

In this doc, I will be going over Roscow's first major plan, which served to triumph over the entire town of Immersion, turning the entire town's economy on its head while facing life-threatening oppositions left and right, 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 !

So, just based on the image alone, you can probably tell that this has relations to Minecraft, and you'd be right. This doc will *not* talk about the actual person behind BloodMaster channel, but the fictional, in-universe stand-in of Roscow.

It boils down to an RP narrative that he would do sometimes alone, sometimes with friends, and this doc simply happens to analyze one specific story that was roleplayed.

In any case, that means that the story is still inherently tied to Minecraft in some ways, but, as you'll see, the actual outsmarting itself is still very much tied to actual logistics and tactics.

[PART 1 - SET-UP]

BloodMaster (Currently referred to as 'Roscow') and MiniBingo (his friend) arrive at a town they see for the first time in their life in the morning.

They are observing it from the hills before deciding whether to proceed or not.

An important thing to mention before going any further is the terrain of this town they arrive at. It is mostly structured in a completely flat field that stretches out into the horizon, yet for the most part it remains quite desolate. Edges of the town have more mountains, hills and even edges of warmer swamps. There's a clear path that leads to the town.

MiniBingo and Blod proceed to have a conversation where we're not exactly told what happened before they arrived here, but the implication is carried that they just arrived from another town from which they had to scram, presumably due to one of their cons. This is implied by Blod's joking statement:

Well that's the end of the attempted second season.

To which MiniBingo responds:

Yeah... There are possibilities here for various tasks though so... we'll continue, we'll continue.

In spite of this passing comment, Blod continues to run uphill vis-a-vis the actual town, commenting:

We'll continue, but... in the two point five season.

MiniBingo proceeds to follow him as he laughs his comment off. Once Blod climbs the hill, he stops at the top, exhaling from simultaneous exhaustion and frustration. MiniBingo adds:

Maybe they'll get someone better than us two.

"*Ay! Ay! Ay! Ay!*" is what Blod says to that in response, signaling that he's jokingly offended. Once on top of this hill, Blod complies with the idea of going to this town, but instead of taking the path, they're taking the stroll through the forest, as it's now closer given how they've already climbed the hill.

This very small moment is actually of great importance, and shows us just how Blod's mind works in advance, in a way that you don't quite understand just yet.

Anticipating the layout

To understand Blod's aim, we must first look at the sketched map of the place Blod and MiniBingo arrive at.



Now, if you will excuse the rough drawing, it's important to note how Blod and MiniBingo had two possible entrances to the town, and yet Blod swiftly navigated them to go through a rougher path without actually verbalizing it himself.

Given the state of the town, Blod could instantly figure out that it is a product of unequal classes rather than just poor development, as otherwise it wouldn't be so relatively advanced near the area which holds a lot of natural resources like ores, water, fauna etc.

Given this dynamic just from the town's outlook, it's not very wise to approach it head-on, as they likely won't have any sympathy for foreigners if they don't have it for their own people. The lower class who are desperate might be more prone to violence, but if Blod can ensure a mutual benefit, it could ultimately prove to be a more effective approach.

But here the question presents itself, why wouldn't Blod be direct with this reasoning of his to MiniBingo? Well the answer is simple if one continues the series, but not so simple if we're only focusing on this one, but the answer is Blod doesn't WANT to settle for a singular town, whereas MiniBingo DOES. Their previous town kicked them out due to a risky con Blod pulled off, something he had anticipated, as he ultimately is better off with a second person who can help him along the way.

It's exactly for this reason that Blod doesn't want to tell MiniBingo his intentions yet, which are to inevitably cause a ruckus in the town, gain as much as possible from it, and then abandon it once again.

Changing the path from the entrance to the side has another layer to it, one which will be obvious later on, and that is subconscious navigation.

Once Blod and MiniBingo decide to leave the city, there will already, by default, be one option less for MiniBingo without Blod even needing to say anything:

Scenario 1 (If they didn't move across the hill):

This town hates our guts, we must leave, we have the following possibilities:

- The hills on the east side,
- The swamp & the rocky mountains on the west side,
- & towards the north, which is the more desolate field stretching into the horizon.

The fourth option is completely written off just like that, because they can't go to the south, as they already came from it.

Scenario 2 (If they moved across the hill *which they did):

This town hates our guts, we must leave, we have the following possibility:

- The swamp & the rocky mountains on the west side,
- & towards the north, which is the more desolate field stretching into the horizon.

Blod instantly writes off a third possibility, resulting in a 50/50 (which leaves an opening for a further strategy as we'll see) and maintains control over the situation, all while still giving MiniBingo an illusion of choice. By changing directions, they will arrive from that side, and in Mini-Bingo's mind, that

direction will immediately be written off, because you wouldn't retreat from the same direction where the townspeople found you once you advanced forward and potentially made enemies with them.

Manipulation at hand

The method which Blod used to indirectly manipulate MiniBingo into accidentally writing off the only potential alternative was by intentionally egging him on about not wanting to choose this town, whereas MiniBingo ultimately wanted to settle. He understood his character and used it to his advantage.

By exhaling from exhaustion once he climbed the mountain, he also gave MiniBingo an opening to make fun of his stamina in a joking manner. MiniBingo, knowing Blod's personality, anticipates he will react to the challenge.

However, Blod anticipated this reaction from MiniBingo by understanding his emotions.

What he achieved here was to manipulate MiniBingo into feeling like he's the one who manipulated Blod into going into the town from the hill's side, while in reality, that was Blod's initial intention.

The logical chain here is intricate. It's initially based on the town's geography and implied socio-economic structure, which could present a tactical opportunity and a threat, meaning an indirect approach would be safer.

That's the first layer of manipulation, the entry.

- Entering from a less scrutinized, more advantageous position.
- Seeding the exit strategy by making the forest approach their entry vector.

The second layer lies on a psychological principle, as if trouble arises and they must flee, the mind will instinctively reject retreating back the way they came from, as the path is now associated with exposure, pursuit and known danger.

However, this trick on its own presents a lot of fragility, the most prominent one being the exit logic.

Risk

The core premise that "you wouldn't retreat from the same direction you came" is a solid deterrent, but not a rule on its

own, and Mini-Bingo could very easily justify in his own mind the opposite:

- The forest, being familiar and recently traversed, could be the best escape route. Known terrain, potential hiding spots and obstacles.

A simple counter to this hole would be a decisive, in-the-moment argument from Roscow to MiniBingo about the actual advantage of going towards the opposite route, which, given their dynamic, could work, but that still opens up a potential risk:

- MiniBingo abducts the possibility that Roscow is playing him. Realistically, it is very difficult to conceal a probability of manipulation when the two people are familiar with each other to such a degree where they're both aware of each other's actual aims, so there is nothing stopping MiniBingo from figuring out, or even just having an inkling that Blod is trying to manipulate him, and if he does, this strategy falls in the water. There's always a chance MiniBingo *doesn't* suspect it, in which case, it'll make things easier, but it's not something you should count on.

Blod is aware of all of this, and we'll see in real-time how he approaches each one of these factors.

Settling in the town

We never actually see the scene of Roscow and MiniBingo going inside the town (mostly due to them being just two people and not managing to get extras to play other characters), which is why most of the context here is very quickly explained in an expository manner, but it is of crucial importance.

We cut to Roscow being in the very same, stranded, flat horizon that the Northern side of the town, which we learn is referred to as "Immersion", was seen from the hills before. He's currently alone, observing one of his projects, the compact elevator design.

As we learn, the duo was welcomed into the more desolate part of the town by another, nameless citizen, who explained the core principle of the economy of the town, as it's unlike your traditional currency, and instead it boils down to a more symbiotic, encompassing energy transaction.

The economy system explanation

Every citizen has a personalized "ID" of sorts that is carried around with them, which stores said energy. These credits come from the energy that *you provide* to the town, not physical money. Buying something means transferring stored energy to the seller.

But there is a catch:

Sold energy will proportionally go with the percentage of the designated provider of said energy which omitted that power, given how you can't sell physical energy. Meaning that if you sell energy that you earned by building/creating something, then the buyer gets a proportional percentage ownership over that thing, meaning that it's not just trading credits, and instead the credits are tied to the source of the energy, and selling them can transfer ownership rights in the source.

This means that a very useful machine that generates a lot of credit without outright spending proportional energy makes you an equivalent multi-millionaire, simply due to the value of your product.

Given this link between the energy market and property rights, it explains the city's unusual architecture, with the majority of actually meaningful and impressive structures being left near the pool of resources (hills, swamps, forests…), while most people live in a more desperate situation, given how, even if you create something meaningful, can end catastrophically if you end up buying things too hastily, which means there's still a societal hierarchy.

The economic exploitation

This makes the system very exploitable, but only if you have the means to back it up.

If someone with heaps of influence (in this case, energy credits) simply buys more energy from poorer townsfolk, just to allow them to get by day-to-day, you're essentially taking their ownership of whatever small-scale thing they've built, and over time, the said influential person could amass ownership over many town assets without directly managing them, becoming a landlord of the productive infrastructure.

Future actions of Roscow will show us that he fully understood this exploitation tactic from the get-go it was explained to him.

Another tactic Roscow considered was an attempt to create a debt spiral by lending credits to people in need, and then demand

repayment with interest in credits, and if they can’t pay, take ownership stakes in their energy sources.

Roscow is very much aware of this tactic also, because he just experienced it, as the project he ends up working on in this flat, foggy horizon is with the resources he was provided by the welcoming townsperson who seemingly offered them a helping hand.

【 ELEVATOR TACTIC 】

Roscow, upon observing his design of an elevator he made with the resources provided by the seemingly charitable welcomer, mentions where the idea stemmed from:

This is the best piston elevator design that I’m aware of. I thought of it myself, naturally after observing some existing ones. In the town, I found various similar ones, but they were much wider, whereas this one is truly compact.

This seemingly random project is a *far* more complex strategy that you can possibly imagine at first, which only gets contextualized later. To explain it, we first must talk about Blod’s read of this guy, in which he doesn’t verbalize himself outloud, but instead we only see the payoff at the end, where it’s shown he knew all along that he was trying to scam him.

Here it’s important to mention that despite this being roleplayed in Minecraft, it’s mostly just aesthetically Minecraft, and characters within the verse are still meant to be *somewhat* portrayed as real people. Meaning that a Minecraft skin isn’t just meant to be a skin, and in-universe, it is actually meant to be the appearance of said character, who are narratively portrayed as having expressions, body language, even fighting styles and so on.

Roscow at no point alludes to the welcomer having any obvious tell of being deceitful, no micro-expressions, no physiological leakage etc. or at least to the degree where MiniBingo could be fooled by his seamless politeness. The person not only welcomed them, fully explained to them the system of the town, but even offered resources to get started, which Roscow saw through (given the explanation earlier).

However, that logic aside, no detection was reliant on conventional behavioral analysis.

Reading the welcomer

Just from observing this person's economic state, a.k.a. living in this more desolate part of the area, it's telling that he didn't create this economic dynamic, and instead operates within it, which would also explain why he'd attempt said strategy on a newcomer. The visible influence of someone higher, someone who designed various elevators Roscow noticed in the first place, must be in charge of those larger structures near resources.

The elevators Roscow explicitly observed operate under a similar exploit that I mentioned earlier, it's a constant source of small, depleting energy draining whenever used, no matter how minimal. It's a passive income, which is exactly why Roscow led with that. He induced that someone higher than the welcomer is involved, meaning that there's a chain of obligation and profit. This suggests that the welcomer's politeness isn't just personal deception, but a part of a larger scheme, and the reason his performance is polished is because it's rehearsed.

Given how obviously cut-throat the town's economy is, Roscow *immediately* jumped onto one of his observations, baiting the welcomer, and in advance, the *actual* person behind the strings to attempt exploiting him.

Empathic synesthesia

What is comfortably the most insane part of Roscow's read on this person, which during this part chronologically isn't even told to us, but it will be shown later, however for clarity's sake, I will describe Roscow's thought-process as it happens, is figuring out that he's a cannibal working for the town's actual richest person. We'll refer to him as 'mayor' even if in the story, he has no name.

As Roscow is designing the said elevator, he makes a cooking simile towards engineering. The same way each ingredient is potentially food in cooking, each ingredient in engineering is potentially a product that can be sold, however you still show 'kindness' to both. The better you cook food, the better it will taste.

While using redstone (yes, as I said, aesthetically still Minecraft related), he compares it to ketchup, and it being processed food, the same way that all those cluttered elevators are just 'trashy', therefore he's predatorily masking his greed

with ‘care’ towards these ingredients by giving them proper respect.

Something that is not told, but clearly thought of in his head, is comparing this same ‘kindness’ treatment the way welcomer offered resources to him and MiniBingo, which, in a sense is tenderizing. The absence of normal human empathy isn’t absent, but instead replaced by an affective gluttony, same way Roscow feels it towards actual profit, welcomer feels it towards potential food. Once again, Roscow does not explicitly mention he’s a cannibal in this section, but later on, we’ll see he already knew about it. This is an absolutely insanely impressive emotional perception and understanding feat, and the inference is so advanced in a way that Roscow correlates it to his *own* ‘gluttony’, it can be considered a high tier intuition feat also.

Elevator design

We don’t know the actual time-frame of how long this welcoming took place, but anyhow, Roscow would’ve needed to figure out everything I just mentioned in the span of that amount of time, and *then* would’ve needed to actually come up with an impressive elevator, compacted upgrade on an existing design, just by observing those around town, to justify said strategy.

In the actual scene, Roscow proceeds to rebuild the entire elevator from memory with no bluescript. This shows decently impressive VSI and FRI, nothing mindblowing or anything, but pretty solid.

Roscow managed to abduct the potential exploitation of the economy I mentioned earlier, and then anticipated that the mayor would naturally be interested in Roscow, given the threatening implication of his upgraded design requiring minimal resources.

Roscow proceeds to be called by the mayor to be at the charity concert that is taking place that night, as Roscow will be given the opportunity to rework the machinery there, while also being present at the concert for free, a gesture you could say is appropriately charitable, given how the entire town is banking on being there, as such attractions are available almost every night, so people are lining up for events that take place a couple of nights in the future.

Design quirk

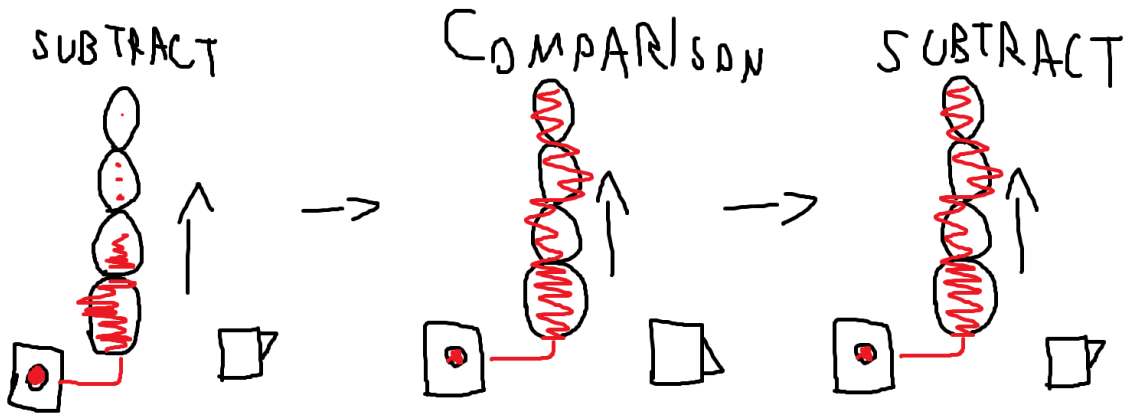
In the midst of designing elevators, and testing some other things in the flat field that aren't relevant for the doc to mention, he at one point tests some other tech that was initially made by the mayor, which utilizes, in the classic Minecraft fashion, a redstone comparator.

The way it normally works in game is that it compares two signals. Signal A, which is entered through the backside of the comparator, whereas B signal goes from either side, and the output will only be received once signal A omits a stronger signal than B. However, the outlet can be turned to subtraction mode, at which point, the A signal will be subtracted by the B signal, and the value of it is how much energy it will generate.

Nothing truly interesting happens there, until, while experimenting, notices a flaw in the mayor's system. While it's activated in the subtraction mode and used for this purpose, the power it generates will be omitted in individual ticks, hence powering up the outlet the same way a repeater would.

However, once he turned the subtraction mode off and used it that way, the outlet omitted instantly, or rather in a singular discrete tick. Once he already set up this second line, but then turned the subtraction mode off, it still didn't omit ticks and instead omitted instantly, despite two lines being practically identical.

Meaning that a subtraction mode ramped over ticks, but the comparison mode sent the signal as fast as it could, which was somehow then prescribed onto the subtraction mode once the signal was already omitted through said circuit.



Blod reasons that in subtraction mode, the system internally used a per-tick update loop to adjust the output toward A and B gradually due to a flawed implementation where it was attempted to prevent rapid oscillation, whereas with the comparator, the output value is binary, therefore either 1 or 0, which is computed instantly.

Once a comparison mode was turned into a subtraction mode during the signal circling itself, it bypassed the delayed logic, meaning that this error most likely happened due to a different internal mechanism for two modes, most likely reusing an asset delay for subtraction.

Given this error, Roscow can infer that the mayor's other tech has a similar internal problem, where a similar error would be overlooked. Now, in the scene itself, he doesn't *say* this, but later scenes will prove it.

【 CHARITY CONCERT 】

That very same night, both Roscow and MiniBingo came to the concert enthusiastically, albeit for slightly different reasons. The concert plays EDM, but before it officially starts, Roscow, per pact with the mayor, was responsible for fixing some technical issues that were ultimately meant to jeopardize him later. He was preparing bluescripts for some of his designs, while he was too enticed by the various flying drones at the concert, noticing how impressive they are from a technical standpoint, with textures he's never seen before, something he'd like to have. MiniBingo cuts him off, saying that they should find good seats which he'll keep while Roscow is working until the actual concert starts.

There is a cut from the segment where Blod and MiniBingo are still early to the concert, to the point where they're actively enjoying themselves while partying, dancing, even picking up some girls, primarily in MiniBingo's case. We'll only hear the details on this later in an expository manner, as it's very much relevant.

In the meantime, during the actual scene, light reflectors start shining red light across the public, but MiniBingo notes that one reflector doesn't work, something which Blod laughs off crudely:

... Man... you must notice everything.

They spend the rest of the night enjoying the event, with nothing else notable happening.

【 RETREAT PLAN】

We see the scene of the following morning, with Blod and MiniBingo walking through the town, with the girl MiniBingo managing to attract that night stumbling behind them, slightly hungover, as is MiniBingo, but not Roscow.

It's at this point where we get some exposition on what actually happened in the cut when Roscow went away to work on some technical issues in that building. MiniBingo starts joking with the girl, talking trash to him essentially given how quiet and 'nervous' he was when approaching, with MiniBingo actively saying:

Alright... Now hopefully my friend will say something...

Blod at the concert supposedly responded in a very overly formal manner:

Good afternoon.

He proceeds to get teased for that by both of them, given how overly posh it was. They continue walking through the town, with MiniBingo adding more salt to the wound, trying to appear as 'macho' as possible, saying how all the gear they have at the moment was found by him, following that up by saying how he's better in a somewhat sarcastic manner.

Later on, as they see another person running late out of the central post office for a tram, Blod out of nowhere decides to kill him, which MiniBingo watched apathetically and kind of joked about it. However, as MiniBingo was approaching the loot the man left, Blod immediately started retreating, subtly gesturing towards the western side of the town.

Slightly confused, MiniBingo is suddenly hit by a drive-by from the very same welcomer who Roscow figured was a cannibal, as he proceeds to rush out while shooting at him, grazing him in the process. He successfully hides behind the corner as he approaches the body to collect the loot, but that's when he's attacked by that same girl who actually hit it off with MiniBingo earlier.

He successfully kills her, but not without getting hit in the process due to being locked onto the loot desperately, noticing that they're bluescripts. Given the situation and his plan ultimately changing mid-turn, he eats the girl's flesh as he flees the scene, happy with the loot in question, running towards North.

MiniBingo watches, equally apathetically as he watched murder happen before his very eyes, when Blod behind the corner tells him:

Yeah, see, another man had her inside him before you. Are you still better?

Roscow says it in a sarcastic manner as he notes that they should probably go. MiniBingo is slightly angered that Roscow would sacrifice yet another town opportunity just for a sardonic punchline because his feelings were hurt, but in his vulnerable state, he's in no opportunity to bicker, so he follows Roscow along out of town towards west.

Contingency for the initial tactic

What this entire thing was, is essentially just a contingency to ensure the very first risk of the cardinal elimination I mentioned at the beginning wouldn't be a factor.

Roscow ensured to subtly, psychologically implant an idea of avoiding East and North in case of an emergency, but he had no proper shielding from MiniBingo even spontaneously assuming Roscow is trying to play him.

So, Roscow managed to patch that hole by *deceiving* MiniBingo into thinking he figured out the actual manipulation.

The tram man

As the three were walking through the town, Roscow was the one leading the way, and he had a specific goal in mind, the outside of the postal office. Having the idea of the town's ecosystem and the key dynamics at play, he knew that a sudden new, yet big fish like him would be worth a lot to many people, given how his engineering skills are so pitch-perfectly tailored for the town's economy.

Once again, it is never shown to us, but the implication is that the man whom Roscow murdered was someone who was also affiliated with the mayor in some way, and was given these bluescripts by Roscow, tricking him into attempting to get out of town and make some more, *actual* money. He had properly anticipated him there, and killed him with zero hesitation.

By killing him, he created intentional bait, clearly only interested in the outcome itself, as he already knew what was on

those bluescripts. He fled the scene almost immediately, while subtly gesturing towards West, and then intentionally sacrificed MiniBingo as a patsy.

The cannibal

As for the original welcomer, he also predicted that seeing the sudden spike in Roscow's opportunity, when in reality he was meant to really be a patsy for *his* success, he would naturally revolt, and seeing this scene only lured him in.

He also anticipated cannibal's intention, as he would've wanted to steal these bluescripts for himself, with which he could potentially exceed the influential gap, and would no longer need to play the pyramid scheme.

Because of this emotional understanding Roscow showcased, he anticipated that the cannibal would be distracted by this loot for long enough that MiniBingo could escape, and simultaneously, that he would head towards North afterwards, because that's where all of Roscow's untouched machinery is, with which he can now capitalize on.

The girl MiniBingo picked up

This is where the entire contingency is neatly wrapped up in a bow. During the club when MiniBingo approaches the girl, which we only hear the exposition over, Roscow actually purposely was acting as lame as possible, only to then go away to 'work'. This gave MiniBingo a natural social advantage, positioning him as the more charismatic and confident, which he anticipated would only make MiniBingo go harder on sardonic insults.

Whether the girl would actually stick around and attack the cannibal wasn't necessarily a part of the plan, but it shows us that Roscow had planned for the deception to be organized like that, and predicted that the man in question was a cannibal, as he set-up the entire thing with that final, sexual punchline, leading MiniBingo into believing he figured out the extent of Roscow's spiteful scheming.

He essentially tricked MiniBingo into buying the initial cardinal deception, by shielding it with another deception, where he assumed: "ah, he's getting back at me for making fun of him, yeah I get it."

It simultaneously mellows out the fact that they now have to escape the town, and further logically manipulates MiniBingo into going towards West, where Blod wanted to go all along.

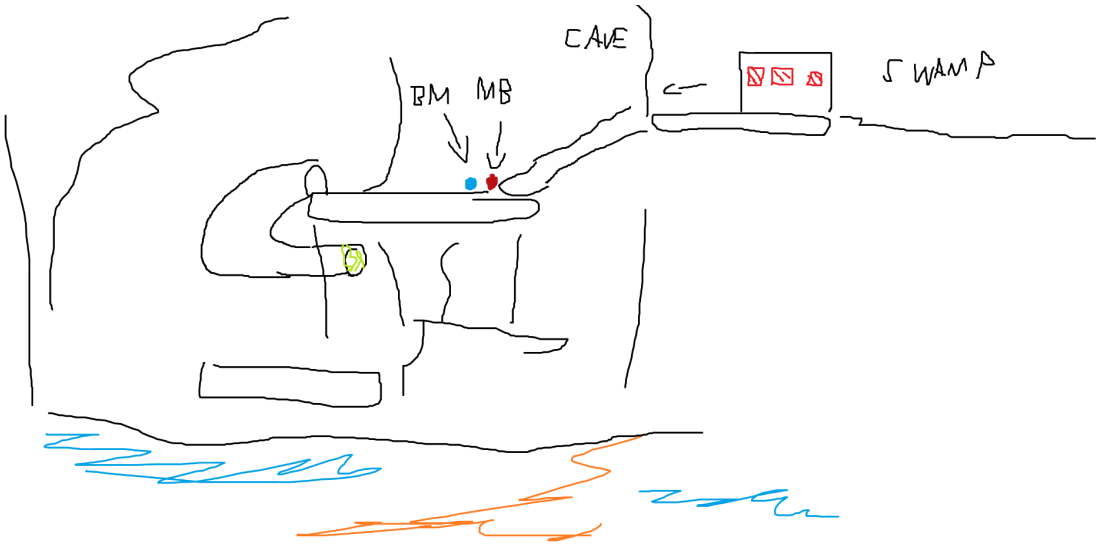
[PART 2 - PUNCHLINE]

After some time, Blod and MiniBingo would've already left the town and headed West. Aside from the previously established deception that led MiniBingo towards that side, given how they were already in the richer area, it made the most sense, as most of that complex architecture was intentionally located near the borders of swamps and mountains.

We cut to an approximately hour or two hours later, once they've already made a very simple, yet effective shelter. Despite it being made in a hurry, the windows of the shack are colored red.

They both scout the surrounding area, making sure no one is in close proximity, after which they decide to start digging a cave, trying to find resources manually. The cave's placement was right ahead of the shack they built in the swamp.

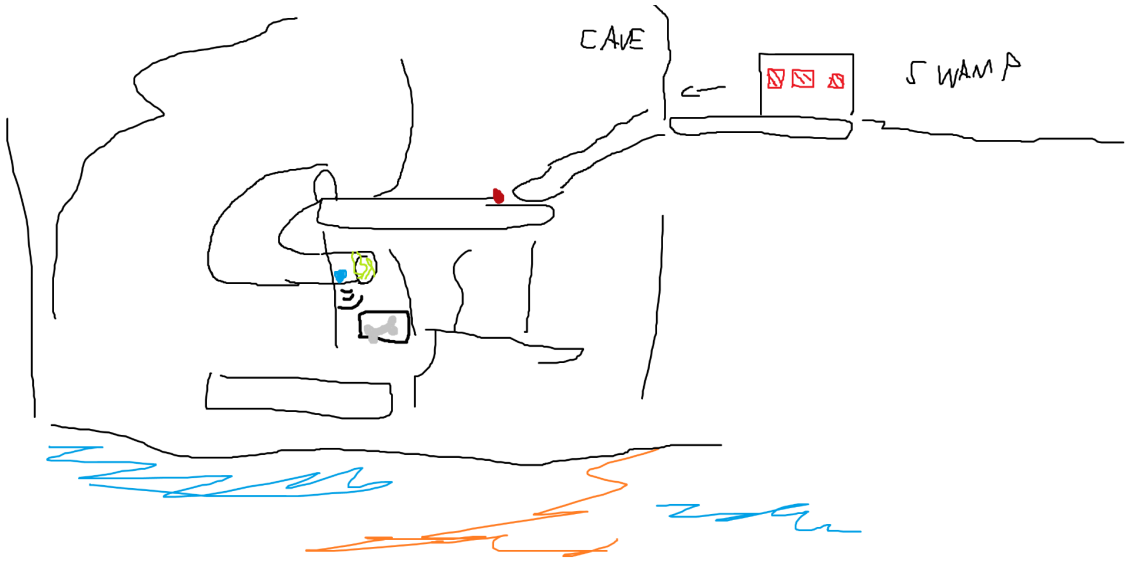
After a while, they find a hefty vein in said cave and already start finding a lot of iron. The cave is deep and steep, with both lava and water near the bottom of it.



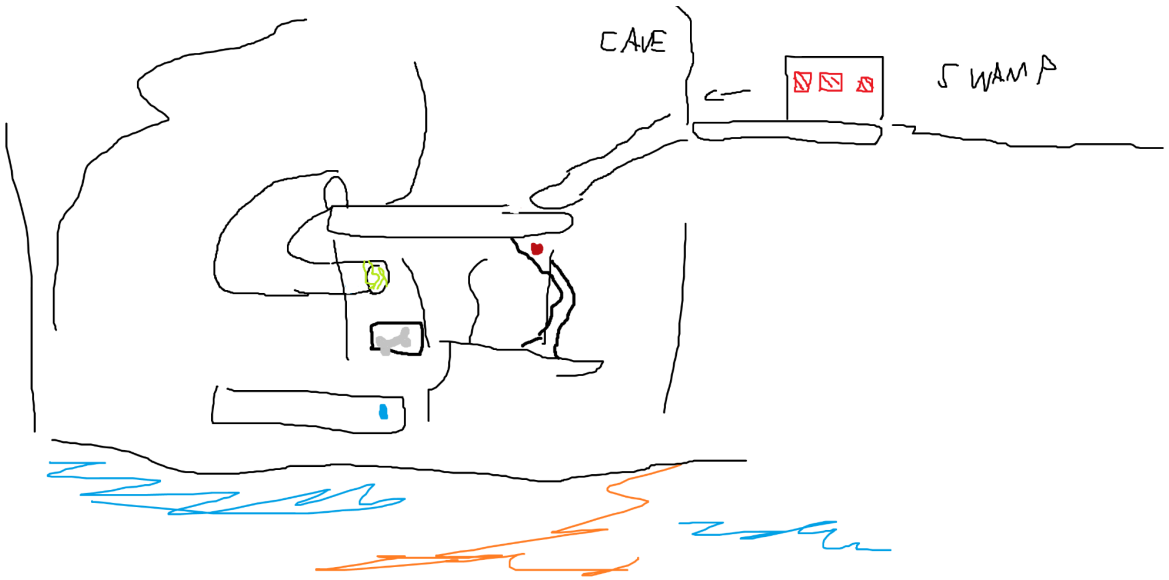
Blod collects all the iron as he says they will need it to make a bucket, with which they'll be able to pick up lava and eventually go to the Nether, as they can't get obsidian any time soon. He follows this thought up by mentioning that he could probably make scraps for a quantum suit with it, which he notes can be obtained from a 7th or 8th dimension and gives its user an ability to fly.

He immediately goes away to dig deeper into a descending cave, only for MiniBingo to look over in the guide and find it to be untrue.

After a while, as they change paths, they're unable to find one another. The descending cave Blod loses himself in is pitch black all up until he finds a glimmer of a lime light. He gets into the corner of that crevice and listens to bones crackling.



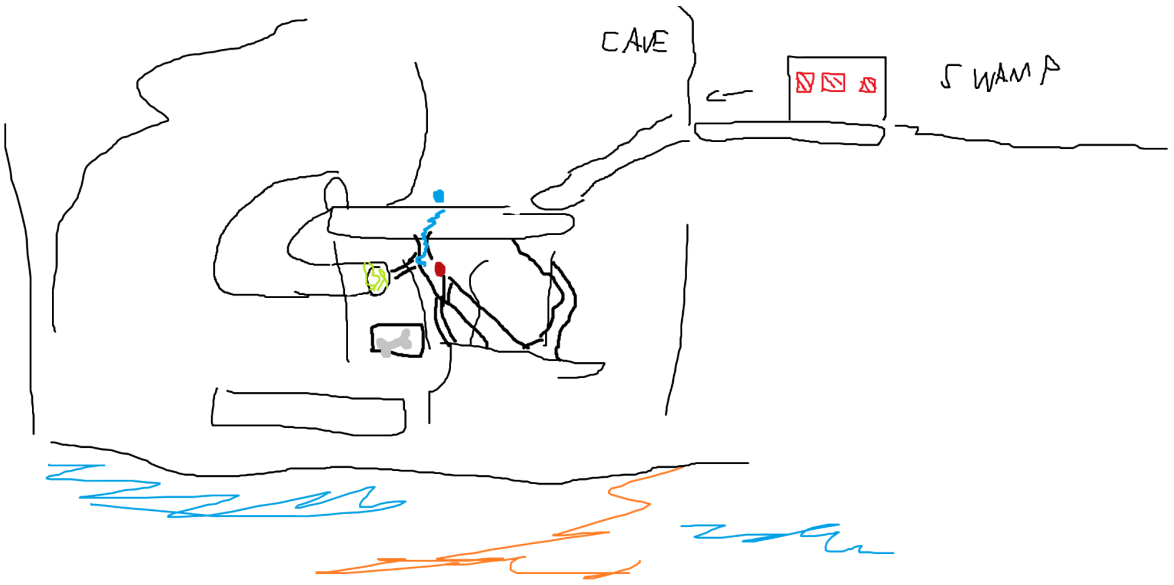
After a while, Blod retrieves from the cave he was digging into only to find MiniBingo who was looking for him. Suddenly, Blod decides to jump off an edge of the cave they were in, landing just a level above the lava pool, almost dying in the process. As he lands, the damage he sustained isn't anything substantial, as he heals from it very quickly. He yells from below that he was attacked down there by a skeleton, but that he won and guarded himself in the corner. MiniBingo proceeds to begrudgingly start coming down.



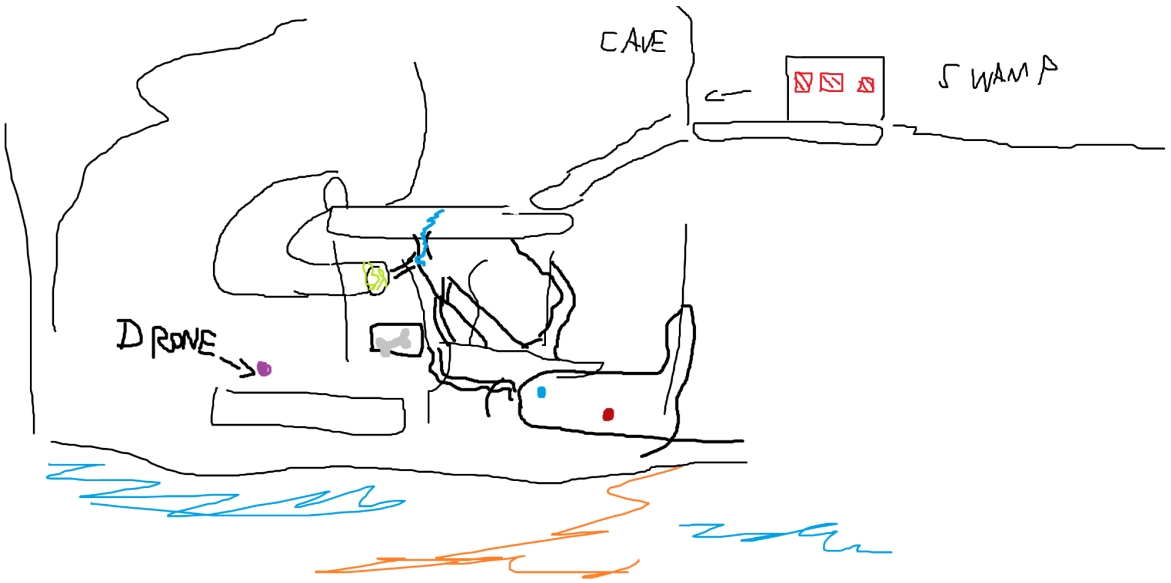
As he's carefully descending as opposed to Blod's jump, Blod continues to dig deeper while he's already on the lower level, noting he found Realmite. He continues to talk about how there's also another ore, Arealmite and notes some of their differences from far away, while also then mentioning Rupy, something MiniBingo jokingly mocks as overly nerdy from afar.

MiniBingo frustratingly tries to reach Blod, who was apparently on a verge of death, but as it turned out, he kept digging so hastily that they switched positions, as Blod almost effortlessly dug back to the top. MiniBingo is frustrated, given how he has no torches, as he rushed to "save" Blod, but now Blod doesn't want to do the same.

He eventually comes back to him, after proceeding to let out a water stream leak into said cave while giving him torches, while the water cools off the lava that was near the bottom of that cave, turning it into obsidian. MiniBingo proceeds to block off this crevice that is now filled with water.



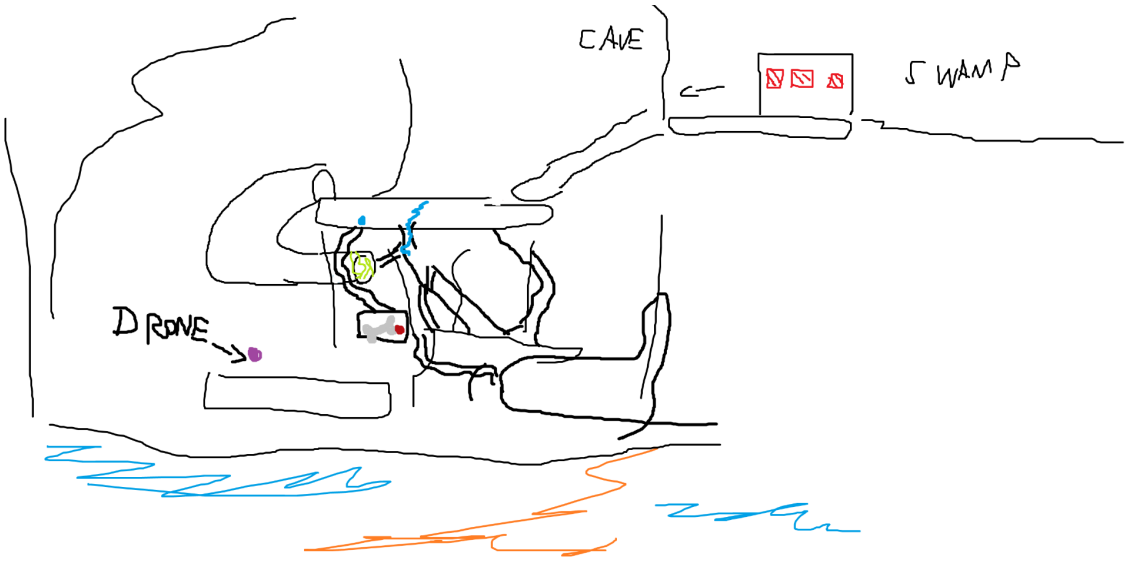
After reuniting, they decide they should continue mining towards the bottom layers, given some of those more exotic ores they've found. Some time passes as they continue mining, when suddenly, a metallic drone starts shooting fire at them. Blod lets out a panicked rant for MiniBingo to follow him behind the crevice of the cave, but as he follows him, it's a dead end. Roscow starts digging out the way from the said cave upwards, so that they can eventually reach the entrance, given how they're pretty much cornered.



A couple of minutes pass, and they find themselves in front of a horde of skeletons neatly guarded by pillars of stone. As Roscow was leading the pathway, he yelps in surprise from a sudden attack, dropping his sword at them as he backs away. Seeing this,

MiniBingo breaks through behind him in order to deal with them, getting very hurt in the process as Blod basically gave them his sword, as he says, on accident due to the shock.

Now hurt, MiniBingo decides to rest for a while as Blod continues to dig upwards, although he does it without torches.



Once MiniBingo is rested, he tries to follow Blod, but is annoyed when he sees he didn't illuminate anything in his path. As he brings the torch, the entire cave suddenly explodes, him barely getting out alive, with Roscow only briefly hearing both his scream and the explosion coming from where he just left. What this explosion ended up doing is leaving some obsidian that was previously created there, crumble into shards that Blod went back to pick up, with this being his plan all along.



Explosion tactic

From the very beginning of stumbling into town, Roscow noticed the geographical benefit of the Western side of it, and was clearly ‘immersed’ into it by default.

His pre-shelter site selection was actually just a set-up for this strategy all along, as he already scouted the area with MiniBingo while shielding said strategy by explaining they can’t have anyone following them given the ruckus in the town they just started.

- This side of the town had by far the most hydrothermal activity, with hot swamps and fumaroles.
- The majority of actual complex architecture that provided the most energy was near this part, which implied a very rich pool of natural resources.
- Something such as sulfur is often associated with volcanic regions, and the presence of the lava pool at the bottom of their eventual cave is a massive clue.

It was already established that Roscow’s senses are very sharp, so he was intentionally trying to sway MiniBingo towards these grounds where sulfur would be easily foundable.

Blod from the beginning claimed he needed obsidian, but obviously he couldn’t have mined it himself due to the lack of resources, so he created a plan. His first move was a subtle suggestion, by lying about his capability to build a quantum suit, only to be debunked by MiniBingo, following that up by his flaunting of rare ores. He subtly navigated MiniBingo into establishing “expertise” and purposely failing so he can test MiniBingo’s credulity and establish a dynamic where *he* can be the knowledgeable one, so that MiniBingo can be the one who needs to verify things. Purposely flaunting his knowledge on ores in MiniBingo’s eyes seemed like a desperate attempt to regain his respect, which is exactly what Blod anticipated.

This also naturally managed to slightly calm down the previous beef they had, and seemed like a more genuine approach from Roscow, which MiniBingo accepted.

Green light

The stated goal was to ‘find resources manually’, which was a perfect cover for the *real* goal for the initial dig was prospecting for volatility.

- Roscow's 'accidental' discovery of the rarer ores was due to his acting of a hasty digging which resulted in a fall, masking it as recklessness. By lying that he was in trouble due to being attacked, it ensured MiniBingo would come towards him, which gave him just enough time to survey the lower part of the cave system.
- The green light he eventually found came from a crevice of lava which he had seen was near the bottom of the cave already, but the fact that the light is turning greenish suggests that the cave is filled with elemental sulfur. He proceeded to listen through the walls and establish where the skeletons were, meaning he has exceptional senses alongside his observation skills, while also memorizing the layout of the cave, being able to effectively walk freely throughout it with zero light.

Anticipating MiniBingo's sense of superiority in that moment, he knew he'd come rescue him, which is why he proceeded to casually switch their positions, as he understands the cave layout way better than he did. Once they found each other, Blod proceeded to pour water into the cave that MiniBingo is now in, making the lava on the bottom floor turn to obsidian. What Blod anticipated is that MiniBingo would see this as nothing more than another jokey sabotage, likely as a desperate attempt to regain a bit of 'macho' status after being effectively embarrassed, so he closes the water off so the current doesn't get in his way.

However, what this was, was a trap, as the water which was closed off in contact with a large heat source in a confined space will turn to steam. With the presence of abundant sulfur, it makes the area highly volatile.

The drone

After some time, the drone from the town of Immersion attacked them. Given how there was a single one, it was most likely scouting the cave. Roscow anticipated this (for reasons I'll explain later), and used it opportunistically, selling his 'panic' and leading MiniBingo into a skeleton horde which he knew from before was there, as he perfectly memorized the layout of the cave. As he navigated the entire cave cunningly, he purposely threw his sword, acting weak once more to bait MiniBingo into dealing with them, anticipating he'd probably be exhausted afterwards.

As Blod anticipated MiniBingo couldn't navigate through a dark cave as he's seen previously, he anticipated he would follow with

a torch, which caused a massive explosion that shattered the obsidian. Blod planned for a massive shortcut of obtaining obsidian without endangering himself with the explosion and instead leaving MiniBingo to deal with it, while keeping his iron.

[HOUSE AMBUSH]

As they get out of the cave, the Sun is already setting. They retreat back into their house, and suddenly it starts burning, as it's almost entirely made of wood, apart from the red glass. They open the door and see the same drone from before, except there are multiple of them and all are shooting at them, effectively cornering them in the house that is on fire.



MiniBingo proposes they make an escape route from the back of their house, but Blod first jumps into action, attracting even more drones from the cave, a move they both say was a mistake. They then try to extinguish as much fire as they can before going to bed and sleeping through the night.

A couple of minutes later however, they notice that the drones are not firing anymore, and are seemingly stunlocked. Both Roscow and MiniBingo relax in their house for a little bit to see whether it's safe or not, after which they simply go to bed.

The following day, Roscow notices a destroyed drone outside of their home. Roscow picks it up and dismantles it fully, as MiniBingo comments he'll go find more wood to patch up the burnt planks from the said encounter.

Some time passes, and Roscow and MiniBingo descend back towards the water stream near the bottom level of the cave once more, mining for more ores. Just as they're about to leave, Roscow notes

that another drone is aiming at them. He hastily manages to escape, yelling how close it was, while MiniBingo is resting at the bottom of the cave, worried, hoping Roscow comes back for him.



Blod spends some time outside of his house at the surface, farming, while MiniBingo is still trapped there, waiting a little bit. Given how long they were in the cave, evening is already settling.

As he descends down the water stream, down there near the crevice of the cave where MiniBingo blocked himself off, he notices a giant, cyan creature, named Glacon.



Presumably, this was the same creature that killed all those leftover drones from before, which Blod was banking on. The

stunted drone from before is nowhere to be found, just as Roscow descends slowly and kills the beast from further away, noticing that it’s very visibly weakened and low on stamina. After killing it, he lets MiniBingo out of the crevice, freeing him, as both get out of the cave.

Explanation of the plan

As it turned out, during the EDM concert at the very beginning, Roscow, while ‘working’ and planting the bluescript trap, also managed to steal the red dichroic glass filter from the reflector, the very same one MiniBingo notes didn’t work.

By stealing such a visible thing, and by making a ruckus in the town the very next morning, he predicted that the mayor would assume he’s most likely a thief, and would get towards the West, given how most of the resources are there.

Roscow also predicted that the drones would eventually start following any signs of where they could be, which is why he needlessly colored the windows of the house with the same red filter, so that it purposely attracted attention.

The obsidian shielding

The entirety of the obsidian shard plan was essentially just a tactic to deceive and misdirect the drones into thinking they’re making an ambush on *him* rather than vice versa. The mayor at that point thought he had a correct insight on Roscow, and successfully anticipated he would be in that cave for resources only.

He used that entire strategy as *bait* for them to follow them towards the shelter.

The tech quirk

What the entire plan ultimately led to was exploitation of the tech error Roscow noticed about the mayor's design all the way back when he was inspecting comparators, realizing that Immersion’s entire technological ecosystem is likely built on shared codebase or standardized logic components that contain the same fundamental programming flaw.

By discovering a systemic vulnerability, he exploited it by predicting how drones would handle specific types of computational tasks.

Roscow's analysis revealed two key modes of operation in the city's tech:

- Instant/Binary mode (comparison) that is used for simple yes or no checks (A>B), which computationally is cheap and fires instantly.
- Gradual/Calculative Mode (subtraction) that is used for complex, variable outputs (A-B=X). The system used a tick-lag to update the output gradually, likely to prevent rapid, jarring fluctuations in power or display.

The bug occurs when a system is *switched* from instant to gradual mode while processing a signal, causing a gradual mode to inherit the instant update logic, bypassing its built-in lag.

Roscow successfully made them overload on sensory input by manipulating them into functioning in a mode that relied on the gradual mode, and then forcing it to switch into an instant response, causing a system fault.

The drone's most complex task at hand was targeting a system. Given how it's used for combat, it's meant to calculate and predict movement, keeping track of it:

- Signal A: Target's current position.
- Signal B: Target's predicted position in x ticks based on velocity.
- Output: Gradual adjustment of its weapon to track from A to B.

Blod's attack however forced it to go from this mode (after baiting a bunch of the drones to follow him through the cave into his house) into targeting calibration, as his goal was to force the drone's targeting system to recalculate its A-B prediction instantly over and over again, causing a cascade failure.

- The red dichroic glass isn't just a color, but a specific, high-energy frequency that drones' sensors are calibrated to detect (like how the drones at the concert follow them, and are currently ordered to pursue the target which stole them).
- By baiting the drones towards the house which is literally *covered* in this signal, which the drones are only meant to analyze in a binary metric, it emits the frequency in erratic pulses by shoehorning it with the drones' *other* mode of gradually pursuing the target.

The drone senses the target (Roscow). It begins its smooth, gradual mode tracking, when suddenly, its firing is bypassed with its other mode meant for comparison, noticing a signal it's meant to preserve. All the drones are simultaneously simulating a mode switch from a continuous calculation to a binary target pursuit event, which forces the drone’s gradual targeting subroutine to try and update instantly, which causes a systematic stutter as the targeting logic is overwhelmed.

Glacon

Roscow wasn’t *certainly* predicting Glacon’s existence *specifically*, but he had an idea that whatever was in the Western side of Immersion, it was most likely nocturnal.

Back at the town of Immersion, Roscow was already told that almost every night, an event takes place that is constantly booked, which in of itself is already suspicious.

Especially when the entire city economy works on constant inventions and energy providing, making him question why the majority of people avoid free resources at hand, and more importantly, why would they try to fill that time with mindless partying every single night.

Roscow from that managed to abduct that there’s most likely a predatory deterrent in the Western part of the town, hence why only influential people have access to it, as their powerful drones can scatter beasts away easier.

Blod purposely pulled this plan off at night, as he already got a general idea of what the predator in question might function as, but given how Blod and MiniBingo had shelters and the metallic entities were causing ruckus outside, it was convenient for them to attack them instead.

A horde of drones could very easily take out a Glacon, hence why they weren’t threatened to target cornered Blod and MiniBingo, but by already exploiting the system error, the fight ended up weakening both the drones and the beast, making Roscow be able to take out both. He also successfully anticipated MiniBingo’s actions once more by knowing he wouldn’t climb back up, as the drone would serve as a deterrent for him, but wouldn’t actually present any danger to him as it was already dealt with.

He served as bait for Glacon, given how Roscow intentionally set up their second expedition to last roughly till midnight. Weakened Glacon would be attracted to potential cornered flesh, which gave

Roscow the perfect opportunity to take him out, all while getting to pose as MiniBing's savior for that moment, slightly patching the previous bickering.

This plan of course means that Blod purposely planned his previous obsidian plan to happen in the span of a couple of hours, as he made sure that they can leave just in time before it isn't nighttime.

The aim of this plan all along was to grab ahold and get his hands of the fancy tech he wanted from before, as he gets to upgrade it in ways an amateur like the mayor never could. His original intention of not settling in the town was also met, while simultaneously not causing a departure of his teammate.

Clarification

With everything out of the way, let's wrap up this plan in its entire, chronological order:

PHASE 1

Primary aim is to infiltrate a new town, execute a profitable scheme, maintain absolute control over the route and partner.

- He successfully analyzed the town's layout, reads the socio-economic dynamic.
- Pretends reluctance about the town and tricks MiniBingo into thinking he 'concedes' to entering, but chooses the harder eastern forest path.
- Pre-emptively eliminates it as an escape route in MiniBingo's mind.
- Enters the town and gets accustomed to its economy and architecture, while managing to instantly figure out the flaw in the economy, as well as the primary motivations of each party that is intending on scamming/killing him.
- Exploiting these emotions, he causes chaos in town, killing a courier for bluescripts, making it appear like the whole fiasco was petty revenge for MiniBingo mocking him, shielding the *actual* strategy from him.
- They flee to the west, exactly as BloodMaster wanted.

PHASE 2

Primary aim is to secure advanced technology and resources while neutralizing all threats.

- Leads MiniBingo in sulfur-rich volcanic terrain under the guise of mining, predicting an explosion which shatters obsidian, using his friend as the unwitting trigger.
- Acts reckless and vulnerable to make MiniBingo play ‘rescuer’, keeping him predictable.
- After having previously discovered a core programming bug in the town’s tech, makes a bait for the drones by predicting mayor’s thought-process and shielding his strategy with the obsidian shard ploy
- Abducted a nocturnal predator patrolled the western area, and managed to time everything so disabled drones and commotion attract the said predator at night, taking out two flies with one stone essentially.
- Arrives and successfully kills the weakened predator, ‘rescuing’ MiniBingo and collects the desired drone tech.

The overarching aim was lack of settlement and constant ascension, a theme that is *very* consistent with Blod’s plans and strategies.

Overall, throughout this plan, Roscow showcased:

- Social intelligence (perfectly used class inequality to identify exploitable tensions, and even understood the social dynamic of his friend while trying to flirt).
- Economic understanding (understood and baited the energy-ownership economy).
- Emotional intelligence (Manipulated and anticipated the actions of MiniBingo, the cannibal, the mayor and the tram man).
- Scientific intelligence (Found a core programming flaw and built a trap around it, while also exploiting some natural laws to his advantage, by using sulfur, knowing how to spot it etc.).
- Cognitive proficiency (Consistently came up with these very layered plans and strategies in a matter of minutes, while also showing exceptional fluid reasoning and visual-spatial comprehension, being able to construct complex environments and machinery in his mind’s eye seemingly instantly).

Conclusion

To reiterate a point, this is BloodMaster’s very FIRST outsmarting feat, and it is also EASILY his least complex one.

If I had to make a top 9 best SCD categories for Blod (regardless of whether it’d be dedicated to this plan alone, or in general), it’d look something like this:



Thank you all for reading.

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