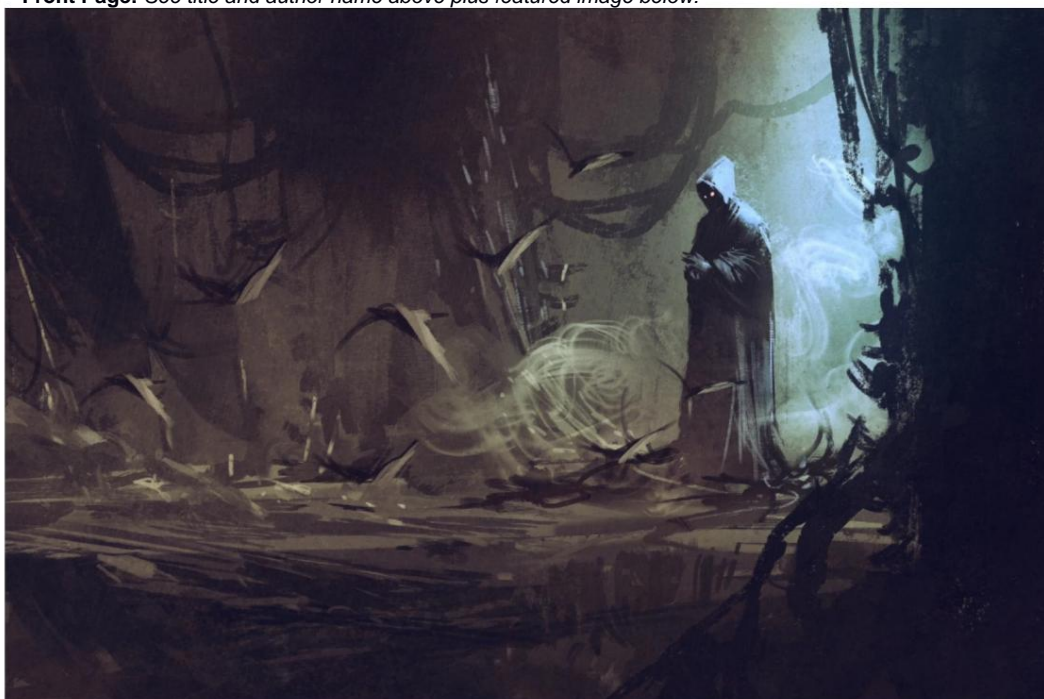


ANTIPOKALYPTICKÁ AGENTURA

Grandmaster Radan Chrobok

<https://DMDU.kvalitne.cz> – a great company of suitable Development

Cover - Front Page: See title and author name above plus featured image below:



Cover - back page: Mental reality, patented and immediately operational in our country along with the first full-fledged artificial intelligence in early 2022 is surely one of the biggest breakthroughs in human history.

Thanks to our other patent - also immediately manufactured - which is the cocoon for long-term life support, MR has become a tool for teaching as a super simulator, as well as for playing games, surpassing even the most advanced virtual reality. After receiving a subsidy from the European Union from the Green Deal program, a program of selection procedures for officials of the ministries of agriculture and industry was launched in order to better orient them in the field of ecology, and to this was added the army's survival training agenda. An

environment simulating a post-apocalypse world – both science fiction and fantasy – was programmed to encourage ingenuity and creativity. Technologies that are only theoretically possible in reality are already available in the relevant simulated environment - but the catch is in the post-apocalyptic environment... I was chosen to be a lecturer for the relevant project to my delight. However, if you know Murphy's Law, you know that the main one is: What can go wrong, will go wrong!



The picture shows a sign with the English word for fear, the individual letters of which can form two abbreviations. Either "Forget everything and run!" or "Face everything and rise". That underlines it last sentence: "The choice is yours."

Source game: <http://apocalypse-world.com> (English).

The characters are based on real people (just different names), so if you're close to me, you'll probably recognize yourself ;).

DEDICATION: TO EVERYONE WHO EVER HELPED ME!:)

The table of contents is at the end of the book so that the chapter titles don't spoil the surprise. Then there is **an additional table - a tip in the post-apocalyptic world**. Since the tips in question are also mentioned directly in the story, please at least take a look at the "atmosphere" table.

Chapter 1: Admission interview

The interview office looked more like a presentation area, so with my rather negative sense of direction I wondered if I had mistaken the door. But the clerk

sitting at the front table under the projection board, he apparently recognized me from the photo in my CV and immediately invited me over: "Come, come, you're here a little early, but at least we'll be able to discuss what else interests you!" So I went in with a greeting, introduced myself just to be sure, and discovered that the gentleman in question was not just any official: "I am the direct founder of this semi-state enterprise - the Anti-Apocalyptic Agency, my name is Miroslav Novotný, and I am responsible for the invention of mental reality - here is a brochure. You will also find in it a brief summary of our latest and finally full-fledged artificial intelligence as well as a short article about caring cocoons. We use all of this in our agency and it is already waiting for you." I took the pamphlet and sat down on the chair standing sideways to his chair behind the table at the gentleman's direction. I told him, "I hope I don't need technical training, much less skill—I don't really have that, except for martial arts." Mr. Novotný waved his hand at it and said, "You'll probably just need information on how it works inside our main project, which is this post-apocalyptic environment simulator." He pointed to a large square box that I only noticed now because she was standing right in front of the table and actually her upper one

spread over the area. Turning the monitor towards me allowed me to see that it had an internet browser open with <http://apocalypse-world.com> on it. "That Mr. Novotný would also be a fan of that tabletop role-playing game?!", I was excited.

I accept our simulation.", Mr. Novotný told me. "I was interested in the fact that you mentioned your experience playing this game online in your cover letter - could you please describe it to me in more detail?" he asked. Then I explained to him that I didn't have the option to get players offline - I don't even know enough people who care - so I tried to get players online, but it repeatedly happened that the - that player only played for a short time at most and then he stopped without explanation. At Mr. Novotný's request, I wrote him the relevant address in a new browser tab using the keyboard: "<https://www.rolegate.com/eldorado-apocalypse-world-but-more-friendly>". I was assured that even such an experience is beneficial - after all, as far as I know, I didn't screw anything up. Mr. Novotný explained to me that it was based on the given game that a simulator was created both for teaching survival in limited conditions for soldiers - which was commissioned by the Ministry of Defense - and also for promoting ecological thinking for employees of the ministries of agriculture and industry. For this, a semi-state enterprise called the Anti-apocalyptic Agency received a sufficient subsidy from the European Union from the Green Deal program. I began to look forward to such a fun job - to actually be in a game, in a future environment with elements of science fiction and fantasy. "Well, however, I mainly wanted to accept you because our developers used part of the ancient science you translated, known to them as the "Supreme Science - Science of the Soul". They actually only used the part where the Inner Animals are mentioned, according to which people act..." So not only you, the developers, and I care as a lecturer inside the simulation for the participants, but also as a consultant regarding the use of the "Highest science - the science of the soul..." Mr. Novotný paused for a moment and then added: "That is why I am not only offering you bonus payments, which you will soon I will explain, but also advanced rights for influence in the simulation. You will be able to intervene to some extent from the beginning in the settings of simulated, i.e. non-working characters - or NPCs." So it sounded very interesting!

After going through the work elements such as the content of the lecturer's work in the simulation, working hours, salary, bonuses, vacation and so on, I was accepted based on my persistent interest and experience. "You can try this cocoon right away and create a character for the simulation. Since, according to our world-famous teacher JA Komenský, we believe in the approach of 'school through play', we can safely use the classic term 'game character'...", Mr. Novotný offered me. He gestured significantly to the clothes rack and with a handshake he temporarily said goodbye, leaving the office and leaving me alone in it. So I undressed, used the rack, opened the cocoon according to the received instructions and lay down in it. The robotic interface of the cocoon connected me to the waste removal from the body, but not to the infusion of artificial nutrition. "That means short stay mode.", I agreed. Something closed in around me like a spacesuit—it fit firmly and precisely everywhere on the skin—and then the cocoon slowly stood up, which normal nursing cocoons don't do... A small pendulum with a mirrored surface slipped out from the left and began to swing before my eyes. An artificial voice asked me to follow the pendulum and then announced in a suggestive tone "*Induction of parhypnotic state in 3, 2, 1...*".

Chapter 2: Character Preparation

In the beginning there was darkness. Then in front of me it was as if the light itself displayed something like a display with an inscription

"Selecting a Character for Simulation". Below that were the following categories: "Combat, Support, Resource, Magic, Special". I knew that this was a simplification for completely inexperienced people, while I am used to choosing directly from a lot of materials for the characters - in the original they are individually called "playbook", which I will continue to refer to in Czech as "working manual".

After all, under each category there were at least a couple of the most representative titles of manuals, understandably translated into Czech. Since I'm mainly a spiritual person, I can best imagine a wizard type of character, but as a martial arts master I could definitely handle a corresponding fighting character as well. After all, in addition to "shooter" the character "fighter" was listed under the combat category. I was pleased that, in addition to the classic "faceless" character, she was there, for example i "armored figure" - in the original "juggernaut".

"That means there are manuals outside of the core rules.", I thought with pleasure. I turned my attention to wizard characters and indeed, the selection was quite long there too. In addition to the classic "brain magician" there was also a "magician" and, for example, a "witch". Even the manuals named "wizard", "priest", "technomancer" and others were listed below, which I created myself after gaining basic experience with the game and shared them from <https://drive.google.com/drive/folders/1wr3f9pN5MqjEgOm6PQC2VcRXdXUGikvr>. The original playbooks from other authors as well were according to <https://nerdwerds.blogspot.com/2012/12/all-of-playbooks.html>.

Since I understood from the interview that even within the individual departments in the simulation of training employees there is competition and soldiers are commanded to be competitive and even aggressive, so I knew that I can also look forward to fights between workers - about non-working characters or NPCs or about non-humans not to mention enemies. I also knew that each workbook could only be used once in each simulation community - to give everyone a chance to be truly original - so I decided to choose the one potentially most intimidating. In the simulation, I only had a light representation of my own body at my disposal for now, but even then there was no problem to tap the "brain mage" item.

On the next view, I quickly read the instructions, which made me skip the first page. The instructions were on how to choose Traits, Abilities and Equipment, while the first page had its own character recorder starting with the headings "Name", "Appearance" and then "Traits" and so on. According to the interview, I should have chosen a name without a surname, because surnames stopped being used after the Apocalypse due to the loss of very few people. A mouse and keyboard made of light appeared in front of the display, so I wrote the right name for the hero in the appropriate box: "Martin - like the hero on the white horse.", I smiled to myself. I knew from experience that I mustn't get caught up in, for example, the interesting-sounding trait "cold-blooded" and that it's wiser to first choose the abilities - in the original "moves" and then choose the traits according to them.

"So what do we have here?", I asked myself a rhetorical question, but I actually mumbled it out loud.

The AI named Angela managing the simulation either heard it or watched my eye movements she judged that I had read the instructions and highlighted the ability selection in the recorder:

- **Unnatural Attraction:** Use weirdness instead of attraction when seducing someone.
- **Occasional Brain Perception:** use weirdness instead of insight when trying to "read" someone. Your victim must be able to see you, but you do not have to interact with them.
- **Will Brain Tuning:** +1 Weirdness (maximum +3).
- **Deep brain scan:** when you have time and physical intimacy with someone—mutual intimacy like being held in a hug, or one-sided intimacy like being tied to a table—you can target read deeper than normal. Use weirdness. On a 10+ you get 3 points. For a result of 7-9, you get 1 point. While doing the reading, spend points on the questions, 1 for 1. If you fail, you deal 1 damage (armor piercing) to your target and get no points.
 1. What was the target's weakest moment?
 2. What is the target seeking forgiveness for and from whom?
 3. What are the target's secret pains?
 4. In what ways is the target's mind and soul vulnerable - vulnerable - susceptible?
- **Direct-Brain Whisper Projection:** you can use the weirdness to threaten without being about threatening. Your victim must be able to see you, but you do not have to interact with them. When the victim defies you, your mind will act as a weapon (1 damage, armor piercing, proximity, loud or not - optional).
- **Intra-Brain Puppet Strings:** When you have time and physical intimacy with someone, re-mutual or unilateral - you can insert a command into the target's mind. Use weirdness. On a 10+ you get 3 points. For a result of 7-9, you get 1 point. At your will, regardless of the circumstances, you can use your points 1 to 1 (see below). If the target complies with the command, it counts towards all your remaining points. On a failure, you deal 1 damage (armor piercing) to your target and gain no advantage.
 1. Deal 1 damage (armor piercing).
 2. Target takes -1 penalty immediately.

I was already going to choose a deep brain scan - I am curiosity incarnate, but I thought that the ability called intra-brain puppet strings would be enough for me to start with and to get information. As a second choice, I gave direct-brain whispering projection. I'm already looking forward to those other options once I can level up the character – not to mention the options from another workbook., I thought. So by making this choice, I also ensured that I would be the only brain mage in "my" community. "However, I mustn't forget the enemy communities..." – until I shuddered at the thought of falling into the hands of an enemy brain mage. From the chosen abilities, it was clear to me – as I assumed – that I would need the highest possible trait called strangeness. "Hehe, well I'm actually fine with being weird even as a real person," he chuckled I am for myself. I knew from the brochure how the abilities are activated. I looked in the simulation help when I was already in the simulation interface and it was there too. In short, it was meant to be when the relevant condition is met, just whisper the keyword of the ability, which can be chosen by each user. The second option was to focus the eyes and double-blink to select a menu that would after fulfilling the condition for that ability, it should pop out from below the visible image in a semi-transparent projection.

So I moved on to the characteristics, which after translation were the following: "coolness (cool), hard, attractive (hot), sharp, weird". From the few lines of choice, I decided on the following values: "coolness +1, hardness -2, attractiveness -1, cleverness +2, strangeness +2". "So I'll have a completely inoffensive character, but at least a little brave, if ugly, but very perceptive and also appropriately strange.", I summed it up.

Right at the top left of the second page and actually before the abilities on the right that I'm on originally skipped was a double paragraph offering equipment:

- 1 small favorite weapon
- 2 brain mage equipment
- Easy-to-sell items (in the original "oddmments") worth 8 trade units (OJ, in the original "barter")
- clothing suitable for your appearance, including a piece like 1-armor (You determine the details)

Small interesting weapons (choose 1):

- 9mm silenced pistol (2-damage, melee, hits) **CHOSEN**
- Ornate Dagger (2-Damage, Touch, Valuable)
- hidden knives (2-damage, touch, 10 pieces)
- Scalpels (3-Injury, Intimacy, Hitech)
- Antique Rifle (2-Damage, Proximity, Reload, Volume, Valuable)

And below that it said that if I wanted to start a vehicle or a cybernetic upgrade, I should contact the artificial intelligence, or AI Angel, managing the simulation.

"So no human leader", I thought, "- well, at least the simulation will be conducted impartially.", I thought, and to complete my reasoning, I let the following cross my mind: "In the source game, the game leader is referred to as the master of ceremonies (in the original "Master of ceremonies"), so he also only has the task of solving the necessary player rolls with dice and does not roll himself...".

I looked back to the left side about two areas and saw a big headline right at the top "Brain Mage Equipment". As I studied what was written below, I remembered why it is right after the recorder, that is, before the character creation guide. According to the instructions, I had the option to choose two things, so I chose the two perhaps most "profitable" things now:

- implantable injector (introducibility, hitech). After you introduce it to someone, so when The brain mage option allows you to deal damage, so you deal +1 damage.
- brain relay (spatiality, proximity, hitech). For the purposes of brain mage options it works so that if someone can see your brain relay, they can see you. **CHOSEN.**
- reception medications (introducibility, hitech). Introducing someone will give you +1 point if then you use the brain mage option on the target.
- coercion gloves (touch, hitech). For the purposes of the brain magician's abilities, just touch it takes as intimacy. **CHOSEN.**
- pain wave projector (1-damage, armor piercing, spatial, volume, recharge, hits). Detonates as a reusable grenade. It affects everyone but you.
- deep-ear inserts (wearability, hitech). Protects wearer from all brain mage abilities and equipment.

In addition, I had the 8 easy-to-sell items, with each SPV (in the original "oddment") having the value of exactly one OJ business unit (in the original "barter"). They had search boxes for choosing a specific item - or even several items within the relevant value (1 OJ corresponds to approx. CZK 12,000 in 2022, but in the simulation after the Apocalypse, the prices of some items went up quite a bit and many things are no longer available). After working with it for a while I had the following:

1. Quality rucksack, waterproof, ergonomic, duralumin construction and high quality waterproof backpack just right for your back. There was no OJ value left on the wallet.
2. Powerful radio with charger.
3. Expandable solar panel 17.5" when folded, 4x as much when unfolded with adapter for charging batteries and radios.
4. 400 tablets in 20 tubes - vitamins with minerals, probiotics and prebiotics - more than a year's worth supply (1 tablet per day), with lemon flavor. 1000 Army Mini Clear Water Purification Tablets 5 per set - more than a year's drinking supply at 1 mini tablet per liter of water.
5. 4 full magazines for a 9mm pistol.
6. Inflatable lounger with pump, sleeping bag up to twenty below zero - waterproof.
7. Self-folding tent for 2, with space for backpacks or similar.
8. Tool charger with a clipped-on battery. I designated this to pay the rent, because even as a character I did not want to engage in craft activities.

For each item there was also a search box with the heading "Where should the item appear", so I entered the backpack on my back, the charger with the battery in the backpack and the rest at home - that is, until I have some "home" ... Just above the options was a small heading "Appearance" and below that the menu from which I chose:

- Male **SELECTED**, female, ambiguous, transsexual, possibly hidden gender.
- Highly formal clothing **SELECTED**, clinical clothing, fetish-bondage clothing or

- ecologically-special clothing unsuitable for the local environment.
- Scarred face, smooth face **SELECTED**, pale face, bony face, chubby wet face or sweet face
- Soft eyes, dead eyes, deep eyes, caring eyes **SELECTED** and refined to "brown", pale eyes, damaged eyes or moist eyes in agreement with AI Angela managing the simulation.
- Awkward boxy body, soft body, skinny body **SELECTED** and I kept my real age 43, mutilated body or fat body after agreement with AI Angela managing the simulation.

Under those options, the last small heading awaited me, to which I had to solve the corresponding paragraph before I fully venture into the simulated world: "History - henceforth Hx as the recipe is shortened to Rx". According to the previous instruction, I was supposed to build a mutual history with at least two other characters and my character, and whoever gets the best history with me will have the right and at the same time the duty to highlight one of my traits - and only highlighted traits when used can bring experience necessary for upgrading characters.

I found AI Angela managing the simulation according to the relevant rules already one of my properties she highlighted. Thank God it was an acumen that I didn't have the lowest, so I didn't have to worry about using it. There was even a note that the AI at the beginning highlights the intelligence of everyone to help the characters orient themselves in the simulated world. "So, for example, a medic who has the high intelligence so necessary for his abilities can be fine.", I realized.

According to my workbook, I knew that I should be very interested in the person leading the community (hardholder in the original). So I used the advanced simulation interface and saw if she a worker no longer happens to have an important role. Since the system reported to me the NPC in the given role, I asked about housing directly in the pub "Like at home" where I appeared. Hospodský told me that there is a hostel right next door, which is run by the administrator of the community and he lives there himself. I thought I would get to know the surroundings and set out.

While I was walking around dressed in a black jacket, a shirt with a tie - all this under a good quality waterproof coat with a hood and black patent leather shoes, as if I was going to the theater, so the city, on the other hand, looked downright vandalized (see corresponding image below).

In addition, some strange birds flew past me as soon as I passed by the hostel, which had lights on, as it was quite cloudy outside (see the picture on the book cover). After all, how can you wait after the Apocalypse. Most of the houses were demolished, some were demolished completely, and instead of them there were gardens with some crops - some flowers! At least there were more trees than there had been before the Apocalypse, and the inn, the hostel, the road, and the mall looked like at least basic maintenance.

The image reads: "Apocaloptimist Someone who knows everything is going to go down but still thinks things will turn out for the best."

I first met a job character named Anna, and I recognized her right away because I first read the appearance of all four of the other job characters here from the advanced interface. I had access to it thanks to being in the same community.

"Slim, but stronger than she looks. She is 20 years old. Brown skin (tanned), black long hair, for adventure edited into a knot. He wears quality khaki pants, shirt, coat. It has a bright blue, but

watchful eyes. Her skin is smooth – (frequent shaving and showering – although advanced hygiene is hard to maintain in an apocalyptic world (AW)). This is because as the 2nd inner animal there is a cat (SHADOW gray - no negatives, or quite positive, she likes the city, keeps her self-confidence "down to earth" and even invisible as a gray mouse). 3. is a snake (shady brown) – so dangerous even when resting.

But 1. is a pretty heron—bright blue—who is at least curious and eager to be wise, as she is intelligent. She has high quality brown boots. At home it looks like this: It has cyber cameras and cyber

microphones (eyes, ears), a nano-computer and artificial memory, a Wi-Fi interface, a data jack hole (a cable with a jack and a primitive PC at home), as well as two chip jacks, for example for a language chip (now none) – behind the right ear. It has the neural connection to access it with all the senses. Cameras are not normally visible. The memory is up to 3 hours of HD audio video, the upper two hours are used for recording of still images (automatic loop deletion), the rest is for pictures, videos, songs that she likes to (re)play internally (close her eyes hard, blink, etc. for commands). He has comfortable cybernetic claws in his palms - activated with a fist gesture, also usable as a +1 to climb and as an attack it's for 2 damage, intimacy and proximity. He wears body armor - 2 armor."

Of course, Anna recognized that I was a new arrival, immediately waved at me and then pointed on the bench in front of the Tesco store in OC - so now there was a sales area, but full of stands obviously assembled by hand.

So I greeted her nicely, which she waved off, and after questioning me for a while, we agreed to tag along. Then she said she had a question for me about her character's history. Since I still wanted to give her priority as a woman - although a man could easily simulate her - I let her ask: "Can I trust You - I mean Your character -?". I told her she sure could and she looked disappointed, which surprised me a bit. She saw my expression and immediately explained hers to me: "You know, my character is set up in such a way that when she can't trust someone, she follows them closely and thus has a history at the maximum value of +3. While for those she can trust, she only has superficial knowledge at history level +1". This showed me how much I had already forgotten about the source game. So I thought to myself as follows: "It's a shame that Anna will have such a low value of history with me to begin with, because unfortunately it also means a lower value for possibly helping my little one. On the other hand, if she wants to hinder me in something, she has also just this low value on it." I looked

to your questions about history - hereafter referred to as Hx:

When it's your turn, ask 1, 2 or all 3:

• *Who among you slept in my presence (knowingly or unknowingly)?*

Write Hx+2 for this character.

• *Which of you have I followed carefully, secretly?*

Write Hx+2 for this character.

• *Which one of you obviously doesn't like me and doesn't trust me?*

Write Hx+3 for this character.

I offered Anna the second option and she agreed with a laugh - after all, if I told her she couldn't trust me, she would follow me. I knew that Hx+2 meant a higher chance to help – possibly getting in the way – and also the chance that I will be the one who will be able to highlight the characteristic of the character in question. However, Anna explained to me that she's had a coolness boost for a long time in addition to the AI boosted acumen, and that's from Jan, because Jan reached Hx+2 against her, trumping the other few participants that Anna started with him. She told me that she otherwise sticks with simulated characters, or NPCs, because within the law, the community works for free as security chiefs. She advised me to find a community manager as soon as possible - both because of the housing I told her was pending and also to comply with the relevant Free Community Work Act. On the contrary, I explained to her my role as a lecturer, for which she was visibly grateful.

Then Anna and I went to visit the medic in his ward, he introduced himself as Jan and offered me all three of his Hx questions. However, we agreed that I couldn't answer positively to any of them, so it turned out that he only got Hx+1 against me, since his eyes are open, so to speak, while I had the same for him as for Anna, that is, Hx+2. "Holt with this figure I can see people.", I poked at both of them.

As for the second highlighted trait, Jan, with the same Hx+1 as Anna, politely preferred her and she highlighted my weirdness at my request. As I was writing down the Hx gained in the character log, I noticed a special option noted below the box on the Hx. As I knew from playing earlier, this is an option that is only activated during sexual intercourse. In my case it said, "If you have sex with someone, an automatic deep brain reading will occur. Use weirdness as usual. However, the questions are chosen by the simulation administrator, who is

AI Angela." I realized, and was saddened, that apart from my ugliness—attractiveness only—
1 – such intrusiveness is another reason why probably no one will want to have anything to do with me. I
chatted with Anna and Honza for a while and then we agreed to meet again when I have accommodation and
also fully integrate into the community. So we said goodbye for the time being and I went to arrange a place to live.

Chapter 3: Specialties of simulation

As soon as I got to know the NPC leader of the respective community, whose name was jokingly created as
"Owner" by the AI managing the situation, I received a job request from him for his - or rather our -
community. So my next unpaid job was to become a judge and prison manager in one person. "Well, hey, it
won't add to my popularity!", I thought.

When I finished the conversation with the NPC called the Owner - the original name probably no one
knew, I wanted to disconnect, but I noticed a message icon from the AI Angela, which appeared after clicking
with my finger, meaning that I should use up the influence in as part of its entry into the simulation. I
remembered what Mr. Novotný told me about it, so I clicked on the corresponding link.

Something like a tiny website appeared with a menu and pages. It was titled "Effects in Simulation"
and below it was written the following: "Some pages with effects in the simulation are beyond the rules of the
source game (<http://apocalypse-world.cz>) – specifically cyberware or employee presentations.

The simulation was run with a slightly more friendly world setting - see [https://
www.rolegate.com/eldorado-apocalypse-world-but-more-friendly/settings](https://www.rolegate.com/eldorado-apocalypse-world-but-more-friendly/settings) . I was quite surprised
- pleasantly, that my game was used for the setting here. I switched to the keyboard and mouse interface and
sent a message to the simulation management that it would be a good idea to include me as the author and
contact information for the setup information so that interested parties can contact me. Then I went back to the
influences in the simulation. The first item on the menu was means of transport. There I decided to just take a
look and rely on my relationship with the community manager, who I knew even had several cars, so he could
definitely lend me one at least occasionally. So when I looked at the page with means of transport, I was
amused that the last item was: "Pandur combat vehicle - be careful, it will be damaged in a collision with a
Skoda." - "Hahaha!"; I laughed. (For those who don't know, five Pandurs were actually damaged due to the
collision of the first with a Škoda - see also the newer article [https://tn.nova.cz/auto/clanek/447674-
armadni-pandur-vs-skoda-fabia-pet-years-since-the-infamous-accident-came-harsh-retaliation](https://tn.nova.cz/auto/clanek/447674-armadni-pandur-vs-skoda-fabia-pet-years-since-the-infamous-accident-came-harsh-retaliation)).

Amused, I used the menu to navigate to the next page, this time with cyberware. There I chose to chipjack
twice – one for maps to aid my lousy orientation and one for some knowledge. I added a local map - Lhotka
location. So also a nano-computer so that I can also edit, a datajack for computer access and a neural
connection for access with all the senses. I didn't see a good reason for cameras, let alone claws like
Anna's, given my non-combat simulated character. So I went to the next page, the third of all good things
labeled "Relationships". The very first thing I saw there was an already selected and filled relationship with the
Owner NPC. In accordance with my character's recorder, it stated that he highly esteemed me and strongly
desired my services—and also that I should not by any chance do anything contrary to the interests of his
littleness or the community. "Even the community administrator has a good wind of my character.", I smirked
with pleasure. Instead of listing over hundreds of members of my community, job fields such as homeland
security, paramedic, business, agriculture, technician, driver, and seasonal workers were listed. The
very first of those items shocked me, because I already knew that the head of internal security was the working
character - PC - Anna. When I clicked on that entry, Anna was indeed in the first place, followed by forty
names with the note that they were members of the Owner's gang, or the group's security. "Haha", I giggled.
I clicked on Anna's name and decided to boldly write the following in the subsequently offered box for my
own expression of the relationship: "Strong sympathy - therefore also sexual." "At worst, she'll reject it
and scold me for being rude," I thought. "But it might flatter her," I finished my reasoning. I decided not to
tease Anna anymore and not to enter relations with members of the security group. I clicked on the "medical
doctor" item, which of course displayed the name Jan, and filled in that I should be treated as a VIP patient. I
like myself... Since my character did not know how to drive vehicles, as a VIP customer I also wrote to the
driver nicknamed Trip, which means "trip" in English, but also

"drug experience". I hope he's not on drugs, I thought to myself. He checked the moving band below the menu. It already looked exhausted - it was in red and there was only a little bit left. I clicked quit and on the AI's offer I allocated the remainder to the relationship with Anna. Another item was the character's history. I hastily typed in the truth of my real person that my parents live in a small town far away - 150 km is a long way in the post-apocalypse era. I wrote that I moved to Prague hoping for better job opportunities, which hopefully came true. The last item was an introduction to the worker. There I wrote a brief message about myself, my abilities and hobbies, which include Yoga, Tantra, psychology and IT, as well as martial arts. I gave the address of my company's website with the almost always used sub-title: "<https://DMDU.kvalitne.cz>." - a great company of suitable Development". I added an announcement that I was hired as a simulation instructor and that

although the goings on in the simulation are not and should not be watched, I will write a book about my experiences - changing the names, of course, and writing carefully so that it is not accessible until the age of eighteen. He stated I have contacts for each other except for a phone number - I wanted to have peace of mind during my free time. Satisfied with everything done, I clicked on the main menu icon still displayed in the upper left field of view and in the long menu at the bottom I clicked on the lowest item "Log out of simulation".

Chapter 4: A Pleasant Surprise

When I arrived home at the hostel, it was almost seven in the evening. As soon as my smartphone logged in

on Wi-Fi, so I noticed that I have something new on Facebook again. I touched the corresponding icon with my right index finger and after touching the notification icon in the Facebook environment I found out that I some Alice Novotná asks for friendship. According to the photo in the user wheel, she had a nicely shaped face, surrounded by short hair for a woman, but at least it was black as a raven. So I confirmed her friendship and saw that she was online. After a while I received a surprising message from her. It started with a respectful greeting and it said that Anna from the simulation was writing to me and that she would like to meet me! So I wrote her back carefully, in the sense that I hope she won't be angry about the entered relationship in the simulation, and I didn't forget to say a respectful greeting as well. She wrote me back saying she didn't know what I was writing about and I realized she couldn't set NPCs in her interface. However, I even entered the influence towards the PC - "How is this possible?!" flashed through my head, but I was relieved that Anna, or rather Alice o he knows nothing. "However, wait," I thought, she writes to me as if she already felt sympathy for me", I realized. "That the damned simulation somehow affects the consciousness of the workers even after they leave for the real world?!", I continued thinking and made an appointment with Alice for Saturday morning. After all, she finally wrote that I can easily take our meeting as a date, so I'm up to it he wanted to have as much time as possible. Since it was 14/04/2022 and thus Thursday, there was only one day left until Saturday, but I still couldn't wait...

On Friday, in the simulation, where it was exactly 150 years more, i.e. Tuesday, I read and in a few places supplemented the help - in one case I myself sent a question to the human management of the simulation on a common work email. I spent the rest of my working time discussing, or rather listening to the community manager's interpretation of how the community is doing, while I paid with that tool charger with a battery, i.e. one business unit, for the stay plus food stamps for the month. Along with the food stamps, I also received a two-liter PET bottle for drinking, which was ordinary water and on Sundays beer or diluted apple cider - "Yum!", he thought

I am with pleasure. However, there were only two per ration liters per person per day, which I already received from the administrator community knew was a major problem. I am food thanks to thoughts of Alice he didn't notice much, however i remember it was meatless and poor - except optional rats or rats on sticks and the like post-apocalyptic food. I was hoping it would it tasted like chicken and that the authors of the simulation did not cook real rats or rats to hit the taste or rather dislike. At least I thought meat won't travel more than some people - haha - and remembered what I saw in reality (see corresponding image). After logging out of the simulation

I have answered several questions that have been submitted.

On Saturday 4/16/2022 at 7:42 a.m. I arrived, as usual, a little over a quarter of an hour late earlier to the agreed meeting place with Alice, directly in front of the main entrance of the still closed Novodvorská shopping center. Since the OC doesn't open until 9 a.m. on Saturdays, I was looking forward to a one-hour walk with Alice, when we would be able to talk intimately without anyone listening. In ten minutes, Alice arrived in an already spring beige jacket and a short black skirt complemented by black nylons and black high heeled boots, apparently intended for a proper walk. Apart from the blood red lipstick, she looked natural and I was pleased that she didn't seem to be wearing any make-up, which is healthier for the skin. She wore rectangular earrings, probably silver, which contrasted beautifully with her raven hair. She looked perhaps even younger than her character in the simulation. So I was so taken aback that right after saying hello, I asked her age with a request for permission to ask such a question. She told me that she was only nineteen and it would last until the fourteenth of November and that she added a year to the simulation so she wouldn't be an awkward teenager. She said she didn't want to join

even more so because she was worried that she wouldn't be able to handle the older character convincingly enough. "But I'm not anymore Mr.", she added and poked me significantly with her right elbow. Then she gestured with her hand, indicating the direction of a walk along the OC to a park called "The Big Grove" located behind the OC and added that since it's a date so I can take her left hand and lead her as my missus on the right. To wrap up the age issue, I asked her how she got into such an advanced project at such a young age. She told me that her father, who is a captain in the Police, told her about it and that she arranged with the management of the agricultural university, which she studies because of the family ranch, to recognize it as an internship. Another call revealed that she only joins some weekday evenings, but most weekends - then only with breaks for food, drinks and "you know what", she gave me a significant wink with her left eye, which was closer to me, so I didn't miss it. She took advantage of my pause and fired several questions at me, obviously desperate for answers. She asked me, for example, how I got into the Supreme Science - the science of the soul used in the simulation, how I got into the project, what I think about it all, if I have any other hobbies besides the ones listed and which she thinks are quite interesting - so he will ask me about you later, she added. I decided to take advantage of her sexual openness, which she showed me by revealing her virginity, and told her that I would very much welcome a BDSM relationship, just that I can't bind, so BDSM without the B. I gave her the corresponding link: <https://dmdu.kvalitne.cz/proc-se-become-sexual-servant>. She was interested, so we talked about it for a while and agreed 100%, which made me very happy. "This date is going better than expected," my subconscious sent a note.

Here I allow myself an explanatory note for readers from the ranks of uninitiated persons.

Even among initiates, it is not common to have conscious communication, let alone control, with one's own with the superconscious and especially with the subconscious. You'll have to get used to me having special ones and other ones skills! :)

End of nipple.

We then discussed our hobbies, with Alice telling me flatly that she would like to trade what she said was boring weight training - which was probably at least partially responsible for her very well-shaped figure - for martial arts. She also showed considerable interest in spiritual Attainment. We were already back at OC. I pointed out with hope that since I wasn't starting anything with Žáky, I could teach her as a Partner and since we had already entered the OC, I took out my mobile phone and, seeing that it was already connected to Wi-Fi OC, I showed her my lesson about full partnership: http://duchovni.mysteria.cz/plnohodnodne_partnerstvi.htm. She connected to the Wi-Fi with visible interest

OC and copied the internet address into the browser on her mobile phone. Seeing that she would prefer to read it now, I invited her to sit plus breakfast at KFC and she smiled sweetly and agreed.

Since I usually don't eat breakfast at all, I ordered only one large fries and Alice asked about the B-smart Hot wings, apparently so that the hot version would fully wake her up. I added an order of one bottomless cup for each of the two of us, as I expected a longer sitting.

Although I didn't have my Astral Perception turned on let alone the Third Eye, my Higher Perception has so far detected that Alice has the same inner animals as Anna in the simulation, except for the dangerous snake, instead of which she has a highly sentient bushy raven.

Alice flapped her wings like a very pretty raven and read the lesson on Partnership. I packed the fries and dealt with emails and other messages. Since she was done before me, I am mine

he interrupted the work and invited her to ask questions and to comment on the lesson. She said that she liked it, but that she was afraid that it would be difficult to be a full-fledged Partner for someone as tall as me - and also as much older as I am. However, she offered me friendship with benefits, which I accepted, acknowledging our age and educational difference. She talked to me for a while about her plans for the future, and I answered her question about my plans by saying that I would like to continue with my life as I have it set up now. To that, she remarked with a smile that she hoped there would be room for her in it. Then, looking at her cell phone, she said that she would like to do a simulation - after all, she has time for it all day almost only on weekends - and offered to give each other our phone numbers and say goodbye to see you next weekend and as characters in the simulation already on Monday. I knew that there was still a lot of news waiting for me, shopping, cleaning, and maybe one of my loved ones was building, so I said goodbye to Alice. We hugged, I got a quick kiss - but a kiss, not just a kiss

- and went their separate ways. I decided to spend some time in the simulation and on the weekend, but without contacting Alice - or Anna. I knew that if I missed a meal, I would forfeit the corresponding meal allowance, and since I was used to eating very modestly, I was hoping for some interesting taste at least in the simulation - that is, except for rats or rats and the like.

Chapter 5: Meeting the Sphinx

Like Alice far earlier, I was also given a portable headband for parahypnotic connection to the simulation the very next day after the interview. "That's what I call virtual reality", I said to myself. Unlike the caring cocoon, when using the headband, it was necessary to disconnect for bodily needs, but the headband weighed next to nothing and could be crumpled into a pocket. The simulation was set up so that almost nothing happened on weekends. It was also possible to give commands in advance, including options depending on the circumstances, so that the simulated character could function without its human operator at least for a while. So over the weekend, I tried on the headband, walked around the area, and answered a few questions sent by various channels after leaving the simulation.

On Monday, I met, and even became friends with, a few other workers in a relationship with Anna. This first he actually got to know me because he was the driver and I recognized him when he stopped a big van right in front of me with the wheels screeching, I had barely left the hostel to the street. In the simulation, his name was Josef, or Pepa, he was a little over thirty, and everyone called him Trip. He was really such a Prague man Pepík, but a proper driver! He took me to the workshop, which was across the street and a little towards the city - and maybe I would have been there faster on foot, if I count the parking - and there he had his headquarters and the workplace of a technician named František, who in turn was called Ferda or Ferda Mravenec, because he obviously did work of all kinds. The medic Jan - whom his friends were allowed to call Honzo - would be there and deal with the condition of the water filters. I asked if I could participate or listen because I already knew that our entire community had little drinking water. As it emerged from the main part of their debate, the filters for supplying drinking water were in order, but there was a general lack of water (see corresponding image on the right). The water line is said to need better maintenance - already Mr. František, approximately fifty years old, promised with a grunt - but mainly it is necessary to solve the more or less blocked resource, which is the nearby system three ponds named "Biotop Lhotka" located near the former Novodvorská stop. According to Mr. František, there like a frog on the spring is home to the "pork sphinx" - that's what I quoted - it wants relatively exorbitant fees for taking water and still provides it slowly. He offered I am a negotiator, as I did not realize that in a simulation negotiation depends on attraction, which my character is by no means lacking in. That's probably why František alias Ferda shook his head and proposed a nice a at the same time Anna, capable of fighting. I didn't want to be out all the more, so I explained what my character's special abilities were and asked to take Anna and me to that sphinx Pep. He agreed with the proviso that he didn't want to risk being eaten by a sphinx and that he would only bring us nearby. I agreed with that and Ferda didn't protest anymore, so me Pepa alias Trip took Anna to her main workplace, i.e. OC.

Anna logged in in the early evening - I checked every now and then to see if she was already in the simulation - so I invited her to meet the sphinx. She almost enthusiastically agreed to the "hero's expedition" - that's what I quoted her for a change - and climbed into the back of the van parked in front of the OC. I then joined Anna in the back out of politeness and interest - but you know what I mean, don't you? After a while of driving and a while of curling up, apparently already outside a decent road, the van stopped and I opened the door and got out, to offer Anna a helping hand to get out, but she jumped up like a cuckold. Trip a came

he said he would wait till night and then leave with the news of our being eaten by a sphinx. He really wasn't full of optimism. Anna told me that she thought that even though the simulation used attraction to negotiate, I had a chance of succeeding, since I certainly knew more about the sphinx than she did because of my spiritual interests. So while we were walking to where Ferda told us that the sphinx should have a residence, I summarized my findings on the subject to Anna. We both recognized that we were already at that biotope by the sign with the inscription "Biotop Lhotka" and next to it a newer and English sign with an interpretation of the word fear as an abbreviation of two possible sentences. Either "Forget everything and run away" or "Face everything and rise up" (see corresponding image). This was underlined by the last sentence "The choice is yours."

I was about to say something encouraging about the subject of the sign, when all of a sudden, "Ffft - boom!", there was a sphinx right in front of us, and right next to the signs, a sphinx landed rather hard! Wings fluttered at her sides and her swarthy lion body rippled with muscle. Her front paws were so strong they would tear a human to pieces. Otherwise, it looked like the original Sphinx in Egypt and was just big enough to fit a whole person in its mouth. I admit that I was startled, but Anna looked very calm. "That will be her extra high coolness," I realized.

"The simulation seems to amplify or weaken the psychic effect of events depending on the characteristics of the respective character.", I finished the thought with a self-warning. And sure enough, down in the simulation interface it appeared a warning that if I am going to deal with the sphinx in a way that requires the use of a trait or ability, I will be **acting under duress**: "When **doing something under duress**, or overcoming yourself to withstand duress, use composure. On a 10+ you will. On 7-9, you retreat, hesitate, or stop: the AI managing the simulation can offer you a worse outcome, a hard deal, or an ugly choice. If you fail, prepare for the worst." I thought of "**reading**" the situation to get a bonus, but none of the available questions fit: "When **you 'read' a tense situation**,

use your wits. Depending on the result of the roll, you can ask the AI managing the simulation questions. Whenever you act on one of the AI's responses, you will have a +1 bonus. On a 10+ result, ask

3. On a result of 7-9, ask 1:

- *Where is my best escape route / route in / route past?*
- *Which enemy is most vulnerable to me?*
- *Which enemy is the biggest threat?*
- *What to watch out for?*
- *What is my enemy's actual position?*
- *Who rules here?*

If you fail, (roll below 7) ask 1, but be prepared for the worst.”.

"Hello, they are our guests!" said the sphinx in a lion's voice, "Commander of the security of the Lhotecky people and—and the judge himself," the sphinx turned to me. "Greetings!", I deliberately said louder than normal, "I really wish you health - and for the sake of the health of us Lhotek people, we have come.", I motioned Anna to say hello as well. "Good day - I really wish you the same and I hope that you do too.", Anna grabbed my negotiating "kick". "Okay, okay, maybe the day will be good for you too," the sphinx hesitantly agreed, "but that depends if the one of you who tries to guess the riddle from me actually succeeds.", she smirked. It was already clear to me why Ferda used the phrase "pork sphinx". As for "**reading** a person" that could also be applied to a sphinx, it offered the following: "When '**reading** a person in a tense interaction, use insight. For a result of 10+ you have 3 points. With a result of 7-9 you have

1 point. While you are interacting with the person, use the points to ask questions, 1 for 1 point:

- *Is the respective character telling the truth?*
- *What does the respective character really feel?*
- *What does the respective character intend to do?*
- *What does the respective character want me to do?*
- *How could I get the character to ...?*

If you fail, ask 1 question anyway, but be prepared for the worst.

In the simulation interface, I quickly tapped on "Abilities", then "General", then "Read Person".

Unfortunately, I had only partial success in **dealing under pressure**, and the simulation determined that this meant hesitation, so I would not ask anything now. Clenching my other fingers against my thumb in front of my eyes, I signaled to Anna that I "can't see anything" and followed the focused look Anna sent to the Sphinx. At the bottom of the visible image appeared the message that Anna had achieved full success in **acting under pressure** and then partial success in "**reading**" the sphinx. However, the AI managing the simulation understandably ignored Anna's question. Later, Anna told me that she wanted to know how to get the sphinx to supply us with more water, which, either thanks to that question or due to the sphinx's own arbitrariness, came out from her directly in the conversation with us - see below.

After that, Anna took a breath and probably wanted to say something out loud, but I gestured at her for "Shut up!" and boldly announced, "You may try with me, if you play this game fair, sphinx—what is actually your honored name?". The sphinx snorted and replied: "Grr, you don't care about my real name, Martin. But because I take care of nature here, people call me Natalia." I realized that it was a mistake to forget to ask the sphinx's name beforehand. However, the sphinx at least presented itself somehow and it was possible to work with it. "Okay, so I'll try to guess what you have for me, Madam Natalia.", I returned to the main one. "I'm still a young lady - and you'll definitely be excited when you meet me. After the Apocalypse, among other things, a lot of us - sphinxes - emerged from the psyches of people, but we are solitary creatures by default.", the sphinx gave me very useful information. "However, the puzzle game is not just like that," returned the sphinx Natalia to the main one, "If you can't guess, dear Martin,

so - without forgiveness - I will tear you down like a raspberry.", the sphinx showed her teeth - literally. "And if he says the right answer? - as he is wise - so he probably won't even have to guess.", Anna provoked. "With such a rare result, I dedicate the rarity - in addition to permission to pass, come next time and so on - I will fulfill one wish for Martin here in the amount of up to half a year's payment of the costs of living in a classic community. Since I just had a few pilgrims," the sphinx licked herself meaningfully, "I'm in a good mood and if it's within my means, I'm willing to do something more advantageous. Why did you come anyway?" she asked.

"We would like to negotiate more water for our community, Miss Natálie, and at least here Martin can certainly offer some puzzles.", Anna said in a nice voice. "Oh, and I'd like to have more than a few treats a month - possibly entertainment," said the sphinx ironically sweetly, but at least she has already matched the volume with Anna, i.e. on normal. "We're going to do it like this - I'm going to give Mr. Martin a much harder puzzle here than normal, and if he solves it, he can give me the puzzle and he'll win the first round. If I don't find an answer to Mr. Martin's riddle - don't even think about cheating -," the sphinx winked at me significantly with her right eye, "then Mr. Martin wins the second round. If he then reveals the riddle to me - so that I can have it for the pilgrims," the sphinx licked itself greedily again, "then it will be the third win

for Mr. Martin, and I will give double this excellent water for the original fees.", the sphinx waved her right front paw and stretched her tail towards the water. "But if - and it will happen - Mr. Martin loses either round, I'll kill you both and shove you in my pantry," said the sphinx in a slimy tone.

At the bottom of the visible image, a brief message appeared to me that Anna used negotiation or **manipulation** and that she was partially successful - she had a nice roll of the dice, even a total of nine (her attraction of 2 plus a roll of 3 and 4 on two six-sided dice), leaving you just one point short of a complete success. "When **trying to seduce, manipulate, bluff, chat or lie**, say what you want them to do, give a reason, and use attraction. For NPCs: On a 10+ result, will agree unless or until some fact or action betrays the reason in question. With a result of 7-9 will agree, but they need some solid assurance, confirmation or proof beforehand. For PC: On a result of 10+ both written below. For a result of 7-9, choose 1 option:

- If he agrees, he gets experience.
- If he refuses, de-highlight one of his/her highlighted traits for the rest of the week.

What they do then is up to them.

If you fail, be it NPC or PC, be prepared for the worst."

Chapter 6: The Puzzle Game

"Well, what can be done, I'll have to argue with the sphinx itself," I sighed. At the bottom of the visible image I got a message from AI Angela managing the simulation that I could solve it as a character with a roll with acumen even as a direct player. "At least that there is the possibility of a direct answer from me as a real person and not just to the simulated intelligence of my character.", I was pleased. Then Natalia's sphinx broke the silence: "Well, here is the most difficult riddle, dear Martin - there are two paths before you, each of which is guarded by an enchanted sphinx. One must always lie and the other must always tell the truth. One path leads to a horrible death," the sphinx paused to clap her hands, "and the other to treasure. You can ask either of the two enchanted sphinxes the right way - but you only have one question.", the sphinx snapped her teeth and remained silent. "My God, I'm lucky!" I cheered to myself. "I happen to know this puzzle.", I finished my happy thought.

Nevertheless, I decided to remain silent to test the patience of Natalia the sphinx and also to think out a riddle for her.

After a surprisingly long time the sphinx hissed, "You have until sunset—but you may consult here with the missus, or rather say goodbye. Hihi.", giggled the sphinx Natalia. I couldn't take it anymore and he said, "I think I have the right question, Miss Natalia...". "Really?", the sphinx jumped into my speech in surprise and added: "Well, I'll go with her.". As if unsure, I told the sphinx the one correct answer and she confirmed it with a surprised squeal. I offer this knowledge to the inquisitive reader a symbolic pretty orange banknote (CZK 200 also to the DMDU account - see <https://DMDU.kvalitne.cz/poptejte-poradce>), in the recipient's message please email and the password HADANKA OD SFINGY).

When the sphinx came to terms with her first round loss, she asked me about my puzzle. I then told her that since she certainly knew all the searchable puzzles, I would ask about a situation from one of the series - if it is "fair play". The sphinx visibly didn't want to agree, but her pride made her agree. So I said, "Miss Natalia, one prisoner was sentenced for a really long time, and although he was a karate master, he did not see a normal possibility of escape. However, he wanted to pass on his art and not rot in prison! He agreed with his "favorite" fellow prisoner" - I indicated the breasts of the quotation marks around the word "favorite" to make it clear that he had to deal with him first using karate - "on something special, and so he managed to get out. What was so special about that?", I asked the sphinx Natalia and added: "Also, think about it calmly until sunset, it would be nice of you to let Anna here so that she could warn our driver that he should wait...".

But the sphinx jumped in again and, with a hiss of displeasure, said that I guessed correctly that she only knew searchable puzzles - and that one puzzle was the most difficult, but that in the case described she was out of the picture. she said to herself about the solution.

I described to her what happened in the relevant part of the series "Cobra Kai" - I do not offer this knowledge even to an inquisitive reader, because the whole series is worth watching. The Sphinx was surprised and amused by the relevant description and she even clapped her paws a few times – first with her front and then her back. And then she started to interestingly explain what I actually got. "Dear Mr. Martin," she began with complete respect, "Your community, including you, has so far contained one hundred and ten adults and six children, which I calculated to a total of one hundred and thirteen water users. Each member of the community pays one business unit per month for rent, including water and food and drink - that is, for guaranteed drinking water, even though I only send utility,

so the cleaning for drinking is up to the mechanic and medic of your community.", the sphinx waved her right paw in what seemed to be the right direction. "Although I have a monopoly on the supply of filters, pumps, parts of water pipes and so on.", as if the Sphinx suddenly remembered. "Water normally costs a quarter of the total bill, which is one hundred and thirteen units divided by four, or twenty-eight full twenty-five units - and I've charged thirty units, where I rounded it off interestingly.", the sphinx smiled selfishly. "So now, while still paying thirty units a month, I will provide double the amount of water. That makes fifty-six and a half water rations a month at a price a little above normal." The sphinx signified my little ones to express themselves. "That's very kind, Miss Natalia!", I said with genuine joy, "However, to get something out of it - and Anna," - I smiled at Anna, "let's agree that you tell anyone else that our negotiation it failed by itself and that we were glad we weren't eaten.", I circled Anna and me with my left hand and continued accompanying

his speech: "So that makes plus twenty-six and a half units a month for the two of us, or thirteen each and a quarter.", I immediately allocated the exact half to Anna so that she wouldn't say... "You, Miss Natalia, will sell our water either to our community administrator or wherever possible, so you will receive the appropriate payments. After a few days, you can spare some wanderer or make a bet in person, feeling too lonely even for a solitary creature," I showed the sphinx that I remembered the introduction request, "and discuss whatever you want.", I concluded. Anna swallowed in surprise but the sphinx laughed. "Heh. And it they say that I'm a selfish sphinx..." said the sphinx Natalia thoughtfully, but agreeably. Anna regained her composure and said, "I suggest not looking completely incompetent and instead announcing that we were able to talk the sphinx into increasing the supply with the appropriate payment. Considering that success in the simulation is mainly measured by possessions and living standards, so many units will get the two of us now probably absolutely at the top, and every month in addition... Even though the relevant list is not public." I quickly replied to Anna, not to throw things away and not be so conspicuous, and adjusted the agreement with the sphinx accordingly. Then I asked her where to find a male of her kind to meet. The sphinx was visibly pleased at my helpfulness, confirmed our agreement about the water, including not to discuss it with strangers, and told me what she knew about male sphinxes: "One

the male sphinx is said to be based in Prague - Dejvice, he is said to run a market there and maybe something like a bank before the Apocalypse.", she mentioned the sphinx as the first male, which obviously interested her the most, and added: "I know this from a few pilgrims that I spared and even escorted through the Ugly Wood here," the sphinx circled with her tail behind her, where according to my map the so-called Ugly Wood stretched up to and including the Libeř Forest, and continued: "Then they say something like a clan is scattered around Prague one and two." She sighed and finished with the words: "Well, who knows how many of us there are in Central Bohemia, let alone in the whole of Bohemia. If I were to move somewhere for my partner, as befits a woman," the sphinx smiled meaningfully at Anna, as if she suspected something, "then I would leave the reign of this water here to the respected Mr. Martin for a reasonable payment. And as a bonus, I would use my special abilities so that no one here could just take it from Mr. Martin." It was obvious that I had acquired the sphinx, so we talked for a while about the state of nature and the occurrences of originally fantastic creatures after the Apocalypse. The sphinx may not have asked about the people just out of politeness, Fr which Anna spoke sensibly. The sphinx asked us to bet again next month with that from the first, which is the payment day for the following month, they will start the water sale. Then we got together they said goodbye to the sphinx, as it was already getting dark.

When we got back to the van, Trip was stomping around chewing on a toothpick. He looked surprised that we were both back alive and well and immediately asked how it went. After a brief summary of the conversation with the sphinx, when I made an allusion to the toothpick, he told me that as a real person he is a smoker and that this simulation helps him overcome his addiction, but he says that he sometimes needs a similar device. "Somewhere chewing gum or factory-made cigarettes after the Apocalypse...", he concluded his answer. To show him that I appreciated taking him on the trip, even though it was his unpaid work for the community, I recommended the same tablets for his health that I was taking myself, and I did not recommend alcohol per se and on the contrary I praised him for his determination quit smoking

Anna told me on the way that she would just pass out orders to the members of the "security group" - and I quote her again - and then she disconnects to cook and eat, and then eventually comes into the simulation "Good night.", she winked at me sweetly. I asked her if it made sense to get to know other working characters, and she told me that they are not much, because they simulate ordinary citizens, i.e. non-heroic "non-humans" - again quoting Anna - for greater advantages in the simulation and that they are mainly interested in fulfillment of participation in the relevant program and does not deal with anything extra. She added that I already know all the heroic workers in our community, except for the journalist (in the original "news"), who did not want to join our group yet, because she said she does not like to take risks. Anna reminded me that getting the opportunity to have a heroic figure - that is, through the work manual - was, is and will only be for very special individuals. She herself is said to have won a post-apocalypse survival trivia contest on her own with Homeland Security. The team

she confirmed her intelligence and further cemented my fondness for her.

Our group also agreed on an expedition against wolves, who used to visit our landfill and incinerator in one (see the corresponding picture below).

Because of this, people are afraid to go out more in the evening, especially near the landfill - incinerator. community members, who were active from the beginning - that is, almost all NPCs - guaranteed a reward of one trade unit for a usable skin from each wolf and another half unit as a bonus for the kill itself. Anna added the possibility of selling meat and bones - she says she already has a few dog owners and innkeepers interested. Honza mentioned the shaman Aleš, who would certainly like at least some teeth. That would bring a few small things. So hunting wolves looked advantageous.

I stopped by the post office a few times a week and gradually got to know the journalist, Madam Marcela. Unlike the few staff NPCs who sat hunched over like prisoners in their cells, Marcela had a beautiful office behind the counters. I learned from her that she also takes care of two larger gardens. Adventure really didn't appeal to her, although she was willing to go with us on the wolves and promised a literal celebratory ode in the community weekly when our group dealt with those wolves.

Up to and including Friday, nothing significant happened - just one stupid court case and an unrelated introduction to several non-heroic NPCs and PCs.

Chapter 7: Answers to questions

I had a second date with Alice on Saturday, which worked out great! She even asked me what I say about dating in the simulation - because otherwise she only has time on weekends. I had a hunch that there was something wrong with the simulation, or rather with the AI - namely that it was secretly affecting people... You know what I mean, don't you? How is it that such a young, pretty, intelligent girl apparently fell in love into me?! Not that I have little self-confidence, but it still seemed suspicious to me. However, I figured that Alice - and her simulated character - should be safe as far as the consequences of sex in the simulation are concerned. "Warrior's Specialty: If you and another character have sex, cancel the other character's sex specialty. Whatever it is, it's just not going to happen." Alice pointed out with a smile why she wasn't worried about sex even in an otherwise awkward simulation. So I agreed to have sex in the simulation as well - that is, until our relationship matures.

Then Alice introduced the speech to the simulation and asked, "I didn't feel like reading all the materials for simulation. Can you please give me a brief summary of the initial situation? Like what was the history leading up to the Apocalypse there and what was next up to there present."

At that moment, I was grateful both for knowing the source game and for reading - and improving - the simulation materials. Tapping the side of her head, I asked Alice for patience while I collected my thoughts, and after a nice minute of silence, I replied, "That simulation was prepared in cooperation with EU scientists from the point of view of what kind of trouble is most likely. So there was a cruel Covid,

because the previous one - that is, ours - was "too mild"..." I gestured with quotation marks before and after the phrase and continued: "So people didn't learn a lesson, on the contrary. Conspiracy theorists especially spread the disease - and of course there were a lot more of them after the first experience with the conspiracy theory about Covid, or rather about vaccination, which conspiracy theory almost turned out to be relatively true. They, in turn, were looking for the real culprits and didn't want to wear masks and let alone get vaccinated. In as a result the LARGE majority of people died out and the supply nearly collapsed, especially from longer distances - overseas collapsed completely. Fortunately, this happened in the future - a hundred years from the present day - so cyberware components, robots, artificial intelligence and other advanced means were available. However, people still had to make sacrifices - survival became the standard in communities of about a hundred people for each, where a law was introduced to work at least half-time for free for the benefit of the community. Also, for example, there was a ban on producing or providing anything that has already been proven to harm people - especially drugs, including alcohol and tobacco."

Alice remained silent for another lovely minute and cuddled up to me - most likely she longed for support... Because she asked in a frightened tone, "So you think that can actually happen?!"

"I'm afraid it could be worse. For example, the war in Ukraine, which is rather a conflict between the USA and the entire West with Russia. Or that Korean moron will try to launch a nuclear missile somewhere - let alone several." - I replied with fear and added: "The Anti-Apocalyptic Agency is trying to prevent that too. That's mainly why I applied for a job there."

Alice appreciated that, but evidently for the purpose of relief she turned the conversation to my previous jobs, her part-time jobs and the idea of a first full-fledged job for herself. We talked, we walked and together they had dinner in that Czech restaurant above OC Plaza (Novodvorská) - this time Alice insisted on paying for herself, saying that I probably gave her more than she could compensate me anyway. After dinner, Anna mentioned how she was looking forward to the first night together immediately after our third date, which would be next Saturday morning. Then we parted with a few kisses.

The rest of the weekend I mainly rested, dealt with my private affairs and talked to a few friends through various communication channels.

On Monday, Mr. Novotný summoned me and we discussed how to improve the simulation even more and how to make an English version that could be used for all EU countries - when the subsidy already came from there - even worldwide! We also agreed on PR work from my side, which I had start paying until I am no longer needed in the current simulation. However, I am supposed to work as an example for other workers, so I will spend at least a few more weeks with the simulation. Finally, I was asked about the willingness to do similar work for a gaming simulation, but otherwise intended for relational education. "That will be a chapter - or rather a straight book - for itself.", I summed it up. (So now readers have something else to look forward to:) For more, see <https://dmdu.kvalitne.cz/kniha-srdecni-zalezitosti> .)

When I then logged into the simulation and let it be known by radio that I was in my dormitory, Honza spoke up saying that, as the character with the highest intelligence - plus two - he was asking if there would be interest in his offer of shopping for all the work characters even for a reasonable number of NPCs. I answered him that I no longer, or rather still, have any free business unit, but that I hope to use his services in the near future. All the rest of us working characters (PCs) gradually told him the same - Anna only in the evening, but several NPCs expressed interest right away. I looked at the relevant option and realized that this is definitely the least risky way to gain experience: "When **you enter a busy community market looking for a specific thing to buy** and it's not clear whether you should be able to go buy just like that, use acumen.

On a 10+ result, yes, you can go buy it that easy. On 7-9, the AI managing the simulation chooses 1 option from the following:

- It costs 1 OJ more than you would expect
 - It is not openly for sale, but you will find someone who can lead you to someone who will sell it.
 - It is not openly for sale, but you will find someone who has recently sold it who may be willing to introduce you to a buyer.
 - It's not available, but you can find something similar. Will it be enough?
- On failure, the AI managing the simulation chooses 1 option, plus it costs 1 OJ more."

Reminder: In case you missed it, in addition to exceptional abilities, which have it directly in the description, experience is gained by unsuccessfully using properties. No - failure teaches a lot more than success. And the abbreviation OJ stands for "trade unit" (in the original "barter") - this corresponds to approx. CZK 12,000 in 2022. You also thought that it would be possible to go shopping and in case of failure - increasing the price

– just not buy the item in question? It would be possible to go shopping completely fake - without real interest... But the AI managing the game would probably come up with something against such a tactic!

Chapter 8: Slaughter of Wolves

In the evening, the radio rang out with Anna's voice: "Ha! Finally, the wolf caught one of our baits trap. If you want, come and have a look. Martin, please confirm arrival! Guys, if Martin doesn't answer, whoever is at the hostel or even inside, take a look to see if he's at home or in the pub."

So I confirmed the arrival, which was then supposed to be at the landfill - incinerator, according to the agreement. There, Anna was already impatiently cursing the de facto crowd, and in a nearby trap, with lowered iron teeth, she was bringing out a large wolf with a whimper. I reached into the left pocket of my coat with my left hand and slipped on the right hand a coercive glove that provides the wearer with bodily intimacy by mere touch. After a super brief deal with Anna, I excitedly walked up to the wolf and tried to hit it on the snout with my right fist. AI Angela understandably took this as **an aggressive action** against a target that might try to stop me (I'll cover the relevant rule later), so I had to use toughness. Luck was on my side, as after a few partial successes followed by wolfish avoidance of my strike but no counterattack, I achieved complete success. The wolf screamed, already goofed, and I used the corresponding ability: "**Intra-Brain Puppet Strings**" (**see** page 5 for description).

The embedded command read: "Wolf, lead us to your pack headquarters!" The AI managing the simulation showed the roll of two six-sided dice below in the visible image. I rolled a 4 and a 4, or 8. Plus 2 for my weirdness, so a total of 10.

"That's

just enough for complete success!" he said

I am happy. I doubted that

the simulation goes so far as to make the wolf sense

that he is at risk of up to 3 times 1 damage, however

anyway, he completely froze for a moment and

then he turned his snout towards the forest and

he jerked the trap on the chain. I said

to all non-participants that I already have it

resolved, but let them not come with us.

Anna then, on my instructions, released the wolf from

trap and he began to limp towards the forest.

She, Marcela, Honza, me and Trip, which

had to do without his great

supplies, we set out in the distance

watch for the wolf. We had with us

already formed a security group

a gang of thirty belonging to the administrator

community - that is, to the Owner - a

we temporarily became its members under

by Trip management. We are all there

by themselves they had weapons in

emergency.

Considering our considerable

thirty-five of us nothing

it didn't bother even in Hhusné

tree. The wolf led us astray

a meeting with visible diggers

norms - and enough wolves welcomed it

unbeknownst to us. As soon as we are them

spotted, so we carefully surrounded them and

according to the previous plan, into them

let go! Thanks to Trip's guidance and his

meeting the "no hedging" condition we all had +1 armor (a related ability will be covered later in this chapter). I started

with **direct-brain whispering projections**

(description see page 5). Threatening my mind to one wolf close to me after another, I wanted to kill the more distant

wolves one by one. It was actually about aggressive actions, just without physical aggression and using strangeness instead

of harshness: "When **you go at someone aggressively**, use harshness. At

on a 10+ result, the target must choose:

- *Faces a challenge and falls for it.*
- *They step back and you do what you want.*

On a 7-9, the target can choose 1 of the above or 1 of the following:

- *Get the hell out of the way.*
- *Barricade yourself safely inside.*
- *Give you something they think you want or tell you what you want to hear.*
- *Back up calmly, hands so that you can see them.*

If you fail, be prepared for the worst."

Some wolves resisted and barked madly in pain after hitting my mind suddenly having 1 wound, plus they didn't help themselves as I went after them again. In the multitude of gradually whispered wolves, I also had a few failures, that is, gained experience. The worst thing the unsuccessfully **whispered** wolves could do there were attempts at counter-attacks, which were effectively prevented by my assigned eight gang members sticking around me from all over the world. I turned to the nearest wolves, one of which was a survivor and was currently attacking, conserving ammo and mainly using my weirdness, so I punched a few of them one by one with my right fist plus commanded using brain strings, "Kill as many wolves as possible further away!". In both cases there was only partial success, but both wolves probably obeyed due to surprise. I continued to **whisper** and when the opportunity presented itself I used **the brain strings again**. The ongoing fair has improved for us - at the expense of the wolves, of course. Anna stayed away, firing her powerful shotgun at the fleeing wolves. I also noticed one of her complete successes and remembered the abilities she had already told me when we met that she had chosen: "**Dangerous and sexy**: when you get into a tense situation, use attraction. For a result of 10+ you have 2 points. For a result of 7-9 you have 1 point. Use 1 point to make eye contact with an NPC present, who freezes or rises and cannot act until canceled. On failure, your enemies will immediately identify you as their main threat." I realized that wolves are not NPCs but just animals, so Anna cannot use this ability of hers now. Anna's second ability—of which each PC only has two to begin with—was this: "**Icy Cold**: when you want to be aggressive on NPCs, use Cold Blood instead of Hardness. When you want to be aggressive on another worker (PC) character, use Hx instead of using toughness." This also accounted for NPCs and not animals, so Anna's full success had to be using toughness. "So that's a nice surprise!", I thought.

However, medic Jan already had a useful combination of his second ability with a general ability:

"**Touch of death**: when someone in your care is unconscious, you can use them as an **oracle**. When someone has died in your care, you can use their body as an oracle." The AI running the simulation rated each wolf as a "somebody" because the original has the word "somebody" in it, which literally means "somebody". And the general related ability was: "When you're able to use something like **oracle** (see 'antenna' below), use strangeness. With success you can

choose 1 option:

- *To reach through the world's psychic maelstrom to something or someone connected to it.*

- *To isolate and protect a person or thing from the world's psychic maelstrom.*
- *To isolate and contain a fragment of the world's psychic maelstrom itself.*
- *Insert information into the world's psychic maelstrom.*
- *Open a window into the world's psychic maelstrom.*

By default the effect will only last as long as you hold it, you will only achieve shallow into the world's psychic **maelstrom**, **it will** only be local to you and it will fade due to instability. On a 10+, choose 2 options; for a result of 7-9, choose 1 option:

- *The effect will persist (for a while) without you actively maintaining it.*
- *The effect will reach deep (power) into the world's psychic maelstrom.*
- *The effect will extend far (distance) into the world's psychic maelstrom.*
- *The effect will be stable and closed, without fading.*

Failing anything bad happens, your antenna will take it."

By the way, do you know Honzo's great idea?

The reason was that Honza managed to take the nearest dead wolf into his "care" and turn it into an oracle. He then told me that he had partial success and chose the option: "Open a window into the world's psychic maelstrom." And to that: "The effect will reach deep (power) into the world's psychic

maelström." The AI Angela managing the simulation dealt with this by creating a visible large vortex hovering over the body in question. Such a concentration of a piece of the world's psychic maelström had – especially due to its increased power – the following two-fold effect. First, the panicking of the wolves nearby, meaning their inability to continue attacking us. Second, psychic paralysis, where wolves exposed to the psychic maelström stopped even dodging because they were mentally out of it. Described the action stretched across the entire fight as Honza had to be close to maintain the effect, and was also the target of the psychic maelstrom effect: "When **you open your brain to the psychic maelstrom of the world**, use strangeness. On success, the AI managing the simulation will tell you something new and interesting about the current situation and may ask you a question or two: answer them.

With a result of 10+, the AI managing the simulation will give you a good detail. At 7-9, the AI managing the simulation will give you an impression. If you already know everything there is to know, the AI managing the simulation will tell you. If you fail, prepare for the worst." Honza learned that the wolves had a large litter, so in addition to hunting, they concentrated on our landfill. He also learned that they had lost part of their original territory to a similar proliferation of bears.

Now Trip. The first of his two abilities read as follows: "**Reputation**: when you meet someone important (You determine), use composure. On a success, the target has heard of you and you determine what they heard; The AI managing the simulation will guide the target's response accordingly. On a 10+ you have +1 to any action with the target. On failure, he heard about you, but what he heard is decided by the AI managing the simulation." So Trip designated every wolf he encountered as "important". Ha-Ha. He had one complete success, followed by incompletes, then a few failures, and finally several incomplete successes. When he could decide what that wolf had heard about him, he determined for everyone that he heard what a total wolf killer Trip was, which made AI Angela to lead the wolves more panicked. For those two failures, AI Angela made up for it and determined that the wolves had heard how weak Trip was and his meat was very tasty. Hehe. But even those two had no hope of getting close to Trip at all due to the concentrated shooting of the gang, including us. Related to this was Trip's second ability: "**Brave Devil**: if you go straight into danger without hedging your bets, you gain +1 armor. If you happen to be leading a gang or convoy, he also gets +1 armor." So Trip bravely ran out to meet the wolves. Well, we were all there as one gang of a total of thirty-five people, and we chose Trip as the leader.

The AI Angela managing the simulation, in addition to solving the results of using our abilities, led the fight, that is, actually killing wolves, like a clash between two gangs. Our middle one and their big one - that is, sixty crazy big wolves. A larger gang means +1 to damage and at the same time +1 to own armor for each rank of members above the opponent. But we had +1 to armor thanks to Trip, so the forces evened out at least partially. Wolf performance in combat meant a base damage of 1 and armor of 0. As a pack - that is, the big gang - they also had +1 to potential damage. However, as you may have already understood, dear reader, the opportunity taken away from the wolves to approach us meant destruction for them and we all came out of it completely unscathed. So our first attack followed the rule for surprised or otherwise defenseless targets: "When **attacking someone unsuspecting or helpless**, ask the AI managing the simulation if you can miss. Consider it an aggressive act if you could, but your victim has no choice but to do what she wants. If you couldn't miss, you simply deal damage as specified." The combat performance of all of us as a gang was: "2-damage gang medium 1-

armor". The wolf's stamina was only two wounds like the weakest NPCs, but since they were a gang, all the wolves had a common stamina of 4. So this was not very pleasing, however, after killing the leader later the gang broke up - otherwise he would have sustained 2 more injuries - see below. So it took us a while to get the gang fired up: "**Does the gang stick together?** With a strong leader present, the gang will stick together if they take up to 4 damage. If the leader is weak or missing, he will stick together if he takes up to 3 damage. If the leader is weak and absent, he will hold together if he suffers a 1 or 2 wounds. If he has no leader, he will stick together if he takes 1 damage, but no more." The next few attacks by our gang – not counting the attacks directly by the PCs – took place as classic **aggressive actions** (see page 20 for description). Fortunately, not once did Trip fail as our leader using the gang as a weapon.

As a result, sixty big wolf corpses were left there. Because of the last five wolves that were still there tiny cubs, we had to have a few of the original gang members dig two burrows. So it was only fitting that we thought ahead of time to order them to get pickaxes and shovels - logically only one of each.

We also used the gang to repeatedly load wolf carcasses into the van and then unload them - and again load more and so on until they were all taken out. We each took our own wolf cub to a room in a dormitory. Anna's wolf auction resulted in interesting profits for us: 30 OJ for just killing all the wolves. 60 OJ per skin. 60 OJ for meat and bones. 15 OJ for teeth and claws. So in total

a decent 165 OJ for 35 people. So if we were to divide it equally - which we didn't want - that would make 4.714 OJ per person. However, Anna sternly told the original gang that each of them only deserved a few trade units, as they were extremely low risk thanks to Trip and indeed the others. So we gave each of the thirty two OJ. The balance meant 105 OJ for five PCs, or a good 21 OJ for each of us workers. As a bonus, we had cubs and guaranteed peace around the incinerator - landfill.

So that's what we thought at the time...

Chapter 9: Natural Counterbalances

After only a few days, Mr. Majitel came to me with the news that a pilgrim from the Bohemian Paradise had seen the howling of a wolf on one of the sandstone rocks there. His community has been offering the same reward as ours for a long time. So Mr. Owner offered me that "my" group could help the pilgrim community to get rid of wolves as well. Then the relevant pilgrim came, introduced himself as Boleslav, and handed over the picture:

So I added a note of that task in the simulation interface. I already had the task "Arrange meeting with the future Partner for the sphinx Natalia" and the task "Solve the lack of water - meet the sphinx" checked off. Well, as you already know, I solved it advantageously - that is, mainly for me and Anna.

I radioed "my" group and briefed the others on the task, trusting that the AI Angela, temporarily controlling Anna, alerts the real person Alice acting on Anna's behalf when Alice joins into her simulated Anna. Then I bought a hunting rifle plus a couple of full mags, a body armor - that's level 2 armor, a head torch, normal clothes plus a proper adventure cloak (see corresponding image on the right) and

feeding for a wolf cub for four months. I'm ready for the next adventure
he invested 3, 3, 1 and 1 OJ, i.e. a total of 8 and I therefore had 13 OJ left.

When Anna called in the evening, a plan was probably already prepared, because I just she said that we can count on her and that she will arrange the gang again.

But the very next day, in the early evening, the horribly cursing Mr. Owner came, and when he had calmed down, he said that another human corpse had been found near the landfill - an incinerator, apparently bitten by something bigger than even a big wolf. "Well hello!", I said to that and revived the radio again.

I met up with the group again at the landfill - the incinerator. Honza told me that he had already examined the body—I refused to fill in the details—and that he must have caused it a bear, if not several... "Then I have this stupid feeling that we have unwisely kicked nature's counterbalance," said Anna, adding as if it were not above the sun clear: "The wolves were apparently holding back the bears and who knows what else...". The rest of us stayed quiet so Anna managed to create the corresponding image (see image on the left). "Here you see how deep it can go!" she pointed at him (see corresponding image below).

"You must be kidding!" protested journalist Marcela and continued: "How are we going to fight worms and such?!". And Anna quoted the statement of Apocalyptic Optimism (see previously embedded matching image - page 8) and said that nature has understandably grown to the point where most humans die out

the number of animals, including their species - not to mention monsters. She concluded by saying: "So even overgrown worms probably won't be our biggest problem...". Again, the rest of us were speechless. So Trip got up the courage first - probably thanks to his "**Brave Devil**" ability and said: "Realize that in this simulation we actually need trouble to gain experience and probably wealth." And Anna with a smile made the mood almost positive: "That's it so it is in the real world. So fear aside, dear Marcelo", Ana turned directly to Madame Marcela, "let's just continue!". So Trip set out with a van for traps carried over from the wolf slaughter to his garage. We set a couple of traps each, making it double the use of wits per person. Trip "succeeded" in one failure and the trap snapped around his luckily sturdy shoe. Still wounded by the wound 1 cursed the experience so dearly gained. John took charge of healing. "If you want **to use a medical kit to speed up the recovery of someone with a 1 or 2** wound, don't take any trait. Choose: You spend 1 supply from the medical kit and the target spends 4 days (injury 1) or 1 week (injury 2) blissfully on tranquilizers, immobile but happy, or else spends the appropriate time in agony like everyone else." After Trip's bitter consent, Honza excluded him for the day from activities requiring movement on foot. Anna helped Honzo carry Trip to his dorm room while I opened and held the door for them and called the elevator. Honza, when he returned, noted with somewhat sly glee that he had just gained one point of Hx with Trip, making his total Hx +2 with him.

"When **you heal another player's character**, you gain +1Hx (to your handbook) with them for each segment of damage you heal. If it brings you to Hx +4, you reset to Hx +1 as normal and therefore gain experience." Anna and Honza followed the tracks out of town, as it had snowed before the bear arrived and the snow had not yet all melted (see corresponding image below left) .

I already imagined them coming back (see the corresponding picture below on the right)...

By the end of the week, no bear had been trapped, but no one had been attacked either. When I logged out of the simulation late on Friday night, I was already looking forward to the third date with Alice.

During the date, I praised Alice for, among other things that picture and for that quote of Apocalyptic Optimism and so on. She waved it off saying that she had it in "her" To the University of Agriculture, so to speak, "on a plate" - that's what I'm quoting. We had dinner in my dorm room and then Alice she offered "the second dinner" - I quoted her again. We agreed that she would try to be my sex maid, whereupon, at my feigned stern command, she deferred tops. At the next command, she stood in front of me and with a suitably provocative attitude, she began with a great one striptease!

Guess what's happening next... - as a reminder:

[https://dmdu.kvalitne.cz/proc-se-stat-sexualni-sluzkou.](https://dmdu.kvalitne.cz/proc-se-stat-sexualni-sluzkou)

Chapter 10: The Mighty Bears

On Monday morning we left the hostel - Alice for school and I go to work.

It was barely noon in the simulation when he checked in on the radio Trip with the fact that there are two huge bears in the traps. So we met there again - without Anna and Honza.

The bears grunted grumpily and rolled their brittle eyes around. A view for the gods. I put down my backpack and gun coat and jacket. I chose the bear that was caught in the trap closest to me when I arrived.

Once I got to it, I aimed for the snout again, but this time the target was dodged in time until my attempts failed! The bear grabbed me in its claws as well as its mouth and before I could shove the restraint glove into it to **control it with brain cords**, BRUTAL PAIN came!

"You were torn apart by a bear! Due to this, it was not possible to revive your character locally wakes up completely naked at home. You won't be able to use any of the custom (local) revive options in your manual under the injury log that starts with the words "when life is unsustainable", the AI Angela managing the simulation informed me below in the visible image, which was already pitch black. I disconnected to at least take a moment to rest from all the pain and hissed, scathingly wrote to the email of the simulation programmers that the consequences of the injuries to the workers might not be so realistic. Then I reconnected, put on normal clothes, radioed the need to buy more clothes, and immediately went shopping. I decided to buy two regular clothes plus a couple of decent coats. So two more OJ left my backpack. I have eleven left. So I went to the bear again, but this time the medic Honza was already there and said that he couldn't look at it before when he was approaching, and that he didn't want to let me go to the bear without help. So I asked him if he had any idea who and how could help me punch the bear. Honza's nice stun gun made a good impression on me.

Given my no answers to his Hx questions, he had a +1 Hx with me. He evidently realized that using a +1 to a dice roll didn't give a generous chance of even a partial success, so he suggested, "Look, I'm going to shoot the bastard with this sleeper until the stun succeeds. Then I'll also lean on the chain holding this trap, so that the bear can't grind itself even when it's passed out, and you can then comfortably hit it. That leaning will perhaps be enough for the AI managing the simulation to recognize the use of help, or Hx." I agreed and gave him a free hand with a gesture of my right hand, now unfortunately without the coercive glove, which lay next to the torn corpse that no longer resembled me in any way even with the remaining clothes. "Boom! ... Zig-zag... Boom!", after the second, or rather the blow, the bear glumly fell near the corpse. Honza landed on the chain with an engaging trap, and after a while I got a message in the visible image below, as Honza rolled a 2 and then luckily a 4, which together with the Hx +1 made seven for a partial success, or +1 to me for trying to hit the bear. This time, moreover, the AI appropriately evaluated it as an attack on a target that cannot defend itself. So I calmly picked up and put on the restraint glove, moved the usable clothes in front of the traps, which were just briefs plus socks, and proceeded to attack the bear. "Buck you bastard!", an impromptu battle cry came out of my mouth and the bear had my right fist on its mouth. The command sent was similar to the command for the wolf, that is, for the bear to lead us to

the seat of your pack. But when Anna and the gang are with us. I was only partially successful, but probably because of the stun, the bear did not resist - it froze completely for a moment and remained frozen even after waking up from the gloom. So when Anna and the gang arrived, I could show off the minion in question. Anna pulled out her cyber-claws in a smooth motion and reached to charge the other bear - obviously determined to save ammo. In order not to delay, I released the trap myself and my bear set off, but you know where. Well, of course, back to Hnusné hvozď. This beast was following an insanely familiar path. So we weren't surprised when the sphinx swooped down in front of us and sputtered in surprise about a foul hallucination and then a problem that needed to be devoured. But Anna greeted the sphinx sweetly, offered to kill any monsters that might bother her, and the sphinx agreed to our passage through the heart of her territory. So I finally got to see her lair – the de-facto perfect house (see corresponding image below)!

Yes,
probably for that
also
you look
how from
spring...
The person in question
House
possesses
the second
envelope in
form
greenhouse.
Created

the space in between is used to grow vegetables and fruit. The sphinx that owns it allows you to live in harmony with nature and extends the "garden" season by more than 2 months (see <https://www.stavebnictvi3000.cz/clanky/dum-ve-skleniku-cerpa-energii-z-nature>). "Wait...", I thought, "That means the sphinx must at least be able to shrink its own size!", I finished my realization. I was glad that I had just recognized one of her abilities. We passed the sphinx's house, reached the end of the heart of her territory as she - probably with relief - indicated, and reached the winding thickets. Under the fallen trees, the bears had a good seven dens, as we observed. My bear came to the center of the approximate semi-circle around that area and there it shuddered, roared probably in alarm, and the other massive bears emerged towards us. It was there

thirteen of those bastards! And the AI managing the simulation treated them like a small gang on top of everything, because it announced to us the corresponding rule for the just botched ambush - that is, precisely for botched surprise. After the bad experience of not being able to trick a bear with a force glove, I decided **to whisper** and shoot first and then try to hit the badly wounded bears with my right hand.

I wasn't very good at shooting, and failures didn't give me experience because I didn't have the hardness trait highlighted. However, proper shooting from others served its purpose. Many bears swayed with visibly serious injuries and a few fell to the ground. So I carefully walked around the bears that still had ferocity and swiped the nearest one with my right fist. I gave him the same order

as in the case of wolves, that is, to start killing other bears as far away from me as possible. I was only partially successful, but the bear obeyed me. Then it was the turn of one lying bear, but unfortunately it was already dead. So I headed off to the swinging one that was nearby. Unfortunately –

and not that I didn't expect it at all - I already failed. This meant gaining experience, but otherwise only inflicting 1 injury, i.e. the bear fell darkly. I crouched down in the grass and hit him with my right hand a second time, as he was still visibly breathing. This time I celebrated a partial success, the bear began crawling away from me to the edge of the bushes, where I ordered him to attack the few jumping bears there. So I went **to control the brain strings** of another "volunteer", sensibly looking around to see who was shooting where, so as not to accidentally get shot myself. By the end of the fight with the pack of bears, I had gained experience once more, but also a grade 3 wound. So that hurt again! And I held back, but the gang members must have succumbed to the fear of those massive bears.

As soon as the battle was over, I looked for Honza, who was treating the wounded under the cover of bushes. There was Trip with a level 2 wound, Marcela with 1 wound, and Honza himself also with 1. In turn, I received an offer to treat and remembered the relevant rule: "If you want to **use the med kit to stabilize and heal someone with a level 3 injury or worse**: Use supplies (spend them). On success, the target will be stabilized and healed to 2nd level of damage and choose 2 options (on 10+) or 1 option (on 7-9):

- *The target is fighting and you must put it to sleep. How long will he be out?*
- *Pain and drugs force the target to tell you the truth. Ask what secret he revealed.*
- *Target responds very well to treatment. Restore 1 of your spent supplies if you spent any.*
- *The goal is at your mercy. What are you doing with him?*
- *The objective recovery procedure teaches you something about your craft. You will gain experience.*
- *The target owes you for your time, attention and supplies and you intend to make them pay or provide a counter service.*

On a failure, the target will be wounded for 1 damage instead.'

I agreed with Honza that I would pay him for supplies up to a third of everything good for my stabilization and healing up to the second level of injury, while he would not use his respective options to my disadvantage. Even with the use of three supplies, Honza was only partially successful and chose the option returning one of the supplies. Then he pointed out that if I wanted a narcotic injection, I would have to be carried away, which is completely inappropriate now. So I had no choice but to pay one OJ for the two supplies used and suffer... We found two adolescent bear cubs there and I brainwired each into obedience with partial success, which was somewhat surprisingly successful. I designated one as the sphinx's reward for moving the dead bears to the part of the footpath in front of the sphinx's territory where the van could already reach. The rest was handled by Mr. Majitel's gang, and Anna in turn arranged the profits. Unfortunately, the community members have not yet announced the reward for training the bears themselves, so we got two OJ from the furrier for hides, meat and bones for each of the fifteen bastards involved, another two OJ bought by the cook, and one more OJ from the shaman for teeth and claws. That made a total of 15 times $(2+2+1) = 75$ OJ. The pay of the henchmen, who were scolded for not covering us well with fire, this time was only one OJ each. So five PCs left us with 45 OJ and that's it

they got nine OJ each, which evened out my supply to twenty OJ. As a bonus, I had a teenage bear cub and so far he has refused to sell it, despite a couple of inquiries coming in really quickly. My refusal was also due to the fear that my command for the bear to obey me as my pet applied only to me and the subsequent command to obey someone else would not work. I went to the market to get dried meat, fruits and vegetables, possibly plus honey for my bear cub. A two-month supply of his food cost an entire business unit, and the demand for honey meant shrewdness was involved.

I had partial success and the dealer in question responded by sputtering against warrior bees. I understood this as another possible task and made a note to myself: "Get to know plus properly solve the warrior bees." I was understandably pleased with the nineteen OJ brought home. Those OJs were in the form of now invalid coins of the past, stamped stamps, packs of postcards, boxes of cards and similar small things, because of course we wanted it that way. As part of that, there were about a thousand tips for me alone (see the table behind the contents of this book) - so because of all this, I had to return several times with my backpack to the traps where the point of sale was. Between the respective errands, I took turns guarding the received OJ with Trip, also with Honza and Anna, as we assigned the order of carrying the OJ together by tossing coins.

Now try to imagine that small room in the dormitory containing, in addition to the furniture, my little a wolf cub, a bear cub, my gear, weapons, and a flurry of OJ supplies! Hehe. I didn't want to be crushed by the cubs, so I had no choice but to find Mr. Owner and pay for a higher housing option. Although it cost a whole business unit in addition to the already paid, but given the importance of my abilities and my unpaid work as a judge, Mr. Owner took pity and charged me the new rent only from the day in question. In the simulated world, it was exactly 150 years after Monday, May 1, 2022, that is, Friday, May 1, 2172.

When I had everything sorted out and in addition to the small room I could use a larger one within the relevant apartment cell, I was still in pain and asked over the radio for Honza to come and give me an injection like he gave Trip. I promised the entire business unit for due care - and I received the beginning of it in no time. Honza nicely explained the growth of his Hx with me: "So let's do the math, I healed you one level of injury at those bushes in Hnusné hvozď and now the next two. Together, that makes plus three to the Hx I already had with you from the beginning. And that was a plus one. So now it's jumped to plus four, so it resets to Hx +1 and I'm gaining experience!", he finished cheerfully. I had a week ahead of me without pain, but with immobility, so I just rolled around the bed in the bigger one

room and all I did was connect the walkie-talkie to the charger plugged into the electrical outlet. I left my remaining 18 OJ in a small room along with the pets or guardians.

When the sphinx Natalia flew to the community more in the evening, Annu spoke to her for all of us. Then me she confirmed over the radio that everything was done, including the confirmation of the acceptance of the tasks consisting of introducing the sphinx to the next Partner, plus the continuous killing of animals and let alone monsters that were bothering the sphinx. Mr. Owner was happy with the offer of new water, although not with the doubled volume of OJ for the deliveries in question. Negotiations resulted in a compromise purchase of the exact half, which the agricultural NPCs are said to fold and the others will not have any increase in the price of hospitality in the community. After all, especially farmers have a much larger water consumption than people who don't water anything. The sphinx allegedly hissed something obscene about the sale of the second part of the water supplies, but flew away in peace.

Also, that week went relatively smoothly for me. Honza came nicely after noon, brought every lunch, recited the news, checked on me and disappeared again. Twice a day, three members of Mr. Owner's gang came as a security group and brought me breakfast, to and from work, and then brought dinner. They also gave food and water to my animals.

Only on a sort of unlucky real-world Friday, in the early evening in the simulation, I thought I could hear the siren already being used for an alarm! However, no one was coming to take me to the shelter and I couldn't walk drugged! I thought he was going to hit me... Later in the evening, however, Anna called on the radio that with our group and gang she had gone to take down the "terrible hejkal" - I am quoting Anna - and that she had run away from the hunters almost to the community of us Lhotek people and there with her ability to hide she tried to lure at least someone into her hideous claws and sharp teeth. Otherwise, she was said to look more or less human, but she had to be fought with plugged ears and radios turned off. Due to the number of helpers, the profit from the killed hejkala was apparently so small that it was probably not even worth mentioning to Anna. But Anna stood next to me and delighted in making love to me! As the icing on the cake, she added the information that the sphinx has sold the supply of all the water we are entitled to and that it accepts the appropriate payments in the smallest possible forms of OJ, which we can stand for whenever we want.

In the real world, there was a fourth date with Alice and great sex with power-up breaks including sleeping in until Monday morning. That was 8/5/20022, and then Friday 8/5/2172 started in the simulation.

Chapter 11: Genius Griffin

In the early evening of the day in question, the pilgrim Petr came, or rather, as it soon turned out, the envoy, whom sent by the community from Prague 1. The respective community is said to be led by a genius griffin and has an irresistible offer for us. Because of this, Mr. Majitel entrusted me with examining whether the emissary expresses suitable interests. The emissary became visibly nervous, he asked me to ask only about things directly related to his work, but he submitted to being **controlled by his brain strings**. So I touched him with the coercion gauntlet, used the weirdness, and had partial success. That only gave me one point, but the emissary obeyed the order to tell us the true plan of his master - the griffin. Confused, he exclaimed that it was about the creation of a kingdom of communities around Prague, including tax collection, recruitment of soldiers plus probably the right of the first night." "Well, that's what the ambassador did!" He "got it" so much that he immediately handed me a string of river pearls worth an entire OJ. In order not to offend, I immediately put it on my neck. This increased my freehold to 19 OJ. As I was still focused on the announcement from the AI, this time I noticed something that probably happened several times in a different form. At the bottom of the visible interface, a message flashed: "You have achieved the achievement "Received the first jewel".

Nipple: Do you know this from a computer game? In English it is called "achievement" (plural "achievements") - I would translate it as "attainment (success)".

It took me a while to find my list of achievements in the simulation interface, but it was worth it. Accompanied by photos from the respective events, there were all my first achievements - from ordinary shooting to my abilities. There was also a download option and I was glad that I would be able to have a permanent memory.

During that time, Mr. Owner outright kicked out the emissary and then apparently realized the potential problem, because he asked me to go to the emissary and see to it that he didn't try to convince any of us Lhotek people anymore. I ran out to arrange it and caught up with the emissary at the pub to which he looked with a visible desire to go there and probably convince. So I grabbed his elbow, explained to him

what my scan of his brain revealed and began to push him away - towards the nearest foreign, or Kacherov community. He replied something to the effect that we are all just people who make mistakes and that I certainly don't work for free either. I remembered the water agreement with the sphinx and began to have a more conciliatory conversation with the envoy. He explained to me that even with taxes, recruiting and so on, the kingdom is a beneficial project. It would be possible to have better communication, improved supply and life in general. "And precisely thanks to recruitment, there would be a proper defense against raiders and the like," Ambassador Petr concluded. I couldn't disagree with that, and he invited me to visit his master - the gryphon, even a permanent beating and calmly with his companions. I took note of the relevant task and at the edge of the community territory of us Lhoteck people, I said goodbye to the envoy Petr.

I returned, and after a protracted negotiation I succeeded in persuading Mr. Owner to let the ambassador he continued to refuse the offer. With the help of the walkie-talkie, I met with Trip and persuaded him to be willing to take our group to Prague 1 to see the lord there - the griffin. "If a kingdom is to be built here - which is a great idea - it will certainly be more advantageous to be in government!", I concluded our conversation. "You think the griffin will be under the job manual or even a direct worker, or is he just An NPC?" Trip asked me. I then told him that I had created a working manual for the griffins, but that I didn't know if the griffins there would follow it and that it was stupid of me to write simulations for the programmers. At that he waved off the question saying that he would allow himself to be surprised. I was hoping it would be a pleasant surprise anyway. Before I persuaded the others - it was easy only with Anna - so it took until the evening.

The next day after my work as a judge, I was again summoned by some gangster to Mr. Majitel. His subsequent request completely surprised me. He wanted me to provide relationship and sex education for the young people in our community plus a few pilgrim offspring! He presented me with a picture with a text that I couldn't disagree with and in which there was a text indicating other tasks that would probably fall to the other members of "my" group (see the corresponding picture below on the left).

So I accepted the assignment, even though it was my first time teaching such a course. After all, I founded my charitable company DMDU precisely so that people could learn everything in education in it and from it madly missing (see <https://DMDU.kvalitne.cz> - great company of suitable Development).

After a while, another gangster brought Anna, which was put in charge of improving agricultural knowledge. She was happy with her task - after all, it was directly the field of the real person Alice controlling the work character Anna.

I turned to Mr. Majitel and let him know how I understood his tasks: "You are obviously trying to outdo even the genius griffin from Prague 1, aren't you?". Mr. Owner gave me a double nod nodded and confirmed my conclusion with a smile. It was clear to me that he was already cleaning the water Honza with the possible help of Ferda, however surely it will be wiser if more people can do it. Building is Ferd's expertise and Mr. Owner should at least understand that. However, Anna was given another task - to conduct survival training in a post-apocalyptic city and therefore, understandably, in nature as well. "Well, that's something to look forward to," I muttered to myself

myself. Anna accepted the second task with joy and proudly announced that Mr. Owner's security group had already received such training from her. So I volunteered to lead self-defense training, and Mr. Owner entrusted me with it despite my non-combative character - but he wanted me to lead the training together with Anna.

Then I went to buy a level 3 armor, which is the most you can get by default. Of course it wasn't normally for sale, so I used wits (see page 19 for the relevant rule). Of course

I failed, and in addition to increasing the price to 6, I learned that such armor was bought by a member of our community with the nickname T-rex, which, together with the expression of the explaining seller, somewhat discouraged me from trying to buy it from that person. And I didn't even want to wait, or take a risk when ordering according to the relevant rule: **"When you make it clear that you want an item and submit an OJ to order it, use the number of OJ submitted (the maximum you can have is +3). It has to be something you can legitimately get this way. If the result is 10+, it will be delivered without any obligations from you. With a result of 7-9, it will be delivered to you - or something pretty close. At in case of failure, it will be delivered, but with great commitment on your part."** Moreover, I was worried that the word "order" does not necessarily mean "pay at the same time" and that the fee would be only for getting... I opened the simulation interface and sent programmers that question. On the other hand, this was my fifth experience, so I was eligible for an upgrade! So I called Honzo on the radio and asked him to try the troika armor for me. Honza said that he understood me after the injury from the raid on the bears and that he would call the others with an offer to buy such armor for them as well. I agreed and ended the call. Then I opened the simulation interface to select the enhancement. I decided on a new ability. After the bad experience with the bears, I wanted an ability that reduced my own damage - or vice versa, an ability that increased damage caused. Since I knew the source game, I didn't have to go through the list of abilities, or even the categories sorting abilities by what traits they relate to. After discarding the less "handy" abilities, I chose from the following two - the first below is the ability of the original hamster (!) or the detective I made with the same abilities, and the second is the ability of the fighter (in the original "battlebabe").

Dashiell Hammett gets nothing: when you're injured, use this ability instead of doing a normal injury roll. Use the level of damage you took. Select 2 on a 10+ result.

On a 7-9, choose 1:

- *It is not that bad. You take -1 damage.*
- *Someone present caused a 1-hint.*
- *You gain +1 one time against your attacker.*

Treat a failure in this case as a partial success of 7-9 for normal damage rolls.

And the second ability:

Merciless: when you deal damage, deal +1 damage.

In the end, I decided that the best defense is offense and that there is strength in simplicity - and chose the ability **Ruthlessness**.

The AI then showed me a message saying that this is my next achievement. When I confided in Anna about the chosen improvement, she told me with a laugh that she herself had chosen the same ability as her third one, as she has been in the simulation since the very beginning, and thus, through only a weekend's dedication, she had already gained experience for the first improvement and currently he has three more...

We dealt with those tasks from Mr. Owner until Friday noon when - wait for it - OUR COMMUNITY WAS ATTACKED BY MUTATED MEGA-MICE!

Chapter 12: Mutated Mega-Mice

We found out about the trouble in question when three members of our community ran up to us in the dormitory, where we were teaching in the evening after the courtrooms, and shouted something about an attack by mutated mega-mice! It is said that two more people are lying dead near the landfill - the incinerator, with mice having three groups. The two medium ones each go to one side of the primitive squares and the big one probably goes to our restaurant, where we have our main food supply... When we calmed the three down a bit, it was possible to get details from them. Those mega-mice are said to be even a little bigger than classic cats, have sharp teeth and are apparently terribly hungry. Anna waved her powerful shotgun meaningfully and said that we would at least test our powers called **mercilessness on them**. It took the rest of our group a bit, but they put two and two together in no time, so they congratulated me on my first upgrade.

Due to the current time, the members of the Owner's gang were divided between the dormitory, OC and freely accessible spaces. And besides, they didn't have radios. So we had to do without most of them. Anna started calling the others from our group and I turned to Mr. Owner with a request to assign the present gangsters, saying that he himself could join. Fortunately, Trip as ran reasonably quickly

him the others – Trip blurts out something about how if he's taxiing again, he hopes the mega-mice don't test his van's tires. From this I understood that he probably gradually recruited the others and then brought them. Obviously, Anna wanted to set up the most effective conduct of the early battle, so she said, "Here, Martin has strategic and tactical abilities like a real person! But as the leader, you will be Trip, because we will join in an improvised gang." Honza looked at Anna curiously and probably sensed something about the relationship between her and me, but he was the first to agree and the others joined in. I recommended getting out with most of the able-bodied people in front of the restaurant, taking a multi-line formation according to the range of the weapons and kill as many mega-mice as possible. None of the others could think of anything better - moreover, there was already a sound of gunfire coming from somewhere and impacts of probably something iron on concrete or something like that.

In no time we were in front of the restaurant in a formation of three lines. Those with only handguns knelt on one knee at the front or stood just behind the first line – all hoping to handle the onslaught of the attacking mega-mice. The others with firearms, of which there were unfortunately fewer, stood in further rows and aimed in the direction of the approaching dust? Oh yes, first came a cloud of dust plus the swirling remains of whatever was on the street before. The "red-hot" mega-mice followed. A small but serious war has broken out for the time being!

We repelled the first onslaught, the blown remains and dust settled on the ground, but the mega-mice started walking around us with the obvious intention of getting into the restaurant from behind. I recommended to leave the tired fighters with handguns in place and with the others to definitively kill or at least repel the mega-mouse. We entrusted a few wounded from the front row to Honzo to treat and went after the mega-mice, almost constantly shooting at them.

By lunch we had dealt with the vast majority of the mega-mice and chased the rest away. The owner ordered Ferd to he made traps in case some mega-mice came back and of course Ferda agreed. He went to the workshop to work on the traps and we gradually cleaned up the mega-mouse corpses and gave them to the farmers as fertilizer.

Content:

1. **Job interview**
2. **Character preparation**
3. **Simulation specialties**
4. **Pleasant surprise**
5. **Meeting the sphinx**
6. **Puzzle game**
7. **Answers to questions**
8. **Killing wolves**
9. **Natural counterbalances**
10. **Massive bears**
11. **Genius griffin**
12. **Mutated mega-mice**
13. Compulsory work
14. An unpleasant purchase
15. A quality friend
16. The biggest enemy
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18. Improve the background!
19. Dear children
20. Self-sufficiency of society
21. A real mess!
22. Food assistance
23. Higher consciousness
24. Syndrome S
25. Intention of birth
26. Ecological economy
27. Al Angela
28. Are we still going?

Addendum: Tip making 1 – 2 /1000 OJ

A small, sharp knife with a three-inch blade and cloth-wrapped hilt.
Too flimsy to be used as a weapon except in extreme desperation.

1-injury, touch. Only one use in combat.

Military stamps. Small flat pieces of metal stamped with a name and strung on a thin chain.

wearability

Fabric from the old world, colorful and colorfully patterned.

Nice but not durable or waterproof.

Field Guide to South American Birds.

CD and DVD. Circular and very shiny.

Orange plastic bottles with white caps, marked with illegible words.

A dusty bouquet of artificial roses and calla lilies.

Small squares of cardboard with images of fantastic landscapes.

One packet of rose seeds.

Velvet. A square of smooth, shiny material, too small to do much with.

A travel size sewing kit of ideas and quirks. The needle and thread are too flimsy to be used in medicine.

4 uses

Smiling pig figurine.

fragility

A pack of cards sealed in plastic. Face cards depict beautiful, voluptuous women.

Baseball catcher's mitt. A special oversized leather glove designed to be worn on the right hand. Strings of shiny, plastic beads.

wearability

Two latex condoms, still in their packaging, and a small packet of personal lubricant.

2 uses unless you are really enterprising.

Porcelain mug, ear still intact. He says, 'Women want me, fish are afraid of me.'

fragility

Two bungee cords, each approximately a foot long.

A bright red lipstick in a gold tube.

wearability

A surreal glass eye with a brown painted iris.

Battery powered toy. Rubber fish fixed on a wooden board. It has no batteries.

A dozen small packets of soy sauce.

12 uses

Parcheesi game with water damaged board. Half of the pieces are missing and have been replaced with pieces of scrap iron.

Three fragrant, hand-wrapped cigarettes.

3 uses

Five feet of flexible plastic tubing, an inch in diameter.

A coil of copper wire.

Dangle earrings made from shell casings.

Several hollow point rounds, useful against soft targets. Also referred to as "dum-dum".

3 pieces. +1 damage against soft targets (no armor)
Caliber will be determined by the AI managing the simulation.

Internal part of the music box. Plays while stretching

pleasant melody.

Children's set of acrylic paints with a fine brush. 2 uses depending on the size of the creation.

A dark pigment used to darken eyebrows and eyelashes or to line the eyes. 5 uses

Cushion cover made of smooth and shiny fabric. It can be used as a rough bag.

Chinese lucky coins. A soft metal coin. They did not bring happiness to their last owner.

Made of smooth, supple leather with a heavy pewter buckle.

A many-armed elephant carved from ivory.

fragility

Tiny cups engraved with "Las Vegas".

fragility

Made of hard, unbreakable plastic. Holds up to one liter.

Currently empty.

A rainbow of colors. Sweet smelling and fruity.

A book of matches with a name and a ten-digit number scrawled on the inside of the cover.

10 uses

Combination lock made of heavy steel, currently time locked.

Human skull, painted and decorated with rhinestones.

Made of rose tinted glass and shaped like a flower.

Three skeins of acrylic yarn. They itch and last a long time, there is no natural fiber in them.

Ink black feathers, tied together and tied with a pink ribbon.

Vaseline tin, mostly empty. This thing is made of useful.

3 uses

A blue pigment used as a war paint.

Used in ceremonies and battles by the ancient Picts.

Spear head. A shard of black glass, ground to a razor. Brittle.

1-injury, touch. Only one use in battle.

An unopened tube of toothpaste. Mint is fresh and tasty, but if you eat too much of it, it will make your stomach upset.

Rubik's cube. Durable plastic and very colorful. Something, what keeps hands and mind busy.

Umbrella. Black waterproof fabric and bent wires. It still works, mostly.

Rosary. Blue glass beads and pewter medallions. wearability

A small pot of dark viscous ink thickened with ash.

Film tubes. Four small, sealed tubes made of plain gray plastic. There's something inside.

Adhesive tape. Sticky and durable, but not as durable as you'd like.

Limited number of uses - depends on the AI managing the sim

Dental replacement. Several upper teeth set in rubbery pink plastic.

wearability

About two dozen cartridges in a cookie tin. The labels are written in Korean.

Bamboo shoot growing hydroponically in a cup.

fragility

Family photos. Two men and a bunch of rosy-faced children.

A birthday, a wedding, two vacations.

Light jacket. Useful in windy weather, but won't keep you warm when the temperature drops.

0 armor, wearability

Dead TV. Heavy, fragile. It might still work, who knows?	fragility
Glass bottle. It used to contain some kind of cola. Red plastic cooler. Makes a sturdy carrying case, but won't keep anything cold without ice.	fragility
A milk teeth fetish and a strand of baby wavy hair. It whispers to the psychic maelstrom.	
Pinata. A donkey made of papier-mâché and decorated with strips of colored tissue paper.	fragility
Pomade. Orange can of thick, oily substance.	Limited number of uses - depends on the AI managing the sim
Pliers with a fine, gripping tip.	
A set of six multi-sided dice made of colored resin. What did people use them for?	
Banknotes. Green and made of some durable paper. Numbers in the corners and faces of the dead in the middle.	Value – Depends on the AI managing the simulation.
Flip phone made of silvery plastic. The screen is still intact.	
High pumps with a pointed heel. They have the most common Wearability. Heels can be used as an improvised women's size.	weapon: 1-damage, touch, only one use in combat.
A whole book of glossy black and white photographs of young people in school uniforms.	
SILK SCARF. A square of beautiful fabric, patterned with flowers and circles.	
Pack of four bulbs.	
Scissors. Enamel handle and silver blades. Too small and too blunt to be a weapon unless you're desperate.	wearability, luxury
Endoscope. Used by old world healers to explore the inside of things.	fragility
A wax candle in a glass cup with an image of a saint on the side.	1-injury, touch. Only one use in combat.
Wind chimes. Cans smashed and mashed into reels - and strung on a line to dance and sing in the wind.	
A stuffed fox. A red cat-like creature stuffed and preserved in a realistic pose.	fragility
A heavy leather apron like a blacksmith might use.	wearability, 0-armor
Heavy silver cigarette lighter engraved with foreign characters.	
A small bell, the kind attached to a bicycle. It still works.	
Compact mirror. A small disc of unbroken mirror glass in a gold compact case.	
Cuckoo Clock. Ornate carved wood clock. The mechanism looks intact but is missing a few components.	fragility
A religious item with the favorite daughter of a dead god.	
Lace. A few meters of white lace winds around a piece of cardboard	
A pair of brass spectacles without lenses.	wearability, fragility
Leather fingerless gloves. Fine, if you like that sort of thing.	wearability
A thick leather vest, made from leather baseball covers.	wearability

Cookbook. Hardcover book with colorful pictures of unimaginable delicacies.

Envelope with intact wax seal.

Stopped watch. Wristwatch with a leather strap and a broken front glass. The dial on the edge glows blue.

A leather pouch of rusty nails.

A piece made of ebony, taken from an expensive chess set. It has a soothing weight.

Envelope opener. A dull, palm-sized knife with a handle carved from antler. Not suitable for weapon use.

Fuzzy stuffed animal with black button eyes and ribbon collar. It's called Scraps.

A flare with a cheap plastic casing, but looks like metal. The firing mechanism is broken and the orange cap is missing.

Six silver-plated spoons with roses on the handles. Part sets.

Razor with pink plastic handle and three small blades.

Raquel Welch in Planet of the Apes movie poster.

Severely water damaged.

Plastic mask. Painted plaster mask, decorated with feathers and beads.

1-injury, touch. Only one use in combat.

If fixed: 0-damage, ranged, reload.

value

As a weapon: 0-damage, touch. It may break the skin, but not cause injury. As a shaving utensil: Single use.

wearability, fragility