

# Substitutes

*Written by "Ina Izumi"*

Anton is a lonely young man of 21 years in 2025 who has been born, raised and lived in a rural town all his life, he has had a stormy past as a misunderstood genius, because he was considered unfit to study a career and He fails all the psychometric tests for most of the jobs for which he applies. However, he has very advanced knowledge, that he has self-taught, in computer science, electronics and quantum physics. Anton sometimes thinks that he should be rich because of some inventions he has made, but unfortunately he doesn't have the same economic and commercial skills that he has in the technological field, so he doesn't know how to sell, advertise or patent his inventions, and also, in a way, he's too lazy to do it.

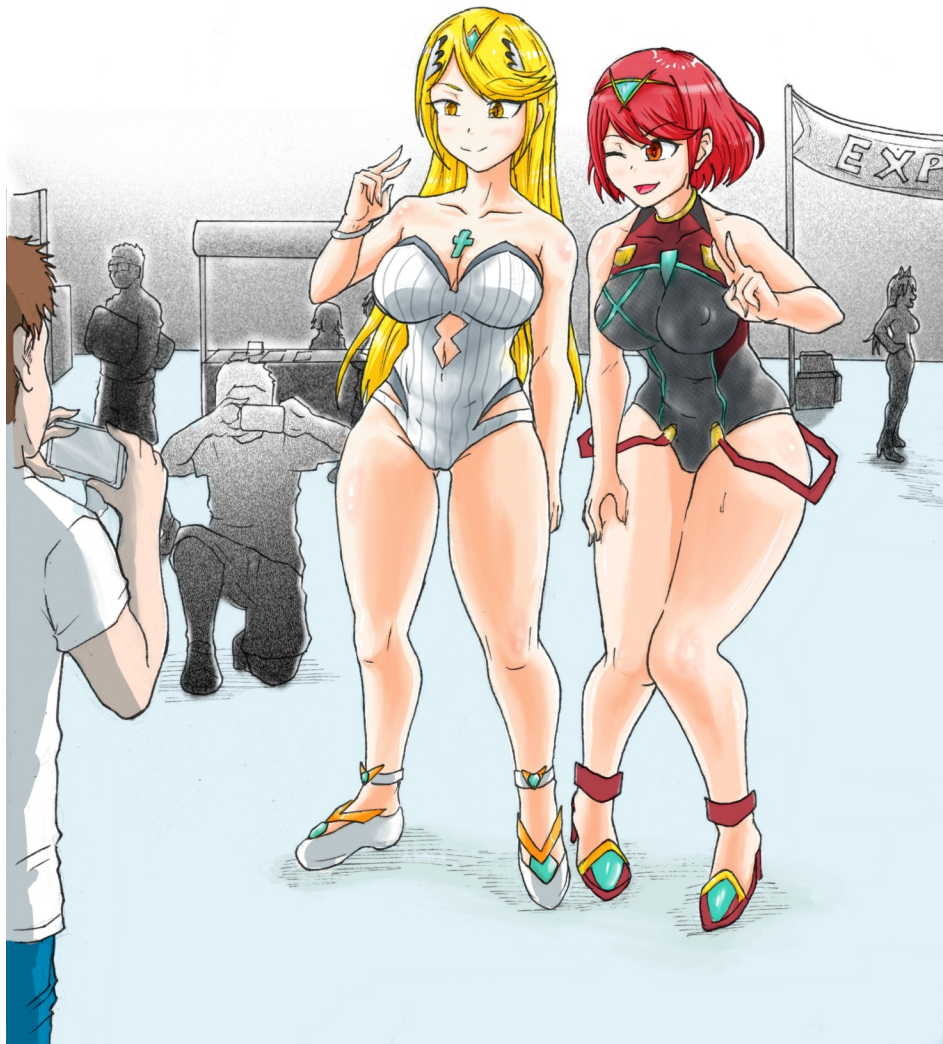
On the other hand, Anton is passionate about video games and, the little money he earns working fixing electronic devices, what he doesn't use only to rent the small apartment where he lives, he wastes it buying the most advanced video games and consoles possible. However, this hobby is sometimes very expensive and Anton doesn't have enough money to buy everything he wanted, like, for example, that Smash DLC of Pyra and Mythra. Anton, obsessed with every Smash DLC that comes out and the entire franchise, from the day that DLC came out, can't stop thinking about how to get it. Anton has nothing to sell or how to earn extra income, so he only has his skills and knowledge left. What should I do? Anton thought.

After hours and hours of racking his head, wondering what to do to get said DLC, while eating cold pizza in his apartment and watching an advertisement on his cell phone that talks about a convention in a big city in few days, a few kilometers from his town. in Anton's twisted mind he has one of those moments that he usually suffers from time to time, a moment of genius, of isolated brilliance, of passion traits and wit, a moment forced by his inability to understand how the current world works and how money works, he comes up with a great idea: surely at the convention that will be in a few days, maybe he would find Pyra and Mythra cosplayers, since the release of that Smash DLC caused a lot of furore, or in the case he can't find some Pyra and Mythra cosplayers, maybe once he finds the right cosplayers, he would just have to get a costume of the characters for them to wear, all this for the purpose of, Anton thinks, build a ray gun that can digitize the cosplayers into the game! Yes, that's the simplest solution Anton found to the problem. He just has to build the digitizing ray gun, convince the victims to follow him to his department and abduct them into the game with the ray gun. What could go wrong?

Anton, determined, goes to work to prepare the best plan. He spends the next few days before the convention in the basement of his apartment, where he has his workshop, doing endless experiments and designs. After a hard scientific and engineering work that lasted 3 days, until one day before the convention, he manages to materialize and successfully test the digitizing ray gun that he designed. Now Anton only needs an alibi to convince his possible victims to accompany him to his apartment. Perhaps if he presents himself as a handsome man, well dressed and pretending to have a lot of money, and talks to the cosplayers, gaining their trust as much as possible in that short time, he can invite them to lunch and thus take them inside his apartment. Once Anton has devised how to deter cosplayers, he proceeds to bathe for several hours to remove all the dirt accumulated from days of not

bathing, look for his best casual clothes, borrow his car from his neighbor (with whom he gets along very well) and leaves everything ready for tomorrow, including an empty room in his apartment with the floor covered with glue to trap rats (because he thought that perhaps by trickery he could make the victims enter that room and get immobilized to facilitate his plans), and then go to sleep.

The next day, at the convention, Anton arrives with the best possible attitude. The first thing he does is look in all directions looking for his possible victims. There are so many people and so much hustle and bustle that Anton inevitably gets dizzy, opting to buy some soda and sit somewhere to relax a bit. Anton doesn't usually leave his house much more than to fix an electronic device and earn money to survive, so stresses him be in a place surrounded by people. He has been living as self-sufficiently as possible and with as less social interaction as possible for so long that Anton no longer sees other human beings as equals. While Anton spends a few minutes relaxing, he sees the best possible victims pass by: some Pyra and Mythra cosplayers in swimsuits. It's not the usual clothing for the characters he wants to recreate in Smash, but it works for him. Anton proceeds to approach them and ask if he could take a photo of them, to which they agree, and then Anton starts talking with them.

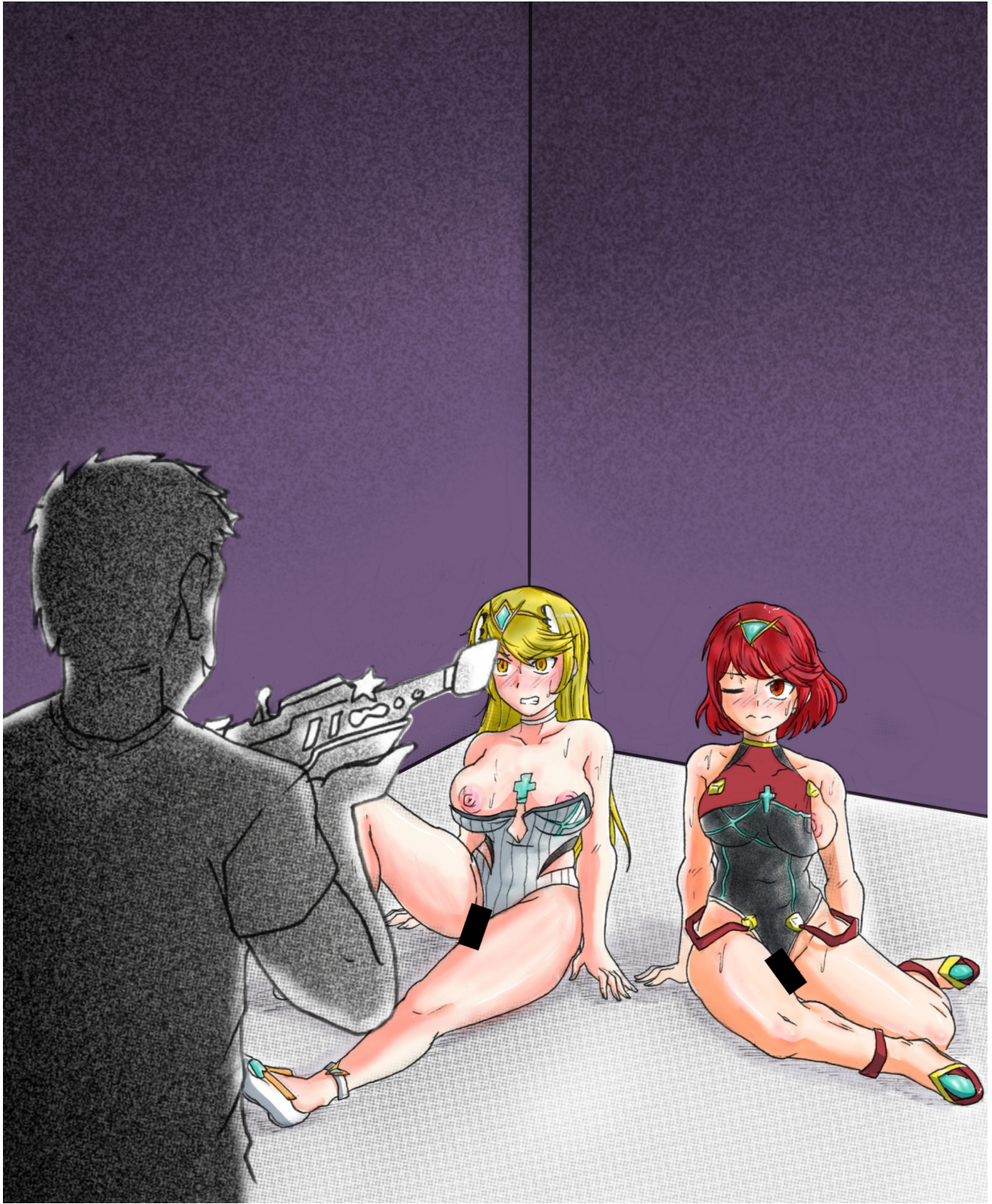


Anton, even though he is a social misfit, has quite an attractive physical appearance: thin, pale, straight, short and brown hair, and above average height, so it wasn't very difficult for him to approach the cosplayers. Then Anton does his best performance and attempt to socialize: as the minutes go by, which turn into hours, Anton does quite well: apparently the cosplayers have enough hobbies in common with him, to the point that he feels happy for finding people he can socialize with, at the same time that he feels guilty, about what he's are about to do to them. However, that DLC won't pay for itself, so Anton decides to continue his plan.

Having spent hours talking with the cosplayers, the convention is about to close, which makes the cosplayers nervous, since they had planned to leave earlier to find space in a hotel, since they didn't make reservations. It's then that Anton, not to miss the opportunity, offers them sleep in his apartment tonight so that they can return to their city of origin in the morning more safely, because even though it wasn't the alibi they had planned from the beginning, it was an alibi that worked just as well. The cosplayers talk about their offer of refuge, they talk about the danger that sleeping in the house of a person they have just met that day can imply, but, nevertheless, the adventurous instinct of the two women wins out over their common sense, so they accept the offer.

Once they leave the convention, they travel several hours on the road, in which they talk extensively. The cosplayers at a certain point of the way behave flirtatiously with Anton, asking him, while behaving horny if they'll not have "a little fun" when they get home, to which Anton responds that there will get a lot of fun, well they can't even remotely imagine Anton's dark plans for them. After the trip, when arriving at Anton's apartment, the first doubts begin. The cosplayer who plays Mythra begins to say in a low voice to her partner that, perhaps, it wasn't a good idea to go there, since Anton's house looks a bit "strange" from the outside, especially because of how neglected is. What the cosplayer who plays Pyra, with an attitude more evoked to adventure and debauchery, responds by convincing her partner that a little action will be rewarding for their lives, so the cosplayers proceed to enter with Anton to his home.

Once inside Anton's house, they notice its dirt and neglect. Walking through the garbage, they move carefully looking in all directions as they go deeper and deeper into Anton's house, unable to prevent the poor cosplayers from getting more and more nervous, when then Anton indicates that they can leave the baggage on their table and it also indicates to them which is the room door in which they'll sleep. The cosplayers proceed to leave their baggage on the table and open the room, finding themselves surprised that's empty. Then, surprisingly and without warning, Anton strongly lunges at the cosplayers, dropping them to the ground. The cosplayers' reaction was of terror and anger, they yelled and growled very angry at Anton, predisposing to hit him back, but to their surprise when trying to stand up, they realized that they were stuck to the ground, which apparently is upholstered with glue to catch rats. It's then that Anton returns to his living room and takes his new invention, the digitizing ray gun: Anton proceeds to re-enter the room where they are trapped while screaming and insulting him in bewilderment, Anton responds to that saying that has not tricked them or lied to them, because he has told them that they'll have a lot of fun, and they'll have a lot of fun, being they playable characters from Smash... It's then that Anton shoots them a ray with his ray gun, only hearing after that a loud and heartbreaking cry of the cosplayers, which fades like an echo as they vanish from the face of the earth, which doesn't seems matter to Anton, since between each house, being a rural town, there is a lot of space, so that his neighbors probably couldn't hear the scream clearly enough or where it came from.



Not long after, which for the cosplayers seems to have been a lot, since they have lost track of time, suddenly they wake up nervous in a place with a lot of light, a scenario that puzzles and confuses

them a lot. It's then that they realize that they can no longer control their body, because some chains that come from the sky and are lost in infinity hold their limbs, and that is when they are forced to fight fiercely, while screaming, panting and complaining in bewilderment, feeling somehow all the blows that are given, and some of them strongly pinching her vaginas and breasts, which bounce over and over again for each blow that one of them receives. After a long time being used as playable characters, ending up in the process very exhausted, even more confused and irritated, Mythra wins the battle being used by Anton who is behind the screen, in the real world.



After the battle, everything turns dark for the girls that are now Pyra and Mythra, blinding them a few seconds later by a heavy blue light. The victims perceive that they no longer have the chains, but, on the other hand, they perceive that they cannot move an inch. Their minds, or what is left of them, try to interpret the environment in some way in which they can digest it: they are standing in a blue environment, they are trapped between a glass in front and a luminous blue wall behind, but without being pressured by the walls, being instead right in the middle of them in a perimeter where they fit perfectly without being crushed, then their bodies being paralyzed by themselves, without being able to speak or say a single word... Behind the transparent glass wall they achieve, see a smiling and happy Anton, like a child at Christmas, without yet understanding what has happened, or being able to do anything about it, while their minds begin to cloud and confuse them, causing such serious confusion that brainwashed little by little until convincing them to be truly Pyra and Mythra. They are just there, trapped on that screen, without moving, without blinking, eternally, or until the physical support of the videogame allows it.

## Xenoblade Chronicles series Spirits

Unlocked!



Mythra



Pyra

So, for the next few months, Anton plays and squeezes the poor cosplayers as much as he can, until he is completely satisfied and, at one point, even bored of playing with them. they'll announce a new DLC soon, so Anton stops paying attention to his victims. Several days later, Anton remembers them and thinks that perhaps It's a waste to leave them there in the video game, besides that he can take them out and put them in the game whenever he wants. So, after Anton made a few modifications to his digitizing ray gun and changed some settings, while the ray gun is connected by Wi-Fi network to the console with the game open, he decides to shoot towards a shelf. Suddenly "Pyra" and "Mythra" finally leave the video game, but... "Pyra" and "Mythra" have appeared turned into figures, in the form of amiibos, completely naked and feeling a mixed shame, excitement and suffering that not even they can understand, because they have forgotten how to think. Anton, happy in the end with the results that his invention has given, as to be able to configure with certain input and output variables including what physical state they'll be in and how they'll be dressed when being abducted or expelled from the game. Anton caresses with his finger at his new figures, and proceeds to leave his house, as he'll go with a neighbor to fix his toaster.

