

Academia #222: Cycles:

(Technique Type: Painfully Analytical)

- Why isn't the story progressing? Why is it the same thing again and again?
- You're stuck in a cycle.
- If you still don't believe the Story Game has a mind of its own, try getting out of a cycle.
- "Maybe I'm just obsessed with this idea?" Yeah. Or maybe the idea's just obsessed with you.
- It won't just go away, no matter how many times you turn around and say "lalala I can't hear you!" when it talks.

Explanation:

- If you haven't changed, your Inner world hasn't changed.
- As above, so below.
- A literal ostrich can't cast the shadow of a unicorn, unless perhaps with artistically strategic lighting under specific circumstances not maintainable for long periods of time.
- Similarly, your shadow figures, as your opposites, will change as you do. The shapes of their minds reflect yours in an opposite fashion.
- A good sign that a figure is important, is its relentless annoying insistence on sharing its misery with you.
- Sometimes this is done in secret from the shadows...meaning its attacks can arise as faceless inner or outer crises...meaning you have to hike or hunt your way down

a pain trail to demand some answers.

- Unfortunately, the message has *often been encoded* for your *safety*. That's where *solving* comes in.
- *Big unpleasant unknowns* may appear as monsters. For example, in my case, amazing new "mythical" creatures of nonsense, like the near-insta-spawning chickenzilla, *NOT* to be taken lightly.
- You'll know a "*boss stage*" when you see it. You *may* have met a *few* by now.
- I recommend choosing some *matching battle music* to help keep you from getting booted.
- *Fail the boss, repeat the cycle.*
- You have *infinite chances in most, but not all, cases.*
- A boss stage can take *as little a day, or even seven years, to re-spawn*, depending on *if the boss wants to be found...* and depending on *how well you track it if it goes underground*, so to speak.
- Therefore, *to proceed without regrets* means going into *each and every battle earnestly, respectfully, and with the greatest of guts and determination.*
- Maybe you won't believe me until you find yourself *actually running* from something in your own head in fear. When that time comes, don't be a zealot about things. Be a detective.

Facing a boss stage:

- The *boss stage* looms to a frightening level.
- An *angry, morbid, grievous pressure* seems to press in on you from all directions, but with an out-welling of indignant confidence, your team stands before it, sure

they can reach the centre of things if only you maintain your focus and courage and solve with them well.

- A fire battle with a dragon begins...
- Your figures bow to it...so you do, too. The dragon also bows.....then attacks with fire.
- Your figures proceed to "physically" battle it, and keep you covered.
- You work at solving it.
- The dragon attacks. At first you feel something hot pressing on you, then you become a little colder.
- You project your mind forward, and latch onto the monster's surface anger. You may experience its fire ability as you experience its surface anger.
- You may experience changes in your own body temperature as you experience Inner fire or ice.
- (At an advanced level, you can tell special kinds of temperature fluctuation from the very different hangover-style post-fatigue symptoms. You will stop when fatigue reaches the right level).
- (During beginner-level battles, early players may unwittingly miss the basic warning fatigue signs and experience the normal kind of localized temperature fluctuation and the subsequent unpleasant flooding coldness. This tells the beginner when to stop, or headaches and nausea are going to be next. They will incrementally increase to the point of profound exhaustion and painful dehydration).

- So, this we know, because I won't shut up about it.
- (Some advanced battles, on the other hand, have different temperature rules).
- (Some opponents, or even techniques, may drastically alter your body temperature from the beginning of the battle, to the end of it).
- (Specifics about the usage, the timing, temperature comparisons, areas affected, and the execution of the attack that caused the temperature fluctuation should all be accounted for and analyzed later).
- (Unusual temperature effects should end shortly after a win or retreat).
- (The most intense temperature effects I've experienced so far started in my hands while attempting self-healing, which had notable effects I'm still analyzing).
- (Whether I used them while doing that work or not, it felt like my left hand was going to develop something like a sunburn if I continued. I wrapped up practice and almost immediately felt better).
- (As a pioneer in the field of techniques provided by invisible verbally abusive voices, I will likely experiment with body temperature effects until I actually burn myself somewhere, then spend three days watching cartoons in a blanket. I will later warn you, in an equally verbally abusive fashion, of the dangers I have faced).
- (Such is my dream job. Mad scientist, test subject, pioneer, and mystical stunt double. This position is only really worth trying for if you've found all other attempts at curing a severe complex of unknown origin impossible for a long time).
- (If you can heat places in your body well on command, or not on command, I would recommend you take a highly-rated class in reiki, or something similar).
- (I usually only study what I'm working on at the time. What I've learned from beginner's reiki guides has helped me to control a few effects much better).

- In any case, back to our example dragon...
- You try and maintain control of the fire.
- The emotional range can cause you to experience overdrive, but you must never use full force, or risk triggering an awakening.
- Use force that is just comparatively strong enough to move an indoor door on its hinges. Don't exceed this. Your power will eventually grow to the point in your game where this much effort produces large effects.
- Also...the largest effects AREN'T the strained ones. Straining right now can only shorten your battles at best, and pull things that never feel the same again in a worst-case scenario.
- Using up lots of energy in the game leads to faster overuse hangover symptoms. You will have shorter battles and more retreats if you don't follow my guidelines, as well as be more likely to rush past the stopping point and feel ill as a result.
- The boss is likely progressional. Having defused the surface level of the dragon, it may produce in both of you a secondary darkness, and a third. More anger, or perhaps a sadness or anxiety.
- Layer by layer, you transform its emotional attacks into power, feeling each through to the control and release mechanism. It becomes less powerful with each layer, enabling your friends to subdue the beast.
- Upon reaching a deep enough level, the pain ceases to be a pain, and the charge ceases to have a charge.
- A massive invisible tension in you collapses into unthinkable relief, and the dragon's offensive flames go dark...

- A dragon of glitches may become an ally. If you aren't a dragon person, it may turn into, draw, or in some way spawn, a mermaid, natural demi-goddess figure, fluffy forest animal, or fairy...or something equally non-threatening.
- Remember, if the real test was NOT fighting it, it WILL respawn as something much, much worse.
- Cooperation failures often end in a hydra-style situation.
- You'll know a real win when you feel it. Relief is most often the sign of a true victory.
- However, for a short time after a big boss, you'll likely feel tremendously fatigued from the effort. You'll go to bed exhausted, and wake up feeling like you spent the previous day scaling a climbing wall.
- You may even go to bed sore and exhausted once again...
- ...and wake up, finally, the second or third day after your victory, feeling like nothing can possibly ever stop you again.
- It feels like a pile of mud puddle socks has been removed from your heart. You feel like you can jump half-a-foot higher from the problem that has been resolved.
- And you experience an exhilarated rush at the idea of going back into that horrible place for more mud puddle socks.
- The rush of the misery toxin hunt.
- The relief of finally fully healing what has gone unhealed for years.

- *And in the form of an epic fantasy battle.*
- *The offending subject is your own power now. You experience no pain at its presence. That is how you know you've made it through a boss stage.*
- *The difficult opponents will appear as repeat bosses, their layers running deep.*
- *Their payouts will be the greatest...*
- *No one can fight these battles for you.*
- *The rewards can't be bought, though many who don't know the technique would pay millions to feel this good.*
- *It can only be earned. It can only be won.*

The death figure:

- *Let me explain a few things about everyone's toughest repeat encounter. This figure means well, but teaches through what can only be described as pure emotional torture.*
- *As it is the nether pole of the materialism magnet, a death figure is likely to possess enlightening qualities.*
- *Facing the reality of the impermanence of mortal existence is one of everyone's main boss stages. Some may choose not to face it until the near or actual end of life.*
- *Most of us repeatedly encounter death around us in one way or another throughout our lives, as all people and all animals, and all plants, and all insects,*

eventually die.

- When this happens to someone we know, we are suddenly forced to think about where they went, and if they went, which prompts some of us to fearfully avoid wondering about where, if anywhere, everyone goes, as we all die eventually...And the scope of what we don't know, combined with the fact that it happens to all of us, is nearly enough to make the sanest person implode.
- Most people pick a belief and stick with it. Perhaps this is a survival move in the name of sanity.

An accumulating inevitability:

- Any number of losses in your life may follow you and weigh you down.
- The death figure is a boss stage of grief and acceptance.
- Death is a repeated cooperative nemesis encounter and isn't completed fully by very many people.
- Completing the death nemesis encounter may involve not only contemplating, but coming to terms with the idea that billions of years from now, there probably won't be any trace whatsoever of our species left, meaning everyone and everything we know will ultimately be destroyed in its entirety.
- Every structure and relationship we build is a sandcastle at low tide.
- On the plus side, assuming everything in nature serves a purpose, and all species eventually die, our experiences themselves likely serve an unknown purpose.
- So why spend your life amassing a fortune that your great-great-great-grand nephew will one day inherit and bet away on a horse called Deerhumper one drunken weekend?
- Why work only on a legacy that will be forgotten two hundred years from now, by a species that may only live a few thousand years more in some increasingly

unrecognizable form?

- Why not work on whatever information it is we're seeping to our next stage? We may simply be larvae, improperly prepared to survive our next phases.
- Some aspects of death are restricted to philosophy.
- There is a value to being able to accept possible outcomes based on what we know. Religions, including atheism, possess simple rigid ideas that make a certain amount of sense, but can't be proven.
- Video games can have religions written into them, after all, and amnesia exists.
- We can't prove that we aren't in a simulation, we can't prove we aren't robots, and we can't prove that we aren't dreaming...Maybe $4 + 4$ actually equals 70, and we're only dreaming it equals 8.
- We only fight about it because we can't prove our subjective approaches, which is a threateningly frightening concept.
- Agnosticism is the only fully logical approach.
- I understand that the Schrödinger's cat thought experiment actually has something to do with the effects of observing particles, which for me is a conceptual abstract nightmare that may always hurt my head.
- However, twisted into a pretzel, the experiment is useful as an illustration of a logical approach to death.
- Schrödinger's cat, thrice pretzeled, suggests we should assume that there is both nothing and something after death until we find out for sure...and that if there is something, it both does and doesn't have a purpose, and both does and doesn't have something to do with morality (as is a common theme in most religions).
- We know very little for sure.

- Preparing yourself before entering unknown territory simply makes sense.
- You know, NOT entering the wilds of a possible afterlife in a thong and flip-flops, with nothing but a case of beer and a bag of gummy bears as rations.
- Personal experiences can alter personal beliefs.
- In my case, I'm not sure whether or not it's safer to assume I'm surrounded by paranormal activity, or that everyone AROUND me is some combination of hallucinating and hellishly unlucky.
- Anything could happen when we die.
- Suppose, for example, the possibility that we are a single source...Just one person with a whole lot of save files...This potential means we might experience everyone's life data upon death.
- This potential means we may all get to simultaneously experience the life of not only every kid who got a yacht for Christmas, but every child who froze to death on that same night. Full circle, all around.
- I prefer to prepare to avoid the worst possible outcomes.
- I prefer not only not to screw people around for their sakes, but mine, should I BE THEM later.
- Not that I'm sure of anything (aside from being fully convinced via personal encounters that something exists of consciousness after death)...
- I'm cautious about treating unknowns as certainties in order to make myself feel better.
- If there happens to be nothing after death, you won't know the difference once you're dead.
- You won't have memories of good or bad things to float around pondering. Nil. Zip.

- So why do cruel things while hoping for annihilation to be THE one out of many possible unprovable outcomes? Why sabotage other possible outcomes?
- Especially if you admittedly believe you won't exist to remember enjoying your cruel or selfish acts, provided your version is correct...
- For all we actually know, there is a chance that you and the person you're affecting are both the save files of the same person.
- Or...you know...countless other possibilities. It's possible none of us is even close to understanding what's next.
- If death isn't the end, your actions now may have consequences you couldn't begin to guess at, in the same way an unborn baby can't begin to guess what's wrong with your TV.
- We might progress to a next level of a sensory and conceptual complexity that makes this life look like another womb.
- For all we know, we might be living in a game that attempts to teach cooperation to infants of our species, and we might be forced to play it again and again until we learn not to hurt each other.
- There are near-endless ways in which this could end. Most people are raised on beliefs with no evidence. Again, I include "death is the end" atheism.
- Atheism is just a new version of peek-a-boo designed for educated adults, which "logically assumes" that what isn't here clearly no longer exists in any form.
- If I'm mixing this up with Nihilism or something, I'm sorry, but either way, it all comes down to logical speculation, not actual fact.
- Would the programmer of a game be its god?
- Where is our philosophical Schrödinger pretzel when you need it?

- Consider the truth to be both possibilities until you can declare one possibility to be conclusive.
- *I know, I know. Agreeing to accept that the absolute unknown is coming is the scariest way to look at things, but the closest thing we have to having proof of anything.*
- All we know is that in the end, there may be such-and-such range of effects. There may be void, there may be a next life here or somewhere else, and there may be an entirely new plane of existence. We may or may not be sorted based on morality or for some other capacity or capability we hadn't even thought of. This might be a simulation of some kind.
- The fact that we can't agree PROVES we can't prove anything.
- *In other words, the best we can do is to try and play the Outer game correctly.*
- *Play with caution, and somewhat prepare for all possible outcomes, including the possibility that you will one day inherit the save file data of every living thing.*
- Strangely, playing the Outer game from the possible-Oneness viewpoint is about as close as one can come to charitable selfishness.
- *"Looking out for number one" becomes different when everyone around you might be a timeless extension of the experience of said "number one".*
- *But to accept not knowing also means comfortably accepting possible nothingness after death.*
- *To accept all current possibilities...to grieve everything you know to a fearless and griefless place, is to overcome the death figure.*

Death figure as an advanced boss:

- *I have no idea what abilities or curses full completion might result in, but any*

effects will surely be IMMENSE.

- Incorporating the death figure fully is the kind of act restricted to someone attempting to achieve enlightenment.
- From the viewpoint that everyone you know is non-linearly gone already, and to an unknown fate, the material world ceases to look like a game of sports cars and mansions, and begins to look like a pile of sand we get to build into a castle for a few minutes before giving someone else a go.
- Charity becomes a selfish act from a perspective of oneness. That's how you can tell it's genuine. From such a perspective, you see everyone's skin as your own, and wish to protect it as you protect yourself.
- To be clear, this differs greatly from wanting to be appreciated, which is an egoic condition that will also die.
- Non-linearly, brief fame and momentary appreciation is forgotten dust already.
- Whereas...reduction of human suffering is something we may all theoretically benefit from memorably later on.
- I enjoy being helpful to others, but for those who don't enjoy being helpful, I recommend that you at least be nice enough to cover your ass, should you one day experience the other end of what you're doing.
- Don't inflict anything you aren't willing to take on yourself.
- In other words, I'm essentially suggesting that you don't travel into unknown territory without provisions, a life raft, or a parachute.
- I'm sensibly suggesting we prepare for as many outcomes as we realistically can, given the little to nothing we know for certain.
- That being said, I am a self-proclaimed philosopher and not a dogmatic devout. Do as you see fit if you're a person of faith. I personally have no idea what it's like.

Death conception in the layperson:

- *In people who don't play Story Game, basic everyday encounters with the death figure simply involve healing personal losses as they come.*
- *Denial and refusal to grieve through make negative effects worse.*
- *Even in a layperson, cyclic or ritualistic issues can develop around an ungrieved loss.*

Advanced death figure work:

- *In theory, from what I've read and seen, enlightenment will most likely involve coming to terms with loss itself.*
- *As A step, not THE step,*
- *While the death-solving process has been gradually working its way through me, I'm told by my Inners that I've been facing it like a skill-less moron.*
- *I'm not sure which phase will try and happen after this one.*
- *All I know is that I went through a phase of grieving everyone I knew, alive or not.*
- *This was a very sobering and emotionally strenuous process.*

Is the unknown better than nothing?:

- *Agreeing to accept that we evidently know nothing about a fully-theoretical afterlife or lack of one makes grief worse at first, but a specialized layer of emotional invincibility can begin to set in with acceptance.*

- Accepting all possible outcomes can lead to calmer and more informed mortal decisions.
- After all, illogical unproven beliefs, unexamined, can lead to a flood of unhelpful afterlife questions when real danger sets in. At the worst time possible.
- While horror movies get most human behaviours wrong, they do understand a thing or two about fight or flight management.
- Watch some scary movies and compare the characters who accept that death might be imminent, to those who have an existential survival crisis in the last twenty minutes of the movie.
- I guarantee those who have come to terms with the reality make more useful decisions. They plan well, and actually bother to work out strategies and timing.
- Those who haven't come to terms with death at all see an enemy in every friend, plead with a number of random deities and spirits for protection despite being non-religious, and then die after making several terribly clumsy decisions characteristic of adrenaline overload.
- Ironically, the only characters on a scary movie who stand a chance of living are those ready to face death AS something that CAN happen. They are the characters who don't face danger in a state of panicked denial. They are the only ones who don't lose their shit and make a thousand errors in the face of it.
- Coming to terms with the unknowns of death to the point where it doesn't phase you, can therefore save your life.
- It can also possess major benefits for the over or under-cautious, as fluctuations in caution can betray a strange relationship with the death figure.

Full denial:

- Those who haven't come to terms with impermanence AT ALL can go as far as to create fanciful stories about preventing or eluding death entirely.

- When these immortalizing stories are later proven incorrect during a dangerous event or a loss, the organism may lose its shit.
- Ironically, it's easier to face thoughts about death once you've done the terrible work of overcoming and accepting the sheer range of unknowns about it.

Brushes with death:

- At several points in my life, I've thought I was about to die...
- I've been spinning around on the ice in a car, waiting for what was likely going to be my imminent death by collision.
- I found a rib growing out of my neck that I first logically feared was a tumour for weeks before it was tested.
- I once took a walk in the woods during which I heard branches breaking twenty feet behind me, again and again, for about a half hour.
- Preparing for death has crossed my mind, at various times, and for various reasons.
- Maybe that's why my grief started to unwind on its own the way it did.

Solving the death figure:

- Death figure work starts with accepting death and aging, which aren't simple concepts to come to terms with, especially not to a state of full chargelessness.
- I continue to work on thoughts of mortality, less by conscious choice than by being drawn to the relief solving brings.

- I consider Doom, my Inner death figure, to be a good friend. She loves with hard lessons and comes with alleged long life, as she claims to enjoy very ripe fruit.
- When it comes down to it, the body knows what to do with grief and the awe of the unknown, but a few aspects of our lives can impede the natural function. Especially the social aspects, that tell us it's weak not to look happy in public.
- Non-expression and mastery are FAR from being the same thing.
- After all, issues surrounding grief build up by nature.
- Near-misses. Losses. Injuries.
- Death on the mind is like an unpleasant sickness that, rather than being pushed down with decongestants, should be mucous-ed out unpleasantly, until the body is done flushing.
- Impermanence is inevitable, and time should ironically not be wasted "trying not to think about it". Contorting around the big issues is a full-time job.
- What once was a sickening state of terror and sadness can become a doting figure like Doom if you let it, and a wonderful guardian.
- "Trying not to think about things" is dangerous.
- It's choosing to leave the rabid badger in the corner of your kitchen, behind a wall of cooking pans, tossing it greasy leftovers so it won't get too angry.
- You CAN'T wonder why an issue is still there if you have done nothing to remove it.
- You especially can't support magical shiny notions about a profound state of suffering leaving peacefully on its own, especially if you've made it accustomed to indoor heating and psychological junk food.
- It WILL morph itself into a terrible glitch...

And now back to our regularly scheduled exercise:

- So...Cycles...
- Why does Cat continuously argue with a horrible imaginary incubus instead of changing up the scenery and riding a Pegasus to the moon or something?
- (For that matter, why is help all around her, yet she remains his prisoner...?).
- Well, the technique has a sweet spot when you get it right.
- How to put it...it feels like an "a-ha moment," or that second you believe you might have spotted the Easter Bunny as a child.
- It's exciting and fresh. Unearthly. Even a little scary.
- What causes a person to feel this way differs...
- What is important in your story is completely fascinating, not what is "supposed" to be fascinating.
- For this reason especially, I don't condone attacking the image content of your peers.
- If you want to tease them for making no changes at all, it would be less

destructive, but still not helpful if they're doing what's currently natural.

- It's fine to take them less seriously for claiming to be at an advanced level while having no abilities or changes in outlook to speak for.
- These people are facing the Messiah Phase, so don't be too mean.
- Your world should do whatever it wants to do. As the Inner world expresses itself symbolically, there is no wrong form.
- I don't care if you want to live in a medieval puppet show. If you change your image to something cleaner OR edgier for others, it's going to be weak.

Flushing mental toxins can feel bad at first:

- Natural doesn't always "feel good".
- A runny nose isn't bad in itself. It flushes cold germs and allergens out.

New diet as an ability:

- Distaste for unhealthy foods may be a spontaneous ability for some. It can be a trained skill for others.
- Some may develop a sudden craving for, say, green onions or tuna, in place of a new ability.

New diet as a curse:

- Some may, on the other hand, crave even more chips or canned pasta.
- Craving unhealthy things can happen for subtly healthy reasons.

- Craving canned dinosaur pasta isn't natural, but something in canned dinosaur pasta feels natural, so try and isolate the highest vitamin contents in it, and find other, better, affordable, also good-tasting, sources.
- Consider this...Maybe you're just eating canned crap five times a day for the five partially reconstituted carrots found in each can, or eating potato chips because you digest them better than bread.
- If this happens to be the case, will-power and denial alone won't help you to feel better. In this situation, you still need carrots, and your body still hates bread.
- However, not finding a better source of carrots and potatoes can make your situation worse.
- Ideally, you won't leave unhealthy cravings in place forever, without trying anything else.
- In other words, it doesn't logically make sense to defend the dinosaur pasta, and to automatically emotionally decide "No, it feels good, therefore it's natural for me".
- (That stuff is pretty much ketchup with noodles in it, dude).
- In my situation, the Inners value feelings as logic, and logic as we view feeling.
- Both are required to make an accurate assessment of what's good for you. Both require learned skills and close observation.

New diet as an ability-curse:

- Some chemical sensitivities may start when figures learn that some of the things we eat aren't food.
- This may happen whether you want it to or not.

- I now have to be severely low on salt to crave instant ramen anymore, which used to be one of my favourite foods.
- Developing a distaste for a chemical in something you already know is bad for you is both sides working well in conjunction.
- However, it sucks for people like me, who have grown accustomed to a rich diet of things like gas station cupcakes and marshmallow cereals, to wake up urgently craving tomatoes and cottage cheese instead.

Subjective rotating perma-clues:

- Back to cyclic associations...
- Again...I just cannot stay on track this chapter, can I?...
- Simply put, shadow figures speak in metaphorical pictures better than in proper English.
- When decoding these snapshots, always go with personal experiences before accepted metaphors.
- When it comes down to it, if you were sucking on the corner of a blue bib the first time you saw adults argue, blue terry cloth might mean anger or fear, no matter how your peers insist it's "softness" or "sadness".
- Until you remember the bib, assuming here that you were old enough to, it will be a free-floating association that you can't interpret. A shadow riddle.
- As you can see, an image like this CAN'T appear in a dream or metaphor dictionary, because it is strictly personal.
- If it's important, it will come up again and again until you make sense of it.

- This means that, as part of the shadow riddle, angry figures may repeatedly appear in blue terry cloth as an extension of this past understanding.
- As an adult, assuming you can locate and remember the scene, you can transmute some uncomfortable feelings very quickly using this clue.
- Once you solve the offending subject, the terry cloth references will likely vanish from your story.
- "Wait...that wasn't scary, it was just the day so-and-so had a fight with his boss. He came home upset, and venting loudly, and I actually really relate to him at this point in my career. Maybe I should apply for another job like my friend suggested. Thank you blue terry cloth of misery. You were telling me what I needed to hear all along..."
- The lesson is, even if what makes you feel a certain way is counterintuitive, if it's strong, it matters.
- Never forget that such a creature doesn't think like a human.
- While very much potent and real, it is a metaphorical creature. A figure. An other.
- If it's deep enough, it can't talk directly. It's like a hostage in a movie, trying to signal to the caller that things aren't quite going as well as they could be, but it can't say any more without...censorship...
- To take its message as LITERAL is usually a mistake.

Another reason not to force your story:

- The metaphorical nature of the content provides secondary difficulties when you

try to force your story out of a plot rut.

- When you alter the story without knowing what it metaphorically means, you are transmuting unknowns into other unknowns in your own psyche. Especially once your avatars are inhabited.
- The difference is psychologically very clear.
- When you force the process to be as it "should" be to appease other people's expectations, it feels stale and made-up...IS stale and made-up.
- The magic of the figures withdraws and the whole story ceases to participate in its characteristic surprising ways.
- It becomes a pointless exercise in delusion.

A note on socially repugnant subjects:

- My mind may be nasty and inappropriate, but not socially repugnant, so I can't comment with experience on such things.
- I've put almost everything embarrassing in my book already.
- If your story includes something society loathes rather than gags at, (say your story is all about dolphin bestiality), I'd recommend leaving it unwritten to avoid needing to solve the burden of possessing a written copy.
- Like violent thoughts, some concepts are more healthfully solved down to a chargeless emotional paste than enacted physically.
- I don't tend to make people sexually uncomfortable. After all, the second I'm pursuing, rather than pursued, I become bored.

- What I'm seeking is nearly impossible to find where I live. Like a taboo, it has long been inaccessible to me.
- I may not know what it's like to secretly love dolphins in that way, but I do know that going without my submissive interests has been a challenge.
- I'm happy to say that with some work, mental simulation can be more than half-satisfying. It can help to alleviate unfulfilled pressures nearly altogether.
- As a person with inaccessible interests, I can say that enhanced imagination can do wonders for surviving inaccessible interests.
- Mental situps, in particular, can enhance Inner senses to nearly the strength of your Outer ones.
- We can all produce the emotionally rewarding effects of our unrequited desires to near-perfection, with enough work.
- From there, the sweet-spot moment of each desire can be extended until fatigue.

We crave mystique:

- Fiction written from the viewpoint of your desired counterpart can help to fill in the mystique of your counterpart.
- Understanding less-relatable energies helps us to reflect them better mentally, which greatly enhances our overall simulation for more detailed playback.
- Mystery tends to enhance a desire more than reality does.

Overcoming materialism:

- If the main techniques are performed correctly, a person can bypass material-event based desires and immerse in the perfect emotional sweet spots that epitomize them.
- You can chug down unused rations of the most pleasant brain chemicals unimpeded.
- You can begin to feel as an action rather than as a byproduct.
- Anything your body already does, it can do much better, and you gradually have more and more manual say over it.
- Using an effect repeatedly has a similar effect to strengthening a muscle.
- As reality is flawed, lengthening moments of mental perfection can gradually become more addictive than reality.
- Who craves a fancy car when they can accurately virtually experience flying on a gold-plated personal jet that's as big as Paris on the inside, and the size of a Pekingese on the outside?
- (For the record, not a dream of mine).
- As everything will eventually be dust anyways, what is worth more...a non-existent endlessly-reliable memory of previously-unknown pleasures superior to anything found anywhere on Earth.....
-or the non-reliable actual memory of the brief elation of buying a new object you will soon barely remember you own?
- Non-material things, like the ideas of others, and interesting jokes and facts please me the most now. I suppose I most value the material things that increase my overall conception of the world, now.
- For example, I'm curious whether or not reptiles taste like chicken more than I want a car. I also want to know what a profoundly haunted place feels like, as personal evidence of poltergeist activity leaves me intensely curious.

- Most of life's repeatable pleasures are under my control to release now, though it helps if I refresh my memories from time to time.
- Learning how the meditative masters approach physical pain relief is a future project. I assume it will involve a massive amount of research and experimentation.
- The things we can learn to do with our minds are wonderful, but do come with risks.
- At high levels, the work can be highly addictive.
- At unrestricted levels, the work can even lead to reclusive tendencies.
- ...Do use with care...

Everyone has a story:

- Know that not everyone will look at your story in the same way you do.
- My story is somewhat a blend of "Beauty and the Beast" meeting my limited understanding of "The Strange Case of Dr Jekyll and Mr. Hyde" including "Phantom of the Opera", as if directed by several of the creators of South Park at the same time, after smoking Salvia Divinorum with a Mennonite, and after also eating spoiled hamburger, while simultaneously being mortally threatened by an unhinged band of gun-wielding circus mimes.
- If your root story is sort-of Cinderella, you'll probably dislike my story. If your story is Cinderella exactly, you stopped reading after opening this book, glancing at page 36 or 22, and putting it back with a sour look on your face...
- Just as I probably would have ditched the ball from boredom by 9:30, because I prefer making conversation with a misunderstood sarcastic shoe salesman, to dancing all night in an uncomfortable dress with any man who has been naively pampered, and forced into a near-inescapable persona tube as a life obligation,

wealthy or not.

- Besides the excess of information I gave you last chapter regarding my type.
 - After all, the prince usually plays the same part as the plumber, and for me, the plumber is a buzz-kill. I prefer the turtle in every way, except the turtle way.
 - I suppose a masquerade ball would be fun if it involved a kidnapping.
 - Expect to find the stories of many other people feeling as strange and uncomfortable as another person's clothing.
 - "Beauty is in the eye of the beholder" must suggest "everything is in the eye of the beholder".
 - It's obviously implied, but the implication is easily forgotten in the wording.
 - Just know this...Classical music makes you feel the way techno makes another person feel.
-

How to Decode a Cycle:

1. Cycle: Establish what is cycling.

- {i.e. I always see dogs. Every day. Dogs. My figures bring up dogs, too}.
- {Note if a peculiar feeling washes over you at the sight of dogs. They should give off a strong "mood message" of some kind}.

2. Stereotypes: Determine first if you're having a blue terry cloth conundrum of complete subjectivity.

- Our figures will draw our attention to things that express their coded messages, whether animals, colours, marginally-related words, or even numbers.
- If the image isn't subjective, figure out what the image represents, using any and all metaphors, stories, and stereotypes you were raised around, learned from other cultures, or have heard on television or in books.
- These still might be related to a particular unrelated incident in some cases. Make sure you aren't ruling out anything rude, inappropriate or uncomfortable to suit yourself.
- (Meaning, if "doggy style" should be on the list, it should). Dispose of or encrypt the list once you've analyzed it if you feel you have to.
- {i.e. Dogs: are loyal, dig holes, hate cats, have good noses, drool}.

4. Common Sayings: Bring up any common sayings concerning your element.

- {i.e. Can't teach an old dog new tricks, a dog's day, son of a bitch, he's a cur and a scoundrel, dirty dog, dog-eared pages, can smell things "from a mile away"}.

5. Objects: Bring up any objects or actions associated with your element.

- {i.e. Fetch, bone, leash, collar, car rides, walks}.

6. List: The important-sounding elements. If it might be important, add it just in case.

- {i.e. Loyalty, digging, hate cats, bitch, good noses}.

7. Decode: Figure out the metaphors. Metaphor dictionaries are more concise but not as thorough. Dream dictionaries are thorough, but aren't very accurate and need to be cross-checked.

- Be logical when picking a guidebook or site. Logic is, for example, "a dog 'digs', meaning it 'gets beneath the surface' of an issue".
- The shadow figures are leaving you personal coded messages. Therefore, your metaphor guidebook is only there to help you see what's already ALMOST obvious.

Non-logic:

- Ask first, "Can I follow this?".
- A hypothetical example of dream dictionary non-logic could be "a fox represents kind-heartedness and good luck because it once did in Norway".
- (Note where you can no longer follow the logic.....Very good, teacher's pets!!.....You can't follow the logic to Norway!).
- Maybe Norway had a good reason, but you don't know it, and your guidebook failed to elaborate on the specifics...
- For all you can tell, this is the opposite of Norway's actual feelings and the writer is just being an ass and making stuff up.
- In reality, I was being an ass, and I DID make this up...as an illustration of what

can go wrong.

- Personally, I have no idea how Norway feels about foxes. However, as the creatures tend to eat people's livestock, this random fake guess is likely incorrect.
- Besides, if you don't come from, or study, Norway, it's an awfully strange place for your unconscious archetypal figures to send personal coded messages from.
- In other words, go with the most logically intuitive interpretation.
- As a logical example...
- Thick skin can mean more than one thing. It can mean "literally thick skin", as in an alligator defends itself with a "literally thick skin". It can "figuratively mean thick skin", as someone learns to accept criticism with a "figuratively thick skin".
- That makes simple, immediate, sense, right?
- The dictionary you choose should be that concise...
- Until you know why a metaphor is, don't proceed with it. It should be so obvious you're almost embarrassed you didn't figure it out on your own.
- That is how you judge a metaphor guide's quality.
- Logic.
- Remember, stories and legends are some of the best unexpected sources of parallel metaphors. Myth and religion are good places to go for hints. Even movies or television programs you've seen may hold useful unseen guideposts.
- The further back you go into your memory, the more powerful the metaphor, in

most cases.

- Stories you liked as a small child can be used to produce shadow riddles that now hold self-healing properties and strange abilities.
- Remember, YOU are the best source of metaphors. It doesn't matter what a fox represents to anyone else if a fox once tried to claw your eyes out. In that case, your initial metaphor is definitely "fox, as in the time you almost got your eyes clawed out".
- If you reach a dead end, and no one can tell you where to go from where you are, you become the pioneer, using what you know about other metaphors. You scour other cultures' folklore and question every movie you ever saw.
- For example, as a child I repeatedly dreamt of a silver ball about the size of a basketball that would make people vanish if they got too close. It felt important at the time, and even now, but I can relate its origins to nothing.
- My closest guess is that the Betz Sphere came up on TV when I was a toddler, and my dream relates to the "alien", as in "other".

Don't underestimate the shadow riddles:

- I've initiated boss stages through simple metaphor that have untangled troubling outer-world problems within hours of solve.
- Don't underestimate this technique, as it takes utter nonsense and turns it into power.
- Don't ask how. I know because I experience...

8. Assess: Read through your list of decoded material and decide where it seems to be leading you, based on intensity of feeling. This will be your start.

- Also, keep in mind, one vague and universally common symbol like "dog" is rarely

enough to turn up anything meaningful. You will need a more specific image, or combo image, to narrow it down.

- “Dogs with red collars”, or “golden retrievers” are better places to start than simply “dogs”.
- Still, any clues are helpful in the beginning.

9. Reconsider: Was there anything else? Anything you missed? Anything related? Anything in your sole personal experience that no one else would think of? Any double-metaphors?

- {i.e. If the dog was chasing its tail, maybe I'm going around in circles. If it was red, maybe I feel animalistically angry, passionate, or territorial. If it was wearing overalls it has to do with a bedtime story growing up. If it looks like my childhood dog, I need to decode events from that time period. If it was rolling in mud, I have to decode mud now...there goes my next five minutes...}.

10. Seek Webs: If your symbol branches out, note every change.

- Knowing your base symbol is vital here, and I'll explain why...
- Concluding your dog is “loyalty” and not “animalistic feelings” is an important distinction, if a metaphorical dog, for example, suddenly runs away for no reason for several months, as can happen with figures.
- Did loyalty abandon you? Did animalistic feelings leave you? And for that matter, what actually took what away from you?
- Wanting to know what happens after the cliffhanger is always hardest if it occurs in yourself.
- Do watch out for the addictive properties and limit yourself to short sessions for this reason. Binge-watching your mind is addictive, and can lead to a hangover, as can most of my techniques.

- Again, remember, this weird image game is a very deep figure's attempt at human language.
- Some are more skilled than others. Some are practically unintelligible.

Don't encourage technique addiction:

- Becoming a watching-your-mind-a-holic may produce intense dissociative or hypnotic effects.
- I experienced some pretty brain-grinding super-sensations after my supremely naïve early trial-and-error phase.
- Addiction to the process...well...maybe I'll just call that state the LAND OF NIGHTMARES...!!!
- Reality melts, BUT in a BAD WAY.
- Just...
- Don't...
- It also may increase or initiate ascension symptoms.
- While I don't recommend encouraging these to grow unnaturally on purpose...if you have them already, the only way back is through.
- Complete this at as normal a pace as you can muster, as emotionally slow and fast also seem to be capable of interchanging somehow.
- There is nothing quite like forcibly triggering the temporary, temporally disturbing sensation that a quiet room is a scary ride.....BECAUSE NO ONE TOLD ME NOT TO FORCE STRONG EFFECTS FOR LONG PERIODS OF TIME LIKE I'M REPEATEDLY TELLING YOU!!!

- You'll notice a correlation at some point between sincere patience and immediate results, and great impatience and cartoon road-runner hunting.
- Understand how each effect works on you before amplifying it. If it swallows you whole, you might need an expensive yogic guide, and years of excruciating patience to get yourself back out.
- If you can suddenly produce a seemingly-magical intense effect in yourself, make sure you can nullify or reverse it before making it too powerful.
- It's like the story of the Red Shoes.
- Don't get into something you can't handle because it sounds nice on the surface.

Why Not...Again...Change the Story to Something Fun?:

- {A.k.a. Why live a depressing nonsensical story full of bickering assholes? Why not live "Happily Ever After"??}.
- How about this...I learned so you don't have to...I've tried it.
- Years ago, when Liverish was almost purely my nemesis...
- All that came of my miraculous "rescue" into the arms of a miraculous "prince charming" was boredom, dullness, a feeling like the Inners were less interested in me or present...and a gradual sloping flop-slump-smack back into exactly the story I had just escaped from, renewing the wonder and hatred right back to where it had been...except months had passed in wishful boring fantasy without the slightest insight or gain...
- It didn't even feel as good as the real thing...despite the weird dark imagery, the real-deal figures are utterly fascinating and important...

- Your story won't be hideous unless that's what fascinates you.
- If something strange fascinates you in Story Game, it's supposed to, and your story will resolve whatever isn't healthy in its own time, provided you make acceptable Inner choices.
- These right Inner choices are based on motive. The end equals the initial intention here. The end also equals the means. Some Inner expectations are more strict than human ones, and some less. Some are regional.
- In a way, different people qualify as different Inner miniverses, each with its own set of regional peculiarities and rules.
- By all means see what I mean.
- Your story is your story. If it's somewhat-Cinderella, it's somewhat-Cinderella.
- If you try to make *Beauty and the Beast* into the *Ugly Duckling*, the Beast will decide that he's special enough to accept himself as he is, and will seek out others of his kind. Meanwhile, Belle will develop a worsening book-hoarding problem at her father's house.
- Happy endings are subjective. Don't live the wrong story...

Don't Ignore the Mundane:

- Maybe an Inner makes regular appearances with a certain object, or with a certain catch phrase.
- Sometimes the smallest hints are the largest hints. (Maybe you have a figure with a compulsive need to have her own talk show). Don't stop taking note.

"Mittens":

- "Mittens", I am nearly positive, refers to a Mother Goose nursery rhyme from my

childhood bookshelf.

- It was called The Three Little Kittens.
- I hadn't, until recently, considered the meaning of it very deeply, but I do know I really liked Kittens as a toddler...So I likely just wrote it off at the time, as me being a young cat enthusiast.
- In this story, apparently using some excellent recommended parenting from the 1600's, mother cat won't let her children eat dessert until they first find and put on mittens.
- Yes...mittens.
- Even in the 1600's, this was a really strange thing to ask for.
- They comply without question...
- ...but are soon scolded for getting the superfluous eating mittens dirty...
- ...so they go and wash them.
- They get praised for doing this, briefly, before getting called out to work rat catching.
- ...What a terrible lunch hour...

- (I have never tried absinthe, and therefore can't tell if Mother Goose wrote on it).
- Is this weird story important? Is it pointless? That's for me to decide.
- What I did learn in examining it, is that when you consider how the world around you wants you to live, it's really useful to separate the actions that actually improve your life from all the superfluous eating mittens you've been taught never to lose sight of or stop wearing.
- It can also be a good idea to analyze what Inners are calling you behind your back...I thought "Mittens" was cuter before...
- Repeated names or ideas suggest a message that hasn't passed the gap between Inner and Outer properly.
- The attempt continues as the Inners try desperately to coerce the human mind into translating their transmissions accurately into words or pictures.
- (Another reason meeting them halfway prevents unnecessary errors).
- Once the message is received, it becomes a main focal point for a while, then the metaphor fades from focus, almost overnight.

- *"Wait...I solved the loyalty issue, and haven't seen a dog in weeks!!" or "Look! 'Mittens' has been changed to 'Brainucchini Alfredo!'"*
- *.....NO.....*
- *.....(let's hope that one gets boring for Lee fast).....*
- *Chronically ignored messages will choose the body as the final message.*
- *"Pain in the neck," "back-breaking labour," or "the whole ordeal makes me sick to my stomach," may all apply to a sufferer of stress, for example.*
- *(See? Many people already have severe, curable, metaphorical conditions and don't even know the word "metaphor").*
- *If you can convert the body feelings back into mental sensations and emotions, or even back into meaningful archetypal communications, and work them through, the ailments will often leave like any other metaphor...along with any life conditions that helped them thrive.*
- *(Again, beware possible situational cleanup).*

A wish come true...:

- When a person experiences wishes coming true, it may simply be that the person

has given priority override to the most appropriate Inner functions for achieving related ends.

- This may create a deficiency in other areas that also require focus to thrive.
- If focus was a bottomless resource, we'd ALL be mathematicians and rocket scientists for fun, and could legally study these subjects while driving and talking to dozens of people on the phone.
- In theory, the purple-font theory, that you can draw any and all of your desires through concentrated wishful thinking alone, may simply be based on the enhanced reaction you CAN get when you convince your highly-intelligent body-mind to adapt in any way necessary to locate a particular set of conditions for you.
- You know how those of magical background often suggest you don't use it to draw money? Let's explain that...
- If you successfully ask to be rich by any means necessary, the Monkey's Paw effect considers which injuries will find you the best-paying lawsuits, and will gladly exchange your well-being, in a freak "coincidental" garbage truck accident, for the money you claimed was more important than anything.
- The game can have a mean, old-school mythology-style sense of humour.
- Prioritize carefully when you ask for anything.
- While focus is a renewable resource, it does take time to grow back.

The secondary danger of personal revelations:

- Even an amazing revelation can cause problems.
- If you come to recognize your back pain as a response to overwork, you now have to either do something about it or ignore it.
- "I'm overworked" will now buzz in your ear like a mosquito until you address the

problem, regardless of your car payments.

- This is how Knowledge can produce temporary problems.
- While the natural actions you're eventually driven to may save your life one day, right now your back may ache all the more from knowing your current actions are making things worse.
- Now your back hurts and you feel pissed off about it.
- After changing jobs, feeling refreshed and pain-free, the whole annoying ordeal will seem worthwhile.
- Until then, however...

First things first:

- Upon the discovery of an important unseen problem, I would stop worrying about your current actual situation, and encourage your figures to start in on ideas for remedying it.
- Make slow choices after regrouping. Don't let a sudden inspiration force you to act on adrenaline.
- As I've mentioned, be careful what you ask for, and HOW you ask for it. Don't ask for anything that comes from an emotionally-charged place yet.

Numb as a bad sign:

- Another thing to note: rogue living symbols can create mental spaces too molten hot for the mind to consciously reach yet.
- In other words, be aware, big boss pain can produce over-numbness as a first sign.

- Most figures feel a little like something, so a complete lack of anything should be considered odd, or even suspicious...like wearing a ski mask in the summer.
- The effect of facing a numbed boss is something like...
- Nothing. Image of a shirt. Nothing. Image of a flower. Nothing...THE MOST HUMILIATING MEMORY EVER!!!...TWELVE EMOTIONS AT ONCE!!!...Nothing, rinse, repeat.

Don't procrastinate I say, like a complete hypocrite:

- If you take a long time to address the pivotal issues, they will require extra attention, or potentially act out in disturbing Inner displays of frustration or despair. The wrong kind of procrastination can make a nasty little gremlin out of the sweetest figure.
- Like small children who don't know how to express themselves well yet, figures will behave incrementally worse as their needs aren't met, and rightfully so.
- Beyond basic denial levels, they may behave like anything, such as starved wolves, crazed maniacs, dragons, and manticores.
- They lack maturity. If you believed a five-year-old child when he claimed to be Satan, and gave him cookies to appease his wrath, he'd keep up the act until the cookies stopped. If his actual survival depended on it, the act would become very convincing over time.
- It's simple for an invisible figure capable of producing a variety of unusual physical and mental effects to fake great power convincingly, and it is likely to do so under restrictive unnatural conditions.
- Expect 95% of aggressive claims to great power to end at strong emotion, in the name of something natural and basic.
- To this creature, survival depends on what it's doing, so try to treat aggression

with compassion.

- As a deep figure can think like a human adult who ceased to mature emotionally at age four, you should not assume mature rationality from any figure, even a grown one.
- Such a figure is, however, just as intelligent as you are, in a wild animal way. Maybe more intelligent.
- The immature-sounding figure may simply be pampered by the endless sandbox of non-physicality. This doesn't make it stupid, just selectively ignorant.

And another reminder that deeper figures speak metaphors as a language:

- A figure's words and actions may also reflect metaphors that say more about OUR LANGUAGE than the figure itself.
- One of the exercises in this book provides a crash course on the metaphors behind Inner Figures' weapons.

Not every player in Story Game is easily befriended:

- If the figure seems predatory, by all means don't hug a mountain lion. Sharing, caring, and hugging it out are not rules, in this world.
- Not every creature will want to become a cooperative conscious function.
- It's nice when it doesn't come at you with a metaphorical meteor apocalypse, anyways.
- This is not a world of meditating on lovely sunsets every day indefinitely to calm your breath, but, rather, a world of removing metaphorical weapons from wounds and sewing them up for good.

- If you're still here, you know that by now.
- This place is a dojo, not a restful retreat.
- Me: Hey there, little fella...Wanna be friends?
- Encountered creature: [...].
- English Translation: You lost twenty bucks somewhere last week. Remember that awkward cashier experience where you dropped all those napkins and held up the line? Why did you not take out the coffee ground garbage more recently? What a slob.
- Me: Okay. Just tell me what you want. You don't have to be a dick about it.
- Encountered creature: [...].
- Me: No. I won't translate that. Go back to the slobby clumsy part.
- Approach glitching figures slowly, and with Inner backup. If it approaches you, recognize its words as a way to coerce its basic needs out of you and proceed with caution.

Regional differences:

- Basel and higher beings behave and feel differently, but for a few years, I guarantee, your lack of the ability to tell the difference is something they can manipulate.
- Remember, higher beings are NOT superior to lower ones.
- You may as well go out in the world claiming air and fire are superior to water and

solids, or trying to force snakes to eat vegetables.

- If it's there, assume it should be doing whatever it's doing for some natural reason, unless you've been holding a lot of amateur seances in abandoned asylums or something.

A reminder about relief:

- Remember that even the negative produces pleasure through relief.
- If you've just come in from the cold and are now warming up with some cocoa and flannel pyjamas, you likely feel better right now than nearly all of my readers who haven't, even the one or two unlikely people reading this as they eat caviar out of a golden chalice.
- Feeling good all the time simply creates a higher baseline.
- Compare the following situations...Toilet paper on a normal day, versus someone passing you toilet paper when you run out, just as you're about to miss your big presentation at work, which might get you fired.
- It may be generous to call it one-ply, though its fibres will ironically be prickly enough to itch as though you're wiping with hamster bedding...
- ...But psychologically speaking, you may as well be getting the best massage of your life, because the cheapest toilet paper on Earth can still provide a comforting alternative to several possible, likely-unfortunate, imminent situations.
- Negative-feeling figures can therefore produce quite positive results. However, one thing you can count on, is that an ideal Trusted figure will feel well-meaning and constructive.
- If a figure who was once a Trusted now feels wrong, you will need to fall back to other Trusteds until the situation is resolved. This is the main reason I insist you keep two or more around all the time.

- Sensation over appearance, always. In other words, if you feel uneasy, wrong, angry, guilty, sad, or block-numbed around an "angel" figure, despite its alleged insistence that it knows what's best for you, RUN AND GET HELP FROM A TRUSTED FIGURE.
- STRANGER DANGER! VALUE SYSTEM MIMIC!
- Something is pretending to be something it isn't, and that is rarely a good sign. It might, for example, contain martyr figure potential, like Polly...
- Sokien paraded as my ideal persona, which she was not, and something INDEED felt very wrong.
- When dealing with beautiful, (seemingly) virtuous figures, if you feel ashamed for feeling wrong around them, question why.
- Why don't you feel right around them?
- Do they have your best interests at heart?
- What needs do they serve?
- Are they filling a void with unnatural wants?
- Do they solely teach through the use of pain and misfortune?
- Are they trying to help or hurt?

- Choose wisely. Neither run in swinging, nor assume pure motives based on what you see.
 - My gut feelings were usually right, though I usually ignored them and continued to blame myself for feeling icky around Trojan Horses like Polly until the offensive onslaught started, and denial couldn't be maintained any longer.
 - {Future Cat: Guys...Polly isn't on your spoiler list, is she? I think she's more of a spoiler than Mimi...}.
 - If you go directly to your vividly-imagined idea of a trusted deity or long-dead thinker, and are redirected to the right figure, you can feel safer that you are on the right track.
 - Body sensations and physical emotional reactions are what count.
 - Always check how the body is reacting before proceeding.
-

- "See?" says the body. "Your back hurts. By this I clearly mean you're carrying too big a workload. Praise and listen to me".
- "Ouch," says the mind, "I wonder why my back hurts...Better take an extra pain killer before my overtime shift".
- "Alright, for now, if you can't help it," says the body, "but if you make a habit of it the way you have been, I'm giving you the gag reflex".
- "Ew," says the mind, "I just burped. Time for an antacid".

- "This is getting complicated," says the body. "Will you stay home and rest if I make you sad and tired?"
 - "Alcohol will save me. My holiday is just a few weeks away."
 - "I can do better," says the body.
 - "I can do antidepressants," says the mind.
 - "I can keep you awake," says the body.
 - "I can get a prescription for that," says the mind. "Not that I need it, because I feel wonderful after my vacation. Next year I'm going to save for somewhere even better. Oh, well. Back to being tired."
 - "Until you go on vacation again, you'd better keep your medicine cabinet nearby, because I have no intention of shutting up until we're both dead."
-

When the Cycle Changes:

- Everything will shatter, then settle into a beautiful restful state of control and ease.
- When a big cycle ends, you feel better in a way you didn't consider possible before.
- You'll want to sing like you've just fallen in love.

- This will pass, and you may begin to take the ease for granted over time.
- Make a record of your victories, at the very least...so you won't forget what you overcame.

Season 2:

- A change of cycle is inwardly comparable to the changes you might expect from a second book of something, or the next season of a TV series.
- Don't worry if things change and re-arrange themselves quickly as you enter a new cycle.
- You should recognize familiar bits and pieces of previous cycles, and recognize the same old behaviours in your close Inners.
- However, settings and core parties may change with time.
- Some figures may have altered cycles which should be analyzed after being observed in thorough detail.
- The story may change slightly, or completely, overnight.
- I'm in a Danna cycle now, for example. There have been whole years during which I didn't see her more than once a month.
- Actually, a lot of my initial home world was destroyed by the Kraken for some reason. That was another big cycle shift.
- A cycle shift may be a time of tests and synchronicities.

- Some things may not make sense.
- Very unusual imagery shows up.
- And then often comes up in the human world shortly after.
- Don't block out the bizarre. Bizarre is simply low-censored.
- This is the time when you might be confronted by laser kangaroos with tacos, and rhinos in top hats.
- Strangely, the strangest messages are all likely to mean something big, so take note, even more so than you usually do, even if it feels stupid writing about it.
- You might neglect to write about seeing a pink hippopotamus before encountering several of them downtown in one day.

Emotions are abstract...:

- My world compartmentalizes itself for efficiency.
- Cartoon Prehistoria is a good example of a whole "world" arising from "stupid" flash-thinking.
- Anything uncensored can potentially contain the best clues.
- That isn't to say all nonsense leads to something useful, either.

- *Just don't discount it, as it has a higher probability of containing secret treasure.*
- *Think of nonsense as the off-road mini-quests of a video game.*
- *Usually, you're looking at indirect high payouts riddled with strategic barriers and logical traps.*
- *It's for that person we all know who wants to collect EACH AND EVERY TOKEN.*
- *Off-roading possesses a mild to moderate risk of auto-solve, or initiating an unwanted random-spawn encounter.*
- *However, off-roading isn't nearly as risky or random as auto-spawn itself, provided you don't off-road too far out.*

Unexpected results:

- *My personal Inner world changes my name every so often.*
- *This happens to me for a few days or weeks before or after a breakthrough.*
- *Usually my new name is uncomfortable or humiliating in some way.*
- *After a while it returns to "Cat" or becomes something worse for a while longer.*
- *This is unique to me as far as I know.*
- *If there's a second or third book, you may see this effect in action...*
- *As you can see, my 2011 cycle is in a stuck state, especially when it comes to Liverish.*

- With a very difficult figure, you may see minor shifts over time, along with a general evolution in the relationship. The effects are much more noticeable than with another human being.
- I went from Liverish's enemy and hostage, to his Stockholm romance, to co-dependently attached, to an even-ish, yet antagonistic marriage to a much-altered Lee over a period of several years.
- (The vox marriage shouldn't conflict with human marriage, to be clear. Lee only gets mean-spirited when he thinks a guy is either a really poor fit, or taking advantage of me).
- Supposedly, when a couple can't get along for no logical reason, the vox and mollis aren't getting along well as a couple.

Order of operations:

- Keep working with stuck figures, but make sure you aren't neglecting your work with the rest of them.
 - This is especially true if there is an unknown reason you must deal with them in a certain order, and your most urgent-seeming Inner doesn't actually come first (as can be expected under normal intuitive circumstances).
 - Liverish wasn't as first as I once liked to think, because Sokien was far more pivotal to the story than I once liked to think.
-

Chapter 8:

The Drop-Out

“In a way, her life has been a retelling of the story of Humpty Dumpty, but with more twists.”

-Doom



1.27.16

{Currently Listening to: Crusade of Crannhynr by Shad Manning}

Danna: Welcome to Danna's Documentaries! <3

- Today we are celebrating Damsel-in-Distress awareness month with an ode to heroes!
- As heroic as she often wasn't,
- Sokien helped to make Cat what she was,
- Filling gaps in Cat's heroism, as Cat would do for her.
- See Cat?
- There was something like that hiding right under your nose. <3
- For the audience,
- Cat is now puzzled by how surprising that information shouldn't have been...
- but it's new to her nonetheless. <3

- Danna waves a VHS tape in front of the camera.

- She smiles {with an air of great importance...3.16.16}.

- The VHS becomes a warped green glowing vapour,
- before becoming a thick black goo in her cupped hand.
- She manoeuvres around boxes to the back of the set where a VHS player has been set up.
- She tilts it up on its end and pours the goo into the VHS slot.
- She bangs the VHS player twice, hard, on the table it's sitting on, then sets it down, upside-down and unplugged.

Danna: *There.* <3

- Today's video shows Sokien in her most heroic form! Just watch! <3

Security Footage, Pick #2: Sokien Kicks Ass

- {This one was taken by all of the ship's security cameras. I would have let everyone know about the breach sooner, but I had to see how it ended.} <3.

- {Cat's note: This wasn't all security footage. I was there when you wrote this}.
 - {Danna: Yes it was, but I added some dialogue and closeups...and content. <3...>}
 - {Cat's note: How much?...No. I don't need to know. It shows Sokien at her best for the most part. I'd rather not argue with you. Let's leave it at that}.
-

{Currently listening to: Jitterbug Swing by Driedijk ft Ben Prestage (funky house mix)}.

- {What comes next is Danna's personal description of an event I don't remember happening, maybe 2007 or even 2009ish...Liverish was bad news back then...1.28.17}.

Danna: It starts here, see? <3

- Suki can just barely be seen on the small docking platform
- near the middle of the enormous, egg-ish-shaped ship.
- She says something cute and both of the men at the gate tear off after her on their boomerangs...

- *But she's pretty damn fast,*
- *so she wasn't caught this time.*

- *Her sloppy work occurs inside the building.*

- *Now...Here!*

- *Sokien drops from the roof of the {platform}.*

- *Her eyes flash cold blue like silver.*

-
- *{Cat: ...I can't see "blue like silver" being a valid metaphor...3.2.16}.*

 - *{Danna: Mittens, please don't make me terminate your employment on my show. I do so like your work, and no one else here has human hands to type with. <3...3.2.16}*

 - *{Cat: I'm sorry...3.2.16}.*

{Danna: You should be if you aren't going to be professional. <3...3.2.16}

-
- *Sokien half-flies,*
 - *Three times as fast as running,*
 - *and gets her back against the wall,*
 - *to the right of the entrance.*

 - *The next camera catches another well-armed man with blue shoulder guards,*
 - *sprinting towards the narrow corridor leading to her hiding place*
 - *with a Livenish-powered laser gun in his hands.*
 - *and I almost drop my soda because I didn't see it at first...*

 - *But she is still hiding...*

 - *By this point I'd managed to work a closeup with camera 1,*
 - *with my mouth open and my eyes on the screen...*

 - *It wasn't easy. <3*

- Her eyes dart right, towards the doorway.
- We see him halfway down the corridor,
- but he's not in her vision.
- She draws her boomerang.
- With a sharp motion like the swing of a hammer she straightens it into a sword,
- one of her symbols...
- He's two feet away.
- She spins suddenly, meeting him at the entrance with an exact two-handed strike.
- The guard is launched back down the tunnel fifteen feet,
- in a blaze of purple flame that engulfs his writhing form,
- he gasps and heaves,
- unable to scream,
- until his energy is too low for him to move.
- Sokien waits patiently.

- *He is left alive and unaware.*

- *Sokien moves with killer stealth in her tall purple boots.*
- *A knee-long skirt under a light, plastic-looking, armour.*
- *Her long hair is out and flowing to her butt except for a small bun at the back.*
- *Metaphor isn't a choice, unfortunately, but it can look pretty cool.*

- *She seems to be thinking of moving the unconscious man,*
- *but looks up suddenly,*
- *sensing...*

- *She moves quickly.*

- *The second she reaches the end of the corridor,*
- *branching left and right,*
- *she finds guards*
- *twenty men deep on either side of her.*

- She leaps straight up,
 - kicking two in the face
 - and energetically sticks to the wall,
 - before wrist-flicking her sword back into a boomerang.
-
- She drops
 - and balances on one foot, on a man's shoulder,
 - getting her other foot onto the boomerang like a sticky flying skateboard,
-
- (Our standard riding mode by the way...)
-
- The first men topple,
 - with a thick whoosh,
 - as the boomerang has started up suddenly,
 - and hit them in the face directly.
-
- Sokien takes two unexpected shots from the enemy at once,
 - from front and back.
 - The distribution shield reduces her overall energy by about 20%.

- {She seems vaguely impressed that they are armed properly or have the audacity...}
- "That's all you've GOT!?" she roars,
- voice almost cracking from the intensity,
- as she topples men like dominoes and surfs down their falling forms.
- Her boomerang is in her hand again as her boots thump off of the back of the last man turning to run.
- Purple fire fills the hallway briefly.
- The men now behind her seem to be chasing halfheartedly.
- The hall continues for several meters.
- {The body's Canadian, remember? I like metric better this time}...
- She runs into a large ship-docking area,
- big enough to house several large houses and a water tower.
- It has a domed window instead of a wall on the far side.

- A few technicians in lab coats see her
- and start towards her hesitantly,
- preparing to attack, but clearly not wanting to.

- She runs up the uncovered stairs to the next level, located conveniently next to the entrance of the docking area,

- ...as they inch nearer, building energy.

- She glares down at the technicians menacingly,
- and lobs an energized boomerang at a nearby ship the size of an RV.

- The top half explodes, hailing burning pieces onto the technicians,

- who stop building energy to shield themselves.

- "TRY ME!!" she roars, catching her boomerang, as the last group of pursuers enters.

- They gawk at the fire, then up the staircase at her as she turns to run.

- As she makes her exit, she gets onto her boomerang,
- and heads down the next hall at thirty miles per hour,
- shielded aggressively for impact,

- scattering two more unsuspecting guards.

- She approaches my desk.

- "Hi Danna!" she says.
- "Hey Purple," I say.
- "Tell them I went that way, please?"

- "Roger that, Purple," I say, and she gets on the elevator next to my desk.

- I take a drink of my soda.

- She reaches a third floor prison wing.

- She energizes her boomerang and sends it ahead,
- Where you can hear sharp metal
- as she breaks every lock up and down that hallway.

- There are two guards we can't see,
- but before they can make a move
- the bubbling of joyful prisoner's voices pours over them
- and they are lost in...or under...the crowd.

- "Save the others on this floor before you go if you're brave enough!" she shouts.

- She enters the next elevator...

- (they were carefully spaced in some places, like in the prison wings...)

- Again, she repeats the process with the same results.
- *"Save someone and go home!" she shouts.*
- *"This SHOULDN'T all be MY job!!"*
- She runs back onto the elevator.
- This time she turns and heads towards the *front of the ship*.
- Her boomerang takes her there at *several times walking speed*,
- but she *still* grits her teeth with impatience.
- She reaches the *glass-domed front of the ship...*
- about as *impressive and high-ceilinged* as the docking area,
- an arena Liverish *used to use often*,
- as did *Blue* when the ship was in *his* possession.

- "I was supposed to have visitation rights!!" she shouts. "Where's Cat!?"
- "Do you have ANY idea what kind of chaos you caused on my ship!?" says Liverish.
- "Well NEXT time you'll give me visitation rights!!" she shouts. "I'm the hostage NEGOTIATOR in case you haven't NOTICED!!"
- "She's fucking GONE. THE FUCKING SPECTRE TOOK HER YOU PIECE OF—".
- Sokien bows rapidly {for battle}, with purpose, quite erect, with one hand delicately over her chest.
- She moves.
- "AAAAAAAAARRRRRRRRGGGGGHHHHHHHHHHH!"
- Sokien cries out,
- flying at him with her sword drawn.
- His power bursts quickly, with control.
- A shrieking, crackling electricity meets Sokien's blade, and launches her fifty meters into the arena's only wall.

- Her shield distributes the damage, reducing her energy from 80% to 10%...
- before she falls back down and loses another 5%.
- "For fuck's sake. CONTROL YOUR EMOTIONS! I suppose another hostage is handy..."
- {Barely able to move, she hears a crew member approach Liverish, running...9.1.16}.
- "Sir? There's a problem with the bottom floor".
- "The problem being?"
- "It's gone."
- "Of course it is.
- Liverish motions dismissively at Sokien's partially conscious form.

- Put THAT ONE somewhere there isn't a riot right now. I need to contact Cat about her friend before that exploding animal does any more damage".
 - "Doom, you mean, sir?"
 - "Do you see anyone else removing floors on my ship?...{I have the purple one, so Cat will make the animal stop, you see?}"
 - The armoured man seems to have received an important mood message [...].
 - "New report, sir. The second-to-bottom floor is gone".
 - "At this point, I'd be surprised if it wasn't."
 - "Would you get Cat on the line about her friend and her animal before I banish you to floor 3 for the next round?"
 - "...Yes sir!"
 - "For fuck's sake, why do I keep hiring devious slackers and incompetents...?"
-

{Currently Listening to: Crusade of Crannhynr by Shad Manning}

Danna: Because I'm fructose-glazed diabetes with chocolate filling and good product placement, and the rest of your employees are decidedly non-threatening to you on any level! <3

- What you just saw was a Danna Productions Documentary!
 - Thank you all for watching,
 - and for celebrating the hero with me on this fine day. <3

 - Even though she lost,
 - she sure kicked ass until she got there.
 - Here's to Sokien, the brave!

 - Bye all. <3
 - See you next week!
 - ...Or day, hour, or month based on your reading level, interest, and spare time. <3
-

NOTES

date: 11.2.11

Enjoy what does make sense, because plenty will not.



⚠ WARNING

Fire Drilled

-Generally illogical
-May contain discriminatory tirade against the human species.

LISTENING

Culture
Beat:
Mr. Vain

INTRODUCTION

-Sure it probably couldn't happen, but if it COULD...how would you react?

-How SHOULD you react?

-Do you actually MEAN that, or are you appeasing a deceased loved one while feeling the opposite?

-A hot flame can dry the tears. but only the tears will balm the burn. Really. They purge cortisol. Look it up.



You COULD have crushed
me before I opened it...

{The best cortisol tear citation, albeit in the study of horses, can be found at:
<http://www.ncbi.nlm.nih.gov/pubmed/24329958>}

11.2.11

Why Do You Take Me Less Seriously Today!?

{Written in Pink}

{Current Playlist: ULTRAnumb by Blue Stahli}

- {Unnecessary information. For argument's sake only. Some trigger material. Those who wish to skip this chapter feel free...1.27.16}.

Cat: ...

Liverish: *I should fucking blast you for not letting me in, Cat.*

Cat: *...I need some space.*

Liverish: *Denied, Cat.*

- *Fuck.*
- *You'd think there was some...*
- *doubt in this room right now...*
- *What's the fucking deal??!*

Cat: *If I can learn to ignore you...*

- *just for now...*

Liverish: *So THAT'S what this is all about,*

- *you PINK PEN-Using BITCH!*

Cat: *Tell me...what's this "all about"?*

Liverish: *Did I sense...*

- *CONDESCENSION!?*
- *Heh.*
- *REAL fucking bright, Cat.*
- *Do you really want to get me mad?*

Cat: *What do I care?*

- {Liverish doesn't reply}.
- {An eyebrow raises}.

Cat: *It's not like you go out of your way to make me feel better...*

- *If you can,*
- *by all means,*
- *finish me off.*

Liverish: *I know you're trying to fucking trick me...*

- *You aren't going anywhere!!*

Cat: *Then don't mind me if I space out and leave you to your own devices.*

Liverish: *...Odd...*

Cat: *What?*

Liverish: *Someone's helping you do this,*

- *that's for sure.*

Cat: *That's no concern of yours.*

- {..."No concern of yours"?}.

- {Cat is confused by her own thought}.
- {Is this Doom language??...9.1.16}.

Liverish: *Who is fucking HELPING you!?*

Cat: *I was hoping before that you knew...*

Liverish: *...And then you figured it out...*

- Liverish grabs Cat by the mental throat.

Liverish: *ENLIGHTEN me...*

- *Who is helping you...?*

Cat: *...I have no reason in either world to tell you...*

- *Finish me off if you have to...*

- {Cat is feeling overly bold and is testing some of Liverish's claims to power by provoking him to destroy her. She doesn't believe he can, but usually doesn't have the courage to test him on it, just in case...1.25.16}.

- {He seems to find her lack of a response intensely confusing...3.17.16}.

Liverish: *You might have a secret {replacement form}...*

- *Hmm...*
- *No reaction...*

Cat: Ease up,

- or finish me...
- your choice.

Liverish: What happened after the tunnel to have this effect?.....

- Oh I get it.

- {Really wishing I remembered this tunnel better. We make it sound pretty amazing... 2.2.16}

- {Was it from a dream? I'll have to scour the dreams I've written down for clues at some point...9.1.16}.

- {It may have simply been a doorway representing entry into a new cycle...11.1.17}.

Cat: ...

Liverish: You LIKED that three minutes I let you be without me.....

- ...seems I can't let you out of my sight for a second..

Cat: Bye...

Liverish:FUCK!!

- Stop fucking blocking me out!!!

Cat: You're so loud...

Liverish: You...

- why do you take me less seriously today!?

Cat: I don't know...going mad?

Liverish: Maybe I'll have to take over sooner than I thought...

Cat: Do whatever.

- Try whatever...
- You leave me no {Inner} life, you asshole.

Liverish: You are different.

- {Liverish's change of tone here suggests that he no longer suspects another {figure} of causing the interference...3.17.16}.
- {Some phases are worse than others, especially if you overuse techniques and take psychological risks. I was clearly feeling more than defeated that day. I seem to be on the verge of an attack...9.1.16, 11.1.17}.

Cat: Just sick of this...

- or getting there...

Liverish: ...

Cat: You can't take me over...

Liverish: Deep end.

- Fuck, Cat.
- Can't you be sane for a few more fucking days?

Cat: It's your fault for trying to make me crazy.

- {Again, what underlies him is impacting her, in reality...2.2.16}.
- {She is upset with her emotions for being overpowering, in other words...3.6.16}.
- {Which, again, suggests an attack isn't out of the question...9.1.16, 11.1.17}.
- {And of COURSE he's taking credit at this point, like the pain isn't his, but something he's doing to her. It gives him that ominous edge he likes to have with people...1.28.17}.

Liverish: Nah, Cat.

- I really can't afford to have you do this right now.

Cat: Do what? {Edited}.

- What a pleasant surprise that was.

Liverish: Shit...

- Liverish grabs Cat's arm.

Cat: Why are you grabbin' me?

- She gives him a dark look.

Cat: *You've got me rooted here.*

Liverish: *We're going further down...maybe it's only a level thing.*

- {Note that the main setting is again or still underground, and progressing. I'm assuming we're seeing the spotlight at this point, occurring over most still scenes. Metaphor is "getting to the bottom of things"...3.17.16}.
- {Yeah. We basically went from him holding me on his airship, to him keeping me in various remote bases, to our magical several-year journey to the centre of the world, mostly involuntary on my part, but increasingly voluntary, as he proved his insane plan to be the actual right move...1.28.17,10.29.17}.

Cat: *(But if I react similarly...).*

Liverish: *(I'm going to hogtie you and keep you on the next level until I learn how to reverse your reaction again).*

Cat: *I thought so but...*

Liverish: *If I can't change you back, we go no farther.*

Cat: *...But I have the cure to your burn...*

- {In a rare situation, Liverish has been given a damaging condition and Cat has been given the only cure for it, as a way to even out their power levels...2.2.16}.

- {Doom, maybe? Sounds like a Danna move, but definitely isn't, at this point...1.28.17}.

Liverish: I'll have it too,

- but not until I relearn how to cure your free will.

Cat: Jerkwad...

Liverish: ...Did I...actually break you?

- You don't sound like you...

Cat: {Manipulation} doesn't work on me all the time.

Liverish: ...But I'm so fucking good at it...

- ...what's the problem...?

Cat: I don't know.

Liverish: It must be the tunnel.

- {If the tunnel is impacting Cat in such a powerful way emotionally, it must hold a powerful symbol...1.25.16}.
- {Not finding it anywhere else. What is going on? I have the vaguest memories of it, but nothing to describe the kind of bliss I seem to be talking about here...1.28.17}.

Liverish: We go no farther until I've returned you to a...

- more sedate headspace.

Cat: ...That does wonders for my attacks.

Liverish: I get it...I hear blame...

Cat: ...

Liverish: Sure...something must be...lost in a panic attack...

Cat: Maybe "rage" is more appropriate.

Liverish: Let it remind you, Cat, that I could have ended you

- but chose only to {edited out self harm}.
- Submit and I'll be relatively kind to you.

- {Note: Let nothing claim to be the sole cause of any personal harm. This is a claim to power it has no proof of and can use unfairly...3.16.16}.

- {If you didn't pick it up from before, he's lying about his own pain, which she is feeling from him...1.28.17}.

Cat: Or this will keep happening until we're both dead anyways...

- what do I care?
- Either way you've only got us headed in one direction...

- *{I sure bluffed dangerously back then...wow...NOT RECOMMENDED!...2.2.16}.*
- *{Not that he wasn't bluffing, but I didn't have someone like me around to tell me he was bluffing. Just a dangerous guess...1.28.17}.*

Liverish: *You believe I'd destroy my prize?*

- *I wish only to scare a cockroach from it before I take it for myself...*
- *{Note: Body snatching is rare like being stuck by lightning. He bluffs that he can possess me fully. Channelling figures is a long and precise learning process, not something that can be suddenly harnessed by one unconscious figure for domination. Even if ego-eclipsing domination were possible, uncharacteristic actions should still flood you with the horrified emotions necessary to help you stop your unwanted actions. Still, practice the rule control before power, okay? Don't be impatient, or it'll take forever...9.1.16, 6.2.17}.*

Cat: *Either do it or...*

Liverish: *Heh...*

- *SOME FUCKING SENSE left at least.*
- *Now, BOW to me...*
- *prove you meant no disrespect to me...*

Cat: *I already bowed to you for those hostages, and you turned my power traitor as a result...*

Liverish: *And I persist.*

Cat: *I refuse.*

Liverish: Good.

- *I kind of enjoy making others bow with my own two hands.*

- {Cat's energy is flaring}.

Liverish: Fuck...

- *the tunnel was supposed to increase my hold...*
- *One last chance, Cat.*

Cat: *A forced bow means nothing.*

Liverish: *...I hate this {altered} energy of yours...*

12.10.11

A Princess Just Fell Out Of My Form

{Liverish and Cat were travelling along a dangerous stretch of tropical beach when something unusual happened...}

{Current Playlist: We Like To Party by Vengaboys}

Cat: *A princess fell out of me...*

- {She fell out like I was a portal, not a person, collapsing on the beach in front of me...9.1.16,1.28.17}.
- Liverish's eyes are glued to the princess.
- {She notices his incubus gaze with horror...9.1.16}.

Princess: *Eeeeeek!! No!*

- *{NO!!!*
- *HELP!!!!!}*

Cat: *Liverish!*

- *NO!*

Liverish: Give'r, Cat.

- I told you, give me the {Cat} in the dress.

Cat: {She does not look like me...}.

- Forget it.
- You can't order me around now.

- {Referring to Liverish's condition, which Cat has the only cure for...2.2.16}.

- {A lesson in power and surrender, if I remember correctly...9.1.16}.

Liverish: Which doesn't mean you can order ME around...

- {The princess has been quietly gasping for air...9.1.16}.

Princess: Noooo...

- {Cat frowns down at the princess}.

Cat: If you don't let go of my legs, I can't protect you.

- {Cat steps out from her encircling arms}.

Liverish: You don't have to be harmed in this, Cat...

- {Number} One?
- I mean she stumbled out of your form like you were a door...

Cat: But she was a part of me and I think I need to keep her away from you again.

Liverish: You're no fun, {Cat} One....

- I'm fucking sick of this.

- {Cat would have been even more concerned at this time if she'd known he was an "incubus" then...He was such a bastard...He's still a jerk, but he's no longer a monster. The only man you can change is a vox...3.17.16}.

Cat: You CAN'T do anything to me.

Liverish: I can...

- Liverish cracks his knuckles.

Liverish: ...put you back together then fuck you apart again...

- {Cat is feeling violently protective...1.27.16}.

- {She flares menacingly...(for her)...2.2.16}.
- {Her voice is deadpan and threatening...2.2.16}

Cat: *Try it now and I'll* {edited for graphic content}.

- {Liverish looks at her in horrified shock, as though he's never seen her before...3.6.16}.
- {The princess cries at Cat's feet, as Cat stands prepared to face battle...9.1.16}.

Liverish: *Why the fuck are there two of you and why do I hate this one so much?*

Cat: *I'm the real one.*

- {Probably. Do I have evidence I didn't schism here?...9.1.16}.
- {When the princess fell out, my demeanour did become a lot more cynical...1.28.17, 11.1.17}.
- {Cat stands ready to fight...3.6.16}.
- Liverish looks confused.

Liverish: Then...

- *what's she?*

Cat: Something I realized was...malfunctioning with me.

Liverish: Ohh...Even better..

- *that means I can keep her...*
- *at least in the meantime, REAL Cat.*

- *{His storybook villain side is rearing its manic head at the sight of Cat's damsel. Dangerously reactive...9.1.16}*.

Cat: I'm sure our old fight stands out in your mind.

- *Before you got me.*

- *{Cat is referring to her damsel-hero divide...2.2.16}.*

Liverish: I'm surprised you aren't all...

- *HER, Cat.*

Cat: You'd tried.

Liverish: And nearly succeeded.

Cat: *But without access to the body it was useless.*

Liverish: *Aww just give her to me for five minutes pleasee...*

Cat: *EW!*

- *NO!!*

- {Believe me...it won't make sense that I married him until a bunch of shit happens, including that time he saved my actual human life after we removed his toxins and they turned into Red...10.29.17}.

- The princess {seems} to be hyperventilating.

- {Cat sighs at the weak version of herself...3.6.16}.

- {She gives her a long look of tired pity, then glares darkly at Liverish...9.1.16}.

Cat: *I need to get her somewhere else on this island.*

- *Keep AWAY...*

Liverish: *Cat, Cat, Cat...*

- *Why?*
- *We're even again...*

Cat: *I know.*

- *And then you'll have a second advantage*
- *because she probably had something of mine, right?*

Liverish: *Right.*

- *So.*
- *Just give up.*

Cat: *No!*

- *{Liverish is so instinctively screwed up by the damsel, his reasoning seems to be slowing. Interesting...9.1.16}.*

Princess: ...

- *Liverish is looking around Cat at the princess.*
- *{He looks pleased, a little mean, and very hungry...2.2.16}.*

Princess: *Nooo...*

- *{Cat frowns...9.1.16}.*

Cat: *How old was she when she...*

- *merged...*

- {Cat remembered.
- There had been a princess in the early years.
- She hadn't been around for a very long time.
- Cat had practically forgotten her.
- Was this her?}.

- {Wait...There was a princess at the start, yes...If this was her...where did she go? Does Mimi fill the princess role now?...Or did I lose something here?...9.1.16}.

Liverish: *She's as old as you are.*

Cat: *Because she saw some of my life.*

Liverish: *Precisely.*

Cat: *Stop staring at her.*

Liverish: *You sound like purple bitch.*

Cat: *Then, what is she?*

Liverish: *I don't know!*

- *If you have taken her job,*
- *she's probably...*
- *hmmm...*

Cat: She is going to help me maintain traits like I said.

Liverish: Great...

- So...
- MORE of this?

Cat: Or something else...

Princess: ...

Liverish:Gimme.

Princess: AAAaahhh!

Liverish: It's so funny!

- It's like she's motion-activated.

- {Cat is feeling alarmed}.

- {Her eyes darken further...3.6.16}.

- {Funny...I'm almost maternally protective when it comes to this figure...9.1.16}.

Cat: *I'm putting a shield around her...*

- *Doom...*
- *How do I do it?*

- {Cat attempts to build a shield that will transfer any of the princess's damage onto Cat}.

- Doom smiles widely for a quick second.

Doom: *Here...no...*

- you don't want to take damage for the shield...
- yes...
- if its weakest point is transferred to you...
- *Very good.*

- {Cat awkwardly completes her struggle NOT to protect the transfer shield instead of the princess...9.1.16}.

- {She feels that she could have done better}.

Liverish: *Ha ha-ha-ha-ha...*

- *What the fuck is THAT beginner's shit!!!...?*
- *...that is fucking hilarious!!!*

- Cat frowns.

Liverish: *And all I've gotta do...*

- *is beat you up?*

- Cat bring three boomerangs out.
- They surround her and circle her at a high speed {...}
- {...} until they form what looks like a textured bubble.
- {This technique was one of Cat's inventions}.
- Cat looks irritated.

Cat: *Yup*.

Liverish: *Fine...*

- *You think I can't get through that?*

- The princess is sniffing.

- {Cat seems unimpressed}.

Cat: *I'm annoying me.*

Liverish: *Only because you don't appreciate her fear... <3*

Cat: *...I saw that...*

- *what did you do?*

Liverish: *Nothing...*

Cat: *Right...*

Liverish: *Really.*

Cat: ...

Liverish: *RE-ALLY*

Cat: *I don't believe you.....*

- {Cat checks for the princess's presence, nearly taking her eyes off of Liverish...9.1.16}.

Cat: {Good}, she's still there.

Liverish: You so tried turning your head.

Cat: I came close.

Liverish: Pretty fucking close, Cat.

Cat: Wow...hey...

Liverish: What? I'm not messing with you.

- {Cat notices a fluctuation in Liverish's energy, but can't place what caused it...9.1.16}.

Cat: You are.

- What did you just do?

Liverish: ...

Cat: And how long were you gone?

- {Liverish seems to have travelled time and space for some reason...9.1.16}.

Liverish: *Better {perception}, Cat.*

- *You could ALMOST get by out in PUBLIC here.*

Cat: ...*Thanks.*

- *From you that's actually a compliment.*

Liverish: *You understand me, see, Cat? <3*

- *So you GET what I GET like without access to THAT.*

- {He gestures around her at the princess...1.28.17}.

Cat: *Cranky,*

- *and with {only} HALF our power,*
- *sort of irritable and whiny.*

Liverish: {*Why do you think it's safe to talk like that?*}.

Cat: *A few more days and I'll have let out all my anger about you.*

- {Liverish gives her a cruel look}.

Liverish: A fight it will be, Cat.

Cat: Don't overdo it.

Liverish: We'll see.

- {Note: I have to explore where the princess left, and where protective feelings set in for more clues...9.1.16}.
 - {Unfortunately, you won't get to see Liverish's division...one of our most spectacular daredevil failures to date. Though they weren't immediately named, the halves went on to become Liverish and Lee, followed by Red and Lee. This was a terrible decision on my part, as it distilled Lee's murderous hatred into what was essentially its own being, leaving the rest of him lovingly rude and somewhat negligent. Lee became less threatening...and therefore not necessarily strong enough to win against the Luciferian-seeming "Pied Piper"-esque sociopathic angel that had been taken out of him. They both remained dangerously intelligent. I suppose you can't eradicate life experience so easily by division. Lee claims to be Red's boss, though clearly Twerp is. Remember that your lying figures will occasionally lie, and test them on their claims, always...3.18.17, 11.2.17}.
-

Arrow's Dare: A High-Powered Daredevil Exercise

(Current Playlist: Medicate by AFI)

Arrow: Don't believe in us?

- Hmm?
 - I'll tell you why.
 - Humans are pointless.
 - Shit-encrusted monkeys.
 - Just like Red says.
-
- Not sure why I bothered with Cat.
-
- And then she saddled me with a trickster.
 - That's a human favour right there.
 - Bunch of dickheads.
-
- You want results fast, mighty unbelievers?
 - I'll give them to you.
-
- (Future Cat: This is an intense techniqu—
 - (Arrow: —There's no reason I can't kill you again, Cat.)
-
- (Future Cat: Proceed with caution!—).
 - (Arrow: Lee. Collect your creature before I kebab it!).
-
- (Future Liverish: Set a finger on my creature and we'll have to scrape the charcoal off you before we feed you to Dog Breath. Proceed with caution).
-
- (Arrow: That's my line).

- Imagine you go to the library.
 - and by imagine I mean use all of your weird human senses.
-

- (Cat's body stops working on Arrow's project, edits Danna's segment for a bit, then watches review videos on free webcam software for an hour and a half..Then she makes a rare, complicated coffee on the stovetop and checks which song is on..

- She comes back).
-

Arrow: You see!?

- This is what I mean!
- Humans are a bunch of unreliable shitbags.
- The lot of you.
- Why am I even doing this segment?

- Oh.
- Hehe.
- Right.

- Okay.
- In your face, you big, hairless hamsters..

- Imagine you enter a library.

- and ask the librarian for a book.
- Let things look like whatever they should look like in your fucking library.
- The things I have to explain.
- ..Fucking humans and their stunted abilities.
- ..(I just know they wont be able to picture a fucking library for themselves).
- ..YES YOUR HOME LIBRARY IS FINE, BUT DONT PICTURE YOUR REAL LIBRARIAN!
- NO REAL PEOPLE!
- NO CHARACTERS BELONGING TO OTHER PEOPLE
- BECAUSE IF SOMEONE ELSE WROTE THEM,
- THEY NOW HAVE THE ABILITY TO WRITE YOU!
- (Besides that, you'll have a bunch of inner memories attached to something outer world, and you'll say things that make you sound a) insane, or b) like a lying shitbag.31716).
- Ahhh..Catch my breath.
- You human fuckers make me so angry.

- *..You and your matter that goes in one end and comes out the other..*
 - *..So creepy..*
 - *So ask this librarian for the book that will change your life.*
 - *The correct (figure) will assume the mask and role of the librarian and take you to a special shelf, set off to itself in some way.*
 - *The librarian will pull out the book with a sly smile of secretive trust,*
 - *and ask you to flip to a particular page.*
 - *Flip to this page and you'll find a random-seeming image or a few words.*
 - *These will or do affect you soon or now.*
 - *Acting on what you see will change your life for better or worse.*
 - *Because you're all brain-dead bottom-feeding, mutated, blind, deaf, loud, inner fish-baskets, death means change, so kill" means 'sever or alter connections with," just so all-powerful Mistress Death doesn't accuse me of sicking you nut-jobs on one another in an idiot's battle to the death..and then, you know, KILL me for it.*
-

- (Cat's body leaves to check the song again...and doesn't come back for five or ten minutes..)
-

Arrow: Speaking of the COLD-hearted BRAIN-dead VEGETable-kin NOW

- humans would do well to listen to us

 - unlike SOME of them..

 - Do this exercise
 - and you WILL!
 - Believe in me!
 - I am a god to you!
 - Bow to me!
 - A-hahaha!

 - Walking trout.

 - Im going somewhere interesting to watch your progress or lack of it.

 - Id like to think this is the last time I have to be around so many of you,

 - but odds are it isn't.

 - Lucky all of us.
-

- (Cat's body doesn't say anything.

 - She stretches, rolls her eyes, and leaves to go to the bathroom).
-

- (Arrow: Yeah, you **FUCKING** run. That's right!3.17.16).
- (Future Liverish: Nice, **TIMELY**, comeback. Shows you what a green emo knows.3.17.16).
- (Arrow: What does that even MEAN!?3.17.16).
- (Future Liverish: See? Green emos don't acquaint themselves with vital information.3.17.16).
- (Arrow: Shouldn't you guys be dealing with Mimi?3.17.16).
- (Future Liverish: Shouldn't you require a permit from Danna to run this segment?3.17.16)
- (Arrow: Shouldn't you guys be dealing with Mimi?3.17.16).
- (Future Liverish: Believe it or not, I'd rather be here with

you.317.16).

- (Arrow: Believe it or not, not flattering. Shoo. Begone. Scat. Fuck off.317.16).
-

12.12.11

As a RODENT, or as a FRIEND?

{Current Playlist: In the Meantime by Spacehog}

On the bus...

Liverish: What the fuck, Cat.

- You've been a hive of activity devoted to dealing with me,
- haven't you?

Cat: More or less.

- Why do you care?

Liverish: Peh...

- I really don't, Cat,
- it's just...

Cat: But I won't marry you.

Liverish: The problem exactly, Cat.

- Your attitude's all wrong...

Cat: And I care because?

Liverish: [...].

- {Liverish has sent Cat a threatening mood message...3.6.16}.

Cat: —*You always have hostages.*

- *Give me a real reason.*

Liverish: *Hostages aren't a reason?*

Cat: *Not one that brings two entities together forever..*

Liverish: *No sense of adventure.*

Cat: *If I had no sense of adventure would I be imprisoned by you?*

Liverish: *No,*

- *{and speaking of "me owning your mental ass with my superior power"}*,
- *where is that screamy girl you're hiding from me...?*

- {At *this point*, the princess has been moved to a *safe, undisclosed location*...3.6.16}.

Cat: *They didn't tell me for a reason.*

Liverish: *Fuck, Cat.*

- *I won't say it twice,*
- *get her scent and find her.*

Cat: No.

Liverish: Her or Kai.

- Come on.

Cat: Kai's protected...

Liverish: We'll see about that.

- *I can deal with getting caught standing over the mess...*

- *{This was a bluff...3.17.16}.*
- *{Note the pattern of bluffing. Liverish bluffs more than all the other {figures} put together...1.28.17}.*

Doom: Of course I heard you.

Liverish: ...Go get some friends!

- {Cat frowns at him}.
- {He raises his eyebrows sarcastically...9.1.16}.

Liverish: Low-moving rodent-like animals don't fucking count.

Doom: Do you class *Cat* that way?

Liverish: As a RODENT or as a FRIEND?

Doom: ...

Liverish: Speak more clearly and other people might like you better.

- Two questions in half a sentence is decidedly fucking rude.

Cat: ...You're off too...

Liverish: It was YOUR fucking exam and we'll see if I don't use YOU for MY projects.

Cat: I thought you demanded involvement.

Liverish: I'm not letting you fuck it up.

Cat: If you hijack a bus, they won't pay you to drive it.

Liverish: Shut up.

- *Doom,*
- *Why aren't you gone yet?*

Doom: *Your threat.*

Liverish: *I won't kill him yet.*

- *NOW FUCKING GO!*

Doom: ...

- {She's gone...9.1.16}.
- {Doom's exit seems to have startled Liverish...1.27.16}

Liverish: *That was FUCKING FAST..*

-
- The bus arrives at its last stop.
 - Cat passes the Airport Square building,
 - walks under the bridge,

- one loop of a cloverleaf..
 - and crosses the field.
 - She walks back home.
-

Liverish: *I'm so glad we're fucking home.*

- {Cat turns on a video game...3.6.16}.

Liverish: *Why do you have to play this shit?*

Cat: *I like this game.*

Liverish: *...Whatever.*

- *Happy?*
- *I'm in a better mood.*

Cat: *It isn't the mood, it's what you do with it.*

Liverish: *I guess I could cause trouble with this one...*

- {Cat doesn't understand the nature of the mood Liverish is giving off...3.6.16}.

Cat: *Why?*

- *And why the...new mood?*

Liverish: *Heh...*

- *not telling.*

Cat continues her after-exam gaming...

Liverish: *I can't believe you're still playing The Sims...*

Cat: *Fine.*

- *Don't admit you like it.*

Liverish: *Not the fucking building part...*

- {He does enjoy it. Strange...He probably just wanted to talk...3.6.16}.

- {He denied liking Kitchen Scramble too...I think it's just the gentle nature of the games that causes him to lie...1.28.17}.

Cat: ...So what?

- I can play this.
- Just watch me leave {this conversation} again when it stops loading.

Liverish: I can make you stop.

Cat: Please don't.

- {When Cat says this, she sounds more like a tired grown-up asking a kid to stop climbing something than a scared victim...10.29.17}.

Liverish: I'm sick of this part.

Cat: But the next part...

- {He definitely likes the task-based parts of that game. He's just being needy...9.1.16}.
- {Not needy..Macho...1.28.17}.

Liverish: Whatever.