



# RANDOM FACES



Jeysia

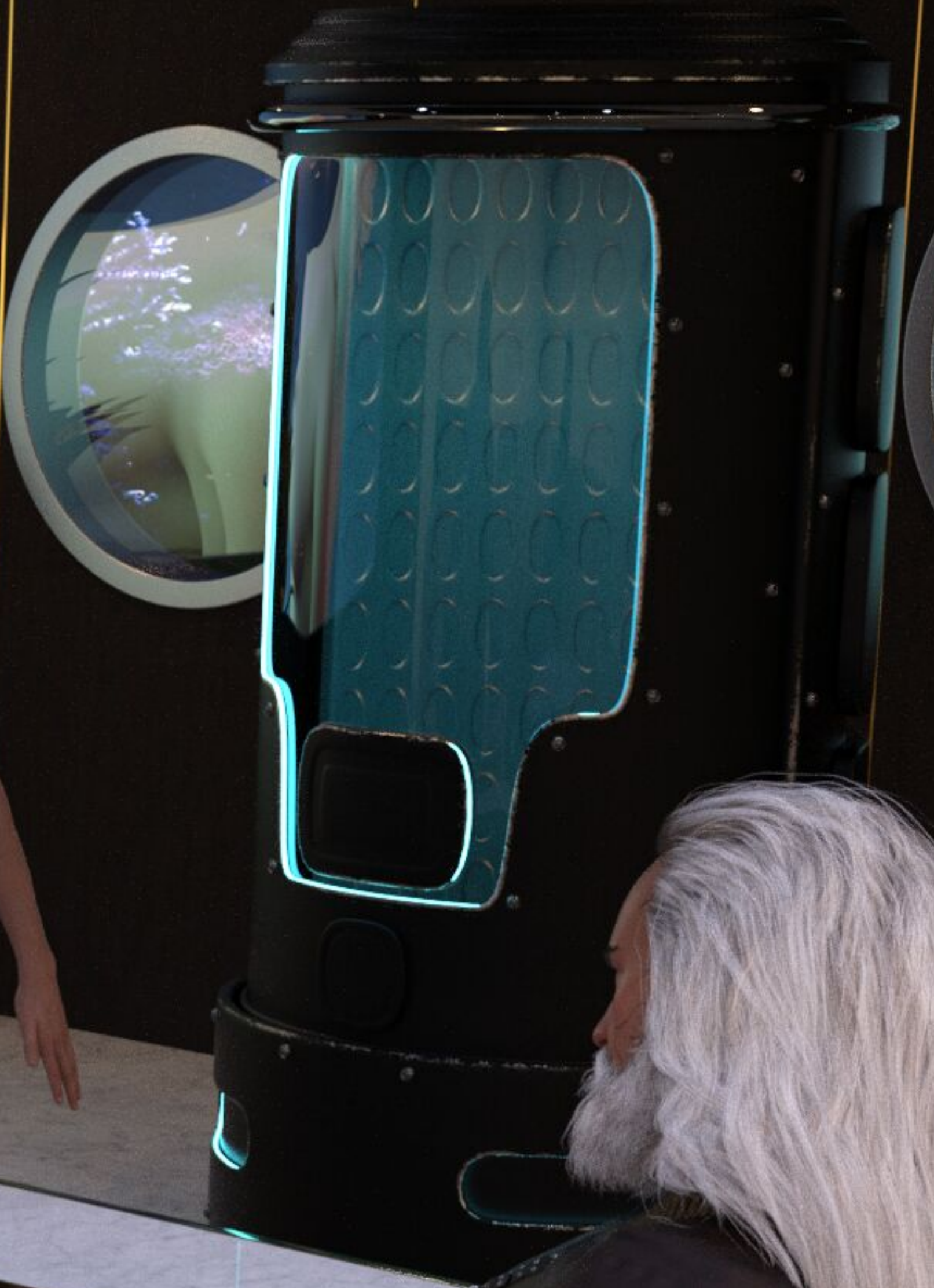




SO, YOU ROLL AND MOVE ALONG THE BOARD. YOU CAN CHOOSE TO MOVE AHEAD OR BACKWARDS.

AND EVERY ROUND, THE DUMMY PLAYER HITS ONE PERSON WHO HASN'T BEEN HIT LAST ROUND, DETERMINED BY A DIE ROLL.

AND THAT PLAYER STEPS INTO THE CHAMBER, AND SOMETHING HAPPENS.







FINE  
BY ME,  
JADEN.

LONG  
AS I CAN GET  
SOME BEER  
ALONG THE  
WAY.





YOU'RE  
GROSS, PHIL.

THIS GAME  
SEEMS TEDIOUS  
AND LONG,  
JADEN.



WHAT'S THAT  
CHAMBER EVEN  
DOING?

I DON'T  
KNOW, BLAKE.





THE  
SELLER I PICKED  
THIS UP FROM  
DIDN'T SAY.

THEY  
ONLY SAID IT  
ENHANCES THE  
EXPERIENCE.





FINE,  
WHATEVER. LET'S  
TRY IT OUT,  
I SUPPOSE.





OKAY.  
ROLL OFF TO  
SEE WHO GOES  
FIRST?





DOESN'T MATTER,  
ACTUALLY, EVERYONE  
GETS THE SAME AMOUNT  
OF TURNS. SO WE CAN  
ROLL ALL TOGETHER.

PICK  
A COLOR,  
EVERYONE.



BLUE.

RED.



OKAY,  
I'LL BE GREEN,  
AND YELLOW IS  
DUMMY.

5 FOR ME,  
2 FOR PHIL, AND A  
WHOOPING 1 FOR  
BLAKE. NICE.





NOW TO  
ROLL DUMMY.  
LET'S SEE WHO  
GETS INTO THE  
BOX.





AND THAT'S THE  
PLAYER IN LAST. SO, BLAKE  
YOU'RE TURN WITH THE  
CHAMBER.







FINE. URGH.  
THIS BETTER NOT  
BE WEIRD.

I'M  
SURE IT'S  
OKAY.







A man with short dark hair, wearing a blue short-sleeved button-down shirt and a necklace with white and blue beads, stands in profile looking at a glowing blue door. The door has a grid of circular indentations. A bright light emanates from the bottom of the door. A speech bubble is positioned above the man's head.

WHAT WAS  
THAT? AH WELL,  
IT'S OPEN NOW.









COUGH  
COUGH

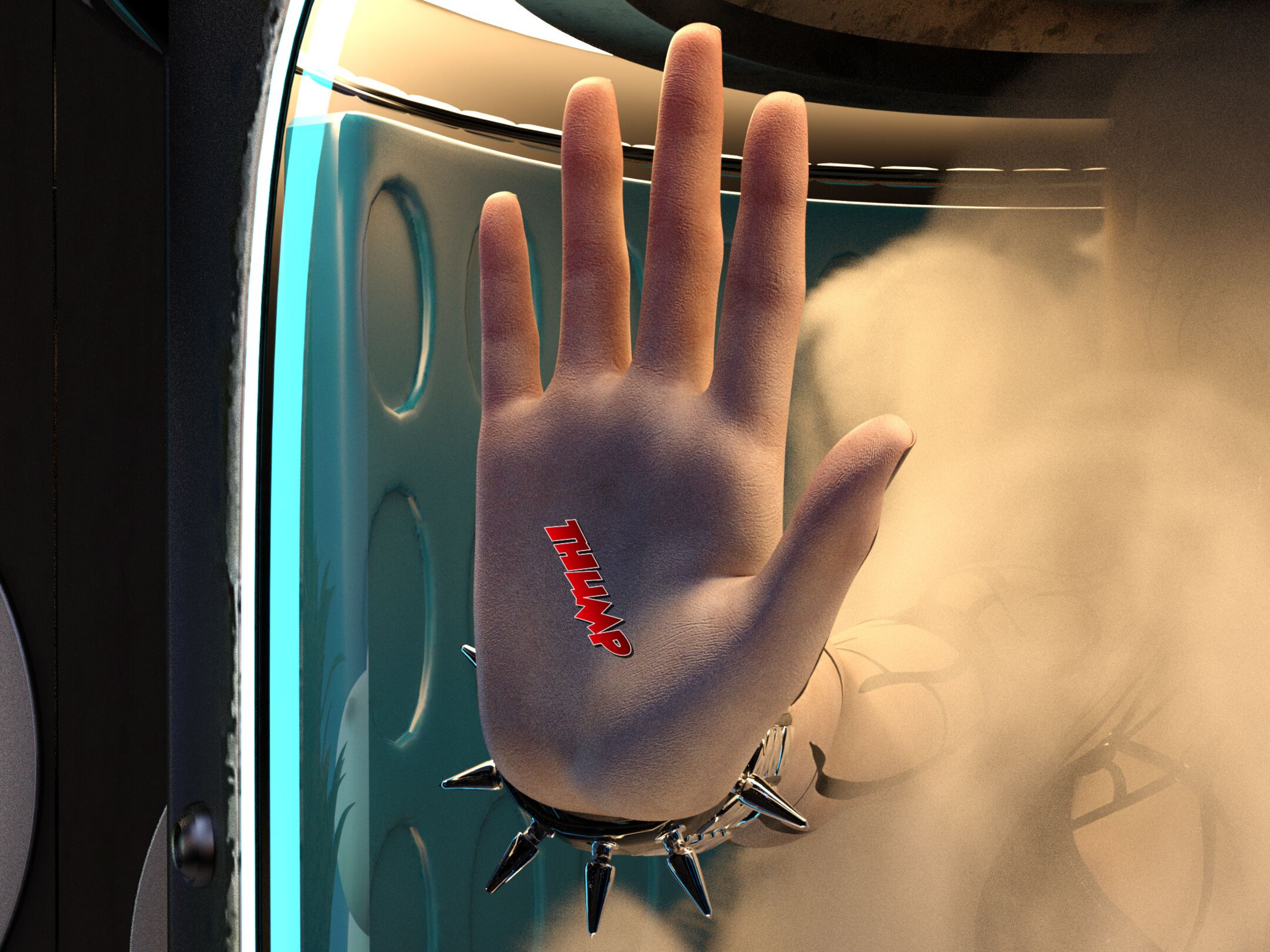
QUICK, GET HIM  
OUT OF THERE.  
PULL THE PLUG, OR  
SOMETHING.





IT'S NOT  
PLUGGED IN.  
IT RUNS ON  
IT'S OWN.





**THUMP**





HOLY  
FUCKBALLS.

BLAKE? IS  
THAT YOU?





NAME'S  
NOIR, POPS. YOU  
FORGOT THAT  
AGAIN?





DID...  
DID THAT THING  
JUST COMPLETELY  
RE-WRITE BLAKE?

IT  
MUST HAVE,  
I SUPPOSE





LOOK AT  
HOW CONFIDENT  
NOIR IS. LIKE SHE'S  
ALWAYS BEEN THIS  
WAY.





**MORE EVIDENCE IS  
HER WALKING AROUND ON  
THOSE HIGH STILETTOS. SEEMS  
LIKE SHE'S HAS HIGH HEEL  
TRAINING OF YEARS.**





THIS IS FASCINATING. YOU THINK WE CAN FIGURE OUT HOW THIS WORKS? AND WHY SOMEONE USED IT FOR A GAME?





WE SHOULD GIVE IT  
A TRY, AT LEAST. MAYBE  
WE CAN GET LUCKY AND  
BECOME SUPER SMART  
ON THE WAY.



HEY. WHAT  
UP YOU TWO? WHAT'S  
WITH THE GAME? COME ON,  
SOONER WE FINISH, SOONER  
WE GET TO FUN  
FUCKING.







LOOKS  
LIKE THE GAME JUST  
BECAME A CONTEST ABOUT  
WHO CAN KEEP THEIR DICK  
IN THEIR PANTS THE  
LONGEST.

IF WE CAN  
KEEP OUR DICKS  
AT ALL.



A person wearing a black, long-sleeved, form-fitting outfit is sitting on a sofa with a bold, black and white geometric pattern. The person's face is obscured by a large, dark, textured shadow. The background is a plain, light-colored wall. A red speech bubble is positioned in the upper left corner of the frame.

DOESN'T LOOK  
LIKE NOIR IS PACKING  
ANYMORE.



ALRIGHT,  
THEN, BACK TO  
THE GAME.







LET'S ROLL  
UP SOME MORE  
MOVES.

TO BE CONTINUED