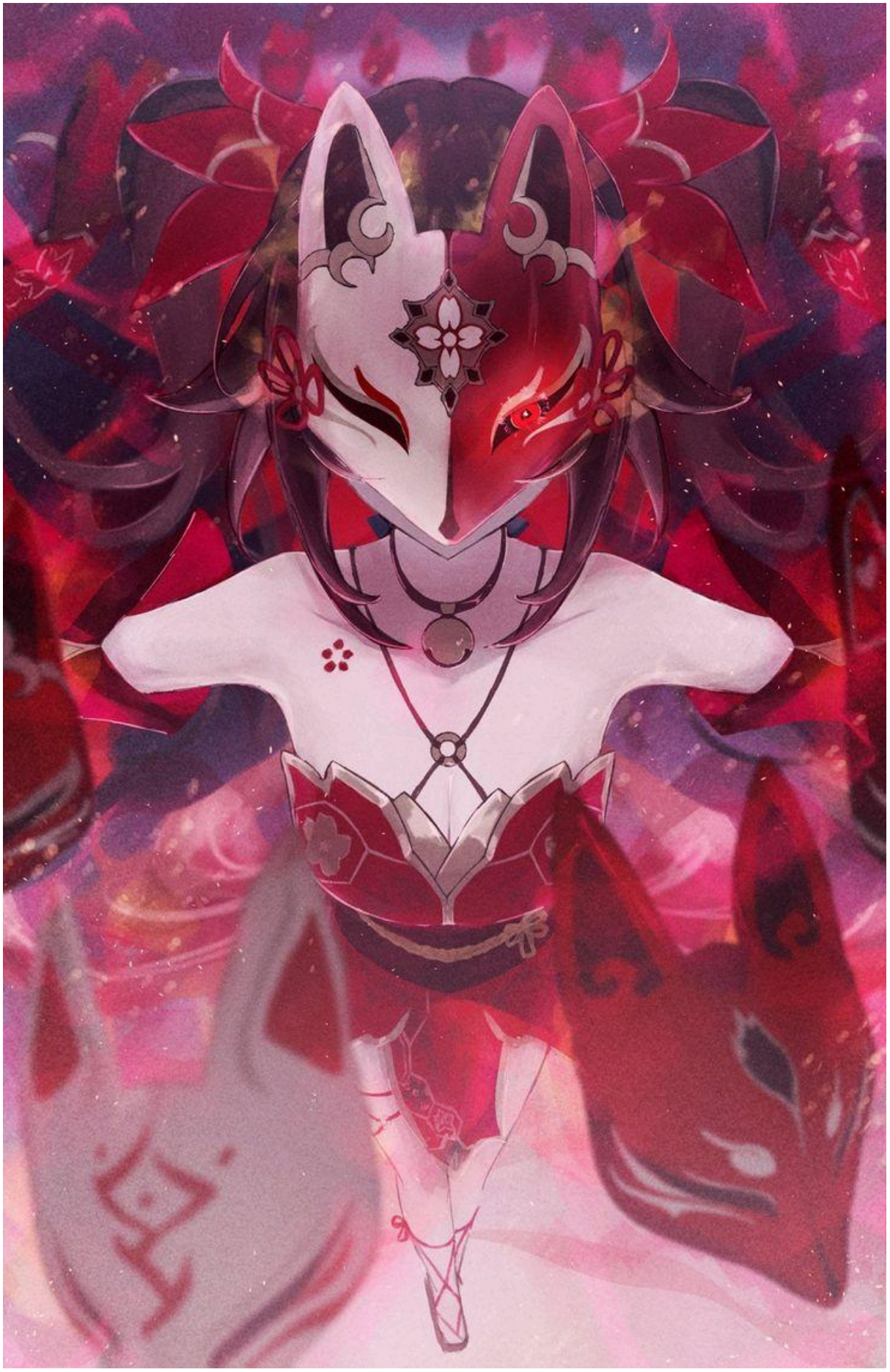
The mental representation of Penacony and the bomb strategy

By: Calculadora



Introduction: This short document aims to address some of the questions that are likely to arise when trying to understand Sparkle's plan (which I explained in my full document, linked below for anyone interested in reading it). While many of her actions may appear disconnected when viewed individually, a chronological analysis of the events in Penacony reveals that a large portion of her interventions were actually part of a single planning framework that combined spatial understanding, anticipation, people-reading, and contextual manipulation. I will try to keep the explanation brief, and it will only contain a partial summary of her overall plan, as condensing it into a short format is quite difficult.

My complete Sparkle document can be found here:
https://docs.google.com/document/d/1aaeX0C-GMW7tXLXcg-FawmItm8qw6c9z2zehxNSaM5U/edit?usp=drivesdk

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Everything begins with the partial access Sparkle obtains to the overall course of events. To be honest, there is no evidence that she possessed Elio's complete Script, but there is evidence that she knew enough information to understand which characters would become relevant, which conflicts would eventually occur, and which points would be the most important within Penacony's narrative.

What matters here is not merely future knowledge itself, but the ability to transform that knowledge into a practical tool. Sparkle does not receive a list of instructions and follow them automatically. Instead, she takes that information and adapts it to the environment around her. As she moves throughout Penacony, she observes the different regions of the Dreamscape, understands how they are connected to one another, and begins identifying where the individuals who will influence the development of the story are located.

This stage is particularly important because it explains how Sparkle is able to consistently intervene in the actions of multiple characters without losing coherence in her overall strategy. Characters such as Aventurine, Firefly, Robin, Sunday, Gallagher, Misha, and even Acheron end up being influenced by interventions that occur at different moments, yet all follow the same general direction. To accomplish this, Sparkle must keep an enormous amount of information active simultaneously while continuously adapting her behavior to each situation.

However, there is something even more important.

Before carrying out the Radiant Feldspar incident, Sparkle had already spent a significant amount of time moving throughout Penacony and interacting with the various participants involved in the story. This is important because her strategy does not emerge out of nowhere. For the bomb plan to function, she first needed to understand the entire environment in which it would unfold.

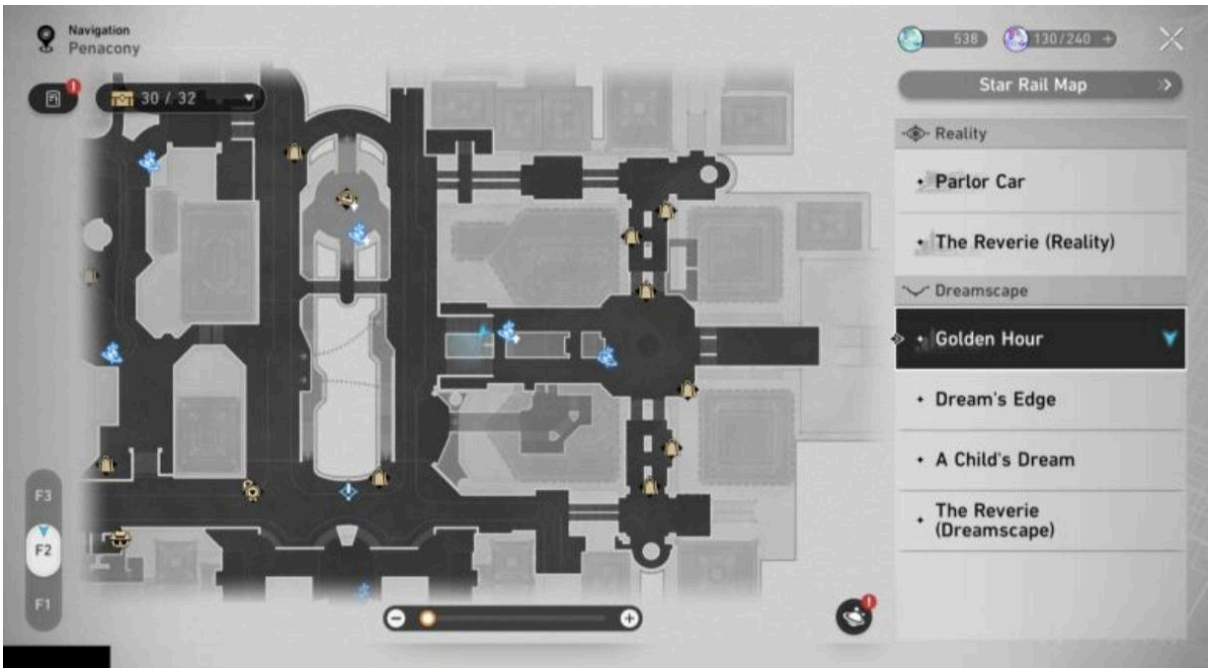
Penacony is far from a simple setting. The Dreamscape is composed of multiple interconnected areas, each with its own rules, routes, and large numbers of constantly

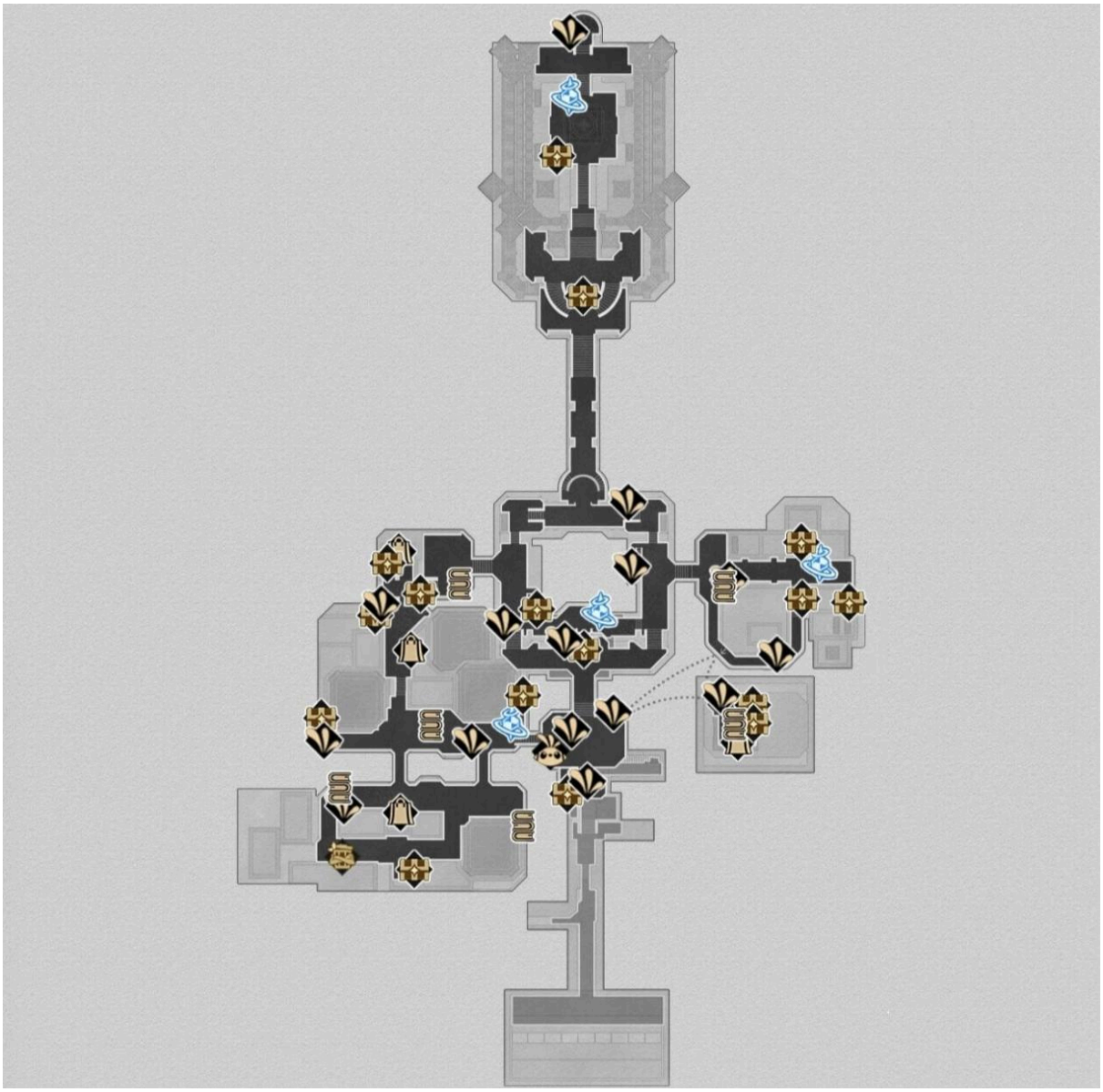
moving individuals. Throughout the story, Sparkle demonstrates an extraordinary familiarity with this environment. She appears in different locations, interferes with specific characters at precise moments, and seems to know in advance where she must be in order to produce the effect she desires.

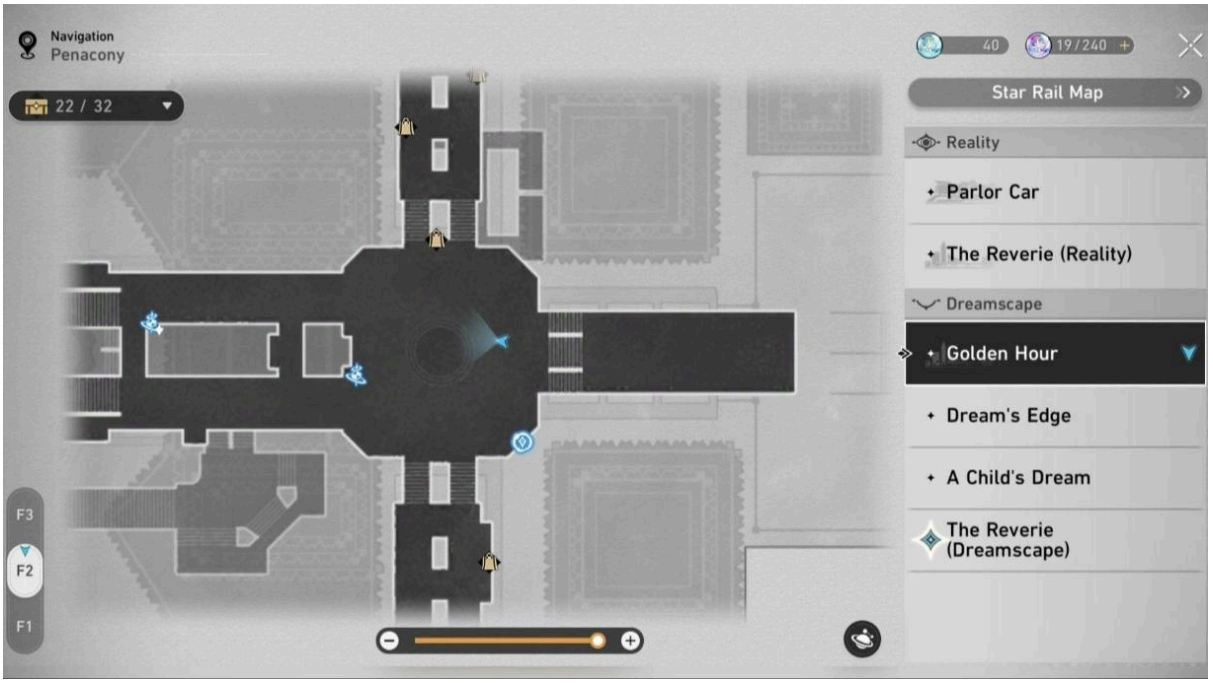
This suggests that she was not merely traveling across Penacony, but was gradually constructing an increasingly detailed mental representation of the entire setting. As she observed the behavior of different characters, she was also identifying movement patterns, meeting points, important locations, and potential travel routes. In other words, she was transforming Penacony into a functional mental map that could later be utilized for her plans.

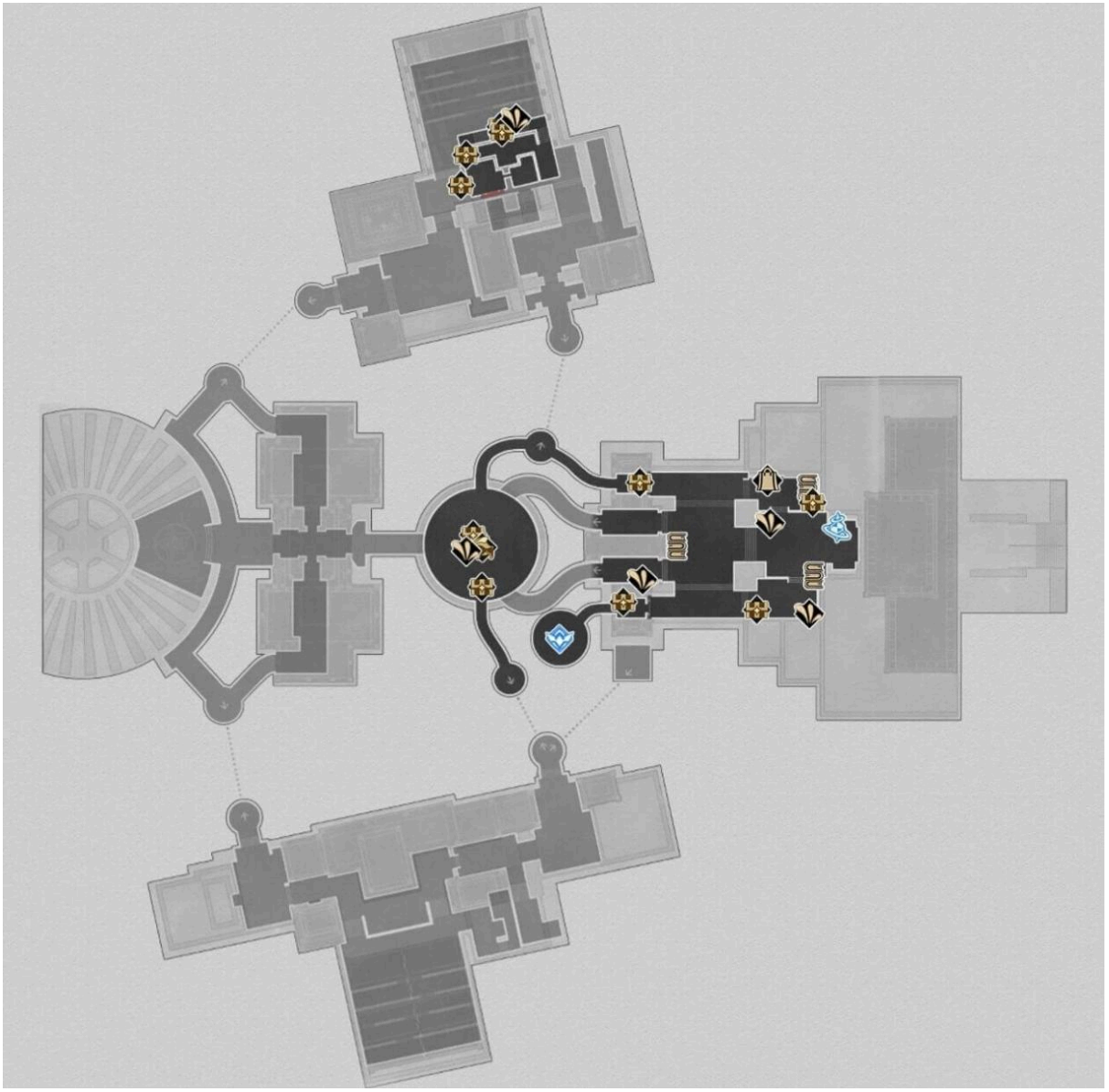
It is also worth mentioning that Penacony is not a single small city. The Dreamscape is divided into numerous major zones (including Golden Hour, Dream's Edge, A Child's Dream, The Reverie, Dewlight Pavilion, Clock Studios, Dreamflux Reef, the Grand Theater, and others) forming an enormous network of interconnected environments within the dream world.

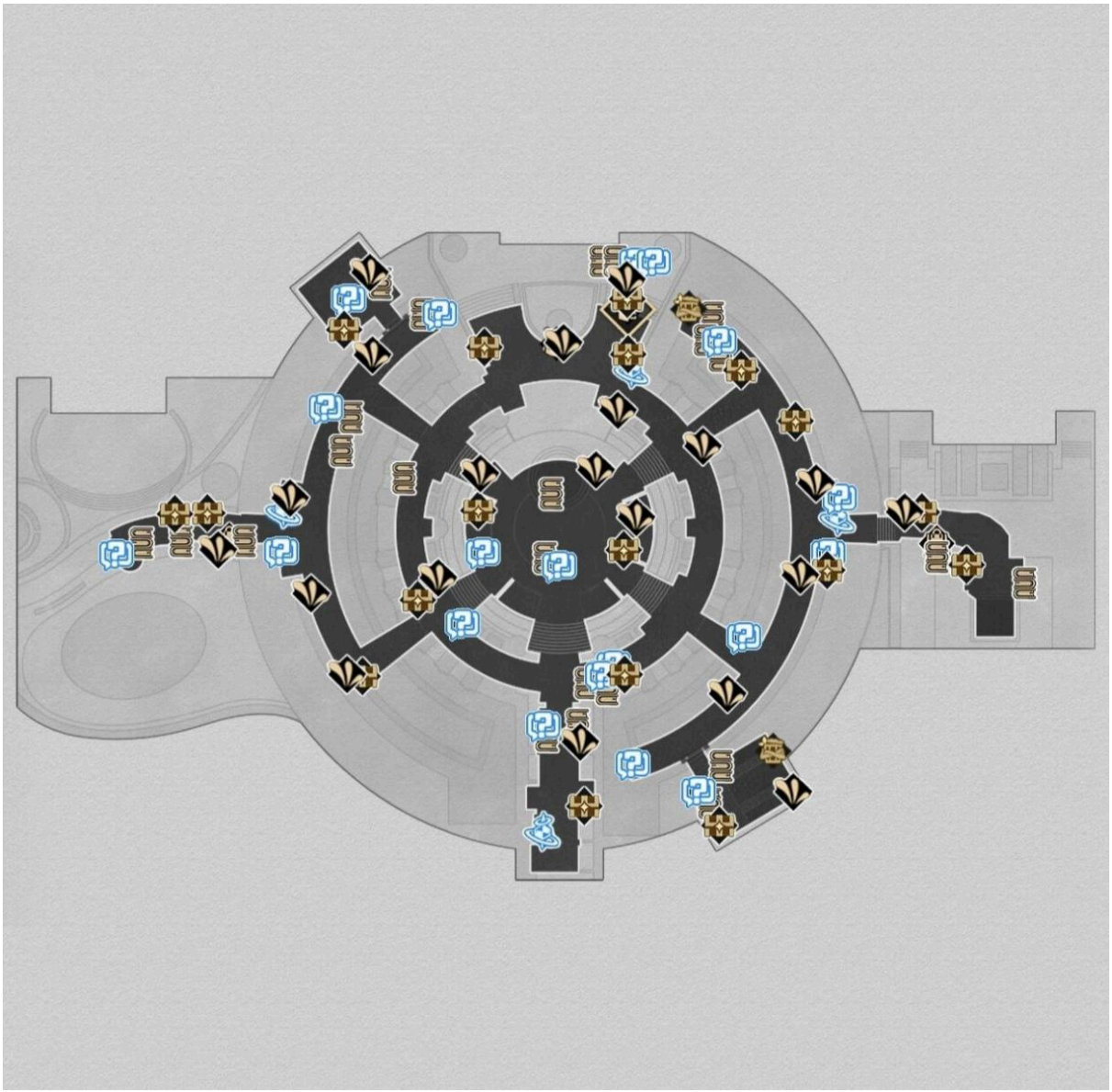
Images of Penacony's map based on the in-game layout:






Navigation
Penacony
22 / 32
40
19/240
Star Rail Map
Reality
Parlor Car
The Reverie (Reality)
Dreamscape
Golden Hour
Dream's Edge
A Child's Dream
The Reverie (Dreamscape)
F3
F2
F1





With considerable confidence, I can say that Sparkle successfully operated within one of the most complex environments in HSR, interacting with multiple key characters across different regions of the Dreamscape while coordinating events that would ultimately converge into the Radiant Feldspar incident (which I will discuss in greater detail later). After understanding the overall structure of Penacony and the locations where the script's relevant characters would interact, Sparkle was able to move, intervene, and position resources at strategic locations without disrupting the broader progression of events.

She later utilized this spatial understanding to execute the Radiant Feldspar incident, where the prior distribution of buttons and dolls enabled a large-scale search operation that simultaneously involved numerous characters within the same setting. In other words, she did not simply understand how the city functioned; she transformed limited information into a functional mental map of the environment, identifying where she needed to intervene, which characters needed to be moved, and when those interventions had to occur.

If we additionally accept that Sparkle possessed partial knowledge of Elio's Script, then this mental representation becomes even more impressive. As she gained a deeper

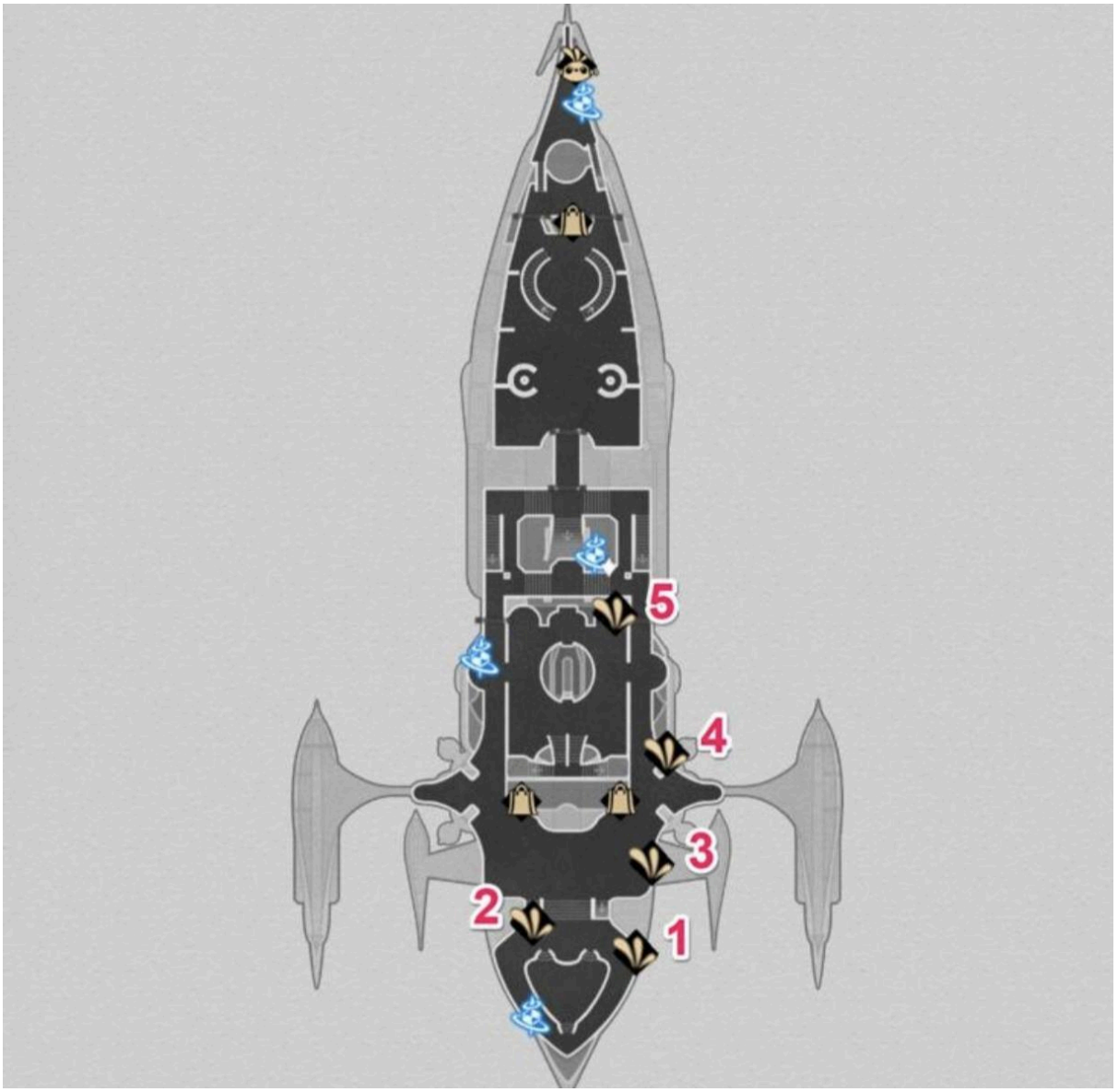
understanding of Penacony, she was simultaneously developing a spatial model of the entire setting. Penacony does not function like a conventional city. The Dreamscape is composed of multiple dream realms, unique rules, and overlapping layers of reality. Despite this complexity, Sparkle demonstrates a sufficiently precise understanding of the environment to navigate between different areas, locate specific individuals, and intervene at exactly the most advantageous moments.

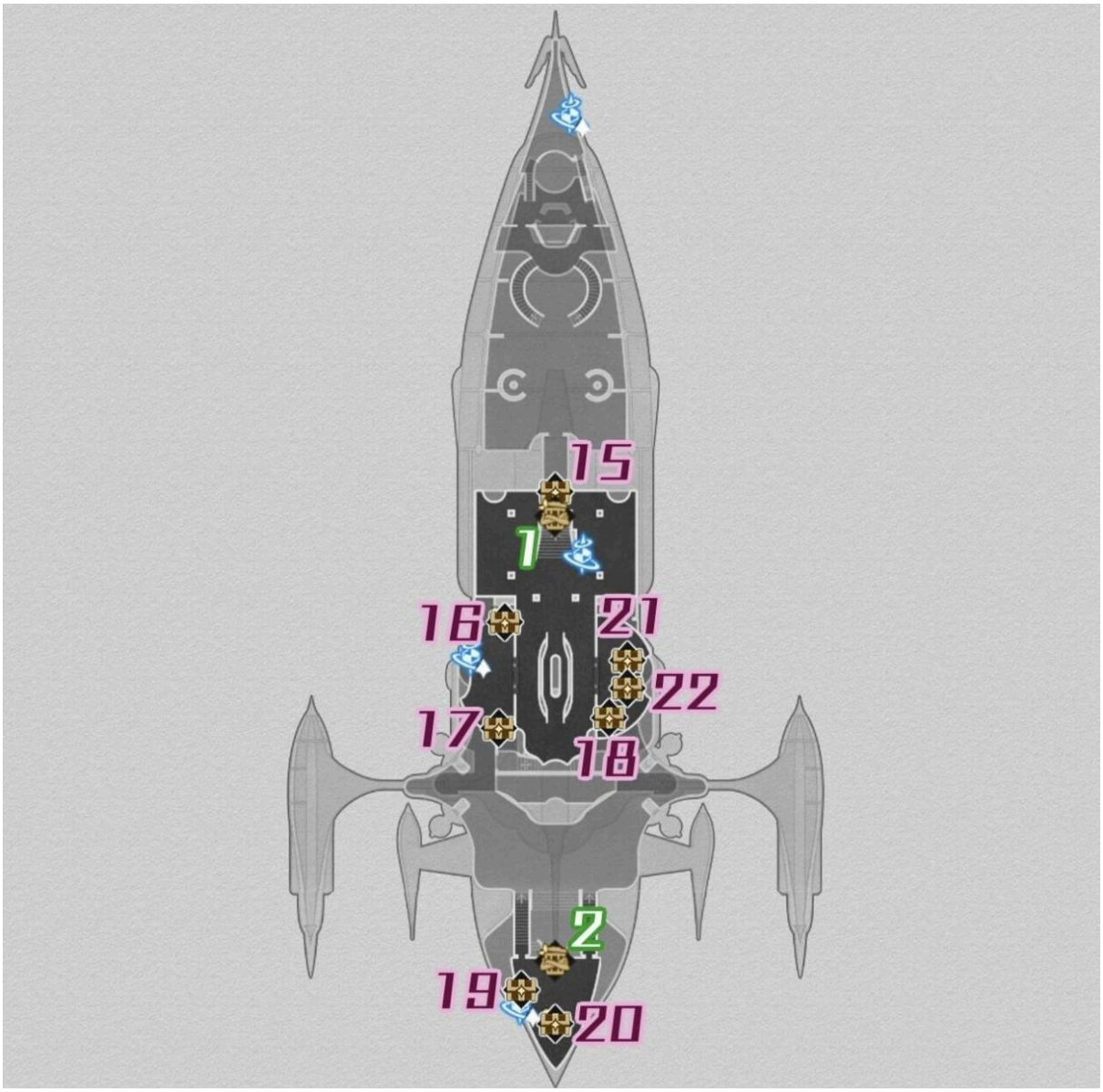
This spatial understanding reaches one of its highest points during the events surrounding the Radiant Feldspar.

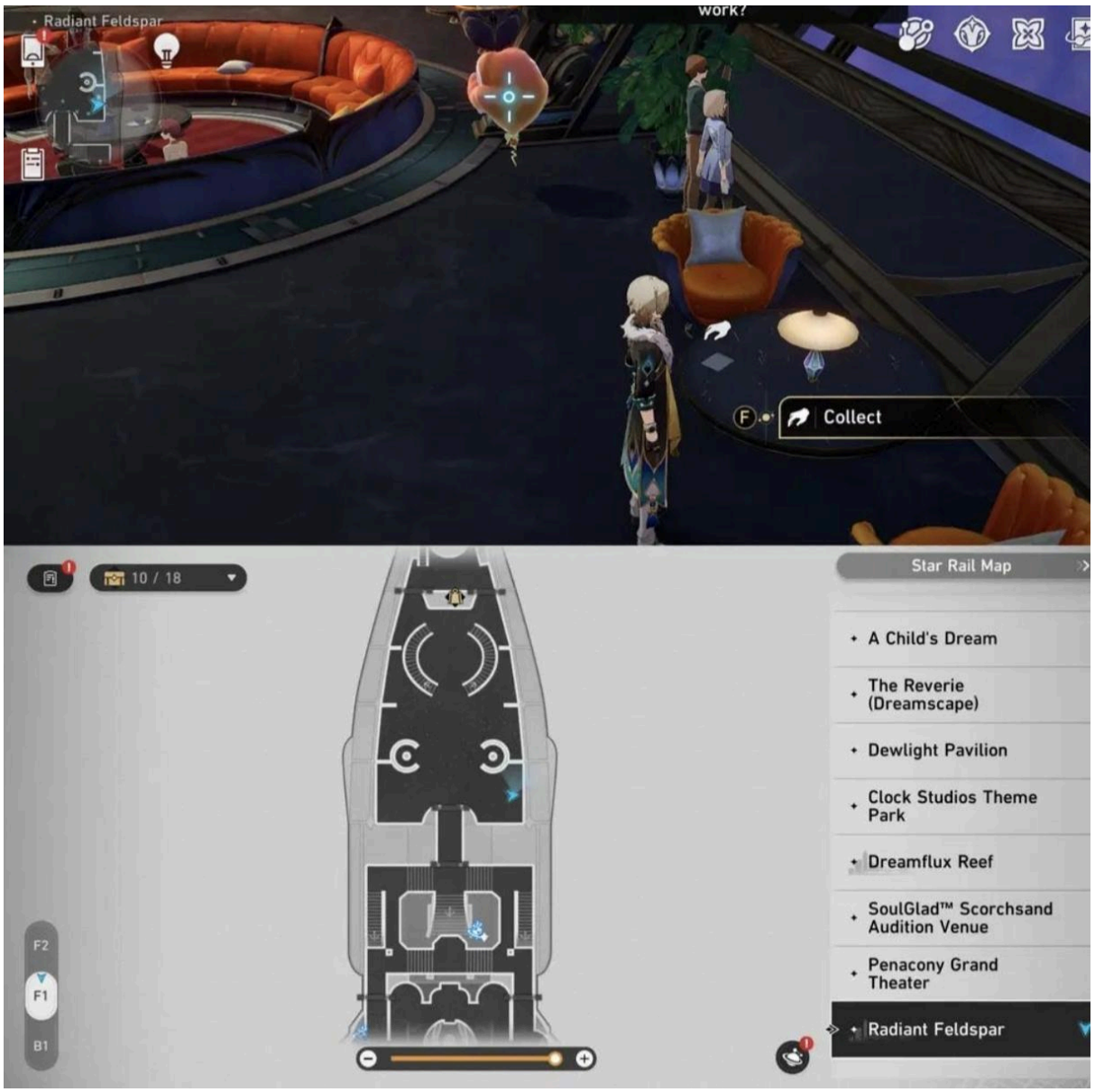
Rather than limiting herself to a single location, Sparkle uses multiple sections of the ship as components of a unified operational environment. For the bomb strategy to succeed, simply hiding dolls at random would not have been enough. She needed to know which areas would be searched first, which locations would create the most confusion, which sections would require more time to inspect, and how different groups would react once the search began.

The distribution of the bombs demonstrates exactly this. The locations do not appear to have been chosen solely as hiding spots for the dolls; instead, they seem designed to control the movement of those attempting to find them. Each discovered doll forced the participants to continue searching through additional areas, progressively expanding the scope of the operation while maintaining a constant sense of urgency throughout the entire process.

Images of the Radiant Feldspar map:


5
4
3
2
1


15
1
16
21
22
17
18
2
19
20



It is also worth emphasizing that the Radiant Feldspar is not a simple hall or isolated venue. It is a massive airship divided into multiple floors and internal sections, including (the Cockpit, Banquet Hall, Midship Lounge, Aft Pool, B1, F1, F2, etc). This means that Sparkle was capable of operating not only within a complex environment such as Penacony, but also within the Radiant Feldspar itself, distributing resources and preparing events across multiple locations without disrupting the overall flow of the scenario.

The bombs are merely the physical manifestation of a pre-existing spatial understanding of the environment. This ultimately allowed Sparkle to indirectly coordinate a situation in which thousands of people participated in the preparation of an event that would eventually affect the entirety of the Radiant Feldspar. As a result, the search ceases to be a simple pursuit of hidden bombs and instead becomes a carefully designed scenario in which the movements of the participants are indirectly guided by the structure Sparkle established beforehand.

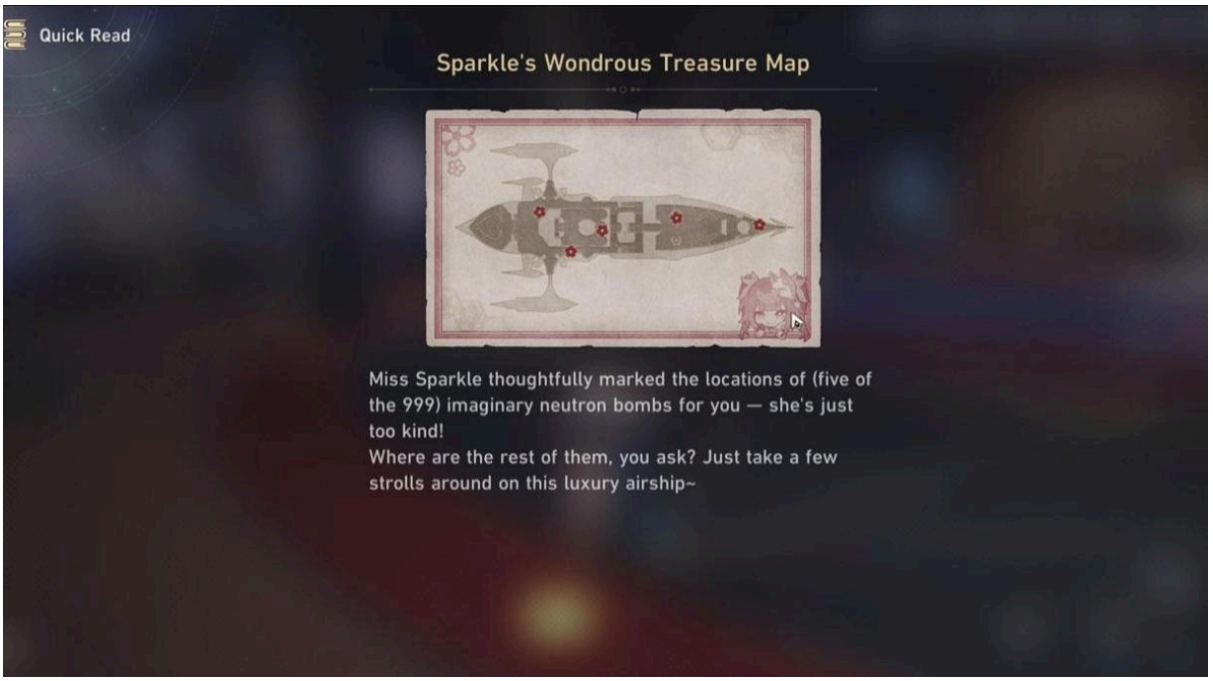
Furthermore, the prior distribution of the buttons reinforces this interpretation even more. From a superficial perspective, the buttons appear to be nothing more than random objects scattered throughout Penacony. However, it is later revealed that they had been distributed long before the main crisis ever took place. This means that Sparkle prepared resources intended to produce effects that would not manifest until much later.

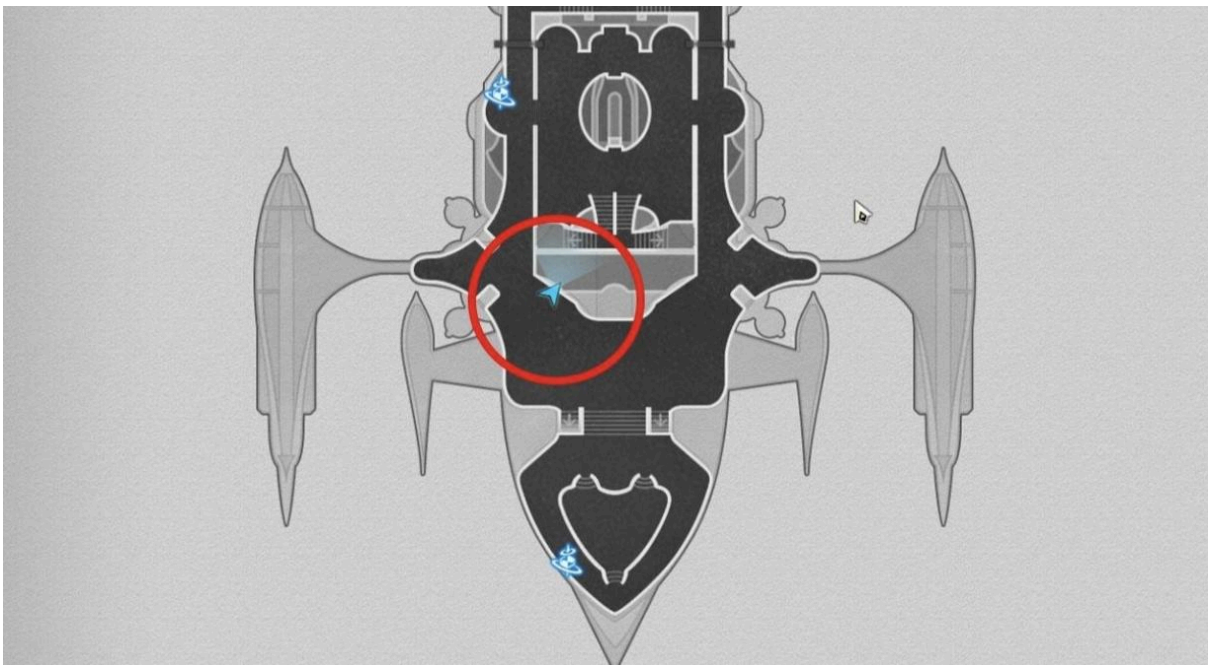
The significance of this action lies not merely in distributing the buttons themselves, but in understanding how people would react when the time finally came to use them. Sparkle did not need to physically force anyone to participate. She already understood that, once the scenario was activated, the collective response would emerge naturally. Passengers would panic, the protagonists would begin investigating, Robin would attempt to protect everyone, and the remaining participants would mobilize in an effort to prevent a potential disaster.

This transforms the bombs into far more than a physical threat. In reality, they function as a behavioral control mechanism capable of directing the actions of a large number of individuals simultaneously.

From this perspective, the bomb operation can be understood as the culmination of several layers of preparation. First came the acquisition of partial information regarding future events. Then came the construction of a mental representation of Penacony and the individuals involved within it. After that followed the spatial understanding of the Radiant Feldspar itself, the distribution of resources across different locations, and finally the activation of a scenario designed to produce predictable reactions from hundreds or even thousands of participants.

Images of the Treasure Map and bomb locations:







NOTE: It is worth mentioning that the game never shows all 1,000 bombs individually. What we actually see are only a handful of bombs that can be tracked through Sparkle's map, while the remaining ones are discovered by other characters and search teams off-screen. However, the mission text itself confirms that Sparkle had distributed buttons all across Penacony "for this very moment." This is further supported by her monodrama, where she is shown handing out buttons to citizens, as well as during the events where she disguises herself as Robin (which I will not explain in greater detail here, as it would make this document significantly longer; I cover it much more thoroughly in my main Sparkle document).

What is perhaps most impressive about this feat becomes apparent when analyzing the final bomb.

Normally, when a plan depends on a single final piece, there is always the risk that someone may find it too early, ignore it, or simply behave in an unexpected manner. However, Sparkle constructs the entirety of the incident around that specific final bomb.

The existence of the other 999 fake dolls serves precisely this purpose. Their role was not merely to deceive people, but to regulate the pace of the search itself. Each discovery brings the participants closer to believing they are solving the problem while simultaneously guiding them further along the exact path Sparkle had already envisioned. This is why the final bomb represents a far stronger demonstration of anticipation than any of the previous ones. The entire strategy is structured around ensuring that the participants eventually arrive at that specific point in the scenario.

Sparkle is not reacting to events as they unfold. Everything suggests that she had already accounted for the existence of a final outcome connected to that bomb from the very beginning.

This directly connects to Firefly.

If we accept that Sparkle possessed partial knowledge regarding the future development of events, then the final bomb ceases to be merely the conclusion of her grand performance and instead becomes a tool designed to facilitate an event she already knew needed to occur. The significance of this feat does not lie in Sparkle predicting every exact step Firefly would take. What truly matters is that she prepared an entire scenario in which Firefly's intervention became increasingly probable as the search progressed.

The crisis, the time limit, the emotional pressure, and the location of the final bomb all function together to naturally push the participants toward the outcome she had already anticipated, ultimately leading Firefly toward her third "death," exactly as Sparkle had foreseen.

A similar logic can be observed in her interactions with Aventurine.

Even before Aventurine uncovers the full truth behind Penacony, Sparkle begins subtly pushing him in particular directions through ambiguous remarks, fragmented information, and carefully calculated provocations. One notable example occurs when she suggests that he should become friends with a mute girl, a comment that later gains significance when Aventurine eventually develops a connection with Robin.

The important aspect is not the statement itself, but Sparkle's ability to identify what kind of information will influence a specific individual. Aventurine believes he is making decisions entirely based on his own reasoning, yet much of the context he relies upon to reach those conclusions had already been altered beforehand by Sparkle.

When all of these elements are examined together, it becomes evident that Sparkle's plan does not depend on a single brilliant action. Her true achievement lies in coordinating multiple developmental lines simultaneously. She combines future knowledge, spatial understanding, psychological insight, and contextual manipulation to construct a scenario in

which numerous characters move toward specific events while believing they are acting entirely of their own free will.

For this reason, her greatest feats should not be viewed as isolated demonstrations of planning or deception. What Sparkle truly demonstrates is the ability to transform fragmented information into a functional representation of an entire scenario, anticipate how different individuals will react within it, and prepare the necessary conditions far in advance to ensure that events develop in the desired direction.

This is what makes the bomb strategy one of the most complete demonstrations of VSI, CPI, Anticipation, and Theory of Mind found anywhere within Sparkle's overall document.

Thank you for making it this far. If you have any questions regarding Sparkle or the arguments presented here, feel free to check my main document and contact me through the Discord information provided there.

See you next time.