

In this doc, I will be going over Roscow's plan prior to Immersion and Ice Tower, and all the set-up which was necessary for those two schemes to work, where he singlehandedly played the entire town worth of people and inevitably raided everything they held dear with minimum effort, alongside all the necessary context to help us truly understand his thought-process, all the variables and intricacies he was juggling throughout it.

! Quick explanation of the character and context !

This entire plan chronologically takes place prior to Roscow's Immersion and Ice Tower plans, both of which I've already analyzed, and it's heavily recommended that you read those first if you want to read this one, not just for the sake of understanding Roscow's entire plan, but also just to get the gist of what kind of character he is, so from this point on, I'll pretend that you're familiar with everything in those two docs.

[PART 1 - COLORLESS CUBE]

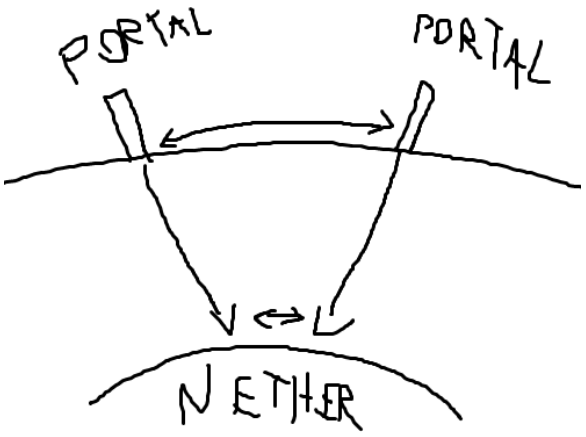
To start off this entire happening, we first need to introduce a new character, who will be the overarching antagonistic role to Roscow throughout the entire story, and that is Scope, who, at this point, doesn't know who Roscow is, as he never met him.

Scope happens to be one of 3 founders of the town called "Colorless Cube", with the other two founders being David and Kroko. It existed for about a year, but the founders who created it are far from newbies in this line of work, as all of them are experienced architects and leaders who got together with the intent of building a thriving society, which currently has around 30ish residents.

In spite of being an ambitious builder, Scope isn't the type to put that mind into his own comfort, but rather he believes in expansion, something that will serve as an objective net-positive for future progress.

This is reflected in that, despite having a Nether hub that spans across The End, as well as all over the continent, all of which is very richly decorated, he still lives in a tiny shelter in the mountain, happy with what he has.

(Quick thing, but the Nether in the story IS elaborated as an actual bottom layer at the Earth's crust, hence why transportation is so much quicker and why each block in the Nether is 8 blocks in the Overworld. This is a popular interpretation about how it works in the Minecraft community, but it's important to establish that it's a confirmed thing in this story, as it will be of relevance later.)



The Nether hub drifts into various tunnels miles away from the center, so the residents of Colorless Cube are sprawled all across the continent, covering a lot of ground.

Every few days, Scope likes to inspect what the residents are doing out of genuine curiosity. He happened to visit a resident named “Anonymous”, and he is explicitly disappointed once he sees that his house didn’t progress at all for an entire week, in spite of not participating in any other projects.

Scope debates whether he should break the house apart, seeing as how he doesn’t live in it, nor expanding upon it, but ultimately decides he won’t do anything today.

He returns to the Hub, briefly visiting the farm in the End, where Endermen continuously spawn in the place David made.

Town’s entrance layout

In spite of the town’s residents being all over the continent, the actual Hub itself is only guarded, with no current expansion done, as Scope believes they should make the foundation, or the central part of their town stable, before they move onto further innovation.



As it stands, the Hub is surrounded by an explored jungle and an ocean.

Scope’s turmoil

Something that Scope talks about privately, while he's with his own thoughts, is the lack of satisfaction he feels with the direction town is going in.
For starters, even if his actual home is quite humble, it's a pleasant sanctuary that is mildly decorated with stuff that he holds close to heart, including a Doctor Who poster, a franchise he's a massive fan of, as he also idolizes The Doctor as a character *(yes, this will be relevant)*, BUT, very whenever he comes back from an exhaustive mission, he finds something there, usually a gift, and this day it was no different.

He saw a horse that was tied to the fence outside of his house, with a sign on which a signature was written of the resident who gifted him this horse, named Razi. Scope untied the animal, and left it in the field.

A couple of hours later, when David called Scope to help him construct the upper layer of the Hub (as there were too many residents at this point), Razi was already present, and instead of helping or going by his own business, he was watching them from a far, joking around with them, as Scope sheepishly thanked him for the gift.

Scope in reality hated these little "gestures", as they felt more like a crutch. The intent of Colorless Cube was expansion. He didn't care if you tried to be on good terms with him, or to literally tie your name to his house so passing residents would associate you with him, he just wanted people to progress, something that was clearly stagnant with a town that was growing at such pace. Scope never acted upon these thoughts, just kept them to himself.

Thieves

A day later, something more drastic happened, which Scope explains post the incident.

One relatively recent resident, Luki, was exiled from Colorless Cube after he was found destroying layers of the Hub, acquiring materials.

When he was seen, his immediate reaction was to run away, which Scope figured was an obvious tell that he was a criminal rather than it being incidental, even though he wasn't literally a new face, given how he already had his own house and sanctioned land and everything.

Given his exile, Scope went to his, now hostless base, to take it apart. Luki's house was made of wool, so Scope sheared portions of it, with the intent of coming back some other day to fully get rid of it, but as of now, he had to go back to the Hub.
Through the Nether, he went to the town's official "shop", which was connected to the mines, where people extracted ores and sold them for reasonable prices, and everyone had their own set out. This was a newly installed thing he made, where no one made significant progress yet, but Scope rushingly tried to extract as much as possible, commenting how he feels as if an attack is coming.

4 days pass, and everyone's mines are already decorated and equipped with various tools they have except for Scope's region, which is almost untouched.

Some new faces and residents showed up in the meantime, one of which was **Roscow** himself.

Scope's reasoning

Scope wasn't just intuitively feeling an attack in his gut, he abducted that possibility once he saw that Luki's house was made of wool.

There was no sheep farm in the town, and the house was too big to manually get that much from slaying them.

Given how the Hub was next to the ocean, Scope takes interest in the possibility that this was a pirate, which would fit the profile both ways in terms of his activity, and where he got that much cotton from (pirate ship's sail).

(One important thing to note here again to establish, in spite of the setting being mostly rooted in Minecraft, there's a big exception when it comes to vehicles. Pirate ships and other vehicles exist and are functional, not just decorative.)

He further extrapolates based on this premise, that IF Luki was a pirate, it'd be unlikely that he was the only one in the town, given how he was comfortably nestled there for quite a while still.

This means that if more intruders are present, they might try to take revenge.

Scope's mine tactic

In spite of acquiring a lot of resources early on, he intentionally doesn't want it to be visible, so he can bait any potential acquaintance of Luki to try and strike him with the assumption that Scope doesn't have much in his disposal.

What doubly works about this tactic is how unsuspicious it is as it's consistent with Scope's character, as he was already well behind many even regular residents, as his true time was spent in working on something that was used by everyone, with the hope that people would expand on what he started.

Problem dogs

Eight days later and Scope mentions how yet another person was blacklisted from Colorless Cube while going through his shelves in his cozy house, looking over heaps of materials such as iron he collected. The incident from the last couple of days had put him on alert to do an overlook over his residents once more, and noticed that one person, Nikola, had actually used an existing architecture from a city that was once also founded by Scope, David and Kroko, but was left and abandoned for a better place.

He continued to track his progress from the initial entrance to the town, and realized that he had made next to nothing after that shack of "his", so he ultimately zeroed down on the possibility that he was a mole too, even if he didn't have any concrete evidence.

Normally Scope wouldn't have done something like this, but because of the recent situation, he felt these measures were necessary.

Attempted assassination

As Scope got out of his home in the mountain at night because he couldn't sleep, he saw something at the top of his mountain with a chest, which naturally led him to think it's a trap, as there was no obvious tell whose it was.

Scope climbed on top of it and stood there in silence for a couple of seconds, when he suddenly "felt" a presence.

Besides him, in that moment, an arrow shot, as he moved out of its way. It was a person who drank an invisible potion, who wanted to knock Scope off the hill, but given Scope's paranoia and anticipation of the attack, with the bait he presented already, he

managed to close the distance and push the person off the mountain himself, leading to his death.

Scope, feeling simultaneously relieved and worried that his concern wasn't about nothing, quickly goes through the hub, trying to get to some of the other founders there, and it's at that point where it's shown to us another bait he had placed, and that is that the pathway in the hub's tunnel only had an occasional railing where the signal was being activated, and everything else had no tracks for faster transportation.

Alongside the mine's concealment, this was another fabrication into making, whoever decided to come by, think that Scope doesn't have resources, despite the fact that he had more than enough iron to compensate for that small tunnel.

Attempted assassination #2

Scope goes to the central hub to reach the town hall, saying how he wants new rules implemented on stricter reports when desiring to enter the town, however he was being followed by yet another pirate who had invisibility.

Scope anticipated something like this, and intentionally is leading them outside of the town, if more of them are planning on gathering, as he contacted Hazza in advance, just as the sun is starting to rise.

The pirate tries to shoot Scope again, but, due to the closed doors inside the town hall, he is forced to open it personally, just as Hazza was hiding behind them.

Scope and Hazza started pursuing the invisible assassin, tracking him by his footsteps, however he threw an ender pearl and scrammed into the jungle that was beside the hub, not managing to actually discover who that person was.

Raids

Nine days later, and yet another report of an attack on the town had occurred, by one of Nikola's former acquaintances no less, Zubatac, who raided the entire hub area alongside the city hall and inevitably got blacklisted from the town as well.

In the meantime, the team responded by building watchtowers all over the world, starting with Scope's house to attempt and create a deterrent from those attacks.

Scope no longer hid his progress, as he already proved that the pirate factions were in fact real, so now it was all about building a proper pesticide against them.

Scope has a moment privately where he goes over his general feelings about the situation, while going over to the shop in the mines to finally resume the progress he had stopped, talking over how nothing about Colorless Cube is how he envisioned it, as it was supposed to be a place for true visionaries to build and expand, to help people grow together, and instead it's being deteriorated from within by all the hatred and jealousy due to minds that are too confined to think, yet not confined enough to make it their own problem.

After reworking his shop in the mines, he goes to inspect the others' work while having that existential thought. At this point, something catches his attention when he reaches a farm that belongs to **MiniBingo**, another relatively recent resident. It isn't shown what catches Scope's attention at this point.

Raids #2

Days later, Scope has dealt with the entire situation like a hermit, contained in his own house, trying to make a breakthrough. Ironically, going against the entire purpose of the town because he was essentially bullied into it.

At one point, he saw a "gift" outside of his house which commented about a certain "redesign" in his watchtower. It was signed as Dj Plazma, however Scope had invented a gadget with which he could inspect the fingerprints and DNA, as he already had that information about every resident in the town, because how could he not, they all live there, and it turned out to be false, as the person behind this structure was Larlix.

As he carefully inspected around the mountain, he heard a switch being flipped on and off, implying a certain mechanism which keeps something in place.

Uncertain what it is, as it could potentially be explosive, Scope left it and went through the Nether to the hub again, blacklisting Larlix in turn, as it turned out later on that he did have a wire that was set out to blow the entire mountain had Scope entered his watchtower.

Fixing the problem

Days passed, and things started taking a positive turn, as the team decided to stop isolating from the residents.

David decided to organize and restructure the entire village close to the hub itself, where Scope also moved in temporarily, so it all feels like a little community rather than a faction.
Very close to the village was where the city hall was, and next to it was a colosseum arena built by the former resident Larlix.

Its purpose was never truly established, but it was now there with very little left to finish it.

Roscow

One of the more recent residents proved to be one of the most promising, and that was Roscow, who showed exceptional mechanical and engineering intelligence, as well as that drive towards work. It was almost as if his drive was that little push which inspired everyone around him.

Because the village and the hub were placed near the ocean, Roscow started building the docks, with the intent of constructing ships, as well as helped David with constructing streets for the community.

Larlix's arena on the other hand was in the way for Roscow to properly make a path from the village to the docks, and didn't continue on rebuilding it before he heard the report from Scope on what should happen to it, until Scope decided to take it apart, in spite of how close to finishing it up it was.

Roscow's test

What Roscow did with that pathway construction is actually meticulously poke Scope's intent, morality and willingness by initiating this project.

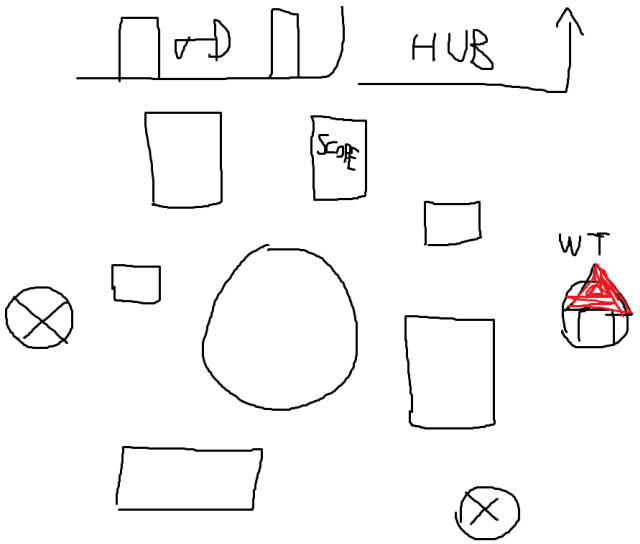
- Had Scope said 'no' to Roscow's idea, it would imply that Scope would recognize the arean's usefulness, in spite of its barbaricism, or it could offer an opportunity for slave work if any residents decided to go rowdy again.
- When Scope said 'yes' to Roscow's path idea, it gave Roscow a red light on Scope's moral framework being applicable to his own, given how Roscow is completely morally bankrupt, and yet Scope does have some core principles, despite his mixed

feelings on some uninspiring people. Roscow with this strategy got to perceive and induce Scope's morality without incriminating his own, so with that move, he now knows how on page he can reasonably expect Scope to be.

- Roscow also concludes and writes off the possibility that Scope's decision is simply due to pride, in terms of him being unwilling to get rid of an architecture made by a traitor, because:
    - That wouldn't be consistent with Scope's character so far, as he's very noticeably not concerned about his own self-image, &
    - It wouldn't track for why the arena was up for so long in the first place.

More watchtowers were being reinforced for good measure, one of which Scope noticed had a patch of dirt that didn't have grass near it, implying someone was either constructing something on top of it, or removing it, potentially measuring the watchtower.

The rest of the watchtower's placements were already picked in advance and outlined:



In the meantime, Roscow completed the docks and the ship, which was now ready for transport.

[SCOPE'S TRAP]

Three days have passed, and Scope has made an announcement, which is that he's intending on leaving Colorless Cube due to the lack of satisfaction he's had from it, and how the entire thing has taken a toll on his passion. He talks this over with the other two founders, who are understanding of his decision.

Scope calls a few residents that he’s already personally whitelisted and proposes the idea of going on a new journey with him. Some agree, some decline, as they’d prefer if they kept on supporting the Colorless Cube.

Roscow happens to be one of the people Scope trusts at this point in time, and sees a lot of value in him and his ideas, so he also got an invitation.

Hazza meanwhile was tasked with the cargo crate near the docks, as he had to garner various treasures and ores that were collected in the town by the residents who have decided to leave. Everyone is instructed to find their loot and place it onto the cart, so Hazza will be responsible for the unloading part. They’re reminded to be as swift as possible, so that they don’t end up waiting around for a single person.

Some residents have already started snooping around, carrying their stuff into the crate, with now being Roscow’s turn. He hands out his loot to Hazza, who starts unloading them onto the crate one by one, right as Roscow leaves to go to the city hall.

Scope watches from the watchtower, when in that exact moment, as both Roscow and Hazza disappear from his vision, he throws the ender pearl towards his house, entering it and looking through the window. In that exact moment, he sees MiniBingo getting out of the water by the docks.

While inside his house, Scope gets all of his loot and heads to the city hall as well, which is the most eastern part of the village, directly backed up against the jungle.

MiniBingo exiled

With both Roscow and Scope inside the city hall (the basement of it to be specific), while Roscow had his specialized room for enchanting, Scope just stood and waited.

Soon afterwards, MiniBingo comes as well, in spite of not being a city council member nor a very active resident, meaning he has next to no business being there, as Scope anticipated he would arrive.

As Scope is about to climb up the ladder, he kicks MiniBingo off the edge, making him descend towards the basement. MiniBingo quickly tries to climb back up, but once he’s out of the city hall, he is surrounded by people Scope contacted. He is instructed

to drop everything he had, and is then exiled from the town for conspiracy. MiniBingo is shocked, but doesn't deny anything, and just leaves.

Scope's reasoning

To unpack everything, Scope reveals at the end what happened many days ago when he was inspecting the shops in the mines, and stumbled upon MiniBingo's part. What he saw was a farm where he grew carrots.
At first, doesn't seem notable, but it was an interesting thing to dedicate in your own shop, especially days after two attempted assassinations where the attackers used invisibility, a potion that is concocted by brewing a fermented spider eye onto the night vision potion, which is concocted by brewing a **Golden Carrot.**

Scope further reasoned that, even if MiniBingo isn't directly correlated with the previous attempted assassinations, he doesn't believe that he isn't aware of why people would be buying them, as no one would be publicly outing their reasoning after the news hit the shelf, and MiniBingo just installed that in his shop, perceiving that there *would* be a market for it.

But he couldn't conclude anything substantial based on that hunch, which is why he came up with the idea of sailing from the Cube in the first place, and why he made a watchtower there for himself.

Watchtower strategy

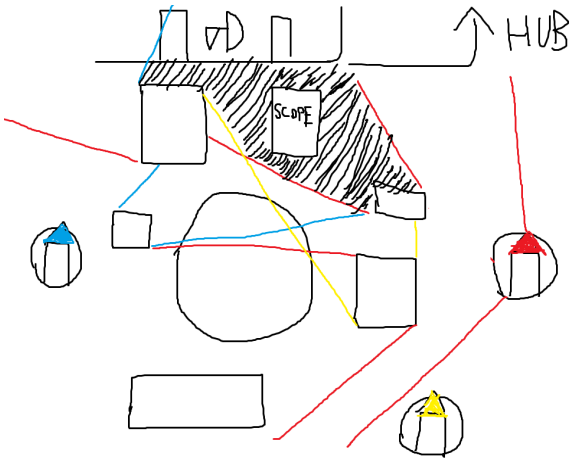
Scope predicted that, if anyone is still in the town with the intent of conspiring against him, they will most likely attack on the day as he's about to sail, which is why he didn't announce this idea before the day he decided to pack his stuff, applying pressure to the assassin, as well as a limited time-clock.

He predicted that the watchtower would be a point of interest, which is why he highlighted where other two will be constructed in advance.

He noticed a recently dug up patch of dirt near his watchtower, which implied that someone was measuring it, and applying its view to where others will be placed.

Watchtower blind spot

In the village, with all of the watchtowers set, there was only one place where no watchtower had a view of, and that was behind Scope's house, which coincidentally was where the docks were.



Thus, Scope arranged a cart for sail, where each resident would simply need to unpack their stuff, as Hazza would carry on.

Scope anticipated that someone, who was not greenlit for sailing, would arrive that very same day, right as both the previous resident (in this case Rosco) would leave their stuff, and as Hazza was unpacking them, so, purely on instinct, he teleported to his house, only to witness MiniBingo who was swimming in the ocean, not seen by anyone so far.

An innocent resident with heavy gear would put their items on the cart and then walk down the main road themselves, as their goods take the blind path. They have no reason to personally escort the cart, but a raider who inspected the blind spot would seize this opportunity.

City hall

Scope after that incident went to the city hall, and as expected, MiniBingo followed, despite having no reason to.

After successfully cornering him and accusing him, MiniBingo didn't retort nor was acting as if he was unjustifiably exiled, which, in everyone's mind, including his own, confirmed Scope's suspicion.

Following this sting, MiniBingo leaves the town, heads his way towards the jungle, as Scope still decides to sail with the rest of his trusted crew, fully optimistic, but little would he know that he's travelling alongside a genuine demon.

【 PART 2 - NO STRESS 】

Days pass, as the crew have officially sailed to the nearest land. They have gone past various biomes, whether it'd be deeper forests, hills, valleys and even a messa biome, but they eventually settled on a nicer, more open field. They arrived at noon, so most of them were still asleep, except for Scope, who was by the rudder, and Roscow, who was naturally not in the mood for sleep.

They found a very open, promising place they inspected while the rest were asleep still.

Both of them figured it was a good idea to immediately unpack and start some basic things before morning, so the crew can continue without worry. The mentality behind the town's purpose is reflected in its name, "**No Stress**".

Unlike Colorless Cube, where you had various inactive, petty, or straight up destructive residents, No Stress requires a far more rigorous whitelist for passage. The town doesn't take donations from its sister locations, and instead requires and prioritizes ingenuity & consistency. A town where true visionaries will preserve, where you don't have to work for someone else's needs, so in that sense, all of your "stress" is your own.

As Scope and Roscow started with their base architecture, one of the residents, Graci, woke up from the boat and immediately jumped on his project. Those initial, core foundations were very quick as they carried all of their materials.

Roscow for one immediately started with a farm where he grew potatoes, pumpkins and **watermelons**.

Scope's uneasiness

For what seemed like a very promising, optimistic start, Scope expressed a level of uncertainty when he was alone in his shack. He saw Roscow's farm containing watermelons, and watermelons are only found in the jungle, a place he knows *multiple* raiders are at least somewhat familiar with:

- The assassin whose attack was stopped, ran off into the jungle.
- MiniBingo, after being exiled, immediately headed towards the jungle.

Of course, it wasn’t impossible for a regular, innocent citizen to have simply arrived from the jungle, while not being affiliated with raiders, and happened to join the community, but Scope isn’t the kind to just wag his tail to something that he intuitively considers slightly suspicious, it’s just the way he’s wired, and as everyone already saw, most of the time, his hunches are correct.

Roscow’s aim

Scope growing this subtle suspicion towards Roscow is EXACTLY what Roscow is aiming for. The details of this plan will be explained, but, as we know from the Immersion plan, both Roscow and MiniBingo were exiled from previous towns they resided in, which is the exact circumstance Roscow needed to use MiniBingo to his advantage and solve the Ice Tower.

By planting watermelons in the farm, it sends a signal that is *just* subtle enough to the point where it could easily be a coincidence, but it’s also just alarming enough where someone like Scope won’t ignore it.

Roscow is also aware of Scope’s personality, by simply being aware of previous schemes that happened in Colorless Cube, where he can accurately predict that Scope won’t be confrontational about his suspicion, and will instead try to make his suspicion concealed and set a trap for you instead that you will simply happen to walk into if you happen to be guilty.

Town’s progress

With only 7, but very success-hungry residents, the town expanded in a single day by quite a bit. The residents were Scope, Roscow, David, Zumče, Graci, Franko & Weed.

Close to the shore, David outlined some of No Stress’ general rules, with those being that, if you affiliate yourself with the town, your base shouldn’t stray too far away from everyone else.

Graci has what is by far the biggest home, as he lives in a complete mansion, given how he is by far the richest person in No Stress, and was one of the richest during Colorless Cube also.

Roscow already opened some booths where other residents can take free food, as long as they’re rational in amount. He, alongside

Scope, started a long mine as well, to acquire as much resources as they possibly can as quickly as they can, so they can move onto real projects soon enough.

Scope goes on a tangent privately that he considers the town as a family extension, as he truly grew closer with some of them, hence why it personally hurts him that his intuition leads him to suspect Roscow in the first place, but he just cannot help but lose sleep over it. He comments on how Roscow was the second most consistent and active participant of No Stress, after Scope himself.

A couple of days pass, and Roscow proclaims that for his next project, he’s intending on making an automatic chicken farm.

Zumče starts collecting sheep and breeding them, so the town can acquire more wool.

In the meantime, No Stress has had a new, whitelisted resident, Oksura, a promising, optimistic member, and by far the youngest person in the town, being a mere teenager.

Forest adventure

Roscow made sure to let everyone know that he wants to acquire every type of wood that is available, so that every one of them has more options during building. He tells them this so none of them also go into the wilderness and instead can prioritize on making bridges, the portal and so on.

Some time passes as Roscow stumbles upon an open field of various flowers in his pursuit, something which noticeably excites him. He proceeded to take a sample of every type of flower and carry them on, continuing on his search.

A considerable amount of time passes as Roscow finally stumbles upon the roofed forest and a savannah, having finally acquired both the dark oak and acacia saplings.

After achieving what he initially said his goal was, he could’ve finally gone back to the town, but not before he continued walking to a specific location, and proceeded to bury each flower he had collected into a hole, then covering it up, saying how disgusted he actually is by flowers.

Scope’s growing suspicion

Back in the town, as Scope still didn’t have a base, he was wondering about Roscow, now more suspicious than ever. The watermelon clue was enough on its own, but now after hearing that Roscow wanted to harvest every type of wood, in spite of them not having access to the jungle, and yet Roscow clearly *was* in the jungle, alerted every signal in his head.

As he already reasoned, it was possible that Roscow had simply been in the jungle prior to reaching Colorless Cube, and in his way, gathered a melon or two, but for him to not even pick up on a tree, in spite of that being something he’s clearly trying to get a hold of is now a noticeable contradiction in his own character.

Scope’s “gift”

To make some sort of deterrent, while Roscow was away, Scope decided to gather a bunch of chickens and lock them in Roscow’s base as a gift, as Roscow talked about wanting to make an automatic chicken farm.

What this actually serves is to make sure to prevent Roscow from making another alibi on why he’s out of the town for so long. If, in spite of this, he goes on another long adventure, it will legitimize Scope’s doubt in his character.

Town’s progress #2

Roscow eventually returns to No Stress, witnessing the gift Scope left.

Roscow immediately concludes that Scope does in fact suspect him, and is testing his alibi, which is the entire purpose behind Roscow’s proclamation that he wanted to make an automatic chicken farm, was to bait Scope into making that trap so he can be certain of Scope’s suspicion.

So Roscow effectively baited Scope into making a bait.

Having predicted this, Roscow already conceptualized an automatic chicken farm, and eventually built it, functioning on the prospect of having all of those various chickens in a dome, where they’re being automatically fed and bred, so that once they lay eggs, those eggs get put into the containers below them, and into

another dome where the eggs hatch, where a trigger activates only when the chick grows up to an adult, which automatically sets it on fire and fries the meat.

Roscow's read

In the meantime, Roscow noticed one of Scope's constructions that is in an open field, more distanced from the rest of the town which is in the forest with a lake, and by its foundation, he can immediately tell that it's a hefty project.

Roscow, having a good grasp of Scope's mentality of wanting to try something "never seen before", anticipated that Scope most likely wanted a system that could energize the Nether portal which will be there, as the town is missing it currently.

On top of also knowing that Scope didn't construct his own base yet, which was on brand for him, he most likely wanted to preserve resources for the build instead which will be an overall net-positive for the town, which legitimized Roscow's inkling.

Another observation he made is that Graci is missing. He knows that Scope wouldn't straight up ignore a resident leaving who didn't announce his destination, so this was most likely a done deal between them.

He induces what resource could Graci possibly be going back to, which is when Roscow reasons that it's most likely the messa biome, as it'd correlate with Scope's current construction he's making. It'd justify two things:

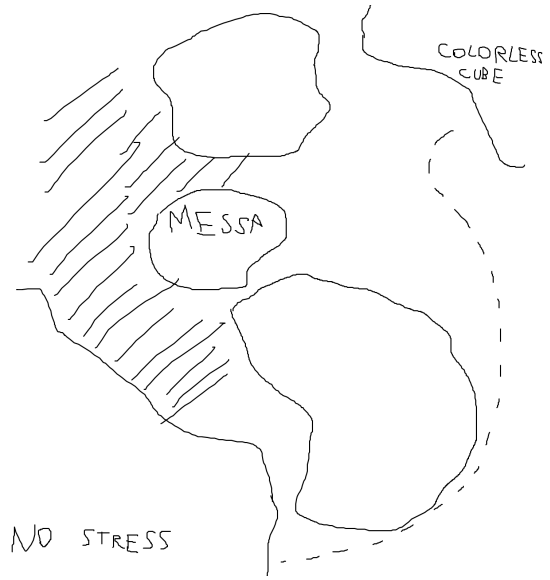
- Why the hub is so far removed from the town in the middle of the open field, and that's to attract lighting. By observing its bigger foundation, you can naturally estimate it'll go high into the sky, so Scope is probably intending on siphoning the thunder from whenever the weather is rowdy.
- By going to messa for clay, it'd help for the insulation, as specific types of clay are fundamental materials for creating high-voltage electrical insulators, as they resist the flow of electricity.

Roscow also knows they have passed the messa biome upon arriving, so Graci is well aware where to look for it, instead of going blindly.

His abductive reasoning doesn't stop here however, as he makes one more inference based on this established premise now, which is why would Graci go to that place instead of Scope himself? The answer in this case is obvious, and that is because Scope suspects

Roscow, but not on any solid ground to the point where he can make it confrontational, so he’s most likely asking Graci to inspect the exact coordinates of the biome, so that, afterwards, Scope can smoothly arrive without going like a blind mice.

Map layout of their travel from CC to NS



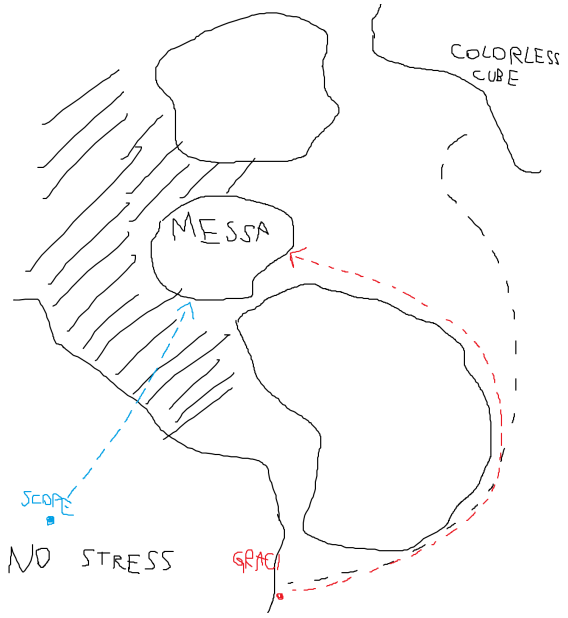
Graci went to the messa on the ship from which they arrived, however, as one could extrapolate from the sketch of how the continents are laid out, it’d actually be more efficient to get to it on foot. The only deal-breaker currently is that the exact coordinates are not known, and, from the ocean, you’d have a clear view of where it is.

After that long thread of extrapolations, Roscow proceeded to move further away from No Stress town, and build a quick portal to the Nether for the purposes of “inspection”. It isn’t shown in that moment where he goes and why he does it.

Scope’s journey

A day passes, and we cut to Scope already travelling through the forest with the intent of reaching the messa biome, after Graci already returned to the town with the ship, mailing the exact coordinates of the spot. Given how he doesn’t want to be away from No Stress for too long at the moment, he calculated the exact amount of clay he’ll need, which he’ll quickly pick up and immediately go back.

Map layout of their travel from NS to Messa



After some time, around the halfway mark, Scope reaches the podzol area, where he finds what appears to be a deceased person.

This surprised him, as it implies there is some sort of civilization here, or was at the very least.

He was tempted to just walk away, but couldn't, the morbid curiosity got the better of him, so he scanned, using the same device he built since the Colorless Cube, to inspect the DNA, and it ended up matching with the data he had of MiniBingo. Since MiniBingo was a resident at Colorless Cube, Scope had this information already.

Now, we know from Immersion and Ice Tower that MiniBingo isn't dead, and instead this was Roscow's fabrication, using his DNA, because he already was familiar with the fact that Scope had that technology.

For Scope, this triggered several layers of reactions, as he was at first shocked and griefed, as, even if MiniBingo was a traitor, he never wished death upon anyone.

Scope has no indication that Roscow knows anything about his travel to the messa, as that wasn't shared with anyone, so the idea of Roscow staging this isn't even in his mind currently. He's not certain that it was Roscow who killed him, but it's what makes

the most probable sense from his perspective, because it'd take into an account the:

- Huge amount of time Roscow wasn't at home,
- & reasoning behind why MiniBingo's body would travel such a long distance from the jungle.

Out of respect, Scope takes the body and puts it in a tombstone, and continues to the messa, while still rationalizing the implications of Roscow murdering MiniBingo, and the purpose behind it.

【 SCOPE'S REASONING 】

Once Scope arrives at the messa and starts acquiring materials, he proceeds to go further with his extrapolations, reverse-engineering Roscow's plan.

Back in the Colorless Cube, when Roscow arrived, one of the first things he started building was docks, not much later to the incident when Scope took down Luki's house which was made of wool. This incident made Scope have an inkling that he was a pirate, due to the amount of that much wool, and Roscow managed to perceive that Scope would've thought of that.

Because the attacks and the raids were more and more frequent, it made Scope naturally very suspicious and slightly on-edge, which is why Roscow "organically" started making the docks. He was implanting the idea of not just the fact that the enemies might come in troops, so they should be ready for a counter-attack, but he implanted the idea of them leaving the Colorless Cube since that moment, and was emotionally manipulating Scope to fall more aligned with his initial desire of what the town should be by conforming to that stance, by being one of the most productive and ingenuitive residents of the entire town.

The day they were supposed to leave, Scope reasons that MiniBingo and BloodMaster were affiliated, which, only now in hindsight, makes sense why they were so close during that moment. This single piece of the puzzle made Scope recontextualize:

- Reasoning behind why MiniBingo was waiting so that Roscow specifically, delivered his loot in the crate, and then left, waiting for Hazza to leave as well,
- & reasoning behind why MiniBingo entered the city hall, when inside it, there was no one else but Scope and coincidentally enough, Roscow.

However, unbeknownst to either of them, Scope saw through their ambush, because he anticipated that blind spot tactic, and once he exposed MiniBingo, Roscow thought he was a liability, which is why he must've gone back and killed him.
With that sudden realization, Scope quickly calms himself down, collects what he came for in the first place, and goes back home, now more alert than ever. He knows that his inkling isn't supported by evidence, so it's best to not be confrontational about it, and try to get Roscow when he least expects it. What makes Scope comfortable in this position is that, that position is, as far as he thinks, the only reason why this information even came up to him, and why MiniBingo was caught in the first place.

By the next day, the Nether portal building for No Stress was already finished, as Scope didn't want to waste time. He knew he couldn't abandon the design now, because it could only alert Roscow into thinking that something took over his priorities, which could lead Roscow to suspect that MiniBingo knows there's something off about him.

Anyhow, the Nether portal was exactly what Roscow predicted, it was a design which siphoned thunder, as it was built in the middle of the field, and that is what gave the portal energy, alongside powered the rest of the automatization in the town.

【 FLASHBACK 】

Back when Roscow arrived at the Colorless Cube, he already "befriended" MiniBingo. At this point, the second Roscow met him, he already knew that he was the candidate for his Ice Tower scheme, because he was just immoral enough to manipulate into his schemes, while friendly and reasonable enough to the point where he wouldn't try to backstab him if Roscow was equally respectable to him relatively.

Given how he was entirely correct, this shows an insanely good read of character.

Anyhow, because Colorless Cube was a very fast-growing town, it had a lot of games and things used for entertainment there by other residents, and Roscow, alongside MiniBingo, became closer by playing a game in the Chamber with other residents, that was more of a practicing archery challenge where every resident only gets one arrow, and if they miss a shot, they don't have it any more till they lose their "life".

Roscow was intentionally missing almost every shot for two reasons:

- It wouldn't be wise to bring too much attention to himself, given how for this phase of the plan, he needed to be inconspicuous,
- & by being bad, it allowed him to test MiniBingo's character further by proposing they should team up, something which is prohibited, but not to the point where anyone will give you dirty looks for the rest of your life, so there was not much at stake for him by proposing this.

MiniBingo ended up accepting the idea as they went into the second round, where they were covering the opposite sides of the main hallway, back to back, and because of this, both were climbing up in the ranks at an equal pace, however, just near the end of the match, Roscow turned around and shot MiniBingo in the back, ultimately winning a higher spot than him on the leaderboard.

MiniBingo was frustrated, but in a light-hearted way, as both were laughing about it afterwards, especially considering that Roscow didn't even win the entire match.

What this created was fun back-and-forth that Roscow knew he could exploit later on, which is what shaped the entire plan, which ended up being revealed.

Roscow's plan

Very early on in the Colorless Cube, Roscow was very active with enchanting, all up until he got the looting skill, which helped him getting a carrot from a zombie he slain, all for the purposes of framing MiniBingo with it in his farm.

It was the perfect type of thing to use to frame him, because, on a surface level, there's nothing suspicious about it, but after reading through Scope's character, he knew it'd be enough for him to pick up a clue and raise suspicion about him.

This of course means that Roscow saw through Scope's tactic of purposely not putting anything into his mines, therefore knew that Scope would be extremely alert down there, and *would* notice a hint as subtle as that.

The next thing Roscow did, while in that village, was purposely place a block he'd destroy quickly, so it falters the grass near Scope's watchtower, predicting that Scope would predict where a

hypothetical raider would calculate that a blindspot would be in the future once the other two watchtowers were made.

Moving out of Colorless Cube

What all this set-up amounted to, was him anticipating that MiniBingo, in an equally trolly moment, would try and get ahold of Roscow's leftover loot while no one was watching, without any great, malicious intent, because what happened is that Roscow didn't leave his loot in the crate which Hazza put in the ship, but instead, he arrived with his loot *next* to the crate, which already had other loot inside it, so as Roscow left, and Hazza shipped the crate, it gave MiniBingo a moment to come out of the water by the docks, and snatch Roscow's ores.

Roscow also anticipated that MiniBingo would follow him into the City Hall, and anticipated Scope's prediction to that event as well, so that once MiniBingo was surrounded, he wouldn't actually deny, or at least not deny in a convincing manner, that he didn't steal or raid anything, so he ultimately dropped everything he had and went into the jungle while the rest of the crew went away.

MiniBingo's "death"

Because, as explained previously, Roscow foresaw that Scope would be moving to messa after Graci, and specifically through different routes, he built a Nether portal in secrecy so he can reach the exact coordinates he calculated mentally to get to a place through which Scope would certainly pass through, in order to leave a clue for him, alongside MiniBingo's DNA he had from the arrow he shot him with during the Chamber game, as Roscow had the info that Scope had that device.

Roscow's plan was exactly for Scope to find this, and "figure out" that he is a raider alongside MiniBingo, but, the way the fabrication works, it makes Scope think that he successfully saw through their scheme by remaining secretive twice already (with MiniBingo's uncovering & with finding the tombstone out), meaning that Scope's counter now won't be confrontational this time either, which directly feeds into Roscow's plan.

It essentially comes down to the fact that Roscow planned for and foresaw multiple layers of discovery and reasoning in advance, subtly misdirecting and manipulating Scope's thought process with each individual strategy.

【 NO STRESS END TIMES 】

Returning to the present at the No Stress town, Roscow made another complicated machine which automatically sorts and collects colored wool.

This is an invention that directly feeds off of Zumče's farm, where he bred sheep and applied color to their wool, so Roscow made that entire system optimized.

When asked by Weeds why he needs so much wool, he proclaimed that he's planning to build a giant platform in the middle of the ocean, miles away, that'd be Super Mario-themed, where residents could play mini-games against each other, and the colored wool would be good for decoration.

This tactic works for two reasons:

- It's extremely cost-efficient, as it's upgradable system he made based on work another person already did, in this case Zumče (which is why Roscow was so pleased when he saw him do this many days ago),
- & because it opens up the door for Scope to react in a predictable manner now. Roscow knows that Scope *thinks* he knows Roscow's plan, which is to use an existing alibi, in this case this giant project, as an excuse to wander off and do something drastic.

Scope interprets this as a natural reaction because one of his previous alibis didn't end up working, as when he wanted to make a chicken farm excuse, Scope immediately gave him the resources necessary, so, from Scope's POV, it seems like Roscow's desperately trying to give himself a task just so he has an alibi.

Roscow essentially manipulates Scope into acting predictably by manipulating Scope into thinking that he manipulated Roscow into acting predictably.

Scope's counter

With the news Roscow gives to his fellow residents, he leaves the place to "find appropriate coordinates" for the construction.

Scope doesn’t waste much time, as once Roscow is out of his view, he switched the chests containing Roscow’s collective wool from his sorter with a trapped one, after which he gets on his donkey, and rides away from the town until he coincidentally reaches the same field of flowers Roscow initially stumbled upon, where he creates a secretive Nether portal once again.

As he’s riding, he reasons Roscow’s goal currently, and figures that he might go back to Colorless Cube, or worse yet, is already maintaining some inside people there all this time, with the intent of becoming the town’s latecomer king. He extrapolates this based on few premises:

- The town of Colorless Cube is currently undervalued, and everyone left it in a hurry due to moral outrage, promise of No Stress and desire for a fresh start, but the Cube has something No Stress doesn’t, and that is infrastructure that took months to build. Their own Nether hub, mines, farms, watchtowers, established territory markers that span across continents, meaning that if it was inherited by an enemy team, it could create ruckus everywhere.
- Remaining residents of the Cube are leaderless, as majority of visionaries left, and what remained are either passive residents, leftover potential raiders, and some initial founders who, while are capable of forming alliances and keeping it in check, they don’t have the level of leadership, ambition and intuition that Scope does.
- Roscow already had demonstrated that he thinks in a territorial manner, as his pattern proves it. He joins a town, builds critical infrastructure, gains trust and positions himself as indispensable until he’s on the top of the food chain. He’s done it once with the Cube, he’s doing it again in No Stress. He’s also clearly a great opportunist, and there’s no bigger opportunity for him than right now, given how, if Roscow were to return months in the future, it’s most likely that the other founders will pick up the mantle by that point and get the city in iron clad order, whereas as of right now, it’s *just* shaky enough where Roscow’s brilliance could overtake it.
- Him killing MiniBingo (as far as Scope knows) would imply that Roscow needs to maintain a positive reputation and connections with that town, and killing MiniBingo was a way to ensure that he wouldn’t give them any information about him.

IF Scope’s inkling is correct, the implications of that would be horrendous for everyone, as you’d have a power-hungry monster now in charge of a far more powerful town, with all of those resources at hand, politically uncontested.

While in the new, secretive base with his own Nether portal, he enters it, following the set coordinates until he reaches the main portal in No Stress, linking them, shortening the distance between them, in spite of the path not being that long.

In his little den back in the flower field however, he installed a mechanism with various chests that he set with the same frequency as the one he set on Roscow's wool sorter.

David's response

As factored by Scope, David realized that Scope changed his base and linked the portal to his own one. Upon seeing this, David concludes that, given its short distance, it was probably just to circumvent the travel time across the hills of forest to reach the field, given how they currently don't have any short-term transportation like ender pearls.

Realizing this, David announces that he will be visiting Colorless Cube in a minute, just for some "personal reasons".

This is exactly what Scope wanted, as he purposely aimed David into that direction without being explicit. What this will create, he reckons, is additional pressure to Roscow to hurry up to the Colorless Cube, because Scope aims that Roscow will also reason a potential threat in another founder returning to the city, especially if they say they're only momentarily visiting it, implying they'll get something from it. If Roscow's plan really is to raid, now leaderless Cube, he would be threatened by this action.

This directly feeds into Scope's other contingency, which is to, once Roscow leaves the town with the intention of "building the Super Mario area for games", he'll activate the signal he had installed in his wool sorter, instantly transporting all of Roscow's acquired materials for the supposed build to his own base, which will then be solid evidence that Roscow isn't being truthful.

And as already established, if the pressure is applied by sending David into the town, it reduces the likelihood of Roscow coming back to check for his resources.

Roscow's trap

This entire tactic by Scope is exactly what Roscow was aiming for the entire time, and he brilliantly orchestrated the entire thing so that he manipulated Scope into believing he's manipulating him, as right now, his primary goal is for Scope to believe his trap is successful.
As "anticipated" by Scope, Roscow returns to No Stress very quickly to "gather his things", (a bluff that Roscow anticipates that Scope will see through), and while he's there, he stumbles upon Oksura, one of the newer residents of No Stress.

In a hurry, he quickly asks Oksura if he can be on the lookout for him while he gives Franko a gift, as he wants it to be a surprise. Oksura being a newer and younger member, agrees, wanting to be closer to the town's "OGs" so to speak, and what Roscow does is exactly that, he makes a platform around Franko's house where he grants his potions and diamonds, which is a gift for Franko's enchanted book which gave Roscow looting.

This is a lie by Roscow, as Franko had nothing to do with him getting that enchantment, but he feigns this level of gratitude in order to manipulate Oksura into extrapolating why would Roscow be so appreciative of it, which Roscow intentionally does after what David announced, which is:

- Given how No Stress doesn't have access to the End, it is much more difficult for its residents to get access to ender pearls, which is probably what David is going to the city to get, or at least it's a part of his aim,
- & Roscow has no clear benefit from looting in any other respect, as Endermen are the only mobs currently from which he can get any useful drop.

Oksura's response

What this move does, after Roscow announced that he's about to go work on his project, is make Oksura bring up the Enderman farm in the Colorless Cube to him, as he just learned of that.

He does this because it makes him seem smart and useful, which is the exact kind of suck-up energy a newbie would have in a town surrounded by actual geniuses. Naturally, because he has nothing better to do, he offers help to him, which Roscow approves, and because this entire decision was rested on Roscow's desire for the gift to remain secretive, neither of them announce that they'll go to the Cube now.

Oksura thinks that, even if they're not announced, everyone in the town will take it as a harmless surprise, and because he's

affiliated with the town's second most ingenuitive and consistent resident, as well as its founder, he feels shielded from blame.

Roscow meanwhile isn't thinking about ever returning to No Stress, and he's currently sacrificing the good will of an innocent teenager for his own selfish benefit as he's about to take over everything.
The moment Roscow left the town, Scope activated his mechanism, which in-turn transported all of Roscow's resources to Scope's shrine. Scope thinks things are going exactly as planned and that Roscow will soon be captured and proven of his conspiracy, whereas Roscow, having anticipated this, made a contingency way back earlier.

Buried flowers

As Roscow and Oksura are travelling, they organically walk through the fields where Roscow had buried the flowers all those days ago, which now he digs out, turns them into color, and applies to the wool he had, making it seem as if he actually *did* carry the materials from the wool sorter, in spite of Scope shifting their position them.

As we know, Roscow decided to bury these flowers in the natural path between No Stress and Colorless Cube almost right after he saw Zumče's sheep farm, therefore he was planning on getting Scope into attempting this trap since then, and everything went along exactly as he planned.

He'll now "innocently" waltz into Colorless Cube alongside Oksura, as all the pieces will align perfectly, having manipulated Scope into manipulating David into manipulating Oksura, all while he was factoring multiple layers of thought into an account.

[PART 3 - PRE / POST CC]

At this part, we're seeing a flashback prior to Roscow even entering the Colorless Cube town, and what kickstarted the entire plan into motion.

At the moment, Roscow is already familiar with the concept of archaic arts, and is aware of how little time, relatively speaking, he has till Iceika and Earth are aligned, but he cannot afford to do that scheme alone, as there's a chance he might face a random entity, so he's inspecting whatever situation possible to

acquire a so-called guinea pig he can manipulate for his own benefit.

As he's moving through the jungle, he stumbled upon the edge of the Nether hub, prior to its completion and already reasoned some basic on it's structure just from observing it:

- Why would the entrance to the town be through a Nether? - Well, maybe it's not accessible through any other method, therefore it might be something secretive.
    - No, it's unlikely that it's secretive, as the town's entrance wouldn't be exposed. This isn't a structure of a single person, but a community/town/faction. A random resident couldn't enter through potential walls of wherever the center of the locations are, so the Nether is probably an entrance through which you have to get whitelisted properly.
- Because they're using Nether for transportation, they might also be sprayed across the continent, if not more of them. This suggests very high synchronicity and organization.
    - What it also points to, as Roscow says so, a desire and ambition for "expansion". He essentially already perceived Scope's ideals just by seeing a single Nether portal, and already had a good grasp of how his brain works.

Instead of entering the town blindly, he goes deeper into the jungle, desiring some resources and perhaps some level of preparation before he does anything.

Minutes later, he stumbles into a cave that is deeper into the jungle, where he finds some untouched diamonds. From this, he reasons more:

- Why are there valuable ore this close to the town's center? - Well, maybe the jungle is a more hostile area where hypothetical enemy troops might be located.
- Maybe the ores are also an intentional trap for any unregistered citizen, so Roscow decides not to touch those diamonds, but instead he memorizes their exact coordinates in his mind palace (*We also know Roscow was memorizing and actively calculating the Earth's orbital phase, its rotational phase, as well as Iceika's, while taking into an account their axis orientation and when those two points would overlap, so the fact that he's able to factor in additional information and keep long-term memory of it is very impressive*.).

Cornered in the cave

Roscow spends a heftier amount of time just acquiring resources for a project he intends on making, which he only described as a quarry, when, suddenly, he witnesses another person from the jungle shoot him with an arrow. Roscow quickly circles around a hill, and proceeds to start digging himself into it by barricading himself, however the person follows him still.

While Roscow bought himself literal seconds of time before this person reaches him, he makes a reasons a very layered and complex conclusion:

- This person is struggling to break through the barricade, therefore he lacks the resources, in spite of the town clearly being higher level than he is.
    - Because of this, he can assure himself that the diamonds aren't an intentional trap this stray from the jungle made.
- Roscow's earlier abduction that the town is antagonistic towards the jungle was also correct, and that this is a safety measure against that issue.
- The stray trying to attack Roscow clearly has some core resources, but is still insistent on trying to kill Roscow, in spite of having no clear benefit from this after he already showcased defensiveness, so it's unlikely that the person is just animalistic.
    - Because of this, Roscow can reason that maybe him being here in the first place, and witnessing him in the jungle could be damaging to them. Therefore, maybe this person *is* a resident of the town, but a lower, more frustrated class who is planning some sort of uprising or revolt, who, if he was hypothetically seen by the higher-ups in here, could be exiled or killed.

Roscow reasons all of this in the matter of seconds, and immediately comes up with the counter.

Stirling engine

Before the stray reaches him through stone, Roscow quickly constructs something, proclaiming through the walls that "he can have the Stirling engine instead".

This instantly picked up his attention, as Roscow correctly saw through him. Roscow grants the engine to him, after which the stray leaves.

In reality, the stray isn't completely satisfied, and intends on exploiting Roscow's clear-cut ingenuity further for his benefit, which is something that Roscow predicted.

Mining Well

While feigning ignorance of the pirate's intention, Roscow moves away from the jungle to a more open field, where he, after acquiring materials (alongside those diamonds at the coordinates he memorized, as he now saw that it wasn't a trap), starts constructing a mining well, which is a machine that automatically digs everything below it, as long as it has energy.

Roscow starts constructing another engine, similarly to the stirling engine from before. He tests whether it works, and it does, as it successfully dug out a tunnel below the well.

Roscow then leaves this machine working after configuring it to go to the mine, anticipating that the pirate will stop hiding and steal it in an attempt to go to the town of Colorless Cube, however Roscow intentionally reconfigured it, making the engine not a Stirling one which is energized through coal, but a Magmatic one, meaning it'd activate once enough heat was generated.

Given how the town's entrance is through the Nether, close to the Earth's core, it would instantly overload the well, making it dig out the material of the hub itself, while also knowing that the pirate won't be smart enough to stop it.

Roscow makes it so that it'll self-destruct after potentially overheating, which he knew would happen, so that there'd be no evidence of the project.

As it turned out, this pirate was **Luki** himself, one of the first people who got evicted out of Colorless Cube after they were seen destroying the hub's area by Scope, meaning Roscow kickstarted the entire event, and was intending on separating the town in some way literal minutes after seeing it for the first time.

Quarry

As Luki disappears with the mining well, Roscow quickly relocates his other resources into a more concealed place further away from the jungle.

He starts constructing what he wanted to from the start, which is a quarry, a machine which, once its coordinates are set, will start automatically extracting those layers from the ground, as long as it has energy. In the current one Roscow made, it could contain 50,000 NG.
Alongside it, he builds a refinery which can turn oil into fuel for his various engines, alongside already existing stirling engines, which, in spite of having heaps of coal he mined, aren't enough to compensate for a much wider range his quarry can currently occupy.

Expanding the quarry

Roscow upgrades the mining well into an obsidian one, making it as hasteful as possible, while also creating land marks that operate under the same frequency as the quarry, so that the range under which it digs, is pre-set, and all that it requires is energy. He connects all eight of his stirling engines with the iron kinesis pipes, all of which individually can store 120 joules, which makes the process exhaustingly slow, especially given the expanded range of the quarry, in spite of all those upgrades.

Energy

To wrap it up, he constructed a pulverizer, alongside a steam dynamo engine. He extracts ferrous metal dust from the pulverizer, which helped him in creation of the ledstone energy cell, which can contain an extraordinary amount of energy, which he currently doesn't have.

He feeds the quarry some energy through the aqueous accumulator, which automatically takes water from the ocean, feeding it into the steam dynamo through fluid ducts, which was enough for him to see that the system works, albeit with extremely limited resources.

Long-Fall boots

For the final step, as by this time, Roscow was already a resident in the Colorless Cube, and would occasionally go back to his

hidden base where he'd make all the necessary prep-work, he created two pairs of long-fall boots, which absorb all kinetic energy upon falling, no matter from what distance.

Roscow tests them out, after which he buries both pairs near the edge bordering the hub and the jungle deeper into the cave.

This was the final stretch he did out of the town before he inevitably framed MiniBingo, which resulted in his getting exiled, and the rest of the crew sailing to No Stress.

【 PART 4 - MEGA WALLS 】

Back in the present, as Roscow's adventure alongside Oksura was meeting its end while closing in towards Colorless Cube, Roscow stumbled upon MiniBingo, whom he talked to amongst other nearby people that were there all scurried.

Now it wasn't exactly Roscow's plan that MiniBingo would *happen* to be there, nor was that part necessarily necessary. All Roscow was certain of is that MiniBingo wouldn't be far from the town, which is about as much as he needed, but him being right besides it was simply convenient, not a hinge.

In spite of MiniBingo being kicked out, he doesn't show active animosity towards Roscow (who is currently feigning ignorance on why he got kicked out, because from MiniBingo's POV, he was the one to blame, and Roscow had nothing to do with that), so their friendly banter continues as if nothing happened.

Because Oksura was still about to breach over to the town, Roscow, and by proxy, MiniBingo were heading towards that place as well, even if MiniBingo wasn't intending on entering the town, however, on their way, they were interrupted by the newly established regime in the Colorless Cube, which captures all civilians that are nearby, and temporarily takes them ahold in their special blip if they intend on crossing any borders, while also taking all of their current resources while the transport is passing by, as a form of customs.

These were the necessary measures the town is under currently, due to the overwhelming pirates that have entered, and are currently imprisoned, resulting in a far more rigorous whitelist system (similarly to No Stress).

Scope’s plan

This is exactly the scenario Scope had pictured in his mind when he initially planted the mole with David, making him go back to Colorless Cube for the End. Given how he knows that Kroko, the third founder, is still in the city, maintaining there's some semblance of structure, he knew that David’s reentering would introduce a necessary cautionary system.

Scope’s trap is, once Roscow is stripped of his resources, and they see there is no alibi confirming the missing wool, Scope’s claim will gain legitimacy, and Roscow will finally be detained and exiled officially.

However, this is exactly what Roscow had planned for, which is why he countered the plan without actually changing Scope’s perception of it, because once he enters the town with MiniBingo, who was already exiled, and is accompanied by him, both of them will go into detainment until everything is sorted out, all while Scope’s claim will not hold any water by that point.

Trapped behind walls

The security inside the blip lets out the crowd, now stripped of all previous resources through the gate, and, as expected, recognizes MiniBingo and Roscow, after which they’re temporarily detained inside mega walls, a current prison.

It’s consistent of 4 massive walls which surround the terrain, as it’s a newly established system built in a hurry, so it’s mostly containing regular resources, which on their own aren’t enough to actually break through the walls, and climbing over them isn’t very wise given how anyone who tries will be sniped, as it takes a blip to even enter the prison due to how high the walls are.

Oksura isn’t thrown into the jail, as he isn’t publicly affiliated with either, so he enters the town, albeit extremely confused, and thinks it must be a mistake.

Oksura’s reaction

One fragment Scope didn’t account for, which Roscow knew about, was Oksura. He’s new to No Stress and wants credit, status and recognition, while knowing that he can access the farm of ender

pearls through Colorless Cube, which would more than help Roscow to get out of the prison at this point.

In Oksura's mind, the play is obvious: beat everyone to the prize. If he can retrieve the ender pearls, teleport into the prison, give them to Roscow, teleport alongside him back, he demonstrates impeccable initiative, competence and value.

Hence, while Roscow and MiniBingo are detained behind Mega Walls, Oksura slips away, unrecognized, heading for the farm.

Failed escape plan

Due to Oksura's naivete and general greenness, he's very easily caught, especially since David had already arrived there with the intent of garnering ender pearls.

Due to this breach, Oksura is stripped of resources also and thrown into the Mega Walls as well.

This is exactly what Roscow predicted. He wasn't resorting his plan on Oksura suddenly being very competent and sneaking him out of there (though if he was, once again, the plan simply would've been more convenient), so he had a different angle.

David's reasoning

As Oksura gets caught, both Kroko and David (who is currently there) would be stumped, as they're the last present original founders in the Cube, and they personally both know these two people whom they've considered part of the same faction.

Roscow intentionally brought Oksura as red herring for David's reasoning process, where he extrapolated based on following:

- Roscow and MiniBingo arrive together, openly. Roscow is known, and he left with Scope, associated with the splinter group. MiniBingo was formally kicked from the Cube, suddenly in Roscow's company, and his very presence is shocking.
- Oksura appeared out of nowhere, also a resident of No Stress, and was attempting to breach the prison in order to help Roscow, implying he was also a part of their group.
    - Therefore, none of this was a random incident, it was a probing operation.

David understands the Nether hub as well as Scope does, as he initially constructed it alongside him, and those routes aren't available to anyone who isn't whitelisted.

This happened after Scope was constructing his own Nether portal away from No Stress, and then a horde of previously established residents of No Stress arrived, alongside Scope's new "favorite" as he knew him.

David doesn't know about Roscow's own private Nether portal he made in No Stress, but *is* suspecting someone in their splinter group doing probing testing, and he arrives at a gut assumption that perhaps Scope is compromised.
Under this new recontextualization, the entire context between Scope and Roscow seems different.

- Roscow was the one who initially started building the docks, days later, Scope *happens* to decide to leave the town.
- MiniBingo, now accompanied by Roscow, was kicked out by Scope himself on the exact day he decided to leave.
- Scope was publicly unsatisfied with Colorless Cube.
- Scope, while in No Stress, moved away from the town, in spite of that being one of the first things they talked about wouldn't occur later on.
    - Therefore, someone from No Stress, potentially Scope, is using the knowledge of Cube's infrastructure to probe for weaknesses, because he was unsatisfied with its progress, and wanted it to go in a different direction.

He reasons further than MiniBingo was always a potential inside-job man for Scope, who now returned with another inside-job man for Scope, who is Roscow, to serve as a distraction for Oksura, while Scope puppeteers the entire thing from the shadows.

Looking at it from that angle, it *does* seem like a solid plan that would've worked, given how MiniBingo's presence *did* legitimately stump them, and Oksura could've gotten away with it, had he simply been more competent and experienced.

Roscow inside the prison

Now, with Oksura inside there as well, there are already many factions inside these 4 walls that are on opposite sides.

Roscow doesn't waste much time, and instead, immediately starts going towards the mines, because other prisoners there already

have some minimum tools, because as established, the prison is still too new for there to be a more solid architecture to it, as currently its purpose is still to just keep prisoners there.

After acquiring some base materials, Roscow constructs a machine similar to the one he made before he entered Colorless Cube, which is a mining well powered by the stirling engine, which is something no founder or resident recognizes EXCEPT for Luki, who is imprisoned as well.

He notices this, and recognizes Roscow, so instinctively, he tries to get the attention of the guards to explain to them what the machine is and how it works, but by the time he reaches a high enough point to get their attention, Roscow already started his mining well while being rooted deeper inside the forest where the blip cannot really see them well.

David's reaction

Once Luki alerts the security, and David hears of this information, he orders the guards from the blip to get down and stop him from mining underneath the walls, while also, simultaneously feeling as if his suspicion towards Scope was just confirmed as he reasons what Roscow is doing currently.

- Had Oksura not been stopped, Roscow would've already been out and everything would've happened too quickly for them to stop them, *however,* because Oksura was caught, it now completely shattered their tactic, so Roscow is now resorting to a desperate, instinctive escape route by force with no subtly whatsoever.

Certain that Scope has something to do with it, and afraid to give him too much time to disappear, given how he already started relocating his resources from No Stress, he enters through the Nether hub, and decides to link both that Nether and the one that closes around No Stress, as it'd take a considerably less amount of time to get to him that way.

And so he does, David enters the Nether with some other people, and starts building towards No Stress' coordinates.

Roscow's kill box

David thinking the security has been breached, and therefore would resort to going to Scope, is exactly what he was aiming for. The

mining well strategy’s purpose wasn’t to just randomly get attention and appear desperate, though it was a part of it, it was so Roscow could quickly get to the Long-Fall boots he previously buried at those coordinates, as he had them memorized in his mind-palace, and knew that if he were to dig by hand, it’d take way too much time.

He also knew that Luki, or at least one of his men, aware of that story, would be present, and knowing their personality already from attempting to steal his previous mining well, he knew they’d be big enough suck-ups to rat on him, mixed in together with personal disdain.

The mining well does its job, and both Roscow and MiniBingo rush into the cave. The guards are lowered by the blip, and they descend into the cave system, however, the mining well dug farther than the long-boots location was, which was an intentional misdirection.

Both guards drop to the lowest part of the collapsed, narrow tunnel, while Roscow and MiniBingo are on a higher pocket of the cave, having acquired the boots. Now having the advantage of a choke point with a narrow passage where guards can only enter a single file, and without visible confrontation, Roscow decides to strike them from behind.

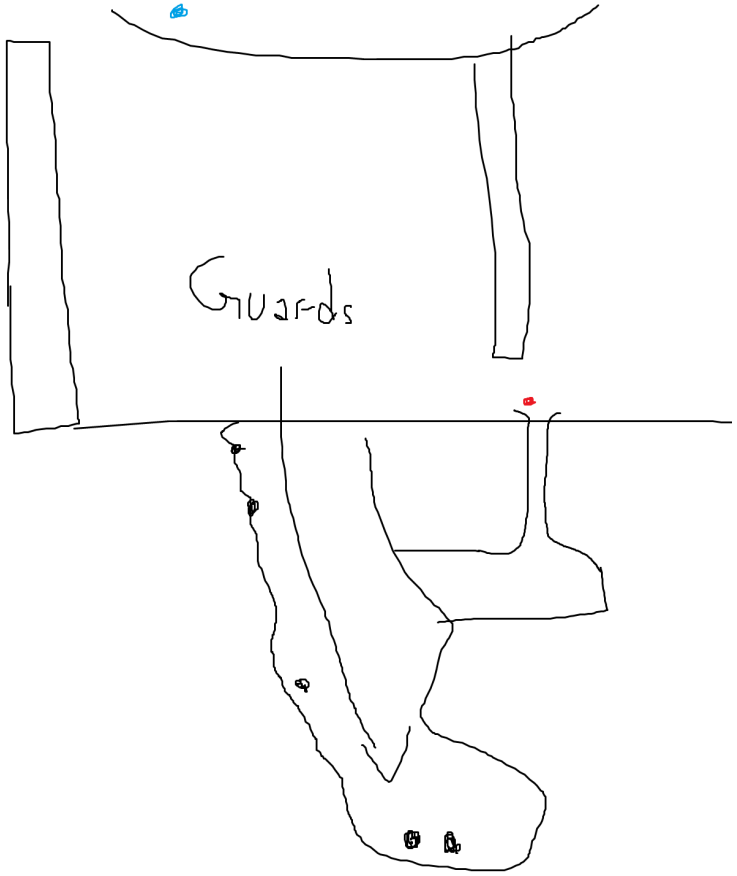


Escape plan

The guards operating the blip, with other innocent civilians inside it, observe the terrain from above, and notice one guard with a bruised, bloody face retract from the cave, waving his arm in desparation.
The blip quickly lowers to get him help, while the other guard is still down there with them. The guard goes back in the blip staggeringly while everyone else's attention is locked on the tunnel entrance as more guards go down in a single file.

While no one is looking, the "injured" guard takes hold of the blip, getting rid of the driver there, turning out that it was actually Roscow after he brutally ripped the guard's face off, and placed it on top of his own, while wearing his clothes. He knew that in the midst of chaos, no one would question a bloody face, and no one would assume Roscow had some layered trap, given how they already thought his initial layered trap failed, when it was just shielding for the actual one.

After taking control of the blip, he lowers the ladder one more time, after he already organized and told MiniBingo to just dig out a small patch above his own head in the little cave they were both in, because the ladder will be positioned exactly there.



The leftover guards who entered in the single file to overwhelm, what they thought, would be both Roscow and MiniBingo cornered, faced a dead end, as MiniBingo just dug out, and quickly climbed up the ladders while he was being sniped only after everyone realized what was going on, but by that point, it was already too late.

Successful raid

As MiniBingo climbs up the blip, and now both are inside it, they travel out of the mega-walls confines and into a more busy area with rich forests, so they wouldn’t be traced as easily. They both put on their Long-Fall boots, jump out of the blip onto the ground uninjured, and rush out of there, both feeling cathartic and filled with dopamine as they’re laughing like good ol’ buddies,

just as Roscow know they would, from the very first moment they met each other, he successfully perceived MiniBingo’s character.

After the incident, Roscow, alongside MiniBingo, rushed towards the open fields that Roscow was in when first moving to Colorless Cube, where he had concealed all of his machinery.

Because he knew exactly where it was, he found it before MiniBingo even realized that was a thing, as in his mind, none of this was pre-planned, and Roscow simply got extremely lucky.

One Roscow reached his leadstone energy cell, he waited till the signal of frequencies was clear, and in that moment, a huge amount of energy got stored, and his quarry had suddenly dug out *everything* that was in the Colorless Cube AND No Stress towns simultaneously.

Nether set marks

While in Colorless Cube, he was concealing set marks he had already tested in the field, and when he opened that secretive Nether portal in No Stress, he was calculating the coordinates which would be perfectly aligned with those two set marks, so that once David linked the Colorless Cube’s Nether with No Stress’ Nether in an attempt to reach Scope for questioning, that frequency had activated as everything was aligned, and because Nether is just a lower crust of Earth, Roscow could’ve simply selected that area, and a much wider one would’ve been dug out above him, because of how much smaller the circumference and area of that layer is, therefore it just exponentially increases as the machine does its job.

Quarry was successfully able to siphon *all* of the collective energy that was present in both towns, including Scope’s own thunder Nether portal, which no one governed, and every single farm in Colorless Cube, instantly filling Roscow’s quarry to the brim, making the process incredibly quick, stripping everyone of everything they had.

What follows

In spite of Roscow, with a single swoop, acquiring a ridiculous amount of energy and resources, he doesn’t let MiniBingo know this, as for his actual scheme at the moment, he needs Scope to think that they barely made it out and now only have each other.

He just conceals all of this energy, and then proceeds to go with MiniBingo further onto his desired coordinates until he reaches the town of Immersion, which is a plan I already explained.

Once he properly solves the Ice Tower, is the point when he can return to those memorized coordinates and take everything he raided back to himself.

Clarification

With everything out of the way, let’s wrap up this plan in its entire, chronological order, while factoring Roscow’s overarching main, primary goal which led into Ice Tower eventually:

PHASE 1

Roscow learns about the mystic crafts and the puzzle. Learns the occupied positions of them, and naturally wants to take hold of that power. Realizing very quickly that there’s a 1 in 3 chance this could backfire due to the possibility of a random entity being on Earth, he realizes he needs someone to be his fall guy.

PHASE 2

Roscow finds the Nether hub, and instantly figures out the town’s philosophy, its structure, and its vulnerability within literal minutes, as he mapped the political topology, realizing that it could be useful in his plan. Realizing this, he orchestrates the domino effect leading to rapid exiles.

PHASE 3

Roscow enters as a promising newcomer to Colorless Cube. Identifies MiniBingo as the manipulable asset and Scope as the primary obstacle/tool he could cultivate in his own genius as a resource.

PHASE 4

In the meantime, Roscow designs all the machinery he’d need to raid the town, while already planning to separate Scope from it, which will only serve his purpose.

PHASE 5

After organizing No Stress with Scope, he intentionally feeds him false information while controlling the narrative, making him suspicious of himself intentionally, as he successfully anticipated his following traps, which he'll use to frame him as part of his raid.

PHASE 6

Make Scope think he successfully trapped him, while making David think he successfully stopped the tactic that both Roscow and Scope were a part of, and use that alongside all the previous contingencies to escape the prison, after which he could instantly acquire all of their resources by predicting what both Scope and David would do.

PHASE 7

After successfully making MiniBingo think he is as hopeless as him, use him as the fall guy for the puzzle he wanted all along.

I think it's safe to say that this doc showcases that Roscow's counteraction is in a league of his own. It's not just a case of Roscow making very good, adaptive tactics to counter his opposition, he makes the opposition's strategy a *component* of his own, making them think that they're countering him, when in reality they're just strengthening his overall scheme.

It's also obvious at this point that Roscow has absolutely no moral ceiling. If the plan requires violence, violence happens, and never hesitates.

Overall, it should be clear with these 3 docs out of the way that Roscow is a beast in practically every single facet of intelligence. His scheming prowess including his strategies are absolutely mental, he's got good versatility in both fixed and non-fixed scenarios, his planning complexity is absurd, his foresight is extremely layered in its accuracies and responses to each step he already anticipates, his deception is broken, manipulation is broken, his general intelligence quotient is extremely strong, his emotional intelligence is extremely strong, his social intelligence is extremely strong, his reasoning is impeccable etc.

His capacity for adversity is also extremely impressive consistently, whether that'd be through a very difficult situation, through an opponent who also has insanely good intelligence feats such as Scope, or both.

Even with these 3 feats on their own, he's an unquestionable beast who has outsmarting versatility for days.

Conclusion

And with that, we end this analysis, and Roscow's very first plan in its totality, which is also his least complex plan by far.

For the end, what I'd like to leave everyone with, is, remember when I said that Scope being a Doctor Who fan is relevant? Well, I wasn't lying.

Roscow would officially come up with the name "BloodMaster" in-universe after the Ice Tower scheme, and the reason for that is because, during No Stress, Roscow was the *second* most active resident after Scope, therefore, numerically, he was **B**.

Roscow's pettiness is so potent, he named **B**lood**Master**, referencing the irony of being "behind" Scope, in spite of completely dismantling him, and adding the name of The Doctor's arch enemy.

Thank you all for reading.

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