



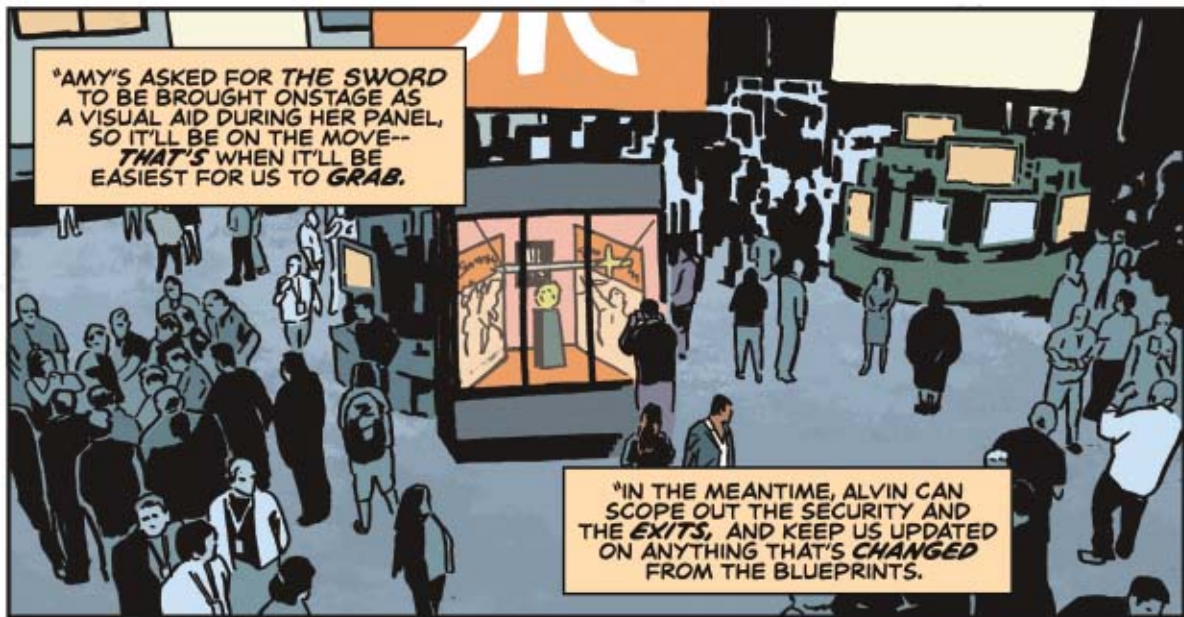


### GAME TIP

Never go into battle without a plan. Luck is good, but strategy is better!



"AMY AND ALVIN ARRIVE FIRST, A COUPLE HOURS BEFORE AMY'S SCHEDULED TO GIVE HER PRESENTATION."



"AMY'S ASKED FOR *THE SWORD* TO BE BROUGHT ONSTAGE AS A VISUAL AID DURING HER MOVE, SO IT'LL BE ON THE MOVE-- *THAT'S* WHEN IT'LL BE EASIEST FOR US TO *GRAB*."

"IN THE MEANTIME, ALVIN CAN SCOPE OUT THE SECURITY AND THE *EXITS*, AND KEEP US UPDATED ON ANYTHING THAT'S *CHANGED* FROM THE BLUEPRINTS."



"AS *GUESTS*, YOU'LL BASICALLY HAVE AN *ALL-ACCESS PASS* TO THE ENTIRE SHOW..."

"...AND NO *TEN-BUCKS-AN-HOUR SECURITY GUARD'S* GOING TO BE LOOKING AT YOU WHEN IT ALL GOES DOWN."



"WITH NOBODY WATCHING, YOU'LL BE FREE TO SET THINGS UP FOR *PHASE 2*."

UH.  
IS THIS A *COSPLAY* THING, OR...?



NO.  
IT'S NOT.



"TERRY, YOU'LL BE ON THE FLOOR. YOUR JOB IS TO KEEP AN EYE ON THE SWORD. DON'T LET IT OUT OF YOUR SIGHT."



"WHEN IT MOVES, YOU MOVE."

UH, EXCUSE ME, EVERYONE.

HM?



"AND WATCH OUT FOR ANYTHING SUSPICIOUS."

ITALIAN PLUMBER

WE'VE GOT A, UH, KILL SCREEN COMING UP, IF ANYONE'S INTERESTED.



A DIGITAL WORLD COLLAPSING UNDER THE WEIGHT OF ITS LIMITATIONS, DESCENDING INTO A CHAOTIC HELL OF ITS OWN CREATION.

THIS IS AN OMEN.



**GAME TIP** The world is alive with distractions. Guard your mind against them, lest you leave your comrades defenseless.

I MUST SEE FOR MYSELF.



