

ENEMY NOTES

Enemy R1 Thoughts

- Awkward music and presentation hides a potentially intriguing and deep game
- The worst font/typeface choice ever made
- The difficulty genuinely snuck up on me, as did the fact that you're not perpetually stuck in a turn based mode. I was sort of warming to it but thank god.

- Cool physics systems, very open ended combat approach, potential for a lot of character options.

- Turn based classic X-Com style combat.

- I found this game by total fucking accident while looking up Jagged Alliance on Steam, this may be one of the worst titled games I've ever seen. There is nothing good about this title, it meant no one could possibly find it purposefully.

- First run was as Mr. Bit, an action type character. They died on the second screen and the game kept going! Your starting character can die, and on the third the rest of the crew was slaughtered in turn.

Enemy R3 Note

- Saul Myers died getting crushed by a tree on the second map, my whole crew got wiped out by one well positioned mercenary, I may need to dodge bad fights

Enemy R4 004 NOTE - Kill the Forest

- Something hilarious I've learned is that the best thing to do when starting as an action character is to head into the forest, bring a gun to the medieval setting and farm them for EXP.

- Fire propagation is terrifying and fun, observing the aftermath of a battle is really fun in this game.

Enemy R5 002 Note - Levelling is intriguingly challenging

I find myself in an odd position with levelling, it's a very interesting system. I'm struggling to allocate stats and genuinely feel the short term/long term push and pull early on. More health is so handy, but mind is good since spotting mitigates health loss by letting a player get the drop. Weapon skills need polishing, and endurance helps movement which is incredibly important.

Due to the quick turnover all the stats feel impactful, it's pretty fun. The quick turnover hits this nice balance between letting me try build experimentation, skill mixing, and min-maxing depending on the scenario and need. When I'm riding high or have spare characters I get experimental, when the game puts me up against the wall I panic buy health to try and stubbornly push through a bad situation.

Enemy R5 003 Note - Can't play at night, it's pitch dark, so I travel back and forth until day

Enemy R8 007 NOTE - There is a contrast between the games gamey theme, and the brutality of the tactics it creates

After numerous deaths, falling to ambushes and mental breaks. You get good at this game the moment you drop all sense of decorum and just start playing as brutally as possible. Like setting up killzones, torching enemies out of their homes, or for the tougher foes, blasting them into a pit and then cooking them alive. Containing any threat which could prove lethal.

I did get better at the game in my early runs, but I only started really surviving and thriving when I got inventively cruel, and made sure to deny my enemies any opportunity or mercy.

Enemy R9 Run Note - Rough reintroduction

I have lost the rhythm I was learning with this game, the innate understanding I was gaining of the AI has slipped and they took me down brutally.

The drab atmosphere is still awkwardly impactful? I'm not sure how I feel about it. Like all the magic of the worlds is gone and it leaves the different videogame biomes feeling kinda similar. It most effects the Platformer themed plains ironically, Mario is Mariout

Enemy R10 003 NOTES - Shotguns are a melee item SOMEHOW - Even ghosts are slowed by the swamp, bogged down by life

Enemy R11 001 Note

- I'd really like a cleared map icon on the world map to know what tiles are empty.

- Clearing chests after clearing a space has a certain satisfaction to it but also just feels a little cumbersome. Cumberseome really is the way to describe the menus of this game. Asking for confirmation on actions that are very unlikely to be done accidentally. I need to do a few rounds of operation to ready my hands for the precision required to drag and drop. It's stodgy and sort of unpleasant feeling in some unfortunate ways that feel easily rectified.

- Considering how punishing the game is I feel like I'm playing with fire, I mean more than I am already when saying the AI could be better. It already does a great job navigating these maps but is baitable by pulling back and exploding range and reaction but it also cannot jump which limits its space on quite a few maps.

Enemy R11 004 Note - Wish mental break disabled attacking

I'm not sure how good a change it'd be and maybe they do have less accuracy. But the mental damage effect of stealing a turn from the player makes sense. It puts the bot in an extreme flight or fight state. Being able to attack enemy morale and take long shots knowing you're doing some psychic damage is cool. But it feels sort of redundant because it's not like I'm taking their turn away. Granted it does mean there is a chance they'll flee instead of fight but still.

- Also, I sort of wish slicing the map was a bit less binary, in that when I lower my viewpoint, I lower everything, not being able to see trees and so on.

Generic Notes

Generic notes

- Terribly ill fitting music, strange tone, videogame reality with a very muted presentation. It's on this strange level where it feels like whimsy is desperate to poke through, but it's too drab to achieve it. This seems purposeful, but the end result is just sort of awkward.

- Absolutely atrocious font choice, UX is pretty wanting in a lot of regards but the fact you have to experience cataracts to interact is a pretty big barrier. I spent an hour trying to figure out if I could change the typeface after I first booted the game. I have never done that and you know how hard it is to bother me.

- Story is non-existent, that's fine. Attempts at character are severely underdeveloped. This game is a really strange but bizarrely addictive, enthralling, and freeform combat system hidden underneath a lot of problems and with no pull. This is a hidden, very scuffed gem.

- AI is crap. Incapable of jumping leaves melee enemies incapable when it comes to rivers or differing elevations without stairs. Considering how punishingly hard it is in other circumstances I take any opportunity to cheese I can. Deaths quickly followed me getting comfortable.

- I have never loved looking at the aftermath of a battle more. The terrain destruction is awesome.

- Before even beating the game, what I want is MORE, I want an expansion and refinement of this.

- The interrupt system is brilliant and fucking awful. At times it can reward laying ambushes and careful maneuvering, at other times it can kill you without recourse.

Abandoned Run 1 Note

- You need a ranged option, this game is brutal out of the gate if you can't put shots downrange

Run Summaries

Run 1: Mr Bits (Action)

- Learning the ropes, think crouching is really useful. I survive on blind luck for a bit, but eventually get stomped down by a ninja/grenadier ambush

Abandoned Runs 1 & 2

- I get cut down trying to leave the starting zone, melee appears useless in an action start

Run 2: Frank Gibbs (Platformer)

- Show off bizarre platformer mode, Ubisoft ripped this off for that Rabbids game.

Run 3: Saul Myers (Action)

My attempt to bring back Saul Myers is interrupted (literally) by the interrupt mechanic, my squad is gunned down by one emplaced mercenary with an itchy trigger finger. Saul Myers is killed when a tree falls on him.

Run 4: Jimmy Scar (Action)

Through some luck I gather a squad and learn how to use interrupts to my advantage, I get a decent dynamic going. Learning formations and how to use interrupts to my advantage. And the importance of the mind stat & having a dedicated spotter (Dedalus the archer)
I also learn to head to the forest! Bringing guns into a medieval genre lets us stomp, as we gun down bandits and rogues and get those level ups!

The run comes to an ignoble end when my attempt to bomb the throneroom of a castle backfires, the bomb bouncing off the top of the doorframe and immolating half the squad, the survivors getting cut down in the ensuing panic.

Run 5: Captain Cutter (Action)

Another melee attempt with a bit more knowledge of positioning and approach.

Learn that different map tiles are differently levelled, however there is no forewarning and no relation to your starting point! So I naively traipsed back into the nearby woods expecting a bit of level grinding, only to get ground down, the forest was ready with wizards and high level rogues armed with pineapples!

Cutter & Jack become strong bros who smash their way through foes, smash through stone walls into the sides of castles, and ambush those within. They eventually fall to a castle filled with ninjas and mobsters when that plan backfires.

Run 6: Balomontus (Adventure)

Exit house, get blown up and killed, learn I can pick up friends and foes, kill a friend this way.

Run 7: Bench Press (Action)

Forest far away, fighting through the action desert. Get a mage peasant and they are very powerful. Play it a little slower, the forest is further away so I can't just take guns into a different genre and bully rogues. We get a good team going and with a better grasp of interrupts and using each team members strength we cut into the side of the first boss castle, and accidentally collapse the ceiling on him with an explosion. Then turn the neighbouring hallway into a killing floor. Ironically we do eventually die when we get too comfortable in the forest. a surprise bomb from a rogue drops Bench Press under a tree, and in the ensuing panic his team is cut down.

- This game can take away a good run when one bad turn takes a bad turn. If you can accept that and enjoy that tension, then Enemy is for you. If that idea infuriates you, you may want to give it a pass.

- Explosions in interiors are so much fun because they are so unstable, no other game has given me this much of a feeling of how an explosion can alter not just an enemies health, but the entire arena around me, besides maybe Worms.

Abandoned Run 3: The Blockster (Platformer)

Die on the first map, platformer enemies are more gimmick/movement focused which is really neat.

Abandoned Runs 4 & 5: More platforming failures

- An interesting but difficult change. Platformer foes are more movement/gimmick based, and it's funny how I imagine an action character would easily shut them down. Meanwhile a platformer build, which you think would be on an even keel, will instead keel over trying to fight them.

POTENTIAL TOPICS/MECHANICS

BACKGROUND/STORY

- Kickstarter game, funded.

<https://www.kickstarter.com/projects/tomjohnson/enemy>

- Game was originally far more ambitious, with proc-gen storylines and final bosses. Compared to the locked in 4 bosses and done of the final release, a damn shame.

- Far more biomes and maps promised.

- This game raised more money on Kickstarter than Thomas Was Alone, Kentucky Route Zero, The Escapists, the Organ Trail, and... Revolution 60.

- I know money isn't a signifier of quality or much by itself. But despite this game having so many more eyes on it the world at large seems blind to Enemy compared to these other games which had a far more modest origin. You can never really tell how things will go.

GAMEPLAY

COMBAT

- turn based squad RPG with time unit based system

- Time unit system: Movement and actions use time

- Facing/line of sight: units facing is important for interrupts and tracking foes

- Endurance: Spent on sprinting and jumping, saves time at cost of secondary metre

- Morale: All attacks (even missed ones) drain morale, spells also drain, when emptied, players will panic or berserk.

- Reaction: Reserving time units or boosting reaction allows for INTERRUPTS, creating many cool/horrific moments

- Jumping system/platforming (very light) / Foes cannot platform, though one can jump and he's the worst enemy in the game. Perhaps Tom added the Explo-Steve and thought "right, you get the idea"

PHYSICS

- Awesome voxel physics system opens tons of opportunities in fights. Destroying trees for makeshift cover, blowing holes in walls for new entrances/flanks

- Whole skill tree about using the environment

- I think this is the game where I've spent the most time just looking at the aftermath of a fight, a story told through debris.

RPG

- Quick level up system with 8 skills. Which are split between 4 combat skills and 4 attributes

- Combat skills: Melee/Ranged/Bomb/Throw

These determine what you fight with

- Stats: Health/Endurance/Mind/Reaction

These determine how you fight with them

- Stat gated equipment

- Party members, up to 6 characters at once. Pool limited, create-a-character can die and the game will continue.

- Party composition can change drastically over a run, and it feels more like you play the hand you're dealt.

- Inventory, shared party inventory with 15 slots, and each unit has an 8 slot (satchel), the shared inventory takes time, while the satchel is individual but quick access. Inventory cannot be accessed during combat

Melee: Use of melee weapons, increases power

- Melee fighters are absurdly powerful but dependent on closing the gap, which is tough with the games turn economy. Once in however they can deal terrifying amounts of damage.

Ranged: Use of guns, increases accuracy

- The safest and most practical option. No frills, but also lacking in means to manipulate the environment and dependent on resources. Very good at wrecking morale on later stages.

Bomb: Use of explosives/staves, increases accuracy + range

- Explosives are medium range and absurdly powerful, various bombs have differing effects allowing you to also manipulate the enemy. Extremely resource dependent.

- Staves meanwhile remove the resource requirement while doubling level requirements. A literal slow burner **(joke)**

Throw: Use of blocks/enemies as projectiles, increases range + damage

- limited range until later levels, incredibly slow, but ammo is abundant and they deal INSANE DAMAGE

- Can also pick up foes to manipulate them.

Health: Increases health

- Good for anyone, but especially melee fighters

Endurance: Increases endurance + jump damage

- Endurance is spent to save time, aids repositioning, gives a secondary source of damage

Mind: Increases morale and view distance/breadth

- Always handy as having one unit with good mind to act as a spotter can evade ambushes, also allows them to withstand more morale damage

Reaction: Increases odds of reaction + granted time units in reaction

- Very cool mechanic where fighters can interrupt enemy turns, extremely useful for melee and ranged fighters, a bit more limited for the slower stave/throw fighters.

- The amount of level ups granted is frequent enough for good growth, but reserved enough each pick felt interesting, and there are interesting combos. Like do you want your melee fighter to be a tank, have good endurance for closing gaps and being able to coolaid man through walls, or have good reaction times to interrupt charging foes. Each combo of combat skill + attribute leads to a character you'll need to use in different ways. You'll always want a spotter for instance, and every choice made feels like I'm losing out in some other way, which I'd argue means the stat system works, everything contributes, nothing feels extraneous, each choice and boost is meaningful, very good.

ENEMY VARIETY / Biomes

- Each biome hosts differing foes

Tropics (Action): Fairly straightforward enemies, mobsters, soldiers, rocket men, ninjas.

Long open sightlines make positioning important.

Medium difficulty

Forest (Adventure): Fantasy themed foes, more melee focused, with bombs and bows at range. Lots of cover and elevation, easier to control fights with great chance of fires spreading. The easiest biome and the first place you should go to hunt.

Easiest

Swamp (Horror): Bogwater slows movement but can put out fire. Scarce bumps in terrain offer cover, and walkways susceptible to flame offer quicker traversal. Enemies are a mix of slow and easily managed and nightmarish. Morale is hurt aplenty here!

Hard

Plains (platformer): Gimmicky and comedic enemies terrorise this oddly shaped Mushroom kingdom. Lots of broken sightlines and bizarre shifts in elevation. Enemies here are downright unfair.

Hardest

EQUIPMENT

- Stat gated equipment

- Staffs the only equipment with two distinct requirements, needing both bomb and mind skills.

Meaning a staff user, like a DND mage, takes longer to get going, but is terrifyingly powerful once there.

- Shotguns are a melee weapon for some reason!

ATMOSPHERE

- This game is moody and oddly bleak. This is not a happy go lucky video game reality. The colour palette is muted, the music is ambient and suggests a world without hope, where peace is merely a interval in the struggle. The towns are lifeless, filled with strange people who only talk of troubles or in riddles. A video game worlds isn't all Mario Sunshine and Rainbows, it's a meat grinder, and you don't get 1ups, you get plus ones. **(joke)**

- When I showed this to a friend he was convinced it wasn't real, or like some strange creepypasta object.

INTERVIEW MATERIALS

Interview with wargamer.com archived.

<http://web.archive.org/web/20130301065819/https://www.wargamer.com/article/3310/interview-tom-johnson,-developer-of-enemy>

- Tom Johnson worked at Terminal Reality on the engine programming side.

- Primary influences were X-Com. Then Jagged Alliance and Silent Storm. With secondary influences being roguelite games such as ADOM

- Tom said he intended to support Enemy after release, citing its modularity meaning it can be a good base for free updates. I'm not gonna begrudge that this didn't happen, but I will admit sadness things played out the way they did.

JOKES

- BE5 Note: You know, I was at some point considering kicking back Brigade and playing this first as a warm up, but Brigade E5 was easier for one simple reason: Quicksave can't save me now!

- When two teammates walk in at start, read their line at the speed the game suggests

- Damn, no time units to waste!

- Difficulty Joke: Yes this game is punishingly hard, even on hard, which is this games normal. By playing smart, and thinking outside the voxel, you can succeed and become a nightmare for your enemies. This is the kind of difficulty I like, when it's hard, but lets you not only turn the tables, but downright weaponise them against your enemies. All's fair in love and war.

- Shotguns melee joke: Also for some reason shotguns are linked to melee instead of ranged. I guess Tom Johnson emphasises the stick part of boomstick.

- Thrower Joke: When you have one of these guys levelled up and know how to position them well, you're never more than a stones throw away from victory

POTENTIAL ORDER

1. INTRO

- Finding the game

2. FIRST HURDLE

- The interface and type face, many problems on the face of it! Liken it to reading Trainspotting

3. Character Creation

- Name, difficulty, genre, background, and stats, genre and stats determine where you start and what you start with.

4. Game Intro

- Story intro, two randomly selected run into your hut and tell you it's time to go. Far too quick to read, no time units to spare!
- Explain core mechanics
- Steadily reveal that this game is HARD! Montage of early deaths.

5. Atmosphere

- Reveal I've been tweaking the colour values and playing some horrendous royalty free music. With all the deaths, it's time to reveal the games oppressive atmosphere!
- Eventually I get a foothold, learn how to position and use my units.

Section 2: The Stats

- Go over the stats, tie them to specific game topics
- Lead into talking about the 4 weapon stats

2-1. Positions of Power: Melee & Ranged

- Melee fighters are close range powerhouses who obviously struggle to get in, especially if wearing armour, but are capable of terrifying damage once they get in, with low cost, heavy damage attacks. But are incredibly vulnerable unless they can secure the kill, or have a quick fallback.

- Ranged fighters are practical and simple, but dependent on resources, which are both limited and take up very precious satchel space.

- Both of these units are straightforward in their application, and a healthy addition to any team, but they're dependent on the second and third, far more interesting set of characters.

- Also for some reason shotguns are a melee weapon. Tom emphasises the stick in boomstick I guess

2-2. Absolute Tossers: Bombs & Throw

- The third and fourth types, bomb and throw, show what's really special about enemy! Terrain manipulation.

- While bombs are even more resource limited, they have absurd utility and destructive powerful
- Throw has limitless ammo and extreme damage, but they have limited range and they're incredibly slow!

- Both of these weapon types are where Enemy really opens up (*blow down wall*) literally, voxel destruction!

- Tons of creative applications

- Enemy is the game where I've spent the most time just looking at the battlefield after the job is done. This game has a battle log, but it's redundant, the battlefield keeps the score, and seeing the pockmarks, ruined buildings, and still hot fires after a fire is both satisfying and at times, kinda sombre, especially if you lost guys in the fight.

- But while there are 4 weapon stats, there's actually a fifth weapon class on staff!

2-3. Mind over Monsters: Staffs & Secondary Stats

- Staves are interesting, they're the only weapon type to require two different stats to use.
- So they take twice as long to get going, but a levelled up mage can level anything you put before him! He has nigh unlimited firebombs and psychic blasts at his disposal, and owing to his bomb stat. You can load him down with any excess explosives.
- Gandalf breaks out the grenade!

- This is a really interesting bit of balancing mind.
- Talk secondary stats, how each of them change things up. Weapon stats determine what they'll fight with, secondary stats determine how they'll fight. And mixing and matching does lead to a decent amount of unit variety and different strategies. None feel useless.
- And yes it is funny this means the old man will mechanically have the best eyesight. Grandpas prescription specs haven't failed him yet!

3. Creative Combat: The Monster Mash

- How this all comes together into a really cool combat system

4. Rogue Dislikes

- While I got to grips with the game, it was a perpetually loose one. I always felt one or two bad turns or poor decisions away from a total party wipe.
- This is good and bad.
- High pressure makes clutch victories feel earned
- Creative solutions are heavily encouraged, there is no feeling there is a practical, boring, and safe route which pushes the more niche mechanics off to the side ala. Tranq headshots in Phantom Pain. The only phantom pains here are the ghosts

- But this game has a roguelike structure, each run is randomised, each death permanent, and every loss results in complete reset. Enemy is a slow, plodding game, a successful run will take 6 hours minimum, which makes restarting a bitter pill to swallow. When a run dies in the womb, well it hurts but that's maybe 20 minutes gone. A small oversight 5 hours in turning my party into paste hurts a lot more.

- I considered putting this game before Brigade E5 and joking it was practice for tactical combat. But Enemy is the more punitive gameoverall, after all quicksave can't save me now!

- But then, on my 12th run, came Gus Slinger... The Second!

Section 3: Gus Slinger Rides Again

- The first Gus Slinger died in battle and the second... Was named primarily in his dishonour because I forgot I already came up with that joke.

- The story of Gus Slinger

- Highlights of the run

- The first castle assault fails

- Last two backing out, shops empty, there were no heroes left, they all died out! The game still generates generic crew members but I'm sure given the structure these are finite. It's poetic, all the heroes died, all that's left to save the world is whoever is left. Sneaking through dangerous zones to far off towns in hopes of finding anyone.

VIDEO NOTES

Enemy R1 001 - Action character - Terrible font - Always in battle mode a bit awkward

00:40 Name Screen

- White text on a black screen, the menu is incredibly bare. **(theme/atmosphere)**
- First character is Mr. Bits! **(character)**

00:40 Appearance and difficulty screen. Normal has more medkits, more morale, and allows saving and healing in hotels. Achievements disabled.

- Hard (which is normal), has fewer medkits, less morale, permadeath, and only healing once in a hotel. Healing is meant to be limited in this game, with damage accrued being a longer term concern. **(health/damage/observation/resources)**
- Very Hard has more enemies and no healing in hotels. There is no extra incentive on very hard. This game has no meta-progression, it's just for its own sake. **(observation/difficulty)**

01:00 Background screen, each background has two backstories to choose from. Made up of intentionally very stock video game hero backstories typical of cliché characters.

(writing/observation)

- Your background determines your starting biome and equipment (in combination with your assigned starting stats)

01:40 Mr. Bits is from a spaceship pilot who was shot down and crash landed in Enemy Territory!
(joke)

01:45 Initial stats screen, get five points to assign to the 8 stats.

- 2 in ranged, 1 in health, mind, and reaction. Not a bad spread. You'll only learn the value of these stats through death!

03:05 Opening cutscene.

- Text on screen: This Land has seen better days.
- A brutal Cyclops rules the forest. (shot of Cyclops battering villagers)
- A Slime Devours the Plains (Slime spawns more slimes in a mushroom kingdom esque zone)
- A Rogue AI administrates the tropics (A large cyberman laserbeams civilians in a military base)
- A Vampire drains life from the swamp. (a vampire raises the dead in a swamp)

- Text on screen: Gather friends and equipment.

03:35 We see a proc-gen map of the world, various biomes, 4 bosses spread about, ranked by difficulty from 1-4. We have started in the bottom left, by a coast in the tropics.

03:40 The Princess and Morgan (a throw and ranged character, respectively), rush into the protagonists house.

- "Mr. Bits! We heard you're going on a quest. We want to help." Says the princess, so fast it's hard to read. I will try. **(joke)**
- No time units to waste!
- And the game starts, the Enemy were hot on their heels it seems, as we're immediately thrust into turn based combat. **(observation/gameplay)**

- Each run begins with you gaining two random allies from the games not all that large pool.

ENEMY R1 001 CONT – Menus, View, Spot Enemy Button

03:45 Gameplay begins, music kicks in with a slow, ominous drone.

- We're in a concrete pillbox, lots of black streaks on the screen show unknown space around our house.
- We can

POST-NOTE: Two Mods in Workshop

- This is a game which left me wanting more, I'm genuinely disappointed. This is an amazing foundation for a game that just hasn't come home. I checked out the workshop and there are precisely two uploads as of writing. There's the 8-bit mod to make the game harder... Well I'm not there yet.
- Then there is Gamechu's Character Pack! I did reserve this for after I'd beaten one run and I'm glad for it. As you may have guessed it adds more recruits to the pool, many of them are enemies and bosses converted into allies. So it definitely felt like a fitting reward, kinda like I'd flipped some old fashioned cheat code on, I'm happy these guys are no longer my Enemy!

(post-note/characters/joke)

03:50 Raising and lowering the view cutoff on blocks. This is something you're going to have to babysit, lowering to see into interiors and raising to see cover and props outside.

- If managing a camera is something you don't enjoy, it's going to be your worst enemy here! E and Q rotate it 90 degrees facing cardinal directions. You can't go as far out or in as you might want, and if you want to manually rotate it the compass stops working and it'll snap back to allowed angles the moment you want to turn. **(camera/controls/observation)**

04:00 Open inventory and look at Mr. Bits bits **(joke)**

- Starts with a pistol, a spare stack of suitable ammo, and a pill (recovers morale) **(inventory/items)**
- Examine pistol stats, ranged weapons have degrees of error and time cost for aiming and firing, as well as damage and a noise radius. **(stats/equipment/inventory/weapons)**

04:10 Each character has a satchel as well as a shared group inventory. Items take time to equip from the inventory, and there is a time cost to move items from the inventory to satchel. The inventory becomes inaccessible in direct combat. **(time units/inventory/time management)**

04:20 Examine the action hotbar at the bottom, they're lined up and correspond to the number keys for quick use. **(controls/hotbar/UI)**

- They're otherwise very simple symbols, it took me some runs to internalise them. Each character can jump, Mr. Bits has that, as well as fire and aim. (Aim trades time for greater accuracy)

04:30 Button to zoom to spotted enemy... Annoyed I forgot about this, could have saved some headaches, good QOL feature. **(UI/observation)**

- Click it, game zooms to a grenadier behind the pillbox
- Enemies have levels, level determines their health, morale, and equipment. They start off weak and simple and gradually get more high end, damaging gear. Grenadiers going from simple molotovs to quad launchers for instance. **(enemy/equipment)**

- We've done it, we've found the titular enemy! Oh wait there's more than one. Well if there's ever a sequel it can get the Aliens treatment. **(observation/bad joke)**

04:40 Tab swaps between allies **(controls)**

- Swap to princess, pull up stats screen. **(UI/RPG)**
- She starts with three throw, one health and mind. 5 point total at level 1
- Check Morgan stats, 3 ranged, 1 mind & reaction. **(RPG/Character)**

ENEMY R1 001 CONT – GAMEPLAY BEGINS – Ground Blocks Shot

05:10 Check Morgan's inventory, comes with a rifle and a spare magazine. Rifles use 9mm "clips"
- Rifle more accurate and damaging than pistol but takes longer to aim and fire, limits mobility.
(observation/RPG/combat/equipment)

05:25 Move Morgan to the pillbox loophole and look through their hot bar
- Besides aim is a "fire at point" command for manually choosing firing location, handy in case of obstructed sightlines (ie. smoke) **(combat/aiming/hazards)**

05:35 Take 44% shot at enemy grenadier, land the hit, Morgan scores our first kill!
(combat/ranged)
- His molotov falls out of his hand and skids along the ground.

05:55 Pull up combat log. It has damage reports from the intro cutscene, which is really funny.
(UI/interface)
- I will probably never look at this again. Who needs a combat log, the world is our combat log!
(joke/observation/voxel damage)

05:50 Look at location screen, this is also an odd addition, hitting M brings up the map screen, the difference is the location screen just overlays the map on the screen. Not sure why it exists.
(observation)

06:15 Have Mr. Bits exit his pillbox
- Scan our surroundings. His field of view registering the sandy desert around him. **(field of view/sightlines)**

06:35 Move Princess and Morgan outside, Morgan lags behind, having spent Time Units on killing.
(combat/turns/time units)

06:35 Viewpoint raises as Morgan exits building, now see the full pillbox

06:35 End turn, it's now the Enemy's turn, their movement is currently hidden as they're not in view! **(sightlines)**

06:40 Highlight molotov, the princess could pick it up.
- Prompt tells me how many time units I'd have left over, this info sometimes disappears leaving you to do maths, and despite solving some equations lately I'm still bad at maths. **(joke/callback)**

07:15 Move Princess around, she runs out of time and rejects further orders. **(time units)**

07:35 Move group, I have Mr. Bits and the Princess close together, THIS IS BAD!
- You'll want to move your group in this game slowly, keeping a distance where they can come to eachothers aid, but not be so close that a single explosive can damage more than one, or a wide shot hit an unintended target. **(strategy/observation/gameplay/spacing)**

07:40 Search grenadiers body, he has two more molotovs on his person, I move them to our group inventory.

08:15 Mr. Bits spots a ninja on a lower elevation
- Scroll wheel allows me to tell Bits to aim at a lower spot. You need to manually move your cursor up and down in this game.
- I stupidly AIM and FIRE at the Ninja, an impossible shot as the ground blocks the firing line from the gun. **(physics/gameplay/collision/mistake)**

ENEMY R1 001 CONT – Boulders, jumping, and killing my second Grenadier

08:45 Move Bits and spot ANOTHER NINJA!

- I move Bits away from the cliff and have Princess lift a large boulder
- End turn to recover time units

09:20 Princess cannot grab molotov as her hands are full.

- A character picking up an object cannot pick up items or access their inventory, interesting trade off. **(balance/throw/UI/observation)**

09:40 I retreat from the cliff, leaving the ninjas

- Had not yet learned the facing button, I make characters walk a space backwards to keep an eye on our rear **(observation/facing)**

09:55 Trying to work out compass, head in an easterly direction to get away from the coastline

10:40 Testing jump function, jump is limited by both time and endurance, a low endurance character cannot get far.

- Meanwhile a high endurance character can clear buildings in a single bound!
(endurance/jumps/platforming)

10:45 Make princess put the boulder down **(controls)**

- I then jump on her boulder!
- So you can manipulate the environment to create cover or platforms! **(voxels/strategy/gameplay)**
- Princess still can't make the jump, this is clearly a Mario Bros 2 princess, not a 3D World one... Hey did you know Mario 2 is actually Doki Doki Panic? **(joke/fucking dreadful)**

12:00 As we make it to the eastern border of the map, Princess spots a grenadier!

(enemy/sightlines)

- AND HE'S RIGHT BEHIND BITS AND MORGAN!
- Luckily they still have full time bars

12:10 As Bits turns and faces him the grenadier taunts "They'll bury you in a lunchbox!"

- Aim and shoot, costs more time for bonus percentage chance of the bullet going where it says.

(time units/combat/ranged)

- Enough time for a second (unaimed) shot, which goes wide. **(percentage chance to hit/ranged)**
- Third shot also misses the mark.

12:50 Morgan steps in and puts the grenadier down in two clean shots. **(combat/ranged)**

13:20 Loot the body of two more molotovs, likely unaware I cannot use them, as they operate off of the bomb skill, you can't throw molotovs with the throw skill. **(observation/skills)**

14:20 I head south to another pillbox

14:50 Pull block out of wall and lower block view to see inside, but Princess doesn't actually have line of sight inside

15:25 Send Morgan in and loot the safe, finding gold, arrows, another molotov, and some firebombs (distinct from mollies) **(equipment/loot)**

18:00 Exit the eastern corner of the map and head to the second map.

ENEMY R1 001 CONT – Second Map Struggle, Tree Falls on Morgan, Foe Panics

18:40 Enter next map, and walk across it in a line, in the open, blowing all of my time units.

18:50 Morgan spots a Mercenary, this makes him stop moving, conserving his time units

- Have Morgan aim and fire! Shot lands! He lacks enough time for another shot. **(combat/ranged)**

19:40 Have Princess pick up and throw a rock... In the totally wrong direction. Was I all there recording this? **(observation/gameplay)**

- Send her to grab another rock and put Morgan and Bits behind trees for cover.

20:00 And a single bullet SHEERS the entire tree, dropping it on Morgan and dealing damage, as well as deleting his cover! **(physics/combat/ranged)**

- Second shot goes wide, and Morgan retaliates with a fatal aimed shot! **(combat/ranged)**

20:35 And the whole party levels up! **(RPG/level up)**

- Do not level up right away cause I do not yet know what I am doing.

21:30 Pick up rifle off the ground, stash it in inventory

21:40 End turn headed East, a bullet flies out of the dark, an enemy has spotted us before we've spotted them! **(sightlines/combat)**

- Enemies roam the map freely and are very capable of getting the drop on a player, especially when they're blustering down the middle like me! Especially following several reports of gunfire!

(noise/AI/sightlines/observation)

21:55 Three shots miss Princess, and our turn begins. Princess is in the open with scant cover and no projectile

- Have princess duck, she's on a road cutting through the sands, giving her very slight cover, she spots a distant mobster. A pistoleer with low damage but lots of shots.

22:15 Have princess use all her time getting behind a rock for extra cover

22:30 At this distance Bits has slim odds of landing a shot (12%) **(range)**

22:40 Blow most of my time WALKING to a rock closer to the mobster! Did I not do the bloody tutorial? I probably couldn't read it. **(observation/strategy)**

- Crouch behind rock and fire wide, dealing only marginal morale damage.

(combat/morale/positioning)

- Morgan's aimed shot also goes wide, it was a long range shot with only 50% odds

23:25 and it's only now I think to level, Bits gets reaction, Princess bomb, and Morgan Ranged

24:00 Mobster shoots, 1 bullet hits Bits, the next three miss.

24:55 Move princess too far, leaving her without time to throw her boulder, I move her closer so next turn she might have time.

25:15 Have Morgan pop shots at the mobster, they miss, but do kill a nearby tree! **(physics/ranged)**

- Bits lands a shot, but whiffs, mobster still yet lives!

- Mobsters turn, lands a hit on Bits!

- Princess closes gap and kills him with a thrown boulder, the mobster hardly has time to panic! And I get an achievement for causing the status! Another level up! **(throw/morale)**

ENEMY R1 001 CONT – Heal with Medkit

Overall: Very bad fight, learning experience. Positioning is key, this is a game which is more about getting into place to deal damage than it is the damage itself, and with open maps you must play it slow and smart. This was a bumrush, and I didn't use several tools to evade damage and apply pressure. **(observation/strategy/gameplay)**

26:30 Take medkit from inventory and use it, healing Bits damage

- Then give level in bomb. **(RPG/stats)**

Post-Note: Healing is meant to be rare, you're meant to play cautiously and take whatever advantage you can to avoid it. As healing resources are rare and expensive, so each top up is precious. **(post-note/healing)**

- Damage accumulates, each blow piling on, but also, this is a game where ONE BAD TURN can end it all, or at least, it always feels like it. **(difficulty/gameplay/observation)**

Enemy R1 002 - Mr. Bit panics and dies, he bit the dust - Destroy tree by grabbing trunk - Move to next area - Recruit a peasant

00:40 Split team up a bit more

00:45 Attempt to reload Morgan's gun, lack the time units

01:00 Loot enemy corpse, learn how short ammo stacks are (basically a single mag), and nick clothes for Bits to wear. **(ammo/stacks/cosmetics)**

01:35 Right click unloads pistol, lack the time units to reload it. **(time units)**

- Next turn, put on pants and once again lack time to reload gun. **(time units/clothing)**

- What the hell am I doing? **(observation)**

02:00 As I end turn to gain time to load my gun, Bits interrupts an unsighted foe! **(interrupt)**

- Blind to the enemy, I have no idea what to do, I just end the interrupt and fortunately survive

02:25 Have princess loot mobster, who just has a pill on him

- Loot on enemy bodies is so meagre I genuinely forgot it was even a mechanic several runs in. The economy in this game is staggeringly stingy. **(observation/economy/items/resources)**

02:35 Hit enemy button, Mercenary is coming up behind us!

- Dart behind rock and crouch, finally load gun

03:00 Have Princess pick up mobster corpse and run towards the fight! **(funny/projectile/throw)**

03:10 Enemy turn begins, and his gunfire sends Mr. Bits into a panic! **(morale)**

- I lose control of him as he starts running in random directions!

03:30 Attempt another stupid aimed shot which is blocked by terrain! **(combat/map/angles)**

03:55 End turn, several more shots are pumped into Mr. Bits, keeping him in panic!

04:30 Lack endurance to sprint Morgan into good shooting distance, reload.

04:55 Mobster misses shots on Bits, sending him into berserk, he returns fire, landing one shot and sending the fucking mobster into berserk! **(morale)**

05:30 Attempt to throw corpse at foe, but it's heavier than a boulder, and flops many squares short!

Enemy R1 002 CONT – Control screen, Morgan lands long, freeroam on map!

06:00 Morgan whiffs the impossible shots and a berserked mobster kills Mr. Bits with a headshot, the only thing he bit, was the dust! **(joke/awful)**

06:25 Another foe is coming up behind Morgan, a missed shot collapses a palm tree!
(physics/enemy/sightlines)

06:40 Pick up tree trunk, ripping the tree into two pieces, the top half collapses to the ground.
(physics/throw)

- Spot mercenary behind next tree, make sure to move into position with time to spare
- Thrown wooden block kills him, pop up tells me there is one foe left! **(UI/throw)**

07:35 With enemy coming up behind me, I finally check controls and see a look at point function set to delete, f that shit... No I literally set that shit to F (later) **(controls/awful joke)**

- Turn to spot distant foe, this saves time units, and keeps my place! Turning still eats time but far less! **(facing/line of sight)**
- Morgan lands a long shot and we win the map.

08:00 When an area is cleared the fog of war instantly disappears and we can now move freely, loot bodies and containers, and move in any direction on the world map without touching an edge.

(gameplay/observation)

- Can also pick up any item on the ground the map over **(inventory/items)**

08:50 Unloading guns and stashing ammo in Morgan's satchel **(ammo/ranged)**

- Princess has meat and a pill, used for refilling endurance and morale in a pinch

09:50 Walk to next map, head east into a tropic tile with a tree on it.

- During overworld travel time advances rapidly, moving the day night cycle. **(day/night cycle/overworld map)**

10:00 On arrival meet the new meat. On certain maps you may get a free replacement recruit.

(roguelike/party/recruits)

- We're joined by Enoch the mage, very useful class.

10:55 Place units by pillbox and have Morgan look out for danger. **(sightlines/facing/cover)**

Post-Note: Morale Does Not Inspire Confidence

The Morale mechanic is something I like but it's often more frustrating than thrilling to deal with. Every attack or source of damage towards a certain person from enemy forces, even if it doesn't land, will cause morale loss. Morale refills over time, but if it bottoms out a unit will either panic or berserk.

For the player, this means you lose control over them for a turn, and they'll either run in random directions or bumrush the nearest enemy. Unlike X-Com where it seems a panicked ally, while still a big problem, will make a move which at least seems like survival is an objective, this is totally random. Whether they'll run away or plant themselves in a worse position is up to the fates. Berserk can at least work out in your favour. Even if it puts one of your guys out of position the afterlife has even less tactical value.

There's also no protection against panics being chained. I think it should be limited to one turn of morale break, but since it's just based on the bar, and enemies will still attack, it's possible to be broken indefinitely, and this can lead to panic and even death spirals, as ally death causes more morale damage to the entire team, easily leading to total loss of control and with that, total party wipes.

Meanwhile I rarely felt incentive to break enemies. It can be an effective way to combat a foe when getting into effective range is too dangerous, but you're rolling the dice on them panicking or berserking. Which often means wasting time and resources, summoning more of the map to your position with loud actions, all to scare the enemy into doing exactly what they were going to do anyway! I think time is better spent eliminating a threat than making it less predictable. Pretty much any time an enemy broke it was incidental, I was trying to kill them, not their spirit.

So it's not a system which inspires confidence. It is something you get better at managing, and I think it adds an important impetus to fights. You can't just bide your time and wait for the enemy to make a mistake. Morale damage is a soft timer forcing you to act which keeps the battles encouraging proactive play. It creates part of the deadly balance of considered moves and exciting manoeuvres.

Enemy R1 003 - We die to ninjas and grenadiers three maps in, this is interesting and brutal

00:20 Check Enock's stats, 3 bomb, 2 mind. He's mindful of his bombs. **(bad joke)**

00:50 With enemy coming up behind me, I finally check controls and see a look at point function set to delete, f that shit... No I literally set that shit to F (now) **(controls/awful joke)**

01:05 Do some test turning, blocks previously seen but not in view are shown in shade. **(sightlines)**

01:30 Send Enock around pillbox, end turn, distant foe exits our line of sight, walking into the fog of war. **(enemy)**

01:40 Morgan spots the distant grenadier beyond the barbed wire fences, no cover, but impedes movement, forcing jumps, destruction, or long walk arounds. **(map/levels/layouts/obstacles)**
- Tell Morgan to head into the pillbox, as he steps forward he spots another grenadier

01:55 Send Morgan into pillbox and have him stand beside door.
- Note: No cover system/leaning, taking cover is an active choice and done manually.
(observation/cover/mechanics)
- End Turn

02:20 Check Princess's endurance gauge, a measly ten points if you haven't invested anything into the skill. **(RPG/Sprint/endurance)**
- Put point in Throw **(RPG/stats)**

02:45 Give Morgan point in Ranged

03:10 Send Morgan outside where he's spotted by a grenadier! He shouts his taunt and combat is on
03:40 Aimed shot slices and destroys barbed wire on way to hitting grenadier
(physics/combat/props/ranged)

03:45 Attempt to hide Morgan away in the pillbox, but the grenadier INTERRUPTS!
- His explosive goes slightly wide, the door and wall of the pillbox protects Morgan from the worst of the blast, he sustains light damage as concrete rains all around him! **(physics)**
- Physics objects are capable of dealing damage when they land on a person, before turning into static props after they've spent enough time still (usually as a new turn begins, works well)
(physics/observation)
- With that done I duck Morgan back into the damaged pillbox

Enemy R1 003 CONT – Looting map, taking equipment, recruit Hayato

04:25 Enock lobes a fireball at the mobster, my range is short, luckily it deviates enough, overshooting and landing true, the grenadier is taken down! One enemy remains!

(UI/mage/staff/fire)

- Fire lights up the area, and yet the shadows do not move. **(lighting)**

04:50 Fail attempt to jump princess onto the roof of the pillbox, need to put some distance between her and it. **(jumping/platforming/observation)**

04:55 Combat music has kicked on, a very odd synth track which further gives the combat an uncomfortable vibe. **(music/atmosphere)**

- It does at least sound genuinely perilous, this isn't a whimsical battle, it's a bid for survival!

(music/observation)

05:35 Pull chunk off of Pillbox and advance

- I move Princess too far too fast, later me would have approached far more cautiously, kept her close to the pillbox incase retreating to cover was needed, and kept her some time units incase situation changes. **(strategy/skill growth/observation)**

05:50 The second enemy perishes in the blaze! Victory is secured in an accidental double kill!
(fire/moment/staff)

06:00 Can't access inventory with Princess's hands full, she'll be skipped over if I'm tabbing through party inventories. **(throw downside)**

06:05 Toss concrete block through tree, sheering it.

06:25 Give Enock grenades and firebombs, taken off the ground and from inventory.

(bombs/equipment)

- Also stack some molotovs and pop those in Enock's satchel. **(inventory)**

07:45 Looting map with free rein

- Gold from chest, find bottle of water to extinguish flames

- Time bomb, arrows, smoke bombs, wooden shield, and fuel

09:10 Looking at time bomb description, very good power and range at low skill investment

(equipment/bombs)

- Give Enock the time bomb

09:45 Reading stat descriptions **(level up/RPG)**

- Give Princess 1st point in endurance

- Morgan 6th point in ranged

- Enock 4th point in bomb **(RPG)**

10:15 Exit map and continue East, this puts us one tile south of the 1st boss's castle

10:25 Arrive at night, another friendly recruit, Hayato the ninja joins the party!

- A duel wielding melee character! **(party/character)**

- Hayato starts with some levels, the further from start you get, the more the world levels. Enemies, equipment, and potential allies. **(observation/scaling)**

- Hayato has 9 points spent, good melee and endurance, with at least one in all attribute stats.

(RPG/character)

Enemy R1 003 CONT – Hayato joins us then dies to other ninjas, Princess follows

10:50 Hayato turns and immediately spots another ninja! **(enemy)**

- I immediately rush Hayato towards the ninja, jumping the barbed wire, this was a very dumb move. **(observation/strategy)**

11:50 Sprint the princess and have her grab some fencing, left 2 time units short to throw! **(time units/turns)**

- Aimed shot and quick shot from Morgan both miss
- Move Enock close to cover and end turn

12:35 The ninja immediately kills Hayato with repeated stabs

- Princess reaction! Still two time units short of a throw!
- Look at fist icon, hoping it's a backup punch! It is not, it's an inventory button! Fist! What a way to show that! **(UI/observation)**
- End interruption like an idiot! I could have RAN AWAY! **(observation)**

13:10 Ninja's attack launches Princess through the barbed wire fence! **(melee/knockback)**

- Enock interrupts! But lacks time units to attack!

13:55 Throw wooden blocks at ninja, killing him and earning two party members level ups

- Princess point in throw, Morgan point in reaction, Enock point in mind

15:10 Equip grenade in Enock's off hand, each character can hold an item in each hand, allowing dual wield or immediate access to two different attacks. **(character/inventory/equipment/hands)**

15:35 Have Enock scout ahead, get on rock and look all around

16:25 Send party far ahead, then Princess spots a ninja we all missed! **(enemy/sightlines)**

- Spots Princess, attempt and miss long range throw!
- Princess is rushed down and killed! I should have pulled her further back (repeatedly!)
(strategy/mistake/observation)

17:15 Meanwhile another ninja appears before the group, luckily cut off from us by the barbed wire

- Enemies cannot jump, which feels like a shortcoming, but the one enemy in the game who can jump IS ENOUGH! **(joke/observation/enemy roster)**
- Enemy's uh, enemy roster, is okay. **(joke/wordplay/shit)**

17:40 Morgans shots hit the ninja, while also SHREDDING THE WIRE SEPARATING US!
(physics/terrain)

- This game is mean and fucking awesome.

17:40 Fortunately, we're saved by the tree falling on the ninja, killing him! **(collision damage/physics)**

- If a tree falls on a ninja in the forest, does he make a sound? **(joke/wordplay)**

18:40 Another ninja appears as Princess's killer runs in from behind!

- Enock has an interrupt, not enough points to fight, and I am still too stupid to realise this can be a fight *OR FLIGHT* interaction! **(mistake)**
- I place Enock directly next to the ninja, why? I do not know.

19:55 Next turn, I move Enock into position to grenade the ninja, him spotting the other ninja interrupts this, and annoyingly, resets my selection, confusing me. **(controls/problem/observation)**

Enemy R1 003 CONT – Run One is Fraged and Done

20:05 I step Morgan closer to the new ninja, he spots ANOTHER NINJA! (HOW MANY FUCKING NINJAS ARE ON THIS MAP?)

- Two shots kill the encroaching ninja (**ranged**)

20:45 Swap to Enock, grenade kills his ninja! (**bomb**)

- Deals whopping 93 damage, bombs are very strong!

21:05 Give both Morgan and Enock point in health each

22:35 Jump Enock over fence and launch fireball as close to ninja as I can. Map is lit up, and a big fire erupts between us! (**fire/staff**)

- Morgan lands a distant shot, and a second sends the ninja in BERSERK! (**morale**)

23:40 Send Enock closer and loose another fireball, the ninja's berserk turns to Panic! (**morale**)

- Fire burns away morale like nothing else! (**wordplay/joke/observation**)

24:00 The fire spreads, the barbed wire shatters and trees go up in flames!

24:25 Reload gun and end turn, the fire turns to smoke, non-damaging but blocks vision. (**sightlines**)

24:50 Morgan walks into the fire and come face to face with a ninja!

- Bullet kills ninja, one enemy remains! (**UI/combat/ranged**)

25:20 Give Enock point in bomb, it fails to register, which happens sometimes (**glitch/RPG**)

25:40 With one enemy left, we're given directions to the final foe between each turn

- I spam the 'noise' button, failing to understand what it's function is (showing the sound radius of YOUR actions)

26:50 Head towards final foe and find a grenadier

- Approach, keep units more separated

28:00 Grenadier interruption, his grenade misses Enock!

- I shoot him once with Morgan and for some reason end my turn? (**mistake**)

- The grenadier kills Morgan with a frag and Enock interrupts... WITH TOO FEW TIME UNITS TO ATTACK! And rather than run, I approach, a second grenade ends Enock's life, and my first run!

ENDING TEXT: Your vision dims and you collapse to the ground. The people of your homeland go to work tomorrow, like nothing happened. The End.

- Sad piano medley plays us out.

RUN 2 – Frank Gibbs

Enemy R2 - Frank Gibbs platforms, gets crushed by castle

00:00 Create Frank Gibbs, a platformer hero who went through a crawlspace into a new world.

- Do history's effect anything? I genuinely do not know.

- Our genre determines starting biome. It's almost another difficulty selection. Platformer starts are miserable!

02:00 Not helped by my stats for Frank Gibbs! 2 health, 3 endurance! He has zero combat capabilities besides jumping on people! Which is EXTREMELY LIMITED (**Observation**)

02:15 Opening cutscene

02:40 Very spread out world map, Frank Gibbs begins in the top left and has a circuit of bad guys. (**map/world/proc gen**)

- Each run starts at 10AM, so we gotta stop the enemy but not before a lie in. No wonder our two compatriots are in such a hurry!

02:50 Hayato and Jack join Frank... Oh this is a bad party composition.

- Jack and Hayato are both melee fighters with a focus on offence over defence (to start), this party has zero ranged capability!

Time Units Joke: Essentially, this game is a whole lot of maths problems, luckily after solving that equation recently I'm feeling confident. (*Possibly before early death montage?*)

03:00 Platformer Biomes, ironically called the plains, is anything but. It's a mushroom kingdom analog with fungal dwellings, big brick walls, mystery blocks, and wide rivers with thin bridges. Traversal here is annoying and often linear which makes approaching enemies kind of painful.

- Difficulty isn't just down to enemy variety, each biome presents navigational and positioning challenges. With Plains and Swamps just being filled with annoyances. (**observation/biomes**)

03:20 Looking at the black streaks of the fog of war, which goes a ways into making the game more bleak than it seems.

- The autumnal colour scheme of the plains really does add to the feeling this is a fallen Mushroom Kingdom. (**wordplay/joke/atmosphere**)

- The colour scheme is most reminiscent of the original Super Mario Bros. (**observation/art style**)

03:40 Heading outside, Frank Gibbs immediately spots an eyestalk (**enemy**)

04:10 Jump a fence, now Frank has burned a lot of his endurance

04:25 Punching a mystery block produces an item! In this case a shield, it flies up onto the nearby wall, well out of reach! (**funny moment/gimmick/biome/physics**)

05:30 All three jumping fence, put Hayato on mystery block. Jack gets licked by the Eyestalk

- Interrupt! Jack can counterattack! Had some time units saved! (**melee/reaction**)

- Two attacks end the monster! As Jack has a boxing glove on each hand, he is technically, mechanically, dual wielding his fists. (**observation/inventory/joke**)

06:00 End interrupt, and a fireball flies in from behind! There was an enemy right behind us!

- Three fireballs from a mysterious gunman! Two miss, the third sets Frank Gibbs ablaze! The fire flower is horrifying, it does not abide by the Geneva convention! (**joke/atmosphere**)

Enemy R2 CONT – Frank on Fire, Monkey Koed

06:50 Terrible move, plot my three units around the house in cover, presumably hoping to bait the gunman around the corner!

- Meanwhile the fire spreads across the fence, sets Gibbs house ablaze, and damages the whole crew. Being passive and baiting foes is not something you can lean on. **(observation/strategy/AI)**
- ESPECIALLY WHEN YOU'RE ON FIRE SNAKE! **(observation/lets state the obvious)**

06:55 Fire damage as turn ticks over also morale damages Gibbs into a panic!

- Four more fireballs envelop the house in flames! Wall collapses, send Hayato around to put the gunman down. **(flame propagation/sightlines/physics)**
- Fallen debris blocks Hayato's sight. **(sightlines)**

AI Note: enemies cannot jump. **(AI)**

Ending Joke: Okay, enemy down! **(joke)**

07:55 Try to move Frank out of the fire "I don't have time!" Yeah, life feels that way sometimes. **(joke/observation)**

08:15 Frank takes fire damage, then his house collapses on him, and he panics again, failing to escape the flames as the AI cannot jump, leaving him stuck behind a fence! **(AI/fire propagation/morale)**

09:15 Another turn, another panic attack! Luckily Frank is out of the fire, he almost runs back in, but barely evades it. **(AI/morale)**

Joke: Every attack doubles as a panic attack! **(joke/morale/observation)**

09:45 Hayato spots a monkey! Monkey vs Ninja, it's kinda crazy this game didn't go hard in 2015. **(observation/enemy variety)**

- Plains enemies are playful and just plain dangerous! **(joke/wordplay)**
- Seriously terrifying, high damage, but I sort of wish each area had enemies who could manipulate the world just as much in turn. **(observation/biomes/enemy variety)**
- When talking biomes, say there's an order to difficulty. And while horror is pretty spooky, the plains are downright terrifying! **(observation/biomes/structure)**

10:05 Have Hayato back up with his remaining time, force the Monkey to close the gap.

10:35 Frank is finally free of panic, ironically, he started with a bottle of water. **(item)**

- And for some reason I do not heal Frank

11:20 The monkey uproots a tree, Hayato interrupts, and I run to cover, should have charged! **(mistake/reaction/observation)**

11:50 Sprint Jack in and knock that monkey out! **(endurance/melee)**

13:15 Punch block, get gold! **(money)**

- Money is pretty precious, it takes awhile to stockpile and can go easily. Traders do not buy items from you, meaning you have to take what you can get, and can't strip maps bare for bonus money. **(observation/traders)**

Enemy R2 CONT – Warp Pipe, Interrupt Punch, recruit princess in first town!

13:50 Level ups, Jack 3rd point in melee, Frank third point in health, Hayato 2nd point in health.
(RPG)

14:45 Skulking around the map trying to find enemies, Plains often have giant bodies of water which can slow navigation, I've also made the stupid mistake of splitting the party.
(maps/biomes/observation)

15:00 Jump into warp pipe and come out on the other side of the map! **(traversal/gimmicks)**

15:30 Jack jumps through pipe and comes out spotting an eyestalk

- Let it approach and pass interrupts as it gets into range, then get some hits in! **(reaction)**
- finish on next full turn, as Jack spots a mysterious gunman!

17:00 use rest of turn to take cover, force Gunman to approach **(strategy)**

- Gunman sets Hayato on fire, he hears footsteps, good ninja intuition you bright spark!
(joke/enemy)

17:40 Frank lands a jump on Gunman's head, dealing half his health in damage, and leaving Frank WITH NO ENDURANCE!

- Jumping as a form of attack is a backup option, a secondary tactic, at times a desperation move, we're no Mario, and building a character to be solely a jump attacker is unviable!

(observation/endurance)

18:00 Eat meat, refilling endurance! With two more jumps (shorter range meaning less damage) we clear the first area, and the error in making a jump man is clear! **(observation/combat/item)**

18:25 Fire Seeds require ranged and mental, making that two items which take two stats.

(item/observation)

- It is a pretty powerful item, costing mental to fire is an interesting trade **(observation)**
- Loot money and smoke bombs from the map

21:00 Try to exit on coast, can't. **(map/world map/cardinal directions)**

21:50 World map, travel west to a forest town, each square is named from a random list.

(observation/world map)

- Towns are sadly the same in all biomes, with no theming. **(observation/towns/biomes)**

22:40 Exploring town

- Variety of establishments

- Gunshop, blacksmith, bomb/ammo shop, clothing store (sells armour), general store (healing and status effect items), hotels & bars.

- Hotels allow the player to pay an amount scaled by area level to recovery half of each characters max life, but only once. I guess we get up to some block star shit in the night.

(observation/joke/difficulty)

- Hotels and Bars will occasionally have heroes hanging out in them, who'll join you for money, the amount required varies by their starting level. Which tends to scale upwards the further you get from starting zone. **(money/recruits)**

22:50 Hire the Princess for \$20. She starts with health, mind, and three throw. **(stats)**

- Our princess isn't in another castle, she's waiting at the bar for \$20. **(joke)**

- I'm not sure on the morality of this, sure she'll only join the forces of good for pay... But \$20?

(observation/morality)

Enemy R2 CONT – Stealth Monkey annihilates archer!

23:20 Inspect clothing shop, most are purely cosmetic, with no armour, encumbrance, or stat bonuses.

- Could have been a fun avenue for clothes with status effects but alas. It's just normal clothes and armour, which eats time units to grant damage reduction. **(armour/observation/store)**

23:40 Blacksmith selection is tiny at this point **(store/melee)**

24:10 Hotel is expensive! The only stars you'll be seeing are after a smack you for that price!
(joke/observation)

24:25 General store/supermarket stocks a variety of health items, buffs, as well as molotovs and personal teleporters.

- Med kits are pricey, full heal potions even moreso! **(store/healing/money/observation)**

- Buy some food, quick endurance refill item **(restorative/store)**

25:10 Check out the bomb shop, it also stocks magic staves, which is amusing. **(store/observation)**

- I can't afford anything here. **(money)**

25:35 Head back into the Plains to kill more monsters and get some levels, immediately run into Daedalus, an archer character who wishes to join our party, sure, you're in! **(party/character)**

- Now we have some ranged options!

- It is also now night **(day/night cycle)**

25:50 Compare bow and crossbow manually, Daedalus has good shooting, bow better.

(character/ranged/equipment)

26:50 Move units up, night limited vision a bit

- End turn, a fucking block flies from out of the fog of war! Daedalus is killed by a sneaky monkey!

(party/unit down)

- Hayato spots the monkey! **(fog of war/sightlines/night)**

27:45 Frank Gibbs kills the monkey with a jump! **(endurance)**

- The Kongs have gone wrong! **(joke/wordplay/awful)**

28:50 trekking through map trying to find foes

- One of the games issues is hiking through maps can get meandering. You're slowly scanning them turn by turn hoping you'll chance upon foes before they chance upon you. So there is a tension, but that pushes you into moving slowly, constantly trying to keep the group in some sort of cohesion where everyone covers each other and has at least some protection, without being packed so tight a single turn can wipe out all of them.

- It's a slow, acidic, boredom at times, which pushes you to rush and move faster, but with a constant reminder that a little patience saves a whole lot of pain.

(post-note/maps/sightlines/observation)

- The combat is a lot of fun, getting into combat hurts my morale.

(joke/observation/searching/maps/fog of war)

29:50 Very high jump off of wall onto foe, does 17 damage, which is less, so I think only horizontal distance plus endurance skill must count instead of height? **(observation/damage/endurance/jump attacks)**

- Another jump does 16, then one from closer range 20, and now Frank is out of endurance!

Damage is a little random and I do not know the rules **(endurance)**

Enemy R2 CONT – bad positioning, bludgeoners and pipes!

30:40 Rest of team hideously out of position owing to my laziness, I am not killed out of sheer bullshit luck

- As endurance regenerates over the course of entire turns, Frank Gibbs is barely capable of attacking, and another jump does not finish the job!
- It may not be Mario, but we'll plumb the depths of his mechanics. **(joke/bad/needs work)**

31:25 Send Hayato in to finish the job, as swords do not make you tired. **(melee)**

33:20 Spot bludgeoner, pull Hayato back to team.

- Long distance throws with princess bad. Good footage to show range. **(throw/range)**
- The Bludgeoner did not notice the blocks flying past him **(stealth/AI/noise)**

35:10 Regroup team and approach bludgeoner, but Hayato is in front, and he gets WALLOPED, the club sends him flying several spaces back! **(combat/melee/force)**

- Certain large weapons can blow an opponent away, with melee weapons you can even smash people through walls and objects (for bonus damage!) with high enough stats and a big weapon.
- Does add some distinction between melee weapons, a small weapon lets you more easily keep on top of an opponent, as you'll lose less time units reclosing the gap. **(melee weapons/equipment/observation/knockback/post-note)**

35:20 Frank Gibbs has a totally pointless interrupt. As he is too far away to do anything, he just yells "Gotcha!" and proceeds to do fuckall. It's funny. **(interrupt/dialogue)**

- Certain character builds require investment in reaction to even do anything with it beyond maybe repositioning, staff and throw characters both have high cost attacks making reaction more defensive, but with some investment you start being able to get off very powerful interrupts. **(observation/reaction/post-note/builds)**

35:45 Hayato rushes in and with three dual wielded strikes, the bludgeoner is down!

36:00 Another bludgeoner appears on the enemy turn, luckily this time with some distance between us! **(fog of war/night)**

36:30 Two jumps do the job, Frank crushes another foe! One enemy remains! **(endurance/UI)**

37:00 Out of the darkness a fireball flies past Frank Gibbs! A second barely misses, igniting a nearby wooden fence! **(fog of war/sightlines)**

- Got lucky, but again, you want to move from cover to cover, I left Frank in the open! **(positioning/strategy)**

37:15 Such a long run to cover in the direction of enemy I'd be unable to act if I got closer!

- So I jump through a nearby pipe and pop out RIGHT NEXT TO THE ENEMY! **(moment/biome gimmicks)**

38:50 Level up party, endurance for Frank and Hayato, health for Jack

39:35 Loot map, grabbing medkits and money, smoke and fire bombs, popping mystery blocks

40:25 Check satchel of enemy, nothing, enemies so rarely have items! **(observation/looting)**

Enemy R2 CONT – Cooked in the Castle, the end of Frank

41:25 Arrive at a non-boss castle map.

- Castles are the only consistent source of indoor combat in the game and are interesting. They're high risk, high reward, overflowing with enemies in tight quarters as well as having a lot of potential money/items for the daring player.

- They show the game's freeform nature, they seem a linear challenge, but unless you've stacked nothing but melee and gun fighters you can carve your own path through the castle.

(map/interior/castles/observation)

- They do however get repetitive, with no interior biome theming and often monotonous layouts, not helped by long hallways, no cover, and only ever having one level. But they offer a ton of really fun opportunities for underhanded play. **(observation/post-note/castles)**

41:55 Jump through pipes, they do not lead inside

42:15 Heal Hayato and Frank Gibbs **(medkits/healing)**

43:00 Enter castle, have to lower block view dramatically! **(view/camera/voxels)**

43:20 This castle leads right into a long, 90 degree hallway **(layout/castle)**

43:40 Throw a brick around a corner, alerting enemies, then stand in wait for them to round corner. Assuming this will work. **(AI/strategy/noise)**

- And a fucking EXPLOSTEVE (THE SCARIEST ENEMY IN THE GAME) COMES AROUND!
(Enemy variety/moment)

43:45 The explosteve is a walking bomb, who will dive at a party member and detonate for massive damage! He will also detonate on death... I do not yet know this. **(combat/enemy variety/gimmicks)**

- A bludgeoner also rounds the corner!

44:35 Use the Princess to rip a chunk out of the wall and toss it at the Explosteve! He detonates! Taking out the bludgeoner and a huge chunk of castle wall! **(enemy variety/physics/throw)**

44:55 Level up Princess Health, Gibbs throw (does not register) **(RPG/stats)**

46:10 Walk over blocks, destroyed voxels tend to settle and become new ground until disturbed again and it's a cool effect. **(physics/observation)**

46:50 Jack and Frank round the corner, end turn, two enemies appear! A gunman and explosteve, luckily they miss and we have a turn to respond! **(sightlines/fog of war)**

47:40 Send princess around corner and miss throw! Pick up another item... And don't have time to throw or retreat!

- Frank sprints away, the princess is left to the enemies! **(strategy/moment)**

48:50 Princess is set aflame, and then destroyed as the explosteve finishes the job the game chugs as a ton of dislodged voxels collapse, turning the corridor into a stone soup! **(combat/enemy variety/physics)**

- The ceiling collapses, crushing Hayato and sending the surviving Gibbs into a berserker rage!

- Jack is STUCK beneath a pile of rubble!

- A panicked Frank is set on fire! He runs around at random! **(morale/panic)**

- Jack, stuck, is set aflame, frees himself in panic, but the fire consumes him

- Frank retreats into a dining room, which is set ablaze, he finally perishes. Humanity goes extinct.

Enemy R3 - Saul Myers - The Interrupt system gives and FUCKING TAKES - Mean ending, this game is absurdly hard

00:20 Make Saul Myers, action hero, hard

- 2 ranged, 2 health, 1 endurance
- Intro cutscene!

Opening note: A list of randomised “premises” can be found in the files, lining up with an earlier promised feature where each run would have a randomised storyline, presumably with different objectives. How I wish we got that. **(observation/research/story)**

01:40 Saul is joined by Jack the boxer and the Lythronax, some kind of lizardman tosser (thrower)

02:30 Start in corner of map, send units out around the pillbox, keeping close for cover.

- Still burn far too many time units moving

02:40 And an enemy has spotted us (better mind giving further sight), a bullet flies out of the darkness and hits Jack for massive damage! **(sightlines/fog of war/ranged)**

- Another note on this biome, long sightlines and minimal cover, the map difficulty here is making dead moves across no mans land. **(biome/observation/tropics)**

02:50 Move Saul a pace forward and spot a mercenary.

- Aimed shot misses, as does unaimed shot. **(accuracy/ranged)**
- I rush Jack towards the (massively out of range) mercenary and a ninja joins the fray, duck Jack behind a rock, move the Lythronax behind another boulder **(cover/sneak/crouch)**

04:05 Lythronax interrupt, hoist rock! **(reaction/throw)**

- Lack time units to throw it!

04:20 Jack interrupt as Ninja closes in! But retaliation would lose cover!

- Saul interrupt, but he's ONE time unit short to fire his pistol!
- This series of poor decisions ends with the ninja stabbing Jack and another shot from the mercenary finishing the job! **(party death)**
- Lythronax takes a hit!

05:00 With two thrown blocks, the Ninja is killed!

05:40 Saul Myers is thrown into a panic frenzy, he kills the mercenary! **(morale/panic/berserk)**

- Use medkit on Lythronax **(healing)**

06:40 Saul lacks the ranged skill level to use the rifle **(stats/equipment)**

- Good footage to demonstrate level gated equipment

08:00 Lythronax spots a mobster just as he runs out of time units. **(sightlines)**

- End turn, Mobster spots us! A ninja also enters the fray!
- Saul myers interrupts, lacks reaction to shoot, needs some coke. **(joke/reaction)**

08:40 Saul panics yet again... This is the worst Saul yet. **(observation/joke)**

09:10 Lythronax takes out the ninja with two blocks, a piece of shrapnel destroys a tree, which satisfyingly collapses! **(physics/voxels/throw)**

09:40 All of mobsters shots go wide! **(AI/accuracy/ranged)**

Enemy R3 CONT -

10:50 Saul recovered, pop point in shooting. Consider swapping to rifle but it would eat time, compare stats, land one aimed shot and take cover. Lythronax in cover

- Lythronax shot, mobsters bullets hilariously collapse several trees, Lythronax panics and LAUNCHES TREE! **(physics)**

- Saul finishes off mobster with aimed shot, one enemy remains!

- Take pill to recover morale. Pop pills for pep! **(joke/item/recovery/morale)**

12:05 end turn, now get popup telling me direction to final foe.

12:55 Level up Lythronax, point in health **(RPG)**

14:55 Creep towards footsteps, eventually spot an enemy in a watchtower, there's a lot of dead space around him.

- Attempt to topple distant watchtower with blocks keeps missing **(throw)**

16:20 Distant aimed shot with rifle lands true, the last merc drops dead! Area one is cleared! And we're already down one party member! **(run story/observation/difficulty)**

17:00 Loot some money, change Sauls clothes into something more fitting. **(cosmetics)**

- Emptying magazines from weapons for extra ammo

18:35 Exit map, on world map we're trapped at the end of a peninsula, we three maps separating us from the mainland, we've only one path forward! **(worldmap/proc-gen)**

18:50 Arrive on second map, Hayato wishes to join! **(recruit/party member)**

20:30 Spot ninja, Saul lands a shot

21:40 Successful use of interrupts to bait ninja into range, it feels like a bit of a gamble. **(reaction)**

22:25 Level up Lythronax throw **(RPG)**

23:00 Loot container, take fuel I don't yet know the purpose for and some gold.

23:30 Turn is ended... And Lythronax is killed! Shot dead by an unknown attacker! A bullet flies out from the fog of war, ending his life! **(party death/sightlines)**

- I charge Saul up the hill to find the attacker, but a reaction shot rings out from the black, nailing Saul for heavy damage! I rush the rest of the way into cover and take aim!

24:00 Saul is killed, his tree is shot and falls on him... **(party death/physics)**

24:30 THE SECOND HAYATO'S HEAD GOES OVER THE HILL, A REACTION SHOT RINGS OUT!

- Move again, another reaction shot, this one lands!

- After some hesitation, I feel I have no choice but to charge, Hayato is shot dead, unable to close the gap, run ends! **(party wipe/party death/biome/reaction/interrupt)**

Enemy R4 001 - Jimmy Scar has a lucky start - Fire propagation saves us - Angles of shooting - Forest shootout and fire

00:40 Jimmy Scar, action, 4 ranged and 1 mind.

- You can see I have been rattled by all the panic attacks last run! **(observation/morale)**

Joke: Adventure starts at 10AM, the world can wait until we've had a lie in! **(joke/observation)**

00:55 Jimmy Scar joined by Alberto (platform bomber) and Morgan (action ranged), we've got a pretty strong starting lineup!

01:10 Look out window and immediately spot 2 grenadiers!

- First turn, first kill! One grenadier down as we fire through the pillbox window!

- Third shot misses remaining grenadier and drops a tree! **(physics/voxels)**

- Morgan lands a shot, and Alberto finishes him with a molotov, step to us and the cremation comes free! **(joke/wordplay)**

- "You'll never take me alive!" the grenadier yells, as he dies.

02:30 Attempt to move Alberto back inside so we can recover Time Units, he spots a mobster!

- Man the game started with enemies right on top of us!

Strategy Joke: I learned the gameplan, at the start of the game, gun it for the forest! Larpers vs live ammunition is a fight which goes in our favour! **(joke/strategy)**

04:15 Trying to shoot a mobster through three firing slits as we hold in our pillbox. Unsurprisingly, none thread that needle! **(ranged/map/moment)**

05:20 Alberto whiffs a teargas grenade and spots a ninja **(sightlines/bombs)**

05:45 Mobster lands one shot on Jimmy, fourth bullet flies right through the pillbox!

- Ninja has approached Alberto! At super close range, Alberto whiffs a molotov, and I sprint him back inside the pillbox! Cannot close door for some reason. **(bug/oversight/bomb/moment)**

06:35 Jimmy Scar threads the needle, killing the mobster with a shot through three loopholes! **(moment/ranged/angle)**

06:55 Meanwhile Alberto wastes time not being allowed to close the damn door! **(glitch/door)**

- Feeling what's coming, I upgrade his health **(RPG/level up)**

- Face everyone towards the door so if the ninja enters we have a shot at interrupting!

(strategy/reaction)

- Fire spreads, bunch of damage pop ups outside, Ninja does not make it inside! **(UI/damage)**

- Do not need to see enemy to see damage, I presume it's like them hearing pain sounds

07:50 Move Alberto further from door, pass another turn, ninja dies from fire!

- Fire is very very useful! And now we're trapped inside!

- Pass turn now combat is over, fire dissipates, and we cleared map 1 while hardly moving!

08:30 Loot molotovs for Alberto, dual wielding pistols on Jimmy!

09:10 Long, slow, and awkward reload process, loading, unloading, restacking ammo, all in the hopes of getting two full magazines. Brigade E5 is ashamed!

(joke/inventory/clunk/jank/ranged/ammo/inventory/interface)

Enemy R4 001 CONT – Move to forest/ Trees for cover

09:30 Heal Jimmy Scar

09:40 Dual wield molotovs! There is no off hand penalty! **(observation/inventory)**

- Each character has two hands, and few weapons are both handers, so it's totally practical to have a grenade in each hand! Basically doubles your fire rate! **(observation/time units/inventory)**

- Get Jimmy suited up **(cosmetics/clothes)**

10:35 Looting containers, grabbing ammo and get a medkit **(healing/items)**

12:40 Head west into neighbouring forest biome **(biome/overworld/worldmap)**

12:55 On next map, Daedalus joins us! **(recruit/party member)**

13:10 Spot distant archer **(enemy/sightlines)**

- far too distant and at too extreme an angle to shoot, he then spots us! He's up a hill, this is a vertical map. **(map/level/layout)**

14:15 Alberto uses a smoke grenade! We're obscured from view! **(bomb/tool/sightlines)**

- Next turn, we move along the treeline, spotting a second archer! **(AI/sightlines)**

- Interruption on a rogue with a giant bomb!

16:00 Arrow shreds tree, another issue of clumping team together, makes them all susceptible to collision damage from physics, as well as the resulting morale damage as the game interprets received stress. **(observation/morale/physics)**

16:05 Jimmy Scar interrupt, with dual pistols, his accuracy is absolutely horrendous!

(inventory/weapons/accuracy)

- I let the interrupt pass, and a second arrow collapses much of a tree, obscuring the archer from view! **(physics)**

17:05 Aimed rifle shot with 100% accuracy, Daedalus finishes off bomber with arrow!

(ranged/aim)

17:45 Level up the team

18:05 Accidentally fire arrow at spot I want to move. **(mistake/moment)**

19:35 Throw molotov at distant archer, I aim near him, luckily Alberto *overshoots* and HITS HIM DEAD ON! **(bomb/aiming)**

- Each weapon has degrees of error, I think I was just trying to create an impromptu barrier/smokescreen with the molotov and its afterburn, but I got a better result! And now the fucking forest is on fire! **(combat/fire propagation/bomb)**

- Retreat back to tree line to hide from other archer. Jimmy moves up on other archer.

19:55 Enemy turn, three arrows hit the tree two of our team are using for cover

20:25 Move Jimmy up, fire three volleys with dual pistols, 1 bullet hits, accuracy is cooked with dual wielding unless you're in super close range! **(accuracy/ranged)**

- Daedalus whiffs two arrow shots, Morgan misses an aimed shot, but it puts the archer into panic! **(morale)**

Enemy R4 001 CONT –

22:10 Finish off archer with molotov (**bomb**)

22:30 Fire spreads, killing the other archer on higher ground, this forest fire is going great for me!
(**fire propagation**)

- The larpers are not ready for live ammo! (**joke/wordplay**)
- The live action roleplayers are not ready for live ammo! (**joke**)

22:50 Give Daedalus a point in mind

24:00 Jump up to higher ground and spot a knight! (**endurance/platforming**)

- Attempt to shoot knight, a tree in his way blocks the shot, and wood shards spill from the impact.
(**physics/voxels**)
- Daedalus jumps up, misses aimed shot with bow

25:15 use reaction to retreat from approaching knight! (**interruption**)

- Knights are heavy hitters, but their armour makes them slow, they also attack predictably. Their shield makes attacking from the front less effective! (**enemy variety**)
- Very big damage reduction as Daedalus loses two arrows into him, my morale drops seeing the pitiful damage, luckily he drops faster! (**morale/wordplay**)
- Knight panics!
- Rest of team sets him on fire, unloads rounds. At super close range Jimmy Scarr finally lands dual pistol shots, the knight is whittled down! (**combat/accuracy/ranged**)

28:05 Jimmy third point in health, Alberto fifth point in bomb, Morgan fourth point in ranged, Daedalus fourth point in mind. (**RPG/level up**)

28:20 End turn, fire spreads, Alberto hears footsteps beyond the fire, sure that ain't crackling? (**UI**)
- Move people back, end turn, fire spreads further, using the spread bits of wood and leaves as kindling. (**fire propagation**)

29:45 Fire finally burns out, leaving a smokescreen behind (**fire propagation/smoke**)

31:40 Creep across map, find knight

- Skip a bunch of turns, come to learn enemies cannot jump! This is a problem on this map, which has no other means of scaling between elevations! The knight is effectively helpless! (**AI/oversight**)

32:40 Reload rifle

34:00 Shooting knight from above, Alberto massively whiffs his molotov, it flies into a nearby tree, which wobbles from the impact. (**physics**)

31:30 → 40:25 Over numerous turns, kill a knight from above, he has disgusting damage reduction and seems to be effectively immune to fire. Takes a lot of resources to bring him down.

- AI incapable of jumping

41:05 Nab more arrows for Daedalus, bullets for Morgan, medkit in shared inventory, molotovs for Alberto.

- Pop a chestpiece, plate leggings, and helmet on Jimmy, trade time units for damage reduction!

(**armour**)

- Knightly night bad guys! (**joke/awful/wordplay**)
- Loot rest of maps containers for some gold and extra ammo, take bolts

Enemy R4 002 - Shopping is kinda weak - The Desert hills battle

00:35 Head into town, time for some shopping!

01:00 Go to clothes shop, try to sell bolts, am told shops do not buy items! **(merchants/selling/no selling)**

- All cosmetic clothing items are 15 gold (and imo, a complete waste of money), meanwhile armours are very expensive. **(store/merchant)**

02:05 Talk to librarian, not a shop, people in towns just say weird shit. So I think this world has gotten to them.

- "Speak to me. Why do you never speak? Speak!" **(dialogue)**

03:00 Browse gun store, revolvers and canons are way out of my price range, and it's a dollar a bullet for 9mm! **(store/prices)**

- Shopping almost feels like a bonus, money is meant to be rationed and purchases are often small. **(observation/store/merchants)**

03:15 Bar, can buy molotovs and meat, the princess is waiting to be picked up. Not for a one night stand, but to stand up to the darkness. **(joke/wordplay)**

04:20 General store/supermarket stocks medkits, restoratives, and buffs

- Medkits are thnakfully, decently cheap but in short supply. **(inventory/store/merchants/healing)**

05:35 Head into tropics, Jack is there! Ready to join! **(map/world map/recruit/party member)**

06:25 Ninja spotted, another enemy on watchtower

- Move a bit, don't burn too much time. Ninja approaches and I keep banking on an interrupt when he's close enough for a reliable shot! Then miss anyway... **(strategy/accuracy)**

- Luckily, still out of range, and Alberto gets him and the watchtower with a firebomb! **(bombs)**

- Morgan kills the Ninja with a rifle shot! **(ranged)**

08:25 Morgan then snipes the mobster on the watchtower with an aimed shot! **(ranged)**

08:40 Give Daedalus fifth point in mind, Jack second point in health, Jimmy fifth point in ranged, Alberto sixth point in bomb.

- Morgan's point did not register... **(RPG/glitch/oversight/bug/level up)**

10:25 Spot Ninja on lower elevation, we're up a hill compared!

- Ninja whiffs smoke bomb **(bomb)**

11:50 Line up team across ridge line overlooking ninja

- Send down Jack to act as bait, pull Ninja into range of his overwatch then gun him down! **(reaction/interrupt)**

15:50 Crossing bridge, spot grenadier on lower elevation, this hilly map does not work with the AI at all. **(observation/jumping)**

- Moving further up, spot another mercenary! **(enemy)**

- No cover, long sightline, bad. **(biome/map)**

- miss arrow, retreat from enemy.

17:30 End turn, mercenary doesn't spot us

- Everyone fires low odd shots at him, just as he panics, he dies! **(morale/accuracy)**

Enemy R4 002 CONT – Finish map, firebomb mercenary.

18:55 Daedalus whiffs arrow, collapses tree! **(physics)**

- Grazes for for slight damage. **(collision)**
- Gun and bow down the ninja **(ranged)**

19:55 Give Daedalus 6th point in mind, Jack 2nd point in Endurance **(RPG/level up)**

21:20 Back people away from cliff to make return fire trickier. **(angles/sightlines)**

21:50 Rain molotovs on mercenary, Morgan finishes off with rifle shot. **(bomb/fire/ranged)**

22:40 Hit inventory space limit, 15 items/stacks of items

- Swap Jimmy's pistols for a rifle and give him some ammo
- Scan map for stuff, not much.

Enemy R4 003 - Woodland Battle 2 - Interrupt to flee and ambush charging foe

00:40 Reload Daedalus's bow and arrow

01:00 Grab some food, and leave the map

01:30 Travel north, back into the forest biome. **(world map)**

- Each square is given a proc-gen name, intentionally very generic and weird. This is the Neo Jungle! **(world map/map names/observation)**

01:50 Forest map at night

02:45 Daedalus's mindful eyes spot a distant bandit! **(sightlines/mental/field of view)**

- Get everyone into place to engage. **(strategy)**
- Reload Jimmy's gun, eats a lot of time. **(time units/ranged)**
- End turn, the bandit, having not seen us, walks into the darkness. **(AI)**

Observation: So high mental is also good if you want to just sneak through maps, as you can more often see enemies before they see you and evade them. **(mental/stealth/RPG/observation)**

04:40 Can't move Jimmy into tree line, armour has slowed him down drastically! **(time units/armour/encumbrance)**

04:50 Bandit spots us, Daedalus scores an interrupt and puts an arrow in him!

- Score a second interrupt, I use it to make distance! **(interrupt/reaction/strategy)**

05:40 Jack interrupts! And the bandit blocks a good deal of damage!

- His turn ends, mine begins, and Jack beats him down, takes a few blows but gets the job done.

07:35 → 10:45 Moving units through woods ultra cautiously

Enemy R4 004 - The Forest Fire, knight stunning, learning to use formations

02:35 Spot Rogue, the grenadier of the forest. **(enemy variety)**

03:55 Arrow shreds through bushes on its way to the rogue. **(physics/combat)**

- Second arrow kills the rogue, one enemy remains

04:30 Spot bandit. Hit with arrow, then set up team and bait with interrupt. Punch, shoot, cause panic, then finish off.

- Because I am stupid, I skipped my turn thinking it was another interrupt, luckily I immediately interrupted AGAIN! Map clear! **(combat/reaction)**

06:40 Give Morgan sixth point in ranged, Alberto seventh point in bomb, Jack third point in melee, Jimmy fourth point in health **(RPG/level up)**

07:35 Looting chests, take gold, drop bolts off in container

08:10 Compare Plate and chainmail. Less protection for greater mobility.

- Put chainmail on Morgan.

- Another reason to raid the forest, free armour if you want it, something no other biome seems to possess, there's no modern form armour. **(observation/armour/gear/equipment)**

09:30 Give Jack a teleporter **(item)**

10:10 I have managed to scrounge up 5 medkits, my mistake was keeping them in shared inventory, rather than making good use of satchel space and divvying them up amongst the crew.

(strategy/inventory/observation)

- And just as I write this note... I actually do that, my moment of learning! **(observation)**

- Inventory means anyone can take as needed, but it takes time and is inaccessible during direct confrontation, satchel means it's only available to the satchel holder, but the only time cost is in using it! **(inventory management)**

10:40 Everyone gets a medkit, Jack gets meat, Jimmy Scar gets a fire seed as a back up

11:10 Head deeper north into forest, arrive at next zone at 7AM, it is now daytime again.

(day/night cycle)

11:25 Jimmy starts with 51 time units instead of the standard 75. **(armour/encumbrance)**

11:40 As he has the best vision, send Daedalus ahead, he spots a bandit well out ahead

(mental/strategy)

- Bandit disappears from view on next turn, disappearing back into the fog of war

- Spot knight on next turn and form up to face him.

Observation: While enemies are hard, part of the issue is you're so rarely facing overlapping foes. They're spread thin on the maps and should maybe have pathed in small groups to cause more strategic considerations. **(AI/enemy variety)**

- It feels rarer than it should where I have to face one foe at a time, and against melee enemies it renders them almost too simple. Melee units should be the thing you're trying to keep at bay and keep tabs on while dealing with ranged threats. **(observation/enemy variety/post-note)**

13:00 Put Jack in front of team, in case the knight charges he'll be in the best position to react.

(strategy/positioning)

Enemy R4 004 CONT – Fight the Knight (forever)

13:30 Knight spots us and charges, hilarious non-stop series of interrupts I let pass so he gets closer... I can't kick your ass unless you get closer! **(joke/observation/strategy)**

- He runs out of time units before closing gap, and now he's in for a world of hurt!

- Note: So each interrupt is a gamble, it's not you get one, you can pass an interrupt for one later, or even get multiple, so it's a big risk/reward mechanic. **(observation/reaction)**

13:55 Alberto whiffs molotov, and mildly whiffs a precise molotov!

- Precise throws aren't at a general block but an exact point, and its arc can be influenced with the mouse wheel, allowing for throws through gaps and so on. **(observation/mechanic/physics)**

14:20 Reposition Daedalus for arrow fire and spot two bandits on our flank, very far away.

(sightlines/spotting)

14:30 End turn, knight emerges from the flames and Jack immediately interrupts! **(reaction)**

- Punch knight back into fire for... ZERO DAMAGE! **(Armour/damage reduction/knockback)**

- His turn ends with him in fire, two arrows scratch him... Knights are absolute tanks! **(damage reduction/observation)**

15:40 As I move Morgan to fire on the knight, he notices a bandit closing in quick!

- A shot lands but doesn't drop him. The bandit is amongst many trees... So perfect time to send in Alberto to help with some kindling!

16:15 The molotov thrown hits the canopy and explodes, collapsing many leaves and denying the bomb! **(physics/bomb/environment/voxels)**

- The next molotov hits the trunk and ineffectually explodes... I think fire should spread even if it doesn't hit the ground! **(observation/oversight/moment)**

16:50 Send Morgan in, one last shot finishes the job, but now the knight has been left unattended, and Jack is in the way of Morgan's aim

17:00 Luckily, the fire breaks the knights morale on his turn! Jack is spared getting cut down!

(morale/fire propagation)

17:20 Spot bandit, he spots us! **(sightlines)**

- Cannot see knight in the fire, which is dangerous in itself. **(fire/sightlines)**

17:45 Line up team to tackle approaching bandit (a melee fighter) have Alberto toss out another firebomb to cut off his approach! **(strategy/fire/bomb)**

- Part of the joy of this game is just fucking up the environments so much in the course of saving the world! **(joke/observation)**

- That bear is smoky thanks to me! **(joke)**

17:55 Jack interrupts as the knight runs out of the fire! Punch him and sprint away to make distance! **(reaction/melee)**

- Knight re-emerges from the fire, this time Jimmy interrupts... And misses a rifle shot! **(Reaction/ranged)**

18:30 Knights shield deflects arrow entirely **(shield/equipment)**

18:35 Jimmy interrupts approaching bandit... But lacks time units to do anything. He just yelled "Gotcha!" **(interrupt/moment)**

Enemy R4 004 CONT – Forest fires aplenty, many fire thoughts

18:35 The bandit clearly walked around the fire, so even if I didn't hurt him, I've effectively wasted his turn! **(AI/time units/strategy)**

19:10 Lose visual on the bandit, so I toss a firebomb into the line of trees he's run into... That'll flush him out. Fire solves a lot of problems. This game shouldn't have been called Enemy, it should be called fire!

- I've got more fire than they've got cold dinners. **(joke/strategy/observation)**

19:30 Then once again panic the knight with a molotov **(morale)**

19:50 The bandit gets a solid hit on Daedalus, sending him through some foliage for bonus damage **(enemy/flank/physics/collision)**

- This is for failing to set up for him! I'm splitting my attention poorly! **(mistake)**

19:55 Jimmy interrupts, lands a rifle shot on bandit! **(reaction/ranged)**

- As the bandit charges Jack, Morgan also gets an interrupt, landing a second rifle shot! But still the bandit stands! Then a third interrupt does the job! The sheer terror of reaction! **(reaction)**

20:40 End turn, the fire spreads, engulfing three of my units! **(fire propagation/mistake)**

- Game slows to a crawl as trees collapse and explode, causing a domino effect knocking down more and more of the forest!

22:00 Move units, end turn, and several trees collapse, blocking sightlines on the knight! An interrupt is literally blocked by the tree! **(physics/voxels)**

22:30 So anyway I start more fires, as Alberto gets an interrupt and I throw another firebomb at the knight!

- I set up outside of the flame and line people up to shoot the emerging knight, bad strategy, I should have been piling damage on Knights square. **(observation/mistake/reaction)**

23:45 A shot to Knight's side does okay damage, unload on him, all three ranged units pop shots, and the knight goes down. **(damage reduction/strategy)**

24:40 Give Daedalus seventh point in mind, Jack fourth point in melee **(RPG/level up)**

25:25 Climb atop hill created by destroyed trees to look for remaining enemies

- Daedalus spots bandit! **(damage/voxels/physics/sightlines)**

- Send Jack out ahead with the rest of the crew covering him, hope to bait bandit out. **(strategy)**

- Pass all interrupts as Bandit charges, he runs out of time and is now out in the open!

27:10 Shoot bandit, reload bow. **(time units/ranged)**

28:00 Jack punches the bandit's body clean off the map! **(ragdolls/physics)**

28:50 Find last bandit on map

- Put him into panic with ranged weapons, in his berserk he charges us and gets powerful hits off!

- I am so fucking stupid, I interpret my turn as an interrupt and skip it, allowing the guy to do a ton more damage! **(mistake)**

- Luckily we survive, I molotov the bandit at far too close a range, then Daedalus puts him down with his bow, level ups all around

32:00 Place my units atop the destroyed tree, a beautiful monument to this battle. **(observation/voxels/physics)**

Enemy R4 004 CONT – Not Much Loot

- Not much loot on this map, levels and experience aside, this has been a costly battle in terms of health and explosives. **(observation/resources)**

Enemy R4 005 - The Castle Raid - Slowly stomping

00:20 Heal Jack, medkit does not fully fix him up, taking him from roughly a quarter to half health. **(healing/medkits/resources)**

01:05 Head back to town

01:40 Learn pathfinding issue, if a route is too long or complex the game struggles, you have to move units in small, easily understood increments, which does make the relatively wide, often too complex for purpose towns a little annoying.

(oversight/shortcoming/pathfinding/observation/towns)

- The towns are complex to make for interesting battles on the occasion they're raided, it just makes them boring and unintuitive at all other times. **(observation/towns)**

02:05 Use hotel, quite expensive, heals everyone for half of their max health.

- Warps everyone into a single hotel room with a double bed, must have been quite uncomfortable. **(towns/hotels/healing/observation)**

03:10 And now I have no money and cannot afford any fresh explosives. **(money/resources)**

- One night in a hotel bankrupted me, aren't games meant to be escapism?

(joke/observation/money)

03:45 And I head to a non-boss castle in the forest! **(castle)**

04:20 Immediately toss a firebomb through the front door. **(bomb)**

- Arrange units near door as fire goes on. **(strategy)**

05:25 A ninja has rushed out through the smoke! The fire having drawn in foes! **(noise/AI)**

- Daedalus riddles the ninja with arrows! **(ranged)**

- Form up the party with Jack in the front, the shooters in the middle, and Alberto the bomber in the back. **(formation/strategy)**

observation: Bomber should be in the middle, with ranged fighters bringing up the rear **(mistake)**

06:20 This castle has a massive entrance hall, very open, wide, and breaks off in both directions.

(layout/castle)

- A rogue is hanging out in the stairwell!

06:35 Give Jack third point in health, Daedalus first point in health **(RPG/level up)**

07:20 Hold everyone else by the door and put Jack near opposite wall, hoping to catch the rogue out as he approaches, the positioning is poor! We're too far to cover, and Jack is firebombed!

(bomb/enemy)

- Rush Jack out of the flames and beat the rogue to death while aflame! **(fire/melee)**

- And at just the entrance, Jack has been reduced back to half health! **(combat)**

08:50 Fire does tick damage to Jack, I take the one medkit from the inventory, put it in Jack's satchel, and then heal. **(healing/resources)**

10:05 Round right corner, a dead end, fire has spread through a concrete wall and set a store room on fire, the propagation isn't perfect. **(observation/fire propagation/oversight)**

Enemy R4 005 CONT – Fire in the Castle!

10:15 Find storage room, castles have 1 or 2 rooms filled with chests, making them high risk (potentially) high reward targets, a player can just try and ransack the chests and leave for non-boss castles. **(strategy/observation/castles/resources)**

11:35 Test teleporter on Jack, it deposits him outside on the opposite end of the castle, the item is incredibly random and best used for escaping a bad situation. **(item/observation/teleport)**

12:40 Daedalus rounds other corner, spots an archer! **(enemy)**

- Retreat back around corner and set up, Jack is running back around the whole castle! **(strategy)**
- Enemy archer rounds corner and runs out of time units in full view of the party!
- Found a good way of putting this: The game is so punishing, it mentally allows me to cut loose, do whatever I can to win. **(difficulty/observation/strategy)**

Callback joke: Set up when talking about throwing that you can even pick up enemies and allies, but the situations where this is useful is incredibly limited and it's pretty impractical, I wanted to make it work but rarely found it worth the risk. Then I do it in panic at the end. **(structure/callback)**

13:55 Jimmy Scarr guns down the baited archer. **(ranged/strategy)**

14:40 Jack jumps the moat, ineffectually punches the wall. **(endurance/melee)**

- I need a lot more damage to break this wall. **(observation/voxels)**

15:50 Walk past a cell, a rogue lies in hiding inside! **(ambush)**

- There are cells in castles, they can contain a potential ally, or enemies! So checking everything is a bit of a gamble. **(observation/risk reward)**
- Pull back to bait enemy out, we're going maybe too reaction heavy! **(reaction/interrupt)**

16:25 Rogue leaves the cell, my shot is blocked by the open door! **(physics/ranged/reaction)**

- Backing my team out and into an ambush clump is a *poor idea* versus a bomber **(mistake)**
- Luckily I get another interrupt and land a shot, knock some debris loose, damage numbers reveal another enemy hidden within the room! **(UI/physics/interrupt)**
- Morgan gets a second consecutive interrupt! The shot puts the rogue down! **(interrupt)**

17:45 A second rogue emerges, luckily his molotov falls just short of Alberto! Who interrupts with his own firebomb... Setting himself on fire! **(interrupt/mistake)**

- At least I got the enemy too. **(bomb)**

18:00 Funny timing, level up Alberto's health, he could use it. **(level up/funny/RPG/fire)**

- Alberto doesn't have time to exit the flames. **(time units/reaction)**

19:40 On interrupt, spot a knight beyond the flames

- Pass turn, knight is obscured from view as the flames grow thicker! **(fire propagation/line of sight/sightlines)**

20:20 Pull team back from flames, surround the corner

- Fire spreads to dining room! **(fire propagation)**

20:30 Next turn the fire continues to spread (somehow along a stone wall) and catches Jimmy! Luckily his metal armour provides perfect protection from the heat! **(joke/observation/damage reduction)**

Enemy R4 005 CONT – Fire the Knight (slow cooked)

20:45 Take my morale pill while on fire. I don't want this fire to cause a panic. **(joke/observation)**

21:00 Send Daedalus ahead to scout, he gets ambushed with an interruption arrow! **(enemy reaction)**

- The arrow misses! Daedalus then whiffs his return fire, he's out of Time Units and in plain view of the enemy! **(strategy/mistake/ranged)**

22:10 Rush Jimmy in the war of the door and fire off a shot, hit the archer.

- Archer retaliates, lands three hits, the armour soaks a decent amount of damage. **(armour/damage reduction)**

- Then Jimmy puts the archer down. **(ranged)**

22:35 Give Daedalus eighth point in Mind.

23:40 Find friendly in cell, they offer to join! **(recruit/castle)**

23:55 Arrow formation up the hall

24:40 Pass a ton of interrupts on approaching knight. **(reaction)**

24:55 Throw grenade at the knight! The wall is blown out! **(weapon/bomb/physics)**

- He is buried in rubble, I then throw a molotov at him! A stone oven!

25:30 Prisoner calls out again, it's the princess! For once in this game, the princess is actually in a goddamn castle! **(joke/party member/potential recruit)**

26:05 Interrupt! Shoot Jack in the back! **(friendly fire/firing lines)**

- Important shot (pun not intended), friendly fire IS a concern, I kinda figured, but it's good to have confirmation!

26:10 Jack is attacked by knight, hit behind two allies! **(knockback)**

- That makes armour even more of a trade off for melee fighters, it already steals time, hitting foes away just adds to the time cost of attacks! **(time**

units/melee/knockback/balance/observation/armour)

27:15 Piling hits on the knight and it DOESN'T EVEN HURT HIM!

- Fire spreads onto two of my guys, who I moved to try and hit knight in the side! **(flank/fire propagation)**

- Knight panics! **(morale)**

28:10 Interrupt a bad time to learn Daedalus is out of arrows!

28:50 Finally beat Knight to death! **(melee)**

29:00 Recruit the princess!

29:45 Give Jack a medkit, heal him up! **(healing)**

- He has less than half health off of that. **(resources)**

30:10 Daedalus is out of arrows! So he's out of the game for a moment!

- Loot some arrows off an archer corpse, looking back I should have given him the fire seed. **(mistake/inventory/looting/ranged/resources)**

Enemy R4 005 CONT – Kill Wizard, cool interrupt, fuck myself with a bomb

32:15 On enemy turn, a wizard rounds the corner and immediately opens literal fucking fire!
(mind/staff)

- Morgan reacts and puts a bullet in him! **(interrupt)**
- Bit fucking late to interrupt when you're already on fire!
- Jack interrupts, rushes and finishes the wizard with a punch, fuck your magic! I cast fist!
(joke/melee)

- No magic, but my fist is cast in iron! **(joke/wordplay/better)**

33:15 A rogue rounds the corner, Morgan is ready with the interrupt this time! **(reaction)**

- He's on fire! Two interrupts in a row, two shots land! Level ups all around! **(reaction)**

33:35 Give Morgan third point in health, Jimmy second point in Mind, Alberto ninth point in Bomb, Jack fourth point in health,

36:25 Cautiously advance through castle, find the throne room!

- The throne room is filled with enemies, alongside the boss of the castle! **(castle/layout/room)**
- The foes and boss is biome dependent, but is always a very tough encounter **(observation/enemy variety/biome)**

37:15 Set up around entrance to throne room, send Alberto to throw a firebomb... But because I have the block view low, I fail to register the low frame around the door, the firebomb BOUNCES BACK AND SETS HALF THE TEAM ON FIRE! **(MISTAKE/BIG MISTAKE/FIRE/CAMERA/VOXEL VIEW)**

- This is MY MISTAKE, but man, this area is best played with a low block cutoff, I should have checked, but FUUUUCK I fucked myself thanks to my ignorance, brought on by trying to keep the game unintrusive! **(observation/difficulty/voxels/camera block cutoff/camera)**

Enemy R4 006 - THE END - In one turn the run collapses! Castle raid failed

00:30 Retreat Alberto into throne room for cover

- Run others into corner, the fire spreads and follows them!
- Alberto is punched into the flame and dies from the fire!
- Much of the team panics, Jimmy's morale is on the rocks! **(morale/panic)**
- Fire spreads, catches Jack! Jimmy breaks and panics! Jack dies, Morgan panics! Jimmy panics and runs!

01:20 Jimmy is now in a panic spiral! Each turn re-panics him and he never lucks into running away from the enemy in a way that will spare him from further damage. Meaning I have no choice but to watch him die. **(panic spiral/morale)**

01:50 Try to send a recovered Morgan to save Jimmy, one hit on Jimmy repanics him!

- Jimmy is killed, Morgan is surrounded, after one last shot, he's cut down... In one turn, the run was destroyed by my own actions! **(observation/bomb)**
- I learned the power of the bomb, and the power blew up in my face! **(observation/story)**

RUN 5

Enemy R5 001 - Captain Cutter enters the high level jungle (RIGHT NEXT TO WHERE I STARTED)

00:00 Captain cutter, action, 2 melee, 2 health, 1 endurance
- Melee time!

01:10 Captain starts with sword and board... or a knife at least. **(starting equipment/observation)**
- Tries to start player with appropriate equipment.

01:10 This time we're joined by Morgan and Hayato, so two melee one ranged, not the best lineup.
(observation/party members/range)

01:25 Hayato spots an enemy outside.

01:50 Attempt to shoot through slit winds up just blowing a chunk out of the wall due to elevation.
(physics/ranged/angles of fire)

- Cause some damage to self as bricks rain on Morgan. These pillboxes are not as strong to small arms fire as you'd hope. **(observation/voxels)**
- Retreat Morgan around side of pillbox, hide behind door. **(cover)**

02:25 Enemy wastes turn trying to shoot Morgan through cover, then pop Morgan out and put him down in one. **(cover/ranged/time units)**

- Spend time waiting for popup to tell me how many TU I would have left **(UI/time units/maths)**

02:40 Walk Captain through the hole blasted in the wall. **(pathfinding/funny)**

03:00 Spot a grenadier **(enemy/bomber)**

- He whiffs a molotov only just, get a reaction and use it to escape the range of its spread!
(reaction/movement)

- Hayato stabs grenadier to death in two attacks. **(Dual wield/melee)**

Controls: You change your intended elevation with the mousewheel, which works, but it could take a moment to grasp you effectively have a fully horizontal and vertical grid and you're meant to navigate it three dimensionally, and it won't do it for you, you have to manually scroll up and down, as the game gives you full freedom to aim and shoot, it works well after adjusting to it, and compared to aiming in Brigade E5 I wish I had this. **(observation/post-note/3D Controls)**

06:50 End turn after skulking through map, a grenadier finds us, luckily right at the end of his turn!
(time units/hunting/hide and seek)

07:00 Go to attack grenadier and Morgan spots a mercenary! **(enemy)**

- Aimed shot on grenadier, end turn, Morgan shot. **(ranged)**

- Retreat him down hill to cut off sightline, charge grenadier with Hayato **(sightlines/melee)**

- Hayato puts down the grenadier sharpish! **(joke/wordplay)**

- I then retreat Hayato down the hill, hoping to put him out of sight of the mercenary **(positioning)**

08:00 Give Cutter third point in health, Morgan second point in Mind, Hayato third point in endurance.

- Building for a tank, a spotter, and a rusher. **(level up/RPG/observation)**

Enemy R5 001 CONT – Cliff blocking bullets, reaction to close gap

Post-Note: Time to Die

I really like the time unit system, it's a nice mix of mechanical freedom and meaningful restriction. I can do whatever I want, within a window that's just tight enough to be tense.

It's just enough that I feel like I can get away with a really rich and complex move, but restrictive enough that I really have to think through what I can get away with. Early on I often fell into the trap of overextending and leaving a unit exposed or out of position.

The addition of the reaction mechanic, and how you can reserve and hold time units over to gamble on an interrupt adds that nice question between action and reaction, you have a ton of strategic options at any moment, and each unit class has unique rhythms because of it. Do I get another attack, or retreat? Do I gamble on worse hit odds for an extra shot? If I sprint my melee fighter in will I do enough damage to secure a kill? Or will I have the time to pull them back to safety? This game constantly has you thinking how will I use my units? Is there a way to save time or do I burn it for greater odds? Do I spend a turn getting everyone into position so we can make the most of the next 75 time units? **(post-note/strategy/time units/decision making)**

09:00 Another merc spotted, now it's two ranged foes up the hill, forcing them to come to us **(AI/positioning)**

- Morgan interrupts! ... And is at too extreme a decline to have any chance of hitting the enemy he spotted. **(reaction/moment)**

09:20 Our turn, send Morgan up hill! And get interrupted by 2nd merc, his bullet hits the ground before Morgan, carving an indent. **(voxels/pixels/enemy reaction)**

- Morgan pops the closer merc, reaction shot misses as he attempts to rush back down the hill! **(enemy reaction/ranged)**

09:50 Rush Cutter out on the other mercs flank and cut him down! **(sightlines)**

- Mind also increases peripheral vision! Hitting him from the side may have given him much less chance to react! **(observation/sightlines/mind)**

Note: Cutter is using sword and shield, which is the question with melee fighters, double damage or a solid (facing dependent) damage reduction/reflector. Shields also, unlike armour, do not consume time units to equip. **(trade offs/equipment/melee/hands/inventory/defence/observation)**

10:00 One enemy remains, start hearing footsteps and creeping towards them. **(enemy hunting)**

10:10 Heal Morgan, it barely heals a bullet wound! **(medkit/healing/observation)**

11:25 Spot mercenary on lower elevation, start positioning my guys for approach. **(positioning)**

- The mercenary, having not spotted us, skulks away from the group, I also put my guys together too closely. If he misses his intended target there's good odds he could still hit one of us.

(positioning/spacing/mistake/observation)

12:15 Everyone has the merc in sight, pass a turn, he wanders around oblivious to us, Morgan even has a reaction shot opportunity to get an opening in on the foes turn but I let it pass.

(reaction/interrupt)

- Missed long range aimed shot **(ranged)**

12:30 Bad move on my part, feeling I couldn't close gap, I end turn, enemy mercenary opens fire on Cutter, I use Cutters interrupt to run closer! **(reaction/strategy/mistake)**

- This lets me get close enough to kill him on next turn. **(melee)**

Enemy R5 001 CONT – Enter High Level Zone – Spotted by Rogue and Wizard!

13:05 Find smoke bomb in enemy satchel

- Satchels rarely have items, it's easy to forget to even check them, but in a pinch you can find some extra items/money. **(observation/inventory)**

- Stockpile a bunch of ammo for Morgan. **(ranged)**

14:10 Give Cutter third point in melee, Morgan 1st point in health, Hayato 4th point in endurance.

(RPG/level up)

14:40 Money and medkit from container. **(inventory/loot/healing)**

14:50 Hayato's level up failed to register... redo it. **(glitch/bug)**

15:35 Use other medkit on Morgan, we have not even cleared the first map yet and we've burned two medkits. **(observation/resources)**

17:25 Slowly exit the map **(travel)**

17:40 Arrive in town in forest biome

- This town has a nice big park! **(map/feature/towns)**

- For some reason this makes me realise the game has no quests or sub-objectives, this is very feature poor. **(observation/gameplay)**

18:55 Compare wooden sword and knife. **(equipment/store/melee/weapon)**

- Buy wooden sword to replace knife **(weapon/store)**

19:35 Hire the princess at the bar **(party member/recruit)**

19:40 Talk to villager, they say weird things **(dialogue/NPC)**

19:55 Map screen wars a space is a HIGH-LEVEL ZONE (In red text), fuck it, lets go. **(world map/zone)**

- High level zones are as they are named. Maps relatively high level to their surroundings, tough enemies present a greater challenge, but in turn, more EXP and better equipment should the player come out on top! **(observation/gameplay/levels)**

- This is one of the bizarrely few gimmick tiles available, as with much of Enemy I wish there were more. **(observation/features/gameplay/world map/maps)**

20:10 Recruit is there, a levelled up Jack! He has traded the boxing gloves for a baseball bat!

(recruit/party members/level/weapon)

- Cutter states "Enemies here are much stronger than us." **(dialogue/warning/levels)**

20:15 Inspect bat, it has a large 'push' (knockback) stat and okay damage. **(weapon/equipment)**

- Jack has 11 points in total spent, so he is at least level 6 on recruitment. **(observation/level up)**

20:50 Jack spots a wizard

- Move group to cover, as I place Hayato behind a tree I run into the sightline of a rogue!

(enemy/sightlines/positioning)

21:25 Pull chunk out of tree and it rattles **(physics/voxels/throw)**

Enemy R5 001 CONT – High Level Zone battle!

21:35 End turn and the wizard immediately spots us anyway! Attempt to ambush failed!

- He looses a fireball at Hayato, it hits the side of a tree, igniting it, a 2nd volley slices it, but the tree holds up!
- Morgan gets an interrupt, so I sprint him closer for the next turn! **(reaction/positioning)**
- GOOD use of reaction! **(observation)**

22:00 With his last shot the wizard fires at Morgan, setting another tree ablaze! **(fire/staff enemy)**

- Maybe I should call them forks instead of staffs? It's almost too late to fix now.

22:05 A grenade flies in from the rogue, dealing incredible damage to Hayato and the princess, causing a crater in the ground beneath them and absolutely shredding the trees, Hayato immediately panics! **(morale/deformation/physics/bombs)**

22:30 Rogue is out of range for Cutter! Move him to cover

- Morgan fires on the wizard, hits one shot and is just short of making it to new cover! **(time units/cover)**

22:45 Hayato and the princess both have slithers of health left! **(bomb/damage)**

23:00 Thrown shrub does a measly 8 points of damage! **(throw/material/physics)**

23:25 With sprinting cutter just barely closes the distance and lands one hit on the rogue!
(endurance)

23:35 Enemy turn, the forest lights up in flames, Jack is hit by two highly damaging fireballs and Cutter is hit with a frag grenade, heavy damage and panic sets in! **(bombs/staffs/morale)**

- A second grenade puts cutter in a deep pit! He somehow survives the absurd damage he's taking!
(damage)

24:00 A second shot puts the wizard down! Level ups all around!

24:15 And a recovered Hayato is in position to strike down the rogue! Another rounds of level ups for taking down these hardy foes! **(RPG/level ups/experience)**

24:25 Hayato 2nd point in health, Princess 2nd point in health, Jack 4th point in health, Cutter 4th point in health, Morgan 2nd point in health.

- Lot of health going around! They say a day in nature is good for your health!
(joke/awful/RPG/level up/health)

24:35 End turn, the fire on Jack deals more damage and sends him into a berserk panic

- Meanwhile several trees succumb to fire damage and collapse!

25:05 Give Jack 5th point in health.

25:35 Morgan spots a distant Rogue

- With sprinting, Hayato could make it in, but then he'd be alone.
(strategy/observation/endurance)

26:15 Pass turn, Jack panics again as fire ends. The rogue approaches and Morgan gets an interrupt! He whiffs his shot! **(reaction/shooting)**

- Morgan is hit by a frag grenade for big damage! **(bombs)**
- Now in range, Hayato takes the rogue down in three duel wielded strikes! Level ups all around!
(melee/positioning/strategy)

Enemy R5 001 CONT – High Level Zone battle! Trees beats grenade! Princess dies!

27:00 Check map screen for some reason

27:10 Give Princess 4th point in throw, Jack 6th point in health, Cutter 5th point in health, Morgan 4th point in ranged, Hayato 5th point in Endurance, Princess 5th point in throw! She had two in the bank! **(RPG/level ups)**

- This high level zone is a level up bonanza, and the enemies are levelling their own forest! **(joke in here somewhere)**

28:00 Jump Cutter out of hole. **(endurance/bombs)**

- Then hide him back in there, his health is low! **(impromptu cover)**

28:40 The whole party is on low health, everyone has taken a lot of hurt. **(health/damage)**

29:40 Regroup most of party and head into treeline to seek remaining enemies. **(map scanning)**

30:10 Jump up ridge. **(endurance/platforming)**

30:40 Morgan spots another rogue... Starting to get sick of these guys. **(enemy)**

- Hide him back behind tree **(cover/sightlines)**

30:55 pass turn, step up and spot ANOTHER ROGUE! And this one spots Morgan in turn, we're in the tree line, which offers some cover from explosives, but not in best position to retaliate.

(positioning/cover/observation)

- Reshuffle team, retreat the ranged units and try to move a weakened Hayato into a good position to counter attack. **(positioning/strategy)**

31:50 Trees block incoming grenades, but Hayato still panics! **(morale/trees/cover)**

- A panicked Hayato charges out and kills a rogue! **(berserk/moment/morale/melee)**

32:30 Weigh up closing the gap or taking an aimed shot with Morgan, land the aimed shot! **(ranged/strategy)**

32:30 Raise and lower the trees to see how it looks. **(blocks/camera)**

32:40 Princess lands a throw with shrub, does okay damage but the rogue still stands. **(throwing)**

- Pull Princess back into tree line and give her her sixth point in throw. **(Cover/RPG/positioning)**

32:55 For some reason do not spend the rest of my level ups right now

33:15 With sprinting, Jack can just about make it to the distant Rogue! He charges out and puts him down! Homerun! **(endurance/sprinting/melee)**

- Another level up, a level up bonanza! Even if we're all nearly FUCKING DEAD!

(trade/experience/high level zone/observation)

33:30 Give Jack 4th point in endurance, Cutter 6th point in health, Morgan 5th point in ranged, Hayato 6th point in endurance, Princess 7th point in throw, Jack 2nd point in Reaction. **(RPG/level ups)**

- Good god there are still enemies present. **(observation/high level zone)**

35:00 The enemy gets the drop on us, and DROPS THE PRINCESS!

- A fireball flies out from the fog of war and claims her life, three party members immediately panic! **(party death/morale/sightline)**

Enemy R5 001 CONT – High Level Zone battle concludes, 2 deaths

35:30 With one aimed shot, Morgan drops the wizard! One enemy remains! **(ranged)**

- Level ups for the team!

- I wish killing enemies gave your crew a morale boost... I guess it does hurt enemy morale.

(observation/gameplay/morale)

35:45 And the last enemy is in view, a distant rogue, hoisting a bomb above his head

- I can't do anything but pull Morgan back. In his turn, the rogue kills Hayato, a berserked Jack tries to charge the rogue but stops short! **(morale)**

- I put Morgan in cover, Jack is set on fire by the rogue! He panics again!

37:15 Fire two desperate shots at the rogue, Morgan is out of cover, and as I end turn, the Rogue disappears from view behind the flames! **(ranged/fire propagation/sightlines)**

37:40 The rogue has set himself on fire, as I see damage numbers arise from the flame, Jack takes more fire damage and panics again! **(morale/panic spiral)**

- Morale can also suck as any damage directed near a party member hurts morale, a panicked member has no morale, so it's easy to get caught in loops where a panicked party member is put into panic again turn after turn. Maybe they needed immunity from morale damage for a few turns post panic? **(observation/morale/post-note)**

37:40 The final foe burned himself to death, not a bright spark, he was. **(AI/joke/bad/like it)**

- And so we have cleared the high level zone, with just two deaths and so many level ups! Oh, and all the survivors are FUCKED UP! **(health/combat/difficulty)**

38:00 Find reflex serum, an item which refreshes time units, super powerful, basically an extra turn on the go! **(item/buff)**

- Absolute bounty of frag grenades, a few pills, meat, and fire staves, give the staff to Morgan **(equipment/levels/ranged/mind)**

38:55 Plenty of gold in a chest. **(money/loot)**

40:05 Searched all the bodies, no healing items around! We just took a lot of licks here!

(healing/items/loot)

Enemy R5 002 - My Vietnam, ally dressed as a dino crushed by tree, enemy bomber blows himself to bits! - Two very strong & fast melee fighters

00:15 Give Cutter 4th point in melee **(RPG/level up)**

- Look at everyone else's points

01:00 Head to action town by night

- Spend \$46 (about half of my money) to heal everyone by half of their max HP, and we cannot use a hotel twice, we are a rowdy bunch. **(observation/hotel/healing)**

02:30 Look at shotgun shells in blacksmith

03:25 Pass on tackling two more high level zones and head into forest towards the 1st boss castle. **(world map/zones/strategy)**

04:00 Leave game for a minute, tragic music plays over a forest at night. **(atmosphere/music)**

07:00 Recruit the Lythronax into our party. **(party members/recruits)**

- He comes with a medkit and a teleporter, well one of those is handy!

10:40 Creeping through treeline, head up hill, Morgan spots a distant archer. **(enemy/sightlines)**

- 13% chance to hit at long distance, this game encourages medium range at most heavily.

(observation/distance/gameplay/combat)

- Position group to approach archer. **(positioning)**

11:55 Attempt long distance throw with Lythronax, does some morale damage at least! Shreds a bush. **(throw/physics/accuracy)**

- Retreat Lythronax to safety

12:15 The awkward combat music has kicked on.

- Rather than a heroic showdown, the combat music in this game sounds like a surreal and desperate bid for survival, a situation where no one quite understands what is going on or why, but hey we gotta kill each other over it! **(observation/music/atmosphere)**

12:30 Send out the melee fighters, Cutter on dead approach with a shield while Jack takes the flank. **(positioning/strategy)**

12:45 The archer looses two arrows, both miss, but sheer a bush, the debris hurting Morgan!

- Then! A fucking bandit snuck up behind me and gets two slashes on Morgan, who barely survives!

(sightlines/sneaky enemy/melee/ranged/physics/combat)

12:50 Morgan was hit with baton, dealing stun damage. Stun damage steals time units from the victims next turn! **(melee/stun/status effect)**

12:50 Luckily Cutter hadn't pushed too far ahead, he turns and smashes the bandit into a tree, killing him in a satisfying bop! **(melee/physics/environmental damage)**

- Bonus damage from the tree collision!

- The tree explodes from the impact of a body hitting it! **(physics/voxels/knockback)**

13:20 Morgan lands a shot on the archer, Jack sprints in and clubs him for the finish! Both foes down!

13:55 Give Lythronax 1st point in bomb

Enemy R5 002 CONT – Morgan killed by collapsing tree mid-reaction

15:00 Position group to cover all approaches as best I can. As I end turn an enemy emerges from the darkness! But Cutter gets an interrupt! **(positioning/sightlines/reaction)**

- Sprint in his way and land a blow, most of the damage is deflected by his armour and shield!
- Bandit tries to move, Cutter interrupts again! He's on bullet time holy shit!
- Hitting him in the back does way more damage! **(shield/damage reduction/melee)**

15:30 Walk Cutter behind bandit and kill him in two strikes! One enemy left!
(UI/melee/armour/shield)

16:00 Regroup, cover angles, end turn and use footstep indicator to head in direction of last enemy.
- Cutter spots a rogue!

16:25 Give Lythronax 2nd point in bomb

17:00 Separate party out to limit the damage a bomb can do. **(positioning/formation)**
- You want a tight formation for melee fighters, loose formation for ranged.
(observation/strategy/formation)

17:10 Morgan whiffs a reaction shot! Blows a chunk out of the ground

17:15 Grenade goes off, tree collapses, but shields Morgan from the blast! **(physics/bomb/cover)**
- Holy shit, Morgan has a reaction! But then the tree landed on him and he died DURING HIS OWN TURN! **(reaction/interrupted/moment/party death)**
- Physics interrupted my interruption! **(joke/wordplay)**

17:30 Luckily Jack is in range, and with two swings of the bat the rogue is down and area is clear.
(positioning/melee)
- Rogue takes bonus damage as he's smacked through debris, causing collision chip damage.
(combat/voxels/melee/knockback)

18:15 Check baton, Jack is now wielding a bat in one hand and a baton in the other.
(weapons/equipment/dual wielding)
- Sadly not much loot on map.

19:10 Give Lythronax third point in bomb
- Can't open inventory while Lythronax hoists block, put it down. **(throw/shortcoming)**
- This is one of the rare times I gave a unit two different combat/weapon stats, I'd usually go all in on one combat stat and then maybe give them one or two focused secondary stats. There is little use to giving a unit two combat stats as it's better to excel in one than be middling at two. Swapping mid encounter is slow besides, I can imagine desperate circumstances it might come in useful (such as big losses) **(observation/RPG/stats/footage/strategy)**

20:05 Give Cutter 5th point in melee

- Then take some bandit armour. **(armour/damage reduction)**

21:15 Can go to the castle, but instead head to another forest tile for more exp and equipment.
(world map/choices/strategy/overworld)

22:30 Crest a hill, come face to face with a rogue!

- As I charge him another Rogue interrupts and Cutter is hit with an explosive for good damage!
(reaction/bomb/sightlines)
- Cutter finishes his charge and smashes the rogue through a wooden wall, more than doubling damage and killing him! **(collision/physics/voxels)**

Enemy R5 002 CONT – Smashing foes through walls, into the air (for bonus damage!)

23:00 Sprint Jack to Rogue and kill him in one swing! **(endurance/melee)**

- Give Jack 6th point in endurance **(level up/RPG)**

23:20 Go to move Lythronax and spot another Rogue on our flank down the hill! **(sightlines)**

- Give Lythronax 4th point in bomb **(RPG/level up)**

- Go to inventory for grenades, but inventory is unavailable in battle! **(Inventory)**

- Rush Lythronax behind the tree line, for some reason I do not pull out a chunk for next turn, perhaps I didn't want to risk the integrity of my cover? **(strategy/observation/throw)**

23:45 The Lythronax gets fucking ANNIHILATED by a grenade, Cutter and Jack fall into panic! **(morale/bombs/physics)**

- Luckily they both flee from the rogue! We lose a turn, and Jack is panicked all over again by a bomb! **(morale)**

24:20 Cutter is too far to kill Rogue, I desperately charge him regardless, and on the rogues turn he bounces a bomb off of a hole in the wall (the same hole I opened) and blows himself up!

- AI isn't the smartest about playing angles! **(observation/AI/bombs)**

- Then again neither am I, I ruined last run thanks to this

24:30 Give Cutter 7th point in health

25:00 Some difficulty targeting Rogue stood on toppled tree, controls can get funky in an area with uneven elevation after explosions. **(controls/observation/vertical controls)**

- Smack enemy into the air before he loony toons falls to the ground and dies.

(physics/melee/knockback)

25:40 With one enemy left, I cloister Cutter and Jack in the bombed out building and end turn, head in direction of footsteps. **(UI/cover)**

26:35 Final foe is fortunately a bandit, melee class, we have him outnumbered, but he's at distance!

- Pass interrupt, let him get close so we have fuller turns. **(strategy)**

27:15 Beat enemy, smash him into building, takes four swings to down the armoured bandit.

(melee/collision/strategy)

- Area clear!

27:20 Give Jack 7th point in Endurance

(Going to stop tracking this until winning run to save time, got enough noted level up footage I feel)

(notetaking)

27:35 Find a medkit on the ground!

- Heal Jack, must do percentage healing, as it gave Jack far more health than frailer characters received earlier. **(observation/healing)**

- Nab a ton of teleporters and grenades, good escape options, hopefully we'll get some explosive recruits

28:05 Find club, good stun and damage, switch Cutters sword (ironically) for the club

(weapon/observation/equipment)

28:40 Inventory changes position, literally swapping places between general inventory and opening containers which is so weird. **(UI/oversight/inventory problem)**

Enemy R5 002 CONT – Looting Map, healing Cutter!

28:55 Take magic staff I find in container, might be handy. **(inventory/staffs)**

31:35 Find second medkit, Cutter is near full health! With a whopping 236! **(healing/medkits)**

Post-Note: Slow Creeping

You'd think with the cartoony visuals and chaotic combat this is a light, breezy game where our heroes march through the countryside smiting evil... God no. This game is Vietnam. Moments of chaos and deadly excitement, inbetween what can almost be called acidic boredom.

You're slowly creeping through hostile territory, hoping you get the drop on the enemy, or can at least see them coming, before they open up on you!

This is what makes the game a little hard to recommend, the combat is great, but the inbetween is genuinely wearing. You're never more than one or two thoughtless turns away from a TPK, and an unsighted enemy can take you from the top of the world to six feet under in a moment.

You quickly learn the only way to stay alive is to move slowly, deliberately, using your team to keep watch in as many directions as possible, and trying to keep any time units in reserve so you have a chance of reacting to any potential ambush. Firefights create noise, noise draws more enemies, so while one enemy has your attention that means another may be closing in on your location from any direction.

Playing this way is the only way to stay alive, and while it's tense for a while, after awhile it just becomes this mix of stressful and tedious. Enemy is an endurance test, you can't let it wear you down and make you careless. Some of my middle runs were defined by thinking I'd become strong enough to charge on in and Enemy quickly humbling me. You can never afford to get comfortable. **(post-note/sightlines/observation)**

Enemy R5 003 - Beefy Melee Boys are absurd, smashing enemies into the environment, tunnel into a castle and beat the boss, my bomber is killed by his own debris

Post-Note: Platformers is the Real Horror

So horror enemies target morale, they're a step scarier than action and adventure adversaries but good god, it's the platformer pricks who'll make you jump!

Its variations on the standard fighter and gunner are made gimmicky in a way which makes them incredibly dangerous. The bludgeoner has greater damage than the knight without the armour slowing him down. Dealing blunt force emotional trauma! The gunner starts off capable of spamming precision fire attacks before turning into a canoneers who turn cover and you into swiss cheese, because the mushroom kingdom, did not sign the geneva convention.

Then they have unique foes. Monkeys are the games only tosser type foes, they're fun, actually not too bad, but like a real monkey, get lulled into a false sense of security and you'll get rocked!

Then there's the only enemy in the game that can jump! And one was enough, Explosteves are absurdly powerful suicide bombs who beeline your units. They have incredible range and are hard to evade, you really have to work around them, hope your reactions are on point, and basically just pray, because you're his prey!

Combine this with the Plains biomes awkward and scattershot cover and annoying navigation and hoo boy, you're in for a literal world of hurt. *(mario bah bah, get blown up)* **(enemy roster/biome/observation/post-note)**

Enemy R5 003 - Beefy Melee Boys are absurd, smashing enemies into the environment, tunnel into a castle and beat the boss, my bomber is killed by his own debris

00:50 Admire the destruction from the previous battle, this is what Enemy is about, the game has a combat log but who needs it, the environment keeps the score!

(observation/destruction/physics/voxels)

01:15 Nick a grenade and make trails **(inventory/world map)**

02:00 Check stats of Cutter and Jack, both beefy melee boys. Jack is really statted out in health and endurance. **(stats/build)**

- This isn't so much a build as much as it is this guy being BUILT **(joke/wordplay)**

03:00 Scan town until I find a general store.

- Browse buff items like scroll of damage, grab two medkits. **(shop/healing/buffs)**

03:30 Give Cutter a teleporter, heal Jack up and give him a teleporter **(inventory/healing)**

04:25 After some deliberation, head to the first bosses castle! **(worldmap/castle/boss)**

04:45 Arrive at the castle by night, evil banners hang outside! **(day/night cycle/time/decoration)**

05:20 Jump the moat! **(platformer/endurance)**

- Jumping opens many possibilities

05:50 No clue what I'm doing, I use a hammer, smash the side of the castle wall, then move to send Cutter back around the moat on foot, at the door he spots a rogue!

(observation/strategy?/physics/melee)

06:20 Luckily the Rogue didn't spot us, and I retreat Cutter and Jack across the bridge away from the castle... What am I doing? **(stealth/sightlines/enemy/observation)**

07:05 Leave area, head to uncleared zone, guess I didn't feel ready!

(observation/strategy/grinding)

08:15 Cannot take reflex serum from inventory, time cost too high! **(time units/inventory)**

- Inventory is shared but costs a lot of time units, but it also cannot be used in combat period.

Satchel meanwhile is individual but never closed off.

- Part of me would have preferred inventory access mid-combat given the attached cost, but I guess John wants you to roll with what each character has on hand. Since you're always at risk of being in combat when time units matter I guess the penalty is still meaningful. **(observation/time**

units/inventory management/satchels)

08:30 Change facing, spot enemy! Cutter spots an archer yet Jack announces it, don't call my callouts! **(glitch?/sightlines/facing)**

08:40 With one swing of the hammer, Cutter fells the archer! **(melee)**

- Quickly scan around cutter and move to cover! No enemy spotted!

10:30 Move units around map, scanning for foes, creep around cover and sprint through open areas, I have NO RANGED capabilities so cover is premium! **(navigation/movement/hide and seek)**

Enemy R5 003 CONT – Smashing enemies into stuff with melee, find medkit on corpse!

10:40 Bandit finds us! Light melee enemy, luckily he has to make the approach! If we were found by a ranged foe we could be in trouble!

- Use interrupt to get CLOSER to the bandit for my own turn! **(strategy/reaction)**

10:50 Bandit turn ends with him a good distance from us!

- Weigh up sprinting in to close the gap quicker and get more hits! **(endurance/melee/time units)**

- As I rush in we get spotted by another bandit! Fortunately far away! **(sightlines/time units)**

- Positioning Jack to bat bandit towards Cutter! The club launches enemies! **(melee/knockback)**

- Downside of launcher weapons, they eat into time units smaller weapons earn with less knockback, thus less chasing enemies, but clubs get bonus weapons when you smash enemies into walls, and they're handy for reaction attacks as they force distance on enemy turns.

(balance/observation)

- Melee weapons are oddly varied in terms of effects and considerations.

(observation/melee/weapon variety)

11:30 Raise the voxel view, but sadly the guy dies before I smash him through a tree.

(physics/voxels/melee/moment)

12:10 Interruption attack with hammer! **(melee/reaction)**

- Beat enemy to death over several attacks. **(melee)**

14:05 Creeping through trees until Jack spots an archer! **(sightlines)**

- Enemy is up a hill from us, hide unit behind tree, charge other to cover under fire.

(reaction/interrupt)

- Note: Melee units are especially susceptible to interruptions given they have to close gap, depending on ambush tactics compared to other classes. **(balance/reaction/interrupt/observation)**

14:35 Archer obliterates tree with arrows, very glitchy interaction. **(physics/voxels/ranged)**

- A bomb would have allowed him to angle damage around and/or totally destroy the tree.

(observation/balance/bombs)

14:45 As Jack sprints at archer, he spots a bandit, sprint behind archer to have distance

- Check my two attack options. Jack has a baton and a baseball bat. One deals stun, the other has greater push. **(melee/equipment/weapons/stun/knockback)**

15:20 Surround enemy and end turn, bandit hits Cutter's shield, damage is deflected but I take stun damage. **(armour/shield/damage reduction/stun/time units)**

15:30 Smash enemy through tree, it explodes and he takes more damage!

- Finish him off, area clear!

16:00 Find medkit on enemy corpse! Very rare find! **(observation/looting/healing)**

- This is like finding gold, wait gold is pretty common, this is better! **(joke/wordplay/needs work/observation/healing)**

17:40 Find chainsaw in chest, needs fuel to use, deals heavy damage AND mental damage!

(weapon/ammo/equipment/observation)

- Grab that for Cutter **(satchel)**

18:55 Head to next map, another forest tile. **(worldmap)**

Enemy R5 003 CONT – Tag Team Kill / Breach Castle Wall

20:05 Walk Cutter across clearing after creeping around house, with barely any movement left he runs into a fucking rogue! **(time units/sightlines/bomber!)**

20:35 With sprinting, the rogue is JUST BARELY in range of Jack for one swing, so I run for it! But the bomber interrupts and hits Jack with the fire!

- Jack sprints through the flames and FUCKING KILLS THE GUY!

(reaction/endurance/melee/moment)

- Damage taken for every fire tile crossed wipes a ton of Jacks health in one go. **(fire/health)**

21:40 Transfer medkit from satchel, to inventory, to satchel, and heal, takes a turn as Jack and Cutter cover eachother. **(inventory/time units)**

21:50 As I end turn, fire damage fells several trees **(fire propagation/physics/voxels)**

22:05 Spot bandit with baton **(enemy/sightlines)**

- Line up the two lads and bank on interruption or him charging and falling short, he does, and we beat him to death **(time units/strategy)**

- Launch him into felled tree for massive bonus damage! **(melee/physics/positioning/knockback)**

- I didn't kill him, the tree did. **(observation/physics)**

23:55 Enemy rogue appears during his turn, Jack gets an interruption! I use it to retreat to safety! **(interruption/positioning)**

- On our turn, Cutter countercharges and kills the Rogue in one blow! One enemy left!

(melee/strategy)

25:50 Bat bandit from Cutter to Jack! **(knockback/melee/teamwork/moment)**

- And the map is cleared!

26:25 Dump some stuff we don't need **(inventory)**

- No selling so why bother hauling it?

27:35 We finally head to the castle again! **(worldmap/boss/castle)**

27:55 We arrive on the western side of the castle, away from the entrance. We once again smash the side wall! Tunnelling into a dungeon with a friendly prisoner to recruit! **(castle/recruit/party member!)**

- After enough knocks the wall collapses and we're in! **(melee/physics/destruction)**

29:15 The bomb unit Alberto is recruited to the cause! Give him some explosives from our inventory! **(inventory/satchel/time units)**

29:55 Entering the castle via the dungeon, we immediately run into a bandit and an archer! **(enemies/sightlines)**

- Retreat my melee units and set up in the cell! **(strategy)**

30:55 Alberto flashbangs the bandit and runs back into cell! **(bomb/status effect/strategy)**

31:15 Archer tries to shoot through wall... The AI isn't great, I suppose they make up for it by being HIGHLY DANGEROUS! **(AI/combat/observation/difficulty)**

- Archer hurts self by shredding wall, causing debris to hit him! **(collision)**

Enemy R5 003 CONT – Breaching the castle! Close Quarter Chaos! Set up Pincer!

31:20 Enemy charges in, his baton glances off Cutter's shield, Jack interrupts, smashing the bandit into a wall and killing him dead! **(melee/collision/physics)**

- Send Jack out of cell to kill Archer, the archer was blocking Jack from seeing a Rogue directly behind him! **(sightlines)**

- Bat Rogue towards the cell, closer to Cutter, he rushes out to finish the job! **(melee)**

- In a turn and a half, we've killed three enemies! This is the power of melee in a good position!

(observation/melee/positioning/strategy)

- Melee is weak at long range or in group fights. When a melee attacker is in place to fully dedicate to an attack they can deal some of the best damage in the game, but it's at great risk to themselves if they have to pull out, or deal with multiple foes. All other weapon types have an easier time managing risk or limiting how much damage they expose themselves too, while a melee fighter is high risk, high reward. **(observation/post-note/balance/melee)**

33:05 Bad placement! We pass a turn and an archer finds Jack, I placed him at an angle where he couldn't see around a corner but could be spotted! An archer puts two arrows in him!

(ranged/positioning/sightlines)

- On our turn, Jack rushes the archer down and kills him **(melee)**

33:45 Give Alberto many of the stockpiled explosives from our inventory, we're loaded up!

(bombs/inventory)

- Look into giving Jack some flashbangs, but they require 4 skillpoints in bomb to use... Kinda lame but sure, this is how we're doing things. **(skill gate/equipment levels/RPG)**

34:40 Smash wall to enter room **(melee/physics/voxels)**

35:40 Find an odd corridor leading to a dead end, before we act on it, Cutter spots an enemy who has yet to notice us! **(sightlines/stealth)**

- We hide around the corner to jump him next turn, but the enemy heads elsewhere, the opportunity is gone. **(sightlines/wandering AI/passive AI/ambush failed)**

36:30 We let him go and return to the dead end, smashing the wall reveals the throne room! We ding dong ditch and rush back to the corridor, hoping the noise draws attention.

(physics/melee/voxels/strategy/castle)

37:05 As we rush to the hallway, we are stupid enough to have forgotten the rogue we let go! An interrupt rings out, and our ears soon follow, a bomb just barely misses cutter and alberto, blowing a huge hole in the castle beside us! **(bomb/physics/reaction/enemy)**

- Cutter is able to rush him down and kill the rogue! **(sprint/melee)**

38:40 Send Alberto to the hole in the wall, then send Jack and Cutter around to the back of the throne room for a pincer attack! **(strategy)**

- This is turned on us! The noise has woken much of the castle! Two rogues descend on us on their turns, pinching us as one enters through the same cell we breached and another charges down the hallway! **(enemy/encounter/noise)**

- Noise note: It seems the enemies in the throne rooms are *immune* to noise, they will not leave their post without visual confirmation of the enemy (us) **(AI/noise/castle/boss/boss guards)**

39:30 And the rogues are both easily killed, rushed down. One requires sprint, but this is the power of melee/endurance, you can (in short bursts) overcome one of melee's big weaknesses. Granted, lucky they didn't react, but sprinting reduces opportunities TO react!

(balance/observation/melee/endurance/RPG/stats)

Enemy R5 003 CONT – The Throne Room Breaching / Alberto dies to self damage

40:10 We smash the back wall of the throne room! And spot the Cyclops! The boss of the forest!

- Massive melee monster! So are we! **(boss/observation)**
- We successfully breach the back wall, but because the throne room enemies appear immune to noise, we're able to hide behind the wall and pass a turn in peace, without the many throne room foes charging out and punishing our passivity. **(observation/strategy/noise/oversight/exploit)**

40:55 Examine damaged wall **(physics/voxels/melee)**

41:10 Smash wall+debris, sending it shotgunning out, dealing damage to enemy in room **(physics/voxels/collision)**

41:40 I pass a turn, the damage had woken an enemy up! He runs out, Jack luckily scores an interrupt! Putting down the wizard! **(reaction/melee)**

42:20 It's here I realise my error, I did not give Alberto a big enough hole to pass through! He is unable to aid our ambush! **(strategy mistake/physics/voxels/movement/navigation)**

- Not even crouching lets him slip through the hole we opened! **(crouch/observation)**

42:50 Use a grenade to widen the hole a little! **(bomb/physics)**

- Now there are two big holes in the throne room!
- End turn!

43:15 A rogue targets Alberto! Hitting him with an explosive and collapsing the roof on him! He is buried in a sea of stone! **(bomb/voxel/physics)**

- Oof that hurt, have a point in health buddy, you need it! **(RPG/funny timing)**

43:35 He is thoroughly stuck under a pile of rubble, can't move. **(voxels/navigation/movement)**

- Use jump to burst him free! Debris is sent flying! **(endurance/physics)**
- Alberto responds with his own grenade, killing the rogue and sending the bricks scattering! **(bomb/physics)**
- The shrapnel pummels Alberto, and after a moment, he collapses, falling dead. **(party death)**
- It's fucking tragic, it takes a moment for all the damage to register! What a heroic end! **(party death/observation)**
- Another weakness of bombers, giant risk of self damage from debris!

44:00 I charge Cutter into the room and start wailing on the Cyclops! I get him to berserk! Which fucking sucks but I'm getting hits in! Should have hit him towards Jack!

(knockback/melee/morale/strategy fail)

- Jack rushes in and gets a couple more blows in, the stun damage has likely sapped the Cyclops ability to even berserk at us, but an enemy has been left alive! **(strategy fail)**

45:25 An archer loses 3 perfectly accurate arrows into Cutter, causing him to panic! **(morale)**

- Cutter rushes through the throne room deeper into the castle!
- Jack turns around and beats the archer to death! The Cyclops is the one remaining foe, at least Cutter won't run into any resistance! **(observation/UI/boss fight)**

46:00 Make stupid mistake of approaching Cyclops before ending turn, should have left distance for him to burn. **(observation/strategy)**

- He hits Jack for a meaty 56 damage and panics him! **(morale/melee/boss)**

Enemy R5 003 CONT – First boss down! Cyclops defeated!

46:25 Stupid move, I can't make it to the cyclops as cutter, but I had a reflex serum! Could have used it to get in and do big damage!

- Instead, I wait at the throne room door and hold, when I get an interrupt, I use it to land a blow, panicking the cyclops! This was very lucky! **(observation/reaction/morale)**
- The cyclops is panicked, and stunned, and on our turn, completely open! **(boss fight)**

46:55 Cutter wails on the cyclops, with his last blow sends him carving through the foundation of his throne, he collapses from damage! Two achievements unlocked as this is our first boss downed! **(achievements/melee/physics)**

49:50 Loot a ton of gold from the store room, find a revolver, grab gasoline for the chainsaw **(loot/equipment/money)**

50:15 Examine the roof, spot a big hole blown in it from the explosives

- Examine the damage of the throne room fight

Enemy R5 004 - Town defense, machine gunner and absurd interrupting ninja I have to counter, big jumps, recruit Dedalus and replace bow for AK

01:10 I am a stupid idiot and leave a medkit behind! **(inventory/looting/observation)**

01:55 Head back to a town in the action biome 3 tiles north, flush with cash! **(world map/observation)**

02:10 We cannot use the hotel to heal! Ouch! **(town)**

02:40 Inspect the blacksmith, they have a mirror shield, it reflects projectiles back at enemies! **(equipment/melee)**

- Buy an iron sword, has decent damage at a way lower time cost than the hammer, less knockback.

(melee/weapon comparison)

- Swap club for sword on Cutter, he is now truly, a cutter!

- Jack lacks the stats to use the hammer, so I drop it in his satchel for now.

(inventory/satchel/RPG/skill gates)

- The hammer takes up two satchel slots, some items are bigger. **(inventory/satchel)**

03:40 Odd map generation, there are three town tiles in a row! So I head to the next one to use their hotel, hopefully!

03:45 Arrive in next town by day, and it's under attack! Sometimes towns will have enemies to fight, the enemies will hunt townsfolk, and the more of them you save the bigger a cash bonus you'll get from winning the fight! **(random event/towns)**

- This is like, the one and only random event, we needed more! **(observation/features)**

Post-Note: Enemy Dream Feature List

- Wandering enemy parties
- More random events
- Clothing with status effects
- miniboss enemies
- Expanded utility spells (Enemy ping/water spell/create cover)
- Differing stories/objectives

Enemy R5 004 CONT – Town Defence Go!

04:35 distant explosions kill civilians **(town defence/bomb)**

- Before we've made it down the first road, most of the town is dead... Man, we are not saving shit here. Spawning was not on our side! You can just turn up and not even have a chance of saving anybody! **(observation/town defence)**

05:35 Humungous jump across the river! **(endurance)**

- I think it just clicked for me, the plains biome is laid out to make it a pain in the ass for anyone lacking endurance! **(observation/biome/layouts)**

05:55 Luckily the remaining civilians are clumped together, a good way away from any enemies. **(observation/town defence/luck)**

06:20 Jumping rooftops for better visuals on the town. **(sightlines/endurance/platforming)**

- Jack's jump is so strong it's destroying bricks underfoot! **(physics/oversight/endurance)**

06:40 Spot signs of destruction on the edge of our vision. **(sightlines/physics)**

07:15 As we approach the destruction, an enemy appears on his turn! Jack scores an interrupt on the grenadier, I let it pass as he heads into throwing distance, his turn ends before he can attack.

- Jack charges out and puts him down in two swings. Melee characters are about playing the distance! **(observation/strategy/melee)**

10:10 As Jack walks across a rooftop, an interruption shot flies in from out of view, taking out a rooftop next to Jack, I quickly drop him down from the roof into the cover on an alleyway, then rush Cutter into an adjoining cutthrough **(reaction/sightlines/cover)**

10:45 A volley of machine gun fire shreds the corner cover Jack is in, one landed shot deals a disgusting 50 damage! He panics! Higher tier guns shred men and morale both!

(ranged/morale/wordplay)

10:55 For some reason decide now is the time to use a teleporter, it is truly random, and just deposits me in a house nearby **(item)**

- Use another teleporter and it throws me on the far end of the map... Now Jack is alone and in the open!

- Rush out of the house!

11:15 The mercenary unloads another volley at Jack, landing another hit! Jack berserks, and on his turn charges and kills the merc! **(morale/ranged/melee)**

12:00 Find final foe, a ninja!

- Sprint full force at him! He gets an interrupt, luckily his wooden sword barely scratches through our armour! **(damage reduction)**

- Another interrupt pushes Cutter in the river for more damage! (water/environmental damage)

- And another! Fucking stop it! Causes panic! Man fuck OFF! **(morale/reaction/ninja)**

12:50 Cutter runs away on his turn, I turn the tables by waiting on the Ninja to approach me! And with my interrupt I put him down! The town is half-saved! **(Reaction/town defence)**

- We're given \$93 for our efforts! **(money/town defence/reward)**

13:20 Look at machinr gun stats **(weapon/equipment)**

Enemy R5 004 CONT – Recruit Daedalus, do some shopping

13:30 Nab medkit and heal Cutter, it's percentage based! **(healing)**

- Heal Jack with spare medkit

- Get rid of some grenade and grab assault rifle incase we find a ranged fighter. **(inventory)**

14:00 Investigating corpses, find no loot!

14:45 Pathfinding in towns is wonky, complicated routes will not work, you need to do everything step by step. **(navigation/shortcoming/pathfinding)**

15:00 Jump river, outside of combat such actions do not consume endurance

15:35 Buy Hammer from blacksmith, massive damage, costs endurance to even swing!
(weapons/equipment/endurance/store/money)

16:00 Hire Daedalus at the half wrecked bar for \$48 (I think, text hard to read)

- Immediately swap his bow for the assault rifle we just got off an enemy! **(weapon/recruit)**

- Give him a revolver we'd found earlier as a backup piece, we have no spare AR rounds

17:15 Shotgun shells sold in blacksmith

17:30 Exit area, I am a moron for not buying the medkits! **(healing/strategy fail/observation)**

17:50 Head to the next town immediately north!

20:20 Libraries/bookstores not actually functional buildings **(town/store/observation)**

- Could have been useful for something

20:30 Check out gunstore, it has blasters and demonic crossbows in here.

- Find AR ammo is pretty cheap at \$5 a mag, buy out both the mags and a box of .357

(ammo/store/money)

- Load up Daedalus's new gun

21:40 Check out clothes store, it now has enchanted breast plate armour I cannot afford

(store/armour/money)

Enemy R5 005 - RUN ENDS - Attempt to raid castle stubbornly ends me

00:20 Just noticed Daedalus doesn't have full health, must have taken some damage in the town defence. **(observation/health)**

00:35 To the east, in the direction of the 2nd boss, is a high level zone in our path, I decide to instead head west, presumably to grind up a bit more. **(worldmap/strategy)**

00:45 Arrive at an optional castle, a big bounty if I can take it. **(castle/loot/observation)**

01:20 This time we're just entering through the front, we immediately run into a ninja!
(enemy/castle/strategy)

02:00 Enter castle, all three units facing different directions. Jack catches a ninja approaching from another hall and gets an interrupt! **(reaction/sightlines/facing/positioning)**

- Bad positioning, if a grenadier came along we'd be done! **(observation)**

Enemy R5 005 CONT – Flee the castle!

02:15 The ninjas hit us with flashbangs! All three of the team are blinded! **(bombs/status effects)**

- We flee back across the bridge and face the castle entrance! Hoping to catch the ninjas charging us!

02:45 It doesn't work, Daedalus is killed, Jack and Cutter panic! This low morale party is bad!

- A berserk cutter kills the ninja! **(morale/berserk/melee/mind)**

- He then rushes into the castle, only to be repanicked next turn by another Ninja hitting him in the back, we're stuck in a panic loop! **(morale/annoying)**

03:30 I sprint Jack into the castle to kill the other Ninja, he hits the ninja out of range of another attack! **(knockback/melee)**

- This is the strength of less knockback! Sometimes a smaller weapon is better!

(observation/melee)

03:40 The ninja counters, and with three hits saps Jack's morale, he panics, and now Cutter has to step in and put the ninja down, we've both taken a ton of damage and have barely any morale!

(melee/morale)

04:30 I flee the castle **(retreat/worldmap/castle)**

05:15 Use the hotel to heal up, costs a good chunk of change **(healing/town/hotel)**

07:20 I return to the castle, this time we jump the moat and breach the side wall, much like last time!

08:15 Jumping into wall works, but damages Jack pretty badly. **(physics/endurance)**

- We breach into a cell, out in the hall is a ninja, Cutter quickly puts him down!

(sprint/melee/endurance)

- He attempts to interrupt with a flashbang but misses the throw! **(bomb/reaction)**

09:00 I turn Cutter to check our surroundings, only to spot a mobster hiding out in the cell neighbouring ours! I move and spot a ninja too! Then a grenadier in the hall!

09:30 VERY STUPID MOVE! I have Jack sprint around and into the cell, he cuts down the ninja... And spots another ninja AND MOBSTER in there! We are now against four enemies and our turn is done!

- Cells in castles are like trick or treat boxes, they either contain nothing, an optional ally, or a bunch of enemies! Today, we rolled trick! **(castle/observation/traps)**

09:55 Attempt to flee! Mobster immediately interrupts and puts a bullet in my back! Another attempt has the ninja sprint across the cell to us, Jack turns and pastes him against the wall!

(melee/knockback)

10:10 End turn, time to die, the grenadier flubs his throws, the mobster unloads into Jack, putting him down for the count. The other mobster, hoping to shoot through the wall to hit Cutter, friendly fires his mate and I get a level up, sweet! **(moment/AI/combat)**

10:50 Jack is then caught in a panic loop until he is killed, game over!

Enemy R6 - Balomontus the Adventurer dies instantly!

00:00 Adventure start, awful build, 2 reaction, 1 mind, 1 endurance, 1 throw.

(build/RPG/observation)

01:15 Hayato and the princess burst into balomontus's hut

- Balomontus begins with a bunch of items. Medkit, food, water, and a potion of invisibility, perhaps different stats trigger different starting items? **(observation/stats/RPG)**

01:50 Pick up book and now I can't walk out of the door, too tall... that's annoying. **(throw)**

- One of the weirder weaknesses of the throwing style, holding many items blocks you from passing through doors or standing too close to cover, as the objects dimensions are added to yours.

(throw/balancing/movement)

- Break my book in half tossing it out the door, and that's only half the story! **(joke/wordplay)**

02:25 Right outside, we spot a rogue, bomb already in hand!

- Send princess to hit him and spot a bandit too!

02:45 Hit Rogue with leaves, this block does very little damage. **(material/throw)**

02:45 Attempt to move, rogue scores an interrupt, and with his firebomb sets Hayato on fire!

(bomb/reaction/enemy)

03:05 Princess grabs another leaf block and is out of time, awful move! **(time units/strategy/throw)**

- Throw units are relatively slow, each action expensive, in exchange for power they need to be employed carefully! **(time units/throw/observation/balance)**

03:35 Hayato charges out and cuts down the rogue, but he cannot get through the bandits armour!

- Balomontus can't get in range fast enough to attack the bandit!

03:45 End turn, Hayato takes more fire damage and panics!

- The bandit attacks, and as he tries to follow up, Balomontus interrupts! And his throw hardly hurts... **(throw/armour/enemy)**

- The bandit kills Hayato... The princess picks up and throws Balomontus, killing him... and now she only has time to hoist the bandit!

- The bandit simply kills her.. our fastest game over yet! **(moment/amazing/friendly fire/throw/pick up enemy)**

- It's awesome we can pick up enemies, and a shame it's rarely useful!

(observation/foreshadowing/set up)

**Enemy R7 001 - Bench Press has to face the desert, get mage peasant who is very powerful.
Some interruption nightmares - Town defence 2**

00:40 Bench Press! Action Start! 4 ranged, 1 health

- Joined by The Princess and Daedalus! Ranged party!

01:00 Spot a grenadier outside!

- Cloister in the pillbox for a turn, let the grenadier approach. Then Daedalus and Bench put him down! **(ranged/strategy/AI)**

02:20 Princess has to put down the chair to leave the house.

Balance wording: You might think that thanks to ripping chunks out of the environment they avoid the inventory management others have to deal with but no! When a chunk is in their hands, they can't access their satchel, which means no healing, or buffs. Plus they're often too wide and tall to use doors or cover. It's interesting balance, managing a varied team keeps yours and their hands full. **(joke/wordplay/observation/balance/post-note)**

03:00 Spot a grenadier on lower ground. **(elevation/map generation/enemy)**

03:25 Attempt to move on the grenadier, and trigger a reaction shot from a hidden foe below! Must be a mobster down there! **(sightlines/reaction/interruption)**

- Mobsters it seems have middling accuracy but absurd reaction, and if they hold off on using their turn and have time units become nightmarish to approach! **(enemy variety/stats/observation)**

- I have Bench pull back!

03:50 I do something incredibly stupid and line all of my units up! This could instantly kill me in most normal combat situations, luckily the dipshit AI instead throws a molotov directly into a wall in front of it! **(AI/stupid/bomb/combat/observation/bad positioning)**

04:10 Attempt to approach once again stymied by hiding mobster, the reaction shots break Bench! He berserks! **(morale/reaction)**

- Genuinely frustrating to deal with

04:35 Send the princess forward, she spots the mobster, and manages to kill the grenadier with a stone block! **(throw/sightlines)**

- Mobster looses a shot at her as she attempts to retreat! **(reaction)**

- Send Daedalus forward, he misses a shot with his bow and arrow!

05:25 Next turn, the princess is panicked by the incessant interruption fire! Bench is hit twice!

- I start sending Daedalus around the pillbox!

- In a berserk state, Bench Press uselessly fires at the mobster!

06:20 Daedalus runs up to the cliff edge and lands an arrow shot on the mobster! I use what little time units I have left to back off from the ledge!

- The fire turns to smoke, blocking the mobsters view of Bench Press and likely saving his life!

- Daedalus looses another arrow and the mobster is down... What a first fight! The high ground did not help! **(positioning/observation/combat)**

07:30 Heal Bench Press with medkit! **(healing)**

09:30 With footstep guide, find final enemy, a ninja on lower ground, absolutely helpless.

(AI/combat)

- From above, Daedalus puts him down in two clean shots. **(ranged/AI/elevation)**

Enemy R7 001 CONT - Save Town, recruit Enoch

10:45 Loot some explosives on the odd chance we get a bomber and nab a teleporter.
(looting/items)

11:20 Arrive in a town, with no money it is practically pointless to me.

11:40 Head to a neighbouring town, this one is under attack! **(town defence)**

12:15 Spot Ninja through windows **(materials/sightlines/town defence)**

12:50 Bad AI moment, seeing us through a window, the ninja tries to smoke bomb us. They only use line of sight, meaning through windows they will just throw bombs at a building.
(AI/observation/sightlines)

13:40 We shoot and throw stuff at the ninja until he dies, rounding the smokes **(ranged/throw)**

14:10 Somewhere in the fog, a grenadier kills a civilian with a molotov **(bomb/town defence)**

14:50 Spot the flame and head towards it

- Unfortunately with a river in the way and no endurance based units, we're taking the long way around! **(jumping/platforming/water/endurance/navigation/observation)**

17:40 As we end turn, a mercenary gets the drop on us! Luckily his two rifle shots go wide!
(sightline/ranged)

- He blows a chunk of brick off a wall! **(physics/voxels)**

18:25 Send all of my units around the building! During his turn he heads inside!

- The princess cannot get through the door carrying bricks over her head!

(navigation/throw/balancing)

- Luckily the bricks get through fine! Enemy down! I'd tell him to hit the bricks but the bricks hit him! **(wordplay/awful/throw/combat)**

20:45 After slowly navigating in the direction of final foe, find a ninja on the bridge!

- He spots us, as an all ranged team, we just set up for interrupts!

- After some misses, we just let him run out of steam, then the princess kills him with bricks.

(throw/ranged)

- Melee AI is very easy to kill if you can damage them. **(observation/AI/enemy)**

Note: AI in this game isn't very good, which is balanced out by them being INSANELY dangerous
(observation)

21:40 Two achievements for saving certain amounts of a town's population, paid \$52, times are hard. **(joke/observation/town defence)**

22:40 Nab a rifle for Bench Press **(looting/weapon)**

23:40 Head to another action/tropics tile, find Enoch willing to join us! Now night **(day/night cycle/world map/party member/recruit)**

- This time Enoch starts at a higher level, with a Telekinetic Pitchfork instead of a fire one. Recruits don't start at a static level. **(observation/recruits/weapon/equipment/staff)**

24:50 Use Princess to destroy the barb wire fence! **(throw/props)**

Enemy R7 001 CONT – Princess killed by Ninja after bad move!

26:10 Daedalus spots a grenadier when not selected somehow. **(sightlines/night/glitch)**

- I think Enock spotted him cause he can see further, but Daedalus was closer?

(observation/sightline/glitch)

26:25 Being too far out to capitalise, I pass turn, the grenadier unfortunately spots us!

- Bench press misses an interrupt shot! **(reaction/ranged)**

- The grenadier lands a molotov on the princess!

26:45 I rush her out of the fire and kill the grenadier with a boulder! **(throw/sprint/endurance)**

- Then grab another boulder!

27:20 End turn, fire burns brighter and illuminates the map! **(fire propagation/lighting)**

28:50 Cross bridge in Tropics **(terrain/water)**

29:30 End turn covering all angles and spot a ninja approaching us! **(sightlines/positioning)**

- And he is in a building, so he tosses a fucking smoke bomb inside. **(bad AI/bombs)**

- Ninja gimmick: Melee enemy with status effect bombs **(enemy variety)**

30:15 And I am stupider! I send the princess forward and the Ninja cuts her down! **(enemy/melee)**

- With two shots, Bench Press kills the ninja! **(ranged)**

30:50 Enock turns around and spots a grenadier in the distance! **(sightlines/enemy)**

- Even with a reaction, Enock lacks the time units to attack (I should have fled)

(interrupt/observation/strategy fail)

- Enock hit with molotov, reacts while on fire!

31:40 On our turn, Enock barges boulder out of the way, creates a fucking crater and kills the grenadier with a psychic blast! **(staff/combat/equipment/holy fuck/physics/moment)**

32:40 Unsighted enemy misses Enock! **(sightlines/ambush!)**

32:55 Respond to enemy, Enock also spots a ninja!

33:15 Enock fires psychic blast, kills enemy! Panics self!

- He was just in range to land this shot! Or at least have the numbers come up...

(range/staff/morale)

33:55 Bench Press is in position to kill final ninja! And the map is clear! **(ranged/time units)**

- Ninja burned turn just charging us **(melee AI)**

34:10 Get Bench Press a .357 revolver! **(weapon/item)**

- Grab a bunch of ammo

34:30 Heal Enock with medkit!

- Give him morale pills and a grenade! **(equipment/items/bomb)**

- Grenade in the offhand is handy for a mage, as staffs are one handed and the bomb skill comes in off handy **(wordplay/awful joke)**

Enemy R7 002 - Bench Press & Crew stomp the sands for level ups, everyone is wounded and I have no money nor health items cause a tree fell on us, get suited up

01:00 Give Daedalus a rifle, fuck the bow!

02:25 In town, all my 12 gold can buy is fuel... **(money/scarcity/resources)**

- You are really at the RNG whims and money is LOW

02:50 The bomb shop sells pitchforks, probably to pick viscera out of the debris.
(joke/observation)

03:15 I cannot afford to hire Morgan **(recruit/money/recruitment fail)**

03:35 Head to another Tropics tile, time for more combat!

03:45 In new zone, Hayato is ready to join! **(recruit/party member)**

- Enock announces he sees a ninja, yeah bud he introduced himself. **(joke/dialogue)**

04:20 Line up to face ninja, he throws a smoke grenade... Shit, my formation! **(bomb/sightlines)**

- Each area varies properties of each unit, with different strengths and weaknesses.

(observation/enemy variety)

04:30 Daedalus spots the ninja heading around his own smoke (for some reason) and gains an interrupt, I pass it, and he loses time units.

- So there is no bidding your time, you pass an interrupt, time passes you by!

(observation/reaction/balancing)

04:50 On our turn Daedalus approaches and puts the Ninja down in two clean shots, his body tumbles down the hill. **(ragdoll/physics/ranged)**

04:50 Struggling to decide between mind and reaction for Enock, ultimately take mind.

(RPG/stats/moment)

- Especially with a mage, they need more investment in their core skills, even though a mage with reaction can be very useful! Though mind is a double edged sword because they might react too early! Your reflexes can be TOO GOOD! **(observation/stats/RPG/post-note)**

05:05 Then struggle to pick stats for Bench Press **(stats/RPG)**

- Good footage to show how the RPG system while light is just as thoughtful as it needs to be, each stat feels meaningful and there's always something to think about in terms of what will help most?

(observation/footage/RPG/Stats)

05:40 Space team out and start scanning the map **(positioning/spacing)**

NOTE: WROTE MOST OF THE VIDEO AT THIS POINT, SKIPPING TO THE SUCCESSFUL RUN AS THAT'S ALL I NOW NEED TO CONTINUE

RUN 12

Enemy R12 001 - Gus Slinger (again whoops) - Gunmen and 2 boxers - Daedalus dies turn 1 (killing 2 foes) - Clear random castle (surrendering foes)

00:00 Gus Slinger, 2 ranged, 1 mind, 1 reaction

02:10 Interesting world gen, almost centered around a lake with a crazed mishmash of biomes. Boss order going horror, adventure, platformer, action **(world generation)**

02:30 Gus joined by Jack and Arthur, a boxer and a fighter. **(story)**

03:10 Gus turns and blasts a mercenary through his window

03:50 Enemy turn, an offscreen foe opens fire on the pillbox, collapses a tree on it, collapsing the roof. **(physics/voxels)**

04:15 Round the pillbox, spot foe, he spots me, I back up a little to have some cover
- Fuck up pathfinding and send Arthur around the front, enemy scores two interrupts he does nothing with? **(reacton/AI/pathfinding)**

04:45 On enemy turn realise, Arthur spotted a Ninja, he tosses a smoke at Arthur, the Mercs shots from down the hill go wide.

05:10 Crouch Jack behind a boulder for cover **(crouch)**
- Gus runs out and fires several shots towards the mercenary, missing all of them. **(ranged/accuracy)**

05:40 Send Arthur to stab the ninja, he interrupts! The shield tanks the blow! **(shield/equipment/melee)**
- And then I send Arthur to stab the ninja and he runs out of time units with the Ninja still alive! Turns out I still haven't learned! **(bad time unit management/turn/melee)**

06:05 Ninja gets a full turn of attacks on Arthur, whose shield saves the day! **(melee/bad positioning/ninja/shield)**

06:20 Merc fires at a crouched Jack, the Rock explodes into chunks after a couple shots! **(voxel/cover/crouch)**

06:30 Arthur stabs the Ninja, killing him! **(melee)**
- Thanks to the shield, Arthur still has more than 3/4s of his lifebar! **(shield)**
- Jack charges out and punches Merc to death! One enemy remains! **(melee/sprint)**
- Second punch sends his ragdoll FLYING! **(ragdoll)**

07:15 Level up party **(RPG)**

07:25 End turn, pointed to last enemy

07:40 End turn, Mobster finds us and opens fire! **(sightlines/AI)**
- Gus Slinger gets a reaction shot, goes wide! **(reaction/interruption/ranged)**
- Jack gets reaction, I risk charging forward! Shot misses, and on our turn Jack finishes the job! **(combat over)**

Enemy R12 001 CONT – Daedalus dies, archers interrupt!

08:25 Inventory, reload pistol from bullets on the ground, unload another pistol and make up a full stack. Grab a rifle for when Gus has the ranged skill for it.

- Nab money, ammo, get Gus dressed

10:05 Head south into the forest and recruit Daedalus! **(story/party member)**

- We started one tile away from the forest, the game knew Gus was gonna rise and grind!

(joke/story)

- Grab Daedalus and check his skills

11:40 Daedalus spots a rogue and an archer

12:05 Gus scores an interrupt on the approaching rogue, lands shot. **(ranged/reaction)**

- Daedalus misses his reach shot with an arrow! **(interruption/ranged)**

12:25 I should have ran! The rogue hits Daedalus with a firebomb! **(enemy/bomb)**

12:40 Moving through fire units, Daedalus's health melts!

- Only now thining maybe I should jump out of fire? **(observation)**

- Daedalus dashes out of the flames and drops the two before the fire consumes him! **(story/party member death/moment)**

- Daedalus was dead on arrival! **(observation)**

14:30 Daedalus spots an archer!

- Using the tall trees the party moves in his direction!

15:05 Gus Slinger spots an enemy on their turn and scores an interrupt! **(sightlines/reaction)**

- Let it pass, should have advanced, but I was worried I'd draw their attention and they may still have had time units left! **(observation/strategy)**

15:30 Gus misses two shots on the rogue and takes cover behind the tree **(ranged)**

- Move Jack and Arthur into place, position archer behind hut to hopefully intercept enemies **(positioning/ambush/strategy)**

- The two enemies rush out, totally oblivious to Arthur! **(positioning/stealth)**

16:30 Jack puts down the rogue and pummels the bandit, but is unable to fell him.

- Arthur and Gus can't kill him, but are able to break him! **(morale/ambush/melee/ranged)**

17:05 An arrow flies out of the darkness! We pulled in another enemy! **(sound/sightlines)**

- three arrows fail to hit Arthur! **(ranged)**

17:15 Arthur turns and spots archer!

- Send Jack on a big flank, duck him into a forest hut for cover as he approaches the archer!

(cover/positioning)

- Meanwhile Arthur finishes the bandit! **(melee)**

18:00 The archer peppers the hut with arrows

18:20 Jack sprints at the archer! Just as he's about to close the gap an interruption triggers! Another archer hidden in the distance looses an arrow! And hits his friend! **(combat/interruption/friendly fire/sightlines)**

- How embarassing, here I'll make sure he can't have a go at you later! **(joke/story)**

Enemy R12 001 CONT – Clear zone, recruit princess, head to castle!

18:25 Jack punches out the weakened archer then ducks behind a tree for cover!

- Try to move units towards Jack to back him up and end turn.

19:10: Arrows shear the tree Jack is using for cover!

19:30 Move Jack closer, ducking for cover around another hut

- Gus comes out of cover, whiffs two shots (one aimed), and returns to cover

- Turn over the archer turns his attention to Gus, missing all of his shots! **(ranged)**

20:15 Jack rounds the corner and fells the archer, zone clear!

21:50 Looting, finding medkits and molotovs, spread the medkits around.

22:15 Arrive in a friendly town, scan the joint. **(town/camera)**

23:05 Find the princess in the bar! \$22! Wow, her prices have gone up! **(joke/party member/story)**

24:40 Head to nearby castle, skip a bit of time but for some reason don't go to daytime. **(day/night cycle/observation)**

26:15 Overextend Jack in the castle! He spots a bandit in the darkness**(bad movement/time units/sightlines)**

- I rush everyone else out to back him up, but luckily the bandit did not spot us! **(sightlines/stealth)**

27:25 Next turn we all round the corner and wait, on enemy turn a bandit charges out! Arthur scores an interrupt!

- He smashes the bandit out into the hall, his baton dealing effective stun damage! He pursues the bandit around the corner and runs into ANOTHER BANDIT! **(reaction/sightlines/melee/moment)**

27:55 Princess scores interrupt, but has too few time units to throw her boulder! **(time units/reaction)**

28:10 Our turn begins, Arthur finishes the first bandit

- Have Jack sprint out to the second bandit, and around another corner spots an archer!

- The sprint may buy us another attack. **(endurance/sightlines/enemies)**

- Jack punches the bandit a few times then dashes back around the corner! **(cover/time units)**

- Run Princess and Gus into position to intercept if enemies round corner!

(reaction/positioning/strategy)

29:00 Archer rounds corner, Gus interrupts! Putting a shot into the archer!

- The archer survives, and has enough time units left to loose an arrow into Jack! **(time units/reaction/ranged)**

- Jack immediately gets his own back, felling the archer and once again gaining visual on the bandit! **(sightlines/melee)**

- With plenty of time units spare, charge the bandit, he breaks after one one-two!

(morale/joke/wordplay/time units)

- Jack drops the bandit **(melee)**

29:45 Level up the Princess's reaction stat **(RPG)**

30:30 Round another corner, find another bandit! He finds us and Jack is short on time units!

- Pull him back as far as I can and move the rest of the team to interrupt! **(strategy/positioning)**

Enemy R12 001 CONT – Castle Raiding

31:25 Bad positioning! Jack takes a crack to the back of the head! Gus does land an interrupt shot, but it hardly halts the bandit, who scores another whack on Jack and one on Arthur!

- Jack barely has any health! **(interrupt/bad positioning/reaction/melee)**

31:40 Tennis the bandit back and forth until Arthur kills him, round of level ups for most of the party! **(RPG/level up)**

32:10 Use medkit on Jack, it takes him from a quarter of his health to just over half. **(healing)**

34:20 Have spent two minutes creeping through castle corridors

34:50 Park up on a corner and end turn, another bandit rounds the corner and Gus interrupts!

- Gus lands the shot and gets another immediate interrupt! **(reaction/ranged)**

- Then the princess gets an interrupt! With just enough time units to throw! Her block destroys the bandit! **(reaction/throw)**

35:40 The princess rounds a corner and spots a rogue! Downs him with a throw block of concrete! **(throw)**

- Crazy damage on throws continues to be the case! **(throw/damage)**

35:55 We have made it to the throne room! **(castle)**

- Gus rounds corner and fires shot at the big bandit boss! Misses!

- Set up units around entranceway into throne room for ambush **(positioning)**

37:15 Bandit boss makes it to door and runs out of time units!

- Arthur rounds the back of him and smashes him out of the room, the bandit boss knocks a torch off the wall, sadly it doesn't cause a fire, just puts a light out. **(environmental details/melee)**

- Jack beats the bandit boss to death and the castle surrenders! We are clear! **(castle/boss/melee)**

38:40 Give Arthur some armour, nab him a teleporter

- Get Jack some armour too

39:55 Look through the store room, take more money and grab a time bomb

- Score an absolutely preposterous payday, we've made it out of this like bandits ourselves!

(story/loot/money/wordplay/joke/needs work)

41:05 Decide to head to a town in the tropics and find it under attack!

Enemy R12 002 - Gus Slinger - Save a Town, splitting up - Not enough time to turn - Mobster shooting out wall - The power of THROWING

00:15 Resume town raid

02:00 Creeping through town, the princess catches sight of a ninja!

- Move team to intercept, jump Jack onto a roof! **(endurance/jump)**

03:05 Ninja kills a civilian, Princess scores interrupt afterwards! **(town raid/reaction)**

- Kills ninja with concrete block!

06:00 Split the party to search the town **(positioning)**

07:20 Arthur finds a Ninja deeper in town, in a persons house!

08:00 Jump Jack on a building! **(endurance/platforming)**

08:20 Run the enemy turn, the ninja fortunately only notices arthur after burning all his time units...

Running around inside? **(AI/sightlines/observation)**

- Well, I can't be comfortable, I go to attack the ninja, and he interrupts! Scoring two blows on Athrur, Arthur retaliates and puts him down. **(interrupt/reaction/melee)**

11:05 Arthur stumbled on a grenadier in an alleyway!

- I position Arthur and the princess around the corners leading into the alley and start hurrying Gus and Jack over there! **(sprint/endurance/positioning)**

11:45 The grenadier couldn't make it around the corner on his turn, the princess easily puts him down with a point blank block! **(wordplay/joke/positioning/throw)**

12:55 Jack finds the final town invader, a mobster out in the open!

- Unable to run to cover, I move everyone towards Jack and end turn.

- The mobsters shots all go wide! On my turn I rush Jack to cover

14:40 Gus misses a long range pistol shot on the mobster! The Princess is far out of throw range! And Arthur is still a block away!

- End turn, the mobster keeps trying to hit Jack, now securely in cover, wasting his ammo and turn in turn! On our go Jack punches the mobster out, sending him into the river!

(melee/cover/positioning/ragdoll)

- He's sleeping with the fishes! **(joke)**

15:50 And the town is clear! We're rewarded \$25 and I start looting. **(town invasion/defence)**

17:35 Swap Gus's pistol for a rifle, he can finally use it! **(stats/RPG/weapons)**

18:30 Hire the Lythronax at the bar for \$24, two dearer than the Princess, you know what they say about Lythronax's, they're all money first. **(joke/story)**

- So we cleared out the town then hired a guy who didn't lift a finger to help. **(story/observation)**

- With Lythronax hired I have him pull a chunk out of the bar

- Buy food from the bar **(merchant/store)**

20:30 Buy a riot shield for Arthur that he can't even use yet... **(melee/equipment/stat requirements)**

21:10 Buy all the medkits from the market, all two of them! And a reflex serum! **(healing/items)**

Enemy R12 002 CONT – Divvy medkits, use hotel! Lotta healing

21:30 Give medkits to Arthur and Gus

22:00 Use hotel for extortionate \$75! I wouldn't come back if I could! (**joke/observation/money**)

22:20 Head West to the AREA OF VIOLENCE! (**area name/tropics/travel/overworld/story**)

- Arrive before a desert castle

Enemy R12 003 - Castle Raid - Clever reveal foe and shoot into fog - Gus dies! Jack is now our leader - Recruit prisoner and joined by gunslinger Morgan

00:40 Form up on the bridge into the tropical castle, a ninja in the entranceway fails to spot us on his turn! (**sightlines**)

01:00 Lythronax fails to kill Ninja with a bloody boulder thrown to the back of the head!

(**throw/damage**)

- The levelled up princess does the job with a meaty 84 damage! More than double what the Lythronax achieved! (**throw/RPG/stats/good comparison shot**)

02:10 End turn, a ninja enters our sightlines, doesn't spot us, we score a couple interrupts. I hold Gus back and have Jack advance! (**reaction/movement**)

- As Jack charges the ninja he spots another down the hall! He quickly kills the enemy we ambushed and I move the team to cover him and watch the split hall! (**positioning**)

- Not sure why I put lythronax directly in the Princess's path like an idiot. (**observation/bad positioning**)

03:25 The ninja spots us and charges down the entire hall, landing a strike on Jack! We score no interrupts even with four people watching him! (**reaction/bad luck**)

- Arthur and Jack kill the ninja (**melee**)

03:45 Heal Jack with medkit (**healing**)

05:35 End turn as we approach a corner, a ninja appears and immediately drops a smoke bomb on us!

- Our turn, I scare the ninja into speaking, revealing his position! Gus then fires into the smoke and kills him! (**moment/story**)

06:40 Level up Arthur's melee and swap out his shield for a better one! (**RPG/equipment/melee**)

09:00 Blow hole in wall to bypass smoke (needlessly) the exact moment the smoke dissipates anyway. (**moment/strategy**)

- Send Lythronax to the roof (**positioning/strategy**)

- Smashing down the wall kinda pointless, I send the princess around.

10:30 Part of the issue with castles, you can see room distinctions from the tiling on the rooftop!

(**oversight**)

12:35 As we head down a hallway we end turn and a mobster finds us, he somehow misses all of his shots when we're three men wide in a three tile wide corridor! (**aim/ranged/bad positioning/mobster/moment**)

Enemy R12 003 CONT – Gus dies, clear the castle, take Gus body, Alberto joins!

13:20 Bad move! Have Gus molotov the mobster then run out of time running to cover! Only melee boys backing him up at this distance! **(bad positioning)**

- Luckily I got Gus to just enough of an angle the mobster fruitlessly loses shots into the wall as the fire consumes him! **(bomb/fire/angle/AI)**

14:40 Arthur spots a ninja running up behind Jack and Gus!

- Gus turns, re-equips his rifle and fires off one shot! Landing a hit! Arthur follows up, charging in and cutting down the Ninja!

15:30 And I learn the Lythronax lacks the strength to pierce through the ceiling! **(throw/strength)**

15:55 I fuck up massively, moving Jack and Gus away from the fire, and putting Gus directly in the line of fire for the Mobster!

- Gus is killed and Jack panics! **(story/party member death/morale)**

- Jack rushes ahead and hides in a sidroom, Arthur spots the castle boss, a giant merc with a rocket launcher!

16:40 The boss fires a rocket at Arthur, collapsing the wall and burying Arthur in bricks! **(physics/ranged)**

- A second rocket panics Arthur! But he's unable to flee! **(physics/bomb/morale)**

17:00 Have the princess throw a block at where I think the mobster is!

17:50 With the roof collapsed, send the Lythronax in, he lands on the mobster and takes damage for some reason, I have him kill the mobster! **(throw/weird/glitch?)**

18:35 With everyone set up outside the throne room, the boss merc loses another missile, berserking Arthur who bursts out of the rubble, cuts down a ninja, then rushes the boss, triggering an interruption from a grenadier! He misses! **(story)**

19:10 Have Jack sprint at the grenadier and fail to kill him! Fuck!

20:00 Enemy turn. Luckily the merc boss needs to reload or is out of rockets, Jack is set on fire but finishes off the grenadier!

- Jack and Arthur kill the boss and the castle is clear! But we're down a man and Jack is fucked up! I guess he's also the boss now! **(story)**

21:45 Take medkit off the ground and fix up Jack again **(healing)**

- Nab a reflex serum for Jack, grab a couple more medkits, dump the ammo I no longer need.

- Give explosives to the Lythronax, intending to train him as a bomb user **(story/RPG)**

- Take money, bombs, and teleporters from the store room **(looting/castle)**

24:10 Pick up Gus Slingers body, lets have the hero come along on this journey in more than spirit... **(story)**

(until I learn his body makes a really bad projectile and I dump him somewhere in the desert)

(joke/story)

24:35 A second store room! Fortune smiles upon the survivors!

25:35 Hire Alberto from the castle cells! We got a bomber back! **(party member)**

26:30 Start heading south for the first boss in the plains! **(objective/story)**

- And we're joined by Morgan! **(party member)**

Enemy R12 004 - Gus Slinger - Horror Swamp! Devils are Devils!

00:35 Jump Jack on a nearby pillbox to scout! **(endurance)**

01:10 Lythronax collapses tree by plucking the trunk, it falls and collapses another tree!
(physics/throw/voxels)

01:25 An enemy in a neighbouring pillbox is spotted by Alberto, a Ninja heading out! **(sightlines)**

02:00 Jump jack to the neighbouring pillbox and wait to spot the ninja!

- Move rest of the team to intercept the Ninja, only for a mercenary to appear by the pillbox and open fire on Morgan! The shot barely misses, and Morgan interrupts! **(reaction/ranged)**

- And morgan misses... **(ranged)**

03:25 Alberto burns all his time units repositioning and throwing bomb at merc, the bomb goes very wide. **(bomb)**

03:55 Jack jumps down off the roof and I act like a fucking idiot, punch the ninja once, go kill the merc, then return to the ninja and blow time positioning to punch him into a prop... Which I can't do as I am out of time!

- Sprint Morgan into place and fire through the pillbox slit, take down the ninja!

(endurance/ranged/melee/bad strategy)

05:25 Tree collapses from fire, nearly lands on Jack. **(physics/voxels/fire)**

06:00 Final enemy on map found, a grenadier, and we face him in a big clearing by a road!

(enemy/sightlines)

- Let interrupts pass so grenadier closes gap, he's too far to hit us! **(interrupt/positioning)**

06:45 Send the princess forth, carrying Gus, so that even in death his body may continue to crush evil! And throw! It tumbles to the ground right ineffectually. **(ragdoll/throw/story)**

- Lythronax and Morgan step in to kill the guy and we're done here! **(story)**

- Okay we're leaving the body here, it's dead weight. **(joke/story)**

08:00 Load up on gear, ammo and bombs for their units. Plenty of teleporters from chests, as well as a couple medkits and some gold! **(money)**

09:00 Head south into the swamps, the Murderers' Marsh of Murder!

(name/story/biome/worldmap)

10:30 Immediately set upon by a thrall with a chainsaw! Group units up to interrupt!

10:50 Morgan lands a shot with his rifle! **(ranged)**

11:10 On enemy turn the ghost turns up!

- The thrall approaches Arthur, who interrupts at the last moment! His baton sapping the thralls strength, his turn ends ineffectually, and Arthur finishes the thrall! **(reaction/melee/stun)**

12:00 Move towards a wooden walkway

- Jump Morgan and Arthur onto the walkway and spot a devil! He spots us and the fight is on! Dash arthur back off the walkway

13:55 The devil's first fireball goes wide, blows a chunk off a nearby tree!

Enemy R12 004 CONT – Into the Swamps

14:25 Move Morgan off of the bridge and fire on the devil, missing both shots!

(positioning/ranged)

- Use remaining time units to hide

15:00 Have Alberto hit the devil with a firebomb, doesn't seem to do anything!

- Move rest of team closer to devil, trying to arrange it so he'd blow his turn moving into range, or have his own fireballs deflected

16:00 The ghost closes in on Jack, and the devil hits him with two fireballs! He has barely any health left!

- I heal Jack, teleport away, and then duck into the swamp water, which fortunately puts it out!

(story/item)

16:45 The thick blaze has hidden the devils! I've lost track of them completely! **(sightlines/fire)**

- I throw another firebomb into the blaze, hoping it does at least some damage **(bomb)**

- Arthur advances and spots a devil

17:55 Jack spots a thrall, he must fight it alone! **(party split/sightlines)**

- Luckily the two were close, so he's able to smack it down with time units to spare! **(melee)**

18:30 Fireballs fly out from the flames, so much of the map is enveloped in fire! A devil berserks from within! **(morale/fire)**

18:40 And Alberto berserks! Tossing firebombs at the ghost right before him! Burning himself severely! **(morale/bomb)**

19:00 Arthur has lost the devil!

- Move everyone I can away from the fire!

19:55 Computer slows to a crawl as trees collapses and the walkway gives way! **(physics/voxels)**

- Alberto panics! And as I end turn he succumbs to the flame! **(party member death)**

- Jack and the princess panic!

20:40 Jump the Lythronax off of the burning walkway into the swamp water below!

- Throw a projectile into the ether, hoping to at least hit one of the devils!

21:50 For a split moment on the enemy turn, Arthur spots one of the devils heading into the smoke, a death rings out, one of the devils perished! **(fire/sightlines)**

- Across the map, a devil approaches Jack, who berserks and beats him to death!

(berserk/morale/melee)

22:40 I send Morgan into the smoke, hoping to find the last devil before it fully clears and allows him to rain more hellfire, he's found close by the walkway! **(sightlines/smoke)**

- Morgan lands a shot! Moving Lythronax costs enough to land me just one point shy of being able to kill him with a throw! FUCK **(time units/throw/swamp/navigational hazard)**

- The Lythronax is killed by another fireball! And a berserked Arthur charges down the devil!

(party death/morale)

- ONE SINGLE FUCKING MAP IN THE SWAMP! TWO PARTY MEMBERS DEAD! **(STORY)**

28:20 With slim pickings for loot, we head west into the shanty town of eternal torment.

(town/overworld)

Enemy R12 004 CONT – Braving the Swamp village

28:40 Buy 2 medkits and a potion of healing! **(healing)**

29:50 Buy an iron sword for a still underleveled Arthur **(RPG/equipment/weapon skills)**

30:10 Hire Enock the mage at the bar **(money/party member joins/story)**

31:40 Send the party to another swamp tile, this one is more developed, walkways and huts dot the land

- And Enock immediately sets it on fire himself! **(fire propagation/mage)**

- A thrall descends on the party! **(enemy)**

32:50 Morgan puts two shots into the Thrall! **(ranged)**

- Arthur charges and spots a distant devil, oh no! **(enemy/sightlines)**

- Still, Arthur presses on and finishes the thrall, gaining the devil's attention!

34:00 Fail to have Enock set a fire between the party and devil, as the fireball hits some leaves on a tree and just explodes, leaving no fire! **(mage)**

- It's frustrating fire can only start if an explosive goes off on the ground! **(observation)**

- Jump Jack onto the hut roof

34:40 The devil hits Arthur with a fireball! **(mage)**

- Arthur charges the devil and gets a swing, but the swampwaters have slowed him so!

35:15 Mario eat your heart out! Jack makes an almighty leap, landing before the devil and THEN I FUCKING MISCLICK AND PUNCH THE AIR BEHIND HIM! **(moment/story/RPG)**

- I panic and use a reflex serum, refilling Jack's stamina, he beats the devil to death! **(item)**

- I move Arthur as far from the ghost as I can. **(movement)**

36:20 Dunk arthur to put the fire out, turn around and find the ghost right behind him

- He and Jack retreat to a nearby landmass. Meanwhile the other three party members pass through the hamlet.

- Party converges around a walkway bisecting the map. **(movement/positioning)**

38:50 Fail to start another fire, a tree blocks the blast!

39:30 Enock spots a distant devil!

- Set up to ambush, Morgan scores an interrupt and I have FORGOTTEN TO RELOAD!

(fail/ammo/ranged)

- Devil ends turn without firing, Morgan reloads and gets off a shot, Enock misses a fireball, and Jack jumps not quite into action **(bad positioning)**

- Everyone was too far apart to cover eachother! **(observation/bad positioning)**

42:45 Crossbow bolts fly in from offscreen, blocked by an outcropping!

- Morgan is hit by a fireball, the second barely misses!

43:25 Jack punches the devil into the fire! Morgan heals up and exits the flame

- Enock spots a skeleton and takes cover, Jack eats some meat and realises he can't jump far enough! **(consumeable/endurance)**

- The princess scores a longshot and takes out the devil! **(throw/moment/story)**

44:55 Jack eats two crossbow bolts!

Enemy R12 004 CONT – Map Won!

45:25 Morgan scores another long shot and takes out the skeleton, two maps in the swamp down!

47:45 After picking the meagre loot from the joint, duck out and head into a bordering action town, and what do you know, it's under attack! **(town raid)**

Enemy R12 005 - Gus Slinger - Town rescue (big fire, I kill more civs than the monsters) - Awesome castle raid, blow out throne room

01:55 Bad sightlines, an unsighted enemy opens fire on an exposed Arthur! Meanwhile a mobster finds the group and goes for Enock, both miss! **(sightlines/bad positioning)**

02:20 Jack does an insane jump down an entire road to land on a mobster! **(endurance)**
- Deals decent damage and immediately spots another mobster! Jack punches out the first mobster
- Enock massively whiffs a fireball on the mobster who ambushed Arthur! Sets the street on fire and creates a barrier between him and the group! Enock too far from cover to escape counterattack!
(bad positioning)

03:40 Change Arthurs baton for sword! **(equipment/levels)**
- Stand Arthur in Enocks path with the shield! **(positioning/teamwork)**
- Arthur has a ton of health!

04:55 Jump Jack on a roof to give him any cover against the mobster he can't close on!
(positioning/cover/endurance)

05:25 Morgan lands a shot on the mobster behind the flames!

05:35 Across the river, a grenadier tries to bomb civilians, killing one in the debris!

05:45 A mobster fires past Arthur, wounding Enock!

06:30 Jack loses track of the mobster, finds him in a house just as he runs out of time units!

06:55 Hide Enock away, have him firebomb the house the mobster is in! We're heroes!

07:10 Have Enock shoot into the fire, kills the mobster we can't see! **(blindfire/ranged)**

07:30 Teleport Morgan... For some reason I don't have him fire through the window on the mobster and instead send him down the road what am I doing? **(bad strategy/item use/teleporter)**

08:10 Mobster fires at Jack, the wall blocks his shots! **(cover)**

08:20 An unsighted enemy says Aloha! Morgan is killed by surprise molotov cocktail! **(joke)**
(sightlines/bad positioning/party member death/story)
- Failed a spotcheck there

08:40 Jack and Arthur panic! Jack berserks and attacks... Something? In a store.
(camera/morale/berserk)

09:00 The Princess kills the Grenadier who took out Morgan with a brick to the back of the head

09:55 Enock overshoots a fireball, try and fail to blockade mobster in house to save Jack!

Enemy R12 005 CONT – Town (barely) saved, off to the castle!

10:00 Lower the slicing and look at Jack, I think he berserked and killed the librarian.
(story/berserk/town defence)

10:25 An enemy kills himself and a civilian somewhere far away. **(bomb/town defence/AI)**

10:30 Jack turns and sees a mobster in the flames behind him, Jack sparks him out! **(melee/fire)**

11:40 The fire I've started is raging, and it takes a civilian, I think we've done just as much damage as the bad guys **(observation/fire/story)**

12:05 The princess spots the last enemy through a window, a grenadier in the general store! He must have misread! **(joke/bad joke)**

13:10 Position Jack outside general store, Princess smashes the wall with a brick
- I jump Jack onto the roof to protect him from grenades

14:15 Kill grenadier with a jump from the roof and the town is saved!

14:15 We're awarded \$53 for that! One civilian lived, I killed two of them! I'm starting to wonder if my saves have no bearing on things. **(observation)**

15:15 Buy medkit, teleporter, reflex serum, and healing potion.
- Divvy up the medkits, I keep missing a medkit on the ground!
- Grab .357 ammo and a revolver! **(gun/equipment/ammo)**

17:15 Hire Hayato at the bar, give him the medkit off the ground! Finally! **(inventory)**

18:25 Heading for the 1st boss castle! **(story/objective)**

18:45 Arrive back in the swamp!
- We traverse the swamp and escape without engaging any enemies! **(stealth/overworld/travel)**

21:35 Arrive at the Vampires castle!
- Swamp castles are swampy outside! No moats!

22:40 Blow up the side wall of the castle, a skeleton comes out the door! **(explosion/bombs/sound)**
- He misses the group with an arrow! **(sightlines/ranged)**

23:00 Jack destroys the skeleton with a jump! Bouncing off of him and CARVING through a stone wall! **(jump/endurance/physics/voxels)**

23:35 have Enock shoot a fireball into the hole in the castle wall we punched **(mage/strategy)**

26:15 See damage numbers through a wall, the fire has got someone! **(UI/fire propagation)**
- And in response have the princess toss a block through the wall, collapsing debris deals more damage to those inside!

27:15 Jack finds a ghost block the hallway, so we're going all in on busting down the wall!
(strategy)

Enemy R12 005 CONT – Dracula Down for the Count

27:50 The enemies in the next room spot the princess!

- She throws a box through the whole and kills a thrall! Revealing the count behind him! **(castle raid/boss/story)**

28:30 Being unable to perfectly angle spells, I have Enock pull out a grenade and throw it through the whole at the count! **(precision throw/combat)**

- This collapses the ceiling and deals hefty damage to all inside!

29:15 Attempt to hit the count with another projectile and blow the wall open, revealing more enemies!

31:00 I send Jack to the neighbouring bedroom, must be a bit drafty being right near the entranceway. **(observation/castle)**

31:15 On the counts turn he raises minions and chucks a fireball our way! **(boss/combat)**

Setup joke: What, you expect me to be scared of a few minions?

Later blob punchline: Okay that's more than a few minions!

31:40 Princess chucks another box through the wall at the count, killing an underling instead!

32:15 Enock flubs a grenade and collapses the ceiling in both rooms! But the count panics!

33:05 Jack jumps through the wall into the Counts throneroom!

- Jack punches him, and the physics soup he's in launches the vampire through the ceiling for bonus damage! **(story/physics)**

- Arthur charges in and puts him down for the count! **(joke/story)**

34:50 The devils have surrendered!

35:10 Grab the telepathic pitchfork for Enock

35:55 And we hire Hugo from the cells!

- I think he's the first generic recruit now that the pool of actual characters is empty?

(observation/party member/story)

Enemy R12 006 - Gus Slinger - Castle Raid - Drop Ceiling to block sight - Flashbang blind tossing - Bait boss into range for quick kill - Lose my mage tragically!

01:05 Head to the Action castle, the Labyrinthine Stronghold! **(map/name)**

03:40 Castle begins with a T-junction, Enock immediately runs into a ninja. Hits him with a psychic blast which immediately berserks him! **(mage/morale)**

- Jack runs in and punches the Ninja out!

05:30 Split the party up, Arthur spots a ninja!

- Princess kills the ninja by throwing a boulder at him THROUGH A STONE CORNER!

(throw/moment/physics)

- Hayato heads forward and spots a grenadier! He rushes forward to stab him, and in the process spots a ninja! **(enemy/sightlines/moment)**

- They fail to spot us, and we're safe!

07:25 Enemy scores an interrupt through hole in wall, throws bombs at wall! **(AI/stupidity)**

Enemy R12 006 CONT – Hugo Wounded, Enock Dies!

07:40 Princess tosses block through hole in wall and deals whopping 143 damage on attacker!
(throw/damage)

08:05 Hugo throws block at enemy one tile out of range, so this giant concrete slab ineffectually smacks his ankles for some morale damage. **(throw/range/moment)**

08:50 Set up team to move on Ninja and give reactions on enemy turn
- Instead a merc appears from the dark and fires on Princess and Enock!
(sightlines/ambush/ranged)

09:00 Ninja charges Hayato, who scores a last moment reaction! Cutting the ninja down!
(interruption/melee)

09:40 With no cover, and a long distance between the princess and the mercenary, I have the princess throw her tile through the roof, collapsing the ceiling between us and CREATING COVER! **(moment/physics/throw)**
- And dealing damage to Arthur, whoops **(friendly fire)**

10:10 Run Princess into a sideroom and have Hayato head through a wall to close the gap with the merc **(strategy)**
- Have arthur join him later

10:40 Hugo lands a throw on the ninja and Jack moves up to protect him!

11:30 Enock whiffs a fireball (which was a bad idea to begin with) and sets the roof on fire!

11:50 The mercenary fires into the wall, wasting his turn! Meanwhile the Ninja flashbangs Hugo and Jack and lands blows on them both! **(bomb)**
- Hugo blindly throws stones and manages to kill the ninja! **(status effect/blind/throw/moment)**

12:45 Arthur charges out of the sideroom and puts down the mercenary! **(positioning/melee)**

12:55 Maxed out Princess's throw stat! **(throw/RPG/level)**

14:00 Princess can't get through door carrying chair

14:30 Ninja gives himself away by flashbanging himself! **(AI/bomb)**
- Hugo goes and kills the Ninja
- Hugo has just 7HP left, he is so lucky! I left him behind for safety! **(story?/health)**

15:55 Enock triggers the throne room after I set everyone up outside! **(strategy/positioning)**
- Enock runs in, tries to fireball! Gets shot in interruption! Luckily gets away despite TWO MORE INTERRUPTS! Smoke and frag grenades thrown! **(reaction/enemies)**

17:25 Send Jack around the corner! Princess scores interrupt on Ninja exiting throne room and kills him with a door! **(reaction/throw/positioning)**
- The door wrecks the entryway and it collapses into a pile of stone!

17:50 A bullet pierces the wall and takes out Enock! **(ranged/physics/voxels/party member death/story)**

Enemy R12 006 CONT – Recruit Ann

18:00 Jack, the Princess, Hugo, and Hayato all panic! **(morale)**

- Arthur charges the boss grenadier and puts him down with his new blade! **(melee/endurance)**
- The castle surrenders and the fight is over! **(boss/castle raid/story)**

19:35 Find a healing potion! **(rare loot/healing)**

- I spend it fixing up Hugo, he needs it **(healing/story)**

22:35 Find Ann, a forest ranger

- Immediately trade her bow for an assault rifle, I can see how you got caught Ann!
(joke/story/party member)

Enemy R12 007 - Gus Slinger - Trek the Desert - Lose Ann and Princess to Platformer foes! - Monkeys and cannon men! Very scary!

01:15 Form up the units, only for all but Hayato to be blinded by a flashbang thrown by a ninja offscreen! **(status effects/ninja/bomb/story)**

- Hayato spots the Ninja for the team and Hugo blind tosses a stone to destroy him!
(throw/sightlines)

02:20 Just as their turn ends, a mercenary walks into range!

- Ann puts him down with an assault rifle, see, much better than a bow! **(equipment/ranged)**

03:55 A ninja rushes out of the dark, Ann scores an interrupt, but lacks the time units to fire!

- I pull her back, then on our turn Ann puts the Ninja down in two shots! **(ranged)**

07:25 Party travels in loose formation across the map, maximising sight but too far to aid each other instantly **(positioning/strategy)**

07:40 Princess spots a ninja

- Ninja tosses a smoke bomb and we lose visual through the cloud! Toss rock into it and miss, pull Hugo back.
- Jack advances, spots the ninja! Princess comes out behind the pillbox and puts him down! **(throw)**

11:25 Get final ninja to run into range and put him down with Hayato **(melee)**

12:30 Nab some more assault rifle ammo and money

13:20 Travel to next map, a small hill in the desert

- Advance crew up hill, Princess spots a Ninja on the flank. **(positioning/sightlines)**
- Another Ninja throws a flashbang from the darkness and blinds the princess! **(sightlines/ninjas)**
- The blind princess still kills the Ninja with a thrown rock **(throw/status effect)**

15:25 Hugo misses a long throw on a Ninja **(throw/range)**

16:35 Ninja blinds the entire party save for Arthur, who rushes in and cuts them down! Sighting another Ninja, a still blinded princess puts him down! **(melee/throw/status effects)**

19:00 Princess reaction throw kills a charging Ninja! **(interrupt/throw)**

20:50 Hayato jumps, slicing a tree in half and exploding the boulder he lands on!
(physics/endurance)

Enemy R12 007 CONT – Arrival in the Plains!

21:45 Princess scares ninja into revealing himself!

- Hugo tosses a stone into the smoke and takes the Ninja out!

23:30 Hugo heads in the direction of the final enemy, and is interrupted as a rifle shot flies out of the blackness! **(sightlines)**

- Chances another step forward and finds him!

23:45 Jack LEAPS to the final enemy and takes him out with a punch! **(endurance/jump/melee)**

25:10 Head into a town

25:40 Talk to a civilian “There is not even solitude in the mountains” **(dialogue)**

26:25 No medkits in shop! **(medkits gone) (good footage for healing)**

29:10 Risk buying Demonic Crossbow for Ann, it’s a high end weapon which heals on damage, so yeah I guess we got the blutsauger, more like the buttsauger cause it’s ass! **(joke/story/weapon)**

- And that eats SO MUCH MONEY! It takes ages, multiple castle raids and maps ransacked and most of it is gone with one purchase! **(economy/story/observation)**

32:55 Travel across the entire country looking for bolts in an old forest castle! **(overworld)**

34:20 And I think I’m stupid, I’m not heading for the cyclops... I’m going to the blob in the plains! I’m going OUT OF ORDER! **(observation/story/bosses)**

34:45 Arthur spots a mysterious gunman! Ann spots a monkey and another gunman! **(sightlines)**

- An Explosteve appears!

36:15 We’re fucked... Ann whiffs a missed shot and regular shot on the Explosteve!

37:00 Enemy turn, Gunman scores a devastating cannon shot on Ann!

- Ann gets to use her demonic crossbow! As it does okay damage and barely heals her... Shit, she kills the Monkey at least! **(ranged/weapon/healing/observation)**

38:20 Move Princess up to try and catch the Explosteve with an interrupt! I try to position her behind the house so the gunman would have to risk an ambush from Arthur to attack! But my naivety, he just fires a fucking cannon through the walls and kills her! **(story/party death)**

38:35 Fucking Hayato keeps scoring interrupts on the Explosteve, you can’t help! **(reaction/melee)**

38:45 Ann is fucking exploded! And all Hayato can do is watch! Just like you let that town burn! **(story/party death)**

- The team panics! Luckily we run AWAY from enemies this time and the cannons do not shred us to pieces! **(morale)**

- Send Arthur around the mushroom house to hopefully get close to one gunman, as for the one across the river, I struggle to place Hugo, there’s no cover! Not that cover would matter!

- So after trekking across a desert which was just ninjas, the fucking plains introduces me to the whole fucking cast all at once! **(story/observation/enemy roster)**

Enemy R12 007 CONT – Map one down! Monkeys raise hell, Carlos hired!

40:20 Have Jack jump across the river and hide on the banks to take down the gunman next turn!

- Realisation here, the platformer zone basically requires someone with high endurance given how shitty it is to navigate, just not in the way you'd expect. **(strategy/observation/story)**

40:30 Hayato won't stop screaming **(glitch/story/dialogue)**

- Jump him closer to Arthur **(endurance)**

41:10 Jack didn't have the damage to kill the gunman! This is my own stupid fault, why didn't I change out his boxing gloves!

41:45 Hayato meanwhile kills his gunman!

42:00 Hugo saves Jack, killing the gunman with a rock! **(throw)**

44:10 Jump Jack through a warp pipe, sending him to the other side of the level!

44:40 Arthur finds a monkey! And a bludgeoner!

- The bludgeoner charges us and is killed, the Monkey uproots a tree!

- Jack jumps a river and is running up behind the monkey!

46:40 The monkey hits arthur with a log for 42 damage! Ouch! **(throw)**

46:55 Jack punches the monkey to death, sends him into the river twice!

48:30 Jack approaches the final enemy, another monkey, and the monkey fucking spikes him with a wood chunk THROUGH BRICKWORK! For 81 damage!

- Then he grabs another block and does 108! HOW IS JACK ALIVE! HOW IS THE CHIMP THAT DANGEROUS! **(enemy/story/observation)**

- With scant healthpoints left Jack kills the monkey... We have done one map and fuck two of us are dead and the rest of us don't want to live. **(joke/story/observation)**

49:05 Use healing potion on Jack, full health! **(healing)**

51:50 Popping the mystery blocks in hopes of something good

- Get a healing potion! Big luck! **(items/healing/gimmicks)**

54:10 In town, buy a healing potion and a mushroom (round of invincibility)

55:40 Hire Carlos from the bar, fighter with a sword and emerald shield **(party member)**

Enemy R12 008 - Gus Slinger - Castle Raid HELL - Carlos the sole survivor, defeats the blob alone!

00:30 Head to the castle of the Blob, the third boss! Which we're doing second...

01:00 Hayato spots an anonymous gunman within the castle!

- Form up the squad around the entrance, a fucking cannonball flies between Hayato and Carlos... Man what's the fucking point of taking cover? **(observation/enemy/ranged)**

02:25 Arthur charges the gunman only to find another behind him!

- Unable to kill him and needing to get out of the way of the other gunman (in my mind) Arthur jumps on the enemy and bounces behind the wall, out of view! **(cover/endurance)**

03:55 Oh god, I am attacking this place with FOUR MELEE FIGHTERS AND ONE TOSSER! **(party composition)**

- Regardless of what I said earlier, no, you need ranged gear for this joint!

04:10 A cannon hits Hugo for massive damage, and then a fucking EXPLOSTEVE ROUNDS THE CORNER! Hayato interrupts, but all his heightened senses allow, is to see the senseless slaughter! **(joke/wordplay/story)**

- Hayato is barely too out of range to jump on the explosteve, not that it would help! We were doomed the moment it rounded the corner!

- Jack survives the blast! **(explosteve/bomb)**

04:45 Arthur smashes the gunman, sending his ragdoll flying!

06:00 Put down block and heal Hugo **(throw)**

06:35 In a long thin hallway we run into a FUCKING GUNMAN! **(ranged)**

- I repeat my earlier trick of collapsing the ceiling to create cover (as if it fucking matters!) and rush Hugo around the corner (again, as if it fucking matters!) **(observation/story/castle/ranged/throw)**

07:25 Jack I send down the hall and into the storeroom! He triggers a fucking Explosteve along the way! **(sightlines)**

07:45 The gunman fires a shot which fucking carves through the wall like butter and kills Hugo! Gunmen are horrifying! **(party death/story/ranged/gunmen/physics/voxels)**

- Jack berserks! Arthur scores an interrupt on the approaching explosteve and I tell him to run!

08:15 I now only have melee troops! I have no way to fight explosteves!

- But I think I do, I send Hayato to kill the Explosteve and he succeeds, the explosteve detonates, and they both die, with Jack heavily wounded in the blast! **(story/party death)**

- Jack once again panics, as does the newbie Carlos! **(story)**

09:00 From behind Carlos, a cannonball flies out! Then another down the hall, killing Jack, causing Arthur to break!

- Carlos flees to the door, meanwhile Arthur flees deeper into the castle! We're down to two men!

- With both of them broken, I actually cannot control them at all, the enemy has another free turn on them! **(story/morale)**

09:30 Carlos is hit by a cannon, and the castle collapses on him for big damage!

- Arthur tanks two cannonballs and berserks! **(morale)**

Enemy R12 008 CONT – Carlos is all that's left

09:50 A berserked Arthur kills a gunman and charges deeper, deeper, right into the throne room, awakening the Blob!

10:20 A recovered Carlos bursts out of the rubble and cuts down a bludgeoner! I rush him into the castle, this is a suicide mission! **(observation/story)**

- He eats another cannonball to the side!

10:40 A bludgeoner whacks Arthur, prolonging his berserker rage!

- He charges again, and stood before him is the bludgeoner... And two explosteves! He smashes the explosteve into a wall, and everything explodes... The last member of the original party went out with a bang! The name Gus Slinger is dead. **(story/morale/berserk/party death)**

11:20 Carlos is the only one left. And he's panicked.

- Two cannonballs fly out, both miss, Carlos runs about randomly! Hurting himself on the rubble!

- He rushes into the hall and stops... Right next to the gunman, I hit next turn expecting to start a new game... But the fucker is dry! **(reload/ranged)**

- WE'RE STILL IN!

12:20 His panic over, Carlos turns to the Gunman and cuts him down! And he's in the storeroom!

- And right there, in the box, a medkit! **(healing)**

- Carlos also finds a potion of healing

14:10 He's finished looting just in time, a gunman is nearly at the room, but Carlos gets the jump on him! Another foe vanquished!

14:35 Check Jack's body, not much useful, and then, as I end turn, a little blob monster rounds the corner... Oh no! **(story)**

- The blob has been doing nothing but spawning this entire time! **(story)**

15:20 I hide Carlos away in the library, I can just see miniblobs hopping through the next room over!

15:45 I try to jump through the wall, imitating what Jack could do, but Carlos is not on his level, he just bounces off the brickwork. **(story/observation)**

17:10 I send Carlos around to the other hall, if I had gone right, I'd have bumped into a dead end, a thin wall with the throne room behind it! **(story)**

- Carlos carves a hole through the wall **(melee/physics)**

- Entering the throne room, there is no sign of the blob, we've lost track of him! But there are legions of miniblobs everywhere! **(story/boss)**

19:10 Carlos kills a miniblob with a sword strike after it spends its turn charging Carlos!

21:10 After carving through a bunch of miniblobs, I find the real deal! **(boss/story)**

21:40 But it's then we're swarmed by yet more blobs, from the front they pose no danger! But from the back their bites penetrate! **(shield/boss/minions)**

22:05 The Blob then releases a cloud of noxious, opaque gas! We've lost him!

Enemy R12 008 CONT –

23:00 Retreat back into the hallway and prepare for the horde, only to get bitten in the back! The blobs are everywhere!

23:35 The blobs pile up around Carlos, stacking atop each other, he's surrounded!

- Carlos cuts many of them down before retreating into a storeroom behind him! They immediately pile back on Carlos, who ignores them to carve through the wall back into the castle, hoping to ambush the blob from behind, but he's moved again! **(story/boss)**

26:30 The miniblobs form a thick wall as they pursue Carlos, and behind them is the Blob itself! I cannot get in position to strike him down! **(melee/story/positioning)**

27:05 Carlos cuts them down then jumps to the Blob, hiding behind a pillar, uncertain if it can bite! **(boss/endurance/melee)**

- But we quickly lose position, panicked blobs flee, but those still up for a fight knock us away from their father! **(melee/boss)**

30:00 Carlos is hit by the noxious blob gas, blinding him! **(status effect)**

- But I saw him, I know his place! I charge past all his spawn and get in two hits!

- The blob literally bites back, sending Carlos flying away! **(knockback/melee/bos)**

- Carlos is blown into the corner, where the miniblobs pile on yet again!

- The blob launches ball after ball of gas, but what blinds me, lets me see where you truly are! **(story)**

32:00 Carlos rains blows on the blob, dealing heavy damage, but he can't kill it, and winds up smashing it into his own fog, losing track of him! **(melee/knockback/sightlines)**

33:35 The berserked blob continues to his us with gas! Then his spawn rush in, we somehow take over 100 damage and are blown out of the crater!

33:45 Turning, Carlos spots two stacked blobs, he smashes them away, and they take out a support pillar, collapsing the ceiling!

- I walk Carlos into the smoke and swing blindly at where I believe the blob is, scoring a hit and revealing him!

35:10 The blob panics and flees, the stress also gets to Carlos, who runs away!

36:25 I run to Arthur's corpse, taking and using the health potion on his corpse! As well as grabbing the mushrooms and teleporter

37:45 One last effort, Carlos charges the blob, and finally puts it down! The castle is finally defeated! Carlos brought it back from the brink! **(story/boss)**

38:25 I armour Carlos up, and with the level just earned, Carlos can finally equip that emerald sword!

39:10 In the cells I find Douglas, and look, we need bodies and anybody'll do. **(joke/wordplay/story/party member)**

39:55 Check the worldmap, we're very close to the forest castle, just a few tiles south, so off we go!

41:00 Arrival in the forest.

Enemy R12 009 - Gus Slinger - Carlos and Douglas sneaky through forest, 2 man takedown of boss a giant struggle, but so good! Jojo ass fight pacing