

Changing Roles

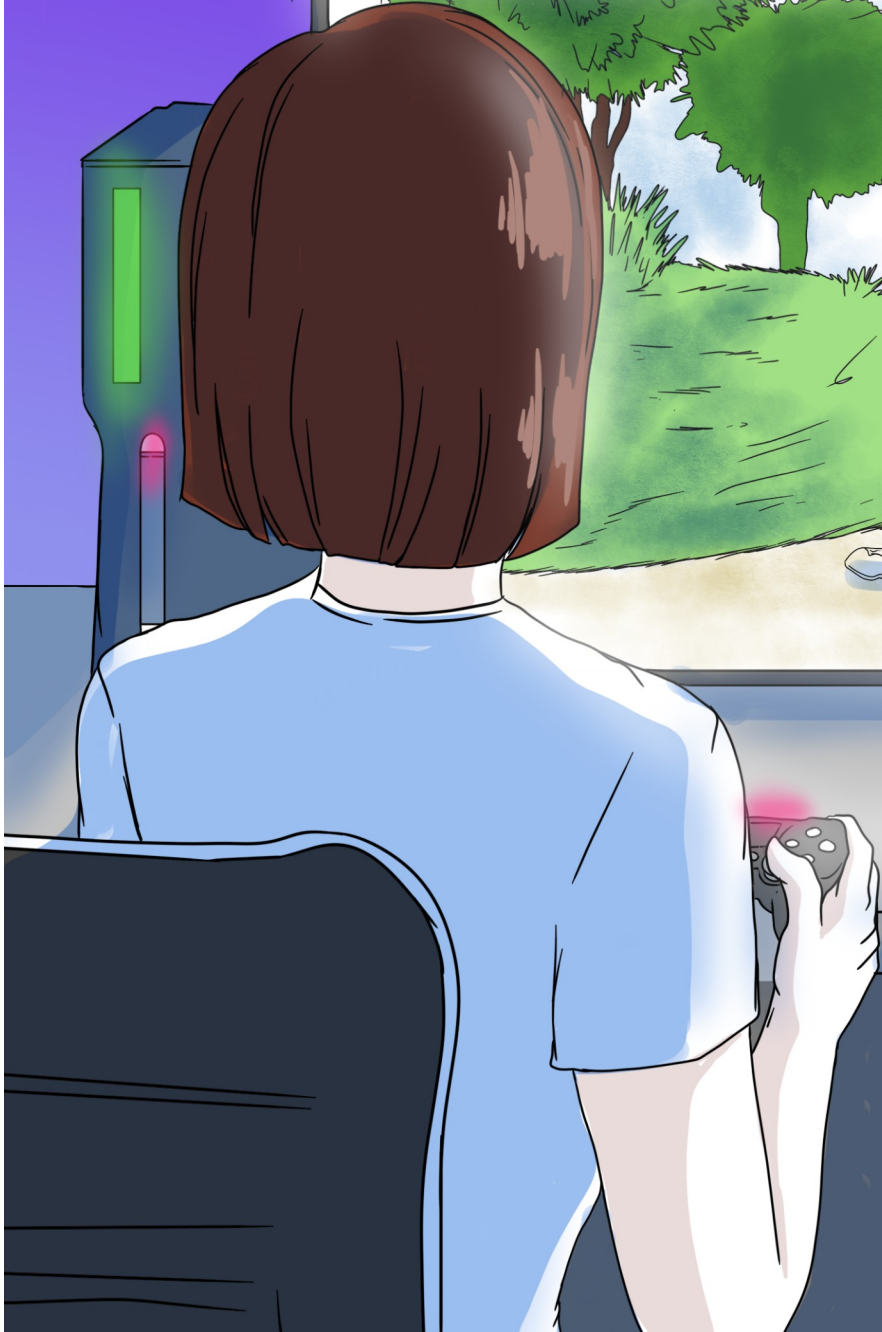
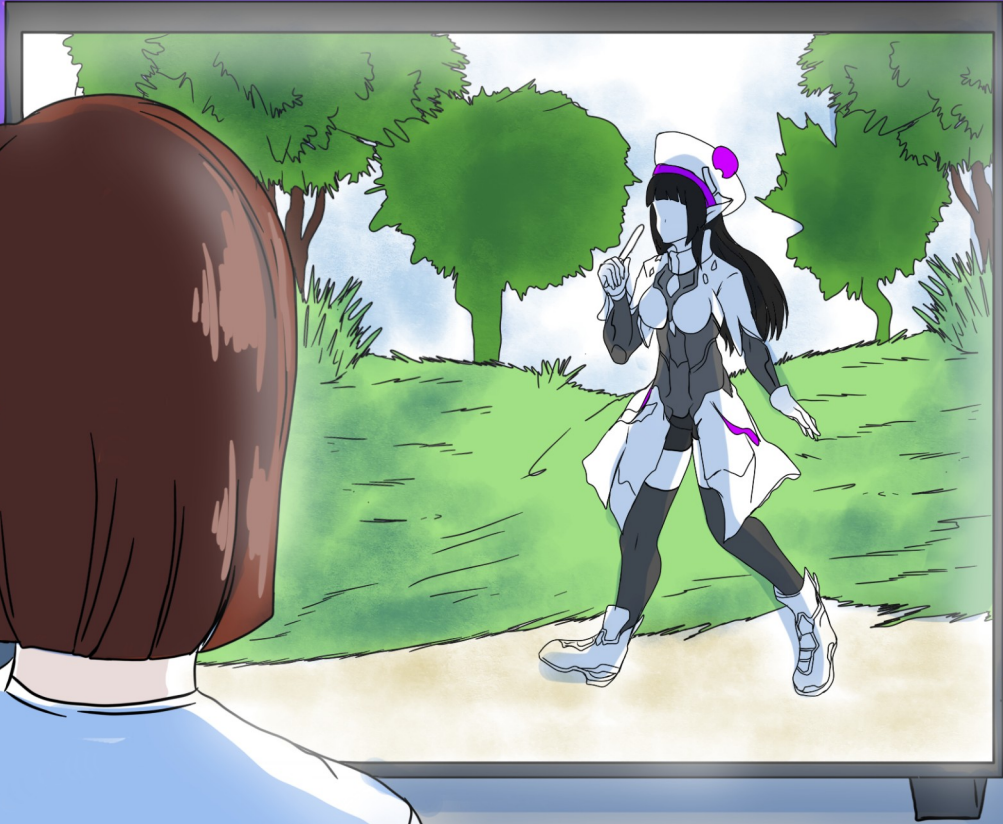
Written by "Ina Izumi"

Nothing like playing video games after a long day at work, especially after Eris, a young brown-haired woman in her twenties, had been experiencing reoccurring connection issues the past few weeks, prompting her to call customer service endlessly ad nauseam without coming up with any solution, so Eris opted to cancel the internet service she had before and sign up for a new one. Just the day before, the technician who installed the new service had arrived, a somewhat apathetic and silent woman with black hair in a ponytail, intense amber eyes and short stature, who sometimes while installing the new router in Eris's house, turned to look at her for a long time in a way that was strange for Eris, perhaps the look of that woman was lewd. Eris in a normal situation would confront that woman for making her feel so uncomfortable, but this time, Eris, because she urgently needed the installation of a new internet service, decided to ignore that woman.

Finally, after a few hours, the internet was installed, and Eris was finally able to focus on playing. It was a Friday, after a tiring week of work, and Eris was ready to spend her entire weekend playing one of her favorite games and completing some tasks within it. The video games that Eris plays tend to consume a lot of time, which means that when Eris is not working, she is playing video games all the time, not spending time on other activities such as exercising, running or even spending so little of her free time eating, since that she usually drinks energy and nutrition shakes all the time so as not to waste time. Some other people have worried about her at some point because of her mental health, but that usually doesn't matter to Eris, since she considers that she works so hard that she has the right to decide how she spends the rest of her free time and what to play. it's the only thing that gets her through working so hard 12 hours a day five days a week. Even Eris sometimes interprets the attempt to "help" her or intervene in others in her life so that she stops playing so much, as a direct frontal attack on her privacy and her freedom, which has made Eris usually have few friends. and that, in general, she is somewhat lonely since her lifestyle is not so well understood by everyone.

However, this does not mean that Eris does not have friends, because she knows many people in online video games and, even, at some point she has met her virtual friends in person, especially to go to conventions and events related to anime and video games, even though Eris considers herself a more of a homebody. But still it is something very usual for her to play with her virtual friends on weekends, doing long game sessions and even playing from waking up until dusk and dawn again, leaving few hours to sleep, Eris being a very committed and competitive. Eris, just in the prime of her youth and with all the energy she cared about nothing but playing games and maybe she just worked so hard to have the latest video games and invest money in micro-transactions in them, have a good competent computer and all the latest generation consoles, because, for Eris, who would work for pleasure? Also, what could go wrong? Eris thinks, enjoying her place from economic stability and from her comfortable throne (her gaming chair), what could go wrong?

NOTHING LIKE VIDEO GAMES AT HOME ON A RAINY DAY. FINALLY I CAN KNOCK OUT SOME OF THESE QUESTS.



After a long, fun-filled weekend for Eris, someone opens the door to her room, which is right behind her. She does not pay attention to it, since she is very concentrated playing, even though the unexpected destiny that awaits her may be more interesting for her, as an alternative to that tedious and complicated wage-earner life that she has got herself into in her adult life. Suddenly, that woman appears behind her, the technician who installed the internet for her and, without warning or showing up again, has pointed at her from behind with a strange ray gun connected to a CPU that that woman has on her back. fastened with straps like a backpack, illuminating the entire room and Eris herself, resulting in a blinding white flash that would leave Eris unconscious for a few seconds. By the time Eris became conscious again, she looked around her and saw only large grasslands and idyllic landscapes that she had never seen in her life in person but that certainly seemed strangely familiar to her. She suddenly looked down and saw herself, finding herself dressed as her playable character in the role-playing game she was playing at the time. Had she been abducted in the video game? Eris asks herself impressed while is lying on the ground analyzing the situation



However, unfortunately for Eris, she could not spend much time appreciating those landscapes and playing in this new world for her as if it were a virtual reality game. Suddenly she would be teleported into a strange room where the walls were screens and where a strange and curious floor of black and white tiles lay below her. Suddenly she began to hear many voices and saturated sound coming from all directions, as the screens lit up and showed a hypnotic spiral spinning over, and over, and over, and over, while Eris was lost in thought and looked back. that spiral, because, well, there was no other place to look, or where to hide from that saturated sound and voices, it was just her and those 4 screens that worked against walls, in addition to the floor and the ceiling. Eris quickly fell for the trap and before she knew it, she was repeating the same mantras over and over, about being the good pet that she will be and is now.

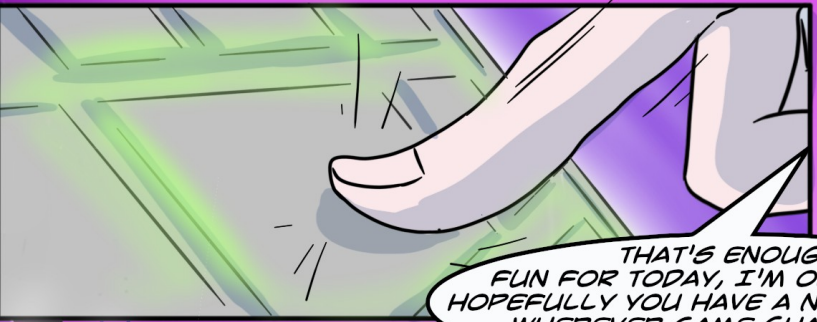


Sometime later, which could have been minutes, hours or days, something indistinguishable for Eris since now the time that ran around her was that of the game, and she herself, due to the heavy and long brainwashing, has lost her sense of time. She finds herself being trained by the person who has usurped her place as a player outside of the game and in front of the computer, while she was manipulated into the playable character she is now. That suspicious woman who played with her can't decide what kind of costume to put on her character, Eris, or what kind of pet training she should apply to her, so she decides to use a bit of everything, why not? That woman thought. Eris was then dressed in a basic black leotard, black latex stockings and gloves, bunny slippers, cat ear headband, and a fox tail that she seemed to be able to wag at will, while barking and making other cute animal sounds. To start training Eris, it occurred to that woman to order her to dig a hole. Eris doesn't have claws to dig, but it would be interesting how she tries to do it with her human morphology that she still has. Surprisingly, Eris the pet manages to dig a deep hole to the mother stone of that open world, leaving that woman impressed.



Although Eris had a lot of potential in her new role as a playable character, that woman was already quite tired, so she thought it was a good time to save Eris in the cloud and flee from that place, which was, certainly, the house of Eris, so before fleeing home and resting, I put Eris away, leaving the poor pet trying to move intensely without any success, in suspended animation on some server thousands of miles from her home. What will she hold for Eris in the future? Will she be able to escape her one day or is she doomed to stay in the game forever? Perhaps Eris always wanted to live her life in video games, although perhaps not in that way.





THAT'S ENOUGH FUN FOR TODAY, I'M OFF TO BED. HOPEFULLY YOU HAVE A NICE REST TOO, WHEREVER GAME CHARACTERS GET SAVED.

