The Oogarooms

A liminal space project

Edition 1.0

“The flawed reality. A truly infinite expanse of levels, liminal spaces, to get lost in. If you end up here, you may as well make yourself comfortable. It’ll be a long time.”

- The Exogs’ Book (rough estimated translation)

Dedicated to [potentially sensitive]

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Foreword

The Oogarooms has been our passion project throughout the course of over 3 years. Inspired by several other projects, most notably the mediocre backrooms, the ramblings of this document have been reworked again and again as standards progress, and there is no doubt there will be further improvements in the time to come. No matter how quick or crawling the pace of work has been, our work has continued. Over its words, the Oogarooms explores hundreds of different regions, creatures, stories, and more in the fashion of an extensive database. With its deep history, lore, and stories, the Oogarooms delves themes revolving around anemoia, hiraeth, terror, loneliness, and predominantly nostalgia using its peculiar landscapes and features ranging from infinite mazes, tight crawlspaces, desolate expanses, beautiful landscapes, magical logicies, blood-thirsty creatures, and overall whimsical yet solitary regions. More canonically,

The Oogarooms, or Flawed Reality, is an extensive, lonely realm outside our own. This document serves the purpose of a compilation of knowledge from its inhabitants and researchers; and a database of information to help anyone from its everyday denizen, anyone curious, or a lost soul unlucky enough to find themselves caught here. And if you get here, you might as well make yourself comfortable. It'll be a long time.

Anyways, we sincerely hope you enjoy exploring the hundreds of pages of interconnected griffonage.

Levels

What is a level?

Levels are any areas of the Oogarooms that have unique enough characteristics or distinct enough transitions to be considered separate from another. There are three types of levels that exist: Numbered Levels, Non-Numbered Levels (NNLs,) and Structure Levels. Numbered levels are every single level that can be accessed from the Main Base, plus the levels whose doors are locked in the Main Base. These tend to be pretty stable, and also tend to have entrances and exits to the two levels directly adjacent to it in the Main Base. Non-Numbered levels are quite a bit weirder. These are not accessible from the Main Base, are usually more unstable than Numbered Levels, or have hyper-anomalous features. Structure levels are small things, usually rooms, which are placed inside of other levels. Structure levels may contradict things about the level they are placed on.

Level Danger Classifications

Class 1: Very little to no entities, or the entities pose no threat or danger. There is typically an accessible and boundless repository of resources such as food and water on class 1 levels. The environments themselves are forgiving.

Class 2: Usually little entities, a sufficient amount of food and water, and quite forgiving environments.

Class 3: A few entities, some food and water, typically still normally not super dangerous environments. Still entirely stable. You'll actually need to *try* to survive now.

Class 4: Where survival becomes a challenge. Probably many entities that pose a well-dangerous threat. Not a lot but still some food and water. A little unstable at most. Quite unforgiving environment.

Class 5: Survival is quite, quite difficult. Lots and lots of very dangerous entities. Very little to no food or water. Unforgiving environment. Somewhat unstable at most.

Class 6: Death is inevitably soon. Copious amounts of deadly entities. No food or water. Entirely unforgiving environment.

Class Unknown: Could have a pending classification, or just the level is too mysterious and not enough is known about it. This class is to be written as "?" if alone, denoting entirely unknown or undocumented level or environment/environmental features, or along with a class (ex: "4?") to denote **hyper**-anomalous features and very unknown elements.

Class Varies: The class changes throughout the level, or changes somehow else. This typically appears on larger levels with multiple different sections.

Class Mental: These levels toy with the inhabitants' minds, and are typically quite unsafe. Only used tagged along with a different class; ex: 4M or 4 Mental. These usually mentally torture the inhabitant or make them think the level is safe when in fact it is not.

Level 1: Mudhalls
Class: 2

Level One is the first level you can enter the Oogarooms in. It is made of cracked mud bricks and has trees in many areas. The bricks are of a lightish tan color and are about six by five by twelve centimeters. They are somewhat fragile if struck with enough force. The Mudhalls are a somewhat open level, and there are many copper pipes with no use going between the many walls. Almost everything here, the walls, roofs, floors, are made of mud bricks. There are also parts of abandoned steampunk machinery in areas, but these are not too common. Most of the machines do nothing useful or are outright broken, but a select few have functions like ovens, furnaces, hydraulic presses, and more. This is also a place where you may encounter oogas and boogas, some dangerous entities. There is usually about one entity per three square kilometers, so it is not too bad. Still, you should be careful. Loud noises may attract them, and on this level, noise travels far. Sometimes, there are areas where the pipes and other bits of machinery converge into a small footprint of around fifteen meters squared, and these facilities can be used to enter the main base. There will usually be a door on one side, which you can go through to enter the main base at the first door. There may also be patches of grass here, which appear much less commonly than the moss that is found here. Mangrove and other swamp-native trees are present in small terrariums without walls, which also resemble a swamp. The ground in these terrariums is made of dark, sticky mud. These structures are on the more common side of things. There will sometimes be broken versions of these in darker areas. When there are, people have reported seeing oogas and boogas try to mop the spilled water up and place down wet floor signs. There may be house-like structures here, which contain supplies. These structures can be spotted by their castle/house like appearances, and the abundance of vines growing around them. They will almost always contain wooden crates of supplies, making it very advisable to stop by them. The floor of these structures also tend to be made of wood. On the roof, there are sometimes vines. There are several types of other structures that can spawn here, a few of which will be listed. Piles of wood can be found, usually swamp or common northern forest varieties. Similar to those, piles of cut wood, like planks and doors, can be found in piles. These usually appear to be freshly cut, with piles of sawdust and machining marks left in them. It is advised to stay away from them, as sometimes burrowers will inhabit them. Also splinters. Empty halls are another common structure here, and they are (usually) small, thin halls that have wooden floors. The last of the common structures is the stairs. The stairs spawn somewhat infrequently but are common enough to include here. They come in two varieties, exposed and closed. The exposed version is a single wooden flight of stairs that extends from ceiling to floor. Most of the time, they are completely closed off, but sometimes will lead into level 39 or 2. The next type, the closed ones, are slightly less common and more or less the same. Instead of being open, they have walls surrounding them and sometimes a door blocking the entrance. In some places, the roofs are a bit higher and there are wooden catwalks or towers that are unreliably supported by a mishmash of trusses. The risk of climbing these may be worth it, though, as they will commonly have decent supplies. Below these trusses, there tend to be small living room-like areas, with televisions, couches, desks and other things one would expect to see in a den. The lights on this level are old, 1980’s fluorescent lights, which seem out of place here. They are somewhat unreliable, with one out of thirty lights being broken in some way. They are unusually quiet for being fluorescent. The roof itself is somewhat tall, being six meters off of the ground. This level is dark in

some areas, but mostly bright and safe. The darker it is, the more crowded the level will be, as in there will be more structures. The darkest areas will tend to have mini forests in them, which are extremely dense. They are also quite hard to navigate. However, they are a critical source of lumber on this level and are cultivated. The largest of these forests have been known to be a few kilometers in size. Another weird thing about level one is the lack of dust. There is no dust anywhere in the level. The only common entities here are oogas and boogas, which are somewhat dangerous. More rarely, you can find the previously mentioned burrowers. You can exit by noclipping, which sends you to level 2, and you can noclip on 2 or find a rusty hatch and go down a ladder under it to go here. You can also exit by finding one of the pipe facilities to enter the main base. Another way of entering the main base is to find a blacked-out area where you can see no light. Once you find one, you can keep walking forwards through it, and you will eventually end up in the main base. If you get caught by a claw machine robot on level 71 you'll end up here. You can use one of the staircases to get to level 39 or 2. Enter by falling through the ground or running into a wall and noclipping. This initial noclip must be done while in reality. You can also enter by dying on any other level. A more typical entrance, actually not really, if you fall through all of level 13 you will eventually end up here. You can also enter from the rift on level 203. Eventually. Being the first level out of hundreds, and one of the easiest to enter due to death sending you here, there are far too many bases to list here. Most of them are centered around pipe facilities or other entrances to the main base. The most prominent of these bases are CCOEG's Ground Zero with 2,300 residents, as of 2077, TOTG's mun-muns central with 780 members as of 2077, and The Mudhalls Republic, with 980 members. The Mudhalls Republic is quite new, only being founded in 2065. They were founded after the leader and a few of their followers decided that CCOEG was being too overreaching and controlling. Level 1 has also been the site of many other important historical events, and it was probably the first level to be created. It is also the level with the most signs of Exog activity, with over 800 sites containing artifacts and writings having been found.

Level 2: **Verdant Rooms**
Class: 2

Level 2 is an open expanse of faded green concrete. The paint on the walls is flaking off in some places, leaving the concrete bare and gray. The floor of this level is bland gray concrete, which is chipped and smashed in some sections. This concrete layer is around one meter thick, and below that there is solid dirt. People have reported finding small caves within the dirt, which is also full of worms. The roof is the same, minus the damage, and a slightly lighter color. Vegetation is quite common on level 2. There are mosses and grass growing everywhere, a pleasant change from level 1. The plants tend to grow inside of the small cracks that are abundant in the old concrete floors. There are also occasionally slime molds. This level has a strange effect on people. When someone enters this level, they will feel a sensation of peace that is commonly felt on class 1 levels, even though this level is still not perfectly safe. Threats are rare, but still exist. Looking around, there is an infinite, sparse forest, with the slightly scraggly trees growing in small patches of dirt or cracks in the concrete. Despite the level being quite empty, the visibility is quite low, at only around 200 meters. There may be some rooms with light tan carpets. Farms producing vegetables and fruits are also common. Areas sometimes contain stoves and cupboards. The stoves are somehow functional, even though they are

not plugged in or even running off of a generator. The cupboards may contain Wlater Water, food, and/or other supplies. The cupboards themselves are made of a lightly colored wood with a nice finish and metal handles. Unfortunately, they are empty most of the time. These living-spaces, as one could call them, are a mix of retro design along with modern. There are commonly radios and jukeboxes around these areas, but the structure of the rooms is sleek and new age. This level has 1 entity, called a Vine. Vines are light green vines that are about 4 centimeters thick. They will attempt to strangle you but will never attack if you are carrying something hot. They move quite fast, so it is advised to cut them when you see them. They are the leading cause of death on level 2. Some areas of the walls are crumbling. The concrete is extremely tough, despite having no rebar reinforcements. This level is similar to level 1 in structure, as they are both open and filled with small structures. There may be oogas or boogas here. Hallulights are also semi-common here, though they are less helpful than usual. They will usually float off in the distance, doing whatever they do. There are sometimes rusted sections of metal that connect the green walls, which are of varying heights. Rarely, there are small structures that appear to be garages. The roofs of these garages are made of old, oxidized, blue copper. The garages are not technically garages, but that is one of the best ways to describe them. The roofs can collapse downward to close off the open wall of the room. The rooms usually contain old wooden shelves or cardboard boxes. It is bright on this level, with light coming from strange, greenish glowing cubes of light on the ceiling. They emit light very similar to sunlight, once again connecting this level to the outdoors. The previously mentioned fog on this level is a light blue color similar to that of a sky due to the lights. These lights sometimes fall and reveal a cloudy blue sky past the main section of the level. If you climb out of the hole, you reach a strange area that is not very well documented. There is no oxygen here, so leave immediately. Despite the lack of oxygen or any atmosphere in general, people report hearing empty wind sounds and seeing sparse trees here. You can get to multiple levels from here, Levels 1, 3, 8, 19, 32, and 202. Levels 1 and 3 can be accessed through noclipping, and you can noclip from there to here too. You have a small chance of being sent to level 8 while sleeping. 202 can be accessed by finding its signature circle of rocks, and level 19 can be reached by sleeping in a bed of moss, though the chance of this happening is rare. If you meditate for several hours on this level you could automatically noclip to level 32, and vice versa. You could also enter from the rift on level 203. Level 2 is one of the most important levels, with many groups living here due to its hospitable nature. Bases are quite common here, and as with level 1, there are too many to list here. There is a large CCOEG outpost, the main base of The Verdant group, and much more.

Level 3: **Magenta Corridors**
Class: 1

Level three is the magenta corridors, which clearly describes the entire theme of the level. The level is of a deep purplish magenta, but with fading that makes some areas lighter than the rest. The floors and walls are mainly of this material, which is a type of silicon-based stone, and it shares similarities with slate. The material primarily appears in the form of 25cm tiles, with somewhat rough edges. The tiles plate the outside of the walls and floors, with the material they are on being a lighter shade of the magenta silicon-rock. The inside material has a hardness of about 2, while the outer tiles have a hardness of about 4. Often, there will be missing tiles, and the rough edges of the surrounding tiles will form arrow shapes,

which just point in random directions. The majority of the level is made of somewhat thin closed off halls and rooms, but it is easy to get around due to massive cracks in the walls. There is never debris near these. Large, pointed amethyst crystals grow in clusters throughout the entire level. There is one* entity in the level, referred to as the amethlo, but there have been reported to be cat entities here, but it may have been cats from another level, and the reports were unconfirmed. The amethlos are very kind and will bring you supplies. They give off the vibe that they aren't sure where they are either, which is in some ways soothing. They know the layout of the level very well, and it is theorized that they can connect with the amethyst crystals throughout the level and use some type of sonar to find the level's layout. The amethlos themselves are small and resemble hedgehogs. Another theory is that those who go missing in this level become amethlos, but this is unproven. Sometimes the floors, walls, and ceilings will be made from bricks of semi-translucent smooth white quartz, with birch accents. In these areas, there are birch benches which amethlos tend to hang around on. Sometimes there will be broken heavy garage doors, and on the inside of the rooms there are lightly rusted iron/steel alloy shelves, which are covered in cardboard boxes containing food, water, and various ogrms items. The level follows an I by X by I type layout, so there is no problem of taking as many resources as possible, especially seeing as levels are not so kind later on. The greatest danger on this level is losing your sanity due to the nearly unchanging layout and constant magenta. There are a few bases and outposts on this level, mainly being of the CCOEG. The largest of the CCOEG bases is SL3a, with 82 members. There is also an OITG outpost here, simply named Outpost 5, with 27 members. As of late, you may find lilac duck idols, which look like tiny pale magenta ducks (Item 28). Dropping one in a cat box increases chances to get a cat. There are few entrances and exits to this level. You can enter from level 2 by simply noclipping, by using the crystalline rift on level 203, by eating a stick on level 18, or by finding a room on level 4 that is purple. Enter the room, then exit and you will find yourself here. Another way to enter is to find a large shard of blue kyanite or yellow amethyst on level 52. If you find a factory themed garage room on this level, enter and to get to level 4. You can also exit by finding a conglomerate of colorful gemstones and eating it (don't ask, but it's edible). This will take you to level 50.



Level 4: Factory
Class: 3

The factory level is made up of two types of layers. The first layer is the lab, which has gray tile floors with cracks on them, and pristine white walls. The ceiling is dotted with large fluorescent lamps, making this layer quite well lit. The halls are claustrophobic, only being one meter wide at most. There are small rooms scattered about. Laying in random piles are mechanical parts like wiring or actuators, and there is a very high amount of piping around. There may also be colored glass ampules on gray or black shelves filled with inert gases. There are a lot of doors here, which seem to close when you are not looking at them. You can find staircases up to the next layer, but the staircases only go between pairs of the layers on this level. The pairs of layers will continue up around 7400 times, as estimated by the CCOEG. To get to a different pair than you started at, you must find an elevator. The elevators are very slow at about 1m per 30 seconds. The elevators

can only go up. You can also find conveyor belts, but more on that later. The second layer is very dark, and has dark stone and gray concrete walls, with dark stone floors and occasional carpets. There are many chains hanging from pulleys or just randomly around this level, along with more copper pipes. This layer is much less claustrophobic, with halls even getting up to 5 meters at most. You might find a meeting room, featuring a large table surrounded by chairs. For some reason, these tables have jars of pickles that will regenerate every so often, so it's a good source of food. There are also benches and shelves on this layer. The most common entity here are boogas, which like to hide behind closed doors, so watch out! Food isn't super common, but you can also find it sometimes on shelves on this layer in the form of stale bread, so yeah. There are also conveyor belts up here, which are usually in random places but sometimes lead up or down, but it's usually a tight fit, and many people have gotten trapped halfway between the layers and died. There is a mechanical hum across the level, and following it leads you to an engine room, with a loud big steam engine in a room that stretches both layers. The lights flicker often on the lower floor, but the closer you get to an engine room the less they flicker. The farther you are, the more boogas there are, so be careful, and even though there's more food on the top floor, there's also more boogas there too. You can get here on level 3 by entering a room that looks like the first layer of this level, by using the rift on level 203, or enter by finding a rare painting of a clock tower on level 31. You can escape this level by noclipping in a freezer on the top floor to reach level 5, but these are more common farther from engine rooms, and it's usually pitch black around them, or you can exit by finding a magenta room and entering, which sends you back to level 3.

Level 5: Snow and Ice
Class: 4

Level 5 is rather dangerous when compared to the previous four levels. The temperature in this level is normally around –15 degrees to 0 degrees Celsius. The whole level is composed of freezing snow and ice. Due to these factors, Level 5 is usually the first major obstacle lostsouls encounter. There are almost no entities in this level, but scarcity of food and several other factors earn this level class 4. The structure of Level 5 is comparable to that of Swiss cheese, with small tunnels to large caverns carved throughout the infinite cubic expanse of snow. The snow is packed tightly, making it hard to burrow through. The amount that the snow is packed varies from area to area, so in some places people have been able to burrow out their own little homes. There are two "sections" to this level. Each section is not set to a single area. The sections appear to be scattered around the level randomly. These two sections are the Ice Halls and the Snow Tunnels. The Snow Tunnels are far more common. They are usually thin tunnels which require you to crawl and stoop through them. Very rarely, the Snow Tunnels open to larger caverns, which are hotspots for settlements, due to it being easier to expand these than the solid ice of the ice halls. It is not too uncommon to see the large caverns have structures already in them. These structures look similar to the tents that one would see at camps on very tall mountains. There are also campfires here, which leads us to another strange thing about level 5. On level 5, fires and other processes that would produce smoke do not, which makes it much safer to light fires. There are piles of firewood nearby these camps that regenerate every three days, so they are used as a common source of supplies. In more recent years, these lumber sources have become a hotspot for trading, which has solidified (literally) level 5 as a very important level. The Ice

Halls are much rarer and larger. They are comprised of, obviously, ice. These areas are about twenty degrees colder, and henceforth, harder to inhabit. The ice in the ice halls is extremely hard, so not many people have dug through the areas. The ice in this area is exceptionally clear, with the clearest being on the walls. Snowdrifts are also found here, so beware. There are more entities in the ice halls, with the most common being the Iciplits and Frozen Ones. These caverns have icicles hanging from the ceilings and sometimes frozen-over ponds. The Ice Halls are filled with abandoned wooden structures. Any area exposed to air is surrounded by ten meters of snow, and then hard rock. The cold is not the only threat of the ice halls, though. There are sometimes thin crevasses that go down hundreds of meters, killing anyone who falls in. Lostsouls have reported seeing a dim blue glow emanating from the walls of the ice halls. This level tends to be extremely dark, though there are sometimes dim, orange and blue lamps. Around the level, it is common to find equipment that one would commonly see in mountaineering shops, like thick coats, ice spikes, and crampons. Sections containing these supplies tend to have wooden supports around them. These supply areas tend to be much more common around the ice halls than the snow tunnels. In some areas, people have reported seeing hundreds of ice picks hammered into the walls spelling out cryptic messages. There are very few recognizable patterns when it comes to structures appearing, unlike on level 1 and 2, which makes identifying exits much harder. Noclipping on this level will get you to level 7 or 185. You can sometimes find tiles, which upon being broken, will lead into level 6. There are not many bases on level 5 due to its cold nature. The most prominent of the few groups on TOTG's Lumber 5 which specializes in producing and exporting wooden products to level 70 derived from the many piles of wood nearby the natural outposts. There are about 230 people in this outpost. You can enter from level 4 by locking yourself in a freezer, or by using the rift on level 203, too.

Level 6: **Flooded School**
Class: 4

Level 6 is a school that appears to have been abandoned recently, as it is in good enough condition to navigate easily but has obviously been empty for some time. There is a layer of water across the floor that is slightly less than one meter tall. This layer of water will flow up staircases and ramps to match the constant ~1-meter depth. The water is always still, only with small waves. Despite the water being still, you will be able to commonly hear rushing water and other similar sounds. Sometimes, you can find papers, lunchboxes, old clothes, and other things floating through the waves. All of the objects are being propelled by some unknown force, and they are all heading east. This will sometimes cause large blockages of these clothes and paper piles conglomerating around thin doorways. The floor of level 6 is constructed of large, white terrazzo tiles, though several halls and rooms have colorful tiles. The walls are a light shade of bland beige-yellow. The walls are usually made of either brick or drywall, of several bland shades, like gray and white. There is a gray tile trim around the bottom of the walls. Sometimes, Level 6's roof is made of drop ceiling tiles, which appear to be water damaged or broken in many places. These tiles are unstable and drop uncommonly. They are sometimes browned from damage. Most of the roof is made of thin magnetic ceiling beams pockmarked with a grid of holes, with larger I-beam supports helping. You can commonly find magnets stuck to the roof that some kid probably threw. The layout of level 6 usually is coherent and resembles that of a normal school. This is not consistent though. Areas will sometimes end randomly or be segmented incorrectly, with doorways that should go

to a closet going to an auditorium, hallways going on for kilometers just to lead to a closet, and more. The vast majority of this level is taken up by hallways and standard classrooms. Each room is marked “FS”, probably standing for flooded school, and then a number. Despite the large size of the school, the numbers have never been seen to go higher than 1000. There are large auditoriums, gymnasiums, and cafeterias as well. The gyms tend to have adjacent locker rooms, which it is advised to avoid due to pranksters flooding the surrounding water with obm byproduct from the toilets. It is very dangerous here due to lack of food. The best chance of getting food is from the cafeterias, though most of the time it is rotting or inedible (average school food moment). There are also trash cans in the cafeterias, and you probably will get better food from the trash than from the school’s kitchen. There are sometimes announcement boards inside of the cafeterias. Another thing that is quite common to find in the cafeterias are maps of the surrounding half square kilometer, centered on the cafeteria. These maps will never stick with you if you take one and will teleport back to their original positions when left unchecked. Rarely, you can find nurse’s offices. These are great to look in, as they sometimes contain bandages and basic medicines, as well as an abundance of ice. Sometimes, they contain entire closets full of ice, because school. The halls are about 1.2 meters wide. Lockers are scattered around the halls, which are sometimes open. Most of the lockers are rusted to the point of being unusable. The ones that can be opened will mostly be empty, with some containing old lunch boxes or backpacks. Water fountains are also common in the halls. There are elevators in the halls, which can lead to other floors or levels. The elevators will usually send you to one of the six school floors based off the button you pressed, or to level 7 or 8. You could also noclip anywhere to go to level 7. You can enter by breaking an oddly tiled surface on level 5, or by opening the door on one of the apartments in the town on level 66, which has a small chance of opening into a cafeteria here. Entities are somewhat rare on level 6. There are a few settlements around level 6, though you would be lucky to find them. The largest of these settlements is a group called The Level 6 Gang, with about 75 members. They have sealed and drained out a cafeteria and survive off of growing potatoes and mushrooms.

Level 7: Cardboard Construction
Class: 1

Level 7 is one of the most heavily inhabited levels, despite having some major downsides. The construction of level 7 resembles that of a cardboard fort that you would find in a child’s room. The roof is usually 1-1.3 meters off the ground, though certain larger rooms have higher roofs. The level is held together by duct tape of varying color and age, which commonly shows. The cardboard here is mostly unmarked brown cardboard, though there are variations. The most common variations are blue, yellow, purple colored, or faded and more rarely, cardboard with markings of where it was shipped from and such. All of the shipping information says that it was mailed to and from a person named Jellie Sanders or Co Annie. Level 7 is the first level to be confirmed to be finite, at around 60,000 by 32,000 kilometers. There are occasionally watchtowers around this level that let you view large areas of the cardboard. The watchtowers are filled with stairs, and the towers are around 150 meters tall. The watchtowers are constructed of a concrete or rock-like material, one that you may find in a garage, which has been wrapped tightly with cardboard and masking tape. The atmosphere here is thin and hard to breathe in, unlike the inside of the main maze. The sky is a thick gray mist, reducing visibility to around 200 meters. There are

structures around level 7 known as cat boxes, which are 2x2 meters in size. These boxes are very loosely taped down and can be taken from their original positions easily, allowing for mass farming of them. The cat boxes are not considered a structure-level, as they only spawn on level 7. They will generate food every 24 hours, though you can use booga bucks to get the refill early. Cats (the entity, not animal,) will sometimes appear around these boxes. The cats are anomalous (check cat entity description for more information). A normal cat box comes around once every 400 meters, but due to the level's maze-like structure, they are somewhat rare. Even rarer are black cat boxes, of which only thirteen have ever been found. They give much more material and regenerate every twelve hours, with the major downside of not producing cat entities. They are slightly larger, being 2.3x2.3 meters in size, and have a metallic sheen to them. There are no hostile entities on level 7, making it a prime candidate for creating a permanent base. The level is bright and well-lit most of the time, though dark areas exist. The light on level 7 comes from holes in the roof with flashlights poking through. The construction of level 7 is somewhat unstable at times, with the roof having collapsed in some places. These broken areas allow one to access the outer zone, which are the gray mists. The gray mists are the previously mentioned area one can see from the watchtowers. The floor of this area is the roof of the main area, so it is not flat, with large fluctuations and towers protruding from it. It is also not very stable, because cardboard is not the strongest material. People commonly fall through the roof while walking on top of it. Some groups have carved out large paths across the level, allowing for faster travel. Level 7 has many, many settlements due to the abundance of supplies. Despite this, the winding and thin structure of level 7 makes it rather hard to find bases. Still, level 7 remains one of the best, if not the best, options for finding a group to live in, if you don’t mind crawling. You can exit level 7 in a couple of ways. The first way is to find a rusted metal door to enter level 10. You can exit to level 9 by finding an area where the level turns white and has paintings, like level 9 is seeping through. These connection points also serve as an entrance to this level. Entering level 7 is also easy to do. You can enter through the method of noclip from level 6 or 8, ride an elevator from level 6, or enter by sleeping on level 233. There are way too many settlements to list here, but the most important one is the main base of goodgroup1000.

Level 8: **The Break Room**
Class: 1

Level 8 is a 6 by 8-meter room. The walls are covered in white and gray striped wallpaper with a small dark brown trim. Tearing through the wallpaper shows some form of concrete. This wallpaper is immediately repaired upon eye contact being lost. There is a white counter and white wooden cupboards on one side of the room, which hold food and supplies. There is a green patch of grass and moss with a gray-white lawn chair upon it looking out a window. The window is the only source of light in the room, and its view is a white glowing void, resembling level 9. Breaking this window and going through it will lead you to level 9. The void behind the window will start to get dimmer, and then get brighter until it transforms into level 9. You will always enter a different area when using this exit. There are no (confirmed) entities in level 8. There are rumors of an all-white glowing obmoid that refills food and water. This may be a friendly whiteent, or some other undiscovered entity. Or maybe the guy who said he found it also found the last case of O-o. Due to the level’s small size, it is impossible to establish colonies or bases here. There is also no

way for more than three people at a time to be in this level. When someone new enters, the person who was in there the longest, similar to some other levels, is kicked out to level 10. Another exit is by noclipping on this level, which sends you to 7. You can enter from level 2 by merely sleeping (albeit this is very rare) or enter by riding an elevator on level 6.

Level 9: W H I T E
Class: 4

Level 9 is an endless expanse of blinding white rooms plastered with paintings. The hard plastic walls reflect more than 99.956% of light. The majority of the level is hallways and somewhat large rooms, but sometimes you can find completely black rooms that absorb more than 99.99997% of light, making it almost impossible to see in here. Paintings are your only way of finding your way in here, but they are much rarer in these rooms, and always quite cryptic. There are many odd, shaped obstacles in these black rooms, and it is not recommended to traverse these, but if you need to sleep, you won't be able to in the white rooms due to the blinding lights, so going in here is your best bet, but don't go too far, as terrain is impossible to make out and you likely won't be able to make it back. In the white rooms, you can find birch wood benches or chairs that face odd directions, never towards paintings. On the walls sometimes there are faded messages of a light gray color that blend into the level. These have cryptic messages but disappear after a few minutes. There is one entity here, the whiteents. These can blend into the level and will chase after you. Try getting to a darkroom, they can't enter these. The layout of the level never changes, but it's non-euclidian. Occasionally behind large paintings, usually by Cvil DeVan Rallah, you'll find rooms with birch floors. These usually have tables with food. The rooms can be on flat walls, like the rest of the level geometry. The paintings act like they are not there, and you can just walk through them. You can enter by finding an area where the level turns white and has paintings on level 7, like this level is seeping through. You could also enter this level from 7 through this same connection. You can also go through the tunnel behind the window on level 8 to enter. Another (wow) entrance is by reaching the end of the hall on level 12. Another (geez) way to enter is noclipping into the white wall on level 20. You can exit the level by going through a painting of a mineshaft, which takes you to level 10, walking through a political painting to go to level 39, or if you walk through an Escher painting it could send you to level 94.

Level 10: Forgotten Mines
Class: 4

Level 10 is, as the name suggests, an old system of many mineshafts. Very few experienced people visit this level, because it is dangerous and easily avoidable, which is where the other half of its name comes from. The mine is comprised of mostly two to three-meter wide tunnels supported by old wooden beams. The beams are old and rotting, with many having collapsed and reduced to mere rubble. The roof of the level varies, from half a meter to twenty. The higher roofs are mainly inside of larger rooms. There are many ores and precious gemstones still left in the rock walls. Piles of rubble and rock scatter the tunnels, making walking around somewhat difficult. The walls, roof and floor are uneven and jagged. Across the floor, you can commonly find rails and minecarts, most of which are still filled with ore. You can sometimes find small crawlspaces around the level. These are actually much safer than they look, and are safer than the halls, but be careful, as you could get stuck and die. There are

sometimes large rooms here in this level. These rooms usually serve as storage or smelting rooms. It is advised to stay away from smelting rooms, as they pollute the air with carbon monoxide, killing many who enter them. Carbon monoxide poisoning is actually the biggest danger on this level, even above the entities. However, some greedy TOTG people have sent captured enemies to extract the precious coal and materials from these rooms. The storage rooms are crowded with crates and shelves. You can find food, lamp oil cans, and much more inside of these storage areas. Other types of rooms exist, such as sleeping quarters, but these are rare. The sleeping quarters tend to have thin metal bunk beds, which are very rusty and stained. The mattresses are thin and very uncomfortable. These areas are also the only ones where you can find electric lighting. Sometimes there are carpets here. Even in non-shaft areas, the walls, roof, and floor are still comprised of raw rock, usually being sharp and uncomfortable. Most of the level is a dull gray or a yellowish color, with occasional splashes of reddish-gray, dark gray, black, and white. The level has vegetation scattered around, usually in the form of moss or mushrooms. The plants continue to grow despite the lack of light. Speaking of light, level 10 is dim and dark. The only sources of light are bioluminescent molds and old oil lanterns, which burn out commonly. Most of the level is in complete darkness, making it hard to navigate. Food and supplies are extremely rare, making this level dangerous. There are a few common entities that appear on level 10. You can enter level 10 through a rusted door on level 7, through a painting of a mine on level 9, or through being forced out of level 8 by newcomers. Exit by finding a large, watered area to get to level 17, by finding a door from level 12 to go to (guess where...) level 12 (duh...), or by noclipping to enter level 11. Finally, you can also enter by walking through a thick metal door in the Shallows on level 220. There are a few bases scattered around level 10, but they are rare to come across, as nobody likes this level.

Level 11: **Level Generic**
Class: 3 Mental

Level 11 resembles a generic Roi town. The time is fixed to midday here and the sky is perfectly clear. There are many streets and houses here. The streets appear freshly paved and are usually a black or dark gray. You can also sometimes see sticky oil that was left over from the paving. The grass is bright green and appears to have been recently mowed. However, there is nobody here. The houses are always one floor tall, with a basement and standard layout. Each house has 2 bedrooms, 1 bathroom, a kitchen that connects to the living room, and an unfinished basement. They all have very basic decorations. They have small amounts of food, so if you’re low on supplies, you should stop in on them. Each house has a well-maintained garden outside. Each house is painted white and has a dark gray roof with a low angle. There is a single gray car in the front of each driveway. Each house has a backyard with a white fence and a single large tree. The structure of the roads is winding and strange. As you get farther away from the houses and roads, a thick forest emerges. The calm and maintained grass of the towns gives way to unkempt, wild plants and disorder. This area is rough with rocks and trees, making it very hard to traverse. It is advised to stay away from this area, as entities are known to lurk within them. All of level 11 is unusually quiet. There are no natural or man-made sounds. The wind never blows here. All of these factors lead to making level 11 very unsettling and uncomfortable to be in. Noclipping from 10 is the only steadfast way of entering level 11. There have been several other methods reported, but none are confirmed or

work 100% of the time. There is one notable base here, called the Generic Folk. They have around ten members and are quite isolated. The level is very generic. Very, very, generic. However, there is no generic exit. There is no exit at all.

Level 12: The Hall
Class: 2

Level 12 is an extremely long, barren hall. It is around 250 kilometers long. There are loud, bright, fluorescent lights on the ceiling. Some of the lights rarely flicker. The floor is made of thick, partly cracked, gray concrete. The walls are made of large, white bricks, with a light grayish-blue trim. Level 12 is somewhat cold, at around 20c. The whole level smells sterile, with a hint of fresh furniture and alcohol based cleaners. The hall is about three meters across, and every 5 meters there is a door. These doors divide the level into many segments, most of which are completely empty. The start of level 12 contains a single gray and white carpet and a chair. This area is 20 meters long. Each door is a one-way door, meaning you can only open it from one direction, and it cannot be opened from the other direction. This means that once you cross a door's threshold, it cannot be crossed the other way. You can break down the doors to go back, but the doors will repair themselves after about ten minutes. Almost every single section of the level is empty, but about every 20-30 sections you can find things. These range from office equipment, carpets, chairs, water dispensers, and more. Even rarer than these are rooms that offshoot from the normal hall. These rooms are extremely rare, only occurring about once every ten kilometers. The rooms are small and usually contain small amounts of food. They usually appear to be in the style of the normal hall, but sometimes look like concrete boxes. They will also sometimes resemble other levels, and when they do, you can noclip in them to get to that level. Another method of leaving is by reaching the end of the hall, which will either take you to level 9 or 15. You can enter by finding a door to the hallway on level 10 or by using a button on level 16. Level 12 is far too small and usually avoided by experienced lostsouls, so there are no bases here.

Level 13: Gone
Class: ?

Level 13 probably existed once. It may have been deleted by accident, or worse. Now there is just a black void where the level should be. CCOEG thinks that it fell out of the main area of the Oogarooms. Several theories exist about where it is, but no one knows for sure. It is known that this level is actually gone and not just an empty level, as analysis of images of the Oogarooms ring show an actual hole in the space where level 13 is, unlike other mostly empty levels, which appear jet black. Upon entering level 13, you will fall for three kilometers into the lowlands. As for what you can see from level 13; you will most likely see the borders of neighboring levels, which are levels 12, 113, 14, and the void, as level 13 in an inner ring level. This also shows that there appears to be one "intended" way to progress through the Oogarooms, as the numbers of each level tend to align with their physical positions. Entering level 13 is somewhat odd. There is a VERY small chance of being sent to it every single time you noclip, and no other methods are known to exist except for large pits on level 110. Exiting is easy, you must fall from the "top" to the "bottom". There is no physical matter here, so after you fall for a while (usually a few minutes) you will end up on level 1.

Level 14: You Cheated
Class: 6

Level 14 is a small beige box, with a beige carpet, wall, and roof. There is a small light brown trim. There is a blacked-out doorway on one side, which leads to a void-like area. Above the door, there is a sign in the style of an emergency exit sign, which reads “You Cheated.” Depending on who entered the level, the text will change to the lostsouls native language. Despite this, level 14 is not an Instance Level. There is a table with some broken, old, 1980s technology on it. The technology that is on the table will change every now and then. Schematic drawings are thumbtacked to the wall above the table, which is missing a chair. There are some weird stains beneath the desk. There is nothing else in this room except for the stink of mold, so to progress, one must enter the void-like area, commonly called the Dead Zone. The Dead Zone is solid black, though light can be used here, unlike other levels. This material does not absorb nearly as much light as the stuff on level 9, but it still absorbs an impressive 95%. This area is around 500 by 500 meters. The structure of this area is maze-like. There are stairways that lead upwards to the second area, which is obmly infinite. This area is a maze with the same architecture as the first area you enter the level in. There are more “You Cheated” signs scattered around this area, along with old tech, tables, and drawings, making it feel like a much larger version of the starting room. This level contains no food at all, and there are quite a few entities, at about six per square kilometer. You can enter this level breaking the “rules” on any other level (it is unknown exactly what that means), or from the door on level 15. It is almost impossible to exit though, so be wary. You can exit by surviving for thirty days, which is hard to do, due to the lack of supplies and high number of entities, which sends you to level 15. If you die on this level, you will be reset in the starting room, and will not be sent back to level 1.

Level 15: Chalk Maze
Class: 2

Level 15 is a maze created completely out of chalk, which is drawn on to the floor of the level. The floor of the level is comprised of faded gray concrete, and is very hot, as is the level. The floor is around 45c, and the air temperature of level 15 is 35c. This makes level 15 slightly harder to survive in than other levels. Most of level 15 is the bland concrete plane, but this is occasionally interrupted by grassy islands covered completely in ivy, usually with one large tree and many smaller ones. There are sometimes supplies on these islands, and digging a hole below them will allow you to enter level 66. Even though there are no visible walls, attempting to step over the lines will stop you. The level is small, at only 1x1km, but it is still hard to navigate. The sky of level 15 is a pale blue color, with time passing extremely slowly. Each day here lasts three months. The level is quite barren. There is a door on each side of the level except for the one you started on, which is the south side. The north side leads to level 17, the west side leads to level 14, and the east side leads to level 16. There is one singular ooga who lives here, so beware of him. There is sometimes food and water scattered about the corners of the maze here. If you walk to the very edge of the level, then you will see an empty blue void. You can jump into this void, but that is not recommended. You will continue to fall until you die of dehydration or hunger. You can leave this level by using the doors, or by falling asleep surrounded by many light blue chalk lines, bringing you

to level 110. Enter by reaching the end of level 12's hall or by surviving for thirty days on level 14. There are no bases here, due to the maze-structure and small size.

Level 16: Transportation Zone
Class: 1

Level 16 starts out as a small room with a similar theme to level 14, with a few changes. The floor of level 16 is made of darkly stained wood, with the occasional nail protruding from it, so tread carefully. There is a gray carpet throughout most of the small level though. A similar colored trim makes up the bottom section of the wall, and then the bland beige color of level 14 constructs the rest. The roof is a similar color to the wall, just slightly darker. Level 16 is lit up by small, circular lights. A single chair rests in the center. This initial room is 1.2 by 1.2 meters in size, and the roof throughout the entire level sits 1.5 meters above the floor. There is an exit on one side of the room, which leads to a hallway containing a large computer, making cool whirring and thinking noises. This hall is 6 meters long. While this hall/room is technically 4 meters wide, but 3 meters of that are taken up by the computer, on which there are many switches and buttons, which will do some random things. Pressing a button/flipping a switch will: a, send you to a random level, b, spawn a calm entity, or c, spawn an item. At the end of the hallway, there is a bedroom, which contains some basic supplies. Level 16 is split into separate instances per person. If 1 person enters the level while another person is in the level, a new version of the level will be created, making level 16 the first example of an Instance Level. It is pretty easy to enter the Transportation Zone, you just need to get to one of the doors in level 15. Exiting is simple: press one of the buttons. These buttons will take you to level 17, 18, 19, 14, or 12.

Level 17: The Bathrooms
Class: Varies

Level 17 is a series of bathrooms and pools, with two main sectors. The two sectors have some standard similarities, so those will be mentioned before we jump into sector 1. The average temperature of the level is 24 degrees, give or take a few. The humidity is usually around 60%, with it being as low as 40% in sector 1 and as high as 95% in sector 2. The majority of both sections are made up of tiles, and while color varies, each tile is 5 by 5 centimeters with about 2 millimeters of light gray grout in between each one. Lighting also stays consistent between the two sectors, with circular lights 10cm in diameter providing illumination. These lights are kind of gross, with small amounts of mold growing between the plastic cover and the metal can holding the lightbulb. The lightbulbs themselves are incandescent, causing warming. Now, time for Sector 1. Sector 1 is safe, being class one. There are no entities whatsoever, and there isn't really any danger from the environment. Here, the level resembles a public pool bathroom. The tiles are dark blue, somewhat aqua, for most of the wall, but in the lowest half meter, they switch to white. The walls themselves are 2 meters tall. Bathroom stalls are fairly common, with two types. There are the evil and beastly versions that have the walls end a quarter of a meter from the ground and roof, giving you zero privacy, and better ones that have walls made out of the same stuff as the walls, with real doors that don't suck. Urinals also happen, but less commonly. Sinks are fairly common as well. Showers are found, with two types: the ones that have practically see-through curtains, but at least have walls, and the evil type that have four showers next to each other without any walls. Can you tell I have a vendetta against public bathrooms? Anyways, to get to

the section sector, you can find a large metal door labeled “POOL.” Sector 2 is a bit more dangerous than sector 1. There are very few hostile entities, but, I mean, this is a pool. u can slip an drown :(… So, this section is a class 2. The tiles have switched from being dark on top and light on the bottom, to light on the top and dark on the bottom. The pools range from sad little pools in enclosed rooms to large, awesome pools with windows. When there are windows, the view from them is of a sunset. You can see the sun and clouds, but there is no ground, just a blue and red void. These windows cast a nice glowing yellow-orange light and make cool refractions on the bottom of the pools. The roof does not have a set height, unlike sector 1. It can range from a normal 3 meters in indoor pool areas, to in some rare cases, hundreds of meters which make the roof disappear into inky blackness. In these very large rooms, it sometimes rains from the heavily saturated air condensing into raindrops. You can also find really deep pools that descend for hundreds of meters, along with red, yellow, and blue slides. The structure of this area is much more maze-like when compared to sector 1’s rather linear halls, with doors connecting the long stretches that go on forever eastbound. You can enter this level by swimming into a deep pit of water on level 10, using the north door on level 15, drowning or dying of hypothermia on level 32, by noclipping near steel cables on level 51, by using one of the buttons on level 16, or by noclipping from level 77 and 204. Exit by noclipping to get to level 18, 19, or 204. Drowning will take you to level 77.

Level 18: **Deteriorated Path**
Class: 2

Level 18 consists mainly of a nearly empty, tall grass field. The grass is usually around half a meter tall, but it can be taller. During the early morning hours of the level, The ground is wet-ish dirt. The sky here is cloudy and bright blue. Time passes normally here, so that’s a bonus. There are almost no trees around this level, but some can be found in the fields rarely. Other plants that can be found are pink-purple wildflowers and dandelions. There are many scattered dirt paths throughout the empty fields. Along these paths, deteriorated gothic-style brick buildings are located. They are mostly completely empty, but some contain food, and such items needed for survival. Nearby these buildings, it is common to find gardens and small, decaying, wooden sheds. When someone enters this level, they will be in the spawning area. This area is a circular stone slab with arrows carved into each cardinal direction. There are four paths leading off of it, which eventually split. The layout of level 18 never changes, and due to its safe nature, much of it has been mapped. There are approximately 133^2 kilometers of this level that have been mapped. However, this level is very large, and that only accounts for about 10^{-11}% of the level's entire surface area. Sometimes out in the fields, there are record players playing 1920’s to 1940’s ballroom music. It is unknown where these come from or how they are maintained, but the music never ceases. Despite this, it is rather hard to find one of these. While the entire level is mostly grassy plains, there is a single known forest off of the eastern side of the spawn area. This forest is home to a group known as The Archivers, who run a large library and have a small town around it. There are around 70 bases and groups on level 18, but it would take too long to list all of them. This level is sometimes called the twin of level 222, Dead Grass. Unlike level 222, Level 18 has almost no discernible landmarks and is much safer. You can enter level 18 from level 222, and vice versa, enter by noclipping on level 17, or enter by using a button on level 16. You can leave level 18 by sleeping on a hill, which when you wake up, will take you to level 19. Another way of exiting level 18 is

through eating a stick, which takes you back to level 2. There are no entities on level 18, making it rather safe. The biggest danger is starvation.

Level 19: The Longest Walk
Class: 2

Level 19 is an infinite path up an infinite mountain. The mountain is covered with deciduous and coniferous trees. The environment greatly resembles that of far eastern Pierceo. The soil is covered up in most spots with a wet layer of leaf litter. Often cutting off the paths you can find large slides of loose scree rock (usually up to 100 meters long) and slabs of smooth, flat stone (up to 3 kilometers long). The smooth slabs are better to go around if it's possible, as they are usually very slippery and steep. You can find many species of flora and fauna from reality in the forest, but there is one very notable Oogarooms plant here, the temperatura berries. These berries are found growing on dark green, thorny bushes between ~12,000 meters and ~290,000 meters high. They are not exclusive to this level, and they can be found on many other levels, but not typically as plants growing. They are white or green when unripe, and a lush crimson when ripe. They resemble blueberries greatly, but are much larger and have big frill-like calyces. After consumption, they greatly dampen the effects of high or low temperatures, but fade after around 45 minutes. The best effect comes from eating 2-3 at a time. This is useful, as the temperature on the level increases slowly as your elevation increases. At the bottom of the level, where you start, the temperature sustains around 7 degrees Celsius. At the highest point reached, 540,063 meters up, the temperature was over 73 degrees Celsius. You can head downwards from the start of the level, but it is less steep and the temperature remains the same. No matter how high you get, the air never thins out, so that's nice. An interesting feature 13,000 meters up is a very old sign. This sign was created by the mountain climber Jallon Westerslime, who went missing on an expedition up Big Pig Mountain on Elophoi in 1838. It has become quite famous among people who scale the trails on level 19, and is currently decorated by tons of handkerchiefs tied around the pole and nearby trees. The sign reads *"THIS IS THE HIGHEST POINT REACHED BY JALLON WESTERSLIME'S EXPLORATION GROUP. CONTINUING BEYOND MIGHT YIELD UNEXPECTED RESULTS. GOOD LUCK"*. Another element to the level is the occurrence of small cabins every 10-30 kilometers up the trail. These usually generate in groups 1-3. The cabins are typically only 80 square meters at most. Many cabins contain a bed and a table/shelves covered in supplies such as canned food and bottled water. Some cabins contain fridges with more supplies or a fireplace, but many do not. The food and resources in the cabins regenerate every 4 days at midnight. Speaking of midnight, there is a day/night cycle of 13.4 hours day, 13.8 hours night. Many typical altimeters do not function on the level, and display constantly changing between random numbers. There are a great deal of entrances and exits to the level. First, entrances. You can enter by noclipping into a tree on level 83, rarely by sleeping in a bed of moss on level 2, by noclipping into a crate in a bay room on level 32 (but only if it is painted green and has branding written in an unknown language on it), by using a button on level 16, by entering the mountain circle on level 202, or climbing to the top of a building on level 20. You can exit by finding a rusty hatch and climbing down it, bringing you to level 80. You could also exit by finding a small ceramic model of the spawn arch on level 20 in the cabins, bringing you to that level. You can also jump into a big leaf pile to get to level 43. Another exit is finding level 202's iconic circle of stones. noclipping inside here will bring you to level 202. The final exit is finding a circle of mossy boulders. The

ground between the boulders has no collision, and going through brings you to the main base. These boulder circles are found around 20,000 meters up.

Level 20: Forgotten Structures
Class: 1

Level 20 is filled with strange, abstract structures with seemingly no purpose. The sky is a bright orange, and the floor is a light gray color. There is a bright red sun that completes a day/night cycle about once every hour. The floor is almost completely flat, though there are small hills that come around every now and then. The structures here are large, usually around 20-40 meters in size. The largest that has been found is around 200 meters. They are colorful, ranging from dark cyan shades to bright pinks and greens. The floor of this level is made of smooth plastic, similar in composition to level nines. Most of the structures here are supported by large, gray, rectangular structures that appear to be made of some stone material, somewhat like that of levels 50-51. These structures sometimes are filled with dark mazes and tunnels, where food can be found. There is a large cyan archway above the starting zone of the level, where several people live. Level 20 is a medium sized level, coming to an abrupt end at a solid white wall. Level 20 is 10,000 by 10,000 meters. There are surprisingly few groups on this level, despite how easy it is to survive in. This is due to the mental effects of this level, which are not completely understood. Level 20 appears to make people a little nuts, as the fake colors and bland terrain makes the mind crazy. You can enter this level by finding a small ceramic model of the spawn arch on level 19. Exit by noclipping into the white wall to go to level 9, finding a patch of corn and noclipping into it to go to level 21, climbing to the top of a building to go to level 19, or by falling asleep inside of the stone tunnels to go to level 51.

Level 21: Halls of Oog
Class: 4

Halls of oog is a large corn maze about 1,700 km^2 in area. The corn is about four or five meters tall, and it's of an unknown species, having corn kernels in deep maroon, yellow, white, black, brown, navy blue, or light pink, with upwards of 7 cobs per stalk. The corn is edible, but dies quickly after coming off the stalk, usually lasting only 3 or 4 hours. The stalks are very durable, so don't think about trying to go through the corn. There are oogas and boogas here, lots and lots of them. They like to hide in the corn, so if you see tunnels into the corn where there isn't a gravel path, don't go by them. The oogas and boogas do roam the trails too, so during the night try to find a metal lookout platform. These will be in small circular clearings, and you climb up to them with a ladder. These rise about a meter above the corn, and sometimes have supplies or beds that regenerate every other night. There is a thick fog across the level, so you can't see far. Every night, the layout of the level except for the platforms changes, and oogas and boogas are extremely abundant during night. New stalks grow and old stalks die, and winds blow the dirt around to cover up old gravel, making it almost impossible to see. Days are about 10 hours and 3 minutes, and nights are about 25 hours and 3 minutes. It remains around 7 degrees Celsius during both day and night. Finding a smaller, rarer exit to the maze will send you to level 22, and finding a more common larger exit will bring you to level 23. You could also noclip into this level's corn to go to level 24, and you can enter by noclipping into a patch of corn on level 20.

Level 22: **F a̛k̛ę̛ out**
Class: 2M

Level 22 is a small, strange level. The level description was recovered from an audio log on Veitan 12th, 2048. Unfortunately, the high-quality audio log was accidentally deleted in a file clean up, and only a low-fidelity cassette copy remains. For once Ethan did something useful by creating that copy, but he sucks at everything he does, and the copy sucks. Also, he's shit at swine game. The level mainly consists of a 3 meter wide tube, which stays at around -3 to -5 degrees. There are no lighting fixtures anywhere throughout the level. The tunnel is made of concrete, with small lines showing where the concrete sections were bonded every two meters. There is a small amount of water in the bottom of the tunnel, but not nearly enough to subsist on, and it is very gross. Moss, algae, and small grasses growing in the cracks of the tube are common to see. Cracks riddle the concrete, mostly near the bottom. Sometimes, there are big chunks taken out of the side of the tunnel, revealing that the rest of the level is an endless expanse of light brown dirt filled with stones. Nothing has been known to be within the dirt, but no one really comes here to try and find it. Throughout the level, there is a voice emanating from an unknown source trying to convince everyone who enters that this is reality, and that you should stay in the level. This absolute crechent-like beast gets more and more insistent as time goes on, and after about a day, it will give up. At that point, the tunnel will come to an end. It is advised to try and be more demanding with the voice and tell it to reveal the exit sooner, as there is absolutely no food or drinkable water here. You wouldn't want to be here long. Once the beast finally shuts up, you will see a white door, similar to something you could see on level 9. Upon entering the door, you will be in a pit on level 59. This is the only known exit to the level. You can enter this level from the maze on level 21, though why you would want to do that is beyond me. On Datan 32nd, 2075 someone reported what would happen if you fail to deny the voice. This has not been vetted by the CCOEG, as what happened to this man sounds horrible and we wouldn't even subject Harold to that. Allegedly, he had spent three years in the tunnel, which shrank to only 1 meter in diameter. The water began to get higher, and small, circular lights appeared on the ceiling. The temperature rose to just enough to offset hypothermia, and there was no need to eat, though he still felt hungry the entire time. Eventually, he ended up on a stone plain with a single sign which read "Do not believe everything you hear." Then, he blacked out and woke up on level 59. Yet another reason to not visit this level.

Level 23: **The Chill Room**
Class: 1

Level 23 is a very chill level, quite obvious by the name. Upon entering you will be set in a large 1920's era hotel lobby, being about 15 by 10 meters in width and length, and up to 10 meters at its apex, as the room is vaguely dome shaped. The room has many ornate carvings and designs across it. On one end of the lobby is a large archway leading to Level 50 marked "weird cave" by the inhabitants, though it shows a black void. The rest of the lobby is a nice place for people to chat and hang out. All of the lighting throughout the entire level is very, very warm in color, but still bright enough to provide ample illumination for daily tasks. There is a restaurant here selling many types of food, mostly pastries and pies. In the 2078 Oogarooms level vote, Level 23 came in 3rd place with ~50,000 lostsouls saying it was the best level! There is a hallway leading off of the main lobby that leads to infinite hotel rooms, which one can stay in. This hall is infinite in length, 2

meters high, and 1.5 meters wide. An old man, named Akhola, sits at the front of the hall and will charge you a few random items for a room. He is very nice, so give him some respect, though if you really want to, you don't have to pay him, you beast. Each room has red wallpaper with an intricate design, a bed, dresser, nightstand, and an old 70s color television, though the television is useless as no channels can be picked up. Each room is 3.5 by 4 meters in size, and has very ornately decorated trims and lamps. There is a bathroom attached to each room, with checkered tiles on the floor. You can enter this level by finding a main exit on level 21 or by noclipping on level 24, and you can noclip here to return to 24. There are no official bases on level 23, but the level's permanent residents call themselves The Community.

Level 24: **Food Storage Halls**
Class: 3



A photo of level 24, by an unknown photographer.

Level 24 is a complex maze of metal shelves and unfinished basements. The floor has thin, blue carpet covering the bare concrete floors. The concrete which makes up most of this level is either yellowed with age or painted white. The shelves are cheap, commercial shelves with metal posts and drywall shelves that you could find at a hardware store. The shelves are completely filled with old, rusted food cans, dried fruits, and many other types of food-related objects. Almost all of this food is expired or completely rotten, so despite the level being filled with food, starvation is a common cause of death on level 24. Most of the level consists of these thin halls flooded with shelves, but sometimes there will be laundry rooms with more open structure. These areas still contain the unfinished basement look. The roof of the entire level is made of white painted boards with exposed nails. Sometimes there are clotheslines that have garments such as sweaters, dress shirts, and occasionally… them sus undies. This level is pretty dim, so make sure to bring a flashlight. The level smells faintly of mildew. The level is pretty well constructed, though rarely there are destroyed areas with stone rubble around. Much of this level is completely free of entities. When there are entities, they seem to be sedated and less aggressive than others. Bases are not common here, though about two are known to exist. You can enter this level through noclipping into the corn on level 21, or by noclipping normally on level 25 or 23. Exit by noclipping to enter level 23 or 25, or by finding a wooden door labeled "blue-", which will bring you to level 28. Another method of exiting is death, which unlike most other levels, will take you to level 67.

Level 25: **Duck Military**
Class: 3

Level 25 is a large desolate desert with no trees, rocks, or animals, just an endless expanse of dunes. The dunes are always in the perfect condition to make sound (grain

size, silica content, humidity), so you will hear lots of sound. It is also quite windy, so whooshing sounds are constant. At the center of the level you will find a large military base, as mentioned in the level's title. The base is about 9.5 square km wide and has many buildings. Inside the walls of the base, you can find small trees and large rocks, with inefficient winding dirt and trodden gravel paths. The top is sort of open, and there are buildings in clusters. There are usually just buildings such as barracks or small tents on the surface, but at the center of the base, there is a massive turret almost ½km across, surrounded by a massive circle of caution tape, so do not cross this unless you're sure what you're doing. It is dome-shaped with a massive cylindrical barrel on it. There is a door on the back, but make sure to sneak around to the door and then make a dash for it, as if the turret manages to target on you, it will begin to create a massive energy ball at the front of the barrel, and after about ten seconds, it will shoot a massive beam, from which there is no escape. Inside the turret, there is a massive maze of cogs, gears, wires, and other random machinery. At the center there is a ladder that leads up to the control room. There are lots of random controls that seem to do nothing, but if you are pushing any button or messing with the controls, the turret will not be active. The ladder also leads down, into a complex of metal-clad corridors and rooms. There are kitchens, sleeping quarters, map rooms of random levels, and other rooms you would find in a military base. You can rarely find food in kitchen or cafeteria rooms, and the maps are very helpful, as they are usually of insignificant sections of undiscovered levels, but sometimes they are of large sections of discovered levels, and it's even better when it's a non-Euclidian or a level that changes its layout, because the map will change to stay accurate. Chef ducks will make food once a day, but there are usually lots of ducks near them when that happens. The ducks always have guns with them, so they pose quite a threat, but if you feed them duck seed, they will be friendly. Ducks travel in large groups but are easy to avoid at the surface, but they travel by themselves underground, and there are lots. Hiding from them is your best bet. You can enter this level by noclipping on level 24, and you can exit by wandering far enough into the desert to be sent to level 56, noclipping to go back to level 24, noclipping into white tiles to go to level 72, or by finding the odd Victorian style room and climbing up a ladder in the corner to be sent to level 26.

Level 26: The Inferno Manor
Class: 4

This level is an extremely large Victorian manor. It is made of dark wood and beige plaster, with fancy carvings everywhere. Upon entering the level, you will start in the main hall, with a large banquet table stretching across the far side. The food on the table regenerates once a day. Opposite the table there is a locked exit door, which has staircases on either side that lead up to the second, third, and fourth floors. On the same side as the table, there is a locked door, then two more on either side of the room, both locked. Once ten people enter the level (if a group of more than ten comes into the level in a short amount of time, they can still go into the same instance) the 3 doors (not the exit one) will open and non-viscous lava begins flowing out from under the exit door, starting a fire. The level will begin to burn revealing an infinite black void. This is when you should run, or not if you think you're Tommy Toughknuckles. In the rest of the level, you may find random scraps of food but rarely, wood torches with a resin and cattail mix of stuff on them, making them burn for a while, but capable of starting fires easily, or

half-empty bottles of water. The torches generate only when someone is within about a km of them but are somewhat rare and will usually only generate on your path. These are your only hope of light, as the level is almost pitch black other than uncommon candles that extinguish when you get too close to them (about 12 cm). If you do find a torch, take it as there is a chance it could light another fire. The level is made up of a combination of libraries, living rooms, occasional staircases, kitchens, smaller dining rooms, attics (top floor exclusive), offices, bedrooms, cold storage (bottom floor exclusive), and other stuff you would expect. You cannot damage the walls or floor of the manor, and the generation makes it so there are no dead ends, although there may be ending loops or the ways to continue are somewhat small holes in the walls. The farther the farthest person in the level is, the faster the fire spreads. After getting about 100 km into the level, you can find a door to a flooded library. Guess where that leads you (29). You can enter the level by finding a ladder in a Victorian-style room on 25, and exits include burning to death to be sent to level 84 (Firelands), finding an intact mirror that is actually a portal to level 154, or falling into the void exposed by the fire, which will send you to level 27. You can re-enter the level by using the same mirror portal you used to get to 154 to get back.

Level 27: Graveyard
Class: 1

Level 27 is a vast expanse of gently rolling hills. The ground is wet and muddy in some places, and covered by dark purple-red grasses that grow to be up to 2/3 of a meter high. It is somewhat cold, at a constant 5 degrees. It is always nighttime on the level, with a harvest supermoon straight overhead being the only source of illumination. There are no stars, and they would be covered up otherwise by the abundance of looming grey clouds. The clouds drift slowly across the night sky, mostly blending in. They tend to pass around the moon, but they do block it out on occasion, making the entire level so dark you can’t see your own hand a half meter in front of your face. There is an eternal light drizzle of rain on the level, which is nothing but a chilly nuisance. There is one large main path 6.1 meters across, cutting mostly straight along the level. Upon entering the level, you will start somewhere along this path. The main path stays prominent, but there are branches that create a web all around the level. The thinner paths tend to be 1.5 meters wide or so. There are large, dead trees all around the level. They have twisted, knotty trunks and almost black wood. The trees can get up to 20 meters tall at the most, and somewhat resemble oak trees. The trees never have any thin branches or leaves. The dark brown, dead leaves can be found scattered all around the ground of the level though, in splotchy blankets or large raked piles. There are winding wrought iron fences winding all across the level, including across paths. They are hard to climb due to their shape and the slippery rain, and there are sharp points on top, so it’s best to find a gap, go around, or find a spot where they are broken. The fences are painted black, but the paint is chipping in many spots. Of course, it’s a graveyard, so there are graves everywhere. Under each grave, around 2 meters down, there is a pile of 5-300 odd-shaped bones. The graves are either upright tombstones or bouquets of flowers stapled into the ground over the bones. The tombstones are granite and can be a wide variety of shapes. The tombstones will have a random series of characters written in the center, and the bouquets have the same but written on a paper tag tied to the staple. Scattered around the level are urns full of ashes, but most are broken and the ashes have dissipated. There are also loose piles of bones laying around the

level, mostly skulls, large bones, and ribcages. There are no notable bases here, it's a quite undesirable place. Enter by falling into the void on level 26. Exit by noclipping anywhere. This sends you to level 29. Another method of exiting level 27 is through the splotches of dead grass, which by noclipping through them specifically, will take you to level 222.

Level 28: Liminal Maze
Class: 4

Level 28 is the 28th level of the Oogarooms, if you couldn't guess. It is a large series of thin halls, being 100 by 100 kilometers in size. The temperature on this level fluctuates greatly, from 0 degrees to 30. In areas around room temperature, or 19-22 degrees, you will be able to hear the humming of AC units, and sometimes even see them attached to the walls. They somehow still work, despite no windows being present. The floor of the level is made of dark brown, shiny wooden planks. Trim of the same color, 6cm in height, is on the walls. The walls are made of light and dark blue striped wallpaper, with a texture. Each strip is 10cm wide. On dark blue strips, there are small bumps, only 1mm wide, which are angled upwards towards the ceiling. Light blue strips have the same bumps, but angled downwards. White vents are also present on the walls. Beneath the wallpaper, the walls are made of light gray drywall. The roof is made of white drywall. Small, circular lights are what provide illumination. Light switches and electrical outlets are common. Light switches do not work, but outlets do. The majority of the level is constructed of thin halls, only 1 meter wide. Occasionally, dark wooden doors at the end of or on the side of hallways will lead into rooms, which have very large ranges of sizes, from only a few meters to twenty or thirty meters on a side. The rooms are always either in 1:1, 1:2, or 4:3 ratio in wall length. In rooms, you have a small chance of finding furniture. Some rooms have beds, dressers, carpets and shelves, but most commonly just have one light blue carpet in the middle of the room. In rooms more than 4 by 3 meters in size, you can find couches and televisions, though they are sadly not cathode ray tubes. Paintings, similar to the ones found on level 9, are commonly found in the halls. There is absolutely no food or water here, making it incredibly hard to survive. Entities are common here, so beware. You can enter this level by finding a door labeled "Blue-" on level 24, and exit by falling asleep in one of the beds which are rarely found. This has about a 30% chance of sending you to level 29. You can also very rarely find a stone staircase, which you can walk up to get to level 94.

Level 29: The Flooded Library
Class: 3

Level 29 is an infinite maze, made up of a mishmash of different libraries, all sharing the similarity of being flooded. The environment of this level is stable, remaining at 20 degrees, give or take a few. The water which is omnipresent on this level is always 1 meter high, and in similar fashion to level 6, remains the same depth regardless of the change in elevation, flowing up and down stairs, not flooding lower sections. The temperature of the water is usually about five degrees warmer than the air temperature. Don't question how. Oogarooms magic. The most common type of library is called The Metal Archives, which is way less cool than it sounds. In this area, the floor is made of concrete, and a thin red carpet sits above it. This carpet has yellow and orange dot patterns on it. The metal shelves, which is how this section gets its name, form a criss-cross of tunnels and mazes which make it very hard to navigate. Each shelf is made up of at least 4 levels, reaching as high as 15

levels. Each level is a third of a meter in height, and half a meter wide. They can get as long as twenty or thirty meters. Books fill the shelves, sometimes falling off at random. Most of the books here are filled with complete gibberish or are just blank, but occasionally real text can be found, usually around 1 in 100 books. By real text, I mean random arrangements of actual words. As far as we know, no real sensible literature has been found. The pages of the books are old, thin, and yellow, sometimes crumbling upon being turned. The roof in this section of the level extends ten meters above the floor, and the roof itself is made of tan drywall. Circular lights with oil-rubbed copper trims are what illuminate this section. The walls have a dark brown baseboard, and the same colored walls as the roof. Speaking of the walls, they are what let you know you are approaching a new area. You will see stone steps, and then you will enter the second area, called the Gothic Libraries. The shelves here are made of stone, and the halls are much wider, commonly opening up into large rooms which are all illuminated by candles. The candles are very drippy and wide, supported by black metal torch things. The books here are the same as the Metal Archives. The floors are made of stone, and have red carpets. Unlike the red carpets in the other areas, these are much nicer, and not nearly as thin. Large wooden trapdoors can be found in the floor, and when opened, lead into endless deep pits of death, so it should be pretty obvious; don't enter these. Large wooden tables can be found in some of the big rooms. These tables will commonly have food like sandwiches, turkey, and fruit. This food has the property of being resistant to rot, which is very useful. The final area you can find are computer labs, which consist of wooden tables full of old desktop computers. The walls, floors, and roofs of these computer labs copy the walls, floors, and roofs of the other area they are placed in, and are characterized by large metal doors labeled "lab" found in the shelves of the two areas. Entities are not much of a threat here, as most can't survive in the water. There is one semi-hostile entity, called the Climber (see entity 16 for more information.) Also, due to the water, there are level-specific groups here. TOTG has one base here, which they use to scour the level for that rot-resistant food, which they charge a premium for. You can enter this level by noclipping on any level while holding a book, by falling asleep in a bed on level 28, by entering a library on level 58 and then sleeping there, by sleeping in a flooded library on level 26, or by noclipping anywhere on level 27. You can exit this level by finding a closet with a wooden door, which will take you to level 41. Finding a pure white door and entering it will get you to level 30.

Level 30: The Floofhouse
Class: 1

Level 30 is a large modern house. It is of unknown size and is presumably infinite. This entire level is filled with cats. These cats are not the entity, but they are still quite strong. They will become extremely agitated if you take them off of this level. The entire level has a consistent white theme. There are many windows showing a light blue void. Jumping into this void is not recommended. Looking around this house, you will notice several cat-related objects such as food bowls, water bowls, many scratching posts, toys, litter boxes, and other things. This level is extremely clean, with not a single bit of dirt in sight. There are many different types of rooms here. The most common type of room is the living room. They have many long couches, bright lamps, colorful cat toys, shaggy carpets, fireplaces, and other things. There are slight variations in each one of the living rooms. There are also kitchens here. Kitchens have marble counters, food, microwaves, ovens, cat food and

water bowls. There are also bathrooms. Bathrooms contain normal bathroom things, and litter boxes. The rarest rooms are bedrooms. These rooms resemble normal bedrooms, and this is where all of the cats on this level spawn. There are a few transitions. First, you can enter by using a white door on level 29, or by reaching the top of level 37. Exit by noclipping, which will send you to level 31. You can also exit by jumping into the blue void to go to level 33, but this only has a 25% chance of working. The other 75% of the time, you will just die. There is 1 well-known group here. They are called the Floofsters and never leave the bedroom that they found. They do accept new members as of 11/15/76.

Level 31: **Access Tunnels**
Class: 4

Level 31 is a damp, concrete maze. There are usually small puddles on the floor, and it is chilly here. The average temperature ranges from ten to twelve degrees Celsius. There are many, many oddly placed objects around this maze, such as metal tables, chairs, desks, shelves, and more. The shelves commonly contain books, wrenches, and other small items. Different pipes and wires run along the roofs and walls of the maze. These pipes leak commonly, which causes the puddles. Sometimes cold mists will eject from these pipes. The walls and floor of the maze are constructed out of dark gray concrete, and the roof is made of a slightly lighter shade. There are small lightbulbs with metal cages around them on the roof, which commonly spark and fail. Sometimes fires begin on this level due to these faulty lights. Even with these lights, the level is very dim. The level is also very dusty, dirty, and grimy. There is commonly mold growing across the walls and roof of level 31. The tunnels are always 2 meters wide and have never been seen to be any wider. There are large rooms every now and then, which are filled with bunk beds and rarely have supplies. The structure and layout of level 31 is pretty similar to level fours, but there are a few differences. Level 31 only has one floor and is much more dangerous. Additionally, level 31 is hard to exit. There are many, many, entities here, at around 15 per square kilometer, and there is little food. Most of the food that does exist on this level is moldy or stale. You can exit this level through a metal door that can rarely be found, which will take you to level 80. Noclipping into a rare painting of a clock tower can take you to level 4. You could enter if you find a random beige plastic chair and fall asleep while sitting on it in level 32, you might wake up here. Another entrance is noclipping anywhere on level 30.

Level 32: 🦐 **Twilight Zephyrs**
Class: 2



A picture of the level, closing in on horizon hours.

Winner of the 2078 “Best Oogarooms Level”🦐

Level 32 is quite the expansive level, featuring several sections. Also, even though this is a long one, I, Jerry, will be writing this one (Harold has gone “*missing*”). The main

template of the level is an infinite dark, vibrant, stormy, blue ocean sustaining a water temperature around 6.6 degree celsius dotted with crested wavelets and waves. It has a sea floor commonly 30-50 meters deep for the most part. The soil of the seabed is made from the common calcareous ooze, siliceous ooze, and red clay, but here it is primarily red clay. Dotting the seafloor are clumps of kelp and seagrass, with the kelp having vibrant hot-pink coloured seed pods, along with rock formations and rock seafloor made from slate on this higher seafloor. The day-night cycle is quite odd here, with it being always night or twilight. The sun can never be seen, except for its reflection on the water near the horizon line, which always causes a beautiful sunset/sunrise (this time is called horizon hours). It can only be seen then, and it passes behind/above the open sea over 35 hour periods, so you can only see the sunset in the northwest and southeast every 35 hours. The closer the sun figuratively gets to directly above and below the plain of the sea, the darker it gets, with the midnights, called “vertex hours” being entirely pitch black with no light except for any artificial light, which will not illuminate far, and the unwavering moon that is always prominent in the sky just down from directly up, which can be seen (so you are able to see where is up) but will not illuminate any land/sea. The sun rises in the SE and sets in the NW. The moon is a yellow-cream color and gives a calming effect when looking at it. The sky is often mostly by huge, dark, billowing storm clouds, which will never completely obscure the moon. Every about 8-13 days it will lightly drizzle for 1-2 days, causing a petrichor smell to emanate across the level. There is an about 1 in 6 chance the storm will be very violent with heavy rain and thunder. Lighting strikes every minute or so and it is either single branches of scary yellow or trees of beautiful magenta-indigo lightning. In the strongest of these lightning storms, the final bolt of lightning before it all stops will be truly amazing, being the same beautiful magenta-indigo color as many other bolts, but here it is an interconnected net of branches that casts the entire sky in an ethereal glow, along with lighting up the ground as it it were a fully sunny day for a fraction of a second. Lightning will only strike water far away from anyone. It rarely rains during horizon hours, with it usually clearing up for a short while, but when it doesn’t, it creates a beautiful rainbow. The zephyrs in the level's title are quite abundant and near unwavering. The wind blows calmly most of the time, and is stronger nearing vertex hours. The wind blows calmly at around 8 kph generally (light breeze), causing a faint, soft whistling. The wind can go up to around 19 kph (gentle breeze) at the darkest of vertex hours. During light rain, the wind may reach 30 kph (fresh breeze) and prominent but not necessarily annoying whistling can be heard during this. In heavy rainstorms with lightning, wind reaches up to 43 kph (strong breeze) causing a loud, near-musical, constant whistling. Typically, this wind speed in itself would be needed, but, there are many sailboats across the level, which cause whistling from the wind on their rigging. Scarcely ever, an aurora may happen. These typically start about 4-5 hours after horizon hours, beginning as only a tiny speck. Slowly, these will burgeon into great billowing auroras that cover the sky with several layers of light. The auroras reach their peaks during the darkest of vertex hours, and will begin slowly fading from there. The auroras are always gone before 6 hours to horizon time. The auroras are always colored with a light teal or blue-green color at the bottom, which fades into a vibrant magenta towards the top before fading away into the sky. Moving on from the damn weather, and speaking of the sailboats, across the level you may see sailboats in the distance. The sailboats travel in groups of 1-3. They are unmanned yet stay in good condition and on specific yet random paths. They are made of wood and their skyscrapers are typically 1.3x as tall as the boat is long, and the boats

are commonly about 9.15 to 10.6 meters. If you catch up to one, which won't be easy as they only sail far away from people, you can use the modern steering wheel and stuff to control it. The boats are made from either yellow birch or fir wood with sails made from cotton canvas. Despite them sailing far away from people, people that have fallen in the water far from land or gotten stranded have reported the sailboats sailing erratically towards them to rescue them. The air temperature fluctuates tightly around 6 degrees celsius. Now that we are done explaining the nature of this level, it is time to finally explain the first section. The most prominent sector of the level, the one that has these aforementioned seafloors, is the **Pillar Zone**. The Pillar Zone takes up a great portion of the oceanic "top" of the level. The sectors in the ocean generate in rings. When I say sectors, I mean two of them; the Pillar Zone and the Shattered Coast. Around the spawn pillar, there is an approximately 34,000 kilometer circle of the pillar zone, where the pillar concentration gets less and less dense the farther you go away from the spawn pillar. Despite this, concentration stays generally the same for the first 12,000 kilometers or so. After the pillar zone is where you'll find the Shattered Coast. Dow onto the pillar zone description itself. Here, 32-108 meter in diameter* cylindrical pillars rise from the open sea to up to 25 meters above sea level, but they have been reported to shift up and down slowly during vertex hours. Ok, one second. I paused writing this level to go have my lunch break, and when I reached my locker, my yepper pepper seasoned pag plate (with egg and glepper) was missing! I know you stole it Jeremy L. Jlorg who lives at 187 street street, Oogaboogumblur Capital Province, Oogaboogumblur, Ion. You are a demon. *Everyone will start in the same place on this level, which is a structure nearly 214 meters in diameter. There is one other unusually random-sized structure, clocking in at 149 meters, this is the entrance to another sector. These are the largest two pillars found in the level. On the larger of the pillars (71-108m) there are perfectly circular holes ranging anywhere from 4-19.2 meters in diameter. These can intersect to form larger, irregular, holes. The smaller they are, the more there are. There are typically a maximum of 6 holes per structure except for a few more on the sector platform and entrance platform. There is an 87m diameter hole near-centered on the sector platform and 3 73-76-meter ones and 2 56-57 meter ones, one of which intersects with a large 75-meter hole. The 73-meter hole intersects with the outer hole. The holes themselves stay the exact same diameter (for the most part, one exception) all the way down. The holes reach down to the seafloor and have water levels higher or at the same level as the open sea. If they are higher than the common sea level, they may have drainage pipes that lead to the sea. These will constantly be flowing, as the water level in the holes never decreases because the bottom layer of the platforms are extremely porous and water will be able to pass through it. The structures themselves are made from tuff of varying darkness that has repeating intricate patterns carved into them in separate layers. The structures are solid tuff except for 1.32 meter down of soil, with a barrier of about the same length of stone around the outside of the structure. The aforementioned soil is visually dark, loamy, slightly acidic, and has about a 24cm layer of organic materials. Patches of sphagnum moss dot the soil, typically surrounding or covering small rock formations. The soil is absolutely covered with fraser fir trees, which are randomly aligned in the soil in patches that allow for movement between the groves of trees. The trees are mostly a tad young, with their needles still a vibrant light green. The branches and trunks of the firs along with the rock formations are often covered by lichen that glows ever so softly during the night. Hanging from the larger branches of the trees you may encounter aluminium wind chimes hung by thin, strong, natural twine. These are not too large or resonating and

therefore aren’t too loud or annoying, and are merely calming and beautiful-sounding. The chimes are tuned to precise C-major pentatonic tones (C D E G A C). Between the groves, there are vague paths of soil that appear more trodden and sandy compared to the surrounding soil. These trees do have a life cycle, and you may find a dead log or stump of one surrounded by MANY tufts of glittering wood moss, but this glittering wood moss isn’t any glittering wood moss, as it grows small shiny yellowish-whitish berries about the same look and proportions as a blueberry. The berries turn the yellow-white color when fully matured, and are completely white while still maturing. These are a great source of food, as each patch of wood moss can supply upwards of 200 berries, and there are generally several of these patches per structure. The berries are also quite sweet, good-tasting, and nutritious. The way these berries grow and mature is odd, with them maturing every day, and being the goldest, ripest, and best tasting during vertex hours, where from there they begin to become pale again. Once these berries are picked they will cease their cycle of becoming pale and yellow. After berries are picked, the wood moss quickly regrows the berries (takes about 6 days total to completely grow). The berries will not become gold and ripe until about 6 days after they have started regrowing. The soil is also dotted with small tufts of reddish-yellow gradient grasses, but these are a bit rare and frequently grow by the bases of the fir trees. There are also many small pebbles, sticks, and pine needles that liven up the soil. The expanses of forested ground are broken up by slightly worn cobblestone brick paths that wind and intersect. They are from about 2 to about 5 meters, with larger paths more common on larger pillar structures. The paths will always go to a hole on the side of a pillar if there is one, and at that place there will be a large plaza-like area (again, scales with pillar) of the same flat cobble path. There may be stacks of goods like warped fir wood planks, rolled up cotton canvas sails, or boxes of tuff bricks. So yeah, the items that make up this level. The goods are held together and down by ropes that connect to small metal hooks drilled into holes in the cobbles. Lining or in a grid pattern across the cobblestone paths or plazas are old metal streetlights. The lights are steel and painted black, yet slightly corroded so the paint has started to chip off. The main “stem” of the lights is merely a 45-cm diameter hollow pole about 7m tall (above surface) stuck about 2/3m into the ground. At the top sits the lamp, with the base being a small metal square with 45 cm side length. Four connected upside-down glass trapezoids sit along each edge of the square, with the same 4 right-side-up on top of those. There is no top to the lamp. The trapezoids are all glass yet there are frames with thin bezels made from the same steel that connect the panes. There is a bit of water with lots of minerals in it that pools there from the rain. If the water level in the lamp gets too high, it will drain from small slits in the glass. The water inside supplies nutrients and, well, water to help grow the glowing lichen inside the lamps. The lichen here glows a tad lighter, in a bluish-yellowish hue. There is also a presence of bioluminescent algae in the water, which emits an ethereal blue glow when the wind blows on the water (or just whenever the water moves). These lamps appear quite old, and the lichen is often growing out of the top of the lamps and even rarely onto the surrounding cobblestone ground. It is likely that this algae has escaped, as clouds of it can be seen in the water and sometimes the rain (cool). It is seen in the water especially when there are large waves (typically caused by large gusts of wind). The majority of the dark, well-saturated soil is blanketed in short, squeaky, soft, and lime-green grass. When there are two or more structures nearby each other, they are connected by rickety old bridges made from fraser fir wood and rope. These will not tilt very much and they will not break naturally, but some have been found already broken. The structures do

move up and down a little bit naturally as mentioned before, but none have strayed too far from a particular range since the level's discovery, yet, some bridges have been found ripped apart and going straight into huge expanses of water, so it is possible that they eventually stray quite far over expansive periods of time. This may just be rare very long bridges, as a few of those have been found. When they are super long, they may tilt more, so it is risky to traverse these if they are found. Randomly throughout the forests atop the tuff structures there will be .7 meter tall and 2.4 meter diameter circular pillars that are plopped right on top of the structures. They commonly are tilted slightly and partially submerged into the ground. Whether this is the result of the heavy stone sinking in over time or they were dropped into place or such is unknown. The pillars and statues are the same tuff seen everywhere in this sector. Atop the pillars there are life-sized statue depictions of the hyperboreal seals. They are always hitting a whimsical pose in the carvings. Finding these is a sign of good luck. The pillar bases have the horizontal detailing from the structures, but these seal effigies are just the normal stone. There is a bit of weathering on the statues and bases, with just a tad of moss, a little chipping, or other common weathering. There are stairways and rooms running throughout the structures, which will often connect from sea level to the surface of the structures. There can be up to 3 sea-level entrances on some of the larger common structures, with many, many more being found on the spawn and sector structures. The staircases usually have about 1.4 meter width and 2.88 meter headspace above the steps at all times (sort of like the water on level 6, but air in this case). Although there is a mirrored step sort of pattern on the ceiling, each mirrored step's bottom face is angled up to the top of the steps at 25 degrees, so it is slanted but the steps do not connect. The walls and ceiling have the same ornate patterns as the outside of the structures, but the ceilings have 20 karat gold accents on them, yet these are very thin so they wouldn't be worth anything (not like gold *has* been valuable since the motherload was discovered anyways :\ ). The steps are uniformly 19.7cm tall and 27.4cm long, although there is some weathering on a few of the steps, causing them to be a tad bit rounded. The staircases that reach the outside will only be at sea level, and the last step is always precisely half underwater (or it would be if the sea was totally calm). When the staircases exit at the top of the structures, they are always connected to a cobble path. On the structures here, the staircases are generally very streamlined, with only 1 or 2 branches for each staircase with minimal intersections in the case of several staircases. There are two things illuminating these staircases. One is the entrances at the bottom and top of the staircases, and the second is when the staircases run close to the edges of the structures, there are infinitesimally small cracks that let in light from the outside. When looking from the outside of the structures, they look like just a normal crack, and if it's big enough you can see into the illuminated stairways just fine, but if you are looking out from inside the staircases, there is a bright, soft, warm-yellow glow being emitted which cannot be seen (the glow itself, not what it illuminates) from the outside. As mentioned previously, when a hole intersects with the side of a structure, it creates a sort of enclosed bay. When this happens, there will most likely be a large open space that follows the inside edge of the bay. Typically one side of the bay room will follow the hole all the way so that it reaches the outside edge of the structure, while the other side of the bay room will only go to the point at which there is about 0.8-1.2 meters of concrete separating the bay room from the true outside of the structure. On the edge that reaches the true outside, there is a 45 degree slope leading down to ~1/3 meter below calm sea level. The walls of the bay room cleanly align with the bay hole's wall

pattern and the staircase wall pattern. Usually about 2/3 of the staircases that lead throughout the structures will connect with a bay room. If the structures are connected by the aforementioned rope bridges, there is a low chance that there will be 0 staircases. The floors of the staircases and bay rooms are the same tuff as the majority of the structure, but here it is unpatterned and has a similar texture and weathering to common concrete, with small cracks and chips. The roofs of the bay rooms are quite similar to the floor. Along the side of the bay room, there will be two or three mooring cleats, which rarely will have one of the sailboats seen sailing far away tied to it. These sailboats are more common on larger structures, and sailboats even sometimes repeatedly return to the sector or spawn structures. Sometimes there may be fir wood shelves holding 1 or 2 nice, handcrafted wood canoes with 2 wood paddles each. You can easily lower these into or raise them out of the water using the sloped side of the bay room. Along with the slope and staircases to enter the bay room, there is typically an aluminium metal ladder that leads down a few meters as another entrance. Frequently there will also be wooden palettes that have huge (about 1 meter cube, but can get up to 2 meter) crates stacked on top. The crates will also appear off of the palettes, and in these cases the tops of the crates are ripped off. These ones are usually larger. Inside of these crates will be the same materials found in the plazas upstairs, but also here you may find glass bottles of water in milk-crate like containers stacked inside, tons of food Oogarooms or non-ogrms items (some of them may be empty), clothes in random sizes or hiking backpacks, simple tools such as crowbars or wrenches, or even bed garments such as pillows, sheets, or inflatable mattresses. It would be a nice idea to yoink any of these useful supplies, and if you find a larger crate of bed garments that is open, it would make a quite nice place to sleep. There may be smaller wood shelves with hooks that have life jackets hanging from them. These cause buoyancy due to a very porous foam material that makes up the inside of the life jackets. On top of the shelf may be the occasional metal pail, often filled near to the brim with sand, which explains why it hasn't blown away yet. You may even find a harpoon gun hanging from the hooks, but this is a one in a krillion chance 🦐. A type of ivy resembling persian ivy grows down the walls of bay rooms, but it grows temperatura berries, which if you don't remember, can temporarily disable temporary effects of extreme temperatures. Take a life jacket and some berries in case you take an unexpected plunge into the frigid drink. In spots far away from any structures, "crop circles" can be found on the ground, made from concentric or connecting circles and lines. Now these aren't from some alien race before us, just the work of some cute hyperboreal seals (Entity 2)! These fuzzy white pinnipeds scrape their large snouts across the ground in hopes of digging up some ground-dwelling krill for a snack. After less than a day, these intricate patterns wash away in the swelling currents of the deep-blue sea, making these quite an ephemeral and exciting sight. The hyperboreal seals look like typical seals with white fur, with an almost cat-like black snout, and long, thick whiskers. They appear very happy and look like smiling circles head-on. These seals are quite friendly and like to hop out of the water and hang out on the plazas of low-lying tuff structures. They would not be averse to you hanging out with them. The other prominent entity here is the blue and yellow sheenfish (Entity 17). The blue ones are much more common because the yellow ones tend to stand out and get eaten. Now that we are basically done with the pillar zone, it's time for the **Glowing Labyrinth**. This area can be entered through the staircases that wind throughout the tuff structures. Typically these staircases are quite streamlined, but there is a chance (about 1 in 450) chance that there will be a very steep external branch that leads only down. These are usually spiral staircases (unless on the largest of

structures) because otherwise there would not be enough space for the staircase to fit. These head down into the labyrinth. About halfway down the staircases, the style of the walls and floors begins to transition into the style of the new area. The floor is large slate tiles (about 2/3 meter side length) that you can typically not see all sides of due to the fact that the halls are usually too thin. Along with- wait a sec, let's take a moment to appreciate all that Harold has to go through to write these super long levels, like this is actually painful. I can see why the CCOEG had to make him go miss- er… I don't think I can disclose that... uhhhhhhhh- Along with the floors, the walls are made from slate, this time of bricks of primarily rectangular pieces with skewed proportions. Before I forget, the temperature here is about 18 degrees celsius with it being ever so slightly humid, but not uncomfortable. The edges of these may be quite irregular at times with bumps and such. The front faces of these stones are a bit bumpy and still completely rough, but they don't stick out more than 4 cm at most. The colour is mainly more or less light grey to moderately dark grey along with a bit of khaki and desaturated krill 🦐. The grout is recessed uniformly ~2mm back and is a dark grey colour. The roof is ever so slightly arched, and the same tiles as the floor. The roofs are 2.4 meters tall in the hallways and .7 meters wide. Most of the labyrinth is just these constant claustrophobic labyrinthine corridors, but every so often you may find large rooms, with ceilings reaching up to 3.1 meters tall and up to 15 1/3 (23 tiles) meter length for the walls. The floor is still these tiles, and the side length will only be along these 2/3 meter increments following the pattern of the tiles exactly. The rooms are always perfectly or very close to square, with only 1 or 2 (2/3 m to 1 1/3 meter) tiles difference on one side. These rooms are always larger than 8 tiles side length (5 1/3 meters) There is a great deal of wear on the floors of the labyrinth, with many tiles cracked or having small chips broken out of them. There are also small cracks on the wall or ceiling, but these are rarer. Before going into too much detail about the area, It's time to explain the gimmick the labyrinth has. Every 3 horizon-to-horizon cycles (105 hrs) most of (some may not depending on the orientation cycle stage) the actual labyrinthine hallways will shuffle around. Large uniform 50 tile (33 1/3 meter) blocks of the labyrinth will swap places with other blocks within 3 blocks. This isn't completely random, and instead there are 3 different orientations that the blocks cycle through. Everything in the blocks that move and the blocks themselves are merely teleported to the new location. The greatest danger in this area is being in-between the blocks when they teleport. This isn't even that much of a danger, as if you are in the wrong place when the moving is happening, you will feel an unbelievably extreme tingling sensation where the edge of the blocks meet on your body about 12 seconds after the tingling starts is when the movement will happen. If you do not move, your body will be split clean in half, either killing you on the spot or causing you to bleed out and die from that. During the moving of the blocks, large rooms will not move (large rooms are never on the boundaries of blocks) and nor will the entrances to the sector. There are two floors to this sector, with the bottom floor being near-identical. The two floors are connected in the blocks, so they will not act separately. There are two ways to travel between the floors (these transitions between floors similarly do not move). The first, and more common, way to travel between floors is by finding a moderately uncommon spiral staircase. These are made from dark gray steel**, which may be ever so slightly rusted in a krill 🦐 color at the very bottom. Intervention, but I forgot to mention this earlier, even though the sector entrances are planted and unmoving, the space between the linking sector entrances in the pillar zone is not accurate to the space between them in the labyrinth. The spiral staircases have an

inner supporting column about 16 cm in diameter with steps similar in dimension to the staircases winding through the tuff structures, but the steps do not connect directly, and instead are about 4.3 cm tall plates connecting only straight to the center column. **Despite the staircases being proven to be made of solely steel, they are much more durable and less brittle than steel, and none have been found broken. The second way to transition to a different floor is by finding a large room that spans between both floors. These rooms are from 12-25 tiles side length, and only have 1 tile irregularity at most. This room will be mostly open, with a 3-5 tile wide catwalk sort of platform spanning around the upper story area of the room at the common floor level of the upper floor. The catwalk is merely a grid pattern of ~3 mm horizontally spaced apart steel pieces. The steel pieces are ~1 mm thick and ~4.3 cm tall. There is a fence around the edge of the catwalk made from just a single band of the steel pieces that make up the catwalk that follows the edge of the catwalk (with rounded corners) about 2/3 m up. This is suspended by square steel beams at the corners which holds it up perfectly well. With it spanning 2 floors, there will be a ladder, no farther than 4 tiles away from an entrance to the room, made from the same steel, that leads down to the lower floor. The fence band of course stops, and there are 2 square beams on each side of the ladder to support the band. Fun fact: the reason we have so many odd measurements for every little thing is because of Juniper, our head level analyst. She just enters the level with a pencil, a meter stick, and a notebook, and comes out with much of the info we need to write these level descriptions, so props to her. CCOEG workers are insane. I am tired as hell of these measurements though, so it'll be a bit before any more. Thankfully 🦐. There are mainly two types of large rooms. There are storage rooms, which are more common for single-floor rooms, and greenhouse rooms, which are more common for two-floor-spanning rooms. In the storage rooms, there are the same piles of material found in the plazas on the tuff structures just laying about, and a bit more scattered as these ones are not tied down. There are also near-cube cardboard boxes with about 1 meter side length (sorry). These are usually worn out around the corners a bit and the tops are taped together at the top with packing tape. There are also the palettes from earlier and likewise the crates, but these are only about 80% of the size of the original ones from the bay rooms. These crates contain the same things as the plaza ones, but also you may find ones with gardening tools and unlabeled seed packets for the plants found in this sector of the level. The palettes and crates here are a bit more warped. The cardboard boxes have lots of trinkets, thingamajigs, whatchamacallits, doodads, gadgets, apparatuses, and gizmos made from various common metals. I will not elaborate. Sometimes the cardboard boxes will be open and full of dirt, usually with a few plants sprouting out of the box. You could also rarely find a small wooden wagon in the storage rooms, but these are usually beyond disrepair. It appears before their devastation the carts were carrying lots of dirt, and after they were broken down plants eventually grew on and around them. On the lower floor of the labyrinth, there may be residual water in the chips in the ground or there may be a few larger holes filled with water. The floors and ceilings of the labyrinth are unbreakable, but the walls are breakable, but not truly as they will restore themselves in the next moving of the blocks. The walls are the only things in the labyrinth with the restoring property. If you demolish anything else, it will merely stay that way regardless. On the upper floor of the labyrinth there are 1 tile reinforced glass windows that show random spots of the pillar zone from the ocean floor. Despite the abundance of these windows in the labyrinth, they cannot be seen from the pillar zone. The windows give an accurate live window (wow) into the actual spot they are showing. The windows more commonly show areas of the sea closer

to the spawn structure, and it is rarer and rarer to see windows showing certain areas as you get farther from the spawn structure. Sometimes the windows will be blocked fully or partially (usually if any is blocked, the whole thing is) by sand, but they are exposed for the most part. The windows usually show the sea a bit lighter than it really is, allowing a good amount of natural light to illuminate the labyrinth. Regardless of the labyrinth's resemblance to a medieval dungeon, it in reality is quite the lively place, due to the plants that thrive here. The persian-like ivy or wall-thriving sphagnum mosses cover the walls, ceilings, and floors in dense but relatively flat patches, with the occasional vine or two of ivy hanging across and in the way of the thin, claustrophobic hallways. Tufts of common sphagnum moss or various common grasses may sprout out from in-between the cracks between or in the tiles on the ground. The real star of the show here is the abundance of bioluminescent mushrooms. There are a few different types of these mushrooms, with the first being white with "somewhat" circular spots on the top of the cap. These are in the glowing color (so basically glowing scales). This type could also have glowing colorful gills or rarely glowing stems. The second type has a completely colorful glowing cap, and no glowing gills or stem, which is instead white. The third type is more of a condition, with some of the mushrooms having melanism (basically opposite of albinism). This can happen to either of the other types of mushroom, and it usually appears in just a single mushroom or a patch of a few. The majority of the mushrooms are still white though. The mushrooms are more common on the bottom layer of the sector, as it is darker. They also emit more light on the bottom floor compared to the top one. It's not just the mushrooms that are more bountiful on the lower floor, the entire floor is more overgrown due to there being more water to sustain the plants' growth. The greatest fraction of these mushrooms glow in a ghastly light blue color. The scales and caps of the mushrooms will always be monochromatic in any of the colors, the gills can be multiple colors on the same mushroom, and the stems will always be of the blue color no matter what (if they are glowing, that is). The next most common colors are slightly tealish green, light magenta that fades into darker purple, and vibrant orange that fades into a deep crimson, which are all still quite common, but there is one kind of mushroom that is very, very rare, but more on that later. These mushrooms are quite nutritious so it's recommended you stock up on them. They do not die or decompose, and they regrow quickly after being picked, so don't worry about picking too many. The level is infinite anyways... so yeah it doesn't matter at all. Occasionally the mushrooms will release small spores "about" 5 microns in diameter (how tf juniper measured this??). Despite their microscopic scale, these spores glow unusually bright. These spores are entirely benign, and stop glowing once they hit an object. It has been found that these spores have no reproductive ability. Ok, sorry for leaving you waiting but the last mushroom is so rare that if the harpoon guns are one in a krillion, these are 1 krillionth in a krillion krillion, so even about as rare as PagGel, and maybe even more sought after. When the level was first greatly explored, these krillshrooms were maybe a tad bit more common than PagGel, but due to them all being on one level and in one sector they *were* easier to find and quickly all got snatched. The wording here makes it sound like they used to be abundant, but no, they were still rare all the way back then. Ok, so, defining characteristics. These krillshrooms are about 20% bigger than the other mushrooms. They have black caps with glowing krill-color scales. The gills and stems are the tealish color (a bit more on the light blue side here) which fades into the light magenta. These are truly beautiful and their spores are krill colored, or they fade between the magenta and teal. Krillshrooms release spores in big billows with lots of spores at a time.

Their spores also glow brighter than the common mushroom, and unlike the common mushroom they of course do not regrow. In summary, you'd know if you found one of these krillshrooms. Juniper and her team were actually lucky enough to find one of these krillshrooms on their 3rd scout of the level, as they had gone out extraordinarily far in a mostly uncharted and unscraped direction. Other than their pure rarity, these krillshrooms are sought after for their great medical purposes and taste. Consuming just about 2 grams of krillshroom is enough to cure most pathogen-based infections or diseases. This is likely due to a reaction with digestive enzymes that releases heaps upon heaps of anti-microbial spores or something of the sort. Again, circling back, the taste of these is reported to be absolutely delectable, much to the similarity of PagGel. In fact, these have a LOT in common with PagGel, and the CCOEG has been studying it and Ooger's Orange spice (found on level 172) to try and artificially recreate PagGel. Ok now it's time to move on from these celestial mushrooms, and to talk about another common magical-seeming ambient feature of the sector; bubbles! These iridescent bubbles are about 4.2 cm in diameter on average, but some may be a bit larger. Now, these aren't your everyday soap bubbles, and these are quite resistant to the touch, so you could lightly play with these and they wouldn't pop, but the moment they touch any surfaces natural to this area of the level, they pop, and leave behind ever so slight traces of pure, clean water. Now, you bubble enthusiasts such as I may be wondering "what is trapping this thin layer of water!?" Well, the answer is just... nothing. The air is the only lining the sides of these bubbles, so they should just be acting like droplets of water and falling, right? Hell naw bro, this is the Oogarooms, crazier stuff happens here than bubbles that defy the laws of physics. Yeah, so these just are all floaty and airy, so that's fun. We have no idea where these bubbles come from, and they are just there when you go somewhere, and they seem to drift into areas from where nobody is looking. There is an amount of these bubbles that merely adds to the aesthetic, and is entirely unobtrusive. These bubbles are mostly the normal iridescent color, but may sometimes contain a bit of the bioluminescent algae seen commonly in the lamps on the tuff structures, which allows these bubbles to glow light blue in the darkness. Wow. The amount of light blue glowing stuff on this level is just wild. It's also quite insane that the most irregular thing on the level is bubbles. Hugging tightly on the upper walls or ceiling you will discover single or twinning lines of fairly tiny copper pipes. There is going to be some black corrosion on the pipes. The pipes are seemingly always empty, and if you break or cut them open they will always be empty, but sometimes if there are miniscule holes or small cracks in the pipes they will occasionally blow out a bunch of cold steam, which quickly dissipates. Every piece of piping on the sector is naturally connected with one another. One out-of-the-ordinary yet casual element is paintings of the glowing labyrinth opening up into a vast landscape of mountains and towering trees with huge mushrooms as leaves and mushrooms blanketing the whole ground. There are also often waterfalls depicted in the paintings flowing from the tops of the bowl-shaped mushroom trees or bursting out from the cliff sides. These are either from the perspective of the inside of a hallway, opening up to the landscape, or an aerial angle from the landscape showing a huge slate brick wall with lots of holes in it, which of course is the labyrinth. In the depiction of the landscape, there are many, MANY krillshrooms. Nearly every single one of the mushrooms are of the krill variety. The landscape shown has come to be known as "the promised land". Many have tried endlessly to find it, but none have succeeded. It seems like the paintings tell of an end to the sector, but to our knowledge it is entirely infinite, but maybe it is just nearly infinite, and this illustrated wonderland is real. The pigments that make up

these pictures are water-resistant and made from natural plants. Most of them have somewhat faded away. No greater than 2 PagGel stashes have been found in this sector and this sector only. They were both in 2 or 3 small open crates lying in the center of a storage room. They appeared to be slightly torn into, but that was not much of a matter. The flavor diversity is unknown, being described merely as “mediocre” for the 2 and “actually quite good” for the 3 section stashes. There were of course ~120 and ~180 gel bars, respectively. Perhaps you may come upon a moderately splintery and warped fir wood crate of an unusual variant of the typical and common WIXater. This WIXater is always of the WIXZIZ flavour, and is stronger due to higher amounts of ooger’s orange seasoning. What really sets this WIX apart is that it is packaged in vintage glass milk bottles that would often be seen in 1920’s reality. The jugs are topped with cork seals that are shoved in quite tightly. The WIXater inside can be of several distinct colours, including but not limited to: red, orange, yellow, light or dark blue, lime green, magenta, or deep purple. None have been found in white, black, or entirely translucent colours. This WIXZIZ also bubbles violently for an atypical length of time. This WIXater has been carbonated with carbon dioxide. Another alluring occurrence you may encounter across the level is an army (yes, that is the collective noun for them) of little frogs that resemble spring peepers. These tiny creatures are only around 3.5cm in length and most are a dark greyish brown colour. They travel in armies of 4-7 typically. These peepops (pronounced peep-pops), as they are called, can be found in both the pillar zone and glowing labyrinth of the level. They eat small plants to sustain themselves, and have a very long or possibly infinite life as none have reportedly died of old age. These lil’ guys hang around and rest under large mushroom patches in the labyrinth and chill around puddles and logs on the pillars. These packs of brown peepops are quite common and actually pretty quiet, while purely within the indigo-blue sea resides a much more exotic variation. These travel in packs of 6-13 and are a deep greyish-blue color instead of the brown seen on the other variety. The front legs of this variety have evolved over time into flat webbed fins that are flat up against the body. This exotic blue variant never leaves the ocean, but it still requires air, so these peepop packs hang out at the water’s surface. This type can get up to 5 cm in length and create a much more hearty peep that is actually easy to hear. The blue type eats little krill instead of the vegetation for their land-based counterparts. In a short summary, these peepops don’t affect anything on this level all that much. While we’re on the topic of animals on the level, you could also bump into a random stray lightning beetle in the pillar zone. They are very small of course and obviously blink in a yellow color. There are countless weather features of this tranquil level, but the rarest and most bizarre of them all is called a “Great Perihelion Event” in which the entirely dark level is once lit up by the close, peregrine sun. Near always either the cloud cover is too thick, the sun is too far, or maybe just by the magic of the Oogarooms, the sun is practically invisible and casts little to no light on the level, but we of course already know this. In the great perihelion events the cloud cover is significantly thinner, but still mostly blocks out light. Even so, the clouds are not their drab rainy selves, and instead white and spaced farther apart. The sun cannot be seen directly, but between the closer alabaster fluffs a chrome iridescent amber glow shines out. The scarce and unique patches of clearer sky give a window to the seldom viewed upper atmosphere, which is a pastel baby blue color. The dark and seething veil over the pillar zone has lifted, and the light rays leave no spot unshining. The ever-dewy grasses and mosses atop the pillars glister and sparkle gorgeously. During these ephemeral occurrences, the air temperature can rise up to 12 whole degrees celsius; a very welcome change! Clearly, due to the glubalishious

specific heat of water, not much will happen to the chrome sheet of blue. There will, as expected, be many rainbows as the peregrine sun lights up the continually rainy sky. The most recent of the great perihelions had an estimated 8 rainbows eclipsing the sky at its apex. Yow! That was quite the indubitably extensive sector! But now it's time for a hopefully shorter (but possibly less whimsical D:) sector. This sector is known as the **Opalescent Caves**. The one and only entrance to this sector has been mentioned previously, that being the gargantuan and aptly named sector platform in the pillar zone. The opening primary chamber is the most spacious area of the cave by a long shot, except for a few rare exceptions. The primary chamber reaches just about 203 meters tall from the top of the opening circle at the surface of the sector platform to the very bottom of the vast and enchanting brook that flows at the underlying reaches of the caverns. The most voluminous portion of the sector is made from a rock that matches closely to a variation of feldspathic sandstone, but it is decently less coarse than it should be. The primary chamber is sort of shaped like a malformed boot, with it being predominantly elongated dome shape, with the more open area having periodic ridges that stick out several meters, and a grand lower area about 148 meters tall. The air temperature in this sector averages around 14.5 degrees celsius, and is surprisingly not that dry. This is likely due in part to mist from the bountiful waterfalls here. ***The picture here is of a more crystal-bearing side chamber off of the main primary chamber.*** The huge river that runs through here is right along the bottom of the protruding ridges and leads in both directions to stem out. The cave in its entirety bears much resemblance to a general solutional cave, yet it does not have too many stone stalactites or stalagmites. Instead, the majority of the stalactites and stalagmites have been replaced by large selenite crystals. These crystals are either resembling single typical stalactites or stalagmites in shape, but are instead in the shape of stacked hexagonal prisms of near-similar rotations, or are complexes of many hexagons tiled next to each other with further differentiating stacked rotations of the prisms. There is a third type of crystal formation too, resembling closer to natural kyanite growths. These are only found hanging downwards, and are found much less often. The selenite crystals are completely normal except for the unexplained blue glow (wow, like, that's totally new.) unwaveringly emanating from inside of them. The floor of this great cave system can be rock a lot of the time, usually on steeper areas, but a great majority of the cave is sand, with patchy spots of rock and large erratic-like rocks sticking out. These can be clearly seen in the photo. There are a few set designs that most chambers and tunnels of the caves follow. There are the rare super large chambers like the primary one, and I'll go over the other 4 of these chambers later. The next shape of the chambers is called a "slot chamber". This type is



depicted in the provided photo. The roofs range around 8-11 meters in height throughout. These rooms are short in height but very large in width and depth, being around 30 meters wall-to-wall on average. These rooms may have large stalagmites that double as support pillars. The crystal growths here are typically quite concentrated and especially under the small ceiling openings if there are any. Usually at the walls of these chambers the roof will curve smoothly from far away from the intersection point into where the walls meet and the floor curves sharply into the intersection point. The river's branches do often intersect or split apart in these rooms, but don't wind much. The next type of room is called a "worm tunnel". These are near-cylindrical winding tube-shaped tunnels. The tunnels are most irregularly shaped at the top and bottom of the tunnels, where they tend to flatten out more than they probably should. The worm tunnels are the largest cavernous chamber types, save for the rare primary chambers. These aren't the strangest to come across. From the definite roof to floor, these tunnels can be up to 65 meters tall (woh). The floors here tend to be a lot more smooth and rocky, and maybe even v-shaped in the case of water flowing through currently. This is most probably due to the past copious flow of the river through here, but nowadays, the river has demeaned greatly to a smaller flow just through the center of the tunnel, but uncommonly, if the slope of the tunnel is great enough, there may be waterfalls occurring. More commonly you could come across pure river tunnels flowing from up high on the walls that cause waterfalls. Maybe they should have had me name these "waterfall tunnels". As I just mentioned, the next 'room feature'- bro idk what to call these things- is the "river tunnels". These are exuberantly degenerated in size compared to the scopious worm tunnels, being at most about 3 meters. Still big enough for my fat ahh uncle to go though. These are shaped like upside down teardrops and are typically about 1.3 meters up full of water. These are simple, but important. I'll tell you more about them later. The second to last glub glub thingy is called a "large river tunnel". These are average size and somewhat shaped like worm tunnels, but more irregular. The ground is sometimes sandy on one part but will always have a large section of the river flowing through it, usually going through a clean half of the chamber. There may be black-painted steel fencing along the riverbank. The water here is either very calm, or violently rapid. The final type of formation is 'spaghetti winds', which are extremely thin and winding with lots of dead ends and sharp turns, making it nearly entirely impossible to traverse through. These do lead to the next and final sector, but I'll speak more on that later. Still, DO NOT GO THROUGH THESE TUNNELS! The second greatest majority of deaths on this entire level is due to fatties getting stuck in these winding spaghetti tubes! The greatest majority of deaths on this level is dying of hypothermia in the pillar zone's icy water if you were wondering. While we're still sort of on the topic of sector transitions, you can rarely find random rectangular openings in the walls that lead in a non-euclidian way to the glowing labyrinth. The boundless repository of water is entirely benign and safe to drink due to its antimicrobial properties, which is nice because it is so accessible. The most ambiguous finding on this level is a sort of skylight, seen most in worm tunnels and slot chambers. It's also seen in 2 of the primary chambers, but of course there's not really much data for this. The undoubtedly most enigmatic feature of this sector of this hyper-extensive level is likely the "skylights". These are like openings to a bright and lively surface. Through the holes you can see a vibrant blue sky like what you can see through the open patches during a perihelion event. These openings supply a jumbo portion of natural light. The weird thing is, though, that if you get close to the openings the vibrant blue sky will begin to fade, and even though the light still shines through, if you are close enough, you will just see the old

uninteresting tan rock. Leading up to these skylights will be either just a natural and somewhat jagged slope in or a step-like terrace area. Smoother slopes usually occur in worm tunnels and are exuberantly larger, while the terraces occur more typically in slot chambers and have smaller, closer to the ground openings but several of them. These almost never occur in the smaller river tunnels and have never once occurred in the spaghetti***** (I will explain more at the end of the sector). Both the terraced and sloped skylight forms are often found in large river tunnels. Now that we've covered most of the natural-like formations of the sector, we'll- I mean *I*- will go over the more artificial elements found in the sector. First of all , rusty iron hooks, regularly but not always with lengths of rope or alike rusty iron chains hanging from them, jut out of the walls. You can find these the most on steep, tall walls that lead to high-up tunnels, but can always be found elsewhere. So many commas >:T. Also, just a fun fact: I think Harold ran away because the CCOEG was overworking him, so they're deciding to give me 2 full-length breaks and a smoke break every day! W CCOEG! If there is a dried up small river tunnel that cuts high up across a worm tunnel, you may be able to find a rickety and creaking yet stable rope bridge that connects the two openings across the worm tunnel. Another case where there may be a rope bridge is if there is another dried up small river tunnel that leads into the side of a large river tunnel where the river runs or the side of a worm tunnel where the river runs. The rope bridge will of course just cut across and over the river, connecting from the side of the small river tunnel to the bank. I mentioned it earlier, but there may be black-painted steel fencing along the banks of the large river tunnels. The paint may be chipping off in some spots, but the steel is never rusty. There are frequently only a few sections of the fencing left, if any, and there are habitually lots of dints and weathered bends in the fencing. Other than the rare few mushrooms that may stick around the glowing labyrinth entrances, this sector really isn't teeming with life. Sometimes, sparsely, you'll come upon a chamber with a few patches of moss. These are routinely found in chambers that are a bit flooded. You will often come across typical mining supplies such as pickaxes, flashlights, helmets, backpacks, etc. The packs and flashlights are quite useful, but the helmets aren't important as the structural integrity of the caves are top-notch. These tools would be found scattered and dotted about in close proximity to large selenite crystal groups. Around this area you could find bundled up sections of straight wrought iron piping. These are bundled up with rope formed from natural twine pieces. Along with these bundles of rope you could find crates similar to the ones in the labyrinth's storage rooms and pillar zone's bay areas but filled entirely up with varying size stone pieces or large selenite crystals. You'll also likely find a few cans of yummy yummy soop. I'll likely go over some of what I'm about to say in the final closing part of the description. Okay, so there are 5 total primary chambers including the one where you access this sector from the pillar zone. The opening cavern's (dubbed Alpha) dimensions and shape have already been explained at the start of the sector, so I won't talk about that now, but just know that all other primary chambers are manifold in height similarity. There is a joint outpost of the CCOEG, TOTG, and the Oogarooms Interlevel Travel Group living on the great sector transition platform and the Alpha cavern. They have around 160 cabins, a huge floating docks area, and a large radio tower-like structure on the pillar itself, and a small village of woven bridges and dug-out houses in the side of the chamber suspended over the caves. This place is a hub for all things of the level, and a quite nice place to live. The next primary chamber, Beta, is about 35 km away from the main one. It is egg-shaped and a bit squat with a huge lake going through most of it, with a myriad of waterfalls. There are only four CCOEG members that stay there

permanently and tend to the secluded outpost, but many people reside there temporarily before continuing on their travels. The next chamber is Gamma, but the group that lives here calls it "The Core". The Core is nearly a whopping and record-breaking 892 km away from Alpha. Even Juniper's group thought it was too far and didn't travel there. The Core also apparently intersects at the middle of 2 large worm tunnels. A group named 'The Wanderers' reside here. They're nice, and if you're shuffling about far enough into this sector you'd likely see one of them. They are quite mysterious though. We just know they have a super-expansive village here. Delta is the smallest and second closest of the primary chambers, clocking in at 52 km away from Alpha. It is a large outpost of the TOTG, and it's predominantly used as a huge storage area, stocked near to the brim with just huge crates upon huge crates. Around 41 people live here permanently. The final chamber, Epsilon, or The Oasis is the second farthest from Alpha, being a quite modest 212 km. Approximately 2/3 of this chamber is taken up by another huge lake, but still paling in comparison to Beta's. What makes this primary chamber unique, though, is that a grand chunk of the solid ground is taken up by the recherché moss and it has an ENORMOUS blue selenite crystal mass suspended at the top center of the chamber that is constantly dripping water. It was also only discovered through a small spaghetti wind and then later one of the thin walls were cleared to allow easy access to the oasis. Around 58 people permanently reside at the oasis in a hanging village. It's very quaint, but they don't really like outsiders, which is indubitably a disappointment due to its figure as quite a polestar 🦐! That sector was quite the short one, but now it's time to move on. I'll write the great majority of this next sector in a unique way, so be warned. The final sector's entrance can be found very infrequently in the spaghetti winds. This isn't a very fun area, so still DO NOT GO INTO THE SPAGHETTI WINDS! While traversing the spaghetti winds, you may come across a large (by spaghetti wind standards) room with a skylight. If you remember earlier, I said that there are no real skylights in the spaghetti winds, and that's right. This is an actual opening to the surface, and the sky isn't blue here. It's an ominous and depressed desaturated gray. If you climb up this skylight, you will enter the final* sector of this level. **The Ruins**. ***Cue.*** *I was relieved after finding an exit to the winding tunnels unfit for actual obm exploration. I thought I had found some rare new entrance to the pillar zone, but that thought quickly faded. As I reached the cloudy gray expanse of air I saw the resemblance; several slightly tilted thin pillars, like from the pillar zone, jutted out from inside the water. Except for the one I was currently standing on, they were mostly crumbled and surrounded by buoyant detritus bobbing up and down in the waves. I realized quickly that it was very cold, (freezing compared to the actual pillar zone) and pulled on the shawl I had been dragging behind me. Smart decision. The grey clouds billowed across the sky with no end in sight, blocking out so much light I could seldom see. A single violet bolt of lightning voraciously split the heavens so alarmingly close my life flashed before my eyes. A single raven flew out from under the nearby remnants of an overhang (likely an old bay room) letting out three slow calls as if it were an old, tired bell ringing out its final death knell. All of the sudden, a brutal zephyr came through, and I grabbed onto a nearby stump for protection. Rotten through from the infinite rain, it broke without resistance. Another single iridescent bolt illuminated the luminous blue sea. Not so blue anymore, it's heavily desaturated now. Through the light of the thunder, I saw an angry grey stone spire piercing the glossy surface of the sea, and beyond that the sad debris from what I can only presume to be a sailboat's skyscraper snagged and torn on another spiky crag. I scuttled; nearly crawled; along the soggy eroded "floor" of my pillar, and I soon came across what could only be the smooth remains of*

a cobble path, which quickly led me to a staircase down. The torrential downpour made this nearly fully enclosed bowl of a pillar into a funnel, and this staircase where I assumed I would find refuge from the weeping heavens into a vicious waterfall. I tried unsuccessfully to find some kind of handhold as I made my way down, but only ended up half-falling half-sliding down the steps. I reached a bay room and quickly scampered off to the side, finally finding some safety and a good moment to observe my surroundings before getting harassed by the second ocean actively falling on my head. Luckily I brought some nice temperatura berries, I'd die of hypothermia if not frostbite soon without them. They brought some temporary relief, but when I plopped myself into the icy drink it still felt like that time my stupid dumbass boss accidentally locked me in the industrial freezer. It was still better than before so I was up for some exploration. I could barely see and definitely not safely swim deep enough, but I was pretty certain there was no floor to the wretched ocean. Again, lightning crackled so close it made me jump, which clearly incentivised me to move it outta here! I surfaced somewhere unfamiliar, and I for sure got turned around in the water, so it was unlikely I'd make it back to the entrance to this place. I sat just in the solely standing doorway that would have made an entrance to a staircase long ago, but now stood a decaying mass of bricks and splinters. A boundless gray air mist wooshed on by, carried by another savage wind. I got back in the water and began swimming again- well more like flopping around while being shot at mach 18 by a furious current. I flailed around and managed to surface for some much-needed air, when I was thrown rudely at the ramp of another bay room. I slipped and scrambled up the ramp and went into a little alcove made by a smaller staircase piece. This pillar wasn't as complete as the one I entered at, but it could still manage. I wound around the gleaming brick entrails at the belly of the pillar and popped out at the top again. I'd say the pillars here are much, much taller than the real pillar zone but also quite a bit thinner. The soil on the pillar I entered at had all been carried away by the ceaseless monsoon, but this one had a few clumps of nasty old mud left. I peeked over the edge of the used-to-be-pillar wreckage, and that's when the storm really started to pick up. Unrelenting purple trees of lightning shot everywhere around me, illuminating the pitch sky as if during a perihelion event of a sub-par caliber, emitting a shimmering glow onto the awful minefield of crumbling atrophy and dilapidation. The thin, tall remnants of past pillars began to shift up and down, and due to the sunken tilt of mine I took an unexpected, unpleasant, and unwanted plunge back into the icy ocean. I thrashed around until I annoyingly bonked my head on a piece of sailboat wreckage. I clambered aboard and made my way into the dry and shielded belly of the ship. There was an old rope strewn across the top of the chamber I was in with 2 wind chimes tied messily onto it. I was tired after all of this exploration of the opalescent caves and ruins, and I ended up drifting off to sleep in the soft and somewhat foreboding clinking and gonging of the wind chimes, afraid of what I'd have to face once I awoke. But that turned out to be a worthless fear as when I was startled awake by a sudden screeching, there was still a constant chiming; even stronger now, and a violent and quite chilly and crisp breeze, but I had ended up on the level "Bus Ride" (205). I thanked the deities, grabbed some yummy off-brand snacks from the gas station, and hopped on the bus. ***Cut.*** Okay, that was probably a lot. Quite verbose too, but hopefully not to the point of misunderstanding. That's just the transcript of the first person to find this sector being interviewed and him giving the retelling. His name was Christopher Q. Craig, and he sadly passed away through a freak accident in oogan reality involving salad dressing and elephants. To summarize, The ruins are a depressed, dilapidated, and destroyed alteration of the pillar zone. Most of the pillars are nearly entirely

destroyed, but some are somewhat well intact. The one you start on will always be in pretty good shape. The mud has all or nearly all washed away, making the more intact pillars into funnels with waterfall staircases. The trees are long dead, except maybe for a rotting splinter of fragments of a stump still miraculously rooted into the tuff. The pillars rise taller above the water and are thinner than in the normal pillar zone, and move up and down very quickly in comparison to the normal pillar zone's pillars. The seabed is either so deep it is near-infinite or just actually infinite, but whatever's at the bottom is quite a soft soil as the pillars can lay at slants of even up to 15 whole degrees (yow!). The weather here is tragic, no doubt. It is nearly pitch-black and when the constant life-threateningly close lightning does illuminate anything, it's just deep sad grey clouds, grey pillars, wreckage and ruthless spikes, and the deep navy blue lifeblood of the level. The rain was very well described by Chris, that being "a second ocean actively falling on my head". It is so torrential the larger droplets alone could knock you off your feet, not to mention how slippery the surfaces become, and OslIt forbid you get hit in the eye by a droplet; not a fun time. Evil ultramafic rock spires that look very threatening rise from the open sea. Other spires that lie just below the water's surface are abundant, especially near the full spires, so watch out. Debris of all kinds float about in the thrashing and rapid current of the tsunami-esque waves, so best to stay out. I'm saying that like you have a choice- there's really no way to get between anything seldom for swimming, and let's hope you never had a target in the first place because the currents get to decide where you go in the water. Let's hope you brought some omni-helpful little temperatura berries, or your meat will freeze right off the bone, with it being even up to 8 degrees celsius colder at times. The old shipwrecks that used to be whimsical little crafts that sailed in the distance now lie unmoving and weeping lodged between pillars or impaled straight through by spikes. These will supply the best shelter for you here, so that's nice. There are usually wind chimes hanging about these large pieces of detritus. If you fall asleep while in earshot of these, you could wake up on level 205! This is the only known way to exit the sector, so if you see a skylight in the spaghetti winds, ignore it. NOT THAT YOU SHOULD BE IN THE SPAGHETTI WINDS IN THE FIRST PLACE!!! GET OUT OF THERE MAN!!! Overall sad area. Hey, remember when I said that the Ruins were the final sector, and there were only so many sectors, well, I LIED. I'm back quite a few months later now and we discovered a new sector up in the oceans. That's nice, as I already made a near-thousand-word description for that area's weather. Also, remember when Harold had to do that "experience writing" thing for level 87? Well I did something similar to that, but it wasn't a deathtrap and I was with Juniper's experienced team. Since the sector is so new to be discovered, this is exclusive, primary source information! Okay, for the actual description of the **Shattered Coast**. The shattered coast can be found as part of the ocean, outside of the 34,000 kilometer circle of slowly fading pillar zone. Right after the pillar zone officially ends, the rocks of the shattered coast slowly get more concentrated for a few kilometers, before reaching their typical concentration. The rocks scattered around typically generate in bunches and arrays, being few and far between. In areas mostly devoid of rocks, the ground remains around 20 meters deep at most, and between the more rocky areas it dips down to around 6 meters at most. The seafloor soil in these parts is, in much higher part, sand. Due to the shallowness and the rocks, sailboats aren't seen in the shattered coast nearly as often. The high majority of rocks and outcroppings here are slabs of stone poking just above the sea, usually by a few meters at most. The rock slabs are riddled with wide, superficial cracks and surrounded by clusters of singular, smaller rocks. The edges of these sheet islands

are often rounded and weathered from the sea eating away at them. In more shallow seabed areas between close sheet islands (1-4 meters) it is often entirely stone connecting them. The sheet islands are made almost exclusively of basalt. Typically, smaller sheet islands are around 4-7 meters across, and never more than around 3 meters above sea level. Larger sheet islands can reach up to 15 meters across and 6 meters high. The larger sheet islands may even have grass or some other plants on top. The grass doesn't get above around 1/3 of a meter high, and tufts range in color from dark yellows to light and vibrant or dark greens throughout. The plants you can find are typically pink or purple flowers, known as twilight lotuses. More on these later, though. The basaltic igneous rock formations aren't all just sheets and crags, some rock forms arrays of hexagonal pillars like seen along Ilö's coasts and in its central moor formations. These often don't take up larger swathes of land, and are typically found on larger sheet islands. The real interesting rock formations are the more recherché large defracture pieces. The defracture pieces are called such as they resemble smaller pieces of the Scuton and Deltoi defractures. These defracture pieces are more often found where there are less sheet islands, but are found around them just the same. The defracture pieces can be between 20-50 meters across, and 10-40 meters high at most. The tops are typically a smooth plane of soil that is tilted or sloped in many directions. The defracture pieces are found typically in groups 2 or 3, and groups are not often found near each other. Much of the verticality in these islands comes from sheer precipices and cliff faces. Surrounding the defracture pieces at sea level, though, is a flat stone bank running flat to the water level 5-15 meters out from the bluffs, which stays as such before sloping down and dropping off to the surrounding seafloor depth. These stone slabs greatly resemble the slabs of the sheet islands. The flat section closest to the walls of the fracture is often only around 1/4 of a meter above sea level. The banks still rise above the water as the slabs are covered in sand and many round, smooth rocks of varying size and composition. This usually pushes the banks to be around 2/3 of a meter above water level. The banks' ground level slowly slopes down to the edge of the flat stone slabs, with the highest point closest to the rock walls. There are sometimes parts of the banks made of the same basalt column structures as mentioned before. Also, sometimes pieces of rock and soil fall from the edge of the cliffs above, littering the banks close to the walls. There are often jagged slate boulders scattered about the stony banks. Many of the small, round rocks and large slate boulders are formed around or are concretions, many of which contain ammonite fossils. Most are ferric, but we ended up finding a few interesting pyritic ones. The high stone walls are, too, made of basalt, just as much of the other rock in the sector. The defracture pieces are often generally round in shape, and the smooth stony banks surround 1/3 to 2/3 of the coast around them. Defracture pieces that are close together will nearly always have the same rope bridges as seen in the pillar zone. Here, they are never found broken. Now you might be asking yourself, 'how do I get on top of the defracture pieces?" Well, The largest defracture piece in a bunch tends to have a sloped passage up to the top from the stony shore surrounding it. These slopes are quite steep and hard to get up, but it's better than nothing. These slopes are scree slopes and rock slides made of the same varying rocks as found on the stony banks. Sadly, lone defracture pieces may not have a slide to get up, so let's hope you're good at rock climbing. Now for the environment atop the defracture pieces. Much of the ground cover is the yellow-green grass found on the sheet islands. Here, the grasses typically range from 2/3 to 1 meter in height. The twilight lotuses are very abundant up here, and they grow in clusters. The twilight lotuses feature long, tall, single stems with the occasional leaf branching off, ending in a large, beautiful

pink and white flower that more closely resembles a lotus flower. There is another common flower that grows up here, that being Purple peepop petal plants. These purple peepop petal plants on the other hand grow in branching stem structures, with the top 15 to 30 centimeters being surrounded by little purple petal clusters. The petals range in color from extremely dark, almost black purple to medium lavender, and look objectively very cool. These are much more common than the twilight lotuses on the defracture pieces, but are not found among the grasses of the sheet islands. If you're wondering about the name, Juniper gets to name whatever she discovers, so that's how we got purple peepop petal plants. There is a type of tree that exists up here, but it is not abundant, having one every 5 meters or so. These trees have thin branches and trunks, with the main trunks not being more than 7 cm wide on average, and most of the branches being much thinner than that. They have needle-shaped scale-like leaves, similar to some juniper and cypress trees. These are unlike trees from reality, though, as the scales are much larger and the 'canopies' or leaf bunches are much more bushy. The bark of the trees is thin and white with black lenticels, similar to birch bark. These trees have boundless clusters of small, round, brown nuts. These nuts have a darker brown outer layer, but before they fall off the tree to grow, the outer layer fractures and reveals a lighter brown, almost orange inner layer. The outer layer is there for protection, and breaks so the inner layer's seed can escape and grow. The nuts range from 3-6 centimeters wide, which means they are, funnily enough, often much larger than the branches they grow on. When ready to grow, the broken nuts somewhat resemble raw orange garnet, which is what earns these trees the name of garnet trees. The garnet nuts are eaten by some animals here, and for good reason. They taste pretty good! Now I'll go over the animals that live here, but first, I just noticed that we're pretty close to 200k words! Now I get to choose what it'll be... nobody can stop me... Ethan smells bad... I LOVE SWINE GAME🦐🦐🦐!!! I hope they give me a raise. Anyways, where was I? Animals! I'll list off each animal around these parts, their prey/food and predators, along with some other characteristics. Starting at the bottom of the food web, krill🦐! We know what these guys are, and they eat phytoplankton and are eaten by peepops (not the purple petal plants), sheenfish, and hyperboreal seals. Next is sheenfish. You should also know about these guys, and they eat just krill, mostly. They are eaten by hyperboreal seals, cawzen and sometimes rock marten. Next up is peepops, and again, you'll know what these buddies are. They eat krill and isovanae, and are eaten by seals, rock marten, and sometimes cawzen. Now it's time for an all-new animal, isovanae. These are little isopod-like creatures with tough exoskeletons and large antennae. They can reach up to 3 centimeters long, and are herbivorous. You can learn more about them in their entity description. They eat smaller garnet nuts and sometimes purple peepop petal plants, and are eaten by peepops, rock marten, cawzen and sometimes seals. Along with being herbivorous, they are also decomposers and cycle the nutrients of dying creatures and what little usable plant life there is. Now for another new animal, rock martens. These long weasels range in color from white to brown to black and live in small packs in burrows atop the defracture pieces or small caves among the coasts. They are eaten by just seals and rarely cawzen. They eat isovanae, peepops, and sometimes sheenfish, and they also eat small garnet nuts. Next up is cawzen. That's right, our favorite bird from level 157 is back! They eat garnet nuts and sometimes purple peepop petal plants just like isovanae do, but they also hunt sheenfish, isovanae themselves, and peepops, but predominantly sheenfish. The consumption of grounded garnet nuts by isovanae, martens, and cawzen is likely why there aren't a whole lot of the trees. Lastly is the lovely hyperboreal seals, of which we know all about. They eat

basically everything, that being krill, peepops, rock marten, sheenfish, and sometimes isovanae. The seals and cawzen are, for lack of a better term, ‘respectful’ to each other, and are both basically apex predators. One thing I forgot to mention earlier, is that on top of the defracture pieces, typically towards the edges, you can find large, stacked and assembled basalt rectangles. These are often covered in lots of moss, and don’t serve much purpose. That’s basically all of the shattered coast area. Yeah, a pretty cool environment. I’ve been writing this sector’s description on the way back from the expedition with Juniper’s team. I need to spend the time somehow, it takes quite a bit to get out of the shattered coast and into the pillar zone by ship. There’s so many hidden rocks. We’ll also have to find a new entrance to the Glowing Labyrinth. Then it’ll just be so much walking. I mean, thankfully it doesn’t match up with the above-ground, 170,000 kilometers would not be fun. It’ll still be nearly an Ion month of walking. They should make an airport in Lunar Town. That’s not actually a bad idea. When we made the trek *to* the shattered coast, we were accompanied by 40 or so members of Squid. They stayed in the shattered coast and made a base there. Pretty cool. We should tell them to construct an airport. Whelp, that’s it for this update to level 32. Maybe we’ll find another sector in the future, and the description will jump up another two thousand words. Farewell, and you shall return to the original description. Okay, wow. In the home stretch of the level here, so let’s keep this energy going. Here I’m going to cover new and old sector transitions, level entrances and exits, groups and bases, and maybe some other tidbits of information. Let’s go! So first of all; sector transitions. You’ll always enter the level at the so-called ‘spawn platform’ in the pillar zone. If you wander down an uncommon type of staircase that can be found uncommonly on just about any pillar, you’ll enter the Glowing Labyrinth, of which there are 2 layers. On the lower of the two glowing labyrinth layers you could rarely come across a hall that non-euclideanly leads into the Opalescent Caves sector, but a much more reliable and easy entrance to this sector is through the second abnormally large pillar in the pillar zone (along with the spawn pillar). There is a big entrance to the Opalescent Caves here. In the smallest of tunnels in the Opalescent Cave you could extremely rarely come upon the entrance to the Ruins. Past the extensive pillar zone, you’ll come across the shattered coast. It’s not likely we’ll find another sector even further out, as navigating the shattered coast is a nightmare. Groups and outposts time! First- in the pillar zone. There is a huge CCOEG-backed outpost at the spawn platform called “Whimsy World” with over 740 residents, the majority of these people being not even from the CCOEG, and they just want to live on this cool lil’- er actually quite large- level. There are many recognised and unrecognised towns on the larger of the typical pillars, with a few better known ones being “we love seals :D” (not backed by large group) (referred to as ‘walroes’), “32-I-A” or “Rainville” (CCOEG-backed), “Foxtown” or “32-F-A” (CCOEG-OITG-backed) which houses the well known ‘Helios Observatory’, “Fernland” or “32-J-A” (TOTG-backed), and “Bennle” (not backed by large group) (referred to as ‘Bennerians’). The second largest of the outposts in the pillar zone, and the largest of the groups in the opalescent caves is known as the “Ceaseless Lunar Town”. This huge outpost is a joint venture between the CCOEG, TOTG, and even the OITG, and it remains on the sector transition platform to the caves and even quite far into the Alpha cavern. They have around 260 houses, a population of nearly 310 at the moment, a huge floating docks and trading hub, and a large radio tower-like structure with the capability to transmit across a lot of the pillar zone just on the top of the pillar alone. In the cavern itself there is a smaller part of bridges woven about and dug-out areas and houses suspended over the pit. The Ceaseless Lunar Town is a hub

for all things on this level and a quite nice place to live! Some pags have lived their entire lives here, quite cool! The only real reason the population here isn't as bountiful as in Whimsy World is how far you have to travel to get here, but the non-euclidean geometry of the glowing labyrinth expedites that travel. Now fully into the opalescent caves, there is a CCOEG outpost known as 32-C-C, or "Big Fat Estuary". There are only four permanent members that tend to the secluded outpost, but many people live there temporarily in a large building called "Waterfall Hotel". The undoubtedly most unique outpost here is known as "The Core". It is in a primary chamber like most others, yet this one intersects with two hawk tuahs in ohio hawk tuahs ino hi hawk tahs aw aw e e e e e e e. Sorry, my coworker stole my computer >:{. This primary chamber intersects with two worm tunnels, increasing its available area manifold. Apparently it is an expansive and whimsical village that stretches across the whole primary and nearby chambers. It is also a quite nice place to live, and the group that lives here (called 'The Wanderers') is open to visitors, but it is unfathomably far away so only they really live there. The Delta primary houses an outpost for the TOTG, used basically just for lots and lots of storage . Only 41 people live here permanently. The final primary, known as "The Oasis" is pretty cool, but you can see more about it when I went over the primaries at the end of the opalescent caves sector description. around 58 people live here permanently, but... they hate outsiders. Stay away. There are a number of smaller outposts, really only run by lesser tertiary groups. The largest of which has to be the "Gulperts" (that's the group name). They have a base with a population of nearly 75. There are barely any bases in the Glowing Labyrinth, due to the ever-changing layout and thin halls. There is one notable base in the labyrinth, that being a CCOEG outpost named "32-E-B", or "The Golden Road". As said earlier, it exploits the somewhat non-euclidean geometry of the Glowing Labyrinth to expedite travel from the spawn platform to a pillar connected to the sector transition platform. There are a ton of little outposts made by single or very small groups of people that are just gel or krillshroom scalpers 🦐. There are no outposts in the ruins*(yet). That would be fucking stupid you beast. There is one base in the shattered coast, that being Squid's "New World Discovery Center". They went with us on the initial expedition, as mentioned earlier. They have a base of 34 people set up. We're almost there now, but before I continue I'd like to explain all of the krill emojis. My goofy ahh coworker Zuhair came up with the "krill for cake" challenge, and for every krill emoji (🦐🦐🦐🦐) I put into the level description I will get one whole slice of cake! The CCOEG level inspector probably won't be happy, but I doubt he would be anyways having to read all of this exquisitely expansive level. He isn't good at his job anyways. Yeah, I said it Ethan. You fun-ruiner. You let all of Harold's bs by then get angry when I make a single joke!? Absolute monster. And you're awful at swine game. My dead fish from 3 decades ago could beat the first level before you could. Okay back to the level, Entrances and exits :D. To exit, first of all you could hurt the hyperboreal seals :(. If you do this you are a monster who deserves nothing in life and you deserve to be hung in Flyon Concert Hall to an audience of 8 billion people who proceed to boil you alive and eat your meat off of the bone and then the bones are cast into the sun along with your entire worthless family and everything and anyone you have ever loved. You will be sent to level 33 to pay for your sins, too. If you drown or die of hypothermia in the ocean you will funnily end up, not on level 1, and instead level 17 (The Bathrooms). Pretty painful though, I wouldn't do this. If you find a normal rusty metal spiral staircase that leads solely down on the lower layer of the labyrinth, it will lead to level 80 (Missile Base). This will work both ways, but if you take the staircase from level 80 you will likely end up in a hall that

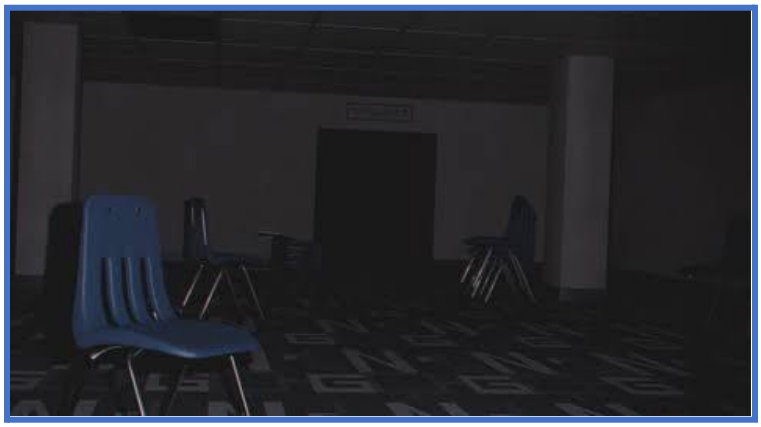
winds throughout the spawn platform, and you can't go back to the missile base from here because the staircase disappears once you look away from it. Sometimes if you find a staircase that leads up in a pillar it will be non-euclidean and lead up past the top of the pillar and into either level 42 (rainy day) or level 57 (Twilight and Snow), ending up in a house. This one you can only work from here to there. Noclip into a random and uncommon patch of purple and black gradient carpet that you can find in the darker areas of the glowing labyrinth to go to level 34 (Bowl-O-Rama). If you find a random beige plastic chair and fall asleep while sitting on it, you may wake up on level 31. You could find one of these chairs sunken to the bottom of a stretch of river in the caves. If you noclip into a crate in a bay room, you could be sent to level 19, but only if it is painted green and has branding written in an unknown language on it. You can go to level 45 (Watery Docks), 127 (Summertime Hills), or 202 (Cattails) by spending around a minute underwater, unmoving, with your eyes closed around vertex time. If it worked, when you open your eyes you'll be in a random body of water on any of these three levels but always close to the shore. If you wander far into the ocean on level 145 (Twilight Waves) you will end up in the pillar zone. If you whistle the wind's tune alongside the nubiates on level 188 (Wispy Cathedrals) you'll be sent here. If you fall asleep during a thunderstorm you have a slim chance of being sent to level 123 (Office Dreams) as long as you are within a few meters of a seal statue. If you are under the influence of o-o and you are wandering in the caves, you could find a transition into the winding halls of level 87 (Floating Head Migration). The description for that level hasn't been written at the time of me writing this, but apparently this is the only entrance (there isn't even an entrance from the hub) and also that level isn't very fun. Don't do o-o kids. You could also find an intact wind chime in the ruins to get to level 205 (Bus Ride), but nobody will really be getting there. The final entrance/exit is if you meditate on level 2 (we know what this is) for several hours you could automatically noclip here, and vice versa. Recap, enter from 2, 80, 145 and 188, and exit to 2, 17, 19, 31, 33, 34, 42, 45, 57, 80, 87, 123, 127, 202 and last but not least, 205. Welp, that's the end of the level. Damn, that's a lot of words. The next level length analysis is about to be tweaking out. Until next time! 🦐! P.S. Zuhair, I need 13 slices of cake right now. P.S Zuhair, 4 more slices of cake NOW.

Level 33: **Biodome**
Class: 1

Level 33 is an eight kilometer wide biodome made of glass and metal. At the highest point, the dome is 2 kilometers high, and is supported by humongous, thick, metal wires that attach to several parts of the dome at various heights and anchor into the rock outside the dome. Outside of the dome, there is an infinite desert, with almost zero landmarks. It gets as hot as 50 degrees Celsius here, so you better not leave the dome. Gargantuan sand dunes rise high above sea level, nearly 300 meters high in some areas, and quick zephyrs blow, vexing anyone daft enough to be here. Another thing that makes this area incredibly deadly is the low oxygen atmosphere. Unlike Ion's atmosphere (and for that matter, the atmosphere of most of the Oogarooms,) which is 20% oxygen, the air here is only 5% oxygen, which is very much not good for your health. As said earlier, there are almost zero landmarks, and the only one known (outside of the large biodome itself, I PROMISE I'm getting to that) is a smaller dome, only about 20 meters across, which is two kilometers into the north quadrant of the desert. This dome, commonly referred to as "Lil' D" by the level's inhabitants, is filled to the very brim with useful supplies, but also, good luck getting to it

without asphyxiating. The supplies here regenerate and change once every three days, making it an indubitably good resource to be had. Now, we can finally get on to the main event of the level: The Biodome. As previously stated, this dome is 8km in diameter and 2km tall. The bottom of it is full of rich, fertile soil, and water runs throughout the slightly hilly terrain in streams, creeks, and rivers. There is one major lake, off to the southwest side of the dome, which is about 500 meters across, and 30 meters deep at the lowest portion. A large hill, called “Guh Mountain,” which turns rocky near the top, is on the northeast side of the dome, and it is 450 meters at its tallest. On the top of Guh Mountain, there is a firetower. The fertile dirt here has given way to thousands of trees, growing densely like a rainforest. This dome also has similar properties to a rainforest, being around 30-40 degrees and very, very humid. On the edges of the dome, there are large systems, which suck in the low-oxygen air from the outside and condense it to make it more breathable, along with random vacuum sealed chambers, which can be used to go to the outside desert. The glass of the dome is four inches thick, and doesn’t crack easily. Small concrete buildings litter the outer reaches of the dome, and are filled with random papers, which themselves are filled with complete and utter gibberish. Computers, TVs, and fridges can be found within these shacks. Moving on to entities, there are no hostile ones here, which is quite nice! Ratuz, frongs, shlorzbugz, garelts, and hallulights can be found here. There is one group that lives here, called the Bionia, with 17 members. They live on top of Guh Mountain. You can enter this level by noclipping from level 34 and 30, or by hurting a hyperboreal seal on level 32. Don’t know why you would do THAT you BEAST! Noclipping here will get you to level 34.

Level 34: Bowl-O-Rama
Class: 3



A completely chair filled area on Level 34.

Level 34 is a very large, abandoned bowling alley filled with blue chairs. Level 34 is somewhat creepy, due to its dim lighting. There are many different alleys, which are in varying states of disrepair. Most of them are slightly degraded and have blue chairs on them. The lights here are prone to flickering. Due to this, most of the level is lit by flashlights set up by lostsouls. For some reason, everyone who stays here duct tapes the flashlights to the chairs. When the leader of a group native to this level was asked about the practice, he said “uhm uhh.” The floor here is solid concrete, with thin black and blue carpet, similar to the type you would find in an arcade. The carpet has gray letter Gs plastered all over it, and it is slightly brown where people would most commonly be walking. There are many counters close to the alleys. Most of these counters have nothing on them and nothing behind them. Some of them have shoe racks and bowling balls behind them. The cupboards holding the shoes and other things are made of a light tan wood, as is the main counter, with a plastic multicolored top. There may be entities managing the counters with things behind them. You can pay 50 booga bucks to get bowling shoes and a bowling ball. If you find

an alley without chairs, you can go bowling normally. The machinery is clunky and commonly breaks, so beware. You could probably fix them yourselves, but the machines are outdated, with very few safety measures, so you probably shouldn't. Around the alleys, there are many shops selling things like merch and pizza (yum). You can also challenge entities to games. If you win, you go to level 35. You can noclip to go to level 36. Noclip into a random and uncommon patch of purple and black gradient carpet that you can find in the darker areas of the glowing labyrinth on level 32 to enter this place. If you lose the match against an entity, nothing will happen, except that you are now 50 booga bucks in debt. Loser. You can also find a beige chair and sleep while sitting on it to go to level 88. You could enter from 33 by noclipping and go back to 33 by eating a brick... yeah, the guy who discovered that probably wasn't totally sober. You also enter by noclipping in level 44's kitchen. There are a few entities here, just some rare oogas and boogas, but they're actually pretty neutral. There is one group located here. They are a band of obms. They are called the Thug Club. Their motto is "WE GEEK HARD."

Level 35: Backroads
Class: 3

Level 35 is made up of many streets, highways, dirt roads, and other paths. The time of the level is night, and there is no day/night cycle; you should probably bring a flashlight. There are 4 sections to this level, with each one resembling a different type of road or street. Section 1 is The Streets. The streets resemble suburban streets, but without any houses. There are forests lining the sides of the streets, with street lamps every 4 meters. All of the streetlamps function properly, despite no discernible source of energy being found. The forests on the edges of the streets are very dense, and no one has ever returned from them. There are a few turns in the streets every now and then, but the street stays straight most of the time. Over time, the streets may merge into highways, which brings us to Section 2, The Highways. The highways are a large and complex series of highways that one would find on an interstate highway from reality. There are street lamps here. This area has many twists and turns, unlike section 1. There are also ramps and tunnels here. Inside of the tunnels, there is no light, and there are many aggressive entities. Some areas of the ramps may fall. In this area, you may find abandoned cars and trucks on the roads, many in pileups and crashes. Some of the cars are still drivable. It is recommended to take the cars that are drivable to hasten your route to the final area, and the exit. If you follow the red signs located along the sides of the highways, you will end up in section 3. Section 3 is called the Dirtways. It is made up of thin dirt paths. There is still a thick forest on both sides of the paths. There is a thick fog present in this section, which reduces visibility to about 3 meters. There is an abundance of entities in this area compared to the first 2 sections, with some people reporting being chased for hours by them. There are no twists or turns on the dirt paths. If you follow the path for 500 kilometers, you will end up in section 4. Section 4 is a mixture of all of the previous sections. There are no entities in section 4. You can exit to level 37 by noclipping in section 4. You can enter by winning a game against a chill entity on level 34.

Level 36: Exhibitions
Class: 1

Level 36 is an interesting museum containing many dioramas of other levels. The floor is made of dark, smooth planks, which have a clear coating over them, which makes

them very shiny. There are vinyl arrows printed on to the floors pointing around to different areas. The level consists of halls and rooms, with halls always being 3 meters wide and rooms being up to 15 by 15 meters. In the center of these large rooms, you can find uncomfortable anti-homeless wooden benches. The roof stays at a constant 3 meters, except for in “outside areas,” mentioned later in this description. Dioramas are what fill the majority of this level. The dioramas are always one by two meters in size, and contain either a to-scale or miniature model of the level, which is only the first 87. If there is a model of level 36, you will be able to see yourself in the diorama. The walls of the museum are made of white drywall, which will sometimes have small holes in them, as if a nail was driven through at some point. Sometimes, paintings of nearby level displays will be hanging. There are doors labeled EXIT which lead into a zoo-like area, where you can find cages containing various entities, mostly hostile, which is unfortunate. All of the entities seem sedated, and will not attack. If you set them free, they will begin to return to their normal behaviors after around ten minutes. This section is not actually outside, with high walls and roofs that are expertly painted. There are trees and dirt paths going around the different cages, which seem quite worn down. The level is in total around 10 by 10 kilometers. You can enter this level by noclipping from level 34, or by ripping through a painting on level 119.

Level 37: The Stairwells
Class: Varies

Level 37 is a series of around two thousand basements. You will start at the 0th floor, and there are one thousand floors above and below you, marked as -1,000 to +1,000. Each floor ranges from $125m^2$ to $2,500km^2$, with the floors getting larger as you head down. The floors seem to represent years, and the 0th floor is around the 1950s. The basement is unfinished, like many of the other floors. Most of the floors from -30 to 250 are concrete floored and walled, with wooden roofs. Above 250, the chance of each floor being finished is much higher. These floors range from the basic unfinished basement, sometimes fancier, all the way to fully furnished areas that represent normal houses. The higher you get than 500, the more each floor will appear to be like level 30. Floor 1,000 has a direct entrance to level 30. Below level -30, the floors appear much dirtier, sometimes having solid dirt floors, and are much more dangerous. Below -200, the floors tend to be made of just dirt, with occasional wooden planks. Even lower, and they will begin to be very unstable. Some areas will be filled with water, and they begin to resemble level 62. At floor -1000, there are entrances to level 62. Most of the lower levels are lit up by old mining lanterns. -30 and above tend to be standard electric lights. The lower a floor is, the more dangerous it is. The higher, and the safer it will be. Each floor is connected by a rusty metal stairwell, which goes through a solid black void for around fifteen meters. Level 37 is pretty dangerous on the lower levels due to an abundance of entities, but the higher areas are safe and contain a lot of food. Most of the upper layers are inhabited by different groups and such. Exit by getting to the top to get to level 30, the bottom to get to level 62, or by noclipping to enter level 38 or 39. Enter by noclipping from level 39, 35, or level 62.

Level 38: Misty Swirls
Class: 4

Level 38 consists of several twisting and winding paths in the midst of a very, very spooky forest. There is an incredibly thick mist congealing across the entire level,

swirling in circles and reducing total visibility to around 3 meters. The level is very cold, sitting at around 2 degrees Celsius. Combined with the mist, this makes hypothermia quite a common type of death on this level. The sight situation is not helped at all by the fact that the level has no day/night cycle, and perpetual midnight casts the whole level in neverending darkness. There is no moon in the sky, or it is stuck in a new moon phase, taking away even that dim light source. Despite all of the mist that is omnipresent throughout the level, dew, and any water, is hard to find. The only sources of water are thin, dirty streams that sometimes run alongside or through the paths. In rare cases, these trickles combine to form actual streams, these being at most half a meter wide. Ponds are nonexistent. The trees which are spread around the level are all dead and old, knotted and scraggly, pointy branches forever twisting towards the sky in search of a sun they will never find. Thornbushes, lacking any leaves just like the trees, fill the dirt between trees and paths. There is a small amount of lichen and moss growing in the stoney dirt off of the thin paths. The paths themselves usually range from .2 to 1 meter, and are slightly safer than just treading through the dark forest, though not by much. The terrain of the level is bumpy, going up and down at steep angles. The hills are rough and the soil is full of jagged stones. The only structure that exists here, and the only source of food (as no entities, hostile or not, are present,) are rickety shacks sometimes found a few meters off the trails. They are identified by the warm yellow glow which emits from a fire through the broken windows. The shacks are at most 3 by 5 meters in size. Furniture is scarce, but food is not. Turkey, canned vegetables, and other such things are common amenities in these shacks. Water can be found in the shacks, but rarely. The shacks are pretty unstable at times, and have been known to collapse, or burst into flame. Moving on to the entrances and exits, you can enter by noclipping from level 37. If you find a large enough “pond” (more like a puddle) and jump into it, you will end up on level 105. Noclipping when inside of the shacks will get you to level 40, and noclipping into a tree with a yellow marker spray-painted on it will get you to the Main Base.

Level 39: Politics
Class: 2

Level 39 is very strange and also very political, so Roians beware. The floor of the level is made of ceramic tiles of varying colors, mostly light gray or desaturated blue. The walls of the level are made of drywall with bricks behind them. The drywall is painted a light tan to white color. The level has very strange architecture, going from small halls to large rooms with walled overhangs. There are many political posters on the walls, which is where this level gets its name from. There is a man named Larry who is known to stand beneath these posters and debate with passersby. There are large lights across the roof, which make the level blinding sometimes. The vast majority of the level is constructed of these large rooms and halls, though there are stranger areas. Sometimes, these large rooms will contain driveways and roads, with classic Roian houses built into the walls of the level. These houses are similar to level 11 in design, but with more variation. Other times, the large rooms will lead to a view of the sky. There are ladders around the level, but using these, you cannot get out of these rooms. There is an invisible barrier preventing you from leaving through these holes. The walls of this level are thick and hard to break, but they can be broken. If you break the walls, you can enter a separate area. This area is musty, old, and dirty. This area has wooden roofs and a concrete floor. They are filled with shelves and more political posters. There are a few loudspeakers around

the level, which will occasionally turn on and play muffled recordings of old presidential debates, none of which are actually real. Level 39 is warm, at around 22 degrees Celsius. The overhangs in large rooms may sometimes lead to the second floor, which is the same as the first. Shelves and other basic furniture are scattered around the halls and rooms of level 39. Food such as bread and canned soup is very common around this level, so it is a prime candidate for inhabitation. You can exit by noclipping to get to level 40 or 37. Enter by noclipping from level 37, using a staircase on level 1, or by noclipping into a political poster on level 9. There are very few entities here, and when there are, they are usually oogas or boogas. There are a couple of groups across this level, and it is advised to stay here.

Level 40: Dream Forest
Class: 1

Level 40 is an infinite, calming forest made entirely of trees with white bark and bright green leaves. The temperature of this level ranges from season to season, but the seasons here are very irregular. Most of the time, it ranges from 10-20 degrees, but for two months every now and then, the temperature drops to around 5 degrees, before suddenly dropping to -25 and then all the way up to 40 degrees, melting all of the snow before returning to the normal 10-20. The sun usually stays at 15 degrees in the sky, and hardly moves. Randomly, it may do a full day-night cycle, or be day for a week, or be night for a week, but this is very irregular, like the seasons. The ground is made of light brown dirt, and is covered in moss, grass, and dead leaves. The dirt has a lot of rocks in it, ranging from tiny pebbles to large stones. Vegetables like wild onions and carrots are a bit rarer to come across, but are found. Patches of wheat are common to find, which leads into one weird property of the level. Plants grow very fast on this level, with wheat only taking 3 days to grow back to maturity after being harvested. This makes food very easy to get, and is why this level is commonly inhabited. This also makes this level a trading hub for wood, as the fast growing trees produce high quality timber. Occasionally, music can be heard playing the background of the level, and it is always music which the lostsoul likes. This music is unique to each person on the level, and is quiet enough that it is not intrusive. The ground is very flat, usually only having 10 meters of elevation difference. Larger hills can be found, but they are exceedingly rare. Small, shallow streams, usually a meter deep at most and a few meters wide meander around the level. These are somewhat uncommon, but are the only good source of water. You can get water from the abundant condensation which forms from tiny temperature fluctuations, but obviously this is not very efficient. There are no hostile entities here. You can find Fluffsters, Ratuz, and The Timekeeper of the Forest. There is only one group that is unique to this level, called the Jedhunters. There is a CCOEG and TOTG outpost, which combined have around 400 members. You can exit through the different types of trees, or by nocliping through the wheat to get to level 222. Enter by noclipping in an old dilapidated shack on level 38 or by noclipping from level 39.

Level 41: Employees Only
Class: 5

The start of level 41 is a large, dark closet with a single, dim, flickering light. The closet is filled with many cleaning supplies and other things. The most common of these are yellow mops, rags, generic cleaners, and wet floor signs. There is a blue metal door with white text on it that reads “AGAIN?”. This door leads to the main part of the level. This part is made up of many halls filled with similar supplies

and objects to the first area. Sometimes there are strange things like showers or other toiletries. This entire level is nearly pitch-black, except for the rare light bulb, so bring a flashlight. These lightbulbs are always old and emit dim, orange-yellow light. Finding a light source on this level is extremely difficult. There may be doors on the side that lead to closets, once again filled with the same supplies. Each closet door is numbered. There are sometimes large metal grates across the halls, blocking movement. You may encounter damp areas with condensation coalescing on the floor. Sometimes, you can find entities mopping up around these wet zones, and they will stay calm as long as you don't interrupt them. The floor and walls in this level are made of a hard concrete-like substance. The walls are a light gray, and the floors are a rougher, white color, riddled with cracks. The floors sometimes have a beige-yellow color poking through. There are many entities on this level, and all of them are extremely dangerous and aggressive. You can enter this level from level 29 by closing yourself in a closet, or by going down a ladder on level 161. You can exit by noclipping through the blue doors to get to level 126, or by dying from choking to go to level 42.

Level 42: ***rainy day***
Class: 2

Level 42 is an extremely peaceful, calming level. The level consists of an east Roian suburb during a light drizzle. Despite this, most of the level is somewhat sunny during the daytime. There are occasionally rainbows and other similar things around here. The day-night cycle on level 42 is extremely odd. The days last for only around an hour, but the twilight lasts sixteen hours. Nights are usually around three hours. During the night, streetlamps will activate, which become the main source of illumination. The moon is always bright here, so it is not too difficult to see. Some of the houses here will have their lights turned on at night. The houses themselves are somewhat similar to level 11, but with much, much, more variation. Houses tend to be shades dullish of green, blue, red, and white. They have varying interiors, though all of them are very clean. There are no cars in the driveways or garages, so bikes, which can be found in the garages, are the primary source of transportation here. The streets are old and desaturated, though several areas appear to have been recently filled in. There are sometimes thin forests behind the houses, which tend to have large backyards. Level 42 is not particularly hard to survive on. There are almost no entities throughout the entire level. In the entire level's documented history, only three entities have ever been seen here. Food and water are also abundant here, it can be found in the houses. Level 42 is extremely calming to be in, and most people tend to stay here. Entering level 42 is actually somewhat difficult. You can only enter through falling through a dock on level 45, or by somehow managing to die from choking on water on specifically level 41. Just kidding, we discovered another entrance. Find an upwards-leading non-euclidean staircase in the pillar zone of level 32 and you'll end up in a house. RIP the dude who discovered this level. Exit through noclipping into anything, which takes you to level 43, 46 or 192. You can also enter by drowning in stinky water on level 156.

Level 43: **Mountain of Leaves**
Class: 2

Level 43 seems to be set in fall, and there are massive leaf piles strewn across the empty fields and forests. These leaf piles range from about 1 to 20 meters tall, with the tallest known one being 82 meters. You may find jackets, bananas, and other things hidden within these large piles. There are valleys in between the leaf piles that can have water bottles and rakes. Wheelbarrows and leaf blowers can be found, but this is rare. There are sheds every now and then, which may contain supplies. Most of them are completely empty, though. The structure of level 43 is mostly empty fields and thick oak forests. The forests tend to be much safer than the open fields. Large wooden watchtowers are present in the fields every now and then. The watchtowers are made of rough, raw wood, and you will probably get splinters while climbing them. It is advised to stay here during the hide events (explained soon,) as the entities can not reach you up here. Some of the towers are decrepit and will fall, so be careful while climbing. This level is almost always in a state of twilight, and if the time changes to night, you need to hide. This is a hide event. Entities appear 15 times more often when this happens. In order to survive these, it is recommended that you find a tall leaf pile, dig to the center of the pile and then cover the entrance with leaves. The smell of mold will prevent the entities from smelling you. Along with the common Oogarooms entities that are abundant here, there are many animals that are common in reality as well. These include spiders, foxes, and deer. You can enter by jumping into a large pile of leaves on level 19, or by noclipping on level 42. Exit by noclipping. This will take you to level 44. There is a single group called the molders, with around 10 members.

Level 44: The Restaurant
Class: 1

Level 44 is a finite level, a somewhat rare sight in the Oogarooms. The structure is reminiscent of an old restaurant, before the modern movement that made all restaurants gray, boring, and drab. The floor is constructed of white and brown tiles. The restaurant appears to be from a fast-food chain, but it is somewhat large. The walls have painted murals of jungle scenes that seem to be attempting to appeal to a small child. The unpainted walls are a brownish color. There are white supports around the walls. Nearby the register, there are plastic trees with a shiny, clear coating of something over them. The chairs are white here. The tables have a singular gray support and dark brown top. There are colorful tablecloths draped over the tables. There are many tables of varying sizes. There is a second area, which is best described as a play area. The ground here is made of fake grass, and there is a ball pit. There are plastic tunnels and structures that you can climb around in. This area is also unusually large. There are a few tables here. They are made of plastic. The chairs around them mimic logs, and the tables appear to be tree stumps. This area is somewhat dirty, though. There are large glass windows near the front of the building, which allow you to view a random restaurant from reality. These windows are unbreakable, and the doors are locked. The final area of this level is the kitchen. This area is unusually large, like the other two. The tiles here are the same color scheme as the main restaurant, but they are smaller. There are many sinks, deep friers, ovens, and microwaves around this area. There is an abundance of food as well, which is mysteriously replaced every day. You can access this kitchen by climbing over the counter (rude!) or by lockpicking through the door (also rude!) You can enter this level by noclipping from level 43. Exit through noclipping in the kitchen, which has a small chance to take you to the back of a shop in level 34 or 71.

Level 45: Watery Docks
Class: 3

Level 45 is a huge system of wooden ship docks over an infinite ocean, interspersed with rotting ships and the occasional decaying hut. The environment of the level is not all that dangerous, with the temperature being a nice 15 degrees, and a normal day/night cycle with about 10 hours per day and 12 hours per night. Sometimes, small breezes will blow, but not enough to really knock you off your feet or hinder progress. The water which extends throughout the entire level moves slowly with the wind, making small waves lapping up against the bases of structures, but it never gets violent. The depth of the ocean is also, as far as we can tell, infinite. Sometimes, steep cone-shaped pillars of rock and sand extend upwards, but from all of the explorations done, there seems to be no bottom to these constructions. The water also hosts a large combination of aquatic life, mostly Kharjid and Sheenfish. As long as you don't go in the water, you should be fine. The water temperature stays around 10 degrees most of the time, but in select spots (there seems to be no pattern to where) large bubbles will erupt from deep below the surface, shaking the docks and warming the water to around 25 degrees. The infinite network of oceanside docks from which the level gets its name vary with two main types. First, there are old, rusty ones made of wood and iron. These are pretty unstable, usually having random holes about meter wide in the center of the walkways or just randomly giving up on life and collapsing into the infinite depths of water below. They are around 2 meters wide, but this varies due to the uneven cutting of the planks. Moss and some small grasses grown on these docks. The docks are supported by thin metal tubes, hollow on the inside. The “skin” of these tubes is 5mm thick, and the radius of the tube overall is 1cm. These tubes are bolted into the rotting planks with thick machine screws. Also, the tubes are very rusty. The next type of dock is made of plastic. These docks use gray plastic boxes to remain afloat, and unlike the rusty docks, have no supports extending down into the ocean depths. Ratcheting straps made of thick black fabric hold the different sections of boxes together. These docks are only 1 meter wide. Another sight that can be witnessed on this level are the ghost ships; large tankers that slowly move across the horizon, cutting through any of the docks they see without any care. These ships are usually painted red, white and rusted beyond belief. They drive autonomously and receive power from some unknown source. The front of every ship is badly damaged from running into hundreds of docks, and internally, they are all empty. The final structure found here are small huts made of solid metal. Inside, they are also empty. Empty ass level. You can enter this level by sitting underwater for one minute on level 32 during vertex time, and leave by noclipping to get sent to level 46. Having a nice splish splash in the water has a chance of sending you to level 42.

Level 46: Silly Concrete 😝
Class: 5

Level 46 was named by Juniper, classic W. Anyways, level 46 consists of strange geometric concrete shapes sitting in a huge pool of water. The average temperature around the level ranges from 10 to 18 degrees. There is a day-night cycle, with days being 24 hours and nights being 36 hours. Upon entering, you will be inside of one of the many skyscrapers. The interior of every single building is incredibly repetitive, and consists of 2 meter wide and tall tunnels. You can find rooms here as well, but only in 6x6 meters, 10x10 meters, and 20x20 meters. No other size rooms have been discovered. The interior of the level is also completely barren, not a single piece

of furniture, lighting, food or supplies has ever been found. Illumination comes from the concrete itself. This strange glowing concrete was discovered after some dingus set off an anti-entity grenade inside one of the buildings, and glowing concrete chunks rained down. Moving to the exterior of the buildings, they are covered in repeating windows. Each window is 2.5 meters wide and 2.5 meters tall, and are recessed into the walls by a third of a meter. There are two meters of solid concrete between each layer of windows. The windows are also separated by 2 meters on the side, forming a repeating pattern of squares. Most of these skyscrapers are forty to one hundred floors tall, but of course there are outliers. As you descend the skyscrapers through staircases that can be found on each floor, you eventually see water. This is known as street level, and it is how most people get around this level. Moving on, there are more than just skyscrapers that can be found here. Huge concrete structures about 30 meters thick usually extend beyond the roofs of the skyscrapers, casting shadow on the “cities.” The majority of the wall is straight up at 90 degrees, but near the top, it switches to 45 degrees abruptly, before flattening out to 0 degrees, forming the roof. There are concrete walkways that form long, winding staircases up to the top of the structures, which I’m tired of just calling structures so from here on out will be referred to as “coverings.” Anyways, the coverings make up a huge part of the level, forming these incredible looking landscapes. Holes, always 2x5 meters, can be found throughout the large walls formed by these structures, letting light in. Random offshoots of the coverings can also be found in the form of outcroppings fifty to a hundred meters wide sticking out the sides of the main wall, sometimes intersecting with skyscrapers. A lone covering is only one wall, but they tend to group together, in some rare cases forming huge rooms that are almost completely dark. In the case of a room forming, all of the water in the bottom of them is replaced with concrete, save for a few perfectly circular holes descending hundreds of meters down. Doors will also form on the north edge of the wall, always being rectangular and 15 by 40 meters in size. Circling back around to the streets. Street level isn't actually a street, it is a huge basin of water that is split up by huge concrete slabs at 45 degree angles. The depth of the basin varies from 1 to 800 meters, so quite the change. Most of the deeper areas (50m+) are located in “oceans” that can be found around the level, but we’ll get to those later. For now, we’ll focus on the basin walls that come out from the water. As said earlier, these are at 45 degree angles, but that’s not the whole truth. Each basin will extend 10 to 50 meters above the water, and will always extend 30 meters below. Once that 30 meter depth mark is reached, the angle of the wall goes from 45 to 90 degrees, sharply dropping into the inky depths below. Every five meters on the basin, there are depth markers, reading “### M”, which were quite helpful for the CCOEG when determining the depth of these basins. On basin edges that rise higher above the water than normal, there are metal bars to stop you from falling off into the water. These bars rise one meter out from the concrete, and have supports every other meter. They are made of rusty metal. There is one last structure that can be found above the water, and those are the “random geometry.” Random geometries are huge geometric shapes composed of smaller cubes, spheres, pyramids, all smashed together in a conglomerate. These can be found anywhere on the level, intersecting with other structures. Rarely, you can find metal doors scattered across the sides of these, but these all open into nothing. During the night time, random geometries emit loud groaning and creaking sounds, and sometimes have the highest point on them light up. Continuing on, the next area that can be found are the previously mentioned oceans. These are somewhat rare, as most of the level is taken up by the coverings and cities, but when these do occur, they are huge. Some of these oceans have been known

to extend for hundreds of kilometers, only being interrupted by the occasional random geometry. Sometimes, the basin edges described earlier will extend outwards into the sea for tens of kilometers before abruptly ending. Now, let's explore what can be found in the oceans. When a basin edges ends more than 2km into an ocean, at the end of it will be a large industrial elevator which goes 500 meters below the surface, which is great for using submersibles to explore. The bottom of the ocean is completely flat, with random cylinders rising out of the seafloor 10-50 meters. Cylindrical holes extending 10-50 meters below the seafloor have also been found. Every single one of these cylinder objects has a radius of 3 meters. The glowing concrete from the skyscrapers have been found here as well. Moving on to groups that are located here, there are none! There is zero food growth or generation anywhere on the level, and the entire sea is made of saltwater, meaning that any group would need to rely on imports to subsist, and given the two nearest levels kind of suck in terms of food supplies, no groups have wanted to set up shop here. As for entities on the level, there are none, which may seem good at first, but heck, even meat from oogas is edible, so not good. Once again, just no sources of food anywhere. Entrances and exits. You can enter from 45 or 42 by noclipping. You can also enter from 226 through breaking one of the glass windows. Noclipping on this level will take you to level 47 or 77.

Level 47: **Nighttime Waterpark**
Class: 4

Level 47 is a spooky water park, that is of course, in eternal night. The slides are in disrepair, the concrete has weeds and several other plants are growing through cracks. The concrete is light gray in color, though some areas have darker sections where it appears potholes were filled in. Most of the pools are drained, and the ones that still have water in them are filled with algae, frogs, and the recently discovered entity: frongs. Parking areas have street lamps, and entities will not spawn here. Noclipping into a street lamp will take you to level 48. You can find water slides here. The once bright colors of this level have faded, giving the slides and level a ghostly feeling. Quite a few water slides have completely faded, leaving white ghosts. Only a few of these slides are still usable, as like the pools, many have been drained. Despite the horrible quality and disrepair of the slides, *unprompted* collapses are extremely rare. Many of the supports are rusty and unsafe. You can commonly find snack bars and maintenance areas, along with other common things one would expect to see at a waterpark. Walking out 500 kilometers leads to a chain-link fence, and hence the end of the level. You can climb over it, and this will send you to level 48. You cannot see anything beyond this fence, and it appears to be a black void or a darkened version of this level with a thick fog. The time of this level is almost always night. Sometimes, (about every six weeks or so,) the time will progress enough for a sunrise to happen, before reversing. This event takes about 6 hours to complete. You can enter through noclipping on level 46 through a wall, and exit by reaching the end of this level, or by noclipping into one of the metal poles, both of which send you to level 49.

Level 48: **Parking Available**
Class: 4

Level 48 is a presumably infinite parking lot. There is a thick fog on this level, limiting visibility. The fog reduces vision to about 20 meters. This, coupled with the fact that it is always night here, makes this level very dangerous and hard to

navigate. Old ladies have been known to trip on this level, so watch out for your grandma. The ground is made of faded asphalt, with many cracks, rarely covered up by lines of tar. There are many small plants growing in these cracks. Sometimes there are raised beds with concrete edges containing little bits of foliage like small trees and grass. The paint for the parking lines has also faded. It was either yellow, red, blue, or white. There are J-shaped lamps about every 10 meters. These lamps usually do not work, and if they do they will flicker and are quite dim. It is always nighttime on this level, and lights brought from an external source do not work. Lights that are located from a level outside of this level will short circuit, catch fire, or entirely disappear upon entering this level. The only lights that work are the lamps and flashlights that originated on this level. You can find flashlights in small sheds that have signs stating the rates. Cars may be present within the parking spaces. There are many entities here, and cars are not safe areas. Most of the cars are locked or destroyed, and ones that are not locked or destroyed are drivable without a key. You can exit by crashing a car into a metal pole, which takes you to level 50, or noclip anywhere to go to level 49. Enter by climbing over a chain-link fence on level 47, or by noclipping into a car on level 82.

Level 49: **Silenced Halls**
Class: 2

Level 49 is a quiet level. The level is made up of rigid fiberglass wedges that absorb almost all sound. The level is usually about 6 meters tall, but there is a mesh floor halfway up the walls. The level is about 20 square kilometers, so quite small. The level is completely dark except for small dome-shaped lights that are occasionally fixed to the ceiling, that emit a subtle buzzing sound and a dim yellow light. There are also sometimes chains hanging from the ceiling that hold up I-beams or crudely welded odd metal structures. The chains sometimes seem to blow like a breeze is pushing on them, but there is no wind. This will make a soft clanking sound or if there are multiple structures near each other, it will make a clanking like a wind chime. The level is usually at a cool temperature. Very rarely, you may find a glass dome overhead, which supplies some moonlight, and sometimes you can hear soft piano melodies here. There is no food or resources on the level, so try to pass through quickly. If you bring food and water, it’s a good place to stay, as there are no entities, or real dangers. You can enter by noclipping into a metal pole on level 47, reaching the end of 47, noclipping on level 48 or 51 anywhere, and exit by finding a rip in the mesh flooring, which once you fall though you will enter level 50.

Level 50: **Final Refuge**
Class: 1

Level 50 is the first of the safe levels that appear every 50 levels. The entirety of level 50 is a cold stone cavern, around 15 by 21 by 16 meters in size. Around the edges of the ceiling and floor of the cavern are large stalactites and stalagmites. Despite the presence of the stone spikes, the cave is bone-dry. There are 4 rows of 5 beds pressed up against the walls of the cave, allowing for the inhabitance of 20 people on the level. There is a small sloped section at the front of the cave, leading to a long metal tunnel. At the entrance to this tunnel there is a sign that says “stay here, it’s safer”. There are slightly raggedy rugs with intricate red, yellow, black and white patterns woven into them. There are also a few tables and chairs scattered about. The tables have drawers containing decks of playing cards and

pieces for board games. There are 5 cats inhabiting the level. Their names are Deyag, Hgoin, Kliknes, Feorder, and Dait. There are large wooden crates piled about on pallets around the entrance to the tunnel. These crates regenerate every 2.5 or so hours and they contain food, water, medical supplies, and more. The stone of the cavern and metal of the tunnel are unbreakable, but otherwise normal. The cavern is lit by several lanterns hanging from wrought iron chains connected to various spots of the ceiling. At the end of the metal tunnel there is a door that takes you to level 50. If you find a conglomerate of colourful gemstones on level 3 and eat it (don't ask...) you will be sent here. Due to the small size of the cave, no bases have been established here. You can also enter by falling through the mesh floor on level 49, crashing a car into a pole on level 48, or by going through the arch on level 23.

Level 51: Silent Forest
Class: 3

Level 51 is a forest infinite in size. The temperature sustains at 18 degrees during day and night. There is 13 hours 2 minutes day and 12 hours 3 minutes night. The sun is yellow and bright, but not beating. It rains every 12 days or so. The rain makes no sound when landing on things. The ground is a semi-fertile silty soil. The environment is nearly entirely flat, but there are a few hills and creeks. The creeks are never more than 3 meters wide or so, and never run very fast. They, too, make no sound. There is a constant slight breeze that rustles leaves and waves grass, but this too makes no sound. The ground soil is covered by a sea of grasses ranging from medium green to bright yellow. The grass grows up to be 1.2 meters at most. There are tall trees that somewhat resemble birch trees all across the level. They are softwood trees, being very streamlined and only with branches very high up. They grow in total from 9 meters to 17 meters high, with branches typically being at the top third of the tree. The center trunk ranges from 1/2 meter to 2 meters wide on average. The bark is a white color with black splotchy dots and thin lines across it (just like birch bark) and the inside wood is a light beige-tan. The branches are much thinner, and they typically grow in random spots lower down and in large webs and lattices higher up. The branches are covered in pointed-oval-shaped leaves with deep midribs and veins. The leaves grow in huge bunches, and are 90% of the time yellow, but you may come across a tree with orange or red leaves every once in a while. The trees may rarely have large knots or holes in them. Occasionally cutting across the landscape are long walls, around a meter high, made from large, round, grey stones and mortar. These are also around 2/3 of a meter thick. These are sometimes old and decaying stone piles covered in yellow-green moss. There are also tufts of moss that have wide, bushy bases and tall, thin stalk-stems topped by little flower-like features. These mosses are a mix of reds, oranges, and yellows. These mosses can be found all across the level, typically on and around rocks, trees, and the stone walls. One odd occurrence is such that some dead trees are connected to the ground and planted in place using a web of steel cables and thick rubber-insulated wires. You can still find decomposing fallen trees, of course. The only sound on the level is man-made, from you. It has to be directly from you, so starting a fire wouldn't make any sound, but banging two rocks together or yelling would. Oddly, if you make an artificial machine to bang rocks together for you, it makes no sound. Sadly, people who have spent too long on this level (over a year) have developed a condition where their voices cannot be heard by others, only themselves. This was very confusing when it was first reported. This is why there are no major *permanent* bases on the level.

There is no life on the level except for plants (save for you, of course), so the water is pretty safe to drink. Maybe filter it first, silt doesn't taste great. This is also a negative though, as there isn't any animal life for food. You can enter by using the door at the end of a tunnel on level 50. You can also enter by eating rocks on level 105, by falling asleep in level 20's stone tunnels, or by noclipping on level 52, which has a 50% of sending you here. You can exit by noclipping anywhere to go level 52 or 49, or by noclipping near the steel cables to go to level 77 or 17. The weirdest exit of them all though, is that after 80-120 months on the level, you will begin to hear a sound. It is distant and muffled, as if it is on the other side of a wall from you. It only occurs for 3 or so days, but if you follow it, you will come to something odd. It is found at random spots, and only the person hearing the noise can see it. To others, it is a normal cable tree. The sound is of organ music, echoing yet muffled, pluming yet distant. It could also be a loud voice as if over an intercom or loudspeaker, low quality and so close to real words but not at all. Once you reach the source of the sound, you will see a decaying machination of steel. A creature of war, no doubt, but long past its prime. Towering above the surrounding trees it has a piercing and demolished head, with a pile of metal for a body. It is covered with hundreds of chains and cables and multi-colored rubber-insulated wires of varying sizes keeping it in place, many around its head broken. It is covered in grasses and moss. Upon seeing it, the noise stops, and you cannot hear anything, not even yourself. If you get closer, it will look at you, and emit a roaring hiss, a loud shushing, for it wants quiet. You will be brought to level 109. If you stay quiet for 120 days (or so) on the level, it will not call out to you.

Level 52: **Urban Subway**
Class: 5

Level 52 is a long subway tunnel with virtually no people. The density of lostsouls on this level is one of the lowest of every level, at only 1 per twenty thousand kilometers. You can find exits that lead to level 46 every 50 kilometers. The level is composed of old, red, bricks and broken, gray, monochrome tiles. This level is in an okayish condition, with most of the level being cracked and worn but not destroyed. While walking around the tunnels, you may find snacks, trash cans, vending machines, or vines, both the plant and the entity. There are sometimes piles of dirt or dead leaves on the floor. Beneath the tracks you may be able to find wooden trapdoors that will lead to a random wood-based level. Most of the time, these doors are blocked by the rails themselves, so they aren't very helpful. On the edges of the tunnel, there is a walkway which you can take to access each station. There is a station once every kilometer. Every week a rundown train will show up to take people to level 53. Do not go to the back 5 cars, as those cars are filled with entities. The train looks like a normal subway train, but sometimes it takes the appearance of a late 1800's style steam locomotive. The normal version looks like it was abandoned. It is gray and dirty. The windows are fractured and cracked in some areas. Once the train reaches its hundredth stop, anyone onboard will pass out, and later wake up on level 53. This and the trapdoors are the only way to exit this level, so get accustomed to waiting. Another exit is finding a rare and out-of-place very large blue kyanite or yellow amethyst crystal shard growth. Noclip into this to go to level 3, and noclip anywhere to go to level 51. You can enter through noclipping on level 51 or 101.

Level 53: **Blanket Fort**
Class: 4

Level 53 is an infinite maze / fort made of thick and thin blankets of many designs and colors. The floor of the level is made of many mattresses placed next to each other. They have blue or white sheets, but most of the sheets are covered by blankets. The mattresses vary greatly in quality and age. The roof is made of cardboard with unpolished or non-sanded wooden supports. You might want to stay away from them to avoid getting splinters. About every 2-6 meters, there is a single wooden beam that is polished and safe to touch. They have holes near the top, which implies that they are supporting up another layer, like a bunk bed. This is confirmed, as very rarely, you can find ladders, which will take you up to the 2nd floor. There are an infinite number of floors. You will usually enter this level on the 1st to 8th floor. The higher up you go, the more variation appears in the structure. While floor 1 is mostly just halls, floor 2 has rooms. Floor 3 may have more open areas, etc. While the first 7 floors are boring, floor 8 is interesting. There are sometimes tall, open rooms on floor 8, and there are many more objects there. These range from dressers, shelves, nightstands and desks, along with other assorted furniture. Floor 8 is also noticeably colder, by around 5 degrees. There are also no entities on this floor, making it better. Supplies and other such things are much less common here. There are very rarely rooms on this floor that have a view of an open, cloudy, sky. Sometimes, on all floors, there are rooms that lead to a window. This window will always display the view of the side of a white house. It is unknown how these exist, and they are very non-euclidian. The windows get more common the higher up you go and will sometimes be already open on floor 8. It is very dark here, and headlamps hang from the wooden supports on the top of the fort. The level is 27 degrees Celsius. Some rooms have cough drops, candy, and oranges. The level may get hotter or colder in areas, though this is rare. Colder areas tend to have more supplies and a more open structure. This level has Oogas, Boogas, and cats. You can find cats in open rooms with a hanging headlamp in the middle of the room. There are many bases here, due to the safe nature of the upper floors. The most prominent of these is The Sleepy-eepies, which have around 70 members and live on the 8th floor. Enter by using a train on level 52. Exit by noclipping on the first floor to get to level 54, or by noclipping on any other floor to reach level 56.

Level 54: **Under the Bed**
Class: 3



A picture of level 54, provided to the CCOEG by Hector Jones in 2049.

Level 54 is a claustrophobic crawlspace underneath an infinite bed. There is a repeating pattern of wood on the roof, made of a combination of cardboard, thin gray cloth, and unpolished wood planks. This level is thought to be directly below level 53, but no one can break the floor on level 53 and find out. The roof here is also unbreakable. Until they are confirmed to be connected, level 53 and 54 will remain separate. Every 2 meters on the X and Y coordinates, there is a 30-centimeter piece of wood. In between the planks are ripped gray cloths. They are extremely thin and rip easily. Sometimes, entities create nests

out of the ripped-up shreds. The floor here is made of stained wood planks, and the finish may chip off in some places, mainly around where it looks like boxes would be moved around a lot. The planks making up the floor are thin, about 2 centimeters wide, and have tiny nails on the ends. They are about 0.2-1 meters long. You may find toys, cardboard boxes, cat beds, dirty clothes, and much more stuff that one would typically see underneath a bed. Inside the cardboard boxes, you may find food. The cardboard boxes will also contain paper, shoes, random electronic parts, and other things. The paper is usually water damaged or covered in nonsensical drawings. You can rarely find Scavengers in this level. There is almost no light on this level. There are rarely headlamps here, which are the main source of illumination. You may also find Cats on this level, though it is extremely rare. There was one notable base here. It was CCOEG's Self-Proclaimed-W. In 2077, it became abandoned because people were tired of crawling all the time, and the remains of the base have been raided by random wandering people. You can enter by noclipping into the bottom of level 53, or by noclipping from level 55. You can noclip to enter level 55, but this is very hard, due to the level's cramped structure.

Level 55: Grayed Out
Class: 2

Level 55 is a vertically infinite hotel where everything is greyscale. Each floor is generally square-shaped, and around 2500x5000 meters across, so quite large. The ceilings are just unusually large, uniform pieces of light wood. The walls are white plaster, and there is a thin 4cm grey rubber trim at the very bottom. The walls are just over 2.8 meters high in total. The floors are entirely covered in embedded thick wool carpet, hiding a dirty wooden floor. The carpet is a variety of colors (black, grey, white) and is covered in repeating geometric patterns. There are four elevators on the level, two and two at the "foci" of each floor. Each floor has the same room layout, with just over 500 typical hotel rooms, a cafeteria, and a pool. Each hotel room is around 4.5x4.5 meters and is the exact same, with two twin beds .8 meters apart on the wall opposite the door, with a wooden dresser between them. There is a lamp 1.4 meters tall with a thick lampshade to the left of the left bed. You can also find a large armoire opposite the right bed, with a few metal hangars in it. There is a wooden table and one wooden chair on the right wall. The halls that wind throughout each floor are .9 meters in width. The elevators on each floor open into rooms 8.4x11.2 meters, but they are entirely empty except for one table and one chair, the same type found in each room. At the very center of each floor, there is a large cafeteria 20x30 meters. It features large, round wooden tables surrounded by 4-10 chairs each. At one side of the cafeteria there is a large counter filled with delicious food for a banquet. All of the food disappears and is replaced every 13 hours. The food is always safe and objectively tasty, but it all looks odd and alien. The last special room is at one of the corners of each floor, where there is a large room with a pool 10x25 meters. The pool is oddly shaped, and everything is covered in 1cm ceramic tiles. The outer walls of the pool room are large glass pane windows. These windows can open, letting in hot, dry air from the outside. Outside the window, you can see a desert extremely far down. It's so far you can't make out any details, but it's a desert. You can enter by noclipping on level 54, or by jumping out of a window on level 123. Exit by jumping out the windows to go to level 56, or by noclipping to return to level 54. There are many settlements, bases, and outposts here, and it wouldn't be productive to list them all here. None are too notable or large anyways.

Level 56: Desert
Class: 4

Level 56 is a seemingly infinite desert of varying terrain. There are rocky mounds and flats, small mountains, and dunes reaching hundreds of meters tall. Running through the very center of the level is a wide river, which is the only source of water on the level. Even so, the water is quite murky and filled with bacteria, so it's not a good idea to drink it. The river is about 12 meters across, and the streambed is a few meters deep, but the amount of water in it varies over time. Usually by the river there are patches of dirt, gravel, and very rarely dead trees. The river runs quite straight, but at points there are wide bends, islands, or oxbow lakes. Sometimes there are also tributaries or runoff, but these seem to disappear 40 or so kilometers into the desert, and are quite rare and small, and just stop at any obstacle. The river can carve a cave straight through rocky mountains or make a 200-meter chasm through a massive sand dune. In the level, singing sand is common, but much more likely around the river as it provides humidity. There are a few structures in this level, the first of which being the dead oasis. These are rocky pits with little to no water in them, but the water is usually safe enough to drink but is still quite sandy. You will usually find only a few ounces. The oases are usually surrounded by patches of trodden dirt and dead palm trees, which can be good for starting fires to survive the cold nights. Another structure you can find are abandoned villages, which are made of dusty old wood scraps, but usually have one or two intact houses that are crudely put together made from animal hides, mud bricks, and wood. The broken-down houses usually have charring on them as if they were burnt. During daytime, the temperature is usually about 51 degrees during daytime, and near freezing during the night. Occasionally the skies will get dark like it's going to rain, but that never happens. Instead, "Zeus storm" happens. Lightning is everywhere, striking wildly with massive bolts. Getting low and being near an oasis or the river will reduce your chance of getting struck. If you are not near either, dig into the ground and hide. Day and night are 30 hours each, and a storm usually lasts at least 15 hours. The only entity here are the dunebiters, which hang around abandoned villages on the river the most but can be found elsewhere. You can enter by wandering far enough into the desert on duck military, by noclipping on any but the first floor of level 53, or jumping out of a window on level 55. You can exit by noclipping into a massive sand dune, sending you to level 57.

Level 57: Twilight and Snow
Class: 4

Level 57 is very calming. It is an average town, about 30km^2. The time of the level is stuck in the early morning hours of a Destan day, with slight fog. There is a yellowish color over the entire level, probably due to the sunrise setting. Level 57 is divided into three sectors. In the first sector, the streets are unplowed, and there is around 10 centimeters of snow on the ground. The streets usually have some cars parked on the sides of them. Some of the houses have cleared or clear-ish driveways. Most of the houses are pretty normal. There is usually smoke billowing out of the chimneys. The houses are always unlocked, so feel free to take a look around. The interiors of the houses are decorated for wintertime holidays. The lights in the houses tend to be on in the kitchens, but off in nearly every other room. There is old, 90s technology resting in these homes. The power here almost always works. Most of the houses seem to invoke a calm feeling among the individuals who rest in them. The general vibe of level 57 is friendly and welcoming. Past sector 1 is sector 2,

which contains a mall, shops, a school, and a few other things. The mall is the largest building in the entire level. Inside of it, there are many old shops that are welcoming and in great condition. Speaking of condition, a strange property of this level is that it seems to repair itself when damaged. No one has ever actually witnessed this happen, but it is known to occur. The lights inside of the main halls, courts, and stores of the mall are off, with only the dim sunlight shining through. Smaller stores tend to have their lights on, and a few are accessible. Most of them are closed off by metal grates, though. The grates can be lifted up by finding the correct key, but good luck. Outside of the mall, there is a large parking lot. This is one of the two areas in the whole level that are plowed. Large snow banks take up the sides of the lot. Street lamps shine over abandoned cars. There are sometimes shopping carts left around, which move on their own. Beyond the mall and continuing down the road, there is an elementary school. Buses are parked outside of it. There is a main bus loop, which leads to a concrete pad. There is a flagpole with no flag, and a small garden. There are two entrances to the school, one on either end of the concrete walkway. The left side leads to the kindergarten hall and main office. The right side leads to the lunchroom. Most of the classrooms are what you would expect from an elementary school, but there are a few outliers. About halfway through the school, there are ramps that lead upwards at a low angle. This is because the school is built on a hill. Up this ramp are the 5th and 4th grade classes, along with the gym. Going back outside, if you continue past the left side entrance, you will reach the playground, which is the second area on the level that is plowed. Two large snow drifts rest on either side of the large parking lot-like slab that is positioned between the school and the play equipment. These large dunes are around 10 meters tall. The actual play equipment here is pretty standard, albeit faded from exposure to UV rays. There are monkey bars, slides, a sandbox, basically what you would expect from a classic school. Beyond the main road, past the school, there is a small collection of convenience stores and gas stations. This is the entirety of sector two. The third sector surrounds the other two and makes up most of the level. It is a forest, mostly empty. The trees here are not of any ionian species, but bear resemblance to pine and oak. There are several trails leading through this forest, many going along ridges and hills. There are three forts in the forest that look like something a group of children would go out and make. You can enter level 57 through noclipping on level 56 (into a huge steep sand dune) or on level 58, or by a rare upwards non-euclidean staircase in level 32's pillar zone. Follow this and you'll end up in a house. Exiting by noclipping will take you to level 86. There are no bases or entities here.



Level 58: Shaft
Class: 4

Level 58 is an infinite maze made of metal ventilation ducts and dimly lit small tunnels. Upon entering the level, you will be inside of one of the tunnels. Throughout the entire level, the temperature sits at a constant 10 degrees, not the warmest, but not the greatest either. The tunnels, which are the most efficient way to travel the level, are 1 meter wide at most, and commonly open into rooms 2 by 2 meters in size. The roof never strays from 1.5 meters in height. The only decoration among the concrete walls of the tunnels are small, incandescent lightbulbs inside of yellow metal cages that are attached to the walls. Many metal pipes flow and twist around the halls, converging, going in and out of the walls, and into the ground. The vents are constantly blowing cold air into the tunnels. The vents will be the next area that is explained as well. Every vent is square in shape, and 0.7 by 0.7 meters in size. The vents are split into 0.7 meter segments, with a slight X-shaped indentation being the marker. There are absolutely no lights inside of the vents, and occasional large fans are placed on the floor, so tread carefully. Not sure why you would even want to go in here in the first place, though. It is quite a bit colder in the vents than in the halls, being only five degrees. Now, for the dangers which permeate this level. There is a significant population of Oogas on this level, but the real threat comes from the fact that there are absolutely no supplies on this level at all. There is no food, and the only water comes from small amounts of condensation formed on the pipes. For entrances and exits, you can exit by finding a wooden door, which will take you to level 29. If you break the bottom of the vents, you fall for about 10 minutes before getting placed on level 57. You can only enter this level via the Main Base.

Level 59: Repeat
Class: 2

Level 59 is a repeating sequence of lights and buildings. The level is exceedingly thin when compared to others, at only a couple of kilometers thick. The main section of the level consists of a single sidewalk, a lamppost every 20 meters, and the same, unfinished building every 100 meters. Beyond this thin zone, the grass gives way to a rocky expanse, which begins to fall off. The steepness of the hill that the level is sat upon increases in slant, eventually heading straight down and into an ocean. Level 59 has a day night cycle, which lasts only two hours. Each day and night are one hour. The building that repeats here appears to be unfinished. The walls and floor of this building are solid concrete slabs, and the outer walls are not completely finished. By this I mean that the south wall is not there, and you can view the interior. The interior of the building is segmented into repeating rooms and halls per floor. The rooms are mostly devoid of furniture, with the occasional singular chair or crate of supplies. The placement of these objects are the only variation between each floor. Many of the windows are busted or cracked. The grass nearby the building has been torn up and replaced with dirt. There are sometimes larger holes which show metal pipes and such. This strip of repeating buildings slowly turns and forms a massive circle back in on itself. This circle has a circumference of around 20,000km. You can enter this level from level 22, fake out, by reaching the end of the tunnel. Exit by dying to get to level 60.

Level 60: The Hunt
Class: 3

Level 60 is a smaller level at around 100 km in diameter, and at the edge there are towering stone walls that go up forever. The level itself is a taiga/pine forest of trees with near-black wood. Throughout the level there are lots of weird rock formations, which can be floating or in adjacent tower formations, meaning you can jump across them to attack the burd by hand. The floor of the forest is covered in thick shrubbery and brambles, so it is quite hard to traverse. You can occasionally find a crate in the forest with 2-5 items called upblast cores. You can also find the crates in small sheds dotted across the level. The sheds contain one or two crates, but also have shelves with useful resources such as canned food, machetes, and survival materials like matches or ferro rods. The point of this level is to defeat the burd with the upblast cores or anything else you brought into the level. The upblast cores are useful because the bird usually only comes down to attack when you least expect it, and you can set the cores to detonate automatically. If you defeat it, you will be sent to level 61. The level regenerates anything destroyed, respawns the burd, and regenerates the crates of upblast cores. You can enter this level by dying on level 59. If you die on this level it resets, and you stay on level 60. This level is always night and has an unsettling vibe.

Level 61: **Foggy Warehouse**
Class: 2

Level 61 is an infinite warehouse. There are two floors, and the level is dotted with resources. The floor is made of linoleum tiles or slightly cracked dirty concrete, and the ceiling is made from normal ceiling tiles. The walls are made from a durable plaster-like material with the durability of concrete. It has a light gray trim at the bottom and the rest of the walls are dark gray up to the ceiling, which is about 4 meters tall in a lot of the level. The walls are usually in a grid pattern, but occasionally are in random order, but always face cardinal directions. In the areas with organized walls, there are shelves and stuff that hold random objects from reality, and usually have crates dotted about. It is usually quite open here. In the areas with random walls, the shelves have fallen, and the items are usually scattered randomly. There are tons upon tons of crates and random wooden pieces, which for some reason form together into little coves and closed-in open spaces, which are good places to stay, but may give you a false sense that there are people nearby. In this area the crates are filled to the brim or overflowing with random objects, usually random tools or boring rock. You can take a staircase you find up to the second floor, which is mostly the same, but the ceiling is about 2 meters higher, and it is more open throughout. The air in this level is quite humid, and there is heavy fog throughout, which is most apparent in areas where the roof is super high, but this is somewhat rare. The roof here is up to 50 meters tall, and there are massive shelves of objects and crates randomly on the shelves, which can reach up to 35 meters. At around 42 meters, there are catwalks randomly running across the area. These run at random angles and starting points, and often collide with other catwalks. The catwalks have large industrial lights on them. The ends of the catwalks lead to locked doors, and sometimes at this height there will be large windows with big control panels in rooms behind them. The glass and walls on this level are unbreakable. On the second floor you can find a large staircase lined with potted plants that leads up to level 62 or 63, but these are rare. Enter by killing the burd on level 60. When you enter the level, you always spawn in at one spot, and that is where the largest base on the level is. There are hundreds of smaller bases on this level, because it is very safe. Across the level, you can find cobwebs, despite there

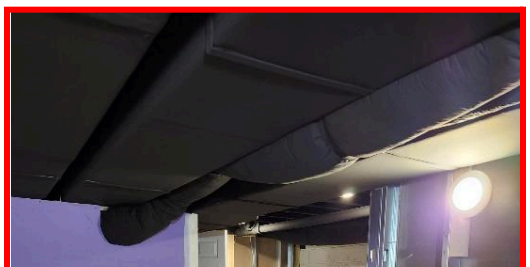
being no spiders, and there is sometimes machinery such as forklifts in the super tall areas. The level feels like everyone in a warehouse randomly vanished. The level is illuminated by somewhat small lights that are short and wide rectangular lights, which emit a soft calming hum and sometimes blink, and there are also large industrial lights rarely in the level, but they are super common in the tall areas. When you are alone in the level you will always feel elevated levels of paranoia and unease.

Level 62: **Dirtrooms**
Class: 4

Level 62 is a winding series of many thin dirt halls, with little support. The majority of all of the level is just made of dry, crumbling dirt, with only small wooden beams every twenty or so meters, which makes collapse a very large danger. The floor will sometimes be made of yellow or orange bricks, though this is pretty rare. Usually, it stays the same dirt as everything else. Most of the halls here range from .5 to 1.5 meters in width, and the roof stays at a pretty stable 2 meters in height, though obviously there are exceptions. Arches are very common to see here, as well as intricate (although meaningless) carvings on the walls. A rather common type of room that can be found are large rooms about 8 by 4 meters in size which are filled with an abundance of pillars all at regular distances from each other. The dirt which is so omnipresent throughout the entire level is light brown-orange in color, very dry, and has tiny pebbles scattered throughout. Light in the level is provided from two sources. First off, electric lights which are quite common. They seem out of place, being stuffed inside piles of dirt, but are usually fluorescent lights mounted on the ceilings, or those bright work lights, buried in the walls. Despite not being plugged in to anything, or having any form of electrical inputs, the lights continue to grow and work. Secondly, there are sometimes windows, which always show a forest scene, as if the rest of the large dirt complex does not exist. They are n-shaped (specifically the lowercase) and have no glass to stop you from sticking your hand out of the window. Jumping out of one of the windows will cause you to black out and wake up, still on this level, right next to the window you jumped out of. Muddy areas are sometimes found, and you can jump and sink into the mud pits to get to level 1. Courtyards are another structure which can commonly be found on this level. On average, they are about 5 by 5 meters in size, and have no roof, allowing you to look into the sky. There is no day/night cycle, so the sky is always light blue, with a few wispy clouds seen every now and then. The ground in the courtyards shifts from the dry dirt and occasional brick to wet, soft dirt with moss and grass growing on it. There is usually one tree, reaching up into the sky. For entities, they are unfortunately pretty common here, but if you're this far into the Oogarooms, there's a good chance you have a weapon. Most commonly there are Oogas and Boogas, but a bit more rarely Scavengers and Scratchers. You can enter this level by finding a dark staircase on level 61, or by reaching the very bottom of the long staircase on level 37. You can also enter by falling from a very high height on level 174. You can get to level 37 by noclipping to exit. Due to the lack of food and the higher than usual entity count, there are no outposts or bases on this level.

Level 63: **Bay of Cement**
Class: 3

Level 63 is a very, very, large basement. Level 63 has been estimated to be around two hundred



million kilometers in radius. The structure of level 63 is mostly clean. Most rooms appear to be recently cleaned and even recently constructed, with the smell of fresh paint being somewhat common here. There are sometimes closets filled with board games, vacuums, and cleaning supplies. The areas that make up the finished parts of level 63 are game rooms, guest bedrooms (usually empty), halls, bathrooms, unfinished gyms, stairways to nowhere, and kitchens. The kitchens are by far the rarest. Each kitchen contains a pebble ice making machine, fruit syrups, and mini fridge full of soda. Unfortunately, the mini fridge is always locked. There is also never any solid food in here, just liquids. Each kitchen is relatively empty, with a lack of most kitchen appliances. The bathrooms in this level are strange, as there is an unusual amount of them. The bathrooms usually have urinals instead of normal toilets, and large, clawfoot bathtubs. Most of the bathrooms are completely functional, but several have broken plumbing that may flood the surrounding rooms. Some rooms will have furniture, but most are empty. There are many tools like tape measurers, leveling tools, and drills around the unfinished rooms. Very rarely, there are things like mirrors laying around the rooms. That concludes the first area. The second area is the unfinished rooms. They are primarily made of cement, which is where this level receives its name from. These areas tend to be smaller and used as connecting rooms and halls between the finished areas. These areas have mops and buckets of water. These areas have tons of paint splatters around the walls, floors, and roof in select areas, though most of the areas are clean. The splatters are not the only thing made of paint here though. There are sometimes advanced-ish paintings that are here. There is also very rarely an entity called Painters, which are somewhat dangerous. These areas are filled with old furniture and storage areas. Inside of these areas, you can sometimes find boiler rooms, with tanks or water about 1.4 meters tall. There are tons of copper pipes with gauges all over them. These rooms sometimes have furniture and tables that appear to have originated from the late 1800s. There are usually vases of flowers which are refilled by the painters. There are a few bases on level 63, but they are rare due to the lack of solid food. You can enter level 63 by noclipping on 65, or by walking up a big staircase on level 61. Exit by noclipping to get to level 64.

Level 64: The Dusty Diner
Class: 4

Level 64 is an old 1980s style diner, with two sections. The first section looks like a normal diner, with bright colors everywhere, the walls are plastered with pictures and plaques, and there are bright lights hanging from the ceiling. You might be able to find some food here, as it regenerates every few days. This area is a series of a couple rooms and hallways, and is pretty small, being about 4x the size of a normal diner. On the outer rooms, you might find windows into the second part of the level. Sometimes the pictures in this area will be of the second area, but when you look back, they will be normal again. There are a few ways to get into the next area of the level. The first is by just breaking one of the windows. Suddenly, the entire diner will turn into the second area, and there is no way back. The next way is through a ventilation system or a hole in the wall, which you can crawl through, but as soon as you go through, the break or vent will close, and you will not be able to get back through. The second area looks somewhat like the first area but is infinite and non-Euclidian. The area is a series of somewhat claustrophobic hallways and rooms, although you may find a large room once in a while. All the bright colors are gone, and everything is brown or beige. The walls have a dark brown trim, with a

small beige trim and the rest of the wall going up in a checkered brown pattern. The floor is dirty gray and dark gray checkered tiles, and the ceiling is a dark beige, being slightly illuminated by dome-shaped lights hanging from the ceiling. The lights often go out or blink. Sometimes you will find a small light switch near the floor, which will make the lights around you a bit brighter, but only for a few minutes, and will attract entities. Across the area are small tables with usually one support, and booth seats, both made of a sad-looking wood. The entire area is covered with a very thick layer of dust that seems to cover back up anything disturbed after just a few minutes. Rarely you will find plates with rotted or half-eaten food. There is one entity here, but it is very dangerous. It is called “the diner’s ghost” and when it moves it kicks up dust and the dust swirls around it like a tornado, but otherwise it is invisible. If it sees you, it will chase after you and rip you apart with the powerful winds. After it leaves an area, it will lay all the dust back down and leave small shoeprints in the dust that last for a few hours. You will always start in the colorful area of the level when you enter, and you enter by noclipping from level 63. If you stay here too long, dust will coagulate on you, and you will be sent to level 65. Noclipping can get you to level 197.

Level 65: **Futuristic Living Spaces**
Class: 1

Level 65 is an infinite hotel with several different sections, and 70 floors. Upon entering the level, you will be placed on the first floor within a lobby, about 10x10 meters in size. The floor throughout the entire level (except for in hotel rooms) is made of aqua tiles which are each 10x10 centimeters in size, separated by 5mm of light gray grout. On the east side of the lobby, there will be elevators and stairs which will allow you to access the many other floors. On the west side, there are doors which lead to the other sections of the level, finally, on the north side (behind the C-shaped lobby counter,) there is a large cafeteria which provides ample food for the inhabitants of this level. Illumination throughout the entire level is provided by small saucer lights with bright, white, high-temperature bulbs. Moving on to halls which connect all of the separate areas of the level, they are 1m wide and 2m tall. The walls are all perfectly white, with an aqua strip, slightly darker than the tiles on the floor. Doors leading to hotel rooms are common, usually placed about 6 meters apart on the left and right sides of the hall, always with wildly varying numbers right below the peephole. All of the doors are unlocked, which is nice. Each room is vaguely 7x5 meters in size, but is L shaped, with the short, lower part of the L being a bathroom. Thin blue neon lights hide just below the upper white trim in these rooms, reflecting cool light off of the lower trim, which is chrome-colored. There are usually 2 double sized beds per room, with dark blue (y’know… I’m starting to sense a pattern in the color choices…) blankets and white sheets. There will always be a stand in front of the beds holding a TV, which when turned on will display hundreds of channels, with each channel showing still scenes from random levels. Going back out into the halls, I forgot to mention, there is a permanent scent of chlorine and soap across the entire level. The next area you can find are pools, which are really, really weird. They have nonsensical layouts, and in most cases, instead of being a large room with 1 singular pool, are small rooms with a tiny deck right in front of a pool which connects to random other pools, sometimes on different elevations, or with strange blocked off areas only accessible by holding your breath and swimming underneath arches. The pool floors, walls, and in some cases, roofs, are made of dark blue tiles with random white lines interspersed

throughout. A lot of the time, the pool rooms are connected to gymnasiums with lots of workout equipment. Another, less interesting structure, that can be found throughout the level are bathrooms, which have heavy doors that actually stop people from getting in, unlike most bathrooms in other areas. The bathrooms are much too large, with the toilet being on one side and the sink on the other, and frankly, it is kind of uncomfortable. One last random thing you can find throughout the level are little maintenance closets, which break the futuristic vibes of the level, being about 1x1 meters wide and made of solid, dark gray concrete. These closets are filled with cleaning supplies, and copious amounts of chlorine. Moving on to entities, entrances and exits. There are occasionally calm entities like ratuz and Ducks (unrelated to the reality animal of the same name,) with no reports of hostile entities ever being recorded. You can enter this level by staying still for too long on level 64, where you will be covered in dust, black out, and wake up here. Exit by noclipping to get to level 63 or 66.

Level 66: Unfathomable
Class: 4

Hi guys, Harold here. You already know what's going on. Help. Level 66 is another pretty large level. I swear, they have to be doing this on purpose! This level is divided into a few sections. The first of which is a very large town, at around 300km in radius. **The Town** is not normal. There are only bland, tan, brick apartment buildings and empty concrete lots. The buildings have four main floors, with a fifth, smaller, attic floor. The attic floors are full of old 1860-90s equipment, like small steam engines and looms. These areas are incredibly dusty and stuffy. The temperature of the attics is also much hotter than the surrounding rooms and exterior. The attics are somewhat dangerous as well, being a hotspot for entities and have an unstable structure. There is also fiberglass dust floating through the air, which is quite dangerous to respiratory health. It is advised to stay away from the attics, unfortunately, every time you enter this level, you will be in one of these attics. The rest of the floors on each building are rather bland. The walls of the halls and rooms are similar in color to that of level 14. There are gray carpets on the floor of these areas, except for the stairwells, which are solid concrete. The interior of each apartment is bland, with a single bed, bathroom, and a kitchen. The bottom floor of each apartment building has a dumpster outside and a laundry room. The buildings can vary wildly in size and shape. The average size is around 300 meters long and 150 meters wide. The exterior of the buildings is bland, with just a single entrance door, and a few windows per each apartment room. The roofs of the buildings are brown tiles. The buildings are surrounded by concrete lots, which have strange, small, house-like structures around them. Amidst the house things, there are cars and gardens. There are also benches. The structures are created of many random colored materials. The walls tend to be bland wood, with nails sticking out. The small structures are scattered the entire level. These structures may rarely contain food supplies and other such items. There are small flashlights situated inside of the structures, which break down commonly. The gardens tend to be growing small plants, and very rarely, trees. There are sometimes edible fruits in the gardens. The cars here are usually unlocked, and can be used for travel, if you are able to navigate the mess of structures. Level 66 is in an eternal state of twilight or pure darkness, and his intensely thick fog, which masks the main attraction of this level. There are absolutely humungous highways scarring the level, forming intensely complex structures that connect the level across its canals and waterways. The highways tend

to be around 200 meters tall, with thick supports around 50 meters thick. The highways have 20 lanes and are around 60 meters wide in total. There are bright streetlamps around the highways, which form large halos high in the sky during the darker parts of the day. During the night, the mists will sometimes clear up. The sky of level 66 is a normal black void with a huge, grayish-blue moon. The first area is completely devoid of entities. After you pass the town, you can get to the second area, which is known as **The Waterways**. Here, there are a few entities like kharjids. The sky highways are still present here, but they are smaller, and usually much taller. The waterways are a massive expanse of concrete with varying steepness and heights. Large canals and artificial rivers speed and scar the terrain. There are pools and lakes around here, but they are completely unnatural. The floors and walls of these waterways are steep, too steep to climb, so falling in is a common cause of death here, as entities seem to be extra aggressive, sometimes turning on their own kind. If you fall in and are not ripped apart by the entities, your best bet is to try and climb out in one of the lakes, as they have a lower lip than the waterways and sometimes even have pool ladders. My ass burns. The concrete that makes up this area is dark and rough. There are rarely frongs here, but unfortunately, they tend to die to the other predators. The fog here is also more extreme, making it literally impossible to see in some areas. It is impossible to get out of this section without crossing the waterways, but fortunately, there are bridges that connect these zones, though you could also take the highway. The bridges are made of dark, stained wood, along with steel. They are usually thin, at only around .7 meters, (about 1.53 cubits) so beware Roians, you might not fit. As one continues outward, it can be seen that the entire level seems to be slanting downwards, and it is. 200km after you exit the town, you will enter the third area, called **The Bridges**. The bridges are comprised completely of the small bridges from the last area, though with a bit of variation in width and elevation. There is no solid ground in this area, just water. The bridges tend to be only half a meter above the water. There are rainstorms in this area commonly, causing waves and floods, so this area is quite dangerous. There are also more frongs here, resting in the octagonal gazebos that connect the different bridges. During the night, a very spooky entity may emerge. It is unique to this level, and it is called the storm watcher. Storm watchers are not too dangerous, but mostly tend to terrify the people that witness one. There are less kharjid than in the last area, so despite its challenges, this area is overall safer than the last one. After around 100km, the bridges will begin to slant upward, and eventually meet up with the highways. The final area continues on for an unknown distance, and it is called **The Highway**. It is an empty void above an ocean, and all that is here are the highways. They are filled with broken cars, trash, and other things. As of 2078, all groups have been unable to confirm if there is another section. The highways continue to rise upwards. Opening the door on one of the apartments in the town has a small chance of opening into a cafeteria on level 6. Noclipping in the attics may take you to level 76. You can enter by noclipping from 76, by getting a bed sheet real dirty on level 65, or by jumping into the large ocean on level 231. There are a few groups rarely scattered around the town, but usually not in the other areas.

Level 67: The Stage
Class: 5

Level 67 appears to be a repeating darkened school auditorium, containing a large stage. Each auditorium leads into the next and is the same as the last. There are many seats that make up the bulk of this level. Right in front of the stage, there is

around three meters of blank carpet before the chairs begin. There are two main aisles, which take you up about 75% of the length of the auditorium. Then, there is another pause in elevation gain along with seats, similar to the one right in front of the stage, before the aisles continue. The seats are the type that collapse into a seating position when pushed on, and spring back up when not pressed down. Some of them are broken, though. The color of seats is usually blue, with a few reddish ones. There are large ventilation pipes on the roof made of canvas. They have rips in their back, and when turned on will create a loud boom after smacking into the wall near the stage. The only lights here are on the stage. On the stage, there are also guitars, random props (random for each instance,) and other things like just piles of trash. There are a lot of entities here, but none of them can see you. They need to rely on sound and smell to find you. It is unknown why they are unable to see you, and why you also can't see them. It is unknown if the same effect that applies to the entities also applies to you, or if they are invisible. When one of the entities die, they will take the form of a random entity. This level tends to induce extreme paranoia, along with other such emotions. There are a few exits to each auditorium, which will lead directly to another auditorium. The level appears to be an infinite grid of these auditoriums. You can noclip anywhere to get to level 68. You could also die on level 24 to be sent here.

Level 68: The Beanery
Class: 2

Level 68 is a large factory encompassed by an infinite field of beans. The factory has a large sign that says, "THE BEANERY" There is a single road leading from the front that goes on presumably forever. There are automatic crop dusters, waterers, and other things that tend to the bean crops. The factory is bland, mostly looking like a metal box. There are holes pockmarking the side that have conveyors leading from the fields. Inside of the factory, the beans are processed into cans. Each can is labeled with either "Been Beans," "Ean's Be-ans," or "Sashabean Co." The factory is very dangerous, not because of entities, but because of the OSHA violations. Yeah, this is too scary. I was fine with all those spooky creatures and the evil demons on 109, but violating OSHA codes is too much. This is frickin' scary. There are many dangerous machines that will kill you (yow.) The floor of the factory is made of solid concrete, with random pits that may lead into level 70. After the beans are processed and placed in a can, they are sent into a glowing portal that leads to a random level. This level is presumed to be the source of all of the bean products that can be found around the Oogarooms. Outside of the factory, the bean crops stretch on forever, only interrupted by the occasional farmhouse or strange fast-travel portal back to the factory. You can enter this level by noclipping from level 67. Exit by jumping into one of the holes to go level 70, or by noclipping to go to level 69.

Level 69: Midnight Sector
Class: 3

Level 69 is a dark, lonely level. The level is a great, shallow ocean-like, open expanse. The ground is entirely flat, with extreme precision. There is a uniform, thin layer of water covering this ground, which is just over 10 centimeters high. The ground is a similar unbreakable, all-absorbing black material like is found on level 9. Unlike level 9's, this material is proven to absorb entirely 100% of light. This would make it quite warm, if there was any light. The water that coats and blankets

the ground is occasionally rippled by concentric wave-patterns or infinitely long, slow moving, short wavelets. The sky is, too, black. There is no moon, and there are no stars. The water that makes up the level is absolutely clean and devoid of bacteria or contaminants. If any small contaminants *do* get into the water, they will dissolve. Thankfully, you won't dissolve with the contaminants. Rarely, you can find a single plant known as a blackbud. They grow to be just around 2 meters tall, and have 4-12 buds each. They have a single, straight, tall stalk with the buds concentrated in bunches at the top. The buds are circular, and 4 centimeters across. The circular bud insides and stalks are a dark shade of grey, but you'll hardly be able to differentiate them anyways. The buds have thin, encompassing, petal-like things that encircle the bud completely, except for a spot opposite the connecting point with the stalk. They leave a general circle-shaped area open, but the end of the sheath forms 4 points opposite each other, pointing into the gap where the inner bud is exposed. The petals are a much darker black than the rest of the blackbuds. The important/interesting feature of the blackbuds is that every minute or so, each bud will emit a single, white spore. Since there are multiple buds, and the timings are offset, the spores are emitted somewhat often. The spores are white (as mentioned) and emit a nice, soft white glow. The only thing these spores illuminate is the plants they come from and you. They also glint softly off the water, but most of that light is absorbed. The level sustains around 10 degrees Celsius, and there is no wind. The level is entirely silent except for the lapping waves and one other thing. Occasionally, there will be loud, echoing sounds of crackling rustling leaves and violently wooshing and whistling winds, but it usually only lasts for a few seconds. Oddly, even if you enter the level in a ground, anyone who enters the level will be in a random spot, and nobody has ever managed to meet up on this level. Due to this, there are obviously no bases. Typical light sources do not function on this level, and at most they flicker softly once every few minutes. Enter by noclipping from level 68. Exit by noclipping by a blackbud, which will get you to level 70.

Level 70: **The shoppe mall**
Class: 2

The Shoppe Mall is, guess what, an infinite shopping mall! Huge surprise there. No idea how to start these goofy ahh levels bro. All people who enter this level end up at the same center area of the mall. There are two sections to the level, but they are very similar. The whole mall has floors made from linoleum that is primarily white, but may be dark blue and yellow in repeating, clean floor patterns. Each tile is equally square with ~0.87m side measurements. The walls are plaster but may have a polished ornamental stone trim of differing colors of granite that is precisely 2/3 of a normal tile tall. Starting from the large central room, there are 8 larger hallways that stay close to the typical cardinal directions that lead out infinitely. There are smaller and shorter halls that lead throughout the space between the cardinal and intercardinal halls. The cardinal and intercardinal hallways are between 10-18 tiles wide and either have very high glass window ceilings or just common flat ceiling tiles. The glass windows have lattices throughout for support, and through them you can see a bright blue sky that illuminates the level. In the darker parts, large, thin, long, and bright warm white neon lights rest at the corner between the ceiling and the walls' zenith. These work pretty well, but leave some spots a bit dark. At the nadir of the walls sit several different objects that liven up the mall, such as wooden benches, exquisite bonsai plants in large clay pots, comfortable leather couches or chairs, small tables, mall directories (that show just random

areas of the mall likely millions of kilometers away areas of the mall), and much more typical stuff. Sometimes there are escalators that lead up to second story balconies or bridges across and along the sides of the cardinal or intercardinal hallways. There are storefronts that line nearly all of the walls of the lower floors and balconies and hallways (generally except for where there are the aforementioned typical mall elements). These could sell off-brand or just unbranded things such as clothing, food, instruments, books, pig heads (that happened once, yikes), toys, furniture, technology, hardware, thrift items, etc, or maybe they will just be empty. The farther out you go the near-linearly larger these stores get. For many empty stores near the entrance to the level, lost souls will set up shops there to barter and trade. They also have ripped through most of the natural stores from the level to make them their own or to make space for lost souls' living. Quite a nice place after all. There are two prevailing currencies that the residents of the level have made up, known as Colossine (ex- 5 colossine or .03 colossine) and also Qup (ex- 5 qup or .03 qup). Many people still just barter for trade. Most people that use one currency are loyal to it and think theirs is better than the others', but they both agree that booga bucks are awful and they hate booga bucks, so some unity there. The stores are usually backed up to each other, but if you find a door that says "Authorized Personnel Only" in black text on it *_see entrances and exits_* you can go through to a primarily concrete back hall area. There are small yellow dome lights that repeat on the ceiling and flicker. Usually this maze of back hallways just continues on normally and in a euclidean fashion, and have other doors like the one you entered from that lead usually to the back of other stores, but if you find a part of the halls that has lights that are completely off (except for the very rare single flicker), don't go down there. It leads through a long, winding, yet unbranching hallway and there is another typical door at the end, and this one has a red '!' on it. But when you go through this door and look away, it disappears, and leaves you stranded in a feared area known solely as **The Dilapidation**. As you could guess from the name, probably not in good shape. The ceiling has broken and shifted ceiling tiles that reveal dripping and burst pipes or long-dead wiring. The windows' lattices are broken and bent out of shape, leaving collapsed and open ceiling areas with a minefield of dangerous glass beneath. There are holes and scratches in the walls, (scary). The potted plants are dead and rotten, the benches and seats are shattered beyond recognition, the balconies have fallen eons ago, spraying detritus across the halls. The escalators to those balconies are dead and unmoving. The sun that used to light up this beloved level has fallen from its perch and rested under the world, leaving us in complete darkness save for the flickering solid yellow neon strips that are on the brink of death. The shops have heavy metal doors that contain them in solitude, and if those are broken you can see the ravaged and torn inside. Billows of cold mist and fog float throughout the unsalvageable wrecks, bringing down the previously lukewarm temperature and obscuring your vision. Avoid these. The bird floats about here, it is one to be avoided at all costs. If you die to the bird, there is no returning. There is no known exit to the dilapidation, it is a nightmare you cannot awake from, a twisted reality formed from the bustling lively mall that once was. Eons ago, Eons ahead, To where you'll sail, To there unsaid. The sun has fallen, The devastation great. Back to the original part of the mall, if you noclip by a blackbud on level 69 or jump into a pit on 68 you could end up here, and you find a metal door that says "Authorized Personnel Only" but specifically one that has tons of light peeking out of the cracks at the edges and the text is in yellow, you can go through and end up on level 113. Once you go fully through, turning around will present just the door frame and door that you took to get to 113, and you cannot

go back. Another exit is by entering an empty closed off arcade, which sends you to level 71.

Level 71: Neon Arcade
Class: 3

Level 71 is a large arcade with many flashing neon lights. There is music constantly playing in this level. The music comes from large loudspeakers that are located on the poles that hold up the roof. There are many machines from many different time periods. They are in differentiating conditions and age. If you have booga bucks, or really any currency, you can play the games. The games are usually normal, but some are weird. Certain games will be running despite the fact that the hardware used should not allow them to run. The carpet is dirty in most places, and it is dark with pink, light blue, and purple streaks. They usually are abstract shape designs, but there are sometimes cryptic messages spelled out in the carpet. You may see vacuums moving on their own, cleaning the level. There are prize counters, snack shops, and other common arcade structures. Sometimes, there are food courts. It is advised to stay in these, as they are safe. The robots also avoid these areas. To get food here, bring any accepted currency from level 70. Placing money on the counter and saying aloud what you want will cause the food to appear on one of the tables after 5-15 minutes. Sometimes, there are bowling alleys and skating rinks. Around certain areas, the music will be louder or quieter. The bowling alleys are similar to that of level 34, but without the chairs and decay. Walking into one of the bowling zones for long enough will eventually take you to level 34. The skating rinks usually have the loudest music. Nearby the rinks, there are usually shops to rent skates and such. The same process used in the food court to purchase items can be used here, but much faster. There are sometimes old CRT TVs playing things like soccer games and old shows in any area of the level. There are decrepit robots walking around the level, and it is advised to avoid them. They have long metal claws. They aren’t very intelligent, so it is not too hard to escape. Getting caught by one will send you back to level 1. Enter by entering a closed arcade in level 70, or by noclipping in level 44’s kitchen. Exit by playing an arcade game called: OOGAROOMS: ESCAPE and reaching level 72 of the game. This sends you to level 72 of the Oogarooms.

Level 72: Duck Bathroom
Class: 2

Level 72 is a completely infinite bathroom. It has been taken over by the ducks found on level 25, but the ducks here are peaceful, and seem dissociated with the level 25 ducks. The level is non-euclidian, but in a way so that rooms and halls and such stay in existence, but shuffle around randomly to other locations within 200 meters. 1.2 centimeter white ceramic tiles cover nearly all the surfaces on the level. Much of the level is just random interconnected rooms of varying but not too large made of all right angles, but sometimes there will be doors that lead to balconies or holes and cracks in the walls that lead out into super large connected irregular shaped rooms with large random bulges and curves in the walls and landscapes. Sometimes trees and branches of the smaller rooms will be tilted up to 45 degrees. Usually once you reach a balcony the only way to progress is by shimmying along small and even sometimes slanted outcroppings along the edge of the large rooms. It is recommended to just turn around, the drops below are likely huge. Sometimes, for some unknown reason, your gravity may turn 90 degrees, which is the greatest cause for death on this level. This happens in different directions for different people at different

times, so traversing in a group is even more of a challenge. Despite its randomness, it seems the gravity switches happen every 2-4 hours. Round copper pipes will weave randomly throughout the level which contains water. These are usually quite small, but they scale with the size of the room, and in larger rooms some pipes may be rectangular and you may even be able to walk on them. Sometimes there will be leaks in the pipes, and since the pipes are constantly being filled and every single one is connected, the leaks will be constantly flowing water. fluids like water and blood have random gravity on this level, but bodily fluids always have the same gravity as the creature they are in, so don't worry about all of your blood rushing to your head and you absolutely dying. Since it is a bathroom, there will be random faucets, sinks, toilets, and shower heads everywhere. Since the gravity is random, those features and the doors can be on any side of a room, or even multiple. Even though the level is a huge bathroom, it smells quite fresh due to air fresheners that dot the walls and ceilings of some rooms. You may find cabinets around the level containing items such as water bottles, buckets, plungers, the bird seed item, and toilet paper. There is one hidden TOTG base here as a storage room, and one CCOEG base known as the "duck tamers". They have trained an army of ducks to fight for them. Despite the safety, there are really only these two bases due to the annoyance of the constant gravity changes. You can enter the level by noclipping into small white tiles on level 25 in an irregular bathroom in the base. Exit by noclipping anywhere. This will send you to level 73 or 74.

Level 73: Steep
Class: 3

Level 73 is a very steep hill, with many paths. On the start of the level, you will be on a very square hill, with a single large fire pit in the center surrounded by trees. This part is around one kilometer squared. It is incredibly flat, with only a meter of elevation change at most. Dirt paths weave through the somewhat thick forest, which has apple trees and lots of thorny bushes. It is around 10 degrees here. At the edge of the top of the hill, there is a very steep, grassy slope. It is angled at about 80 degrees, which makes it very hard to stand on it. To get to the more interesting parts of the level, you have to fall. There are concrete roads and houses, all of which are angled severely, as if a town had been spontaneously rotated. The yards of the houses are full of random crap, like ornate fountains, sheds, piles of lumber, and old farm equipment strewn about. Trees sometimes grow on the sides of the roads, and try to avoid hitting your crotch on the abundant mail boxes. The trees are oak, and are usually around 10 meters tall. Believe it or not, the most common cause of death on this level is blunt force trauma from falling. The houses themselves are always a very pale, faded color, peeling off in most cases. Upon entering a house (probably by awkwardly falling into it and breaking your bones), the gravity will change, and you will be able to walk normally. Everything will look normal from your perspective until you exit the house, where gravity will go back to normal. This makes actually leaving a house quite difficult. The houses will always have a main floor and a basement. The basements are unfinished, and commonly have dangerous molds. (yum!) There is random junk and bad lighting down here. In the upstairs of the homes, it is a bit cleaner, but still full of stuff. Some of the objects have "normal" gravity, causing them to collect on the walls as they fall. Exiting the houses, you may wonder how far down the steep hill goes. The answer to that is not known exactly, but the bottom has been reached by CCOEG, and estimates are somewhere around seventy to a hundred kilometers. The bottom of the

hill splats (ha, splat! get it?) you in an infinite version of the forest from the top of the hill. You can find the occasional treehouse or animal trail. Other than that, there is nothing, not even animals. This makes it actually harder to survive down here, rather than in the giant hill. You can enter this level by simply noclipping from level 72. You can exit by falling off of the hill, which will eventually take you to level 79. There is a single group of people on this level called Esun, with fifteen members. They live a few kilometers down the hill, and have several rope courses that they use to navigate the level. Their base spans across a few houses, which are connected by bridges. There are not very many aggressive entities on this level, only the very rare (about ten instances have been reported in the level's 60 years of recorded history) oogas or boogas.

Level 74: Underground
Class: 3



A picture of a darkened zone in level 74, provided to the CCOEG by Leroy Pamona.

Level 74 is a thin crawl space that seems to be located underneath someone's house. The roof ranges from about .2 to 1.1 meters tall. The entire area is made of concrete, with thin wiring and lights throughout the level. There are a lot of broken concrete shards and rebar on the floor. The floor itself is made of a grayish brown dirt-like substance. It is sometimes toxic to inhale, and it is floating through the air. You should obtain a mask before entering. There are concrete support pillars with numbers engraved on them. There are bicycles that can be found down here. There are also many pieces of assorted plastic and mouse traps. On the roof, there are wires, pipes, broken pipes with an unknown liquid leaking out, papers nailed to the top, and strange engravings. The roof itself is made of wood, with supports. There is also sometimes fiberglass insulation. People report hearing thumps, chatter, walking noises, parties, and music coming from the area above. Every now and then, one will find a concrete wall blocking the path. Most of these walls are weak and can be broken with the pieces of rebar that can be found. You may find a hole in the walls that lead to a workshop. The workshop is always messy. It is filled with wood, nails, glue, screws, and other tools. There are sometimes workbenches with tools like vices and saws. There are almost never doors inside of these workshops. When there is one, you should go through it. It will send you to level 189. These holes also have a small chance of sending you to level 9. There are many entities here, mainly wall shadows. Enter by noclipping from level 72. Exit by noclipping anywhere on the level to get to level 76.

Level 75: Black Forest
Class: 4

Level 75 is a sad, drab infinite expanse of boring forests. The level is quite cold, ranging from 3 to around -10 degrees Celsius from "day to day". There aren't really days here; there is a sun movement pattern extremely close to that of level 32's

oceanic sectors, with vertex and horizon hours. The sun is small and illuminates less than the sun of level 32. Same as level 32, the horizon-to-horizon cycle is 35 hours. Again, close to vertex hours, there is absolutely no light. There is no moon on this level, and there are constant layers and sheets of billowing yet gray cumulus clouds that cover the black skies. The only precipitation is the constant light dusting of snow on colder days. It's enough to be annoying, make things cold and wet, and pile up in inconvenient dustings and patches, but never enough to form large piles or blankets over the ground, and especially not enough to make anything look pretty. There are also constant cold winds which make the snow even more annoying. The winds are never extremely fast, but they make the snow extra annoying. The terrain of the level has large hills getting up to around 600 meters high at most. There are creeks and streams of varying sizes in the valleys between the hills, but they are typically quite muddy and disgusting unless they are more than 5 or so meters across. The ground of the level is semi-wet mud covered up with layers of brown leaf litter. Larger or living ground plants are uncommon, with dead ferns and grasses or tiny moss patches dotting the leaf litter. It's a forest after all, so the entire level is covered in trees. These are usually tall deciduous trees that are entirely void of leaves and dead. The trees are packed quite tightly in the forest, making the landscape a monotonous brown expanse. There are coniferous trees every so often, usually being needly, short, and squat. Due to the sheer hills that make traversal a pain, many trees have fallen and rotted through. Many are already rotting standing up- after all they're long dead.

Level 76: **childhood**
Class: 3

Level 76 is a strange one. It consists of strangely segmented and shaped rooms, like ones you might find in an awkward part of a finished attic. The walls will slant upward at times, making some areas hard to navigate. The roof usually tends to be low, at around 1.85 meters. The roof is partially a dark tan color, darker than that of the common level 14 color. This paint is only on the slanted sections of the roof. The non-slanted sections are about the same color, but lighter. The true roof is made of ceiling tiles. The only sources of light on this level are either large chandeliers that hang low, or small lightbulbs. The lightbulbs are not covered by anything, and you can see the metal ring they are screwed into. The walls of this level are made of drywall. There is a light green wallpaper with a repeating brown floral design. The wallpaper will vary in quality and condition throughout different rooms of the level. Around doorways and halls, there is a cream-colored trim. The trim is usually in poor condition, with chunks missing and paint flaking off. The floor of level 76 is a dark brown carpet. The carpet is short, and they type you might find on staircases. The structure of level 76 is odd. Most of the rooms are connected in strange ways, such as through crawlspaces or extremely long halls. There are staircases here with white railings. They tend to only go down a few steps, and then lead into more strange rooms. Most of the rooms are empty, but you may be able to find beds, nightstands, CRT TVs, shelves, and other things. Most of the objects found here are what you might expect a living room / den to have. Sometimes, the rooms do not have carpet. This is exceedingly rare, but when it happens, the floor will really be anything, from rocks to wood to mud. There are no entities here except for memories, and even those are rare. There is no food or water on the level, and

that is why this level is class 3. You can enter by noclipping from level 66 in the attics or from anywhere on level 74. Exit by noclipping to enter level 66.

Level 77: **M Light Dreams**
Class: 3

Level 77 is a large level, but it is mostly Euclidian and does not change layout, making it easier to map and understand. CCOEG has mapped the first 70 kilometers of this level, and there are many other maps made by smaller groups. In total, around 130 kilometers of level 77 have been completely mapped. This map is available in the base receiver special database. There is odd music playing throughout the level, like that of a dream. The music is usually reported to be calming and dreamy. The level starts out in a room that is 7x15 meters. This room is a pool, with no deck, but there is a ramp leading out of the pool and to the main part of the level. The floor of the pool is a shiny metal sheet, which is cold to the touch. The water in this starting pool is quite cold. Near the ramp, the metal turns into white tiles that you would normally see in reality. In the pool room, there is a large window leading to a white void. Some theorize that breaking this window and climbing through would lead to level 9, but this is unconfirmed. You can find similar windows throughout the entire level. Sometimes, you can see random objects floating through the void. You will always enter this level in the pool, sitting on a pillow, which somehow remains dry throughout the wet climate of this level. The pillow also has an impossible buoyancy. Exiting the pool area leads to an odd sight. A person always enters on the side of the pool where the rest of the level is obscured by a wall. The only opening is the ramp. Outside of the pool area is a sign of white letters reading: ~~DARK~~ M Light. There is a small pool surrounding these letters, which are held up by light, metal, square poles. The letters themselves are also made of metal. Outside of this main area, the level looks mostly the same. Thin-ish white tile hallways that may lead to large rooms. The halls are three to four meters tall, and completely comprised of white tiles, including the roof. Very rarely, there are stripes of colored tiles that break up the monotony. There is a light gray grout that fills the gaps in between the tiles. Some smaller rooms may contain supplies such as food and water. Most of the doors here require a keycard, like the type you would be given in a hotel. These keycards are very common to find throughout level 77, so pick one up. There are occasionally bright windows, and oddly, showers. However, these are not public pool type showers. They are the type you would find in a hotel or house. The showers also have a bath. The showers are made of beige plastic, with that weird rough bottom. The floor is cold and damp throughout the whole level. The average temperature is 35 degrees Celsius. There is no discernible source of the heat, but it may be coming from the bright lights located on the ceiling and the walls. The lights are very reliable, but some electrically charge the water, making it dangerous to touch. It is advised to avoid any sparking lights or wires. The halls will very rarely lead to normal public pool-like structures, but this is exceedingly rare. More commonly, there are rooms with massive amounts of water pouring out of the ceiling into a deep, circular, metal, stairwell. These stairwells will usually head down a couple hundred kilometers before entering a zone right above the start of the stairwell. It is hard to traverse these stairwells, though, as the water pouring down causes people to slip and die. This is the only example of non-Euclidian geometry on level 77. Another type of room is garden rooms. They are tall rooms with a bright blue sky above them. There are plants growing on the edges of these rooms. The plants are usually just grass and normal flowers, but sometimes there are edible plants and

trees. The grass here is very bright and vibrant, causing a peaceful atmosphere. People have reported hearing birds and animals while in these rooms, but no animals have actually been found. You can noclip in one of these rooms to get to level 125, the sky garden. Level 77 is very clean, and you should be too. Clean up, buster, there's free showers here! Sometimes the lights flicker and turn off, which causes temperatures to drop and entities to emerge. When this happens, find one of the aforementioned showers. Pull back the partially transparent cover and wait for the lights to come back. Once the lights have turned back on, listen. If the music is playing, it is safe. If it is not playing, stay in the shower until it starts playing. This level has a few exit types. The most common one is a glass door with a lock on it. The glass on the door is the type of glass that is bumpy, and you cannot see through it. People report seeing a dark area behind it. You can find the key almost anywhere in the level. Enter it into the door to get to level 78. There are a few known entities of level 77, and these are the basic Oogas and Boogas. Level 77 also contains many settlements, most of which are dedicated to mapping the level. This level's full extent is yet to be found, and it has been presumed that it is infinite. The settlements have established contact with each other. If you are planning on staying in this level, the closest settlement sends out search parties to find people. There are many bases on this level due to abundant supplies. The food here regenerates faster than most other levels, at every hour. This is why so many bases have been established here, mostly around the food rooms. You can enter by drowning on level 17 or noclipping near steel cables on level 51. Noclipping on level 46 also has a 50% chance of taking you here. Exit by finding the key to the glass door. This sends you to level 78. You can also go to level 17 from here by simply noclipping.

Level 78: Salt Mines
Class: 5

Level 78 is made up of a massive complex of many, many, halls of a salt mine. The mines are usually 15 meters tall and 8 meters wide. The walls are usually made of many salt compounds. The ground is made of yellowed stone. There are some areas of the level which are made of pure stone, similar in structure to level 10. There are many supports here, though they are weak and the level collapses often. There are areas of the level that are completely flooded. These tend to be in zones that have descended downwards. There are pipes that lead out of these zones. The pipes carry tons of water and are usually accompanied by wires. The lighting on this level is poor and it is quite dark. These pipes are prone to breaking or bursting under their own pressure. The pipes will commonly flood sections of the level. There are sometimes wood scaffolding structures that clutter up the mines. There is large, abandoned machinery around the mines, which can be stolen for tomfoolery. Somebody once stole one of the excavators and drove it around the main base. (aw hell nah) Other zones exist here, like areas with smaller tunnels that are solid salt. This is what makes up most of the level. Sometimes, there are very rarely areas that appear to be office spaces, though, of course, flooded with piles of salt. There are sometimes ramps that lead upwards to the surface. The surface of level 78 is a salt refinery, with many machines and large piles of salt. You can enter this level by finding the key to the glass door on level 77. You can exit by finding a ramp that leads up to level 79. There are very few supplies here, so it is advised to leave as fast as possible.

Level 79: The Forest Is Wrong
Class: 3

Level 79 is a maze made up of thin halls, oriented towards strange angles. There are no actual rooms here, only halls. The walls are covered in forest wallpaper, seeming to have originated from around the 1970s-80s. The wallpaper features unrealistic trees and just flat layered pictures of brown leaves. The floor is an unpolished wood, which can cause splinters. The wood is aligned in thin, long planks of light wood, but it's stained a darker color. This level is extremely insignificant in size compared to others, and is only about 1x1 km. There is almost no light here. None of the lights that are on the ceiling work, as they are all burned out. People have tried to replace them, but they burn out very fast. Speaking of the ceiling, it's the same wood as the floor, but in better condition for obvious reasons. You can use flashlights, which are decently common on this level, to see. If you see the wallpaper peeling, leave the area. Peeling wallpaper means entities are nearby, as oogas and boogas scratch at the thin walls of the small level trying to escape. The entities on this level will commonly tear apart the wallpaper, but the level seems to repair itself. This level has only one exit, and that is a door that moves around the level. You may find rusting steel farming tools, large wooden wheelbarrows, and other odd objects, but typically ones found on a farm. All wood objects on this level are unpolished, so you have a very high risk of splinters. Some of the nails that make up the wooden floor are being pointed out, making it dangerous to walk. You can enter this level from level 73 by falling down the steep (say that again...) hill, or by using a ramp on level 78. Exit by noclipping to enter level 80.

Level 80: Missile Base
Class: 2

Level 80 is a missile base made mostly of rusty iron and other metals. It appears well put together but is very old and decrepit. For some reason, the rust that appears everywhere on metal surfaces cannot transmit tetanus. In some spots there are visible pipes running along the halls. These may be leaking clean water, which you can drink, but there is sometimes wastewater or an oily black liquid that is highly corrosive. It is advised to stay away from the black liquid because of its sticky and corrosive properties. There are several types of rooms here, like sleeping quarters, kitchens, meeting rooms, and storage areas. You can find canned food and bottled water here, so it is a good place to stay and rest for a bit. There are oogas and boogas here, but they are uncommon, and you can easily deter them as they cannot break down the doors. There is a room called the command room with control panels and a glass wall on one side. It opens to a big chamber where missiles are held. The large room has an open top and you can see vegetation above. The vegetation resembles flora and fauna from rainforests around the world, and you can see animals from reality sometimes. It is believed this may be a way to get to reality, but it is unconfirmed. You can enter this level by finding a rusty hatch and climbing down a ladder under it on levels 79, 19, or 1, or enter from a rusty metal door on 31. You can exit by finding a push door labeled "THINK" and going through. This will send you to level 81. You can also exit by noclipping into a pile of mud bricks. This sends you to the main base. Another exit is by finding a semi-flooded hall and swimming to the bottom. This sends you to level 83. If you find a slightly rusty metal staircase behind a door, go up it and you'll end up on the lower layer of level 32's Glowing Labyrinth. This works both ways, so you could enter from there too. The level is somewhat small, at ~ 500x500 km and it is Euclidian, so it is almost entirely mapped

out by the CCOEG and the group Squid. There is a CCOEG outpost here, located near the control room. It has 35 members. The CCOEG members have worked with the Squid members to map out the level for a long time. The Squid base has 65 members, and is located by the command room too. This level serves as a good connecting level between level one, 81, and the main base.

Level 81: **The Thinking Tank**
Class: 3

Level 81 is a place where you should go to do your homework. The main room is a metal cube. The walls are thick aluminium and there are thin trims around where the walls meet, lined with an array of bolts holding things together. The starting room is 5.1x4.3 meters wide and deep, and 3.2 meters high. One of the longer walls of the main room is entirely glass. There are three doors to the main room. One is on the left side wall, the other is on the wall opposite the glass wall, and the last is on the glass wall. The first two are metal push doors, while the last is glass and slides out of the way when someone gets near it (there is a sensor on the wall). The door opposite to the glass is locked, and is the door you enter from on level 80. The side metal door leads to a room 3.2x3.2x2.3 meters in dimensions, and has a small metal desk and a swivel chair. There are empty books and pages and pens and pencils scattered all around this room, mostly on the table. The metal rooms are lit by 1 and two lights respectively. All of the lights are partially in the ceiling, and are covered by frosted glass domes. The main room is empty except for a few papers taped to the glass wall. Now for the thinking tank itself, it is just beyond the glass door and wall. It is an infinitely long room 3.2 meters high and 5.1 meters wide. The walls, floor, and ceiling of the tank itself are flat aluminium, painted a bright white. This is just a normal white, not like the material on level 9. The tank is lit by an invisible source running right along the center. This casts odd shadows across the walls, ceiling, and floors. There is some furniture around the room, mostly basic wooden chairs or tables, all painted white. The tank has no gravity, but there are little white metal spheres floating about that you can throw to move around. The reason it’s called the *thinking* tank is because when in the tank, your neurological function is 50% more efficient! Enter by using a push door labeled “THINK” on level 80. There are no entities here, but there is also no food or water. You can also get to nearly any level 1-25 by thinking hard enough about it in the tank, or noclip to go level 82.

Level 82: **Rest Stop 82**
Class: 1

Level 82 is located along an infinite highway. The highway is cracked and a light gray. Most of the paint has faded. The highway is located in a desert. You will spawn next to a small gas station. This gas station seems to have originated from around the early 1990s. There are 3 cars parked in front of the shop. They are always locked but change spots and color when a new person enters the level. The inside of the shop has faded blue and white tiles, with humming fluorescent lights attracting bugs. The shelves are metal and hold little food. At the front of the store is a large counter where off brand gum and drinks are located. There is a single ooga here, but he is friendly. He is also the shopkeeper. His name is Dave. He will send you to level 78 or 14 through the evil portal in his basement if you shoplift. (big bad) You can pay him with booga bucks or Yoins. He will pay you 15 booga bucks an hour if you work for him. You can live in Dave’s basement for 18 BB a year. Noclipping into one of the

cars here sends you to level 48. There is a CCOEG base called L82-a that lives in the basement of the store. It has 4 members. If you leave the shop and enter the desert, you can find some strange things. About 10 kilometers away from the road, people have reported seeing ruins or even whole houses. 20 kilometers away from the road, people have seen whole abandoned western ghost towns and decrepit nearly unrecognisable ruins. 75 kilometers away from the road, people have reported seeing pyramids. 150 kilometers away from the road, the desert ends abruptly on a cliff. The cliff leads to an ocean, to which no end has been found. Enter by noclipping from level 81.

Level 83: Rains, Pools, and Deserts
Class: 6

Level 83 is an infinite rainforest with 0.15 g's.. It is very lush and green here, but there are many entities. Unlike most levels, night is much safer than day. The days here are 12 hours, and the nights are 18 hours. The grass is very tall and so are the trees. Some trees have been reported to be a few kilometers tall, and climbing these trees has a chance of taking you to level 174. While wandering, you may come across lakes and streams. Do not drink the water here without purifying it, as it has been shown to contain several toxins. It will cause sicknesses. The water is always very turbulent, so it is advised to avoid river crossings. There are cabins here, which contain only non–food supplies. There are 2 types of cabins, and only the wooden ones are safe. The metal ones are filled with entities. The trees here do not seem to be from Ion, or from any other Oogarooms level. The trees will grow to massive sizes, as stated earlier. Most of the level is this rainforest, and that is how the level got its name. However, there have been reports of desert and ocean zones. The ocean zones are shallow oceans, at only around 30 meters deep, and like the forest, they are very lush and overgrown with aquatic plants, like kelp and seaweed. There is also lots of coral here. Oddly, the oceans are completely devoid of any non-plant life. The deserts are the rarest and smallest sections of level 83. They are bland, empty deserts. Walking in one for long enough will eventually take you to level 84. There are many entities here, most of which are active during the day. You can noclip into a tree here to be sent to level 19. You can enter by swimming to the bottom of a semi-flooded hall on level 80.

Level 84: Firelands
Class: 3



An expanse of the plains, with the mountains in the background. (Level 84), captured by Paul Nicklen.

Level 84 is a snapshot of an infinite arctic tundra during the warm season. Much of the level is of short, gently rolling plains of loose dirt, covered in a variety of plants. There are mountain chains dotting the level, standing abruptly apart from the rest of the level. The mountains are mostly made of exposed mafic

igneous rock slabs, ominous giants looming in the background everywhere you go. The air temperature is around 10 degrees in the plains but drops a bit when up in the mountains, but that's during the day. It can drop as low as 3 degrees during the nighttime. There is a day-night cycle on the level, with ~11.3 hours day and ~8.4 hours night. The sky during the day is pure light grey or white, dotted with the occasional dark grey cloud or entirely overcast if it's raining. During a relatively common thunderstorm on the level (usually one every 8 days or so) you'll notice that there is A LOT more lightning striking than there should be, causing many smaller fires to break out temporarily. The rain isn't great at putting out any fires, and usually just creates smoke and steam. There are small chips or wide slabs of rock you can find throughout the plains. You could also find the Erratic entity (037) but they don't do much and are entirely passive (they're big rocks). There are also just normal glacial erratics made from the typical mafic stone here. The ground of this level is packed with colorful plants, one of which are the 'flaming tears', which have black brambly structures and a tremendous amount of leaves. The leaves are sharp, tall ovals and can be red, orange, yellow, green, or maybe even a magenta. These plants can get up to around a half meter tall. These are the most common plants, but there are also light green grasses and red or orange mosses. There is a type of plant called 'everburn' that, guess what, burns forever. It's just Oogarooms magic, we don't really know. It's really good for keeping warm during the near-freezing nighttime or for cooking food. Sadly, once you bring it out of the level it stops burning forever. It is still a great fuel source without burning forever. The everburn is red naturally, but most of it is on fire so it's charred black on the outside. The vast masses of alight everburn creates immense plumes of smoke curving over the smooth mountains. Everburn can grow away from the mountains, but it's rarer and usually isn't alight there. Another plant is the goldberries, growing rarely among thicker clusters of flaming tears and also at higher elevations of the mountains. These are a great food source, but the ones on the mountains are usually eaten up by the sole inhabitant of the level, the Lunae (see entity 051). Specifically the lesser breed known as Lunae Ignis. These creatures provide a better source of sustenance, but they are pretty dangerous. You might come across an overgrown and rotting town made of small wood buildings. These are somewhat rare, as they're usually burnt to the ground, but if you find one they're a good place to stay. Even the intact towns will usually have a few destroyed buildings. There is one more notable group here, known as SmokeStack. They live in a village near the entry point of the level, with a total of 25 inhabitants. You can enter this level by staying in the desert area of level 83 for a few days, and exit by noclipping near concrete arches which you can find in the thickest of smoke plumes. This will bring you to level 110. Another exit is by noclipping by a duckweed-filled pond under a rock, bringing you to level 85.

Level 85: Ebony Swamp
Class: 3

Level 85 is a web of wetland rivers winding throughout a thick, green forest. The river ranges from 7 to 12 meters wide where it is more streamlined. "Web" is a generally loose term, as you'll typically go 5-9 kilometers before coming upon a fork or major intersecting branch of the river. There are a great deal of smaller forking paths (3-5 meters wide typically) which taper out into dead ends or stop at large pools or ponds. The rivers are U-shaped and have banks that are relatively high above the water. This, paired with nearly all of the exposed soil being dark, slippery mud,

getting onto land without using docks is quite a challenge. Much of the water's surface is covered with vast sheets of duckweed, making boating throughout somewhat of a nuisance. This is made worse by the occasional log sticking up just below the water, waiting to stop you in your tracks. There are also large water lilies (2-3 meters in diameter at largest), which can support up to around 70 kg. These sometimes have large yellow or pink flowers at their center. When not obscured by the duckweed, the water is a deep navy blue. Moving onto the land plants now, the slippery banks are dotted and swathed with mainly two plants; yellow mudsprigs and purple mudsprigs. Despite the names, they are not related at all. Yellow mudsprigs have winding and drooping stems with one large yellow flower at the top. Purple mudsprigs have several stalks stemming from a single root system, where the stems grow straight up and end with a cluster of small purple flowers. Both flowers have vibrant green, velvet-textured stems.



Moving past the banks you'll find a thick brush of trees and bushes. The trees have dark, rough trunks and are softwood trees. These are known as mudghosts due to the fact that they are often dead. When alive, they have large, lush canopies. These trees have interesting root systems, with deep-running thick roots for stability and smaller roots primarily for water absorption running more horizontally. The mud is pierced all over with blades of tall, vibrant green grasses. There are also large, thick mudbushes, making traversal awful along with the trees being close together. Can you tell this level is pretty muddy? Sometimes, usually every 7 kilometers or so, there will be a system of docks jutting out into the water. There are often lower platforms for the docks right by the water level that will allow you to get onto land. These docks have lightly rusted metal frames supporting an array of wooden planks. The planks are often rotting and in mediocre condition, so be careful. There are often barrels on or close to the docks filled with fishing supplies. There aren't any fish living here, so that won't be of much use. Typically at the end of the docks you'll find gravel paths leading into the thicket of the level. These paths make traversal much easier, although they are still overgrown. Sometimes there are shacks farther on along the paths, but these are quite rare but they contain good supplies. The shacks have wooden walls and sheet metal roofs, so they'd make an okay settlement. More usefully, the shacks have stocked shelves of canned food and bottled water. You can often find kayaks or canoes scattered everywhere around the level, mostly around the docks. The canoes are often metal or wood, with wood paddles, and the kayaks are often plastic, with plastic paddles. These are the best mode of transportation for the level, as the land is disgusting and heavily clouded with foliage. This level has a day/night cycle with 2.1 hours day, 17.4 hours night, so bring a flashlight. There are two entities here,

peepops (the brown variant) and a level-exclusive, mudsnappers. You can enter by noclipping on level 84 by a duckweed-filled pond under a rock, and exit by noclipping anywhere to get to level 86.

Level 86: Snowy Town
Class: 3

Level 86 is, guess what, a snowy town, about 5 by 5 kilometers across. Past the edge of the town, an infinite forest made of solely evergreen trees fills the entire rest of the level, which is about 25 by 25 kilometers. The entire level is covered in at least 1 meter of snow, and up to 2 meters in select zones. The temperature of this level is -5 degrees, so YOW! Past the end of the level, there is nothing but an infinite dark blue void. Jumping into this void will eventually, after about thirty minutes, have you fall back into the town in the center of the level, without any injuries. The center of the town contains a fountain 4x4 meters in size, and 2 meters tall (this fountain will be important later.) The town is made of red, white, and green houses, all two stories tall. They are all connected by streets 3 meters wide, which are all unplowed. Each house is completely empty and in a modern style, with white or light gray walls and light wooden flooring. Some areas have white carpet permanently attached to the floors. Every single house is almost completely devoid of furniture, with the only furniture/appliance bearing areas fortunately being the kitchen, which is where you can get food if you are stuck on this level. The functionality of heating systems inside of the homes varies, sometimes being nice and cozy inside or having broken windows and being brr cold sad not fun :(. The basements of the houses sometimes have entities, which is quite unfortunate. Once you have secured a house that has working heat and is free of entities, it is advised to stay here until a safeout event happens. You can only exit the level during one of these safeouts. During one, all of the snow will melt, and you need to get to the fountain in the center of the town and jump in. You will quickly black out and wake up in the Main Base. You can enter this level by noclipping from level 57 or 85.

Level 87: Floating Head Migration
Class: 4?

Level 87 is a bit goofy, a little funny. Oh yeah, Harold here again. Hopefully I don’t get assigned that new level 32 description. The CCOEG ‘kidnapped me’ but they said it’s a new program where I get sent to the level to write its description so that I understand it better. Makes enough sense. I’ll try to make this level a shorter one, but because I got assigned to it that’s probably not going to be very likely to happen. Level 32 seems like a very safe and nice level, so I’m quite excited to do that. I also want to finish this level very quickly due to its 4? rating. Pretty sure it’s one of the only pending-numerical matched ratings, so I’m kind of scared. They did the first test for this new ‘experience writing’ program on level 70, but I wasn’t allowed to disclose that until it went well. I have faith that it’ll go well again, even on a class four level. After all, they did give me a handgun for protection :). I’m still going to leave an audio recording running, just in case. Okay, the actual level now. Woohoo. That’s probably all going to be edited out by stinky old Ethan anyways. Okay, description time. The majority of the level is a series of winding hallways broken up by occasional rooms. The floor is a tight staggered grid of orangish wood planks, but in nearly all cases this is obscured by a thick wall-to-wall wool carpet dyed crimson red, dotted with “somewhat floral” patterns in variant shades of red, yellow, and cream color. The walls have a trim

nearly 10 cm tall, made from that same orangish wood, but here it takes on a tad darker appearance. The trim extrudes around 2 cm from the wall, and at the top has an inner fillet that leads to the wall. Speaking of the walls, those are brick overlain by a thin layer of ever so slightly cream tinted white plaster. Rarely you may see the plaster layer peeled off, exposing the structural brick, stained a whitish hue. Sometimes the wall will be the same planks as the floor, but running vertically. In a much rarer and unexpected turn of events, the walls in the smaller halls may have a layer of cardboard, similar to that of level 7 (in the common brown), attached to the planked walls. Dissimilarly to level 7, the cardboard has had the outer flat layer peeled off, revealing the sharp bumpy repeating pattern that looks like “VVVVV”. The ceiling... is odd- in the larger rooms only though. In the smaller halls, the ceiling merely takes on the same damn plank pattern, dotted every few meters by inset led bulbs that emit a white so warm it could be considered yellow. In the larger rooms, well I'll make an attempt to explain it. The ceiling is some... plastery, plastic-like, smooth material? It’s relatively luminous and perfectly white, with no imperfections; again- it’s very smooth. Well, the ceiling is a grid of squares around 2x2 meters wide and long, split apart by like around a quarter meter thick extrusion of the same material. It extrudes like a half meter- it’s quite odd. Damn bro- I’m lost without Juniper’s team’s measurements. I don’t know why the CCOEG didn’t just have them go in first. I mean it isn’t typical anyways for new levels- they have a specific team for that, but then why didn’t they send those guys in first!? They said it’s because they don’t have a great o-o supply, but *I* think it’s because they’ve secretly been plotting my downfall so they can replace me with ai! damn clankers! Oh yeah, you need to wander the caves of level 32 under the influence of O-o in order to end up here. On the topic of level transitions, they never told me an exit... yeah they for sure want me dead. Hey! At least I’ll just end up back on level 1! Can’t get rid of me *that* easily >:J! Oh yeah- the level. In the center of like every other of the squares there will be a light bulb. They are similar to the ones in the thinner halls, but a bit less warm. They are of varying brightness, but all uniform in a room. They can range from matching the brightness of the hallway bulbs to being a very moody brightness to being even flat out off. Now I’ll go more in depth for the types of rooms, starting with the halls, then the larger rooms, then the observatories and offices. Okay, halls. The basic fundamentals have been gone over. These halls range from a maximum of around one and a half meters to a minimum of around a quarter of a meter, making some halls entirely inaccessible to fat hogs (excuse the slur) and such. The ceilings are uniformly around 3 and a half meters up here. The halls typically align to a multiple of 45 degrees, but often may just wind smoothly. The halls may tilt up and down to an angle of up to 10 degrees, but a lot of the time just stay flat, and you can traverse up and down mostly using staircases of varying heights, with square steps about a quarter of a meter in height and depth, often straight, but too may wind and wander and spiral. The halls intertwine and turn back on themselves and intersect constantly, forming a labyrinthine lattice. The staircases are the one way to access the observatories and offices, specifically extraordinarily recherché, extremely tall, and entirely straight ones. The walls of the halls are dotted often by either paintings of medieval architecture; monochrome photographs of random old people; or odd “dreamy” and “cloudy” and surrealist, mostly monochrome (predominantly shades of light grey and white) abstract art of shapes, optical illusion-like architecture, and basically what seems like something someone would make in a 3d modeling software to confuse people. There could also be heavy woven tapestries “resembling” the “somewhat floral” “patterns” from before. There might be wooden doors that break up the halls every so often, but they just lead to

more halls and are quite the nuisance. Okay, time for the larger rooms. There are many variants, likely too many to name or even discover. The size characteristics shared by most rooms is ceilings around 5 meters or a tad less high, and width and depth being multiples of the ceiling grid length. I'll start off with the not uncommon libraries. These are very self explanatory. Shelves of a dark brown wood line the walls, filled with tons and tons of books. Some shelves may be void of books and instead filled with board games or decks of cards similar to ones from level 97. There could be a reading nook in the corner of one of these rooms, resembling a bed, yet the mattress is not at all squishy enough. These could have a lamp above them and a few pillows. Oh, and by the way, those books are either completely empty or in some unknown language. Sometimes there could be a normal table or a game table in the center of the room. The game table is for the most part the same in all instances. It's some odd mix of table tennis and billiards. No clue. Next room! Kitchen/dining room. These will have counters with marble countertops with a sink or two, held up and overshadowed by lots of cabinets filled with really weird eating utensils and plates/bowls/cups. There could be ovens, microwaves, espresso machines, fridges, stoves, and other kitchen appliances. There could be some common foods in containers in the cabinets or fridges, like breads and meats, but the number one most common food you can find here is- you guessed it!- (actually you probably didn't) OOGAR'S ORANGE SPICEFRUITS! Also many, many spice bottles with the actual oogar's orange spice. These spicefruits aren't a bad food source, and in my opinion, they're quite nice. These kitchens often also have a round marble table surrounded by chairs. Next room! Another very common room would be living rooms. Typically featuring 2 or so large couches along with several comfortable enormous armchairs, surrounding a big, short, flat, wooden coffee table. The tables are typically octagonal, but the diagonals are very small so it's honestly closer to a square. The supports are at the diagonal corners, and there are two levels to most of the tables, with the bottom scattered with books and scribbled-on papers, and the top often featuring small dioramas of birds or elephants or turtles. There are also fireplaces in most of these rooms, but they aren't needed much as the temperature remains around 21 degrees. Another element is a large flatscreen tv, sadly they don't seem to ever be working. This means I have to miss the daily episodes of the hit tv show "Hog in Swineland: The Piggy Revenge"! There aren't any bedrooms, so I end up sleeping on the couches here like 90% of the time. Thankfully, they aren't too uncomfortable. Next room- er- rooms? There are a collection of rooms that follow the style of the large rooms, but they're just tiny. I'm still classifying these as large rooms though. There are lots of coat rooms, often featuring a shelf stacked with purses and bags filled with normal stuff like keys and stuff- I wouldn't know; I don't carry around a purse. There are also a lot of hat racks covered in unique and exotic headwear. Of course, it's a coatroom, and the walls are lined with tons of different coats. There is generally a floor-to-ceiling mirror in these rooms, normally parallel to the door or entrance. There could also be a few pairs of boots or shoes dotted about. Another small room is a pantry; they could be walk-in or maybe there are doors that just lead straight to shelves. Those aren't rooms at all, let alone large, but still- I'm not classifying them elsehow. Pantries are self-explanatory; shelves upon shelves of food, mostly just spicefruit and oogar's spice. Walk-in pantries may feature a fridge or two. There could be smaller rooms that are random and unfinished; these are usually odd shaped; a jumble of random angles. The floors here are always overlain by the hallway carpet, but always the colour of white, possibly with a slightly cream or grey tinge. Back to the *actually large* rooms, there are screened-in porches, which are quite anomalous. They resemble- well- screened in porches, but beyond the screen

all you can see is an endless illuminated ocean glistening from an undying and expressive sun. From every angle and every screen, it shows the same ocean. Sometimes in the far distance beyond the horizon you can see jet-black crows soaring, and hear their endless cawing, and the sound of the waves cyclically lapping at the shore. If you break the screen there is just the boring wooden wall behind it. The screen brings an illusion of freedom and openness to the level, instantly and forever shattered once the screen breaks. I think that's it for the large rooms. Now for the rarest and quite frankly most unnerving sector of the level- the observatories and offices. You can find these by going through a door you can find in the halls which is blocked off by caution tape such as that used in a crime scene. I wouldn't recommend it though- it doesn't seem too safe- at least for the observatories mainly. Beyond the door is a single staircase winding and curving around and heading up to the room, far further up than any other part of the level reaches. These staircases are not artificially illuminated, nor are the rooms themselves, but there is a great amount of light seeping from the observatories and just a tad from the offices. I'll start with the offices, as they are more normal. They're adequately sized, featuring large rugs across the wood floor and a single desk and chair, with maybe a lectern and a lamp. The lamp may be on and working, but if so they are dim and flash occasionally. The offices are very dark and ominous. There are also large bookcases that line the walls, along with the random table blanketed with messy papers and books. I'm seeing a pattern with the books and papers in the level; they're all rummaged through and messy and scattered about; as if someone was hastily looking through all of it for something specific. About half of the light in these rooms comes from oddly placed peepholes in the walls. The other half comes leaking out of the cracks between the door and doorframe which you will find lead to a small screened in porch, typically circular and only a few meters across, featuring a single chair. Beyond the peepholes and the screen of the porch is an extreme bird's eye view of an expansive landscape of lush grass dotted with trees or the semioccasional meandering brook. It is always portrayed as day, as I assume these screens and peepholes function similarly to the other porches' screens when broken. In the offices, there's nothing *too* odd, save for the occasional "pomegranate juice" spill across the papers or stain/mark on the ground. Very spooky. Moving onto the observatories, these are nothing but glass exposing the earlier landscape, quite resembling a greenhouse, with an arched prism shape and a grey metal wireframe. These rooms are always void of **normal** things, save for a planter and pot growing a- you maybe guessed it this time- spicefruit tree (which isn't even that normal)! They're thin for the fruit they grow, and have almost silvery bark. I don't think these trees can be found anywhere else, so that's cool- or it would be if it weren't the other things in the room. There are more scattered books and pages and scribbled-on papers, but these are unsettlingly torn and ripped and soaked in blood, even if they aren't right next to the literal pools of blood and fragments of torn flesh and gnawed-on bone splinters. Sometimes the glass is broken and dotting the floor with treacherous shards, but this actually provides a physical access point to the picturesque outside- unlike with the other screens. Personally, I hate being up in the observatories, and ever since I went up there for the first time, I've felt a strong feeling of paranoia and hysteria and it always seems like I'm being watched. I've even started hallucinating hearing footsteps and bumps approaching me, sometimes I wake up in the dead of "night" and the lights are off and there are eyes watching me from the darkness- needless to say, I've gone insane. I've also started sleeping in smaller rooms with the doors locked, no matter how uncomfortable it is. At least it puts me at some ease. But back to the level, the thing that traumatized me. You

probably guessed- and no it isn't spicefruit- it's the floating heads. Y'know- from the level name? Among the landscape (but only in the observatories) there are huge bloated severed heads floating in swathes and swarms in a collective direction, it's so disturbing; I won't go into detail. Ehh, that's quite enough for the level description. No groups of course, it's just me on the whole level, I think. Why's it classified 4?? Right now it feels like a class one-mental or two-mental. Uhh, entrances... wander the caves while under the influence of o-o on level 32. Don't do that though, seriously- you don't want to come here. It's seldom intriguing save for driving me insane! To exit... good question. I tried the entrance tactic a few nights ago, It didn't work. Since then, I've been wandering the level searching for anything unique and promising while stopping to write for a little bit every night. Nothing's happened except for my paranoia growing and hallucinations getting worse and worse. I think my best bet is... going through the observatory glass. I hate to get near those- things- but they don't seem to notice me- or anything for that matter. Just heading to one place. Again- it's getting worse. I'll backtrack to the nearest one tomorrow. Okay, I woke up- some time- ago. I'm heading up, I'm out of options. Just in case I don't make it back, I'm going to try and jump down into the nearest, fluffiest tree to break my fall, as it just looks like the observatory rooms oddly floats in the air above the landscape. I'm leaving my laptop here, by the spicetree. OH [redacted], they see me, [redacted] it

[Entry 2: Class 4]

Hey guys, Llid here! Harold is certainly fucked. And yes, I did in fact censor him but not myself. The Alpha team was sent in to find him, he's kind of our best writer even though we do have to threaten him to make him do his work sometimes. Jerry is much more compliant, we might promote him soon (don't tell him!). Oh yeah, the level. The Alpha team found his computer, he kind of left a trail of wrath and destruction, whether intentional or not. We took extreme precautions, and had the team close their eyes and cover their ears while retrieving the computer. There were no relevant photos on it, mostly memes. But! The audio recording! First of all, we only had one guy listen to it in fear that the paranoia would inflict upon them, which it did, and I think they had to, y'know, end his misery, but he just came back, still on the level, still paranoid. Second, the reported auditory "hallucinations" Harold spoke of were certainly not hallucinations, they were as clear as day on the audio, said the guy who heard it. Third, The audio ran for a few minutes after Harold jumped, and his fearful yelling could be heard followed by a deafening screech, presumably from one of the heads. The Alpha team sent up the paranoid guy to look for Harold's body among the landscape, his remains were nowhere to be seen, and yet a fall that far couldn't be survived without injury, odd. The Alpha team is still there. They're not making it back. No shot. We also had to euthanise that one guy with a hex crystal. Don't worry, we got the crystal back. Anyways, O-o is now confiscated upon entrance of level 32 and any existing O-o on the level is being taken away. Harold had a mediocre run I suppose.

Level 88: Chairs
Class: 3

Level 88 is an infinite concrete floored area. The floor is made of faded gray concrete, like the type you would find in an old parking lot. The concrete is cracked a little, though not much. There are usually small weeds and plants growing in the rare cracks. There are many stacks of chairs. They can be up to 7 chairs tall. There

isn't much here, except for chairs. It is always 30 degrees Celsius here. The sky is blue and cloudless. There is little variation, mostly just bland, beige chairs. Sometimes they have padding. Also, metal chairs. Really there's just any type of chair here. The three most common types are plastic chairs with a hole in the back, plastic chairs like the first with green padding, and metal folding chairs, which are usually rusty. Also, some guy said they found a house once. These houses have been confirmed to exist, though they are extremely rare. They resemble small red houses and are usually furnished. They are the best source of food and other supplies on this level. You can sometimes find parking spots spray painted on the ground, along with streetlamps, further indicating that this may be a parking lot. There is a settlement here run by CCEOG, and the Chairmasters. The Chairmasters worship chairs and build pyramids out of chairs. The Chairmasters are hostile to anybody who does not agree with them. They have attacked over 40 CCEOG members. They also have an 80 story chairymid. Anyways, if you like chairs, this level is for you. Food spawns rarely inside of the randomly generating chair structures. Starvation is common. The common types of chair structures that can be found are chairymids and little hut thingies. They will sometimes contain supplies. Noclipping into a chair here sends you to level 89. Falling asleep on a beige chair on level 34 sends you here. You can also exit by noclipping around a random lone stalk of corn growing out of a crack in the ground. This will send you to level 90, so it is best avoided.

Level 89: **spooky**
Class: 3

Level 89 is a series of large, interconnected teepees. The ground here is made of plain dirt, usually with some old corn stalks mashed in. The ground here is not too uneven, but not particularly smooth either. The main structures of this level are teepees made of corn and wood, usually around 8-30 meters tall. They are connected through short walkways, which are 2 meters tall and usually around 4 meters long. There are shelf-like structures that fill the interior of some teepees, usually the taller ones. The shelves are filled with many carved pumpkins of varying designs, though usually very creative and intricate. Sometimes, you can find recreations of flags made of pumpkins here. These pumpkins are usually normal and decompose over time and are replaced by miner entities who live here. Some pumpkins will not decay and have much brighter light emanating from them. These are used as the main source of light on this level, as most other light sources burn out or die unusually fast. There are a few other types of teepees as well. One of these are spider rooms, rooms with fake purple-blue lights that have spider patterns, which move around the rooms. The spider rooms are filled with fake spiderwebs and sometimes plastic skeletons. Another type of rooms are skeleton rooms, which have fake skeletons arranged in strange and sometimes funny ways. The skeleton rooms also provide the only source of water on this level, through small jugs that can be found in the corners. Sometimes, the connecting halls will have fake buffalo hide draped over them. When they do, they will usually lead into the maze area of the level. These areas are smaller than the other areas, albeit much more dangerous. While there were dim lights in the form of decorations in the other zone, there is very little light in any way, shape, or form here. There are sometimes living skeleton entities here, called Skullers. Goofy skeleton. You can enter by noclipping from level 88, basically anywhere (into a chair). Exit by noclipping to enter level 91 or 189.

Level 90: **Winding Ooga Road**
Class: 5

Level 90 isn't an expansive level in size or in description. The spine of the level is a winding flat dirt path dotted with tiny stones, estimated to be about 2.8-3 meters wide. There is a small berth between the edge of the road and the stalks of crops that line the road on either side. The crops are usually fully grown or somewhat dead corn, but may be fully grown wheat. Near where you enter the level there should usually be a rusty old barely working car with infinite fuel. This is your only hope of surviving the level. get in it, and follow the signs with arrows. The car will typically have a little bit of food and water in it, but not enough to sustain you for a long time. There is no sun, but it is always pretty light, like just before sunset. If you don't get in this car, the abundant oogas and boogas that roam, crowd, and swarm this level could notice you and eat you up down to the bone in minutes. They probably won't rush to be in front of your car, as they have some common sense not to get run over. Along the side of the road every few kilometers there will be random metal posts that tilt submerged into the ground, as if they held pristine metal signs long ago. There are also wooden posts with wooden arrows that have peeling red paint on them pointing in one direction, which leads to the exit. Nobody knows what's in the other direction, and nobody is risking obm lives to find out. It's probably just a trap or dead end so the 'ga's can get an early snack. Sometimes off in the distance, poking just above the fields of corn and wheat you can see billows of black smoke constantly burning. It is unknown what causes these, as it's probably not fire or else the whole level would go up in flames. Speaking of flames, if you try to light the level on fire you'll just attract the 'ga's and they'll put out the fire while killing you. Every 1500 kilometers or so there may be a 1.5 or so meter side path that a car could not fit in. There will also be arrows pointing here, but they also have "EXIT" plastered across them. The 'ga's tend to avoid these areas , probably to lure you into a false sense of security, as these are traps. One day in 2061 a group of 11 clueless TOTG members foolishly explored into the fields on foot past these exit signs. There was an audio recording recovered as it was being uploaded to the cloud automatically in real-time. It all seemed to be going well for the presumably about first kilometer, and from there a soft, low, rustling was heard in the corn around them. There was one member, Tarek, who was slower and straggling behind a bit. Nobody was paying much attention to him, when a sudden and muffled yelp of terror was heard, following and encompassed by loud rustling. Tarek was gone. Everyone was hyper-paranoid, when suddenly they were swarmed by what sounds like a million oogas and boogas. Sad final yells of horror and pure pain were heard, along with crying, just before the audio cut. A sad tale indeed, and they did not respawn. If you die on this level you do not respawn. There is one known exit, that being at around 7400 kilometers down the road. An old red barn, slightly fallen apart. Once you are right at it, rush out of your car, and use all of your might to rip the bulky doors open. Run into the solid warm yellowish-orange glow behind the door, and escape the madness of this level. Once you enter, you will wake up on level 91. A peaceful end to this madness. Enter by noclipping near corn on level 88.

Level 91: **Abandoned Subway**
Class: 3

Level 91 is an abandoned subway. It is similar to level 52, but in disrepair, and the trains are less common. However, there are fewer entities here than level 52. It

appears to have been abandoned for 30 years. 91 seems to have originated from the 1980’s-1990's. There is dirt and muddy water splattered across the floor. There are many dripping leaks in the roof, and it is very dirty here. There are usually large piles of trash, along with sticks and leaves, that will fill these stations. Most of the time, the stations are connected to food courts and underground malls, though some are not. The food courts are great for food and water, so you should plunder them. They are in a similar state of disrepair, like the stations. The malls are in the worst conditions. Some will have their roofs completely collapsed, and very little of them still have merchandise. They will usually house entities like globbers. Some of the electronics here, like the directories and computers still seem to be functional and powered up, even though the plugs should be dead. It is difficult to see, due to most of the lights being burnt out or destroyed. Some will occasionally power on and flicker. Every now and then, you may hear a voice coming over the intercom, even though there is no one in the offices. Walking down the train tunnels will lead you to more stations. Rarely, a train may appear. This train is one of two exits. It takes you to any class 1 or 2 level before this one. The other way of exiting is by noclipping in one of the malls, which will take you to level 96. If you enter the barn at the end of level 90 you will wake up here.

Level 92: **The circle**
Class: 4

Level 92 is a circular hallway that goes in a circle. The bottom 1/3 of the hall is strong metal like steel, and the top 2/3 is made of white tiles. The tunnel in total is ~100 meters long and again, is in a loop. The right wall has red arrows pointing in one direction. When you get to the level there will be a wall behind you. After about 10 seconds the wall will begin moving towards you. The more times you go around the loop the more decrepit and disgusting. Sewer water will begin to flood the level and there will be an increasingly bad stench, smelling somewhat of Harold's room. (*That was uncalled for! - Harold*). Tiles will begin to fall off or get moldy and dirty. Vines will start to grow on the sides of the level. There are no resources on the level. Do not drink the water. We shouldn’t have to say to not drink sewer water, but some people just don’t listen. Once a CCOEG group member tried to explode the wall on the back. It worked, but water rushed from behind the wall and the member drowned, and they never figured out what was there. The method to enter is unknown, and may just be random chance when noclipping. This is unconfirmed. Exit by holding on to one of the vines, and the wall goes through you. This sends you to the main base.

Level 93: **Airy After Hours**
Class: 2



Level 93 is what appears to be some weird storage room located in a school. The biggest difference between this and other storage-related levels is that it is quite airy and open, with skylights and windows. The time of day on the level seems to be

around 6:30 PM in the summer, and it is constantly raining, whether it be lightly or storming. The sky is always cloudy as well. The main section of the level is a bunch of segmented large rooms, with gray brick walls. The bricks are probably made of some stone or concrete, and the mortar is a very light, nearly white color. The ground is just a big concrete slab, with cracks rarely. There are giant ventilation pipes crossing the ceiling, being just high enough to barely allow you to walk under them in some situations, but more commonly they are higher. The pipes range in radius from just a couple centimeters to over a meter. There are large skylights on the roof, which are half-circle shaped, somewhat like tunnels. This can be somewhat seen in the image. You can find large wooden shelves here, which are full of random sports supplies (ew.) The supplies stink of sweat and pubes, so avoid these. Random things like foosball tables and skee ball machines can be found as well. Pretty fun! There are also windows and doors, which can be used to access the roof. The roof itself is chock full of HVAC systems and ventilation. The roof is made of sheet metal, and it is very slippery due to the constant, neverending rain. Speaking of vents, indoors, there is a near constant hum and whooshing of fans and wind from the vents, which are placed near the bottom of the walls. There are occasionally large metal boxes, which are also humming loudly. These are probably what drive the many systems. Moving on, there are also hallways which connect the different larger rooms. Nothing much in these rooms, other than the occasional cardboard box. There are a few entities on this level, but they are quite rare. There are oogas and boogas, as well as globbers, which is unfortunate. The globbers like to hide in the vents and ambush passerby. There is a group here, called Spinkus Binkers, Co., which is an outpost of CCOEG. Fun. You can enter this level by noclipping from 94. You can also enter by sleeping in a snowbank on level 132, but you will be cold :(. Exit by running into a wall and smacking your head, which will get you to level 97.

Level 94: Escher
Class: 3

Level 94 is very odd. It resembles an Escher painting. The level is in black, white, and white, and there are staircases everywhere leading to nowhere. There are some platforms upside-down, same with the stairs. Gravity flips to match the rotation of the stairs. The material used for the stairs and platforms seems to be stone, but tests run by CCOEG show that this is not stone. The level is 500x500 kilometers wide, but each area is only 98x98 meters. The level seems to be separated into 98x98 meter cubes by 2-meter-thick walls. There is a door on the side of each room. Entering this door will lead you to another room, but it is theorized to have a small chance of sending you to a random level. There are random arches with more stairs and platforms. Most of the stairs have railings. Sometimes there are more enclosed halls or staircases in the cubes. There are also rarely tables with gray inedible stone fruits and foods. If you fall off one of the platforms it will cause your gravity to flip back to normal, and then you will fall downwards. Enter by walking into an Escher painting on level 9 or 97, or by finding a stone staircase on level 28, and exit by noclipping to get to level 93. There are no entities here. There isn’t really any food or water here, so it’s hard to stay here for a long time. Still, it’s a safe enough level. There is 1 CCEOG base here. It is located in cube X: 4 Y:7 Z:2. You will always enter this level in cube X:0 Y:0 Z:0. This CCEOG base is named C94a. They have secured the box they are in and welcome any new members. Fun.

Level 95: The Archives
Class: 3

Level 95 starts in an infinite field of rolling hills, covered in a sea of almost neon green grass. Wander around until you find a large tower of stone that is entirely out of place. At the foot of the tower there will be a tunnel leading down far. There is also a roller coaster track. Walk or ride down. At the bottom there is a large cave made of dark grey stone. It never gets below 3 meters tall and wide. The cave is also covered with many stalactites and stalagmites of varying sizes, mostly large. Follow the left wall until you find a bookcase. Walk through the bookcase (it has no collision) and you will end up in the archives. This main area is a large complex of rooms with wooden walls, all lined with bookcases and catalog computers you can use to look for books. The bookshelves are each around 1 meter wide and double-sided or empty all the way through. The bookshelves are on average around 14 meters high. The bookshelves are often in clean rows, but they can really be in any patterns and shapes. There are millions upon millions of books written in various languages. If you're lucky, you'll find one in one of our languages. There are certain books that are red and say "escape" on them. Pick up one of these books to be sent to level 96. Enter by noclipping into a book on most class 1 levels. There is one entity here called the librarian, who is passive and wanders around until you call for them. They do look quite scary, so beware. They can lead you to any book you want. The books here have special properties (see item 11) and on this level you must be quiet. There is no food or resources here. It is mostly dark here where the librarian is known to jumpscare people by accident.

Level 96: Underground Mall
Class: 4

Level 96 seems to be an infinite, or at least very large, version of the mall areas from level 91. Level 96 seems to be an underground mall, and that's kind of it. Or is it? Level 96 has the structure of a normal mall, with many shops and such. Most of the shops are empty, but the ones that actually have signs or are occupied tend to not have any merchandise. The color scheme of the mall seems very focused on yellow and brown. There are sometimes skylights, or would be skylights, that are completely blocked out by dirt. In some of these, they have collapsed, flooding sections of the level with dirt. It is very dirty here, with many piles of trash and overflowing garbage cans found commonly. There are sometimes fountains near the skylights. Unlike level 91's malls, it is very rare to find a collapsed shop. When you do, there is usually water leaking out from it. Speaking of water, this level is on several different elevations, and the lower layers tend to be flooded with mucky water. Frongs have been seen living here, so fun. The level is strangely not dark but is illuminated evenly and dimly by some unknown source. The lighting is quite yellow (again), and very dim. It is enough to walk around and see basic things but not enough to do more complex things like reading, so bring a flashlight. There are huge piles of dirt here. Entities are kind of common, though not too abundant. The most common types of aggressive ones you can find here are buriers, globbers, and stupid idiots (dude, how have they not changed the name of that entity yet? CCOEG, get your game on. Go play). Frongs can also be found. You can enter by noclipping from level 91 in a mall, or by reading a red-covered book titled "ESCAPE" on level 95. You can exit by noclipping to reach level 99 or 97. It's random.

Level 97: Fallen 17.2
Class: 3

Not a super original name as you wouldn't expect. It bears an uncanny resemblance to level 172, but horizontal. So yeah, that's it. The level is an I by X by I layout, split into a grid pattern of rooms of dimensions close to 4.2m x 2.7m x 4.2m. Each room is primarily wood, and before you ask, no. You cannot light it on fire. The wood is usually just light to dark brown, but could have a reddish hue or be nearly black it is so dark. Whatever fits best with the theme of each room, and yes, each room has a theme of one or two primary or secondary colors, including white, black, and grey, or very rarely, brown. The walls and ceiling are the room's scheme wood, and beyond the ceiling there is a black unbreakable plaster-texture substance. On the floor, there is primarily the scheme wood too but there may be tiled polished stone floor or embedded carpet above concrete. Embedded carpet is honestly quite rare, 90% of the time there will just be an external rug. Below the floor is the same black stuff. Just like 172, there are many different types of rooms, including kitchens, bedrooms, offices, libraries, living rooms, and maybe even a games room. The theme colour usually applies to some smaller furniture like lamps, small objects (example; a notebook), fabrics, and paintings. Paintings are a very common occurrence throughout all rooms, depicting a wide variety of things such as entities, items of the Oogarooms, landscapes, old portraits, or maybe even close levels, ranging from 94 to 100. And yes, if you walk into the paintings of level 94 you will go there. Just like 172, I'll go a bit more in-depth about each of the aforementioned rooms. First, bedrooms. They usually feature a single twin bed and a desk, usually with an old computer that runs an os known as "Fallen Operator", which is much too badass of a name for an os that runs literally just 2 simple programs by default, one of which being a mapping system for the level that shows a map of the level made of squares and lines that run between the squares for room transitions. The squares are colored with the primary scheme color for the room. You can click on the one-button mouse to set a waypoint at a square, and the color of the square will fade in and out until clicked again to reset. It runs in a mysterious way, but whenever someone interacts with the mapping system and presses a button at the top right that says "upload data" it will put all of the rooms that you have been to in your time here onto the map, and it stacks so if like 5 people have explored different areas and they all upload it will create a big map with the combined data. There is an important base with 82 people here, and they are dedicated to mapping as much data as they can by dividing and conquering for data and creating one huge map. The other program on Fallen Operator is a simple game where you click the mouse to explode circles flying at you from all angles. you move the mouse to turn around, and when they aren't mapping, the group (which is known as "Glubool 172.2") is usually having tournaments of this game, with the leader of the outpost being the person with the combined best score in the game (which they have called 'luk') and most mapped rooms of the level. Okay, that was all one room. Hopefully this doesn't become that similar to level 172. Oh yeah, and the computers are just the old monitor and a one-button mouse. Nothing more. Okay, kitchens. Usually a small table with 1-3 chairs, a polished ornamental stone counter, and maybe a fridge. The peak of sustenance you could find here is a large wooden bowl of fruits and small snacks like granola bars and a few bottles of water. At random but not too far intervals the food and water will regenerate. Sadly there won't be anything in the fridge. It still works though, so it's still useful. Now for offices, it isn't like a job office and more of an at-home office. There are large desks here, usually with one or two of the computers from earlier, and usually a lot

of papers stacked about on the desks. There might be a small bookshelf or comfortable chair in these rooms too. Not very eventful. Libraries! As you'd expect, books galore. There are often large comfortable sofas or chairs where the bookshelves aren't. Some of the bookshelves will be empty of books and have trinkets and items from reality. Okay, living rooms. Very similar to libraries, but without bookshelves. They usually have a large sofa in the middle with some chairs around it. There may be a coffee table. Games rooms! There will probably be a scaled down ping pong or pool table at the center, with dartboards on the walls and a cabinet or two of odd board and card games. The instructions are in an alien language, so the level's residents make up the rules. The game known simply as 'V V' has risen to popularity as of late. And that's mostly all of the level :), but before I go, the biggest danger of the level. This place has a serious scavenger entity infestation. Seriously, someone needs to call an exterminator. They travel in packs and are unusually smart on this level, and can even plan coordinated attacks on groups. They tend to only target groups of 4 or more people, but at that point you should have enough manpower to overthrow a small, small group of scavengers. Larger groups of people usually means larger groups of scavengers, so beware. Many people at Glubool 172.2 have huge military weapons and stand guard all day and all night (there is no day-night cycle) to protect the huge group from the scavengers. Other than those pesky super-sized rats, there's really no danger. However repetitive, the food and water in the kitchens will sustain you, and the temperature is a nice 20.5 degrees. Enter this level by noclipping anywhere on level 96 or by smacking your head on a wall on 93 and exit by walking into an Escher painting to go to level 94 or by noclipping in a room with a primarily green scheme color to go to 98.

Level 98: Unscamely
Class: 3

Level 98 is an infinite plain of rolling green hills with very large structures. The name of the level is derived from scantly, meaning small, frame, meaning building, and un, so Unscamely means big buildings. Grass covers the hills, and it is unfortunately full of ticks. The grass is usually fifty to a hundred centimeters. Some areas of the level are not grass, but fields of wheat, and the wheat fields will contain farmhouses. The farmhouses are the only normal-sized thing on the level. Occasional dirt paths scar the hills. The paths have ruts in them, as if they were driven on constantly long ago. Sometimes, you can find old rusty trucks on the sides of the paths. The paths will sometimes have old, dry, bones on them. The temperature of level 98 is rather hot, at around 40 degrees Celsius. The sun on this level is locked at a position about 45 degrees above the horizon. The terrain of level 98 is very flat and samey, with only gradual hills. Now let's get to the main point of the level. The big structures. These structures have been known to get as tall as a whopping three kilometers. Most of the structures do not serve any purpose or have any interior. The majority of them are solid stone monoliths, with interesting geometric shapes and designs. Most of them are made of stone, wood, or brick. There are very rarely actual buildings like offices that are just ginormous. That's about it for this level. You can enter by noclipping into a painting in a room with a green colour scheme on level 97. You can exit by noclipping to get to level 99. You can also exit by falling from the top of one of the buildings to get to level 141.

Level 99: Sterile Lab
Class: 4

Level 99 is a large, probably infinite, lab which resembles those fake, overly-scientific stereotypical labs which show up in comic books. The entire level smells like rubbing alcohol or other chemicals. The walls are all made of pure white plaster, and the floor is made of light gray tiles. About halfway up each wall, there will be a colored trim about 15cm wide. This color will either be light blue or lime. The lime-lined areas tend to have less entities than the blue-lined areas. The roof is made of white ceiling tiles, with fluorescent lights. There will rarely be cool neon lights attached to the walls. All of the lights are blindingly bright, so good luck sleeping here. The halls, which make up the majority of the level, are each 2 meters wide and 2.5 meters tall. There are small vents near the top of the walls, painted white. These vents keep the level at a chilly 15C. White doors on the sides of the halls lead to large rooms full of various scientific equipment, and also big test tubes filled with colored water that do literally nothing other than look cool. You can actually find real chemicals and equipment in the drawers of the abundant shelves. These large rooms tend to have higher ceilings, at most 6 meters in height. Sometimes, the doors in the halls will open to huge balconies which overlook giant pits filled with various liquid chemicals, and sometimes valuable materials. Because of this, this level is commonly raided in search of valuables. Once someone found a huge vat of O-o, and let's just say… he's still tweaked. Entities are semi-abundant here, but the real danger comes from the lack of railings in the huge vats. Someone get the government to sue this place! You can enter this level by noclipping from 96, 98, or 194, and noclip to exit to 100.

Level 100: Void Pit Stop
Class: 1

Level 100 is some sort of a camp on a wooden platform, suspended in the air by huge, thick, girthy, co- er- iron cables extending infinitely into the black void above. The platform is octagonal, and is unfortunately a very not nice measurement, being 27.319 meters across. Outside of this platform, there is absolutely nothing else known to be on the level. Fortunately for me, who has to meet some writing requirements (Ethan is most certainly not doing his job,) there is plenty of stuff on the platform for me to talk about at great length. Starting off with the environment around the platform, the natural temperature sits at a constant 12 degrees celsius. Not terribly cold, but also not all that livable. The rest of the level is an empty void with only a 25% oxygen atmosphere at 1.1atm of pressure. Outside of the platform, there is no gravity, which is pretty cool I guess. The sky is a deep, inky, black, and so far no light has illuminated anything else in the, what is most likely endless, void. Sometimes, a light breeze, never exceeding 5kph, blows from the east to the west across the level. Coming back to the platform, when you enter this level, you will be placed about 1.5 meters northward of the center of the platform, lying down, facing towards the center of the level. In the center is a circular iron plate 1 meter across, decorated with intricate carvings of the Exogs and some runes, which roughly translate to *"We Beseecheth thee, go forth, and offer your soul."* In the center of the plate, is a stone altar showing depictions of Ocelight and the other deities. Going out from the center, all the way out to the very edge of the platform, purified tutapetra lights sit atop an ornate wrought iron fence, also thought to be of Exog construction, sitting about .6 meters tall. At each corner of the octagon, there are thick, brushed aluminium poles .3 meters in diameter, to which the large aforementioned cables attach to, through thick welds and heavy-duty interlocking parts, making everything incredibly stable. The rest of the platform would naturally

be pretty empty, but several people have chosen to inhabit it, filling the level with tents, crates, and personal belongings. In total, about 20 people live on the platform. One final thing, on the northeast corner of the platform, another Exog construction survives. In the same ornate style as the rest of the constructions, there is half of a bridge extending out into the void. Another set of runes on it says: *"Through faith you can leave,"* and an empty indentation in the center looks like it could have been used for ceremonial purposes, maybe to sustain a portal to other levels. The bridge is about 4 and a half meters long. Moving on to entities, entrances, exits, and all that finalizing yap, there are no entities on this level, unless you count the occasional fly or mosquito that hitches a ride on lostsouls. You can only enter this level by noclipping from level 99. Exiting is fairly simple: jump into the endless void and try to float out at least five meters from the platform. Once you do, you will black out and wake up on level 101.

Level 101: And yet you keep going
Class: 4

Level 101 is an oddly familiar place, usually ripped from a lostsouls memories. You will always feel like you have been here before. The spaces you may be in are empty auditoriums, large fields next to a highway, or a chair illuminated by a single light in an empty room. One of the oddest ones is a hot air balloon in the middle of the road. While in the level, the vision of a lostsoul appears to be changed, making certain colors appear faded or more vibrant. This level seems to distort a lostsouls memories. All of these rooms/areas induce nostalgia and similar feelings. It seems that the rooms in this level vary depending on who is in the level, usually being a familiar, but off version of things they've seen in their childhood. This level has been reported as many different things, and you will have a very different experience than anyone else who enters the level. If more than one person enters this level at a time, they may be split up. If their memories are similar enough, I.e., they grew up in the same town or attended the same school, they will be kept together. Some people have reported this level calming, while others have called it torturous. The areas are very fluid and seem to mix. They will seamlessly change from one to another, causing disorientation and confusion. Most people will enter the level in some school related setting, at a lower grade, and then usually go to some outdoors place, like a forest or park. From there, it is completely random. There are no supplies on this level, but you do not seem to get hungry on this level. From what the CCOEG can gather, metabolism is slowed by over twenty thousand times on this level, so you need almost no food. There is 1 entity here, but you may go insane quickly. Or not, as previously stated, you will have very different experiences from anyone else who entered the level. The entity is entity 33. You can enter this level by floating 5 meters away from the platform on level 100. You can exit through noclipping, which will take you to either level 52 or 102. If you have some form of memory loss, the areas on the level will be distorted and usually more dangerous, so avoid if… i forgor 💀

Level 102: The Treehouse
Class: 3

Level 102 is a tree that is infinitely tall sitting atop a small, grassy plain. The plain is a square 1 by 1 kilometer in size, which at the edge is an infinite void. The sky (and the endless void) are a bright teal color, strangely vibrant, and probably not a sky color which would exist in reality. The grass which covers the

plain is only 1 centimeter tall, and does not ever grow. Despite it being bright and sunny around the level, there is no sun in the sky, or any large illumination source to be seen. The tree, which is the main event of the level, is incredibly large, at 50m across. The tree gets smaller at a rate of around 1 meter every 100 meters up, so it is very, very tall, and frankly, I don't feel like doing the math to figure exactly how tall right now. There are hundreds of branches coming off of the large tree. The bark of the tree is rough, and in the center of the trunk, facing towards where you stand when you enter the level, is a singular button, which blends into the bark, making it somewhat hard to see. Once you press this button, a door will open into the tree, which is a literal treehouse. A house inside a tree. Everything, from the furniture to the doors and counters is carved out of the wood of the tree. Everything inside is also exceptionally smooth, and has had some glossy finish applied. Illumination comes from various sources, either candles (seems pretty dangerous to me) or fluorescent tubes installed in the roof. There is a pretty robust electrical system inside of the tree, which means there are wall outlets in some areas. Unfortunately, these outlets adhere to no normal oogan standard. Anyways, there are hundreds and hundreds of floors, each one connected by a ladder in the southeast corner of the tree. The higher up you go, you may start to see windows, which always provide a ground view of a forest, no matter how high up you are. After about floor 200, little entities called woodlings start to appear. They are not all that dangerous, given their small stature of only 20 centimeters, but try their best to beat you up. There are no bases on this level, despite it really not being all that dangerous. Food and water can be found commonly inside kitchenette areas, and as previously stated, the woodlings aren't that dangerous. You can enter this level by noclipping from level 101, and exit by jumping off of the grassy plain into the endless blue void. Once you jump, it will take 1-45 minutes of falling before you black out and wake up on level 103.

Level 103: **Parking Garage**
Class: 6

Level 103 is an infinite parking garage with 12 stories. The whole area is in disrepair, with grungy pipes and unnamed liquid. The floor is made of very cracked, old concrete. Rusty pipes scatter the roof, with some broken and leaking random chemicals. The signs hanging on the roof are prone to falling, so stay away from them. Most of them are covered in gibberish and do not actually help with navigation. Sometimes, the random letters make funny sentences. There is a settlement near a sign that says, "My mom ate my cat." This group is called the Catters. The whole level seems to be underground, as there is no light. Mold and rust scatter this level. The level is illuminated by old lights that emit a harsh white color. The exits are blocked by large mounds of dirt. Sometimes, there are also piles of rubble, which are filled with sharp pieces of metal, so stay away. There are many cars, and other things. You may find boxes and elevators. These elevators are usually filled with entities and are very dangerous. Inside of the boxes, there may be many different types of supplies, though it may contain object 14 or other things. The parking lot is filled with many different types of cars, mostly from unknown or defunct brands. Most are locked and are in disrepair, with some being crashed into different walls. If you find one that is unlocked, close the door and lock it. Entities will not attack you here, and they are just generally a good method of getting around, though beware of drunk drivers. There are many entities around the elevators. There is a second area to this level which is much less abundant. This area is called the

connecting zone. It consists of a large slash through the level, which connects all the floors of the parking garage through bridges, ramps, and staircases. Most of the bridges are unstable and made of things like drywall or insulation. Insulation tends to fill the floor of the connecting zone, making it dangerous to breathe and walk around in. Exit by noclipping, which brings you to level one hundred and four. Enter by exiting the grassy plain on level 102. There are no bases here.

Level 104: Seafaring
Class: 2

Level 104 is an infinite ocean, almost completely devoid of life. There are small stone islands scattered throughout the ocean. These islands may range from 10 square meters to 3 square kilometers. You will usually enter the level on one of the islands, with a boat nearby. There are many boats here. The larger islands will almost always have trees, grass, and sand on them. The ocean has a varying depth. The bottom of the ocean is soft sand and has many shipwrecks. There are many fish lurking in the water. Do not attempt to catch them. They become hostile when touched. It is easy to drown here. Boats are the main method of getting around, and they are usually in poor condition. Some group made a massive raft that is nearly island sized and kind of looks like a city near the center of it. They have about 6,000 members, but due to them being quite hostile, this number could be as low as 300 or as high as 2,000, so we don't have any definite facts about them. Most of the ships here are moldy and such. Ships here tend to be wooden, but some people have found large steamships or cruise ships, and oil tankers are not unheard of. There is a base located on one of the larger islands here. You can enter by noclipping on level 103. Exit by noclipping to get to level 105.

Level 105: The Backyard
Class: 4

Level 105 is an infinite backyard. It is always day here, so the temperature is hot, at 37 degrees. The grass here is of an unknown species, but it is very bright green in color. It has also been noted that the grass will eat any dead bodies. The bodies seem to dissolve into the grass after a few days. The same can be said for entities. The grass is also cut very short, so you can see the dirt here sometimes. In some areas, the grass appears to be freshly planted, with seeds still visible. There are some trees here, and they have been identified as the oak species. If you wander far enough from the start of the level, you may be able to find treehouses and other playground equipment. The treehouses have a chance of taking you to level 102. Every treehouse found has been made of wood. They are usually normal sized but can reach up to 20 meters. They look very old and tend to be in bad condition. Some have been known to collapse or fall on unlucky lostsouls. They may also contain food, but it is usually rotted. Sometimes, there are white fences made of fake wood. These fences only appear very far out, at around 50 or so kilometers. Next to the fences, you may find patios. These patios, like the treehouses, are a valuable source of food. After walking for a very long time, you may reach the edge of the level, at around 16,180.3 kilometers away from the start of the level. Near the edge of the level, the ground begins to become rough and rocky, and this is the only time variations in the height of the terrain are showcased on this level. The edge is an infinite drop. You can enter by wading into a pond on level 38 or noclipping on level 104 and exit by noclipping. Noclipping to exit will send you to level 107. Another exit is eating a

small pebble, which sends you to 51. Who found out that this works? There are no bases due to the entities.

Level 106: The Upper Reality
Class: 4

There are two sections of this dilapidated level; the crawlspace, and the corridors. The crawlspace, is, of course, a small crawlspace, with around a meter tall ceiling, tops. The ceiling may descend into the ground or infinitesimally close to it at points, making some passages unreached. The floor is cold, hard concrete riddled with dirt and cracks, splotted with stains. This floor is often covered up by a thin, stiff, rough carpet in the color of dank maroon or stained grey. The carpet has many rips and stains, and does little to minimise the pain of crawling along the hard ground. The walls are often made from objects, I'll go over those shortly. Sometimes there are weak slabs of crumbling drywall, though. The ceiling is made from old wood planks which are often missing, leaving painful imposter cotton candy exposed. The ceiling planks are held up by a grid of parallel splintery rotten 4x4s which run perpendicular to the floor. The objects and drywall force a shape of alternating random small rooms and hallways. This sector is solely illuminated by the occasional flickering yellow dome light attached unreliably to the ceiling. These are connected by an expansive network of vibrantly coloured wires, leading back to the intermittent breaker box. These wires are often disconnected from the ceiling and frayed, so beware of electrical shock! The objects that form the wall-adjacent constructs consist of things such as metal folding chairs, plastic tables, the sporadic wooden plank, cardboard boxes, or even pieces of old dysfunctional machinery on the larger end. There are also more unusual smaller objects that dot the sector, such as torn clothing, rolls of caution tape, spools of wire, empty baby bottles, and piles of rusty nails and screws of varying sizes. In the earlier mentioned cardboard boxes, there is a chance to find items such as food scraps or half-empty water bottles, but this is rare. These are usually riddled with dangerous pathogens, so it isn't wise to consume these things. Everything in the sector, and basically the whole level, is covered with a blanket of sneeze-inducing dust and spiderwebs. Despite the webs, there are no spiders or even any life on the level. The second sector, the corridors, isn't much too dissimilar to the first. The most obvious change is taller ceilings, reaching up to a whopping two and a half meters or so. Every wall here is an actual wall, but maybe not in great condition. Most of the walls are still the dying drywall, but it isn't an odd sight to see more concrete. The ceiling insulation in the last sector was the typical pink, but it's all a musty yellow here. There are doors now to different rooms, but sometimes they're blocked by more stacks of large objects. The lighting here is nearly the same, but instead of small fluorescent dome lights there are large floodlights emitting an ironically dim soft blue light, which shines off the airborne dust particles. There are no carpets in this sector, but at least you don't have to crawl. The resources you could previously find in cardboard boxes are now null and void, unfindable. There are a few mind-toying aspects to the level, but not nearly enough and not enough malicious intent to classify the level with a mental ratatoing. Throughout the level, you can hear distant noises such as creaking, squeaking, scratching, soft pattering footsteps, bumps, the sound of objects clanging or falling over, and even a muffled sound of whispers; very distant pained or fearful yells; or a baby crying. Your sight isn't safe either, as people have reported shadows moving in the distance or objects being moved, or piercing eyes in the darkness. These occurrences are much more common in the corridors sector. This

poses no inherent danger, and there are no entities on the level. The classification of four is warranted by the lack of safe resources, the minor mind-toying aspects, uncomfortably cold temperature, but most of all the tons and tons of airborne diseases that reside in this cool and damp place. You better bring a good face mask, or you can't expect exiting without at least a new awful cold. Speaking of exiting, that can be done by noclipping into a metal chair, bringing you to level 107. You can enter through noclipping while being badly ill between any levels.

Level 107: **Metal Chair Tunnel**
Class: 5

Level 107 is an oddly specific niche of level, and it is somewhat similar in genre to level 88. The level is comprised of thin, little halls made of metal folding chairs. These halls are much too small to stand up in, with the tallest only being a single meter. Some of the chairs are welded together, and others are held together by balancing. There are tons of floors to this level, with a presumed infinite height. The chairs are made of white metal, and they are slightly rusty in some areas. The tunnels are extremely unstable, and they collapse quite often. The ground floor of this level is a terrazzo floor that is light blue cyan in color. The level is about 700 kilometers in radius, and the walls of the level are made of white concrete brick with a small metal trim near the bottom. There are commonly large holes in the level where the chairs have fallen through. Piles of fallen chairs are quite common on this level, making it extremely difficult to navigate. Chairs are not the only thing that make up this level, though. There are tan folding tables that can also make up the tunnels, and they tend to be more stable. The tables can also form rooms or much larger halls. There are sometimes small, miniature models of the level inside of these rooms. Red armchairs and green floral-patterned couches can sometimes be found inside of these rooms, along with little wood desks with lamps on them. There are books here that are full of gibberish as well. These rooms also have some food, along with paintings. There are also glass doors here that lead to random areas not near the ones you were in before, along with green exit signs. The level is lit by fluorescent lights that go between the tunnels. The wires are somewhat dangerous and will throw sparks in some areas. Wall sockets are common on this level, so if you have an old device, you will be able to charge it here. During the collapses of sections, the wires will sometimes spark and start fires. There are twelve known areas on the level that appear to be large chapels, with green pews and green carpet. There is also wreckage of a few more that were destroyed in one of the many collapses. It is advised to stay away from them, as the sharp nails and broken planks are quite dangerous. There are no entities on this level, and most of the threat of this level comes from the structure of it. Food surprisingly isn't that much of an issue. You can enter this level by noclipping into a metal chair on level 106, or by noclipping anywhere on level 105. Exit by finding a random door, which will make you black out and bring you to level 108.

Level 108: **Pizzeria**
Class: 3

Level 108 is a large, infinite pizzeria with- guess what- pizza! This level is pretty awesome in my opinion. First, the environment of the level. The temperature here sustains at a bit above normal room temperature at 25C, and even hotter and 27C in the kitchens. Entities are rare, hostile or not, and the only plants which exist are potted bushes in the corners. Upon entering, you will always be placed in a dining

area, sitting at a table. There is a menu sitting in front of you, but all of the text is gibberish, or there will simply be no text at all. The tables themselves are made of metal and wood, but have been wrapped in light wood-textured vinyl, except for on the sides and bottom. The sides are made of metal with ridges, and the bottom is made of rough, dark plywood. The corners are curved over the course of 5 cm. Each table is 1.5 by 1.5 meters, though many tables are put right next to each other to have more seating. There are two types of seats which are found in the dining areas, ones built into the walls, and freestanding ones. Both types have soft cushions, with fake red leather covering the foam. The backs of the freestanding chairs are made of black metal, while the ones built into the walls have black plastic backing, with most of it covered by the same fake red leather and foam. The floors in this level are made of black and white tiles, with each tile being 15 by 15 centimeters. The walls of the level are either made of black or tan painted drywall, with black being the more common color. In the corners of each dining area, which can range from 5 to 20 meters on each axis, there are little TV carts, displaying newscasts, though everything that is said is unintelligible or heavily distorted. Each dining area is either square or L-shaped. In L shaped dining areas, there are usually stairs in the corner, which lead to bars. The bars have normal alcoholic drinks, and on rare occasions, O-o. The kitchens are much more interesting, as they have that yummy, yummy pizza! As stated earlier, the kitchens are quite a bit hotter than the rest of the dining areas. They have ovens, sinks, dishwashers, deep fryers, big pizza ovens, and other such things. The kitchens are the most prime area to get food and water on the level, as large walk-in fridges in the back of the kitchens contain infinite stashes of cheese and dough! Man, I’m really getting hungry. It's very evil of CCOEG to make me write this just ten minutes before my lunch break. Anyways, moving onto entrances and exits, you can enter this level by finding a dark gray metal door on level 107, which will make you black out and wake up here. You can exit by falling asleep near the TV carts to get to level 109, with about a 50% chance of working. You can get to level 216 by falling asleep in the walk-in freezers, but good luck doing that. There is only one base/outpost here, being a CCOEG-owned group with 22 members.

Level 109: Echoes from Ancient Eons
Class: 4M

Level 109 is annoyingly another level that toys with a lost soul’s past. It is a sprawling archive that stretches infinitely to the sides and up. On the ground rests a layer of slightly cracked and worn cement dotted with dark stains. The walls of the level are merely metal shelves that look as if they were taken from an old retail store, but they rise up forever into the void above. The shelf part of the shelves are placed about a half meter spaced vertically. There are two orientations or layouts that these shelves may be in. They are either lined up and stacked perfectly apart leaving about .8 meter between each other, or they are in random rotations just plopped into the level, making it hard to navigate. The level is euclidean but due to its layout and repetition and infinite size it is near unheard of to actually *not* get lost here. The level sits in a dark, void-foggy abyss lit only by small yellow strobing lights that sit fixed to infinitely tall poles that may line up with the ends of shelves. Also fixed to these poles are an intercom system that rarely outputs anything, but when it does, it’s usually static. Hissing, scratching, or ominous foreign voices have been heard over these too. TV carts or just carts dogpiled with old tech dot the level, which emit a faint hum from their speakers. Other than the rare crackling and static of the PA and the hum of the TV carts, the level is eerily

silent, and the sounds you create and the sounds from those things also have auditory anomalies, lasting for odd amount of time, seeming to “chase” the lost soul, cutting off mid-sound instead of fading like they should, being oddly pitched, and having unusual volume are just some of them. What covers the infinite shelves is the real anomaly here. Stacked few and far between are krillions upon krillions of cassette tapes; VHS recordings; vinyl, blu-ray, and CD discs; floppy drives; and reel-to-reel audio spools. Sometimes there are so many of these they are falling off the shelves and scattered across the floors. Each one of these old recordin’ things has a unique code written on them. It is usually hastily scribbled on straight to it or its lil storage container, or maybe written onto tan masking tape that is slapped on the devices. Each one is meticulously ID’d, yet so oddly unsorted. The anomalies come when you play these old tapes on the tech on the carts from earlier. They will sound either like one, silence or just random recordings of the level, usually around lost souls; or two, a prominent memory of your, yes your, past. The audio is normal, the tapes favor moments with childlike laughter or happiness. You will usually be able to remember this moment in your life from the audio alone, and you’ll practically only have the audio to go off, as the visuals are disturbing. Maybe it’s the real scene, but from a far off angle, like around a corner, and unbeknownst to memory you, just out of sight lies an inobm monstrosity of a nightmare, or it’ll show you experiencing something odd, but something you passed off as nothing, and just out of sight again resides a demon that scars your mind with just its past image, the true cause of doubt and confusion. It could also show you something entirely unrelated, but still graphic and tragic. A man being ripped in half by the creature. The creature torturing your family. How you die. But every tape like this ends in the same way. A video of you, now. Standing, watching. Watching the screen. As it zooms out, under the flickering yellow glow, just out of your sight, sits the creature. Laying. Waiting. When you look away, there is nothing. The tape cuts to black and ends. Return it to where you found it. The air in this level is prominently dust-heavy and smells of old plastic and oxidized metal. The final anomaly in this level is another form the creature takes, if you mess with its old devices that stock and line the shelves. I told you to put that tape back where you found it because if you don’t and for too many tapes, or tamper with the tapes, destroy them, or interact with them in any manner, the creature will not be happy. He will lead you to a place known as the ‘security area’ which is just a split in the more well-organised shelf layouts with lots of poles, flickering lights, and crts. Once you are here you will feel sad, an empty weight on your chest, and fear, great fear. You just want this to all be a dream, for you to be able to curl up into a ball and awake in your bed in reality, your safe, warm bed. But alas. The lights flicker, faster than they ever have. The air smells painfully of burning plastic. The crts, untouched, all turn on at once and show the same image. You. And behind you, it. And you feel paralysed, you cannot look away, you feel the greatest fear anyone has ever felt. And then it feasts. And you do not return. Do not tamper with the tapes, just don’t. You can enter by falling asleep near AV equipment on level 108, and exit by finding a rare cassette tape with blue masking tape on it labeled EVI9. Play this, and you will find yourself on level 110. Another entrance is by following the noise on level 51.

Level 110: **Petrichor Arches**
Class: 3

Level 110 is an expansive series of large square and rectangular brutalist rooms forever soaked by the unending reign of the weeping heavens. The rooms typically

range from around 9 by 9 meters up to even approx 30 by 30 meters. The walls of the rooms are plastered with arches uniformly .97 meters wide and 2.74 meters tall. The curve ends at 2.13 meters up. The cement that makes up everything in the levels is inlaid about 1/3 meters back on the inside of the arches. The inlaid arches are separated nearly a meter apart on the walls. About .23 meters above the top of the arches there is an inlaid ledge that goes around the whole outside of the room. The ledge is the same length as the distance between arches. Another wall leads around the end of the ledge that is the same height and has the same inlaid arches as the lower wall. So each wall is 2.97 meters tall and in total the walls are 5.94 meters tall. There are arches that stand alone in the space between the walls. They are just the inlaid part, which has precisely half of the near-meter length surrounding the outsides of the open arch. There could be two standalone arches stacked or an arch up on the ledge. The bezel follows the edge exactly for the top arch, and creates right angles where the next arch rests for the lower arch in the case of two stacked. We didn't get any data, but there's a moderate amount of arches in the chambers. The standalone arches will always be aligned at some multiple of 15 degrees. Everything here is just cement. It gets very monotonous very quickly. Due to the perfect alignment of the rooms, there are no more or less than .43 meter thick walls between the outer upper ledge areas of the rooms. The space between the lower areas' walls is solid cement except for the transitions between the rooms, where there are large arches with the same proportions as the lower arches, but scaled up to be for the walls as a whole. These *are* quite rare though, so savor them if you find them. So that covers the level's arches, but what about the petrichor part? Well on this level, it never stops raining. It's not quite torrential, but still indubitably soaking, at an average rate of around 2.8cm an hour, plus or minus usually about 0.5cm. The sky probably should be light, but is heavily clouded and covered by a grey blanket of billows, creating a dreary overcast, similarly but not to the heavy degree of the pillar zone's midnight sun. The level's clouds make it appear around twilight without clouds. The only place where you can seek shelter from the crisp rain is under the room transition arches from before, but still there will be a very soggy ground. If you're lucky enough you'll find a "bench" which is basically just a one-third-meter tall rectangular prism of cement usually about a half meter by 2 meters in length, but can be up to a half meter larger on the x and y axis. Although thoroughly uncomfortable, a dry slab of cement is better than a wet one. Occasionally a muffled distant thunderbolt rings out across the level. No lightning can be seen, and it has never been captured on camera. More of an illusion of a thunderbolt than an actual bolt. When drifting off to sleep, people have reported the loud splishing and splashing of the rain droplets transitioning into a more muffled version of themselves and instead of being the pitch of hitting the neverending cement it becomes similar to the soft patter of rain on an aluminium roof, reminiscent to level 123's ambient rain rhythm. Oh yeah, and despite there being no earth on the level it somehow has the BEST petrichor scent in history :D. It's so good it could make Evil Larry good again. The high class is mainly due to the annoyingly insane repetitive landscape of the level and the entire lack of any resources. But that's about it. You can enter by playing the blue-marked tape on level 109, by noclipping near concrete arches on level 84, or by falling asleep on level 15 surrounded by a ton of light blue chalk lines, and you may end up awake here under a transition arch. One last entrance is on level 139, where you may find a transition to this level in large patches of the barrens. You can exit if you wander atop the walls of the rooms (this is a fast travel method, but beginners may slip and fall a *lot*) and you may come across an entirely closed-in room that has no ways in except for climbing over the

walls. This isn't really a room, and beyond the walls is just an infinite pit. This is very rare, but the only exit. The walls extend down infinitely, if you were wondering. If you jump into the pit, you will be sent to level 13 and therefore subsequently level 1. There is one main group here, known as the rainhoppers. They found refuge in the monotonous rain and have brought tons of resources here to construct a huge village and many outposts, with an estimated 284 members! Wowza!

Level 111: **Old Apartments**
Class: 5



Level 111 is an infinite, somewhat decrepit apartment building with a mostly gray color scheme. There are hundreds of starting areas around the level, which are a small ramp leading up into a brown carpeted area. The carpet appears to be somewhat tiled, in a sense. There are slightly lighter areas of carpet, and slightly darker areas. The carpet is quite rough and is velvet weave-type. Despite the velvet in the name, it is not comfortable. The direction of the weave in the carpet points south to north on the lighter bits, and west to east on the darker bits. Specifically in the starting areas, there will usually be a singular vending machine. The front of the machine is adorned with a picture of a green nature scene, picturing a cascading waterfall in the background. There is also usually a fire extinguisher near the vending machine. Food on this level is not really a danger, you just need money to pay for it. The carpet on the level is a bit dirty, with little bits of paint that have flaked off the wall along with dust and dirt. Back in the starting areas, there are usually twenty to forty small mailboxes with A, B, C, or D followed by the numbers 1-10. They are locked, and if you can get one open, you will have to pay the bills, or maybe find some useful supplies. There are four floors to the level, and only floor one will have these starting rooms. Mainly, the level is in okay condition, but there are sometimes holes in the wall. The layout of the level is strange, with small half-floor staircases and thin halls. Sometimes, there will be random dips in the floor with stairs. Based off of the floor you are on, the rooms that can be found will be in varying levels of disrepair. The lowest floors tend to be the best in quality. Rooms will either be empty or furnished. The furnished rooms tend to have that annoying ultra-modern style furniture that is barely functional. On the second floor, there tends to be a bit more destruction, and the furnishings seem a bit older. The third floor is where things change a bit more. The halls tend to be a bit darker, and the furniture is once again older. You can also find mountain bikes nearby staircases on this floor. The fourth floor is basic, and just an older and more run-down version of the third. There are quite a few entities on this level, like burrowers and oogas. Enter by noclipping from level 193. Exit by noclipping to get to level 112 or 156.

Level 112: The Infested Forest
Class: 5

The Infested Forest is a forest that is full of spiders in the trees. The trees are very dark and thick, so even in the day it's pitch black. The spiders are very big, around 1 meter tall and wide. Sometimes the spiders will come down and take people up to the trees. If you get taken up to the trees, the spiders will wrap you in silk and slowly poison you until you die. The process takes many days and is horrible. The longest time it ever took someone to die to a spider is 28 days. Once you die, they will eat you and have a feast. Yummy, yummy, good for the tummy. If you manage to get on top of the trees without the spiders catching you, you will see a mountain range around the forest that goes on for over a thousand kilometers. The mountains are around 30 degrees up and over 100 kilometers to the top. If you make it to the top there will be nothing except a booga and an ooga on each mountain. Though it is practically impossible to reach the top because of how tall the mountains are. Also, at the bottom of the forest you can find many different bugs and rodents that run around on the floor. The spiders also cover the entire bottom of the forest. You can enter this level by noclipping from level 111. Exit by noclipping to get to level 113. Reaching the top of a mountain will get you brought to the main base.

Level 113: The Pillar of Light
Class: 2

Level 113 is an infinite room made of pieces of buildings. In the middle of the level there is a large shelving unit with a building between two shelves. The bottom floor has food and water, the second floor has some tables and chairs, and the top floor has a kitchen, a television, and some other stuff. Also leading off from the top floor is a giant ramp made of objects you can find in the level. There is a day-night cycle here with the days and nights lasting 6 minutes. There are some common entities that appear during the night. The level appears to be inside of a giant department store, with large gray concrete walls and supports being found around it. There are many smaller, 10x10 meter areas that are filled with different types of furniture or little recreations of rooms. There is a gray mist that covers this level, giving you only about 100 meters of visibility. Objects are not equally affected by gravity on this level. Along with this, larger objects need little support, allowing for crazy structures to be made. Smaller items are affected by gravity more, unless you are very, very slow while placing it in the air, in which case they will float. Off the top of the main base area in the shelving unit, there is a large ramp. The ramp is made of wooden pallets, TVs, couches, armchairs, beds, and really just any random furniture. This is where the level gets its name, as the entire ramp is lit up. There are several sources of illumination, the most common being LED strips. There are also lamps and TVs displaying pure white color. People who navigate and live on this level for long periods of time use this ramp as a guiding light, as the light emanating from it is not affected by the fog, like everything else. At the top of the giant ramp (which is ~10 km long) there is a medium sized platform with a computer, a FunSquare, a button that says "ghahiuh" when pressed, and a tv that is always playing videos of someone named "marker" playing a game known as "surviving six days locked in my homie fredster's basement with no blanket". Quite comical. If you noclip on level 112 you will be sent here. Another tactic to enter is by finding a door on level 70 that is labeled 'authorized personnel only'. You can exit to 114 by simply noclipping anywhere.

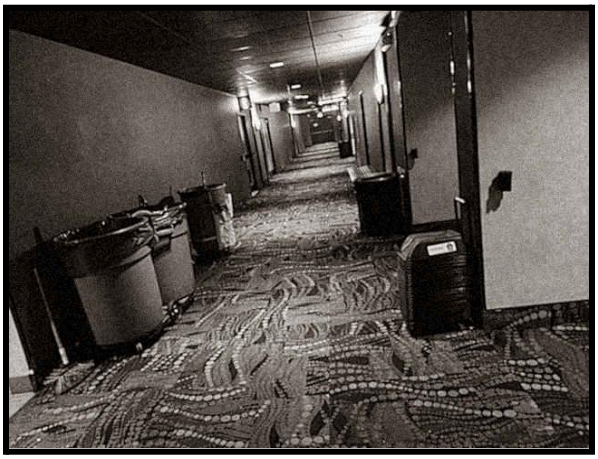
Level 114: **Cruise Ship**
Class: 4

Level 114 is a large cruise ship in the middle of a presumably infinite ocean. The reason this is a separate level from the ocean lands is because there have been no ships found in the ocean lands. The ship is about 200 meters long and 25 meters wide. It is about 55 meters tall. The color of the ship is white, and it is made of metal. There are many portholes along the sides of the ship. There is a large engine which makes a lot of noise near the back of the ship. The main deck is made of polished wood, making it appear very clean. There are a few pools and slides located near the bow of the ship. At the stern, there is a ~12-meter tower which holds the bridge. Climbing up to the top of the bridge will let you control the ship's turns, but you cannot control the speed. The speed of the ship is locked to about 25 knots. Below the main deck, you can find staircases and many different rooms. B deck is the first below-deck floor. It consists largely of many hotel rooms, in varying condition and design. They seem somewhat random, from modern to medieval. C deck is largely entertainment, with the main cafeteria, two pools, a movie theater, and a few other things to keep one’s mind off of the fact you are stuck in the middle of a giant ocean with no way home. C deck has a library and a few more hotel rooms on it. D, E, and F are employee quarters, storage, and preparation. The G deck is the lowest, and it is where all of the engines are held. You can enter this level noclipping through on level 113, bringing you to an apartment-like room on C deck, and exit by using a multicolored door on D, E, or F to get to level 115 directly, or by noclipping to go to level 116.

Level 115: **Red Door Yellow Door any Other Colored door**
Class: 3

Red Door Yellow Door is a very dangerous game to play in liminal spaces. You must play this game with another person or alone, but it is very difficult to play alone and takes a lot of practice, unless you enter from the door on level 114. Red Door Yellow Door is believed to get you out of these liminal spaces. How this game works is when you lay down on your back, close your eyes and whisper, “Red door Yellow door any other colored door” Many times. Probably about 15 times. Once you have said this, after a while you will stop saying it and you should wind up in a small, tiny white room. In this tiny white room, you should see other colors on the wall (it's random every time) Go towards the white wall and try to stay away from more vibrant colors. Stay near less vibrant colors. So, if you go near this white wall, you may end up someplace else or a door will appear. If a door appears you can go through that door. Through the door should be a room and it can be any room. But sometimes these rooms are safe and sometimes they are BAD. So, if these rooms are bad, you must be very, very careful and choose the right path. An example of one of these bad rooms is you have a choice of three doors and there is only one correct door. The other two are deadly. With entities and deadly strange figures. So, if you choose the right door then you should be perfectly fine. An example of a safe door is a field with very tall grass. In this field there is nothing to worry about. No entities, no strange figures. You're perfectly safe! But in these fields, there are many hidden doors to choose from all throughout the land. And most of these doors are bad, but the good thing is that you know if they are bad or not. Because it's very easy to spot dark creepy areas and entities. So, if you keep going along in these safe doors, it is believed you can get out of the liminal spaces and be at home once again. But if you take the wrong path and get caught by an entity... you would be in a coma forever...

Level 116: Movie Theater
Class: 3



Level 116 is, of course, a movie theater. There are lobbies, which you will usually enter the level in. There are glass doors which lead to an outdoor parking lot, which is surrounded by more of the giant movie theater. There are many cars around the lots, most of which appear to have originated from 2010-2022. You can usually find snacks in the cars, so you don't have to pay the exuberant prices of the theater. Back in the lobby, the floor there is made of gray tiles. The walls are made of the type of weak drywall that you can poke through with thumbtacks. It is painted red, with a white trim near the bottom. The roof here is tall, around 7 meters. It is made of mainly gray I-beam supports and corrugated metal. The roof is dark, with hanging lights. There are a few desks near the front, one where you can buy overpriced snacks, and one where you can buy tickets. There is a small arcade on the left wall, along with the food area. In the food area, there is a small kitchen where you can find popcorn machines along with large boxes full of candy. Outside of the kitchen, there are three lanes with a black dust mat on each, where people would have stood to have their credit cards instantly drained and mortgage their homes to buy snacks. Speaking of the snacks, you will be sent to level 117 if you steal them. You will usually have to place a few hundred dollars into the cash register behind the counter to get the snacks. Going past the lobbies, you can enter the randomly generated chaos halls. In the little transfer area between the halls and lobby, there is a little ticket scanner. Unlike the HomeMortgager6000 snack area, you can enter the halls and watch a movie in one of the theaters free of charge. That is, if you can find a theater. The roof of this area is much shorter, at only 2.7 meters, but the color scheme is the same. Red walls of the same material, dark gray tiles under the carpet, and gray roof. There is a black carpet with faded neon colors here. You can also find water fountains. There will sometimes be bathrooms here with a blue tiled color scheme. The actual theaters here are what you would expect from a modern theater. They range in size from 10x40 meters to 30x80 meters. There will sometimes be movies playing. You can enter this level by noclipping from level 114. Noclip to get to level 117. You can also exit this level by eating popcorn off of the floor to enter level 120.

Level 117: Butan 2004
Class: 1

Level 117 is a bland town during the middle of summer, somewhat similar to level 11. It is hot here, at around 35 degrees outside. Most of the houses are air-conditioned, and they are also much more varied than level 11. This level is also much less monotonous than level 11, and it doesn't have any of the weird mental effects that level 11 gives you. There are sometimes large, mostly empty forests that break up the large town. There are practically no high elevation points, making it hard to get a look around / get your bearings. The level is finite, at around 200 kilometers squared, but it is very easy to get lost or turned around, making the level feel much

larger. The majority of the level is the towns, but there are little gas stations or other areas scattered about the level. The previously mentioned forests bear resemblance to the cursed forest's thin forest areas. The forests may also contain little wooden forts that look like they were made by children. Paths with markers also scatter the woods. The insides of the houses in the main town vary greatly, from modern-ish designs to appearing to have been made in the 70s. The town appears to have originated from around the early 2000s, based on the technology and other factors that can be found in the town, which is where the level gets its name. You can enter this level by noclipping from level 116. You can exit by noclipping to enter level 118.

Level 118: Elastic Spiderweb
Class: 4

Level 118 is a bunch of gray elastic bands supported by some thick black metal bars over an infinite void plain of concrete mattresses. There are four layers to the level, and you will always enter on the lowest one. The lowest layer has mostly gray bands, and is easy to navigate. The second layer has white bands, and is still easy to navigate. The top two floors change in elevation and are less consistent with the shape of the tiles forming the spiderweb, which makes it much harder to navigate. The bands range from two to ten centimeters thick and are very flexible. The thickest bands are on the outer ring, and the thinnest in the center. All the bands are tied together to form a web with small holes. The web is constructed completely of tiled octagonal smaller webs, each one being 4 meters across. It is always nighttime in this level, and there is little visibility. There is a roof on the level, which is made of shiny corrugated metal. It is estimated to be about 100 meters above the highest spiderweb of the level, and can only be seen through high-power flashlights. Some bands may break if you step on them. It is advised to crawl on this level, so less weight is on a single band at a time. If you fall out of the web, you will fall for about ~3 meters before landing in a completely new area. This area is a concrete plane with mattresses covering the concrete. You cannot get back up to the main area from here easily, so if you get down here, you're probably here for the long run. Rarely, ladders which connect the different layers of the level can be found. There are quite a few entities in both areas. Food and water is scarce in both areas, but more common on the mattresses. It can be found in small stashes near the metal poles which support the elastic bands. You can enter by noclipping from 117. You can exit by falling out of the main area and landing on concrete instead of a mattress, which will hurt. This sends you to level 119.

Level 119: Computer Lab
Class: 2

Level 119 appears to be some strange computer lab / museum. Upon entering this level, you will always be placed within one of the computer rooms. The computer rooms vary in size, but mainly contain an off white or grayish carpet with white wooden trim and tan-white drywall walls. The carpet is not very shaggy, but it is not that uncomfortable super short kind you find in schools. The roofs of the rooms can be either white drywall or drop down tiles (more commonly drywall.) The lights of the rooms are not quite white, but not really yellow either. The rooms usually have a couple of potted plants near the edges in clean, white stone pots. There are sometimes windows in the rooms that look out into an aquarium with tropical fishes. There are pristine white desks in neat lines that are inside of the computer rooms.

There are also metal folding chairs with white to tan cushioning. On top of the tables, there are several different types of computers, usually from the early 80s. The computers will have all the peripherals one could need. This area looks pretty cool. However, this is just one area of the level. The computer labs are always elevated half of a story to two stores above the halls of the level, through these weird, steep, staircases that always have one landing and a 90 degree turn in the left direction, which leads to the main computer room. The staircases will also have a cutout in the wall, not the size of a normal door, that goes from the floor to the ceiling. The walls and general design of the hall area is the exact same as the previously described computer labs, minus the aquatic walls. You can find the same tables here, except the computers on top of them vary widely in condition, model, age and more, and they are protected by clear plastic cases. There are also plaques below them, describing their historical significance. There are sometimes larger rooms with larger computers, and large marble staircases that lead to other floors. There are sometimes windows that show bright blue skies, with occasional clouds. You can exit by ripping through a painting to end up on level 36, or by noclipping to enter level 120. You can enter by falling onto the concrete on level 118. There are no entities on this level, but a lack of food is the biggest issue and threat here.

Level 120: Clown
Class: 1

Level 120 is a series of metal pools and service tunnels with weird patterns on the walls. The more common areas of the level are the strange metal pools. The pools range in size wildly, and have metal-plated sides. The metal is very shiny and polished. The pools tend to be about three meters deep, with steep sides. There are usually no ladders outwards, and you will have to grab onto railings outside the pool. There are walkways that surround the pools, which are ideal for moving. There is a brown carpet on them. The walls of this level are a vibrant red wallpaper, dotted with children's drawings and colorful dots. The pools tend to only be in large rooms, with dim lights. There are several floors of the brown-carpeted walkways in these large rooms, which can be accessed through ladders and staircases, which are made of similar shiny metal to the bottoms of the pools. There are hallways on the sides of each large pool room. Sometimes, these halls may transform into level 121. There are two more areas that are in this level. The more common ones are access tunnels, which are made of concrete. These tunnels are damp and dirty, but more well lit than the main halls and pool areas. In fact, it is a little too bright in here. There is not much in these tunnels except for the occasional mop bucket or shelf with random knick knacks on it. The final area that can be found on the level are the cloud hallways, which are similar to the tunnels. Unlike the tunnels, they are much cleaner, and all of the walls are painted to look like a sky. These cloud tunnels may open up into much larger rooms that look quite trippy. There are no entities on level 120, and there is also some food. You can survive by getting water from the pools, as it is unchlorinated. You can exit this level by sleeping in the cloud hallways, which will cause you to wake up on level 155. You can enter by eating popcorn off the floor on level 116, or by noclipping anywhere on level 119.

Level 121: Clover Pastures
Class: 1

Level 121 is a very simple level. The ground of the expanse is a soil consisting of an extremely high quantity of plant matter. The terrain is quite flat with gently

rolling, short hills. The entirety of the soil is covered up by a thick blanket of thriving clovers. A great deal of these clovers are just the common ones you'll see in your front lawn, but there is a quite common megaflora version of the clovers. These greatcloves have relatively short stalks and have 1-3 bunches of petals branching and stemming out from one point. The large petal bunches can grow to be 2-3 meters wide, and support even up to 60 kg. There are large ponds around the level of pristine, light blue water. One odd element found across the pasture are cloverstones, which appear to be greatcloves turned into stone. They have odd markings carved into them, and appear in bunches. There are often many young greatcloves that are also turned to stone around them. There are also unusually large broken pieces of these greatcloves scattered across the level, creating little overhangs where the level's fauna tend to live. When it rains, the runes seem to glow a soft pastel green color. Another, smaller plant that grows across the level is the plant commonly known as wood clover, which grows tiny yellow flowers and has a lemony taste. This level has a day/night cycle of 9.3 hours night, 13.2 hours day. The temperature on the level remains quite stagnant at 20 degrees during the day and 18 degrees at night. It rains once every 3 days or so, typically for just one day. It never rains especially hard, and there is never any lightning. When it's raining, try to hide under a greatclove or cloverstone. The smaller cloverstones are often taken and made into jewelry. The sky is a light, vibrant blue and has many interesting cloud formations at all times. It is very rare to see a day where the sky is entirely drab and grey and overcast. There are two very notable species of fauna of the level, those being common white rabbits and an Oogarooms entity known as the clafrae. The rabbits are just typical rabbits, eating the small clovers and drinking from the ponds, but the clafrae are very interesting. They are green quadrupeds that hide among the clovers in packs and hunt the rabbits for food. You can learn more about them by seeing entity description 22. This level has one notable OITG outpost, but that's really it. Some people have brought materials to the level to build settlements, but none are very large. There was a scandal in 2068 where people were taking the clafrae out of the level and selling them illegally, but this has died down since. You can enter this level by noclipping in a field of clovers on level 202, and sadly no other entrances have been found. You can exit this level by noclipping into a full-grown cloverstone while it is raining.

Level 122: Victorian Ages
Class: 3

Level 122 is your standard maze-like level. The floor is carpeted, and beneath the carpet (which is usually red and sometimes brown) there is a light colored wood. There is oak trimming across the rooms, going 5 centimeters above the floor. Electrical outlets can be found The walls are decorated with red, ornate wallpaper. The wallpaper has patterns of flowers and trees on it, which vary in color from dark red to gold. The roof can vary in height, from 2 meters to 10 meters. The ceiling varies throughout the level, with some areas having very light colored wood, smooth white drywall, or that weird, bumpy textured popcorn ceiling. The lighting in this level is mostly situated on the roof, and is made of polished brass cage-like things holding three lightbulbs each. These lightbulbs are incandescent, but unlike real incandescent bulbs, last a very long time, that being nearly 250,000 hours. Because of this, several groups send expeditions to this level to steal these lightbulbs. The bulbs are replaced after around 12 hours. While there are many light switches on the walls of this level, none of these switches will actually toggle any of the lights.

The lights actually follow a day/night cycle, turning on and then brightening for around 7 hours, before dimming and then turning off for another 7. The lights remain off for 16 hours, giving us 14 hour days and 16 hour nights. Most of the level is made up of hallways with short roofs (2-3m). There are a few select areas where there are large rooms. These rooms contain 1920's furniture, with many flowerish designs similar to the wallpaper. The lights in these rooms become lamps with ornate designs, but still a few of the cage-like lights on the ceiling. There may be food and other supplies (water, tents) in the halls. In the halls, there are sometimes desks with lamps on them. Doors are very rare, but when they do appear, they are made of a very dark wood with a handle that has been plated with gold leaf. This level is also presumably infinite on every axis, as staircases leading to different floors are semi-common, and no one has yet to find an end. Higher floors (10+) may have windows, but these are incredibly rare and do not get more common as you ascend higher. There are no entities here, but it is quite easy to starve. You can enter by noclipping from level 121 into a cloverstone in the rain. Exit by noclipping into a desk to go to level 123. You can noclip into a wet carpet to go to level 124.

Level 123: Office Dreams
Class: 2

Level 123 is an infinite office building. There are many cubicles, all of which look exactly the same. The cubicles are separated by gray shaggy walls which seem to have carpet plastered on them. Each cubicle contains a single 1990's computer with an old monitor. Most of them still function normally, but some will spit out a broken image. Most of them are running era-appropriate operating systems, so quite old. The computers and monitors are a yellowed tan color. Each cubicle has a stack of papers and a few office appliances, such as a stapler or hole punch. There is also a desk and a chair. Each cubicle is lined up with the next in a grid-like pattern extending for an unknown number of kilometers. Halls and other things add variety to the sea of cubicles. There are windows that can be seen, which give a view of a cloudy sky, which is reminiscent of the windows 98 boot screen. It is almost always raining, with a soft noise similar to weak rain pattering on a metal sheet ceiling echoing throughout the level. Occasionally, there is a long and deep thunderclap. You can open these windows and jump out, and this is where you can see the exterior of the building. No matter where you jump from, you will always see an infinite gray concrete wall stretching outwards from left to right. There are windows scattered around the wall. There are speakers on the ceiling every 20 meters, which will sometimes emit announcements like "Lunch break in 10" or other office related things. The speakers will also occasionally play 1960s and 1970s easy listening music. You may find a café every now and then. These contain various types of food. This means they are a very valuable resource. There are rarely staircases here, which allow you to visit the other floors. There are very few entities here. You can enter by noclipping into a desk on level 122. You can exit by jumping out of one of the windows. After falling for a while, you will end up on level 55. If you fall asleep on level 32 during a thunderstorm you have a slim chance of being sent here as long as you are within a few meters of a seal statue on a pillar.

Level 124: Rain Season
Class: 3

Level 124 is a very wet open field, 60x60 kilometers in size. The grass here is a desaturated green in color, but it can range, with some areas being much more

vibrant. It is always cloudy and raining on this level. The grass is quite tall, but it is weighed down by the heavy water. There are yellow and orange flowers interspersed throughout the grass. The sky here is not too dark, despite the clouds. The clouds are slightly strange, looking somewhat like a bubbling stew. The clouds completely cover the whole level. There have never been any reports of any sunlight breaking through. It is always raining, but the intensity of the rain varies. The majority of the time it is a light rain with the occasional thunderclap. Some areas of the level may flood. The entire level is wet, so it is easy to slip. Every 2 kilometers, there is a small cabin. These cabins contain food, clothing, and supplies. The cabins are made of dark wood with a faded green sheet metal roof. A cabin that looks different from this description is not safe, and you should not enter. The placement and type of cabin changes often, at around twice a day. This means there is no way to sit still on this level, as food sources move much too frequently. The rain here is not safe for consumption. It contains many unknown substances, which have been shown to be detrimental to one’s health. Boiling the water has shown to remove these effects, but good luck getting a fire started with all the rain. There are many common entities here. You can enter by noclipping from level 122, into a wet carpet. You can jump into a lake to go to level 125. This may just result in you getting wet, and rarely sends you to level 125.

Level 125: Sky Garden
Class: 3

Level 125 is a circular concrete structure thousands of kilometers in the sky, or it may just be floating in the void. The floor is a garden with many different colorful flowers. Most of them are quite small, and are the type you see in people's lawns or thin forests. The ground is also covered with grass and clovers. The inner wall is concrete, and the outer wall is windows. The view from these windows is of a cloudy day, with rain pouring down. Despite this rain not actually hitting any surfaces it makes a constant pattering sound., The gardens slant upwards slightly, so as you traverse the level, you will go up or down in a corkscrew shape. The halls are 5.2 meters tall, and it’s 6.3 meters from the inside concrete wall to the outer windows The middle of the pillar is a stairwell extending from the bottom of the level all the way to the top. There are metal push doors that are on the middle structure, which you can use to access the stairwell. Not much else is known about the level, as it seems to be extremely hard to enter. There is a slight deterioration on the inner wall of the building, and cracks have appeared in it. When this level was first discovered in 1934, it was in a pristine condition. Over the years, it has deteriorated. One may occasionally find a Worker in the gardens, mending the cracks. If the deterioration continues, this level may sadly be lost to time. You cannot break the glass in this level. The structure is about 700 meters tall. There are no hostile entities on this level, but there is no food. You can enter from level 124 by hopping in a lake. You can exit by noclipping at the top of the structure. This sends you to level 126. There are no colonies on this level, as it is impossible for 2 lostsouls to meet each other on this level due to an unknown reason. It may be an instance level, but this is unconfirmed. This is a cool level.

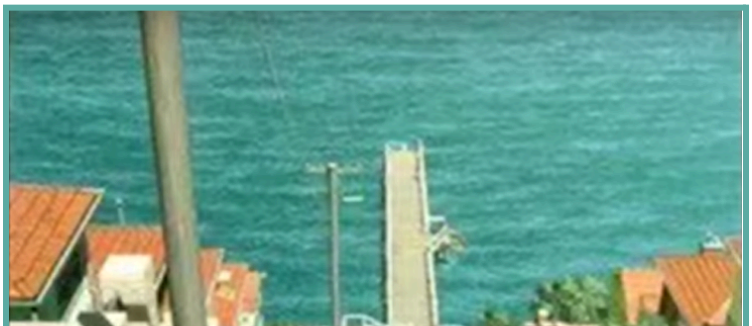
Level 126: Blue Ventilation
Class: 4

Level 126 is a giant maze constructed of thin blue aluminum. The aluminium is painted blue, and scratching at it for a few seconds may get it to flake off. This is not

advised, as it is lead paint. Really, being on this level at all is not advised. The level appears to be the inside of a ventilation system, though it is quite large. The vents are still small enough that some people will have to crawl, but they are much larger than what your normal vents would be. The vents are incredibly dark, so bring a flashlight. As previously mentioned, the metal making up the walls of the vents is thin, and it can break. If it does break, you are probably not going to die. There is usually a concrete tunnel that goes around the vents. There are also random pits in this tunnel that you will fall to your death if you step in them, like in those funny silly movies, so be careful. These pits can be avoided because of the very obvious pressure plates which activate them. The tunnels are lit by dim lights, and the shape of them are reminiscent of the Main Base. The roof here is tall, at around four to five meters. There are sometimes rusted old doors here that lead to more tunnels or more vents. Inside of the tunnels, hundreds of pipes run along the roof. There are also closets that contain old metal shelves. On these shelves, you may find old tube TVs, power tools, cans of paint, and other assorted materials of similar style. There are few entities here, but there are large fluctuations in temperature and environment that make it quite deadly, along with a lack of food. You can enter this level by noclipping from level 125 at the top of the structure, or by noclipping into a blue door on level 41. There is no known exit at the time, sorry, you'll just have to die to "reset" to level 1.

Level 127: Summertime Hills
Class: 1

Level 127 is an island town during the summer surrounded by fields and seas containing more islands and towns. There are three main parts to this level, and a few smaller parts. The first, and most commonly seen part, is **The Townshend**. This part consists of boxy houses with red ceramic tile roofs. The houses range in color from aqua to dark green to orange-ish. The houses are only found nearby steep hills that lead into an aqua-colored ocean. The houses are directly next to the road, with a white stone wall and a small, sandy front yard. It is quite dry. There are sometimes trees growing in the front yard. Along the sides of the road, there are power lines. The houses themselves do not vary much in size, and usually have at at least one of the following rooms. A bedroom, which contains one bed, a master bedroom with a larger bed. There will be a kitchen, with tan to red tiles. There are a few halls in each house, and a closet. More rarely, you can find living rooms or other such rooms. The bedrooms will commonly contain a wooden bed that appears to be made out of logs or sticks. The master bedrooms will have a large wardrobe, while the smaller bedrooms will have the clothes held in a small dresser next to the bed. The walls of the house are made out of terracotta. The kitchen will have tan or red tile floors, and the kitchen counter will be the opposite color. There will always be a white-trimmed window with floral curtains above the sink. The sink itself is made of stainless steel. The oven will be made of white plastic and metal. There are always cabinets above the counters, which are made of a darkish wood with brass colored handles. The halls will sometimes have wooden trim. Inside of the closets, there will be an assortment of cleaning supplies, shoes, and clothes. Sometimes, these will be pantries filled to the brim with food. The living rooms will have a glass table with a wooden frame and some other things. Very rarely, there will be basements to the house, which leads to the only



subsection of The Townshend, which is *the sewers*. The sewers are exactly what they seem from their name; they are a system of subterranean tunnels with sewage waste. There is not much to say about this area, except for that it is a stark contrast from the rest of the level. Only about one in a hundred houses will have an entrance to the sewers.The houses will be lined up perfectly on the streets. The streets themselves extend from the base of the hills that lead to the sea to about a kilometer inland, where they come to an abrupt stop. At the edge of the sea, there will be a gray, plastic, floating dock as a continuation of the road. Walking out past the end of The Townshend (in the inland direction) leads you to the **Aqua Fields**, which get their name from the blue-ish grass that is about **this color**. The grass in the fields is very short and trimmed near The Townshend, and gets longer as you get farther away. It doesn't get too long, though, and at its longest, is five to six centimeters. Around a hundred meters away from the end of the Townshend, dandelions and clovers begin to appear in the grass. The fields are perfectly flat, save for the minor ditch. Rarely, you can find white fences or piles of rocks zigzagging across the barren terrain. Holes can be found in this section as well. The holes are found nearby small wooden shacks, which are quite easy to spot due to the emptiness of the fields. They are on average three meters deep, but can be much deeper. Rusted shovels can be found near these holes. Most of the holes appear to be years old, with significant amounts of erosion. You can sometimes find *the forests,* which are one of two subsections of the fields. Inside the forests, the long grass of the fields gives way to leaf litter and dry dirt. The forests are not very dense, and some of the trees are dying. The leaves of the trees appear to be fresh, being light green. There has been one report of a house being found inside the forests. The house appears to be a slightly more run-down version of the houses from the townshend. The second subsection of the forests is also the rarest. It is called *the beach,* and can be found in the rare event that the Townshend does not completely surround the steep coast of the islands. The beaches are, of course, normal beaches. The water near the beaches is more blue and clear than in the rest of the level. The sand is a very, very light color, looking almost white during the brightest days. There have been reports of people feeling very calm or happy upon entering the beaches. There are sometimes beach towels and lifeguard related equipment in this section. The final main area of the level is found when you go out past the seabound direction of the Townshend, and it is the sea itself. The water is an aqua color, with calm waves. You can find boats attached to the docks, which allow you to traverse the sea. **The Sea** is rather bland, with only the occasional ghost ship breaking up the blandness. Most commonly, these are empty tankers or cargo ships. They are in bad condition, sometimes in the process of sinking. Sailing out into the sea for about ten kilometers will lead you to more islands, carrying more townshends and fields. The overall structure of the level consists of many small islands, separated by The Sea, each with their own Townshends and Fields. You can enter this level by noclipping from level 128, or by falling asleep on level 41, which will cause you to wake up here. If you spend around a minute underwater on level 32, unmoving, with your eyes closed around vertex time you could be sent here. You can exit by sleeping facedown in the sand on the beaches, which will take you to level 145, twilight waves. You may also exit by finding a house with a yellow door, going through will bring you to level 128. There are no entities on this level, and with the vast stores of food within the Townshend, this level gets a certified class one. 👍

Level 128: Yellow Clouds
Class: 2 Mental

Level 128 is a strange level that you should probably not visit. It is made up of many “halls”. The material the level is made of is a cloud like substance. This substance is yellow. The floor and walls feel like cotton or a type of pillow when touched. It varies in color from dark yellow to bright yellow, and it is an incredibly confusing experience. Because all of this substance emits light, it makes it very hard to get your bearings. It kind of looks like you are floating. This entire level is very bright. This level also causes visual and sonic hallucinations. The hallucinations include but are not limited to: a giant swinging gong, pictures of the surface of the sun, and peoples faces. The sonic hallucinations are high-pitched and very loud buzzing. Some areas of this level are darker or lighter in color than others. The halls seem to be random, with no thought or design put into them. The layout changes without warning, but is somewhat stable within five meters of you. The material the walls and floor are made of is similar to fog, and it is constantly shifting and churning. There may be doors. These doors are always yellow and have a dark yellow number on them. Entering one of these doors will send you to the level with the corresponding number. This is the easiest way to exit this level, but the doors are quite rare. There are no entities here, but there is a distinct lack of food and supplies. The bright lights of this level and hallucinations caused by this level cause many to go insane here. Enter by finding a yellow door in level 127, and exit by noclipping anywhere to go to level 127. There are no bases or groups here.

Level 129: Sewage Pipes
Class: 6

Level 129 is a complex series of sewage systems. Most of this level is made up of tunnels and halls. The tunnels are circular in shape, while the halls are square in shape. There is a putrid smell, similar to Harold's room, throughout the level. There are 5 centimeters of greenish tinted water on the bottom of the tunnels. One may see dead animals or other trash floating in these tunnels. This entire level is very decrepit. The halls are filled with trash and shelves, which will rarely have supplies on them. Most of the supplies found on these shelves are wrenches, toolboxes, and other construction materials. In the halls, you may find doors. Most of these doors are made of wood and rotted. The rotted doors lead to small rooms. The small rooms are filled with entities. However, some doors are made of rusted metal. These doors lead to server rooms, rooms with pressure valves and machinery, and 1 case reported this door leading to an office. The metal doors are usually locked, but when unlocked, contain valuable resources. There are many entity hordes in both areas of the level. The entities present in this level are oogas and boogas. You can exit by finding a tank filled with clean water and kicking it. Doing so will cause you to pass out and you will wake up in a control room on level 130. Enter by noclipping on level 130 or 191. There is 1 CCOEG base here. It is located in an office behind a metal door labeled O12.

Level 130: Pool Tanks
Class: 2

Level 130 is an area made up of many large metal storage tanks filled partly with water. There are also control rooms and offices on this level, but they are quite a bit rarer. The tanks make up the bulk of this level. The tanks are very large, usually around 15 meters tall. These tanks are made of thin sheet metal but are very strong. Some areas may be rusted, and these areas are prone to breaking. Breaking a hole in the rusted areas and falling through it will show a large concrete plane. All

the tanks and rooms are located on top of this plane. The water inside of the tanks is safe to consume, unless you see creatures swimming in it. There are always 2 hallways made of metal on the sides of the tank you are in. Entering it and going through will result in you being in a new tank. These halls may lead to staircases and control rooms. The control rooms are made up of a small white room with one-way glass and many controls on one side. You can control the height of the water using the control rooms. There are many buttons with unknown purposes located on the control panels. Most of this level is very damp. The only dry areas are the offices. The offices are rare structures that can be accessed from control rooms. The offices are a complex series of rooms and halls filled with many office supplies, such as out of era computers, desks, and other things. There are kharjid on this level. You can enter by kicking a tank filled with clean water on level 129 or by noclipping from level 131. Exit by noclipping to go to level 131 or 129. There are no bases or groups here.

Level 131: Soutridge Apartments
Class: 3



A partially collapsed roof on Level 131.

Level 131 is a decrepit apartment building in poor condition. The walls of the place range in color from yellow to tan, with some texturing on it. There are sometimes speyeders (see entity 5 for more information) crawling along the walls. There is water commonly leaking from the ceiling, or entire areas that have the roof partially collapsed. The entire level is quite wet, due to the constant rain outside of the building. Many buckets or trash cans sit below leaks, collecting water that has turned yellow-brown from contamination. This water is not safe to drink, and should be avoided at all costs. Pathogens and deadly diseases have been found in the water. There is writing on the buckets that says “Soutridge” or “Property of Soutridge” which is where the level gets its name from. There are apartment rooms in the building. There are windows around the various rooms that will show views of a wooden roof with a black plastic covering. The views seen outside the windows are probably fake, as you see the exact same thing from every single window. Each individual apartment room is in a varying state of disrepair, but most are not looking too good. There is not too much trash in the halls, but you can find piles of trash nearby collapsed roofs. Trash cans are scattered about the halls. Each apartment contains a kitchenette/dining room combo, a bedroom and a bathroom. The apartments are seemingly abandoned, but do not appear to have been abandoned for long. There are still things such as personal belongings left in the rooms. You can find exit signs around the level, which will eventually lead to level 132. There is a yellowed, dirty carpet in the halls of the level. There are no entities here, except for the speyeders, which are not very dangerous. You can exit to level 132 by following the exit signs to a door or exit by noclipping to level 130, and enter by noclipping from level 130.

Level 132: Snowdrifts
Class: 3

Level 132 is an empty ski resort atop a snowy mountain, with a small town below. the time of this level is always nighttime, with the sky obscured by clouds. The resort itself contains three buildings, a hotel, a place to buy and rent skis, and a food court. The buildings are made of an orange-ish wood with cobblestone trims. The inside of the buildings are rather desolate, with only the bare minimum that is needed to run a resort. The hotel seems rather cheaply built, with some areas in decay. The whole level appears to have been abandoned for some time. The mountain itself, which contains the ski resort and encompasses the town, is very steep and tall. The exact height is unknown, but it is somewhere over 3000 meters. There is a thick layer of snow on the mountain, and more is always falling from the sky in a thick storm. It is very hard to see on this level due to the heavy snowstorms. The snow is about three meters deep, and avalanches are common. Despite the constant snowfall, the depth of the snow never gets above the aforementioned depth of three meters. Moving on to the town, it is similar to the resort itself, appearing to be cheaply built and abandoned. The town is about 10 kilometers squared, and it is nothing special. It appears to have been built in the early 1900s, but the time setting of the level is probably in the mid-70s. You can enter this level by following the exit signs on level 131, and exit by napping in a snowbank to enter level 93.

Level 133: Little Monstrous Airborne Oogans (LMAOs)
Class: 2

Level 133 seems to be an open field of some sorts, until you crash into an invisible wall conveniently painted to look like the sky and more grass off into the horizon. The room seems to be about 100 by 100 meters. The sky is a clear blue with a few clouds. However, one of the clouds seems to sort of glitch in and out of existence and flash violent colors for no apparent reason. Strange. The floor seems to be very consistent of bright, unnaturally green grass with occasional flowers of varying bright colors, such as red, yellow, pink, and periwinkle. The flowers take the appearance of the stereotypical daisy, which makes them look even more unnatural. Each blade of grass seems to be the same length, which is also very unnatural. This grassy plateau of sorts is almost completely flat, except these strange dry patches of grass that are pretty spread out. These patches of grass are all perfect circles with radii of approximately 0.23 meters. There are one hundred sixteen of these circular patches among the grass in total. However, the strangest part of it all is what lies inside each circle. In each circle, there is a blob made of some unknown brown material. It feels somewhat like clay. Touching it doesn’t seem to cause any side effects, but my tooth enamel does feel a little loose. These blobs are undestroyable. When divided, they either combine back together, or, in some rare cases, it permanently splits and a new area is formed with a new blob. The causation for the dry grass patches seems to be the blobs. They require immense amounts of energy to carry out their processes, so they essentially take in the life force from the surrounding grass in a specific circular pattern. But what process could possibly be taking so much energy to do? Well, to find the answer, we must look at the skies. The sky is full of what I deem Little Monstrous Airborne Oogans or LMAOs for short. The blobs in the grass produce little football-sized bloblets made of the same material that have two unaligning eyes and can fly. They can change their shape, but they prefer to keep it in an abstract looking shape. These oogans just fly in the air

and do pretty much nothing. Sometimes, they can actually combine and become a hive mind of sorts. The hive mind, with increased brainpower, has the ability to change its shape into even more complex shapes, such as dogs, cats, and even other obms. They aren't very hostile, unless you do something to really make them mad, such as ripping their fleshy clay-like body apart. I needed to do this for dissection purposes, but there was just more clay inside. Otherwise, touching them, walking near them, or even carrying their spawning blob away will not anger them at all. To exit, there's just a plain door on the other side of the room. No need to noclip. This door brings you to level 134.

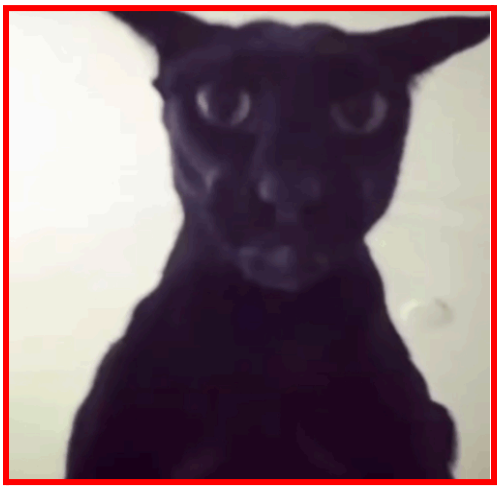
Level 134: hog museum
Class: 2

Level 134 is some sort of a museum themed around nature or climates. It has a very orange-tan color scheme. The architecture of the level also includes a lot of glass and water. The floor of the level is made of marble in most areas, with dimpled plastic being more rarely used. There are many displays, most of which are placed atop light marble slabs with steeply angled sides. There are seating areas that are made of orange-brown leather, with little metal bars near the sides. There are also cheap headphones on here, which allow you to take a tour of certain plants on the interactive screens, which are explained next. Sometimes, there are large CRT screens with interactive buttons on the sides. These are implanted within raised stone sections near the leather seating. The lights in this level are incandescent and are on the very low end in temperature, ranging from 1200-1600 degrees kelvin. The roof in the main area is around five meters in height, and will sometimes have strange variations in it. There are metal vents on the roof that are painted to appear the same color as the roof. The roof itself is made of drywall with a smooth acrylic coating over it. Sometimes, the floor is carpeted. The majority of the level looks like that. Next, there are sometimes streams cutting through the marble floor. They do not resemble normal streams, as they are very angular in shape. The sides and streambed of the streams are made of very smooth plastic. It can get scratched easily. Lukewarm water runs through it, propelled by small jets in the sides. You can find wooden bridges. The streams range in width from one to ten meters, so you may need boots if you can't find any bridges. At the deepest, these are 1 meter deep, so not horrible. Another area of the museum are water tank aquarium things with more realistic aquatic environments. They are rather large, and contain hogfish. Yum. There are a lot of strange decorations over the roof of the level, resembling bright green plants with three to six leaves. You can find little trapdoors in the floor, which when entered, take you to level 136. Another exit is noclipping anywhere, bringing you to level 133. To enter the wonderful hog museum, use a door on the far side of the previous level (133), or wander far off enough into the forest on level 135. Once you wake up, you'll be here. There is a group known as the Hoggers who live here,


A more normal museum area.

with eight members. They live on a raft in a rather large hogfish enclosure, and fish a lot. Always hoggin' it.

Level 135: Evil Larry's Hideout
Class: 1



Evil Larry's profile pic when contacted via base receiver.

They are never letting Juniper name a level ever again. The proposed name was 'lucid' but I guess Juniper thought this would be better. Zuhair typa thing. Level 135 is where you go once you fall asleep here, in these liminal halls. There is about a 1/120 chance you dream of this place once you fall asleep. The largest expanse of this level is a thick coniferous forest, consisting mainly of white pines. The ground of the level is cold dark dirt covered in around a third of a meter of dead orangish pine needles. There are no animals in the forest except for Evil Larry, who is actually quite kind. The forest is infinite and has nothing except for the repeating monotonous trees. When you fall asleep and go to Evil Larry's hideout for the second time, all will be as it was when you awoke the last time. It is always nighttime on this level and there is a full moon fixed directly up in the sky providing ample light to see the forest without your own flashlight or something. The real interesting centerpiece of the level is at the very 'center' of the level. On your first entrance to the level you will be laying on the ground right outside of the centerpiece, which is of course a small cabin. It is an old-style cabin made from mainly large logs cut with notches to fit each other, but the inside is all modern wood planks and the roof is a basic A-shape made from interlocking black-painted resin-coated wood shingles. The cabin is nice and warm inside, and outside it's only around 4 degrees so you best get inside. The space between the inside planks and the outside old logs is mainly just insulation apart from other wiring and piping. Inside of the cabin there is a kitchenette with a sink and mini-fridge and 2 large cabinets. There is a large green rug with a pattern on it in the center of the cabin, which reportedly changes depending on the person. There is a large comfortable green fabric and pine wood chair that sits on the rug facing away from the door and towards a nice fireplace that burns indefinitely. The kitchenette is to the right of the fireplace and there is a large bookcase just to the left. There is a table with one wooden chair right behind the large chair. There are no lights in the cabin except for the fireplace. There may be a pair of boots and a raincoat just by the door to the cabin, but that's basically it. Another anomalous feature of Evil Larry's Hideout is that anything on your body is transported with you to the level, and anything you take or leave from or on the level will come with you back to where you awake or stay on the level, respectively. There is a second part to the level that seems to have no correlation to the original part. If you find Evil Larry and follow him while he wanders into the forest, he may lead you to a square hole in the ground lined with concrete about a meter wide that has a ladder going down the center. Jump down with Larry, and you'll enter a new sector to the level. In the Forest, Larry only wandered around in the forest close to the cabin and slept in the cabin, but this area Evil Larry almost seems on edge, and follows you around closely. Unlike the forest, the

layout of this sector is completely different in its layout for every person who enters this place, but it looks pretty similar for everyone. It is made from an expanse of entirely concrete rooms, cracked or crumbling in some spots, but all dry. The air temperature is similar to inside the cabin, so nice and cozy, but the air is very, very dry, so make sure to bring some water. The rooms that make up this space seem to think of cubes, but don't really know what they are, as there are large weird shapes jutting out of walls and the walls themselves could be angled, bulging, curved, and more. The actually anomalous part of this sector of the level is the odd-shaped, usually oval or half-oval shaped, windows. These aren't really windows, and are more like big holes in the walls. There is about half a meter of concrete as a bezel until the hole opens up to the outside, and you can see that the hole appears as just a hole on a flat wall of concrete that stretches infinitely up, down, and to the sides of the hole in the wall. Outside of the windows is an infinite expanse of air and blue sky dotted occasionally by unusually wispy cumulus clouds. That's basically it for the sector and the level. The only light in the sector comes from the windows, but it's still very bright and illuminating and the sector has a lot of these windows. So again, entering and exiting is going here as a ~1/120 chance when you fall asleep on literally any level, and you return to the level when you awake naturally. You can end the dream short by wandering far off enough into the forest, you'll shortly wake up on level 134. And lastly, don't jump out the windows. And don't make Evil Larry go out of them. The fall isn't fun, and you might not wake up. Oh yeah, Evil Larry appears as an odd-looking black cat. He stays on the level but there is another version of him that wanders about on basically any level, usually around lost souls. If you spend too much time around him you will get very sleepy and fall asleep and have a guaranteed trip here. If you sleep near him you will also be transported here. He is kind when unprovoked, but no not try to attack him. He is invincible and dangerous. If you manage to die on this level, you respawn here, but also tend to wake up.

Level 136: **Praetorium of Shadows**
Class: 3

Level 136 is a tight and varied maze of "halls," with some being indoors and others being outdoors. In the outdoor areas, it ranges from thirty to forty degrees celsius, while in the indoor areas it is much cooler. The floor in the outdoor area is rough, faded, concrete, while the floor in the inner areas is lightly colored wood. The outside and inside areas are equally as common, though people who live here prefer to stay in the inside areas. In the outdoor areas, birds can be heard chirping, and it is quite bright. "Inside," the only sounds that can be heard is a faint humming and the sounds you make. There is a day/night cycle on this level which lasts 72 hours, with 48 hours of day and 24 hours of night. During the night, crickets, foxes, and other northeastern Roian species can be heard while outside. The natural light of the sun on this level provides light for the outside areas. For the inner areas, light is provided by chains of led lights, random neon bulbs from the ceiling, and incandescent lamps. The walls of this level are made of corrugated metal sheets, which are painted tan, yellow, or gray. They are actually shipping containers, with logos of fake companies on them, usually in green paint. The outside areas tend to have the paint flaking off or faded, while the inside areas do not. The metal beneath is bare. That concludes the structure and environment of each area, and now each area will be explained separately. Starting with the outside area, it is common to sometimes see the tops of trees over the shipping containers, but as of yet no one

has been able to reach one. Twigs and loose pebbles can be found on the asphalt as well. When the front of a shipping container is encountered, it is very rare for it to be opened or unlocked. If you can open one, the containers are usually full of random furniture or other not very useful supplies, unless you are a home decorator. The halls here are very thin, at a half a meter or less. Sometimes you can smell barbecue or other summer foods, but this is rare. This area tends to be much more dangerous than the inside area due to the lack of food. Fortunately, the only entities that can be encountered here are speyeders and sun ratuz. Venturing into the inside areas, the halls will widen up to a meter or two, and sometimes walls made from normal wall materials can be found. Cheap fridges can sometimes be found, which contain fresh food. The food within these fridges regenerates every week, so it is advised to stay around them. Sometimes, notes can be found on the fridges that have been farmed; they say “Stop eating all the food!” or other similar messages. Multicolor LED strip lights are common here. Actual rooms, not thin halls, can be found in this area as well, making it much more habitable than the outside area. When encountering the front of a shipping container in this area, it is quite common to find them unlocked, and people tend to build bases inside of them. You can even find bases pre-built within the containers. With food being much more common than in the outside areas, the majority of people living on this level live indoors. It can sometimes be quite dim inside, so bringing a flashlight is recommended. There are many groups on this level due to its safe nature. You can enter this level by using a tunnel behind a trapdoor in the ground on level 134. You can exit by noclipping, bringing you to level 137.

Level 137: Buildings in the Sky
Class: 3

H-hh-arold here. Level 137 is a torturous thing for me because I have been forced to write it. Help me please. Anyways, level 137 is: guess what, a bunch of floating buildings (along with some other crap)! Crazy. There are three major areas in level 137, being The City, the Forest, and **Suburbia**, along with a couple of subsections in each. You will start in Suburbia upon entering level 137, well, slightly above it. You will fall for around ten meters and land on any random area in Suburbia that is within the path of building events. For the first ten minutes within this level, you are incapable of experiencing pain or getting hurt, so that’s nice. The time of Suburbia appears to be during sunset, with beautiful pink and red colors dancing across the sky. The sun moves up and down in the sky by about five degrees over the course of twelve hours. It is not very cloudy around most of the sky, with the only large collection of clouds being near the horizon, and especially on the opposite side of the sun, which appears a bright red due to the angle at which the sunlight is hitting the level’s atmosphere. The temperature of the level is only around nine degrees celsius, not horrible, but a little chilly, so bring a jacket. There is very little elevation change here, and almost no vegetation besides the lawns. Every now and then, there will be a tree or something in the backyard of the houses. The largest elevation change on this level is only around thirty meters, which was a hill. There are sometimes wrought iron or stone fences/walls around the houses, which will be explained soon. The roads of the level are made of bright red bricks, with quite a bit of weathering near the edges. There are light gray sidewalks on both sides of the streets. The lamp posts are ornately decorated, with cloudy glass covering the bulbs. There is a small bit of metal atop the bulb, which can be taken off to service the actual lightbulb inside. Next, it is time to explore the houses.

They are usually made of dark maroonish-red bricks with light unpolished stone as trim. The mortar in the brick-lined area is dark, nearly black, while when it is in between the white trim, it is a light-tan. The houses themselves are quite lavishly decorated, resembling homes somebody in the high middle class family would have. On average, there ranges from three to eight bedrooms and two to six bathrooms. There is always a large basement in each house, which may be finished or unfinished. Usually, it is a mix of the two, with a finished part containing a small games room or a home theater, with a barren concrete-floored empty bit filled with random knick knacks, doodads and thingamajigs. The staircases downwards may be designed to be handicap accessible, with a gently sloped ramp. Much of the houses have the floor covered by a light tan carpet. The rest of the house is very clean, appearing to have been left in a hurry, or it has just recently been furnished, like the house was just sold. Sometimes, you can find strangely designed areas with impossible geometry, like two doors only a meter apart on opposite sides of a wall, but opening up to large rooms. There are never any clothes or food inside the houses, except for in the basements. Only the basements show any signs of habitation in the recent past. The attics of the houses tend to be mostly empty, containing only a few boxes, and curiously, christmas baubles. Rarely, there will be a tall, rectangular mirror, about two meters in height, propped up by a few boxes, in the attic. Walking through the mirror will allow you to enter *Mirrored Suburbia*, the first subsection of Suburbia. Building Events (explained later) do not happen here. This area looks quite similar to the normal version, except mirrored. It is nighttime in this area, with a cloudless sky. The moon and stars shine brightly, and it is quite bright. The whole area now has a blue tint to it. Here, water may be running, causing houses to flood. Food and clothes are also present in the house, and they are much dirtier. Outside, you may hear loud sirens. This area doesn’t have much going for it, it’s just kind of cool. Back in the main area, there are still two more subsections. The first of these is *The Tunnels*, whose entrances can be found in the basements of houses. They are, of course, tunnels. They range in appearance, most commonly being dangerous, hardly supported, barren dirt halls, but are sometimes tiled, filled with random items, or look like a bunker. The barren dirt halls have almost nothing in them except for gas lamps, so it's not worth going here. The next type, the halls filled with random pieces of junk, are the next most common. The floors here may be dirt, concrete, or tiles. There are metal pipes in this area, which are leaking water or gas. They are mostly completely rusted, with piles of iron oxide. Gas leaks are obviously dangerous, so don’t come here. There are sometimes areas resembling kitchens down here, which are very dirty, with piles of dirt and dishes, tipped over tables, chairs and other such things. These tunnels are not well lit, unlike the dirt ones. Piles of electronics and things can be found here. Rusted metal is very common, as are puddles of stagnant water. Overall, these tunnels suck. The final type of tunnel are bunker tunnels, which have arched roofs. The walls in here are made of smooth, and sometimes a little waxy or oily, black metal. There are black metal pipes lining the walls, and they are not in the way like the pipes in the previous tunnels. This area is incredibly clean, and any boot prints or damage left here is repaired or cleaned within thirty minutes by some unknown force. The floor is made of more metal, with a thin, uncomfortable, braided tan carpet atop it. There are other types of tunnels, but they are so rare they aren't worth mentioning, especially since the majority of them are incredibly dangerous. The final subsection in Suburbia is less of a section, and more of a structure. It is a small, rickety staircase that goes up into the sky for a very, very, long time. It is made of unpolished, rough, dark-colored wood. It is also very steep, with each step being about half a meter in height, while only

being about twenty centimeters deep, and a meter wide. There is a tall railing, at around one and a half meters tall. With how steep it is, it is very easy to slip and fall, so beware. The staircase has no bottom supports, and there are only thin metal wires ascending to who-knows-where in the sky, clipped onto the staircase with small metal bits every ten meters. After thirty minutes of climbing, no matter how much you have actually moved, the end will be reached, so the height is not the same for everyone. These do not have any use during normal times, except for jumping off of them, and their only function is during Building Events, which will be explained now. ***Building Events*** are the only time where you can reach the main two parts of the level, contained in one supersection called The Buildings in the Sky, which is where this level's name is derived from. At the start of one of these events, wind in excess of sixty km/hr will start blowing, causing danger as loose objects start to come out of the grounds. Over the course of around three hours, the wind will only grow and grow, while clouds begin to cover the sky. It will get truly dark, with the only bits of light coming from the dim street lamps. While a Building Event is going on, in Mirrored Suburbia, where these events do not occur, the time will progress to daytime. Eventually, the clouds will begin to part in the southeast, and grayish, cloudlike buildings will emerge, moving slowly across the sky for about thirty hours. The buildings are very densely packed, and outer roads can be seen coming out of the city, descending downwards to the ground. There is a lower area to the city, below the buildings. This area is more of a brownish color, and it appears to be rougher. The buildings move quite fast at the start of the event, and slow down over time, along with the wind. After thirty hours of these buildings slowly meandering across the sky, the quick winds will reemerge, covering the sky with clouds again and the cities will slowly fade out of existence over a course of four hours. Once they are gone, it will usually be about four weeks until the next event occurs. Now, to actually enter these buildings, you need to climb up the spooky rickety stairs, so beware. If you climb up the stairs for thirty minutes during the event, instead of reaching the end of the stairs, you will be next to the building. It is incredibly loud, as the buildings are moving by very quickly, and the wind may blow you off the stairs. In order to actually get to the buildings, you need to take a leap of faith off the end of the stairs. After jumping, you will black out and awake on the edge of the giant concrete and dirt slab containing the city. You are now in the section known as the **City**, containing two smaller subsections, The Concrete Jungle and Denser Depths. The City is around one and a half kilometers wide, four kilometers long, and three fourths of a kilometer tall. It is quite blustery in the city, due to winds generated by the motion of it. Unlike the town below, there is a day/night cycle here, with each day lasting twelve hours, and each night lasting fourteen. Due to light pollution, no stars can be seen at night. Right after the building event ends, if you are in the city, you will probably be thrown to the ground as it begins to ascend at around sixty meters per second. You may also get jolted upwards when it begins to descend during a building event, at a slower twenty-one meters per second. It is quite dangerous to be outside when the city starts to descend or ascend. For comparison, the descension speed is three times faster than even a fast elevator, and the ascension speed is twenty times faster than an average one. If that weren't bad enough, the city will rarely begin to tilt or fall, but it has never actually collided with the ground, as of yet. Sometimes, outer edges of the city may fall off, but they are repaired after a few weeks by some unknown force. The city repeatedly goes on a four week long journey, making a giant infinity sign shaped loop. The actual events occur in the center of this loop, where the two halves of the infinity sign intersect, and every time you enter this level you will be placed within five

kilometers of this intersection. The length of this journey varies by about ten to twenty percent. There are tons of buildings in the ***Concrete Jungle***, making it hard to navigate. Of course, this area is made out of concrete. The concrete varies in quality and color, with some strong, bland gray areas and brownish crumbling areas. The outside of every building is made of solid concrete and glass for the windows, and it is very drab. The roads are less of roads, and more like walkways. At their widest, they only get to about three meters. They are made of dark, rough, asphalt that appears to have been freshly laid. Old lamps light up the dark alleys between the buildings, which block out the sun. It is quite cold in this area, at about negative five degrees Celsius. Small snow banks may form, but nothing deeper than one or two centimeters ever occurs. The intense wind has caused many of the snow banks to look a little like sand dunes. The concrete jungle is quite dense, and it is very easy to get lost here. Sometimes, the thin roads will open up into larger courtyards, with various things. The things that can be found here range from uncomfortable benches to trees. You can find trash cans, dumpsters or bags of trash as well. When there is a tree, it will be stuck within an enclosure with only ten centimeters of dirt, limiting its size greatly. The trees are all dead as well, probably due to the eternal cold of the concrete jungle. In a courtyard, all of the entrances to every building will be facing directly towards the center (usually towards a tree), even if the door location makes no sense, like in a closet. Now, for the buildings that can actually be found. The most common type of buildings are run-down apartments, with cheap, thin drywall and mildew. They somewhat resemble level 111, but in a more decrepit state. The interior of each building will probably look vastly different from what you would expect, so it is always worth checking buildings for supplies, no matter their appearance. Another common type of buildings are shops, which have red or yellow polyethylene rain covers, with faded, formerly colorful signs. Neon lights and signs can be seen in the shops, which are most commonly small restaurants. It is common to find a small one or two bedroom apartment right above the shops, where the owners probably would have lived. Corporate offices, car parks, and other random buildings exist. Inside of the car parks, (whose existence does not make much sense considering the roads are much too thin,) you can find large piles of burnt books. Throughout the entirety of the Concrete Jungle, low, bassy and higher pitched wind sounds can be heard, creating a melody that is constant. In quieter areas, a deep rumbling can be heard from the depths below. The closer you get to the center of the city, the louder this rumble becomes. You can see the source of the rumble by journeying into the second subsection of The City. In order to enter this section, you need to enter this section, you need to enter this section, you need to enter this section- sorry guys… little Harold here is starting to lose it… Anyways, you can enter the next section by finding what look like subway entrances on the surface. They will usually have a clear plastic arch tunnel thing over it, with black painted metal hand bars. The paint is flaking off, exposing rusty bits below. The staircase goes down for around forty meters, and the lighting transitions from the sterile white to a warm yellow glow. It is quite dim in the stairwell. At the bottom, you reach the actual subway. It is in disrepair, with the white tiles falling off of the walls. The rails are rusted, and the walls are stained. Trash bags and other junk litter the floor. There are benches here, but good luck finding one that isn’t covered in gunk. Pipes on the roof have degraded and are leaking water everywhere, with some sections of the subway being completely and utterly flooded. There are hardly any readable schedules on the walls, and some clocks. The schedules are stuck behind clear plastic things with metal borders, but the plastic is scratched up and broken, so water has leaked in and ruined the papers. Every hour, a decrepit train

will arrive. If you get on the train at 4:00 PM, you will finally be able to enter the ***Denser Depths***, the second, and final subsection of The City. But to be honest, why would you want to enter this section? It sucks. The Denser Depths are much more cramped and have less of a structure than the upper zone of the city. The widest "streets," if you can even call them that at this point, are only a meter wide. There are tons of pipes crawling across the walls and roof, which are quite hot. They will be spewing steam everywhere, making this area damp. There is little light here, so bring a flashlight. Unlike the chilly aboveground area, the Denser Depths can get as hot as forty degrees in some areas, but can also get as cold or colder than the upper zone. In some areas, the hot steam immediately condenses and freezes into ice, which is not good. The spaces are much more cramped than aboveground. Because of this, it is quite hard to navigate. There are so many buildings and random things in this area that there are not really any actual individual buildings, more of one giant mass of concrete with different areas. If the halls weren't already thin enough, along with the pipes, there are sometimes plastic crates, piles of junk, and other things. Neon signs advertising shops (usually written a foreign language of whoever is looking at it) also crowd the halls. The interior of each area is incredibly cramped, and was clearly built to house as many people as possible. It is very unsanitary here, and you may get diseases easily. Plumbing and other things are commonly broken, so beware. The outlet type in the houses (if there are any) are most commonly Roian, but will sometimes be Gumblurian. As you get closer and closer to the edge, the halls and buildings will become a bit less dense, but only slightly. At the very edge, the "roads" will spit you out onto a crappy concrete walkway which is quite degraded. There are cracks in it, and chunks missing. There is a railway to prevent you from falling off into the town. The railing is made of polished metal, but it is quite old and rusted. Don't touch it unless you love tetanus. The edge of the building is mostly taken up by shops and more "luxurious" apartments, (they still suck,) which are mostly just bigger and have the privilege of windows. There are brutalist style lamp posts, around four meters tall, on the walkway and railing, which are covered in icicles sticking out sideways at a thirty degree angle due to the wind. They are commonly dysfunctional, and when working, they provide little light. Ladders attached to the main walkway connect to metal walkways that connect the lower levels to the higher ones. Speaking of the floors of the Denser Depths, there are fourteen. The top two floors contain subway stations to get to the Concrete Jungle, and the deeper sections are more decrepit than higher ones. If you get to the center of the floating city while on the very bottom layer of the Denser Depths, you can find the Mechanism Room, which is a very, very loud room about four hundred by twenty by three hundred meters in size. The whole room is just completely full of giant motors and other mechanisms that may be the reason for the propulsion of the city (let's be real, it's a flying city. How the f*** could some boilers propel a huge concrete slab hundreds of meters above the ground?) but the true reason is unknown, the scientists at the CCOEG are not sure (it's magic!) This room is quite dangerous, with random holes to the sky and huge unmonitored moving parts. There are almost no safety regulations here, so beware. Random doohickeys can be found here as well, and some weird boxes labeled "Kitchen Apparatus," containing a weird device that does nothing useful. Other notable doodads found here are "table that follows you," "bouncy phone to protect your springs," and "the twentyeightk (a fork with twenty-eight prongs.)" This room is incredibly hot, with some areas being completely impossible to survive in. It is advised to just completely avoid this room, but it is an important one nonetheless. There are many more entities in this one room than in the rest of the level, adding yet another reason to completely avoid it. That concludes the large

city section of this level, (and its main attraction,) but there's more! CCOEG has just hired a new writer named Jerry, I hope I don't get fired and replaced by him... gulp! Anyways, the final section of this level can be accessed by jumping off of the floating city at night, and only at night. Instead of sending you back to Suburbia, you will enter the **Forest**, which shares many similarities with Suburbia when it comes to terrain. When you enter this zone, you will always be in the same spot as everyone else who has entered this section, which has led to a small settlement of around twenty people. It is an infinite forest with little to no elevation change, and building events happen here. It is eternally night here, and incredibly quiet. There are no sounds of animals or really anything at all, aside from the occasional rustle of leaves. The trees here are of an oak variety, and are quite large. Random, large concrete chunks can be found here, which are shattered and destroyed. Sometimes, entire buildings from the floating city can be found lying around here. Of course, after falling out of the sky, they are in very rough shape, so good luck finding anything of interest other than free tetanus. It is commonly raining in this section, but most rain is obscured by the thick leaves. The rain is not very dense, and is more of a mist or sprinkle at times. Lakes and streams can be found here as well, which contain lots of fish, so yummy! Also, frongs can be found. We all love frongs. Fog is common here, which makes it quite hard to navigate this area. Coupled with the fact that this section looks the same nearly everywhere, it is very, very, easy to get lost. It is about four degrees Celsius in the forest, with it getting as cold as negative twelve. Snow occurs in the forest about every seventy-five days or so, and it can get as deep as a meter. Small cabins can be found, which provide nice shelter during the colder season. They usually have a wood stove, a bed, and a couple of cabinets, which contain food. The bed will always have an intricately stitched red quilt, with a white pillow. Further out from the center of the forest, you will eventually reach the plains, which are completely barren of anything except tall grass, so nothing worth noting. Anyways, that concludes the main description of the level, which means it is time to explain entrances, exits, groups, entities, and whatever. First of all, entities. Ratuz and speyeders are found in every section of this level, but those are not real dangers. Slimeks (see entity 44) can be found in the Denser Depths, along with Miners and Voistars. The upper areas of the city contain Swonkers (see entity 48.) The subways in the city may have stupid idiots, so beware. There are no hostile entities in suburbia or the forest. There are a couple of groups that live in Suburbia, but only one group that lives in the city. They live in the Denser Depths, on an upper floor near the centermost subway. They have around forty members, and occupy a rather large space. There are also random people wandering inside of the Denser Depths who are trapped. There are a couple of entrances to this level. Of course, you can noclip from Praetorium of Shadows (Level 136). You can also enter by noclipping on level 177. You can exit by noclipping, which will get you to level 138. Chewing on a stick in the forest will get you to level 174. Goodbye folks, but never fear... another Harold level will arrive...

Level 138: Catacombs
Class: 3

Level 138 is a giant maze of sandstone and siltstone halls full to the brim with bones. The level is quite dim, with the only light sources being failing candles on the walls. The candles are somewhat yellow-green, and give off an unpleasant smell. Mix that with the smell of decay and rotting flesh, it's not very nice here. The bones vary in age greatly, from hundreds of years to fresh corpses. Small pools of

dried blood can be seen here. Most of the level is thin halls (really about ten meters wide, but full of bones,) but there are sometimes larger rooms with altars inside of them. In these rooms, bones and corpses are much less common, with it being mostly replaced by rocks and strange glyphs of some dead language. Metal grates are located right above the altars, which show a cloudy sky. Breaking open the vent will take you to an empty, grassy field above the main catacombs. There is nothing here except for the occasional bush and scraggly tree, along with fast, chilly winds that bring the temperature down to around 2 degrees Celsius. Small amounts of frost and ice can form up here. Back in the catacombs, it is much warmer. You can enter this level by noclipping from 137. You can exit by falling asleep on the upper grassy plain, bringing you to level 139.

Level 139: Surreal Billows
Class: 3

Level 139 is a simple but odd level. There are two sectors, the barrens and the fragments. The barrens is a plain of tough, white material, very close in similarity to the white material making up most of level 9, but nowhere comparable to the scale of reflectivity. Here, it *is* reflective, but just a bit. The plain is perfectly flat and empty. The only notable thing here is large spheres, around three and a half meters in diameter, which roll in straight lines at around 30 kph. You'll of course not be able to catch up to them, and they'll be out of your sight quickly due to the thin grey fog that surrounds you across the level, limiting your visibility to around a kilometer or so. They are never seen in small patches of the sector or by the edge of the sector where it transitions to the fragments, but it is theorized they teleport back to the direct opposite side and keep rolling. These spheres are impossible to stop, and it is unknown what keeps them moving so constantly. The whole level is covered by a light grey sky, with an ever so small light blue tinge. The sky is dotted with clusters of unusually GARGANTUAN billowing cumulus clouds, casting dark spots across monotonous plains of the level. Moving on to the fragments, it gets less boring but more dangerous. The area is made up of a field of islands of the same material as before, with the islands taking on the vaguely hourglass-like shape of mushroom rocks, but with many more irregular yet smooth angles. The top of the fragments is still entirely flat and level to the ground of the barrens. The top ground of the fragments is spaced anywhere from a tad less than a meter to a few meters apart, making traversal difficult and tiring. Don't think going down is easier, as at the bottom of the fragments (where the hourglasses bow out), they drop straight down at an even level infinitely. These cracks are smaller across than the ground of the fragments, but they are still a few meters wide, max, and around them it's all unstable angles heading straight down into them, so traversal here is debatably worse than parkouring up top. Also, there is a layer of water with a temperature of around -3 degrees. Oddly, it does not freeze. You still will though, so stay out! If you fall while jumping between the fragments, consider yourself on level one, as it's nearly impossible to get back up. The water level is around .6 meters above the angle where the cracks dip down. The air temperature is still around 21 degrees, so that's nice. In conclusion- a lot of the level is hard to traverse, there are zero resources, but it's nice here otherwise. There are no bases or groups here, as it's difficult to base over the fragments and all attempts to base over the barrens have ended up in huge spheres demolishing the structures. You can enter by falling asleep on the grassy plains of level 138, and exit by noclipping in the fragments, which would bring you to level 140, noclipping anywhere else to get to

level 188, or you may find an area in very large patches of the barrens where the level transitions into level 110.

Level 140: University
Class: 2

Level 140 is an infinite university building that seems to have originated from around the early 1970's. Despite being infinite when walking directly across, walking near the edges makes it only appear to be around 400 by 700 meters. You are stuck in only 1 of the buildings on this level, even though through the windows you can see many other buildings. The time of day is always noon, so near the windows it can get quite hot, around 40C. Most of the interior is quite a bit colder, though, at normal room temperatures. All of the doors and windows are locked, and cannot be broken, effectively trapping you. The walls here are made of white, painted, large bricks near the bottom, and smaller red bricks for the rest of the wall. The walls themselves are all 2 meters tall, save for in the pools and gyms. The floor is made of blue terrazzo tiles, and they curve up near the wall. Drop down ceilings with long, fluorescent bulbs make up the roof. There are four floors to this level. On the bottom floor, you can find a pool and a humongous gym with hundreds of chairs scattered across it. There are many classrooms and custodial closets. The custodial closets are filled with many cleaning supplies and occasionally food. The classrooms look like school has just let out, with some things scattered around the floor. (free pencils!) There may be food or water in the classrooms. There is a library filled with books and entities. Most of the books are just gibberish, though. There are a few entities on this level. Enter by noclipping on level 139 in the fragments sector specifically. You can exit by entering one of the custodial closets, which has a small chance of bringing you to level 141.

Level 141: Walkways
Class: 3

Level 141 is a series of concrete paths sitting above the water in a large ocean. The ocean is a gray-blue, with choppy and salty water. The temperature of the ocean is quite chilly, at around negative four degrees, making it dangerous to fall into. The concrete paths are around two meters wide and are almost never flat, so good luck sleeping. Sometimes, there are copper bridges (which are very oxidized) going out in the horizon for hundreds of kilometers. There is almost no weather anywhere on the level. Street lamps (barely hanging on to the walkways) provide illumination during the level's twilight hours, but fail and completely turn off close to midnight. They are a few meters tall, and quite rusty. The salt water and constant spray is probably the reason for all of the rust. Every now and then, the paths may crumble, so don't take a wrong step. Large waterfalls of freezing water cascade from the sky sometimes. The paths may get up to a couple dozen meters above the water. The ocean itself is only around thirty meters deep, but it may be hard to get back up on the walkways, and you'll probably get hypothermia. The bottom of the ocean is a solid concrete slab, which is interesting to say the least. Holes may be in the bottom of the slab, which lead down into another, lower instance of a level. You can enter this level by falling from the top of a building on level 98, or by entering a custodial closet on level 140. You can exit by noclipping to level 142. There is one group on this level who sails around on a big ship called the Zxhusgla (they will not tell us what that means). They do not accept new members.

Level 142: House
Class: 4

Level 142 is an infinite 4 story oogan house, from the early 2000's. Each floor has its own strange properties and appearances. Floor 1, or the Basement, is filled with desks, shipping containers, cans of food, weapons, and other things. The roof and walls here are made of deteriorating gray concrete. The floor is made of a beige carpet, with stains and rips. There are no windows here. When you enter this level, you are put on floor 1. To get to floor 2, you must find an elevator or a staircase. Floor 2, or the ground floor, is very clean, and has many different types of rooms. There are messy guest rooms, kitchens, living rooms, bathrooms, and closets. This floor is cleaner than the basement but is still somewhat messy. This area is the most habitable out of all of the floors, with food being found in the kitchens, water in the bathrooms, and shelter in the bathrooms. Even though floor 2 is the safest floor, it is also the hardest to exit. You can exit to floor 1 by going down the staircase you entered from. You can get to floor 3 by finding an elevator. These elevators may move when you are not looking, so keep an eye on them. Floor 3 is similar to floor 2, but with less variety in the rooms. Floor 3 is made of mostly hallways and bathrooms, with the other types of rooms being rare. It is very messy here, with many trash bags, cat fur, litter boxes, boxes, random objects, and other strange things clogging up the areas. This floor is the most dangerous, with risks from entities and falling objects. There are almost no supplies on this floor. You can get to floor 4 by finding a drop-down ladder and getting it to fall. This will let you climb to floor 4. floor 4 is a cluttered attic filled with many different things. It is dangerous here, as you can fall through the floor and onto floor 3. There are also many aggressive entities here. One may find a window, which lets you get to level 143. You cannot noclip on this level. You can enter by noclipping from level 141. There are many entities here. Due to the chaos on this level, there are no bases here.

Level 143: Sticks and Stones
Class: 4

Level 143 is a large maze that appears to have been poorly cobbled together out of sticks, logs, stones, and mud. The floor is very muddy, and in some areas you can just sink up to your thighs in it. The maze appears to have been built in a hilly area, as the floor fluctuates in height often. The walls are made of sticks, with the occasional big log "sticking" (hahaha get it get it) up. There are lines of stones and small boulders that seem to be holding up the walls. Thicker logs, which have been cut into fourths, make up the roof. All of the wood is un-sanded and unfinished, which makes splinters abundant. (ow!) There are fires going on inside of the maze, which may sometimes catch on the walls, and I shouldn't have to explain that that is not good! The structure is quite unstable, and collapses commonly. When it collapses, you can see the outer areas of the level. The level is a hilly, muddy plain, with the occasional dead tree. The mud is very deep and also very dark in color. Grasses and shrubs sometimes grow, but not often. It is constantly raining, and the time is stuck at night. The only light provided is from the fires going on, and some dim moonlight. No bases exist in the level due to its harsh environment. You may exit by noclipping to level 144, and you can enter by going through a window on level 142.

Level 144: Short Basement
Class: 3

Level 144 is a very cluttered apartment building. The layout is nonsensical and non-Euclidian, with strange doorways and weird stairwells. The floors are made of wood, but most of it is covered by a light gray colored carpet. The walls range from dark gray to white, with small white trim at the bottom. The trim also covers the areas around doors and the “windows,” which are just weird holes in the wall that lead to more rooms. Sometimes, these windows will show little scenes on other levels, most commonly levels which are in the 200s or higher. The roof is an off-white color, with quite a bit of texture, like paint just dripped down. There are barely visible circular lights on the ceiling, which provide bright white light, not the lower temperature warm light more commonly found in homes. The apartment is full of random things, like bikes, cardboard boxes, kitchen supplies, and old television sets. There are various types of rooms, like bedrooms, bathrooms, and kitchens. The elevation of the floor is weird, with short staircases only a couple of steps next to multiple flights heading downwards, or weird ramps and perfectly circular holes in the middle of the floor. The last mentioned, the holes, is the rarest. These holes have metal ladders in them, which lead down to the weird area, the part where the level gets its name from. The ladders are made of steel, which has been painted black. The paint will sometimes flake off, and below it is a darkish, desaturated red color. The paint is a little sticky as well. The rungs of the ladder are circular, and about one and a half centimeters in diameter. The entrances to the lower area are weird slanted things, with a 45 degree angle which goes from halfway down the wall all the way down to around half a meter above the ground. The carpet has changed from a soft-textured light gray to a harder, less comfortable texture with a beige color. With the roof being so low, you have no option except to crawl, unless you’re as short as Evan the Gnome. You will probably have your knees bleeding soon unless you wear knee pads, so not many people come down into this cramped area. The layout of this area is much more maze-like. The halls are quite wide, but most of them are filled with cardboard boxes, mostly with books and VHS tapes, leaving the real width of the halls at only a meter. Board games and other toys can also be found down here. There are sometimes pipes made of PVC or metal crisscrossing the roof, leaving anyone down here with even less space. There are sometimes weird dips in the floor and roof, or random raised bits. Very rarely, this short area will open up into very large rooms, more like giant storage facilities, filled to the brim with random stuff, mostly the previously mentioned boxes and things found in the main other parts of the level. That just about sums it up, so now onto the groups and stuff. There is only one group here, called the Triple B-M, or BBBM. Their ranks consist of literally only 6”+ big buff bald men who look like Mr. Clean, so I guess that’s interesting. You can enter this level by noclipping from level 143 (Sticks and Stones) or 194. Taking a bath in complete darkness has a chance of taking you to level 145 (Twilight Waves).

Level 145: Twilight Waves
Class: 1

Level 145 is an infinite beach with crashing waves on one side, and an impassable wall of buildings on the other. The time of this level is always night. There are street lights on the side of the buildings, providing illumination for the level. You cannot enter most of the buildings found on this level. The ones you can enter appear abandoned, with it seeming like everybody just got up and left. There are tons of food in the houses, so one should not go hungry. There is an abundance of water. The houses appear to be made in the style of houses found on the Outer Banks. The houses are probably infinite, they extend away from the beach for an unknown length of

kilometers. The farther you get into the houses, the colder they become. At about 6 kilometers into a house, it is as cold as a freezer, so you should stay near the front of the houses. Back on the beach, it is made of tanned sand. The sand looks like it has been walked on a lot before, as if many people used to walk there. The temperature of the sand is around 21 degrees Celsius. The temperature of the level itself is around 25.5 degrees. There are holes in the where crabs may be spotted, and they are of the Ghost Crab species. The water on this level is not that warm, but you can still swim in it without any side effects. The waves on this level are of normal strength, and they will erode the sand, so if you don't plan on getting wet, stay away from the shore. There is no life inside of the ocean. The size of the ocean is unknown because about 10 kilometers into the ocean, the waves become too large to cross safely. CCOEG has sent out expeditions to the bottom of the ocean, and they have found gold coins and other golden artifacts. CCOEG has not been able to find a source of the gold. On the beach, you may be able to find gray canvas tents. These tents are almost always empty, but sometimes contain sleeping bags, crates, food, lanterns, and water. There is an entity on this level that causes hallucinations, but they are mostly harmless. The hallucination that occurs is 5 floating lights slowly making their way towards you. There are hundreds of undocumented bases on this level due to it being extremely safe and hospitable. The most prevalent bases are CCOEG's Outpost R&L145, TOTG's Economy Central 4, and goodgroup1000's Base of 145. You can enter by taking a bath in complete darkness on level 144, by sleeping facedown in the sand on the beaches of level 127, or by going far out on a lake at night on level 205 (Bus Ride) and then drifting back to shore. You may just end up along the coast of this level. You can exit by noclipping to go level 146, or if you wander far into the ocean on this level you will end up in the middle of the pillar zone of level 32. There are no hostile entities on this level. You can find amethlos, but they are very rare. No, they are not dead.

Level 146: Barrier
Class: 3

Level 146 is a large, very tall and fortified concrete wall. It is around three hundred meters tall, and very hard to climb. The color of the concrete is an off-white tanish. The wall extends around infinitely, slightly curving or twisting every now and then. Very rarely, the wall may collapse, or chunks of it may fall off of the top, which is not good. Graffiti is scattered about the lower ranges of the wall, and only on one side. Which side you are placed on is randomly chosen when you enter the level. The sides make up the two sections of the level. The graffitied side will be explained first. It is a forest, which extends out around three kilometers from the wall. Inside the forest, random wooden structures can be found without any purpose or meaning. The wood in these structures is very rotted, which makes them not ideal. The farther out you get from the wall, more and more entities start to appear, with them becoming more hostile near the edges, like the level is trying to drive you towards the wall. Near the wall, the trees begin to thin out, and the soft grasses and mosses that make up the ground are replaced with what looks like an artificial gravel path. Sometimes, there are staircases which will go upwards many meters, but most do not ever reach the top. There are sometimes circular extrusions on the wall, which are pillars with a diameter of around ten meters. These will extend all the way to the top of the wall, which is five meters thick. There are always rusty ladders attached to these pillars which will extend to the top of the wall, but not fully, as they commonly collapse or are incomplete halfway up, but continue even higher up. (if

that makes sense.) Atop the concrete wall, there is a metal railing, and occasional high power lights. These lights can be turned on, but will turn themselves off after a few minutes. There are staircases that extend down into the depths of the wall, which form dangerous winding corridors. People have been known to get lost here, so beware. There are metal doorways with iron bars, which makes the whole place feel like a bunker. There are holes with normal, not rusty ladders in them up here, which lead all the way down to the other side of the wall, which is not graffitied. This side consists of a concrete plain which extends for about five kilometers out from the wall. There are sometimes random concrete pillars or huge holes, so beware. It is also much darker on this side of the wall, as the shadow from it casts down upon the concrete. You can enter this level by noclipping from level 145, and exit by noclipping to level 147.

Level 147: Golf Course
Class: 1

Level 147 is a great example of Ion mimicking the flawed reality. There are two sectors to the level, golf and mini-golf, but both are extremely similar for both obvious and non-obvious reasons. The entire level takes place outdoors, in gently rolling grassy fields broken up by splotches of forest thicket. The sky is a vibrant, solid blue dotted with splotchy, billowing cumulus clouds. It sustains at around 18 degrees Celsius during the day, and it drops down to just 15 during the night. There are 14 hours and 29 minutes of day, and 8 hours and 3 minutes of night. It never rains on the level, and the wind gusts never surpass around 16 kilometers per hour. The rolling fields are made of hard soil, devoid of stones, covered in a thin blanket of purely grass. The grass is cut with flat tops to be just over 5 cm high, but it never grows higher than that. The grass is a vibrant light green but alternated parallel lines just over a meter wide of a paler shade of grass. The forest thickets have the same soil, but are devoid of grasses. Instead, there are tightly-packed thick coniferous trees resembling concolor fir trees. Safe to say, if you hit your golf ball in there, you’re not getting it back. The grassy fields are broken up by loose sand pits and ponds, of course. The ponds vary in size and are typically surrounded by tall, squeaky grasses. The ponds also have sloped concrete bottoms instead of soil, and their waters are very clear. The fields feature thin asphalt roads 1.2 meters wide winding around in webs. The starts to each hole of the infinite course are always along the roads. There are courses of varying lengths and difficulties. Now for the mini-golf, this can often be found at the convergence points between the starts of multiple courses, and also therefore roads. The mini-golf areas are of varying size, being mini in of themselves to over a kilometer across. The mini-golf areas are surrounded by tall wooden fences, and you can enter through buildings which can be found at the general center of each size of the fences. There are 1-4 of these buildings depending on the sector’s size. These buildings have walls made of large stone bricks which are covered by plaster on the inside, and exposed on the outside but painted white. The floors of the buildings are grey linoleum tiles, with no texturing. The ceilings are typical ceiling tiles on the inside, followed by a gap for electronics/plumbing and then a stone outer ceiling. These buildings are entirely open except for a bathroom in the corner, featuring a sink, toilet, and shower for some reason. The rest of the building is open, with lots of golf supplies on shelves and hangers and in crates. There are often huge crates filled with thousands of golf balls. The mini-golf courses are of all different sizes and shapes, but are all whimsical and feature vibrant multicolored elements

everywhere. There are small wooden trims surrounding each hole, and each hole is randomly lined up right next to the adjacent one with no gap. There isn't much pattern or organization in the mini-golf areas. There are sometimes crates of golf materials and golf balls scattered around close to the roads. Often you can find food and water supplies in the shops at the outskirts of the mini-golf areas. There are no notable groups or outposts here, and no entities, so there is no threat save for getting whacked in the head by a golf ball. You can enter this level by noclipping from level 146. Noclip to exit, bringing you to level 148.

Level 148: this place is not meant for you
Class: 4

Level 148 is a very strange city, which appears to be under construction. The time of day is not locked to one hour, but it is not stable. The length of a day may fluctuate from a few minutes to a week, which makes keeping track of time difficult here. Weather cycles are pretty normal here, but it is most commonly foggy or raining. About every week, giant storms will rage through the level, washing away tons of stuff. The terrain varies, with some areas being completely flat, grassy plains, which appear to be being prepped for construction, to winding cityscapes, to jagged, rocky shores. Those types of terrain make up the three main sections of the level. First off, the Cityscapes. This is the most common type of area, probably taking up about 60% of the level's real estate. The ground here is made of solid concrete, and large, large, towers loom around. Most of the towers are just completely empty and abandoned, and the few that are furnished appear to have been ransacked, with furniture overturned, drawers open, and in some cases, appear to have been torched or burned. The average height of a building here is around 12 floors, but they have been known to get much taller. A *lot* taller. The tallest tower in the city appears to be unfinished, with the concrete slabs for the walls and floor not being poured near the top, and cranes still hovering around it like bees. There's no need to give a name to this tower, which has been coined the Homeland by the people who live here, as it is basically always visible. It has six hundred floors, which is completely ridiculous. A lot of other towers resemble this one in terms of being unfinished. There are around forty nutjobs who thought it'd be a good idea to live in this building. They have made the first four floors pretty nice to live on. Most of the time, it looks very ominous, as the fog obscures it. The sky within this section actually behaves a bit differently from the other parts, with it appearing reddish most of the time. Along with its darker clouds, it looks pretty dang spooky. Frickin' scared me when I visited. Frickin' scary, yo. Anyways, the streets of this section are littered with construction and demolition equipment, most of which still works, so you can have some fun joyriding around in heavy machinery. That is, if you don't die!! (dun dun dun) Entities are unfortunately quite abundant on the lower floors. There are small amounts of rubble, and lots of graffiti as well. Occasionally, you may find someones or somethings skeleton in the roads, so RIP. The next section of the level is the grassy plains, which take up about 40% of the level's space. They are commonly found in rings around the main, dead city area. The sky here is a more normal grayish color, and it is nearly always drizzling. The grass is tall, and this is pretty reminiscent of level 232. Wooden structures, like bridges or houses, can be found. Occasionally, there are heavy machines, like in the city. Around these machines, there are commonly things that look like a smaller city in the process of being constructed, like metal rebar bits and concrete slabs. These are not too large, but have been known to build themselves up slowly into an entire city. However, these

cities that can be seen being built tend to collapse more commonly. The structures in these cities also tend to be covered in vines and vegetation, making them much more decrepit. Other things you can find in the fields are large concrete pillars about twenty meters in diameter and four hundred meters tall. You should probably keep your distance from them, as they are known to fall. There is known to be an expansive cave system beneath the fields, with rare entrances. The occasional tree is common here. The terrain of this area consists of gentle sloping hills, with only fifteen degrees of incline at most. Sometimes, the fields will turn into dunes (as you near the final sector of the level.) Don't go here, as quicksand forms often. Not safe. There are sometimes abandoned canoes here. The final section of the level, taking up about 10% of the space, is the rocky shores. There's not much to say for these, as they are just what they sound like: rocky beaches. The rocks are large and jagged, and uhh… dark gray. Yeah, I don't know what to say. It's really drab. Anyways, they lead into the ocean, which is also drab and gray. You can enter this level by noclipping from level 147, and exit by noclipping into a car to get to level 149.

Level 149: Car Tunnel
Class: 4

Level 149 is a long structure that appears to be an underwater highway or road tunnel. It is probably infinite in length, as no one has found the end of the road. The tunnel is a half-circle shape, and is made mostly of tiles. The entire tunnel fluctuates in height by about 100 meters, but it is at a very shallow angle, but it can be as steep as 30 degrees. The tunnel is also very damp. It is quite large, and not very traversable. The tunnel is about 18 meters wide, or four lanes, and it is 15 meters tall. The roof/walls are made of white, smooth tiles, which are prone to cracking. The roof also has light gray concrete bands on the roof every forty meters. If you are a roadway enthusiast you would have noticed that 18 meters is greater than the 14.8 needed for a 4-lane road, and that is because there are some walkways, each 1.6 meters wide. These are made of a dark, brownish concrete, with black painted metal railings. The walkways will sometimes have things like unattached pipes or toolboxes scattered about them. There are also doors on the walkways every once in a while. Don't open these, as there is a high chance saltwater and fish will rush in and flood part of the tunnel. You will not be able to close the door again. The doors do close on their own after five minutes, but five minutes open does a lot of damage. The water is also very cold, so you might get hypothermia. The floor of the tunnel is made of asphalt, with yellow paint making the road lines. There are random cars that appear to have crashed every now and then. Supplies are incredibly rare on this level, so don't visit. You can enter this level by noclipping from 148 (into a car), or by going through a rare tire portal in a clearing on level 155. Exit noclipping into an unusual snowbank, bringing you to level 150.

Level 150: Crescent Tundra
Class: 2

The surface of this level is an infinite gently rolling arctic tundra. The peaks of the hills can rise up to hundreds of meters. The landscape is dotted with small, shallow ponds of clear, sterile water. The ground of the level is packed dirt, covered up with around a meter of snow on average. The level is in an eternal nighttime, with a large, yellow, gleaming crescent moon fixed nearly straight up in the sky. The air temperature on the surface sustains around -5 degrees. All across the level, but mostly near the small ponds you'll find brown brambly plants, which

grow tons of small white berries, known as lunaberries. They're fine to eat- but won't provide you much sustenance. The main consumer of these is the Lunae Nix (singular Luno), a species of bird that lives on the level (see entity 051). However, eating the Lunae *will* provide you with enough sustenance to survive. Still, it's better to get food from the complex below the surface. Speaking of the complex, at the lower points in the rolling tundra you may find manhole covers leading to long, round chutes with ladders. The manhole covers are pretty light compared to normal, but you'll still need some serious strength to pick one up. At the bottom of the manholes, you will enter a 3-floor expanse of steel. The complex is a maze of rooms, hallways, and stairways. The rooms are of varying size, from ~3x3 meters to ~10x10 meters wide and deep. The rooms and halls have ceilings around 2 1/3 meters tall. Every surface is made of steel, making a very uninviting environment. At the corners of the spaces, there are slightly extruded steel trims lined with bolts which hold the walls together. The complex is lit by cool white led light bulbs hidden behind circular frosted plexiglass panes in the ceiling. There are vents occasionally that pump nice warm air through the complex. There are a few more notable rooms, so here we go. First of all, there are boiler rooms containing, guess what, boilers. There are lots of arbitrary dials and gauges everywhere that do nothing. These usually are scattered with metal scraps and tools, and the doors to these rooms are often locked, though it isn't hard to find a key lying around the level. Another common room is a food storage room. These are often small and stocked up with lots of canned food and bottled water. You will often also find bedrooms, usually with 4-8 white beds. These are empty, but useful. The temperature in the complex remains around 23 degrees. Upon entering the level, you'll always start somewhere on the cold surface. It is recommended you don't wander too far into the tundra of the surface, and especially don't kill any Lunae, or you might end up crossing paths with an angry Luno Dominus. Enter by noclipping into a snowbank on level 149, and exit by noclipping at the top of a large hill to enter level 151.

Level 151: **Lunar Peak**
Class: 1

At its nadir, the level is an endless barren plane of dunes made from unusually pale white sand. An endless sandstorm rages on just above, blinding and lightly sandblasting any protruding elements, including you. This terrible landscape is merely an illusion, as if you climb up one of the protruding spikes of rock, you'll see the beautiful land above. The sandstorm only rises around 12 meters above the ground, and it simply unusually stops right there. These stone spikes are quite immune to the constant weathering of the storm, and retain their shape forever. These spikes protrude only 8 meters above the storm, tops, and at the top of the storm are, at maximum, usually only 15 meters across. Save for the bottom half meter or so, the stone spikes are covered in a thick blanket of lush bright green ferns and grasses. There are often patches of dark purplish berry bushes among the ferns, which provide ample food. The spikes are also dotted with trees that more resemble supersized bonsai trees than something entirely natural, but they have dark brown wood and thick, bright green canopies. The bark of these trees is often covered in a type of phosphorescent lichen, making them glow beautifully in the night. On the topic of night, there is a day-night cycle here with around 10.5 hours day, 7.25 hours night. During night, and even often during day, you will see an unsettlingly close and enormous moon glowing brightly enough to even imitate daytime. The gravitational influence isn't anything *too* notable, but it is certainly noticeable. The level is

really quite simple and short, it's really just this endless cloud of tan-blotted wind pierced occasionally by huge stone spikes. It rains every so often, but only ever so softly. Even so, when it rains it rains for usually around 8-13 days. With the abundance of food and water, entire lack of entities, and near entirely safe environment, this level gets a certified class one! There are two notable bases here, one OITG and one CCOEG, both situated on unusually large spikes. Bases are unexpectedly difficult to construct, as you can only do it on the spikes due to the constant sandblasting, and the spikes are never too massive. You can enter the level by noclipping on level 150, specifically at the top of a large hill. You can exit by noclipping in the lower dunes, bringing you to level 152.

Level 152: The Lowlands
Class: 4

The lowlands are certainly a strange area. The whole of the lowlands is an extremely expansive plain of depressed dunes, it's obmly infinite. The "sand" of the dunes is actually dark grey dirt, with a hint of brown in the coloring. They take on the rough shape of dunes, with their crests and troughs. Sometimes, when the troughs dip low enough, they dip below the water table, exposing small pools of dirty, stagnant water. Despite how disgusting it is, you should collect this if you see it. You may find the rare long abandoned single-room house if you come here. These are barely ever in good condition, typically missing their roofs and a wall or two. These houses have sunken into the soil slightly, making them slanted and unstable. When they are found on non-flat ground, they fix oddly to the slope they are planted on, furthering the misalignment to the ground. The houses are always void and empty of any furniture or really anything at all, save for the home's own detritus. The houses are always alone, and never closer than a few tens of kilometers. The whole level is eerily quiet, except for the eternal soft whistling wind, which only adds to the eeriness. Sometimes, rarely, but sometimes, you may come across a sort of "mountain" where the dunes angle and slope up much more sharply. These aren't too odd, they don't have too unusual of a size for the base diameter, but it is significantly less than it should be. These mountains are usually about 2 kilometers high above the dunes, but they can be higher. The whole sky of the level is entirely pitch black and daunting. Despite the lack of a sun, the whole level is cast in a dim purplish light. You might see the occasional small scud cloud floating alone not far overhead, it too searching for anything real. There are entities here in the lowlands, but they are pitch-black silent mutant abominations that resemble common entities such as oogas and boogas. Dying here will only have you respawn here, so there is no escape in that fashion. There is one known notable base here, that being the Fallen. They have only five members and live in a small house, which they have repaired and furnished with hand-made furniture. That's the best you see around here. You can enter by noclipping in the dunes of level 151, which is sadly the only exit to that sanctum. The only exit here is to chase down a scud cloud and intersect it, typically by getting to it by climbing a mountain. Sadly, these clouds are already rare and it's even more unlikely that they intersect a mountain at the right height. Exiting will bring you to level 153, not too much more fun.

Level 153: Plumbers Nightmare
Class: 3

Level 153 is an infinite void filled with colorful tubes and pipes. If you couldn't tell, they let Juniper name the level again. The tubes and pipes each follow their

own set of patterns that can be seen. Starting with the pipes, these align to a 90 degree cardinal direction, including up or down. The pipes are around 1.8 to 1.2 meters in diameter. They can be plastic, but most are metal. There are also smaller pipes, clocking in at just a few centimeters wide. The larger pipes are colorful and vibrant, being mostly reds, blues, greens, and yellows, but purples and oranges may be found. The smaller pipes are nearly always red, blue, or some hue between black and white (inclusive). The metal smaller pipes might have chipped paint or rust in some spots. This never occurs on their larger counterparts. I shouldn't *have* to say this, but don't go on the smaller pipes. Often, the larger pipes will run in unison with each other but soon separate again and go different ways. On the contrary, the smaller pipes are never seen alone, usually in groups of two or three. Sometimes there will be big wheels on the larger pipes like the ones used to control valves. These, oddly enough, do not affect the inside of the pipes. There might be the occasional end to a larger pipe, being topped off with a metal grate some of the time. If the grate isn't present, you *can* fit in, but it isn't recommended, as impossible passages are imminent and there is a large chance you won't be able to find an exit. There is a chance that water will be flowing through these pipes, but it is quite recherche. Sometimes on the pipes, there will be black metal catwalks or ladders fixed to the sides, making traversal a breeze for a short while. Often when you enter the level you will begin on one of these. They don't look stable, but they are. Now onto the tubes, these set to no angles, and wind and twist randomly, making moving along them debatably more difficult. There are many more of these than pipes in the level. These tubes are solely made from plastic. They have the same color patterns as the larger pipes on the level, with yellow, green, blue, and red being more common than orange and purple. Sometimes there will be spots where the tubes have round holes missing in them, providing another access point in. Again, there are many treacherous drops and turns, so traversal inside is still not recommended. Actually, traversal ANYWHERE in this level is not recommended. The "sky" of the level is entirely dark, but everything still somehow has an ambient dim light across it. Unrelatedly, there may be oil lamps on the metal catwalks fixed to the pipes, which never seem to run out of fuel or extinguish. There are no groups here, of course. There are also no resources to keep you alive, except for that water from the pipes, which I personally wouldn't trust. You can enter by intersecting a scud cloud on level 152. There are no currently found exits, you may only find escape in death. This thankfully brings you back to level 1.

Level 154: Mirrors and Mannequins
Class: 5

Level 154 is an infinite maze of dimly lit wooden halls. The roofs are 1.8 meters high and usually either .6 meters or 1.3 meters wide on average. The walls and ceiling are in pretty good condition, but the floorboards are a bit warped and goofy and some often creak when walked on. There are alcoves that take up the center third of the wall that are protruded .3 meters inwards. Every so often there will be a dim white fluorescent light flickering on every so often at the top of this alcove that provides a little bit of light for the area, but the majority of the light here comes from soft, dim, vibrant red LED lightbulbs that are planted on the ceiling at random intervals few and far between. These cast the level's halls in an eerie and ominous red glow. Some bulbs have broken, covering the ground in treacherous glass shards. Small fabric mannequins and obmoid effigies along with copious quantities of creepy old dolls line the halls and sit in the alcoves. Sometimes they have fallen from

their alcove perch and lie dead on the ground. The whole level is a bit musty, stanky, and dirty, with occasional dirt-soaked rugs dotting the ground along with pieces of splintered wood and pools and spots and stains of blood and child pag or obm bones. There could also be sewing kits, knives, and piles of fabric sitting on the ground or in the alcoves. The mirrors in the name are mostly full-size mirrors that sit laying on the ground or blocking the hallways, often broken, cracked, and spiderwebbed at the edges. The dolls and effigies themselves are normal, but when viewed not directly and only through the mirrors they can be seen moving in an odd and possessed manner. It is merely as if they choose not to move when viewed directly. There could be smaller handheld mirrors, also like 90% of the time broken, laying about the alcoves and scattered about the messy and disgusting floor. These handheld mirrors mock the abilities of the full-size ones. There could be piles or "minefields" of little mirror shards. If you look closely at these, you could see a reflection, not a truthful one, but one of you dying on this level hopelessly through multivarious, usually disgusting and messy, means. The biggest threat on this level is the swarms and mobs and swathes of the stitchface entity. They seem particularly smart and coordinated on this level, much like the scavengers of level 97, and they ruthlessly try to kill and hunt and stalk their targets for kilometers. There is also no food or water or any other helpful resources here, so good luck surviving. Not sure why you'd want to, but you can enter by finding an intact mirror that actually functions as a portal to this level on level 26 (The Inferno Manor). You can also use these to exit and go back to level 26 as long as they are not cracked, but usually as soon as you enter stitchfaces will rush to destroy your portal mirror to entirely hinder any chance of you escaping and them losing a free snack. Your only and best bet of escaping if your mirror entrance is destroyed is finding a stack of 3 normal-sized car tires. Noclip into this, and you'll end up on level 155, which is albeit not much better but at least if you die there you'll respawn. Yeah, if you die here you don't respawn.

Level 155: Haze
Class: 5



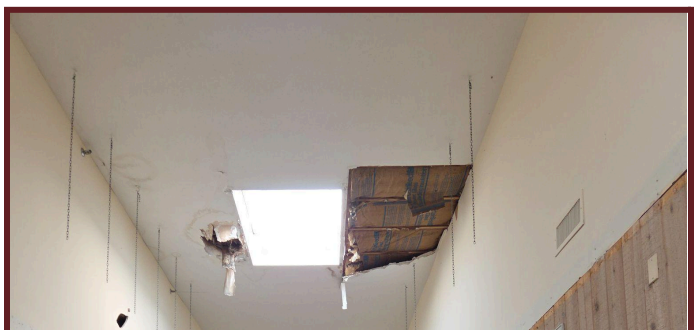
A picture of one of the level's fires taken in a patch of air with unusually great visibility, provided by Juniper's exploration group.

Haze is an infinite desert blanketed in discarded black tyres. The level resembles 'tyre graveyards' as they were called from oogan reality. They were outlawed in 2008 as they were terrible for the environment. The ground is or is very close to entirely flat, and is just infinite loosely-packed desert sand that goes down infinitely. There are usually a meter high amount of tires scattered and stacked above this sandy floor, making traversal unbearable as you have to borderline crawl and climb across the loose tires that flip and compress and spring back to shape when you barely touch them. There are patches where the tires are lower or long strips of no-tire areas that make moving across the level easier. The air is very hot and arid, so that's already bad but then it sets

the nonillions of tires on fire creating fast-moving and voracious fires that create deathly smoke. Very often you'll come across patches of tires that have undergone devilishly heavy pyrolysis from past infernos. The haze in the name comes in part from the ravenous fires, but the level is also just like that. The majority of the level is clouded in huge billows of thinner black smoke that has sunk from the current fires. The AQI here fluctuates around 430 at most times, which is truly deadly. The heavy billows that have more recently exhumed from the tyre flames can be upwards of even 800 AQI, with so many particles it could physically slow your movement. The heavy drop from the direct smoke to the everywhere smoke is due to the fact that it spreads out and basically covers the whole level. Very scarcely you could come across a patch of cleaner air that hasn't had any smog drift into it. Stay here as long as you can and move with it as it moves, as the AQI here can be downwards of 130! Of course burning tyres wouldn't naturally create very healthy air, but these tires have been found to contain a special toxic chemical pollutant that makes the air atypically nasty. We aren't 100% sure what the chemical is, but it's bad. The tyres can be of all different sizes, being from even tiny bicycle tires to huge tyres fit for a Bagger 293. Larger tyres can be a bit rarer though. There are no food or resources here, and if there were they'd probably be coated in pollutants. There is one entity known as the smog hog that resides here. The smog hog is harmless if unprovoked but swiftly deadly if aggravated. You can enter by noclipping into an uncommonly found stack of 2.4 meter tires on level 154, by noclipping in a tire field on level 169 or by falling asleep in level 120's cloud hallways, and you can exit by finding a large round sandy clearing with no tires except for one large one in the center. This is extraordinarily recherché and the tyre acts like a portal which sends you to level 149. The portal closes once you go through. Oh yeah, and you *can* respawn if you die on this level, but it's not fun. At all.

Level 156: **Abandoned Offices**
Class: 4

Level 156 is a very large series of offices and shops that appears to have been abandoned for at least a decade. The temperature of the level is around 30 C outside, and ranges from 15 C (lower levels) to 40 C (inner rooms on high levels) inside. The time is always day, with very clear skies. There are two sections to this level. The first is **the forest**, which you will most likely enter through. It is exactly what it sounds like, a forest. The terrain is very hilly, with the occasional steep drop. Cars can be heard driving around these drops, but none have ever been found. The trees are incredibly dense together, and fallen sticks make it so that in some areas, you need to stoop or crawl. The ground is covered in grasses, mosses, and small plants. Occasionally, you may find pieces of junk. There are also bicycles and chain link fences. There are lots of ticks and bugs here, so that sucks. I HATE TICKS!!! EVIL BEASTS!!! Anyways, small concrete structures can be found here as well. Noclip into these to get to level 137 in its forest area. The trees that grow in this forest are deciduous, with a pine or fir tree every now and then. Near the aforementioned chain link fences, the areas tend to open up into large, flat, decrepit parking lots. At one end of the parking lot will be the actual **offices / commercial center**, which is where the level gets its name. The outside of these buildings is painted a not dark, but not light, desaturated blue color with red accents for signs. Ferns and other shrubbery grows commonly around the buildings.



A warning, these buildings appear much smaller on the inside, and once you enter one, you can very easily get lost. Each building will usually have three floors. No two or one floor buildings have been found, but four floor buildings have been found. No five or higher floor buildings have ever been reported as well. The windows are smashed in, and graffiti is commonplace. You can easily enter this section, as many of the doors are gone or have been taken off the hinges. There is tons of broken glass everywhere, and random discarded trash, like microwaves and toilet seats. Black mold is semi-common. Asbestos is also quite common, so it is advised to bring an air-filtering mask of some sorts. A lot of the walls that are made of drywall have holes in them or are damaged in some way. Large appliances, like fridges, can be found tipped over or destroyed in some rooms. Furniture can also be found. In areas where the roof would have been made of drop-ceiling tiles, the tiles, piping, lighting, and wires tend to be scattered across the floor, with much of it being dented and smashed up. In some areas, usually on the lower floors, the floor, the roof, and all of the furniture have been moved all the way into the corners, forming very large piles of junk. Dust and insulation covers the floor of the lower levels, which tend to have concrete floors, but floors with red and blue carpets are also common. Lower floors also will lead into courtyard areas, with rotting wooden boards and moss, with staircases. The staircases lead up into a deck, with entrances to the remnants of shops. The upper walkways are sometimes collapsed. Sometimes, signs can be found that say names of stores that used to be here. These signs are incredibly faded, and sometimes hard to read. The entire level smells like mildew. On some higher levels of the buildings, the roof may have collapsed. Beneath the downed roofs, there tend to be tons of random appliances, like dryers, washing machines, and other random stuff. Because of the decay in most of the level, it is hard to tell what many of the shops used to be. Certain repeating types of shops are known, though. One such type is rustic-style restaurants, which are usually large and take up three floors, with the top floor being very tall and having a neat little stage. Dance studios are also found here, mostly through decals on the walls of shops, but not much of the actual studios are left. Maintenance rooms are a little rare, and contain expired and foul-smelling cleaners. Outside of the buildings, there are tons of electrical boxes and control panels, located in spaces where no consumers would be walking by. These electrical things look like they have been gutted for useful parts, with the metal doors strewn across the plants. Farther inside of the buildings, where less people venture, the electrical boxes are fine. Very rarely, dead animal bodies can be found. Strangely, inside of the buildings, bugs, and really any life at all, are remarkably rare. No lights work in this level, so as you get farther from the edges of the building, it gets very, very dark. People have been known to get lost in these dark areas. Sometimes, there are large holes in the walls near the edges of the buildings, where it looks like someone drove a car through it. One last tidbit, nearly every single toilet on the level has had a rock thrown into it, rendering it useless. So, sorry if you need to let a big ‘ol beast out. Despite all of the challenges and dangers of this level, there is actually a group who lives here. This group is dedicated to finding every single time a person called "junkis" graffitied their name and writing “FRIK YOU” over it. This group is called the Anti-Junkis Association, and they are very friendly, unless you are junkis. You can enter this level by noclipping from level 158 or 223, and noclip to leave to 158. There are a few entities here, mainly ratuz, but there is one entity that is exclusive to this level, known as Wall Shadows. These things are pretty spooky, but not dangerous in any way.

Level 157: Submerged Turbines
Class: 1

Level 157 is an infinite expanse of ocean. Seems familiar. The seabed is nearly entirely flat, and remains at around 26.5 or meters below sea level. Above the ocean awaits a vibrant blue sky, often dotted by billowing cumulus clouds. On the level, there are nearly 15 ion hours of day and 13 ion hours of night. During the day, the temperature averages around 13 degrees, and during night it drops down to 7 degrees. The sea sustains a temperature of around 11 degrees throughout day and night. During the night, many beautiful twinkling stars and distant galaxies can be seen. Occasionally, a moderately thick fog cloud will roll into your area, obscuring visibility for 1-4 days. These are often preceded or exceeded by light rains for 1-days. The seabed is made from well-packed sand, and is dotted with sparse, lush seagrasses. Regarding animal life on the level, the oceans are filled with a thriving, untapped macrocosm of life, most notably extremely large and shiny bluefin tuna that travel in expansive schools. All of the large fishes in the sea appear to be immune to bioaccumulation somehow, so eat as much as you like. Out of the water, small murders of crow-like birds soar across the skies, cawing ambiently and perching or nesting on the stations and turbines across the level. Due to the lack of other land creatures, the crow-like birds, referred to as cawzen (singular cawza) have developed peregrine fishing methods to catch small fish. You can see more at the entity description (entity 31). The cawzen have few natural predators on the level, and so are not skittish around those sapient on the level. They are often kept as pets, and help with fishing. They occasionally bring shiny objects to those they like. Typically, these are remnant pieces of broken turbines. There are two notable structures that break up the infinite waters, that being the nominal wind turbines and common stations. Starting with the stations, these brick bastions range in size from approximately 4 by 5 meters at the smallest to 6 by 8 meters at the largest (typically). Most are very oblong rectangles, but many may be L or C or odder shapes. Sometimes there will be a small complex of close-together station structures that connect around 2/3 meter underwater. The structures are made from varying greyish stone bricks a few centimeters larger than typical construction bricks, held together by a strong grey mortar. The top of the stations is tiled by ~0.8 by 0.8 meter stone slabs. These are the same varying colours as the brick, being variant greys and whites and tan hues. Once dipping below the sea level, the brick is stained a much darker color, which aids in the cawzen's hunting tactics. There are often cracks and craters in the tiles, filled up with dirt. This dirt supports a thin range of plants, typically mosses that spread over the tiles or small seedlings and sprouts. There is a chance you may come across a small berry bush or lattice of vines supplying a small amount of fruit. Cawzen have been proven to eat these, but it's uncommon as it's less efficient. Sitting atop the station's tiles you'll be guaranteed to find a small roofed structure you may rest at while you await the next tram. These structures are made from, at its nadir, four square steel pillars driven into the ground. These are around 3.4 meters tall and spaced 2.1 by 2.1 or 2.1 by 4.2 meters apart. At the peak of the main poles, there are crossbeams that connect them parallel to the ground, along with 4 more beams that connect diagonally at a point at a 25 degree angle (from the base). There are panes of thin, clear, white-tinted glass that connect the triangular roof. The steel beams are painted a lush green color. Sometimes there will be large stone pots that have multicolored wildflowers or maybe even the occasional small tree. Often under the shelters there will be one or two comfortable wooden benches along with a wooden table with a paper map stapled into it. These maps show

nearby stations and the repeated tracks of nearby trams. There is also a seven-segment yellow led display that shows the number of the next tram coming (if multiple trams come to a station). The symbols don't matter much to know unless you live on the level professionally. The Cawzen often nest at the zenith of the structures, making them out of odd straw scraps they found somehow or thin branches from potted trees. The tables often have a lower storage area, containing a ton of extra maps and maybe some random tools for repairing broken structures. The maps have a symbol denoting how zoomed out they are. More zoomed out maps (upwards of 3x) show only higher-priority and farther tram lines. There may be large, wooden, open crates dotted across the open station, containing mostly fishing supplies but occasionally things such as painting/writing supplies or tools and resources for building things on the level. These restock every couple days at random. Another common sight (albeit, a tad less) atop the stations is vending machines stocked up with cattail crackers and granola bars. Getting food requires no payment, and these vending machines restock every few days too. Typically, stations only include vending machines *or* crates, not both, and specific trams often connect to lines of only one type of station, crate *or* vending machine ones, acting such as transportation or cargo lines. The sides of the stations are regularly lined with green-painted steel railings, with an overarching n-shape (basically rectangle minus a side and the corners are curved) and another layer of beams parallel to the top. The poles here are too driven into the ground. Not sure if I said it, but the stations are constructed nearly 1.4 meters above the water level. There are ordinarily stairs at the corner that lead down to around 2/3 meter underwater, with the lowest point oftentimes being right at the corner edge. After this, the stairs, and the whole base of the station for that matter, cuts off abruptly and drops to the ocean floor. These stairs are seen being used by cawzen to get out of the water. It may be a good time to mention; the waters of the whole ocean have anti-pathogenic properties, making just straight water safe to drink. Still better to filter it first, it could be a tad dirty sometimes. The stations often have a layer of yellow-painted brick or just a yellow line painted on to guard where the tram arrives. The stations are also surrounded by lily pads, often with small pink flowers, and small patches of cattails poking out of the muddy bricks. We've gone over some aspects of the trams, but now I'll actually talk about them. The trams themselves are a single or two old-timey passenger cars that float around one and a half meters above the water along their repeated routes. The trams stop for a bit less than an hour at each station on their route, and take precisely 11 ion hours 14 minutes between each stop, as long as the next stop is above ~21 kilometers away. If it is less than 21 kilometers away, the trams travel at a constant ~43 kph over the water. So if the stop is over ~21 kilometers away, the tram moves faster the farther it is. Stations aren't usually more than 450 kilometers apart, they're more few and far between in clusters. Everyone starts on the level at a station, and you can get to the main group base by following higher and higher priority tram lines. The largest and highest priority tram line cuts right through the base. More on this base later. The actual tram cars are around 25 meters long and ~3.5 meters wide. They are lined with a long glass window wrapping along the entire sides, save for the front, back, and middle of one or both of the sides (higher priority trams always have doors on both sides). The trams have turquoise-coloured trims protruding above and a bit below the windows, and the body of the cars are made from smooth matte green metal. Arrays of solar panels and large storage batteries cover the top of the trams, bringing power to lights and displays. Similar arrays and batteries are seen atop the roofed structures on the stations, but much smaller. These only have to power the displays and vending

machines. Inside the trams, it differentiates based on if the tram is running a cargo or transportation line, or both. Cargo trams are filled up with crates and extra maps of the stops and usually only have one table and a few chairs. Transportation cars are the opposite, with tons of chairs and tables and just a crate or two. The trams are always quite clean on the inside, but the outside is often splotched with mud and matted with vines. There are also sometimes beds in the transportation cars. The tram cars just seem to know where to go and float over the water through Oogarooms magic. It's a mystery. Sometimes roped to the fences of stations you could find vehicles that float above the water like the tram cars, but these are small and fit three people, tops. They go much faster though and are manually controlled, making these a much preferred way to travel if accessible. Make sure you're good at navigating maps though, as getting lost isn't a challenge on the open sea. On to the simpler and nominal wind turbines, these behemoths dot the level in clusters or all by their lonesome, serving little greater purpose than to just spin. The main stem of these beasts reaches over 170 meters tall, with 3 huge blades over 210 meters in diameter, enough to power anything well for a long time. Sadly, these giants of a remnant era have no tech in them to transvert that rotation into electricity. The turbines are made from white-painted metal except for the bottom couple tens of meters, which are painted a deep oceanic blue. The back end of the tower section always has a service elevator, which leads all the way up to the top, where there is a flat top to the generator. Many of the people who live on the level have jumped off of these turbines, whether free from slightly up the ladder or with a parachute or wingsuit from the top, I imagine it to be a truly invigorating and very fun experience. Kind of ominously, these behemoths are not without fail, as you may see the uncommon wind turbine which has been destroyed somehow, with its wings folded over on themselves, mimicking a weeping willow's drooping viney leaves. The thing about this level, though, is the fact that it's literally being gatekept by the CDRP and CCOEG higher-ups. Yeah, I can't actually tell you how to enter and exit the level. This is due to two things, the untouched fragile ecosystem of the level (unfiltered access could lead to overharvesting and eventually ecosystem failure), and the sheer number of Cvil DeVan Rallah artworks here. If all were to be protected, it would be way too much work for the CDRP. There are hundreds of canvas paintings (sure to be taken and sold by greedy lostsouls) and countless artworks drawn straight onto the stations and trams and turbines. In fact, this level houses the number one largest work of Cvil DeVan Rallah's. Painted across the ground of an unusually large station sits a work of art that is titled (translated from extinct language) "Flawed". It is apparently a beautiful work that is the apical amalgamation of Cvil's works. It, too, is kept a secret. The head group base is planted right atop this work, to have the highest priority of protecting it. Many other of Cvil's most popular non-cat-related works originated from here too, most notably "Tear", "Out of My Range", "Tick", "The Water Birds", "Gust", "Aurora", and "Cika". There are an unexpected number of people allowed to be on this level that have no association with major Oogarooms groups, but these people must be deemed trustworthy to gain access. There were two attempts in the past to go against the law, once in 2059 and once recently in 2070. In 2059, a small group smuggled several CDR paintings they found off the level and sold them. They were all arrested shortly after, but sadly two of the paintings were never found. One was a painting of Gat swimming, a quite humorous and not unusual piece (quite cheap), and the other was sadly very expensive, being on a high-quality large canvas, framed with expensive woods and metals. It was titled "Quence" and was of an idyllic scene of bunnies in a beautiful clover field, backed by extensive mountains. In 2070, a group of CDRP members secretly revolted and helped a group of outsiders

in. These members believed that the beauty and safety of the haven should be shared with everyone. The revolting CDRP members and outsiders never made it out of the level. Moral of the story? Don't mess with the CDRP. So yeah, I can't say the entrances and exits.

Level 158: Metal Tubes
Class: 2

Level 158 appears to be a really big maze made up of- you guessed it, metal tubing. The metal is a light gray color, and has not been coated with anything, so it is commonly rusting in many areas. The maze is completely dark, so it is advised to bring lights from different levels before entering this one. Each tube is half a meter in diameter, so not roomy at all. In fact, people have been known to get stuck in here. The structure of this level is quite similar to that of the spaghetti winds on level 32, so don't come here. About every four meters or so, there are bits of metal where they were welded together. There are also sometimes holes in these welds, where water will leak in (uh oh!!) Because of this, the level is prone to flooding. This is not good for anyone who wants to live here, but why would you do that? Speaking of living here, there is really only one way for anyone to make a permanent settlement here, and that is by breaking out of the tunnels. about 300 meters below the main tunnels, there is a giant ocean. The ocean is full of random pieces of junks, like cardboard boxes, wooden planks, and styrofoam. Sometimes, these pieces may slowly congeal into larger, floating patches of trash. These trash islands are how people live on this level. The one group that does, called the Seafaring Skunks, lives on one. Inside the ocean, which is salty, you can occasionally find fish, which tend to be much larger than normal. The ocean is around forty meters deep. The bottom of the ocean is made of a giant, solid concrete block, which has been slowly eroded. It dips and rises, but the internal rebar, which is pretty rust resistant, has prevented things from living in the lower reaches. Seaweed grows down here as well. You can enter this level by noclipping from level 159 or 156. You can exit by noclipping as well, which brings you to level 159 or 156.

Level 159: The Twisted Halls
Class: 3

Level 159 is made of small, damp tunnels that appear to be located far underground. The tunnels have a height of 1.5 meters and are 2 meters wide. There are industrial grade lights every 3 meters, which provide the light necessary for navigation. These lights are not all that reliable, though, and blackouts are very common events here, with the lights usually turning off for up to an hour at least once a day. The tunnels are arched and go on for many kilometers, twisting and turning in on each other. The floor is made of tile, similar to the tiles on level 140. The walls and roof are made of bricks, which have been painted beige. There are black metal support bands every 5 meters. Most of these are rusty and dangerous, as they can give you tetanus. The bands also extend across the roofs of the tunnels at their apex, only broken up by the fluorescent lights. The tunnels here are mostly straight, but sometimes they will turn. When they turn, they turn a lot, forming intricate mazes which are hard to escape. The elevation of the tunnels usually remain the same, but they do slowly shift up and down over a few kilometers. In a few rare cases, the tunnels will collapse downwards twenty or thirty meters at a 90 degree angle, without any method of getting down like stairs or ladders. There are fake vents every now and then on the walls, as in there are vent plates, but they dead-end into brick walls.

There may be thick, metal, navy colored doors on this level. These doors will open to small rooms which have supplies. The supplies will be on metal shelves. There are sometimes holes in the tunnels where it looks like someone smashed the walls with a sledgehammer. Another thing that can be found behind the doors are staircases/ladders leading up to more levels of the maze. These little shafts tend to have lunchboxes in them, which is nice. They also have thick metal pipes, which can be broken to obtain water. These holes lead into tight, lightless, cold crawlspaces made of an ashen black stone. Due to the simple fact that no one wants to go in there, no exploration has been done in them, and we don't really know what goes on in there. You can enter and exit by noclipping, from and to level 158. You can also exit by finding a red, wooden door and entering it. This will bring you to level 160 or 161. There was a group established here by CCOEG, but they all went missing in 2071. Gulp!

Level 160: Overgrown Trellises
Class: 2

Level 160 is an infinite repeating array of greenhouse structures. Each greenhouse piece is 6.8 meters deep by 3.5 meters wide, and has a roof curving inwards. At the top of the straight walls it is 3.5 meters high and at the apex it is about 4.7 meters high. The panes of tempered glass that make up the greenhouses are 1.1 meters wide and tall. There are thin but strong cast iron frames that hold the panes in place. These greenhouse structures repeat evenly and in lines, pushed up against each other. Sometimes one or two of these greenhouses will be missing, making open courtyard-like areas, but more on these later. Back to the greenhouses themselves, around 1/3 of the glass panes will be missing, and nearly all will be very frosted over, if not very foggy due to the extreme humidity on the level. Most of the missing glass panes will be on the sides of the greenhouses, almost never the top. If there are lots of missing panes at the top there will be large green tarps tied around that stop rain. Speaking of rain, it rains usually 2/3 days on the level, making a constant monotonous pattering across the level. The days it doesn’t rain, it’s usually not cloudy at all, and the sun shines very bright. During the day, it gets up to 27 degrees Celsius and during the night it drops down to 20 degrees. There is a day-night cycle with 12.3 hours day and 13.1 hours night. The floor of the greenhouses is a splintered, old concrete with short, thick mosses or grasses growing out of the cracks. In the courtyards the ground is usually just soil and clovers or moss as ground cover. The courtyard ground can be concrete too, though. There are usually large raised grow beds in the greenhouses, filled with fertile soil. These are typically made from pale green corrugated aluminium, but can be other colors or similar materials. Sometimes there are raised metal pools or pools in the ground made of concrete filled up with water. These pools usually look somewhat clean, but they are not. If they don’t obviously contain algae, they are usually filled with bacteria or fish excrement from the large goldfish often seen living in them. You *can* get safe drinking water from large plastic tanks around the greenhouses. These are often hooked up to pumps that lead to sprinklers around this and nearby greenhouses. These may emit a fine mist once or twice a day, but most systems are broken. The water in the tanks should be safe to drink, but it’s best to boil before drinking anyways. The tanks should have faucets so you can easily retrieve water from them. There are also large clay pots stacked around the greenhouses. Many of these are typical orangish clay, but some are grey, yellow, or purple. A lot of the pots are stacked up in piles, but some have soil and plants. There is one danger on this level, the entity known as Vines. They are quite rare though, and have large red flowers unlike any

other plants on the level. Often in the greenhouses there are also hoses hooked up to the tanks, and these *do* work most of the time. When Juniper's team was exploring this level, she kept shooting people with hoses, allegedly "just to make sure they worked." There are also metal shelving units containing supplies such as extra hoses (uh oh), work gloves, large straw sun hats, watering cans, loppers, bags of soil and fertilizer, bags of seeds, fish feed, folded tarps and more. For what grows in the grow beds and pots, it's usually common vegetables and fruits like asparagus, cucumber, pineapple, watermelon, and more. There is also a species of leafy, deep green vine that has grown across the entire level. These look a lot like the vine entity, but as mentioned earlier the entity has large red flowers. You can often find wooden barrels or crates in the greenhouses that have the produce in them, including temperatura berries. The berries cannot be found growing, sadly. Moving to the courtyard areas, these usually have many growbeds and a few thin, wispy trees growing around. There are also wooden trellises, covered by the level's vines. You may find a wooden bench or two out here. You can often find quite a few crates of produce in the courtyards. There are quite a few bases here, most notably the CCOEG's "160LO" and TOTG's "Munee **BANK**". As mentioned before, the only entity on the level is vines. You can enter by using a red wooden door on level 159, and exit by eating temperatura berries on the level. This brings you to the main base.

Level 161: Artificial Terraces
Class: 2

Level 161 is a series of terraces, like ones you find in high mountains, but instead of being made of earth and rocks, these terraces are made of plaster and drywall. The drywall is a darkish orange-brown color. The edge of each terrace goes a meter above the floor part, which is made of a light brown carpet. The carpet is quite uncomfortable, so shoes are recommended. The width of each terrace ranges from two to twelve meters on average, with some select sections reaching twenty or thirty meters. Fake plants in large, reddish terracotta pots can be found commonly. The plants have really wide leaves, and thick stems, but as previously mentioned, are fake, so you can't get food from them. The dirt they are planted in, however, is real, so you could farm food if you bring seeds from other levels. Wooden park benches, with light colored wood and black wrought iron supports, are placed along the walls, nearest to the higher terrace. You can climb between terraces (which are usually about five meters taller than the previous) via staircases or metal ladders. Staircases are found more commonly, and are 1 meter wide. They also have those gates used to stop pets or babies. Ladders are a bit rarer, and will rarely also descend downwards into a series of dark, damp, concrete tunnels. These tunnels eventually shift into level 41. Back on the "surface," the terraces are not in infinite fields, but are contained in 50x50x50 meter rooms, whose walls are the same color as the terrace walls. There are heavy metal doors on the walls, which can be used to access more of the same rooms. Large, industrial lights are what illuminate each room. The roof of the rooms is white plaster. The general theme of the elevation of each terrace is highest in the north, and lowest in the south. On the high north side, the wall of the room may lead into a strange food court area. The floor in this area is made of light brown to orange stone tiles, with gray grout in between them. They are angled and diamond shaped. These food courts never exceed 20x20 meters. Once again, on the north end, fast food shops are found. Wooden tables and chairs are scattered about, and illumination comes from a view of a sunset from windows on the west side. There are sometimes doors that could lead to other parts of this food court, but they are

always locked. Moving to entrances and exits, you can enter this level by using a red door on level 159. You can exit by noclipping as well, which will lead you to level 162. You can also exit by finding one of the ladders which descends into dark tunnels, which after a while of walking, you will end up on level 41. There are no hostile entities on this level, or really any entities at all. Mice and spiders have been seen scurrying around, but this level seems very dead. Similarly, no groups can be found here.

Level 162: The Train to Infinity
Class: 3

Level 162 is an 1890s steam locomotive. It is very high class, with many expensive furnishings. The locomotive is presumed to be infinite on the x axis, as no one has ever found the end of it. There are many different types of cars here. The most commonly found cars are dining cars. Inside of these, you can find, guess what: food! This is very nice, and has caused several bases to pop up here. The next most common are sleeping areas, which vary a little. Some have multiple three layer bunk beds, on both sides, and others are more spacious, with only a single bed per car. Of course, there are variations in between the two extremes mentioned. The rarest areas are storage and bathroom areas. Storage areas are not very decorated, and are chock full of random boxes, usually containing food. The bathrooms are small, and sometimes found inside sleeping areas. There are windows on this level, but you cannot see anything outside, as the train is moving too fast. Each cart on this train is 8 by 3 by 5 meters. The cars are ornately decorated, with complicated designs stretching from the floorboards to the ceiling. The outside of the train is mostly obscured by thick fog, but it is probably a red color with gold accents. There are tons of trees, which are about 12 meters away from the car on both sides. It is unknown what species of tree it is, due to the train moving too fast. The level outside of the train is a giant forest, whose size is unknown. If you travel far enough, you can find the engine and control area, which is usually about 100 to 300 cars away from where you enter the level (it varies a little.) No one has found the caboose though. You can exit the train, and this is extremely dangerous. Due to the speed of the train, you are very likely to lose balance and fall off. You can enter this level by noclipping on level 163. Noclipping will get you back to level 163. Falling off of the train will cause you to black out and wake up on the main base. There are not many entities here, with only a rare reporting of amethlos or scavengers. As previously mentioned, due to the abundance of food, there are several bases here. CCOEG and other large groups have outposts here, but there is a group here with ten members. They do not have a name.

Level 163: Sunflower Expanse
Class: 2

There are two sectors to the sunflower expanse; the fields and the halls. The fields are- just that, a vast domain of sunflowers blanketing rolling hills and flat, open fields. The weather here is quite hot and dry, being 23 degrees Celsius during the day and 21 degrees Celsius during the nighttime in the fields. The sky is a pale blue and the sun is large and red, yet far away or small. There are occasionally wispy cirrostratus clouds veiling the already pale skies. There is 5 hours 22 minutes of day and 8 hours 19 minutes of night. It rains on the level every 40 days or so, which is pitiful. This still seems to be enough to sustain the sunflowers. There are never denser clouds than the cirrostratus ones, and when it rains, water just falls from

the sky. The only indicator other than the intermittent light rain is the slight (more) blue tint the sky takes on. The ground of the fields is dry, packed dirt. The sunflowers that grow abundantly have heads with unusually large and vibrant petals. The stems of the sunflowers have quite a lot of water in them, so that's the best place to get it. Most sunflowers grow to 2-3.5 meters high, but some get up to 5 meters high or more. The only food source in the fields is by cooking the sunflower seeds. So yeah, bring some food. Very rarely you can find large barns made of red and white painted wood. These are filled with empty stables and hay bales. They are often two floors. There are also sunflowers growing in and around them, but less abundantly. The fields are just that barren yellow sea. The entrance to the next sector, the halls, is quite rare. On some steeper sections of hills, there will be a small, hard-to-spot circular entrance leading down into the halls. The tunnels will be around a meter across at most, so you'll have to crawl to get through. The walls are more packed with dirt, but in this case it's even more packed. The dirt is hidden by layers of sunflower heads. These grow straight out of the dirt with stems typically 3-6mm long. The tunnels wind around and around, but eventually lead into the actual halls. The halls are a maze-like region consisting of odd rooms and halls. It's a bit cooler down in the halls, being 8 degrees Celsius during the day and 5 degrees Celsius during the day. It's also much more humid down down here, but not in a clammy way. Since the sun does shine down here, it is absolutely pitch black, and you will be tripping and stumbling and walking into walls unless you bring a flashlight. The surfaces of the halls themselves are also made of packed dirt covered in layers of short sunflowers. The sunflowers blanketing the floors are flattened and smooth, so don't be afraid of twisting your ankles. From floor to ceiling there is 2.2 meters of space. The walls are 0.2 meters in width. Again, there are just a series of rooms and halls. There are sometimes large window-like rectangular holes between halls and rooms. Finally something other than the sunflowers and dirt, There are often wooden tables with ornate carvings on the legs and sides of the tabletop. The wood is dark, resembling walnut wood. These tables are often scattered with bags of the bird feed items, along with bags of sunflower seeds for planting, jars of cooked sunflower seeds, full watering cans (often made of green-painted metal), and more. These items are nice, as it provides a food and water source, albeit minimal. Sometimes there are chairs around the table or just scattered about, made from the same ornately carved wood. That's the whole level. There is an OITG base located in a barn. They have 47 members. There are no other notable groups on the level. You can enter by noclipping from level 162 or by noclipping into sunflowers on any level, and exit by noclipping again, bringing you back to level 162, or on to level 164.

Level 164: Self Storage
Class: 2



Level 164 is an infinite multi-layer expanse of a self storage building. There are 5 layers to it, with only the top floor being different. The bottom 4 floors consist of nearly all hallways lined with self storage units. The temperature here sustains around 13 degrees. The ground is a brownish tinted concrete, with the occasional crack or stain. The walls are, oddly enough, made from thin corrugated metal sheets, coloured white. The roofs are made from typical ceiling tiles in slightly oblong

rectangle shapes, with every two tiles running along the center being replaced with large fluorescent lights. These lights emit a soft ambient hum across the level, and it is common to see areas of the level with flickering and malfunctioning or just straight up broken lights. There is also a connected series of smoke/carbon monoxide alarms and sprinklers, so don't go hosting a barbeque with all your buddies without packing an umbrella. On the walls, the units are spaced around a third of a meter apart, with the units being ~1.3 meters wide and ~2.6 meters deep. The ceilings of the units and by extension the halls are around 3.2 meters tall. Each unit is marked above its door with a number 3_2, with the _ being any number 0-9. If you try to open a unit, you'll find they're often locked, but one in every twenty or so will be unlocked. Just pull up on the handle at the bottom, and the door will open garage door style. Inside the open units you'll likely find cardboard boxes and plastic tubs filled with metal scraps, or, if you're lucky, maybe some canned food and ancient bottled water. If you're lucky with the whole unit, you'll find something nice like a bed to rest in for a bit. The monotonous hallways of storage units are oftenplace broken up by a bit deeper and wider rooms. These are often rooms such as 1. storage rooms for building materials (metal sheets, concrete bags, lumber) and power tools, 2. electrical rooms filled with cluttered hanging wires and pipes, and 3. staircases/elevators up and down. These elevators are the same size as a storage unit, and have access to any of the first four floors. They're often lined with lush carpets and have large floor-to-ceiling mirrors. These elevators are great to sleep in, just try to find a mattress and bring it with you. Staircases often reach across only one floor, but up to 4 is entirely possible. Finding staircases up to the fifth floor is a rare occurrence, but also entirely possible. Along the walls of the variant rooms, there is of course no storage units, and you may find various things such as piles building resources, pipes and wires and electrical breaker boxes, the occasional fire extinguisher, and maybe even a poster of another close Oogarooms level with an unknown fancy italic font of a language, probably saying "*visit: 165*" or something. There is the chance for a random storage unit to be replaced with a wall with these things too. The halls of the lower four floors are also dotted with wheeled carts, as can be seen in the level picture. The top floor is different, but it's really nothing special in actuality. The air is a tad cooler up here, at around 5 degrees. The ceiling is nearly 6 meters high and is supported by lines of procedural odd triangles of wood. The roof is the uncoloured underside of corrugated metal sheets. The floor here is still the same concrete as earlier, but in a bit worse condition, with more cracks and divots riddled throughout. There are even more wheeled carts scattered everywhere. There are also large pipes and bundles of wires that connect to various components dotted around the space. The only light on the story comes from small red leds on many components, flooding the space dauntingly. There are also many pallets stacked high with bricks and lumber and metal. There's really nothing up here, and nothing dangerous either, it just looks ominous. There is one notable CCOEG base here, known as The Collection. You can enter the level by noclipping on level 163, and exit by finding a storage unit with a yellow door. Going through will reveal a transition to level 165. Alternatively, you can noclip anywhere to get to level 167.

Level 165: Tunnel to Nowhere
Class: 3

The majority of level 165 is an infinite field of wheat grown on flat packed dirt ground. All of the wheat is fully matured, and reaches on average around 2 meters

high. To the side of where you enter the level from, There will be an infinite wall of concrete that extends straight up and to the sides. The concrete has the occasional stain or crack or fissure; it's old and weathered. The bottom ~1/2 meter is still concrete. but here it is made from yellow-painted square tiles. When you enter the level, there will be a moderate-sized clearing void of wheat, with just the exposed packed dirt. Leading out of the clearing and away from the wall is a dirt path around a meter wide that continues on infinitely, winding throughout the fields randomly. On the concrete wall, directly opposite the path that leads out, is a tunnel that leads down and into the wall. It is about 3 meters wide and 3.2 meters tall, and starts off going straight before slowly declining to a 32 degree angle. The floor of the tunnel is more concrete, and the trim from the wall continues on in the tunnel. Once the tunnel reaches the 32 degree decline (around 24 kilometers in) there are random spots where the tunnel abruptly levels off for a few meters before returning to the decline. The tunnel is lit by small yellow dome lights every few meters. At the start of the tunnel, these all work entirely fine, but as you go farther, there may be patches of broken or flickering lights, and by the time you're around 29 kilometers in, there will not be a single even flickering light**. Back up to the clearing where you start, there are 5 bikes laying on the ground or leaned up against the concrete wall. These appear to have been left here quite a while ago, and they're coated in loose dirt. Oddly, there are multiple layers of caution crime scene tape blocking off the entrance to the tunnel. This too, is old and abandoned, being ripped and torn in spots. There are tracks left by the 5 bikes that follow the infinite trails, clearly coming towards the tunnel. These have been trampled by people on the level, but you'll probably still find them if you go really far out. Apparently, when the level was first discovered, there were also footsteps heading from the bikes to the tunnel, but these are long since indecipherable. The tape appears to have been put there after the bikes were. There are no resources across all of the level, so if you're trying to go down the tunnel it's quite difficult. If you go down the tunnel though, you will see the gruesome fate that befell those that rode the bikes long ago. At 34 kilometers, you'll find the first body, presumably starved of energy and food or water, reaching up towards the entrance. It is theorised that this member was weaker, and tried to turn around, but to no avail. At 98 kilometers you'll come across the next two bodies, sitting next to each other on a level platform. One died presumably from blood loss due to a fall-related injury, the other starved. At 123 kilometers you'll find the fourth body. This one reaching and staring farther down into the tunnel, dead by lack of water. The writing "PLEASE COME BACK" written in dried blood can be seen on the wall next to this body. This person probably had to be left behind so one person could make it through. And one person did make it through. Above each of the bodies, there is just one flickering light, cutting through the endless void of darkness. At nearly 156 kilometers there will be one flickering light, before a transition into level 166, Nowhere. Back to the surface, right above the tunnel there is an irregular pentagon-shaped sign (like ⌂) with the arrow pointing to the right. On it in yellow paint is written "NOWHERE". This is where this and the next level got their names. Above the field sits a static blue unmoving sky with one lone cumulus cloud. There are no entities on this level. You can enter this level by finding a yellow-doored storage unit on level 164. Inside it you will find a transition to the clearing. You can exit by going through the tunnel, bringing you to level 166, Nowhere. Another exit is by wandering through the wheat fields far from the path, where you may find a transition to level 167. There is one small OITG base here, right by the clearing.

Level 166: Nowhere
Class: 5M?

Level one hundred and sixty-six is a very anomalous, yet indubitably deadly. Electronics tend to malfunction and break, especially recording or communication devices, so the level is hard to document. The only entrance to this level is the aptly named “Tunnel to Nowhere”, of course by reaching the end of the extremely expansive tunnel. At the end there will be one flickering red light, contrasting the anechoic darkness and previous yellow lights. At the end, the tunnel opens up into this level. The tunnel is surrounded by another large wall, mimicking the wall on the previous level. The moment you entirely look away from the tunnel and the wall they will cease to exist, being replaced by more of this level’s native bleak landscape. This erases your only possible exit to the level, but likely enough, if you got this far you won’t be turning back anyways. The actual landscape itself is a relatively flat plane of soil, harboring a network of winding and ineffective paths. The paths are surrounded by a thick ghost forest of dead, hollow pine trees. These creak and groan in the chilly wafts of wind, creating a supposedly terrifying atmosphere. The soil is covered in a thick layer of wet and rotting leaf litter. The whole level is suspended in a perpetual starless midnight. It’s dark, but not pitch black by any means. Your vision is always obscured by a thick, black fog, dampening your vision to a mere 10 or so meters. The ground is all muddy and riddled with large puddles and small ponds of water, which appears solid black in this environment. It is not safe to consume. The paths will not care enough to go around or avoid these ponds and will instead merely go straight through them. Luckily, these are always quite shallow. Unluckily, due to the darkness of the water, these ponds bear a striking resemblance to large holes, which abruptly drop straight down and are deep enough to kill. These holes CAN be found in the water, so don’t think that testing if the depression is filled with water will do any good for you. Just to be clear, the paths go right through the large holes too. You are not safe. Anyways, at the forks and intersections of the paths, (of which there are many), there are wooden posts driven deep into the ground, supporting the same “⌂” shaped signs as on level 165. These have messages displayed in YOUR native language. These messages are words like “here”, “there”, “everywhere”, “nowhere”, “?”, and more. The signs point in random directions, except for those that point to “nowhere”, which all point down. You are nowhere. Around these crossroads, the fog thins out a bit, softly illuminating the area around the signs. Now, we don’t have absolute proof that this is a separate level to 165, and they bear many similarities, so it is theorized that this could just be a second sector. We at the CCOEG regard this as a separate level for two main reasons. 1) Death HERE is permanent, yet it is not on level 165. This has never been found to be the case for two sectors on any other level. 2) We have no clue what level 166 may be otherwise, and we know level 167 is “Childhood Playgrounds”. Also, this may not even be *nowhere*, and the down-pointing signs may not mean *here*, and instead they may actually mean the true “nowhere” is down. We *think* there are no entities on this level, but we cannot be sure. Something is killing all these animals. The aspects of this level that warrant the “M” classification is the unusual draw to the level you may feel while partially through the tunnel on level 165, and the odd feeling of curiosity, peacefulness, and happiness you feel on the level. This is of course contradictory, as the level as described is a terrifying atmosphere. Did I mention that there are decomposing (still bloody) animal skeletons everywhere? This is not a peaceful place. While on the level people have reported feeling an urge to go deeper into the level, and that they must find something, and that they are so

close to finding it. The aforementioned electronic issues intensify the farther you are from the entry point. People lose contact long before they reach what they feel the urge to search for. What that is we may never know. Of course, there are no bases here. There are also no life sustaining resources on the level. Again, you can enter by reaching the end of level 165's tunnel. There are no known exits. *Nothing* is forever.

Level 167: Childhood Playgrounds
Class: 5

Level 167 is an infinite playground. The ground is made of wood chips. The time of this level is always night, and it is very foggy. There are many different types of playground equipment, much of it very colorful and shiny. There are large play structures, up to 10 meters tall. There are sometimes sandboxes. These are dangerous. They are filled with quicksand instead of normal sand. Stay away. There may be fences here. The fences are always 1.5-meter-tall chain-link fences. There are sometimes unnerving fiberglass animals sitting around. These fiberglass animals are anomalous and move while you are not looking. They will not attack you, because they are made of fiberglass you idiot. There may be small brick sheds here. The sheds contain rakes, shovels, buckets, and other common equipment. One of the strangest things that has been recorded on this level are the signs. The signs will spawn randomly and look like street signs, something that shouldn't be in a playground. Around the signs, people report hearing music. The music has been traced back to around the 1930s and 40s. You may find large holes in the ground, which will lead to random levels. There are many entities here. The entities include: boogas, oogas, MEMORIES, miners. Due to the copious amounts of entities and lack of food, no bases are able to be established on this level. You can enter the level by noclipping on level 164 anywhere, or by finding a transition to this level far away from the path on level 165. You can exit this level by noclipping into a sign, bringing you to level 168.

Level 168: Empty Store
Class: 4

Level 168 is an infinite, empty convenience store. Pretty dang spooky. It is cold here, at only 6 degrees. Frost may form. The floor is made of black and white tiles, with the black tiles scattered uhhh… how do i phrase this… not randomly, like a checkerboard, but more spaced out, so there is a majority of white tiles. These tiles are square shaped, and are twenty centimeters on each side. The walls, when found, have a small yellowish-white trim, and then white concrete. The roof is made of dropdown tiles of the type with lots of holes in them. The tiles are pretty water stained, looking a little brownish in most areas, along with sagging. It is not an uncommon sight to see RACIST FLO- i mean- collapsed parts of the roof, or bits that have ladders near them, and look like they were being serviced. These tiles do also just randomly fall, which sucks. Other parts of the stinky dinky mold-infested roof include water pipes, which sometimes burst. As previously mentioned, the level is infinite, but there are specific repeating structures. One of these are checkout thingies, and when you enter this level, you will always be in one of these. The cash register does have money in it, for those that were wondering. These counters are sometimes smashed. Behind the counter, you can find tons of random magazines and weird little trinkets. Near the checkout, there will always be a double-door. This door is made of glass and metal, and it's commonly smashed to bits. Outside, it is an empty plain of tall grass. No matter where you exit, it will always appear infinite.

Other types of repeating structures are bathrooms, which will usually appear every 600 meters, store shelves (which are very common,) and large, concrete support pillars, which occur every twenty meters. The store shelves are made of average aluminium, with a light tan paint. Almost every single shelf is completely empty. The ones that do have product, the product is usually destroyed or damaged in some way. There are quite a few entities here, like stinger-dingi (see entity 71,) and globbers. You can enter this level by noclipping from level 168, specifically into a sign on the level. You could also noclip anywhere on level 169. You can exit by noclipping into a trash can, bringing you to level 169. There are no bases or groups here, mostly due to the lack of food and other resources.

Level 169: Garbage Dump
Class: 2

Level 169 is a near-infinite expanse of junk. It smells like Harold (awful) and the 27 degree Celsius heat doesn't help with the stench. The sky is a pale, desaturated orange color and the sun is large, red, and beating. It never rains or changes temperature, even during the night. There are no stars or moon in the bleak night sky, and no clouds save for distant wisps by day. The ground is an entirely flat expanse of dry, packed dirt and finely crushed gravel. There are sometimes elevated platforms a meter high at most that protrude above the surrounding ground. These are made of chipping rebar-reinforced concrete. The platforms and ground are often obscured by huge piles of trash. This often consists of metal scrap or random-shaped plastic containers, and huge black plastic trash bags piled up high, up to 20 meters at most. Rarely, you can find large appliances or vehicles such as fridges and cars decaying in the heaps of trash bags. Rarely, there are large fields of junk cars or discarded tires. Another recherché occurrence is a large garbage truck. These trucks have white and orange cabs, and large green trash storage areas. These are often buried near entirely in trash, and never work. The trucks have large emblems displaying the brand "SH Disposal" There are sometimes metal shelving units filled with binders. These binders are packed with papers of text with random dates. These have no apparent meaning or patterns. There are also stacks of green dumpsters and round aluminium metal trash cans. Due to the lack of supplies and terrible smell, there are no groups or bases on level 169. You can enter this level from level 168 by noclipping into a trash can. Exting by noclipping anywhere will take you to level 168, but noclipping specifically in the fields of tires brings you to level 155.

Level 170: Gloomy Graffiti
Class: 1

Level 170 is a simple lattice of concrete rooms. There are two types of rooms; flooded rooms and storage halls. The more common of the two, flooded rooms, are square and around 7 and a quarter meters wide and deep, and around 3 and a third meters tall, with that final third or so being filled in by soil and water, but more on that later. On the middle of some walls of the rooms, there will be a "doorway" spanning floor-to-ceiling around a meter and a half wide, leading to an adjacent room. The flooded rooms generate in a perfect grid, so the doorways always align. The walls are around a third of a meter thick, and at the doorways the edges of the walls are rounded out. The floors, ceilings, and walls (so basically everything) in the flooded rooms is made from rebar-reinforced concrete. It's quite strong, but there is still the occasional chip or shard broken off, typically at the edges of the walls. As mentioned earlier, the bottom third of the rooms is filled in with either a layer

of tightly-packed dirt or oddly clear water. The water is much more abundant than the dirt, and the dirt usually only takes up a small portion of one in every three rooms or so. The water should still be filtered and sterilized before consumption. On the actual dry land you'll usually find partially used spray paint cans, respirators, and unrelated trash such as soda cans and snack wrappers. The "graffiti" so subtly written into the title is boundlessly found across the level, covering basically everywhere made of concrete. The level-native concrete is all a little bit faded above the water and has entirely faded below the water line. The graffiti is all in extremely vibrant colours, so the fading isn't super clear. The native graffiti is locked solely to the concrete surfaces. Of course, this doesn't affect the myriad of actual graffiti artists coming here to make their own artwork. If you find entirely unfaded graffiti or graffiti on non-concrete surfaces, it isn't level-native. Any graffiti or other applied pigments never fade while on the level. If you do end up on this level, I encourage you to create artwork of your own, probably using the materials abundant on the level. Moving onto the storage halls, these generate over the flooded rooms in an abrupt manner, partially and oddly blocking off entrances and rooms. These halls are around 0.8 meters wide and 0.6 meters shorter than the flooded rooms. This lesser 0.6 meters allows the halls to sit that much higher above the flooded halls, keeping them free from the mud and dirt and water that fills the rooms. The entrances to the networks of halls may randomly replace the "doorways" between the flooded rooms. Again, the floors, walls, and ceilings of the halls are concrete and covered with several layers of graffiti. The halls are often blocked by large cardboard boxes, wooden crates, or stacks and stacks of plastic crates in colors like blue and black and yellow. These containers are filled with many of the items found scattered about in the flooded rooms; those being spray paint cans, respirators, snack foods, and bottled water. The flooded rooms are illuminated by an invisible bright light at the center of the ceiling, which toggles on and off every 17 hours and 8 minutes, Ion time. When it toggles on and off, there is a loud and echoing click across the level. There is no illumination in the storage halls. The whole level is a bit chilly, around 4.5 degrees. There is very little to no humidity across the level. The level has an eternal stench of spray paint, as you would certainly expect. There is one species of entity on the level, that being the wall shadow. Thankfully these are rare, only appear at daytime, and are natively passive. You can enter this level by noclipping into graffiti on level 171 (usually found on brick walls or storage silos) and you can exit by noclipping into graffiti of a train in a barren landscape in the storage halls, bringing you to level 171.

Level 171: **Desolate Trainyard**
Class: 3

Level 171 is an open expanse of dry, loosely packed dirt. The level remains at around 4 degrees and typically has an average of 16 kph winds. It is always nighttime on this level, but the perpetual full moon provides ample light. Winding throughout the barren landscape are networks of extensive standard gauge railways. These run alone or in pairs. The tracks are always in perfect condition, save for being a little dirty from the occasional small dust storm on the level. Growing in patches across the dirt, but most commonly sprouting from right next to the tracks, are tufts of tall, beige dead grass (level 222 reference?). At points the train tracks will take odd and abrupt turns and routes, ones that a train could certainly not traverse. Another random element is the intermittent metal sign, often bent and dinted. The actual sign part is most often a circle or equilateral triangle, entirely white

except for an ominous black “?”. For some odd reason, train derailers are scarily common on the level. At points, the tracks will converge or splinter off to form trainyards, which is where you may actually find static train cars. The train cars you can find in the yards are always large open-top storage cars, usually with a metal mesh over the top to keep the contents in. These contents usually consist of bundles of dead grass (222!?), metal scraps, miscellaneous trash, wood planks, coal/coke, gravel, sand, common metal ores such as copper and aluminium, or rarely you may find a few silver bells mixed in.. These cars are often in chains of 2 or 3. Yeah, so nothing too helpful, unless you’re trying to make an outpost, I suppose. Not sure why you’d like to do that, though. You *can,* in fact, see trains in motion. On straighter sections of track, especially farther from trainyards, you and everyone around you may see a shared hallucination of a speeding steam train. You can only see the trains when they are at the edge of your visibility. Getting much closer will cause them to fade from your vision. These are often very hard to spot, but you can hear them clacking along the tracks and their eerie whistle echoing throughout the foggy night sky. Speaking of visibility, across the whole level there is a brown fog, limiting visibility to .8km or so. There is also an odd filter, resembling old vhs technology. It’s a tiny bit glitchy from time to time, and there is sometimes some chromatic aberration when you are moving quickly. Moving back to the trainyards, there are often tall watchtowers made from steel. The metal is painted white, but a lot has chipped off and rusted. The towers are stable, and you can climb them to get a vantage point, as the fog is thinner up there, and the grainy filter dampens down a bit. The filter may be linked to the fog, but we can’t be sure. The watchtower has large, extremely bright floodlights on each side at the top, illuminating the trainyard and more beyond. These floodlights are hooked up jankily to an array of car batteries. The floodlights often blink and malfunction, but there should always be at least one active at any given yard. Another element you may find at most yards is a grain storage silo or two. These are from 85-60 meters tall and 12-7 meters wide. Much of the time, these are empty or nearly empty. There are ladders that lead up to the tops of the silos. Make sure not to fall in! The existence of these silos are odd, as it’s not like we’re storing grain in those open-top cars. Another occurrence at these trainyards are small shacks with thin brick walls and damaged aluminium roofing. These may have some simple furniture in them, such as tables and chairs, or the occasional burnt out iridescent lamp. You may find scraps of food on tables. It’s not much, but if you scavenge enough trainyards you’ll be fine. You can get water from muddy puddles across the level. Tasty, right? Anyways, there are no important groups or outposts here. It’s not a very fun level. You can enter this level by noclipping into graffiti of a plane on level 170 (in the storage halls), into a train car filled with metal scrap on level 222, or on level 172 anywhere. You can exit by noclipping into graffiti (usually found on the brick shacks or train cars) to go to level 170 or noclip just about anywhere to go to level 172 or 174.

Level 172: **The House Tower**
Class: 2

Level 172 is a tall tower made from a cacophony of colorful mishmashed rooms. The rooms are rectangular, varying from 4.5 to 3 meters in width and depth and are usually about 2.5-3 meters in height. The rooms are made from a frame of nailed together unpainted wooden beams, with outer walls made from either wood panels, vinyl shingles, or rebar-reinforced concrete, all painted in vibrant hues from throughout the rainbow, and the inside walls made from usually plaster painted blue, pastel

green, white, dark gray, beige, or yellow. Rarely, there will be a room that is unfinished and just a wood frame, or some rooms have just the exposed concrete as the walls. The paint on the vinyl or concrete is often chipped in places. The rooms are stacked on top of each other with an offset of usually about 1.5 meters in any direction. Sometimes there will be two separate rooms stacked on one room, and both of those rooms will keep having rooms stacked on top of them, and the tower will split in two. Once you go into one of the two rooms stacked on the single one, the other tower will be invisible and act like it doesn't exist, which means the tower you go into is able to go through where the other part of the tower should be. Outside of the tower, there is an infinite white void full of breathable air. Gravity still affects objects (within 10 meters) but the rooms clearly do not follow the laws of gravity and they should logically have tipped over. If you move out of 10 meters in diameter from the tower (visible or invisible branches) you will lose gravity (you can still breathe) and you will be able to see all branches of the tower at once, which will probably be more than you expect. It is ill-advised to move until you lose gravity though, because it will be very difficult to move back (try throwing something in the opposite direction ("swimming" doesn't work dummy)). Most of the time people accidentally fall out of the tower and just stay in the same place until they starve or die of thirst, and are sent back to level one. You can re-enter the tower by getting back to the 10-meter zone (the gravity will still be gone until you fully enter the tower again), and from there only the tower branch you entered will show. Now for the actual rooms themselves. The rooms are connected with either ladders or thin steep staircases. There are various different rooms, but there are a few that are the most common. There is a sofa room, which usually has a large sofa spanning at least halfway across the room, and it usually has a corner where it turns. The sofa is usually made from a brown leather-like material and it commonly has a soft red crocheted blanket with tassels at both ends, and the sofa usually has large comfortable red pillows with eccentric patterns on them. The sofa rooms usually have at least an ottoman that matches the sofa and a small wood coffee table. This room is illuminated by a large television-shaped black box on a table opposite the couch. The television is non-functional and just casts a bright warm white light across the room. Curiously, it is not plugged in. Most rooms will have lots of random scattered cardboard boxes in piles or on shelves, often torn into a tad, full of random objects, empty plastic containers, and scrap metal pieces such as stripped screws, tin/aluminium foil, or random sheet metal scraps. Another commonplace room you can find is a bedroom, containing a king-sized bed with a comfortable mattress and an ever so slightly off-white sheet. There is typically a down comforter in either a deep stormy blue or a vibrant sunny yellow. The headboard of the bed is often mahogany so deep it is almost black, carved to an intricate pattern. The bed frequently has a canopy of cream-colored cloth hanging from a frame on a rail, or sometimes a series of semi-translucent cloths in various somewhat desaturated hues with patterns sewed into them in a darker shade of their base color. These hang surrounding the bed, but not from a frame and instead hooks drilled into the ceiling beams. Occasionally, there will be a hardwood desk supported by a galvanized black square steel frame. Sometimes it will have broken old tech. This room's light comes from two strips of fluorescent tube aligned next to each other in one of the top corners of the room. Sometimes there will be clothes in unusual proportions lying about the bed or around the room. Still, there are many torn cardboard boxes dotted about the room. As mentioned earlier, there are also some rooms that have just the exposed concrete walls, and these always fit one of two descriptions. They are either general storage rooms and contain mainly the ripped boxes seen in other rooms, plus

having rotten wood pallets that have large wood crates on them. The crates are made from a very heavy wood, but there will probably be a crowbar-like tool somewhere in the room, and breaking these crates open is advised because they contain food or glass bottles of water. An anomaly is that the crates seem very heavy and when they are shaken it sounds like there are a lot of objects in the crate, but when you open them there will be almost no food in them. These crates are about 1x1x1 meter in size, and they can also be found broken apart in splintered wood pieces scattered around the cold concrete floor. In one instance, the CCOEG discovered a series of four of these rooms next to each other, which contained a total of nearly 550 different flavors and nearly 1200 gel bricks total (20 sections). No other gel stashes have been found. The other format of room that has exposed concrete walls are electrical rooms, of which the walls are dotted with electrical boxes and pipes. Some electrical boxes are closed and completely empty but many are open and have copious amounts of tangled-up wires flowing from them, which go every which way into other electrical boxes or random ports in the walls (the wires do not extend beyond the wall ports). Sometimes there will be wall sockets (that anonymously, are not connected to any wires even through the walls) but they are useless unless you brought a glorpish to Gumblurian adapter. There are also many pipes, ranging from 5/12 meters to 1/8 meters in diameter. Ditto to the wires, the pipes stop at the walls. The pipes are made from 2cm thick pvc and may contain distilled water, which will be safe to drink. It is recommended to poke a hole in the pipes to collect some of the water, which many consumers of which describe a very faint citrus-like touch. Typically you will find random pieces of pure aluminium sheet metal, which is almost violently shiny. Often, there will also be a trapezoidal metal toolbox, painted red but which is chipped off and rusting in a few parts. You will find some construction materials here, like a ruler, level, wrench, etc. There could also be a cooked pag-and-cheese sandwich wrapped in paper napkins in the box, an old delicacy in oogaboogümblur before it was outlawed to eat or cook pags for the purpose of sustenance. There will also be old electronics or pieces of them in the electrical rooms, usually cubic and having odd ports dotted about them, which allow them to be connected by wires. There will also be random wires that use these ports scattered about the room or in the toolbox. On one occasion, a lost soul replaced a cord in use connecting 2 of the devices with another that fit, and plugged it in. It beeped red for a few seconds before emitting a literally blinding white light. The lost soul lost their vision, and did not regain it. They also died unusually young, so just don’t mess with the devices. Of course, again, there will be cardboard boxes of scrap, but usually only 1-3 in the electrical rooms. There may also be a bucket of water with infinite water from a leaky pipe dripping into it. Due to the abundance of exposed wiring, don’t knock it over. It is safe to drink though. Another room (I promise this will be the last one I fully cover) is the kitchen. In a blocky U-shape, there will be a counter about 1.3 meters tall. From the top to the floor, there is a boreal tree wood cabinet & drawer apparatus. The countertop is 2.5cm of a spotless shiny silica carbonate. One of the cabinets will contain a trash can, another leads under the sink where you can see the pipes and unbranded, unnamed cleaning supplies. Oh yeah, there’s a sink. The water has an unusually high amount of calcium in it, and the pipes just lead and enter to the outside of the room and into the void, but water will still fill up and flow. Many have theorized that the pipes in the kitchen and other areas will lead to the pipes in neighboring branches with electrical rooms that we cannot see, but this is unconfirmed. Back to the cabinets and drawers, one drawer will usually contain several small, rectangular prism-shaped glass containers of a reddish-orange powder that has a faint citrus flavor, but also a flavour that seems

to change based on who is tasting it. This is likely where the flavor from the water in the pipes comes from, but the secondary flavour does not appear in the water. The main body of the container is clear glass, the top is a black, opaque twist cap and the body is labeled by a round, white sticker that goes nearly across the whole of one plane. There are unknown but happy symbols on the sticker. The containers have varying amounts of the powder, but they are usually nearly empty or nearly full. This spice has been brought into reality and is quite popular, being known as “oogar’s orange”, referencing the citrus undertone. Along the wall aligned with the counter, there is a stovetop with an oven connected to it. The stove/oven is gunmetal gray. The stove is gas, and still, the pipes come from nowhere. The ignited gas is propane, and there are knobs on the stove with more strange writings that control the stove. Above the stove there is a fume hood and two cabinets to the side of it, containing odd shaped glasses and bowls/plates. There may be a coffee maker and a box of teabags on the counter, along with a wood bowl of about 3-5 fruits the size of a sumo-citrus, with slightly desaturated magenta to reddish-orange skin, and a slightly translucent black inside with the texture and shape of the inside of a grape. There is a large green seed in the very middle. The spice can be made from these fruits by completely dehydrating and crushing up the inside grape-like area. When it dries, it becomes the color of oogar’s orange. These also have the varying taste of the spice, and despite the seed, they have not been able to be grown anywhere. Opposite the counter, there is a wooden table that leaves about 2/3 meter around the outside. The table is rectangular with slightly chamfered corners. The table is the same wood making up some outside tiling of the rooms and has 4 legs. it will either be surrounded by wooden chairs with a red pillow on the base or surrounded by booth seating with red-stained leather for the pillowing. With booth seating, one of the seats may be able to lift up into a secret compartment filled with the spicefruits. The table may have a candelabra on it or have plates with cut up spicefruits and glasses of the special water. There is a large inverted dome-shaped lamp illuminating the room. There is a light switch connected to it that usually is near the ladder or stairs up. If you break the whole circumference of a room, it will still be suspended in place even if broken at both ends. People begin in the level at random, there are no bases here, and nobody has ever reached the top or bottom of the tree of rooms. You can exit the level by noclipping anywhere, bringing you to level 171 or 173, and enter by noclipping anywhere on level 171. Another exit is by noclipping in a rare room made of mud bricks, bringing you to the hub.

Level 173: Rings
Class: Varies

This level is split into 3 different rings of areas, each getting larger as you go, and each increasing in class. The first sector is **Hanging gardens**. It is a giant array of hanging gardens. There is no visible floor. The ceiling is made of glass tiles and large white I-beams. The ceiling is about 4m above the garden pieces. Every so often you can see ventilation, piping, or wires along the ceiling. Outside of the glass there is just dirt. Rarely where the I-beams connect there are small fluorescent lights that buzz loudly. The hanging gardens are spaced 1/3m to 1m apart and you have to jump between them. They are of many different shapes and sizes. They are held up by the edges by thick ropes. The gardens have the tendency to wobble. There are many odd plants that can grow in the gardens, even plants that grow artificial items. The next sector is **Mosaics**. You can get here by reaching the edge of the gardens. This sector is more maze-like and is harder to travel through. The

floor is made of orange, white, and gray tiles. The walls are made of dark wood and have windows. This sector is very bright and there are large chandeliers every so often hanging precariously from the ceiling. There are still no entities in this section, except for the memories. Rarely you can find tables with food and resources throughout the section. The floor shifts around its pattern a lot and holes through the floor will open. This section is rated at class 3. The final sector is the **Crawlplace.** Around the edge of the second sector there is a large wall that goes down from the ceiling and leaves a slit around half a meter tall at the bottom. This is the border into the crawlplace sector. This last sector is rated at class 5. The walls in this area change constantly but not in a radius of about 1 meter around you. There is an entity here called the dash. It will try to corner you and work with the level to trap you. There are no resources on this level, and it is typically cold. You can enter this level by noclipping anywhere on level 172. There is no way to leave, and if you go into the next sector, you can't return to the last one.

Level 174: Treehouse Y
Class: 1

Level 174 is a huge vertical labyrinth of interconnected trees and branches, with treehouses, wooden rooms, and wooden halls interspersed throughout. This level is infinite on every axis. Upon entering, you will be placed in the very bottom of the level, which is a dirt floor covered in leaves, mosses, and tree roots. This part is rather dark, with only small amounts of illumination coming from above, but mostly from lone lamps laying on the forest floor. There are hundreds of trees here, forming a very thick forest. The trees have no bark, and are very smooth. The trunks stay around 5-10 meters thick from tree to tree. Branches begin to appear at around ten meters aboveground, and start at around half the width of the main trunk. Every 100 meters, the branches get thinner. There are ladders made of planks nailed into the trunks that lead into lower treehouses, which become the main form of ascension after around 1.5 km up, when the branches become too thin to continue climbing on. The trees are full of smaller plants, like moss, small shrubbery, or in some rare cases, smaller trees. The trunks never get thinner, and just ascend into the sky for, as far as we know, forever. Moving on from the trees, we can get to the treehouses. Most of them are quite small, around 2x2 meters. The higher you get, the larger these treehouses get. They eventually stagnate in size around 5 km up, at an average size of 30x30 meters. Treehouses are usually connected to others by unsteady rope bridges in the lower levels, but as you get higher, they may be connected by more sturdy wooden bridges or full wooden hallways. Furnishings within the halls and rooms are sparse, with only the desolate table, desk, or chair. Food (usually fruit) and water can be found semi-commonly across the wooden rooms. Mushrooms can be found in the crooks of tree branches and across the forest floor. Temperatura berry bushes are rare, but can also be found on the forest floor. As far as anyone knows, there is no top of this level. That has not stopped people from trying to find it, though. One group, called “we love tops” (they know what they're doing) has been ascending the structures and has many outposts around the level, in ever increasing heights. The highest they have reached is around twelve kilometers. You can enter this level by noclipping from 172. You can exit by noclipping as well, which will take you to level 175. Falling from a high enough height (~100m) all the way to the ground will take you to level 62

Level 175: The Desolate Airport
Class: 3

Level 175 is an infinite, empty airport. The airport extends south, east, and north infinitely, with the west side being an infinite, flat, concrete expanse with the occasional plane. Many of the planes are in disrepair, likely having been left outside for a very long time. Unfortunately, this means that you can't fly any of them. There have been intact planes found, but we don't have the keys or know how to fly these constructs. Occasionally, there may be small brick fences and little brick security huts that break up the concrete plain. Faint paint lines can be seen throughout. Despite the fact that no planes are flying around, you can hear engines roaring and planes soaring. Inside the actual airport, it's about what you'd expect. Large seating areas, security zones, check in desks, the whole shabang. The seating areas usually have desaturated dark blue patterned carpet with those weird soft chairs that fold out for the seats. There are information screens around the level, most of which do not work, but some do. The working ones just display error messages, which is the same for other electronic screens and such around the level. Thick concrete supports about 1 meter wide hold up the roof, which is about 4 meters tall. There are trash cans scattered about, but about half of them are tipped over. Darn tourists! There are always food courts next to the seating areas. The restaurants are all overpriced, but no one's here, just steal >:). The floor near the restaurants is made of white and yellow tiles, and the roof is a bit taller, at 6 meters. The next area you can find are security areas, which are pretty boring. Sometimes, you can obtain supplies from illegal item storage areas nearby. Check in areas are also pretty bland, with curved desks and baggage claims nearby. You can enter this level from 174 and 176, and exit by noclipping to get to 176 or 177.

Level 176: The Swampy Sunrise
Class: 2

Level 176 is an infinite swamp. The entire level has no day night cycle. The time is locked to about 6:30 AM. There is a sunrise across the entire level. There are a few clouds, and three suns. You can see a few small stars in the sky, all of which will have an unnatural purple color. The air in this level is very humid. The floor/ground of this level is made of dirt, moss, plants, mud, and roots. The terrain is never more than 3 meters above the water level. There is a lot of water in this level. The water is usually brown or green from the dirt. There is a lot of algae in the water, turning some sections of the level bright green. There are sometimes unpolished wooden bridges. These bridges are about 1 meter wide, with no supports. Most of the bridges don't lead anywhere. However, there is a small chance that these bridges will lead to small huts, and sometimes even abandoned swamp towns. These huts and towns contain valuable materials and supplies. Some of the huts contain food, water, weapons and strange objects like dead mice. Be careful when exploring the towns and bridges, as some parts of them are rotted and will collapse. Every now and then there are floods. Floods start when all the water in the level drains. After 1 day of no water, the water will start to return at a rate of ~½ meter per hour. The water level will continue to rise for 28 hours. After that, the level will drain out at the rate of ~½ meter every 4 hours. It will stop draining at ~2 meters water level. It is pretty dangerous here, due to the floods and lack of food. Despite the dangers, CCOEG, TOTG, OITG, and LostssoulsG have set up a base. All of the groups mentioned except for TOTG live in the same base. They will welcome new members. You can enter

level 176 by noclipping on either level 175 or 176. You can exit by noclipping to go to either level 177 or 175.

Level 177: Messy Garage
Class: 5

Level 117 is a really stinkin' big garage, probably being infinite. The floor is made of concrete, and the concrete is a weird yellowish color, more off-white than truly yellow. The walls are made of old wood, which has large stains and mold near the bottom. Bits of pink fluffy insulation might remain. Every half meter, there is a wooden support beam going up from the floor to the ceiling, which is 3 meters tall. The ceiling is made from the same support beams and wood as the wall, just less damaged. Small lightbulbs in white, circular, plastic sockets provide illumination. There are windows around the walls, which let you see into even more garage holy yikes this is truly a garage moment of all time. Anyways, the garage is filled to the absolute brim with random objects. These range from buckets, bikes, car jacks, and much, much more. But frankly, I'm underpaid and I am not going to list all of that crap @n@. The level is divided into a maze-like structure, but with very wide "halls" (6 meters.) The garage is so covered in crap that it is almost impossible to move through. The next area that can be found in this level is the attic, which can be easily accessed. Ladders are quite common among the ruckus of the mess, and holes in the ceiling are semi-common. These holes lead into the attic, which is also filled with random crap, but slightly less crap. The floor is pretty stable, but if you are big and round like Harold (rest in piss) you might fall through the floor. There is no illumination here, so bring a flashlight. It is incredibly hot and humid up here, reaching 40C on particularly bad days. That's about it for the level. Moving on to groups, there are none due to the fact that food and water is non-existent on this level. There's no entities here though, so that's a bonus. You can enter this level by noclipping from 176, and falling through the floor in the attic will take you to 178. It also heals any injuries from the fall, so don't worry about that.

Level 178: The Indoor Garden
Class: 2

Level 178 is a presumably infinite series of rooms. Each room has a floor made of dirt and grass. There will be some plants growing here. The walls and roof are all made of a smooth, plastic-like substance. Further examination of the substance shows it is the same stuff that makes up levels 8 and 9. There are small, circular lights on the ceiling. These lights are always on. There are a few white metal vents around this level. Each vent is about 1.5x2 meters. They are blasting 18-degree air into each room. This level is exceptionally clean. You can sometimes find white, wooden benches on this level. Most of the rooms have well-tended gardens, but you can rarely find overgrown rooms. These overgrown rooms have plants going from the floor to the roof. There are a few entities on this level. There are miners who tend to the garden. They will not attack you unless you attack them. This level is relatively safe, other than the lack of food. There are small amounts of food here and there, but not enough to sustain a large group. There are 3 small bases here. CCOEG's outpost 178-1 with 7 members, OITG's base 51, with 12 members, and LostsoulsG's Important 35 with 5 members. You can enter by noclipping from level 177 or 179, and exit by noclipping to get to level 177 or 179.

Level 179: Gothic Hall
Class: 2

Level 179 is a single long hall in gothic style. The floor is made from cobblestone. The walls are made of wood, and the shape of the hall is an arch. There is a red carpet. You can find many 15th century furniture near the edges of the hall. There are many ornate carvings on the walls. The walls are also covered in 15th century paintings, many of which depict great Oogan Leaders. There are ornate chandeliers hanging from the roof, which provide the level with a warm feeling. People have also seen large fireplaces on the walls. The hall is presumably infinite, as no one has ever found the end. There are gothic style pine doors lining the walls of the hall. Behind the doors, there are bedrooms, dungeons, and other types of rooms you would find in an oogan castle. Rarely, you may find a room with a large table filled with food. This level is very safe, but it is sometimes hard to find food. There have been no reports of entities on this level. CCOEG has one base on this level. It is located in the first dungeon. You can enter this level by noclipping from level 178 anywhere or level 180 in anywhere but the yellow section. You can exit by noclipping to go to level 178 or 180.

Level 180: Colorooms
Class: Varies

Level 180 is made of 5 sectors, each with a different color. Each color is linked to the section's safety. The sections are normal maze-like levels, each made of the same material as level 9. There are bright lights on the ceiling of each section. The lights have the same color as the section's material, making it appear that any object shifts to match the color of the section. Section 1 is only made of blue things. It is class 3 and holds many aquatic entities. The blue section is also flooded with 1 meter of water. There are small platforms in this section. The second section, or the green section is class 2. The floor is covered with grass, even though there is no dirt. The walls are made of green plastic, and there are patches of moss growing from nothing on the walls. The roof is made of a gradient of several shades of green. Section 2 is also the safest, with only a few entities being reported. The third section is the red section. It is class 4. This section has red painted milk crates all over it. On top of the milk crates, you can find lava lamps. There are sometimes holes in the walls of this section. The fourth section, the purple section, is class 6. It is the most dangerous section, with many entities in it. It is not like the other sections, as it resembles a smooth cave or a curvy tube. There are purple neon lights across the floor and roof of this section. It is very easy to slide around in this section. There are tons of entities lurking around this section. The final section, or the yellow section, is class 5. This section is filled with yellow pyramids and spikes. There is lots of sand pouring out of small, circular openings in the walls. There are dunebiters across this entire section, making it very difficult to navigate and survive in. Each section is separate and can only be accessed by finding a different colored elevator in each section. The color of the elevator corresponds to what colored section you will end up in. You can exit by noclipping in the yellow section, bringing you to level 181, or noclip elsewhere to go to level 179. There is 1 settlement in this level, which can be found inside of the green section. It is owned by LostsoulsG and CCOEG. You can enter by noclipping anywhere on level 179.

Level 181: Plastic Pipes
Class: 3

Level 181 is a finite maze of interconnected pipes. The maze is about 15 x 15 kilometers. The temperature fluctuates from 40c to -5c over a six month period. During the warmer months, small drops in temperature (1-3c) will cause it to start "raining," as all of the water condenses very quickly. Warm months will also cause food here to rot faster, making it harder to survive. During the colder months, much of the water freezes over, making the level much more dangerous. The main maze of the level is made of plastic pipes, which are circular and 2 meters in diameter. All of the pipes are flooded with water about halfway, making it incredibly humid here, and also quite hard to walk. The pipes in this level are configured in random directions, always pointing 90 or -90 degrees. Sometimes, they will point upwards, where you can find a metal ladder to reach higher sections of the pipes. Every now and then, you may find boxes floating in the water. These boxes contain various supplies, but may also be useless due to water damage. Sometimes the pipes will lead into large, metal tanks. These tanks are used as hubs to access other sections of the level. The tanks are about 20 x 20 x 20 meters. There are large holes in the walls of these tanks which lead to more pipes, across various layers. The pipes are illuminated by incandescent lights, placed on the ceiling and floor, which warm the water. There are sometimes flooded metal vents, which are cold and not worth entering. This level has almost no entities, but there is 1 that has been spotted on this level, that being the kharjid. Due to it being too cold and wet to survive in the cold months, and too hot and humid to survive in the warm months, there are no bases or groups here, and it is heavily advised to leave this level as soon as you can. You can enter this level by noclipping from level 180, specifically in the yellow section. You can exit by finding an elevator higher up in the pipes, which will bring you to level 182.

Level 182: Elevators
Class: 3

Level 182 is somewhat similar to the main base, being a level from which many others can be accessed. The sky here is a huge black void, with small pinpricks of light, looking like stars. The temperature stays at a constant 20 degrees, and despite no sun or moon being visible, a faint, dim light covers the whole level. When you enter this level, you will be placed on one of the many floors of the level (denoted by the floor number being engraved in 1cm font on the center of the platform,) which are less of actual floors and more like groups of granite platforms. Each platform is 1-3 meters on the shortest axis, and is usually twice as long as it is wide. These slabs are always 15 centimeters thick, and do not cut off cleanly. The edges are jagged, and the platforms are never perfectly rectangular. Platforms will always have some form of light, most commonly a street lamp. Other times, there may be common lamps you would see in a house, or just light emanating from some invisible source. Each floor is a 10 meter space on the y axis. The bottom floor of the level, called floor zero, is an infinite granite plain, identical to the granite of the platforms, that is the occasional glass elevator, which is where this level gets its name. Glass trees, with glowing white fruit, are also common. The fruit is called Glowfruit, and is worth quite a lot of money. It takes about two months for one glowfruit to grow, and each tree only hosts 3 to 5 fruits. The trees can grow to 30 meters tall, and taller ones have more fruit. Moving back to the elevators, these elevators are 2.5 meters tall, and 1x1 meter on the other two axes. Inside of each elevator, there is a keypad with the numbers 0-9, 10, 100, and 1000. You can enter any number (as high as

the 256-bit integer limit, or 115 qauttouorvigintillion), and then the elevator will go to that floor. The elevators move at around half a floor per second, or 5 m/s, which is fast. If the floor is more than 100 floors higher or lower, the speed will increase, and if it is more than 200 floors, it will increase even more. This increase in speed is 10 meters a second per 100 floors. Some elevators will stop after a certain height is reached, or not go all the way down. If you take an elevator all the way to the very maximum floor, (the aforementioned very large number,) no more elevators will appear. More floors still exist, but you will now have to use wooden stairs to continue to ascend. These stairs form a weaving mesh of landings, railings and stairways that block out the sky. The stairways are 1 meter wide, and each step is .3 meters higher than the last. The wood they are made of is stained dark brown, and has a glossy finish. You can enter this level by finding an elevator in the pipes of 181. Exit by noclipping to get back to 181. Using the elevators to get to floors 3 or 8 will take you to level 183. Other floors will also take you to other levels, but that list is too numerous to list here. No entities exist, but the only source of food (and hydration) are the glowfruits, which are somewhat rare. However, because of Oogarooms magic, you don’t need to eat and drink nearly as often on this level.

Level 183: Tower
Class: 3

Level 183 consists of a perfectly flat dirt plain with grass growing atop it. This plain is infinite, and is about 300 meters deep. (RIP the guy who dug all the way through.) The grass comes in patches of height, with tall to short grass being interspersed by patches of dead grass (say that again) and other random grass features. There are zero types of species in the ground except for grass; no clovers, no nothing! The sun is beating down at a perfect 90 degree angle, so shadows look really weird on certain objects. There are pools of water in the ground, which are always 3x3 meters and perfectly square. Each pool ranges from a depth of 1-10 meters, and the walls and floor are made of light gray concrete. The really interesting part of this level is the tower in the distance. Upon entering the level, you will be placed within 0.2-2 kilometers of the singular tower that exists in the level. It is a 15 story brick building. Each floor is 10x10 meters in area, and 2.5 meters tall. In the top five floors, the area shrinks to 6x6 meters. The floor of each floor is made of light wood planks, and the roof is made of drop ceiling tiles. All of the walls are gray. Fluorescent lights prove the illumination needed to see. Windows also provide illumination, as the time of day never changes. In the southeast corner of the building, there is an elevator. You can enter the tower from the north side, where there is an empty doorframe. Moving on to the floors, each floor is unique. The first three floors are completely empty, so not much to say. The fourth floor is filled with differentiating equipment, like ladders, cardboard boxes, power tools, wrenches, and more. This floor is very cramped. The fifth through seventh floors are basic offices, with gray cubicles and computers. These floors are somewhat reminiscent of level 123, Office Dreams. Floors eight through 10 are once again, empty. Floor 11 is infinite, despite appearing finite from the outside. It is mostly empty, only being segmented by random walls. Fridges can be found on this floor, which will contain rations. Floor 12 is filled with mattresses, and every time one is removed, another one appears. Floor 13 is also internally infinite, but it is quite different. The walls here are red instead of gray, and beds are scattered about. Other bedroom furniture also exists. Floor 14 is, unfortunately, empty. Floor 15 is

smaller than every other floor, only 5x5 meters. There is a single chair inside of this floor, facing towards a window. Sitting in this chair will cause you to black out and wake up on level 200. You can enter this level by going to floor 3 or 8 in an elevator on level 182, and noclipping anywhere here will get you to 184. Falling through the bottom of the world will send you to level 182. There are no entities here, but there is almost no food or water, so leave this level as quickly as you can.

Level 184: Sandstone City
Class: 3

Level 184 is a city composed of many slot canyons. These canyons are nearly impossible to leave. Despite the level appearing to replicate a desert environment, the level's temperature is constantly 25C, regardless of the time of day. This can slightly drop during the rare windstorm. The day/night cycle on the level is split evenly over the course of a week, so 90 hours per each night and day. Inside of the canyons, you will find many houses carved into the rock, with stripped bleached wood providing support and furnishings. The beams are made of natural logs, and are very smooth. There are sometimes large areas where the canyons intersect. These areas sometimes have basins and trees. Near these intersections, it is common to find farms dug into the walls. Large man-made holes connect the farms to the surface in order to provide light for the plants. The farms tend to grow wheat and carrots, and have very good soil. Sometimes, you may find offshoots to the main canyons, which lead to dim handmade tunnels. These tunnels have what seem to be shops, though no longer in use. The shops may contain food, so it's worth checking them out. Many of the shops are completely abandoned and in disrepair. There are drainage pipes along these offshoots, which are always angled downwards and cause water to collect in large basins. In the main canyons, one may find large towers. These towers are usually 5 to 8 stories tall and stretch above the slot canyons. The view from the top of the towers is surreal. The entire landscape above is completely desolate, with only small indentations showing where the canyons are and the other towers. Time never changes on this level, which leaves the level in intense heat from the never setting sun. There is food left inside of the abandoned houses on this level, and there are no entities, so the only real danger is heatstroke. You can enter this level by noclipping anywhere on level 183. You can exit by noclipping on the top of the landscape that the canyons cut through, bringing you to level 185.

Level 185: Ice Plains
Class: 4

Level 185 is an infinite plain of ice and snow. The level is technically a huge ocean, but the ice is around 200 meters thick. Tightly packed snow also makes up some of that thickness, but not a lot. It is around negative thirty degrees here and winds are always blowing. Snowstorms are very common, which make this level an absolute pain to survive on. Upon entering the level, you will be placed in or around a small shack which was built by LostsoulsG. They come in and refill the supplies here every month. The shack is 5 by 6 meters in size, with a 2 meter roof. Heavy winter coats, food, and water are present inside the shack. There is also heating here, so you won't freeze. Moving outside, the level is locked in an eternal dusk, so good luck seeing anything when paired with the blinding snowstorms. LostsoulsG has placed down reflective poles which go out for 2 kilometers in each cardinal direction, making navigation a bit better. The terrain here is almost completely flat, but sometimes

large chunks of ice protrude out of the plains, making huge spiky terrain. There are rarely holes that lead to the freezing water as well. As you get further out from the center of the level, the ice will slowly get thinner. By 100km out, it is too thin to walk on. Beyond that, it is an endless ocean. There is only one entity on this level: Frozen Ones (refer to entity 34). You can also see the corpses of Frozen Ones around the level. You can enter this level from level 5 or 184. Exit by noclipping to get to 186. There is one group on this level called the Chill Dudes. They have 12 members and live in a concrete bunker around 1 kilometer out on the north axis.

Level 186: Pine Forest
Class: 3

Level 186 is an infinite forest. The trees here are made of pine, with the occasional fir and cypress. The forest appears to be old growth. There are many mossy and fallen logs scattered around the forest. There are also large boulders made of basalt randomly placed in this forest. The boulders are quite weathered away, and slippery. The floor of this forest is made of dark, wet dirt covered in orange and brown pine needles. This level is stuck in a perpetual state of twilight, with the sun never moving. Every three months, it will start to rain incredibly intensely. It will rain for two weeks at a time, a torrential downpour destroying any paths made and washing away weaker bases. There is no natural life on this level, which leaves anyone here in an uneasy silence. The intense silence of the level leads to some auditory hallucinations, but that seems to be the only danger on this level. There are rarely large wooden monoliths. The outside is made of logs lying flat, held together by rope. Inside of the monoliths, you will find huge pits full of water. The pits can vary in depth, from a few meters all the way to seeming nearly bottomless. There is one very prominent monolith, near the entry point of the level. It has been thoroughly explored by CCOEG, with some dive teams descending for days, and the bottom has not yet been reached. Other than the monoliths, there are no structures on this level. There are sometimes large lakes here, which provide safe drinking water for people trapped here. The only entities here are ratuz, hyperboreal seals, and garelts. The other entities are thankfully peaceful to the seals. You can enter this level by noclipping anywhere on level 185. You can exit by noclipping, bringing you to level 187.

Level 187: Saturated Hills
Class: 2

Level 187 is an expanse of immensely tall and very gently rolling hills. Many of the hills have inclines so low you don’t even realize you are going upwards, but you are. The hills can reach upwards of 19 kilometers high. The hills are thickly blanketed in short, oversaturated green grass. In the divot between hills, there are huge lakes. At the edge of these lakes, the ground level abruptly drops off and dips down to over 8 kilometers deep. The water is an extremely dark and vibrant blue color. The banks and beds of the long lakes are made from tightly packed dirt, just as the underlying soil is on the rest of the level. The sky of the level is a saturated light blue, with no clouds, creating an uncanny appearance. During the day, the sun is large and locked directly overhead, eliminating shadows and creating a further uncanny appearance. Other than the grass, there is no plant or animal life on the entire level. Despite there being no sun movement, there *is* a day/night cycle. There are 132 hour days, and 120 hour nights. The moon also is locked directly overhead. When the day and night switches, it happens very abruptly, and everything gets darker or

lighter in one instant along with an extremely loud click. During the day the temperature remains around 9 degrees Celsius, and during the night it sustains around -2. Rarely snow and frost may form during the night, but it will quickly fade by daybreak. During the night, the sky stays the same color despite the darkness, which is quite odd. There is one outpost here, known as squid-187, obviously by the group ‘squid’. It is quite large, and they are welcoming to lostsouls. You can enter by noclipping anywhere on level 186, and exit by noclipping anywhere, bringing you to level 188.

Level 188: Wispy Cathedrals
Class: 3



Level 188, picture taken by Juniper.

Level 188 is similar in many ways to both levels 139 and 110, as you can probably tell from the name and photo. Just like level 139, it is basically a simple, blank open plane with some variation. In contrast, there are huge constructs across the level. The base of the level is entirely flat but the floors in the constructs can change the elevation greatly. These great constructs, known as cathedrals, have absolutely no sharp angles and are formed as if they do not follow the laws of gravity. The entrances to these cathedrals are stacked series of arches with smaller arches inside. The inside view of these arches is seen in the photo. At the center of the cathedrals you can find large open spaces, often featuring steps upwards and constructs that somewhat resemble seats. In these parts, whistling winds create quiet and ethereal melodies that are reported to make listeners feel very sleepy. Hanging from the top of the great chambers are wispy abstract shapes that greatly resemble puffs of smoke. Between the open planes and the great chambers in the cathedrals, between the concentric arches, are smooth, winding tunnels. These can head straight(ish) through from the outside to the inside, but often move in many directions, and make 20 or so meters through into upwards of 50. More wispy abstract shapes hang from the tall arches’ and small tunnels’ ceilings. The cathedrals typically have elongated and tiered shapes, but many often have extremely tall towers that interconnect with each other and other towers from nearby cathedrals. These can lead upwards for several kilometers and are also shaped like huge wisps and plumes of smoke coming off the cathedrals. These are only traversable due to the arch tunnels leading throughout them. The material that makes up the level is a natural light grey with an ever, ever so slight yellow-orangeish tint. The material has oddly accentuated shadows and highlights, and anomalously has shadows and highlights where there shouldn’t be, and there are just random light sources everywhere where there shouldn’t be. These cause extreme confusion from far away, as you’ll see shapes that don’t exist on flat walls and such. There are carvings into the cathedral walls occasionally of patterns of various similar birds. The carvings are individually small but the patterns can cover huge hundred-meter walls. The birds are typically portrayed in relative detail. The birds are the sole inhabitant* of the level, the nubiates. The nubiates are small

black birds that travel in huge packs across the level. They need no food or water to survive and packs are often seen fighting with each other. They have no time to rest and all travel forever, and baby nubiates are able to fly with great stamina from birth. The nubiates sometimes expel a member of their pack, presumably due to apostasy or as a sacrifice. They circle the bird they need to exile and the birds take turns attacking the bird. It is extremely rare to see this, but the blood splatters from this and wars between packs are common to come across. The birds eternally move towards one point on the level. No sapient creature has reached this point. The nubiates are typically docile unless attacked, stopped from continuing on their journey, or if they see you destroying the cathedrals, especially the bird patterns. Curiously, they seem to be very smart in their packs, and sometimes packs will stop when they see a sapient creature and observe them before continuing. They also often stop and sit or fly in circles around the cathedral centers and sing along to the tunes of the whistling wind. Very rarely you can find entity 014 (The Timekeeper of the Forest) on this level, which is odd as he is typically only seen on forested levels. He reprimands the nubiates just as he does you, telling them to move with haste. They listen. Moving outside the cathedrals, it isn't much. There are gently rolling plains of the material that makes up the rest of the level. The sky is a pale blue and there are huge, dark cumulus clouds that are extremely low to the ground all across the sky. These more resemble dark lumpy mountains in the far distance than clouds. When you enter the level, you begin anywhere across the infinite landscape, so there is never any contact between groups of people. No matter the other weather, the dark cumulus clouds always form a solid ring, except for in one spot. The clouds are cut by a tall, thin slit from top to bottom. The birds on the level fly towards this gap. The level has a very thick layer of fog from the ground to around a meter up. There is no fog higher than this. The level persists at around 9 degrees celsius, and never changes. There is no sun, and the outside is just naturally bright. There is no day/night cycle, either. Oddly, compasses on this level do not point in a certain "north", and instead towards the gap in the clouds. The birds likely have an internal compass pointing them there. There is a slight wind on the outside of the cathedrals too, but its whistling is softer and does not form a tune. This level is made of only the birds, their blood, and the material of erratic shadows. There is no water on the level and no food other than the birds, but I wouldn't pick a fight with them. Again, there are no exclusive groups and no outposts due to the nature of the level. You can enter the level by noclipping anywhere on level 187 or 139. You can exit by noclipping anywhere, bringing you to level 189, or whistle the wind's tune alongside the nubiates to get to level 32.

Level 189: **Darkened Foliage**
Class: 4

This level is a strange one. This level's time is always night, and it appears to be a forest. The temperature is about 15 degrees here. There is thick shrubbery covering the wet dirt floor of this level. There are so many plants here that it is almost impossible to walk across this level. The plants are around 3 meters tall on average. There are rarely trees here. When there are trees, they are usually short, around 4 meters tall. The trees also tend to have very thick clusters of leaves. The ground here, as previously mentioned, is wet, dark, and dirty. However, there are sometimes sections of the floor that are covered with various forms of moss. All the plants here seem to be darker than their counterparts from reality. There are sometimes small streams that are about 2 meters wide. These streams have streambeds that are

made up of medium sized, smooth, gray stones. In between these stones, many types of aquatic plants grow. Sometimes, there are areas where many plants converge and form simple rooms and halls. Around these halls and rooms, you can find wooden spears sticking out of the ground. Inside of the rooms there will most likely be nothing. However, some people have found furniture made of living plants. There is even a report of someone finding a kitchen with plumbing. If you find one of these structures, it is advised to stay there for no longer than 3 weeks, as they are a good source of automatically replenishing food. If you stay for more than 3 weeks, entities are more likely to find you and attack. Every time someone enters this level, they will always enter in the same spot as every other person who has entered this level. This area is called the center base. Random lost people from many groups and levels have set up a large cabin and a few smaller homes around where people enter this level. There is a brick wall that surrounds the center base. This wall keeps out the many entities on this level. The wall is about 5 meters tall. You can leave this village, but it is not advised. There are entities on this level, but they are sparse. About 20 entities have gathered around the center base and continuously attack it. To let people leave this base, the people have constructed fortified paths. Near the center base you can find other small towns. The farther away you get from the center base, the more sparsely populated the level becomes. Along with the sparse obm population, the thickness and frequency of plants increases, making it harder to travel. At around 200 kilometers from the center base, the usually smooth and calm terrain of the level starts to become more jagged. Rocks become more common, and streams become wider. The smooth rocky streambeds are replaced with sand, and the number of plants in them is diminished. At this point, the plants will become slightly less dense. The thick shrubbery of the inner areas is replaced by larger and more tightly packed trees. You may also start to find temperatura berries. At 300 kilometers away from the center base, the shrubbery is completely gone and replaced by tall, dark grass. The temperatura berries are more common here. Trees are denser and taller in this area too. The few people and groups who have managed to reach this area have reported seeing abandoned cabins. These cabins are not safe and are almost always filled with entities. Past this area, you can find the final one. This area is known as the mountains. The thick vegetation that has covered the level up to this point seems to die. The smooth terrain becomes jagged and rocky. The ground begins a moderate ascent until the mountains end at about 500 kilometers up. There is nothing but a void beyond the mountains. There could be something on the ground, but no one has ventured down the 90-degree slope where the level ends. Near the center of the level, there are quite a few groups. The Center base is one of them. They control the center base. Most of the center base group is made up of people who weren't in a group before, with very few converts. Near the center base there is a smaller group called the VW. No one knows what VW stands for. They are very aggressive. This level is sparsely populated with other small groups and entities. You can enter by noclipping on level 89 or 188, and exit by noclipping anywhere to go to 190.

Level 190: The Boiler Room
Class: 5

Level 190 is a large boiler room, about 500x500 kilometers in size. There are dim fluorescent lights on the ceiling, painting the level in an eerie yellow glow. The floor and ceiling are made of yellowed slabs of concrete. The floor is made of shiny concrete, with the finish breaking away in some places, revealing the rougher concrete underneath. Water from the fog and steam coalesces in these divots. There

are hundreds of dark iron pipes going around this level. Every 15 meters there are thick concrete support beams. Most of the pipes lead to more cast iron machines and boilers. This entire level is very loud with the sounds of thousands of machines. This level is very hot due to the hundreds of furnaces. There is thick fog here, which reduces the visibility to about 35 meters. The fog is probably caused by steam from the boilers. Rarely, there are large machines that take up about 230 meters. Most of the large machines make tons of loud noises, so entities tend to stay away from them. There are sometimes wooden benches here, which serve as the only source of food. These benches have old metal lunchboxes on them. You can enter by noclipping anywhere on 189, and noclip anywhere here to go to 191.

Level 191: Left to Rot
Class: 3

Level 191 is a mishmash of several indoor spaces, segmented randomly, all of which are abandoned and rotting. There is no set entry point on this level, so you will be scattered around the infinite maze. The most common type of area that can be found are schools, which looked to have been ransacked before being abandoned. Desks and books are scattered in the halls, some appliances have been torn from the walls, and the entire place is generally in a state of disrepair. There are no windows in this part of the level. The school section also stinks, like it really really smells bad, due to large amounts of rotting food in the cafeterias (and in some cases, lockers.) Quick note from Zuhair: Once we sent Jerermy L. Jlorg here after he stole my lunch, and told him “steal these lunches instead.” He filed for workers comp- anyways. Some areas appear to be flooded, which doesn't help with the smell. Mold, moss, and some small fauna grow around the place. The next type of area that can be found are Interconnecting Halls. These halls are made of solid, smooth rock, and are the only somewhat clean area. They are what connect the different sections. The next actually important section are the grocery stores. Oh boy, more stench! It is advised to just completely avoid these areas when possible, as disease and flies are rampant. Just absolutely filled with rotting food. Disgusting. Ethan probably lives here. There are shelves and checkout counters, but not much of importance. There may be things missed by the exploration group simply because they didn’t want to stick (or should I say stink) around this place. The next, and final section are the Maintenance areas. These areas are, of course, maintenance halls. They’re the only place that doesn’t smell like crap on this level, and kind of act like Interconnecting Halls as well. You can find mop carts with soap still in them. Moving on to entrances and exits, you can enter by noclipping from 190, and exit by noclipping to get to 192. Noclipping while in the maintenance areas will get you to level 129.

Level 192: Slowly Drifting
Class: 2

Level 192 is a level with nearly nothing in it. Everything around you is a pitch-black void, with the only illumination coming from random lamps or other light furnishings. One anomalous property of this level is that anything will receive electricity despite not being plugged into an outlet. We care not for the laws of thermodynamics in this house. The main structure of the level is random objects, ranging from stones to furniture to industrial equipment and more. All of the objects are slowly drifting eastward, sometimes knocking into each other. There is some gravity on the level, but it is very weak. The level is also quite small, only 10x10 kilometers in size. The level is infinitely tall, though. Upon reaching one edge of

the level, you will be looped around to the other edge. According to nerds who have been to this level, this feels like someone is tickling you, so not exactly pleasant. Supplies are actually kind of common, you can find fridges floating around. Spheres of water also appear. Off topic tangent here, but once I (Seidous) was on this level and one of those big water things was slowly drifting towards me, it was VERY comical. Anyways, the water balls, of course, provide water for anyone wanting to live on this level. There are no entities here, but sometimes skeletons of them can be found. You can enter this level by drinking water that originated from 191 (please don't do that, that stuff is gross) and exit by noclipping to get to 193. You can also enter by noclipping from level 42. No groups exist on this level, but for a while some old guy lived here who made a pretty big wooden platform (3mx5m), which has become a meeting place for anyone on this level. It's quite easy to spot, as it's been lit up by way too many lamps and other lighting fixtures. It BURNS MY EYES!

Level 193: The Buried Basement
Class: 4

Level 193 is an infinite system of basements, tunnels, rooms, and more buried deep, deep underground in an infinite cube of stone. There are six floors which exist throughout the level, and I'll do a quick listing of the temperatures and general environment of each floor. Floor 1, the highest floor and the floor you enter on, sits at around 20C and has low humidity. It is not too dangerous here, with minimal amounts of entities. Floors 2 and 3 are the same, being about 24C and a moderate amount of humidity. Burier entities begin to appear on floor 3. Floors 4 and 5 are the same as well, both being 26C and decently high humidity. The concentration of entities does not increase at all. The final, and lowest floor, floor 6, is around 29C, with very high humidity. The entity concentration remains the same, but the new danger of flooded sections appears. Now, for a more detailed description. While the level is called "The Buried Basement," it is not really a basement, and more a complex of living areas, food courts, schools, storage areas, farms, and plumbing systems. It was named for its resemblance to The Basements, a tale of a similar abandoned underground society which has been spread around in urban exploration groups since around 2010. Before getting into floor-specific things, there are two main objects that all floors share. First, piles of dirt and trash. Fortunately, the majority of these piles are dirt, so the smell of trash is not overpowering like in Harold's room. Harold may have been gone for three months, but MAN that place still reeks. The second thing that all floors share is a system called the Central Transportation Network, or CTN. This is a system of trams and trains, for which stations can be found throughout all floors. There are usually maps showing the layout of the nearby kilometers, prominently displaying landmarks. The trams and trains go over their paths twice an hour, and are pretty easy to find. Floor 1 is mostly constructed of living spaces, with twisting halls (ranging from 2-3 meters across, all 1.7 meters tall) connecting to small flats with bedrooms and kitchens. Larger flats do exist in some areas, but they are a bit rarer. The walls of the majority of spaces here are made of gray bricks, light gray bricks, and then gray bricks again. Each layer of brick color is .56m tall. The roof is made of light gray concrete, with dark seams dividing it into 1x1 meter sectors. The floor is made of brown planks, but good luck ever seeing those, as most of everything is covered in piles of trash, dirt and gravel. Illumination comes from fluorescent lights lining the ceiling every three meters. Despite the destruction, the majority of these lights still work, and blackouts are rare. Other than the bedrooms, this floor seems to have

some entertainment things as well, like libraries, what appear to be movie halls, and other such things. Most of the electronic appliances are completely busted, so not much movie watching for me :(. The destruction on the first floor is actually the least bad out of all the floors, even though you may need to crawl over piles of trash and broken glass. To transfer between floors, you can look out for large rooms with staircases. Most of the staircases only go down one floor, but sometimes large “grand staircases” can connect every floor together. Heading down to the 2nd floor, it looks like this floor was made mainly for food production. There is a large central tunnel which is full of trucks carrying food. Large farms using hydroponics, along with huge water management systems. Most of these systems seem to still work. Due to the plants having been unattended for very long periods of time, they have spread greatly across the second floor, with mosses and small grasses growing under the lights. On the first and third floors, around the staircases, you can find these plants as well. Something that is exclusive to the second floor are pipes which are exposed to the halls. These metal pipes creak by, carrying water, wastewater, and gas. Large rooms containing nuclear reactors are semi-common to find on this floor. The second floor seems like during the functional lifespan of the underground settlement it was not meant for the normal inhabitants to encounter. While the more friendly stone and wood halls still exist on this floor, many of the halls are now made of solid concrete, with more industrial features. Once again, you can use the staircases to get down to the next floor; floor 3. This floor is full of educational resources, like schools, and more libraries, though these libraries are much, much larger and tend to contain less fictional works than the ones on the first floor. Floor three also has large public meeting areas, like multi-purpose rooms. This floor is also where the destruction begins to get worse. Here, it is possible to have ten or twenty meter stretches where you can't see the floor at all because it has been completely covered in trash and dirt. Caved-in areas also begin to be seen. The schools which are seen around this floor are rather normal, with classrooms, cafeterias, halls, and lockers. Each school, which there is one about every six kilometers, appears to have been designed for all grade levels. The multipurpose rooms that are found on this floor are the only *repeating* structure that is found to take up more than one floor. These rooms can be as large as three floors and maybe thirty meters across on each side. Overall, they are great places to set up camps or bases. One final structure that can be found on this floor are shops. The vast majority of these seem to have been ransacked, and the ones that are not tend to have broken products. But, food shops! These can be found and are a decent source of food on lower floors. Moving onto the fourth floor, it seems very reminiscent of the first floor, but tighter. This floor seems to have been constructed for high-density housing, with smaller rooms, more condo apartments, and thinner halls. It is exceptionally difficult to navigate here, as the piles of trash have grown higher, along with more cave-ins. It really sucks here, and not really any unique features. Floor 5 is much the same, with repeated structures from previous floors, namely the multi-purpose rooms, high-density residency, and shops. There is one awesome thing that makes floor 5 worth it, though. A specific area known as the S-Sector. Throughout maps which can be found on the trains throughout the level, this area is noted multiple times. It is a huge inter-floor slit, about 15 meters wide, which connects all of the floors together, forming a huge commercial and social hub. The S-Sector has become an absolutely huge base backed by a few major groups, with around 450 members. It is called the S-Group, so not that creative. Staircases, overhangs, shops, screens, string lights and more decorate this huge section. Finally, floor 6. At the very bottom of the level, this area is completely dedicated to wastewater

treatment and removal. Not a very nice place to be, as the stench is unbearable. Pipes and such are a very common sight to see here, along with huge vats of water. The lights here also fail or flicker much more frequently, and hence this floor is not nearly as well-explored as the others. That just about sums it up, so times for the closing statements. The only hostile entities that can be found here are buriers and scavengers, but they are pretty rare and only found on certain floors. As previously said, the one major group here is the S-Group, though it is known many smaller groups inhabit the upper floors. You can enter this level by noclipping from 192, and you can exit via noclip to go to level 194.

Level 194: **Submerged Cave**
Class: 6

Level 194 is a subterranean system of caves and rivers, and also someone's house (we'll get to that). The first section of this level are *The Caves*, which make up the majority of the level. There is zero light here, making it incredibly difficult to see. There are some bioluminescent bacteria in the puddles of water and in the rivers, but the light created by them is not enough to navigate by. There are many lamps placed by exploration groups (mainly CCOEG,) but most of them are burned out or out of power. The gist is, bring your own flashlight, and probably some extra batteries. The temperature of this level remains at a consistent 10c, with the water being much colder, just above freezing at 2c. The main structure of the level is twisting caves, with tunnels usually 2 or 3 meters wide and 2 to 3 meters tall. In larger tunnels, rivers can flow through. Rivers are usually around 6 meters deep, so stay out of 'em. Large chambers are known to exist, but it is rare. The rock here is pretty jagged in most sections, which is unexpected because of all the water flowing around. In sections of the caves that do not have any rivers, there are still puddles around and dripping stalactites. You should probably bring a raincoat. The next section can be accessed through random doors found in the walls. The doors are made of an orangish wood, white trim, and a gold handle. Upon opening this door, you will probably be blinded by the light because it's dark everywhere else. And also, you will enter the second section of this level: *some rando's house lol*. If you couldn't guess, Juniper named this part. This part, which from now on I will refer to as The House, is made of a bunch of halls. There is a "welcome" mat at each entrance. Each hall is 1.2 meters wide, and 3 meters tall. The floor is made of very thin (on the x axis) wooden slats. The wood is somewhat light colored, and seems to have been recently installed. The walls are made of gray drywall, with a white trim that is 3 centimeters tall. The roof is made of bright white drywall. The house is illuminated by saucer lights, with a diameter of 20 centimeters and a light temperature of 3000K. There are no electrical receptacles anywhere here. Random doors identical to the one that got you to this section are placed at every intersection. Sometimes, rocks from the cave may block the path. Staircases can be found behind some doors, and after going down 2 floors, water will begin to flood the halls. The fourth floor down is completely filled. Despite no actual objects being found on higher layers, you can find things like pillows or wood. Moving on to entrances and exits, you can enter from 194 and exit to 195. You can also exit by noclipping while in the house, which will take you to either 144 or 99.

Level 195: **Blanketed Cavern**
Class: 2

Level 195 is a thin crawlspace made of blankets. The halls are about .5 x .5 meters in size, but will stretch easily to fit anyone, even Harold. The tunnels go up and down. They are very twisty. It is about 36 degrees Celsius on this level due to the good insulation of the blankets. As previously mentioned, most of this level are thin crawlspaces, but there are rarely rooms and larger caves here. The larger areas tend to be safer and good places to set up camp or a permanent base. The large areas will have regenerating food more commonly than the crawlspaces and are easy to defend by simply blocking the exits and entrances. Another good thing is that the large rooms are cooler than the rest of the level and may even have air conditioning. There are sometimes pieces of wood or wooden crates found throughout the level. The wood is mainly concentrated in the large rooms, but rarely can they be found blocking thin passages. There are sometimes wooden doghouses sticking out of the larger rooms. There are small LED lights that cover parts of this level, which is the only source of illumination. Most of this level is covered in light, but it is still quite common to find darkened areas. These areas are unpredictable and dangerous. They will change shape and shift into completely new rooms and halls. There are also many more entities in the dark areas than the light ones. There are only a few entities that can be found on his level, which are Amethlos, Boogas, Oogas, Whiteents, and Starelings. Amethlos do not behave as normal on this level. They will become agitated and even attack you if you are not careful. They are still mostly friendly. There are no known groups on this level due to the twisting and unmappable nature of this level, but there are probably some minor groups and bases. You can enter by noclipping from level 194. You can exit by noclipping to get to level 196.

Level 196: Gravel Barrens
Class: 4

Level 196 is a boring expanse of infinite grey. Interestingly, its name is one of few used generally that is the original Exog name for the region. The level remains around 8 degrees throughout day and night. There is no weather, save for the eternal daytime overcast skies. There is always a thick blanket of large, grey cumulus clouds that block out the sun during the day. During the night, the clouds dissipate, and a massive dull grey moon travels across the black ink. There are no stars other than the sun. Due to the light of the ever-full moon and the darkness cast by the clouds, daytime is actually darker than nighttime on this level. Anyways, there are 6 hours and 10 minutes of daytime, and 24 hours, 8 minutes of night. The terrain is made entirely out of stone, and stone alone. The top layer consists of loose, small gravel and the stone gets generally larger the farther you go down underground, and it becomes entirely solid stone around 5 meters down. There is a solid ~1/3 meter of the gravel at the top though, unchanging in size. There is also a thick layer of compacted rock dust filling in the gaps between stones farther down. The stone is a constant, unchanging medium grey (on the darker side) color. The stone resembles dark gabbro of uniform color in composition. The level’s terrain is greatly varying, making crests and troughs and mountains and valleys. The terrain can be very steep, and is never flat for very long. There are extensive oceans and lakes and stagnant rivers throughout the level. Below sea level, any air is replaced by water. This water is non-moving and stable. You can find flowing water on the level, but this is rare and caused by the entity that lives here. The wind on the level is fast and swirls in circles, often forming small cyclones that displace material. Normal straight winds don’t tend to pick up materials, though. There are larger cyclones that form, but these are rare and violent. The largest cyclones on the level are from

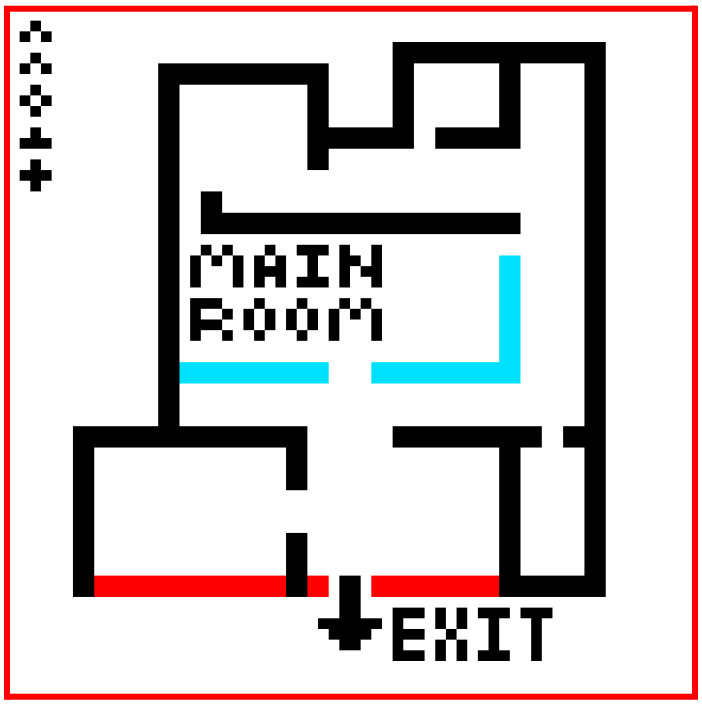
the entity that resides here, the cyclonic colossal. Unrelated to the colossal of realms, this not-very-powerful titanic organism resides solely on this level. Its body is so large that it rises high above the thick clouds of its resident level. Therefore, we only know what its legs look like. Each leg is nearly a kilometer high reaching to the clouds. Its legs are a few meters thick, and its outer protective membrane, or 'skin' is incredibly tough and entirely matte pitch black. Its legs slowly and exponentially slope upwards before piercing the clouds. The legs themselves are seldom seen as there are violent whirlwinds that circle the legs. The encircling winds and legs both remain generally the same width all the way up to the clouds. Towards the base of the legs, there is a strong grey or bluish/whitish tint due to the stone dust and pebbles or water pulled up by the winds. Due to this, it is in your best interest to stay away from the creature. It appears that the entity does not know of anything on the level, it does not respond to being attacked and forever continues slowly moving, walking, crawling across the barren level. When it traverses, it creates and destroys straight chains of valleys, mountains, and oceans in its wake. There are rarely large pinnacles and mushroom rocks of solid stone poking through the water and gravel, but these are rare and many are destroyed or buried in the sea of stone. There is no food or water on this level, and traversal is near impossible due to the sheer precipices/hills and loose gravel. You take one step forward, you slide two steps back. There are no bases or outposts on this level, for good reason. You can enter from level 195 by noclipping anywhere, and exit by noclipping anywhere to get to level 197.

Level 197: Dusted Away
Class: 2

Level 197 is a series of rooms from a house, which is very dirty and dusty. The dust, where the level gets its name from, is in a 1 centimeter thick layer across everything. It is a grayish color, but can also be tan or dark brown. There are several types of rooms which can be found, the most common of which being bedrooms. They will usually have 1 bed and a closet. The walls can be really any color, and decorations like desks and other furniture are common. There are usually lamps in bedrooms, but do not turn these on, the dust will likely catch fire. Only ceiling lights are safe to turn on without starting a house fire. The floor here (and in every other room except bathrooms and kitchens) is made of wood. The next type of rooms that can be found are bathrooms, which have tiles going about halfway up the walls. The walls in bathrooms are always white, but the tiles can vary in color. The floor in the bathrooms is also made of tiles. The sizes can vary from being small with only a toilet and sink, to larger with a big bathtub and 1,000 toilets (joke). There was one report of a bathroom that had two toilets right across from each other. Harold would have loved competitive pooping… RIP hair-old 😔🕊️✊. Kitchens are next, and pretty basic, they can have different colored walls, counters, and cabinetry. There is food here, but make sure to clean it first. The two rarest types of rooms are dens and dining rooms. Dens are by far the rarest, and also the largest. They usually have a couch and some bookshelves. Finally, dining rooms, which are pretty large and tend to just have one table and a bunch of chairs. Food can also be found in these rooms. Halls, always only 1 meter wide, connect all of the rooms. You can enter this level by noclipping from 196, and noclipping get you to 198 or 64, another dusty level. There are no entities here.

Level 198: The Dojang
Class: 1

This level is very small, so it is mapped out completely. The main dojang is the biggest room in the level. Its floor is made of green mats. The left wall is a large mirror, and the front wall is plain white. The back and right walls only go down a bit and up a bit so there is a large slit. These walls are blue. Past the walls with the slit there is a hall with seats and tables. At the middle of the back wall there is an entrance to the main room, and past that there is another entrance to another big room, but this one is a bit smaller. There is a desk with a computer on the right, which you can use. There is another even smaller room, with some tables that have food and water on them that regenerate every morning and night. Also aligned with the entrance to the main room and the entrance to the hall there is the exit to the building. There are windows on the back wall. They are in red on the map. Outside of the windows you can see the normal sector of level 199. Leaving the Dojang will send you to level 199 and the building will turn into dust once you are out. At the top-left corner of the main room there is a door to another room similar in size to the room with the tables. It, like the main room, has a floor made from green mats. Across the level the ceiling is made of normal ceiling tiles and fluorescent lights that emit a low hum and are always on, but in this room the lights are always off, but sometimes one of the lights will blink red for a fraction of a second. It is unknown why. At the bottom-right corner of this room there is another door that leads out into a hallway. There is an even smaller room on the left here that has some cat boxes and water jugs. This was where a stash of PagGel was found once, which caused an outbreak and 2 people died. If you continue down the hallway you will meet up at the original hall, and if you turn left there it goes on for a few meters then stops. At the bottom-right corner of the hall there is a locked door labeled “Do not enter” on it. You can find the key to this room on the desk with the computer, but do not enter this room. There is more storage stuff in here, but the jugs are of a mysterious yellow viscous liquid that can kill you if you consume it, and the cat boxes in this room only produce random items from reality. The reason you shouldn’t come in here is that if you spend more than 1 minute in here, the door will shut and lock, and a black gas is emitted through a vent in the ceiling, killing you almost immediately. There is one worker entity here that just sits at the front desk and stares at the computer all day. This worker will get angry if you try to take the key to the locked room from the desk. You can enter this level by noclipping on level 197. Again, exit the dojang to go to level 199.



Level 199: Enchanted Forest
Class: Varies

The Enchanted forest is split apart into 2 sectors, the floodplain and the forest. First, the forest. This sector is a very tranquil and vibrant place. The ground is a fertile, lightly spongy, packed bed of peat moss. After around 1.2 meters down there is an extensive layer of light purplish clay, spotted with rocks which get larger the deeper you go. Covering the ground is a sea of tall (~.7 meters tall), bright vibrant green grass. There are also expansive patches of short four-leaf clovers, in a color just a bit darker than the grasses. There are small, round stones not larger than one's hand scattered around the level, often in small piles. Each stone in a pile is of a uniform, varying color and similar size. The rocks are all igneous stone chunks, weathered round. There are also large cairns made from the same stones, but these ones are larger and flatter, but still circular. These can be up to a whopping meter wide and 2 meters tall. The stones are stacked very well and do not actively fall apart, but you may find piles of the large stones quite abundantly, which can be used for building structures. The cairns are found every 20 meters or so in the forest, but found quite a bit more around bodies of water. The terrain of the forest is chains of large, gently rolling hills. There are large ponds made of tons of circular pools dotted around the level, along with thin creeks and brooks which are at most 1/4 of a meter wide. Surrounding the bodies of water is a thin bank of sand, which is hardly even a bank around the rivers. Growing on these banks you can find plants that greatly resemble sugar cane, except with less leaves at the top. These are actually more sugary than normal sugar cane, so that's nice. There are trees all throughout the forest sector- well of course- it wouldn't be a forest otherwise. The trees aren't very dense, but they provide a wide canopy in some places with lots of shade. The trees tend to be a total of 2.3-4 meters tall at most. Their species is known as quilg trees. The quilg trees have bent and windy trunks, with a spiraling pattern around it with many knots, knobs, and holes. Their wood is a deep brown with a slight red-magenta hue. They feature a single prominent canopy, which is dome shaped, wide, and has a relatively flat bottom, with a few secondary larger branches leading out to similar bunches of petals on larger quilgs. That's right, petals. Instead of leaves, these trees have large, oval-shaped petals with a single deep midrib. These are light purple to pale pink or rarely white. The petals grow in bunches of 7 around a pollen-filled center piece, which is yellow to scarlet coloured. These petals fall to the ground quite a lot, covering the ground in pink polka-dots. There are two entities in this sector, the white stags and the great stag beetles. White stags travel in packs and make a good food source, but you'll have to compete with the beetles for the food. The beetles are passive toward other creatures except for the beetles unless provoked. If you find a dead one, their scales can be used for a variety of crafts and constructs. You can get drinking water from the creeks and ponds. It has less bacteria than usual, but make sure to boil or filter the water first. The next sector, the floodplain, takes up small swathes of the level, usually 20 kilometers wide at most. This sector is more of a wide, shallow pond than a floodplain. The ground for most of it is the sand from before, ranging in color from a common yellowish beige to a pale white. The bottom of the floodplain is typically around 1-2 meters deep. There is an abundance of short seagrass throughout the floodplains. The water is very clear, making fishing easy. The fish you can find here are the blue and yellow sheenfish. There are small islands every couple kilometers, ranging from 3-20 meters wide. They typically have just a few trees and large cairns on them. You can find neither the white stags nor great stag beetles. The whole level

has an air temperature of 18 degrees Celsius during day and 11 degrees Celsius during night, and a water temperature of around 15 degrees. The day/night cycle is 23 hours 21 minutes day, 52 hours 12 minutes night, so quite long. That's basically it. You can exit this level by noclipping into an island in the floodplain sector and you can enter by leaving the dojang on level 198.

Level 200: The Cabin
Class: 1

Level 200 is a safe level. It is similar to level one hundred and fifty in climate, but not in size. This level is an infinite snowy tundra with scarce evergreen trees ranging from 5-30 meters in height. In the center of the level, there is a single cabin with yellow light emanating from the windows. There is a covered deck with a sign on the front. The sign says: "Welcome Back!". If you enter the building, you will discover that it is much larger on the inside. There is a café on the first floor, a check in desk, and a lounge. There are cozy rooms on the second floor and third floor. Among these rooms are custodial closets. There is one bathroom per floor. There are several friendly Boogas and Oogas that are employed here. Each room is free. They have about six hundred rooms. Each room has two beds, a desk, a TV, a bathroom, and a computer. The TV and computer are somehow able to connect to the internet and Wi-Fi. This level has no dangerous entities, and an abundance of cat entities. You can find cats living in the wild of the tundra. The ones on this level are much fluffier than the other versions on alternate levels. This level is safe, but there is one extreme danger. Every now and then, there are snowstorms which drop the temperatures to negative 28 degrees Celsius, and wind speeds of eighty kilometers an hour. If you are caught outside when this occurs, you will most likely die. During snowstorms, the temperature inside the building will drop to -36 degrees Celsius and the building will sway. The cabin may be damaged, but it is repaired by the entities. You can enter this level by noclipping onto an island in the floodplain section of level 199, or by sitting in the chair on level 183. Noclip to get to level 201.

Level 201: Department Store
Class: 4

Level 201 is a very, very large, possibly infinite, department store which seems to have been completely ravaged by rabid and feral middle-aged karens violently beating each other up and reaching for the best deals during a sale. The level is likely finite, as exploration groups have reported finding large walls very far away from entrance points which don't seem to end. Speaking of entrance points, there are three points on which a person will be placed when entering the level. The points are named in coordinates relative to the center of the triangle which they formed. Furniture Hall, or Point 2.4/4, is the most common one to be sent to. There is a decently sized group here, which will be explained at the end of the description. The next point, dubbed "Checkoutopia" by the group which inhabits it (officially named Point 0/4,) is a large area about 200 by 400 meters in size that is just checkout lanes. The final point, which is the rarest to be sent to, is called "The 'orage," or Point 6.1/3.2, is a large backroom of the store filled with large pallets and shelves of items available for restocking. Moving on to the main environment of the level, the Department Store stays at around 20 degrees, give or take a few for most of the areas. In storage areas like Point 6.1/3.2, this temperature drops to 15 degrees. There is not a lot of humidity, with the air normally remaining at 30% saturation for most of the store, and 50% for the storage areas. One final thing that should be

mentioned, almost none of the lights in the store work, casting the entire level in darkness. The common electrical outlets do work, and the abundant lamps for sale make lighting not all that difficult. Now, let's get into the first sector of the level, which is the most common. This is just the average joe department store, with areas for furniture, tupperware, candy, small amounts of groceries, checkout, pharmaceuticals, clothes, and a bit more. The roof here stays at about 3 meters tall, give or take a half meter from fluctuations from ventilation systems. The walls, when found, are either tan or white, with a small black rubber trim extending about 6 centimeters up the wall. The floor is made of checkered black and white tiles in most areas, though areas selling clothes have carpeted floors. Each tile is 30 by 30 centimeters, and has a glossy finish. Unfortunately, this finish has been rubbed off slightly, making those evil scratches very apparent when looked at from the right angles. The carpet that is found in clothing areas is gray, but due to people walking on it, looks brown near the areas furthest from the shelves, where shoppers would most commonly be. The shelves themselves are made of white painted metal, which is flaking off and dirty near the bottom. The metal itself is a brushed gray, and is aluminium. These same shelves also fill up the tiled areas. In between shelves and such, there are "halls" which are 2 meters wide. Sometimes, little displays or pallets full of products fill up the empty space in the center of these paths, but are also commonly pushed off center. Sometimes, there are freezer areas with frozen food for sale, but this is a bit rarer than other sections. By far the rarest subsection that can be encountered here are pharmaceutical areas, which are very useful if you are injured. All of the boxes are covered in gibberish with names like "Asfhfruea, for Uuijinl with Oioaskfom disease," (language of the sensible words subject to variation) but are almost always painkillers or simple over-the-counter drugs, nothing prescription. Reportedly, these areas sometimes have PagGel (it's pagalicious), which has caused this level to be overrun by gel scalpers, even though no real stashes have ever been found. Moving to the checkout counters that can be found, most are in a state of disrepair or have the conveyor belt stuck on. They're not really important anyways, as why would you pay for something from an abandoned place? The next and final section on this level are the storage rooms, which are made completely of drab, gray concrete, and have much taller roofs, being almost 8 meters tall in some areas. The lights in this zone are always functional, casting this area in very harsh, high-temperature light. Large shelves, seven meters tall, fill up the thin halls are large rooms of this area. Forklifts can be found, lying abandoned, tipped over, and in other such states. Jerry L. Jlorg reportedly drove one of these into a wall. The shelves are completely filled with various products, and have markings denoting them with aisle numbers and such. Like the pharmaceuticals, all of these names are complete gibberish. That concludes the level description, and now on to entrances and exits. You can only enter this level by noclipping from 200, and noclipping is the only method of escape (besides death, which takes you to level 1, of course,) and that will get you to level 202, Cattails. As previously mentioned, there are three groups here, the people living at the three points. Entities are not all that rare on this level, but most are not hostile. The only hostile entity found here are Oogas, which are known to patrol the freezer aisles. These absolute biggies also tend to eat a bunch of the food, which is probably the only reason this level is class 4.

Level 202: Cattails
Class: 2

Level 202 is a large temperate forest littered with several ponds and rivers. The forest is cut by webs of packed sand or dirt trails 1-3 meters wide. The trails tend to fork every 4-7 kilometers. Due to the extreme amount of ponds and rivers, there are lots of boardwalks and bridges. The boardwalks tend to be over smaller ponds and rivers or marshy sections of forest. Over larger rivers, there tends to be large stone and mortar or brick bridges. There are also partial sections of boardwalks that lead part of the way out into larger ponds, similar to docks. Most trees on the level are oak, aspen, birch, elm, or walnut. Much of the ground cover comes in the form of long, squeaky grass patches, clover fields, or bright green ferns. The squeaky grass is found all across the level, the ferns are most often seen near smaller riverbanks, and the clovers are most often seen in large clearings or near ruins, but there are many exceptions to this. The level is quite a nice temperature, being 20.5 degrees Celsius on average during the day, and it can drop down to 15.5 degrees Celsius during the nighttime. The level is slightly windy at all times, and the sound of rustling leaves is constant and monotonous. The day/night cycle has around 17 hours and 20 minutes of day, and just about 15 hours and 50 minutes of night. The night is unusually dark due to absolutely no light pollution, and no light from the moon or stars. The explorable part of the level is a massive circle 2340 kilometers in diameter. There is a layer of a few mossy stone bricks forming the border of the circle. You can see beyond, but not reach it. Upon leaving this boundary, you will black out and wake up at the central ruin, where everyone starts on the level. The central ruin is large and circular, and in relatively great condition. Because everyone enters here, the OITG has constructed a base here, known simply as 202-Central. There are other, smaller ruins around the level. All of the ruins are made from professionally arranged grey or orangish stone brick constructs, often dilapidated due to time and covered in moss or surrounded by clovers. Small ruins are often found at the edges of clearings and along paths. They can also be found underwater in large ponds, but this is uncommon as most are destroyed in this case. Temperatura berries can be found growing on this level, and grow in rare but large patches. The most common plant on the level, as you may guess from the level’s name, is cattails. These surround ponds for upwards of 10 meters and rivers for 2-5. They can also be found around puddles, ruins, or in small patches around the level. The cattails on this level are not normal cattails, and instead of having brown pods of fluff at the top they have brown wheat-like spikes with grains. These grains can be ground up to make brown cattail flour for bread and other foods of the sort. The cattails around the river banks and ponds often are intermixed with tall squeaky grass. The entirety of the level’s body sources are interconnected (for the most part). The water originates from a mountain on the north side of the level. The area that the water comes from is outside of the boundary. Due to the safety of the level, there are many outposts and groups here. The largest non-major group on the level is the Millmen, which is a group of 28 people by the southern boundary of the level who have a rustic farming village. They have large fields of temperatura berries and native cattail plants, and often trade the berries with larger groups. The close proximity to the boundary is useful for quick return to the central ruin. They accept new members and are kind to lost souls. There are a few small species from reality like grey squirrels and chipmunks. The only Oogarooms-native entity on the level is scratchers, which pair quite scarily with the pitch-black nights. There are a few entrances and exits. You can noclip anywhere to get to level 19, or specifically in a field of clovers to get to level 121. You can enter this level by finding a circle of stones on level 19, by finding the signature stone circle on level 2, if you spend

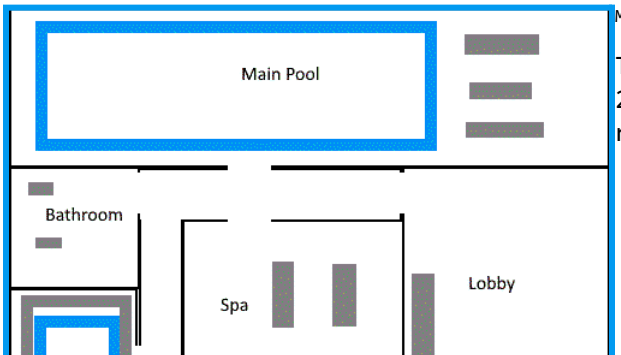
around a minute underwater on level 32, unmoving, with your eyes closed around vertex time you could be sent here, or by noclipping from level 201.

Level 203: Crystalline Rift
Class: 2

Level 203 is relatively small, and takes place in an infinite void. The sky is a pastel gradient of blue, white, lavender, yellow, and orange. There is no day/night cycle, and the colors and brightness never change. The air temperature sustains around 21 degrees. There is a constant wind, around 18 kph. The solid ground on the level is a series of floating islands ripped apart and shattered. The islands are made from a deep layer of medium-grey igneous stone, likely andesite. There is a thin layer of lavender-coloured soil with a high clay content on top of the rock. Covering the soil you can find tall, pale white grasses a meter in height at most. These blow about in waves due to the wind on the level. There are thin rope bridges made from a pale white wood and yellowish rope. They are wobbly and scary but safe. The shattered islands form an isosceles triangle with the main feature of the level at the center of its base edge. From the front vertex to the base the islands gradually rise in elevation. When stepped on, the weight causes the smaller islands to sink a bit, usually a meter at most. When the weight is lifted they rise back up. The aforementioned main feature is a large palace-like library. The library has one large round center chamber, which is 24 meters across. There are two wings to the left and right, being 14 meters long and 7 meters wide. The center chamber's walls go straight up for 12 meters before curving in to form a huge dome, making the center point of the roof 24 meters high. The walls of the wings also go up 12 meters, before curving in for 3.5, making the center line of the ceiling 15.5 meters high. The domed part of the center chamber is ornate stained glass in yellow and white mainly, with some purple and green. The walls of the chamber and wings are alternating indented bookcases/shelves and flat walls. The shelves and bookcases are stacked to the brim with books, with covers in the same yellow, white, green, and purple as the stained glass. There are also rolled up tags and scrolls, the same ones that are found on level 207. The shelves sometimes have small golden figurines, effigies, and models of various things, anomalous and normal alike or bottles of black or white ink for writing on the tags or books. The flat walls have unraveled tags attached to them. The tags cover every spot of the available wall. If you didn't read level 207, the tags have a round gold emblem and clip at the top, featuring a rhombus surrounded by a circle. Many are slightly dented and corroded, even if brand-new. Flowing down from the emblem is a long, black fabric scroll, covered in fine vertical writing in white ink. Rarely these tags will be the ones from level 207 with the court trial information on them, but most are not. These tags and all of the books are filled with writing in a lost Exog language. The typical language had similarities and showed traces of old language from our reality (that's where the Exogs came from, of course) so we could relatively understand it and fill in gaps where we didn't, but this language is different and indecipherable. This language likely developed after the Exogs were sealed in the Oogarooms. There are sometimes books with drawings or pictures of things from the Oogarooms. Sadly, they never showed the Exogs themselves. There were two prayer books from reality found, both were badly damaged and even had burn marks. The largest piece of literature in the common Exog language was a 42-book series. Some were on a bookcase, but many were stacked and scattered nearby. They were numbered in order, and 4 are missing, but that doesn't matter much. The books were just lists upon lists of court trial information, specifically date, location,

and a new statistic, a number of something lost to task. If we were to use the example from 207, it may be Tower 25E26R12, Day 61-4 of 4183, 8 Lost to Task. The number is usually quite low, so the Exogs were a force to be reckoned with. Where there aren't any windows, the library is made of smooth, shiny marble with solid gold trims covering the surfaces, just like the ornate construct of level 207. The floor is a black stone, which is so smooth and shiny it's basically a mirror, just like the floor in the ornate of level 207. The thing you'd notice, though, is the huge glowing object in the center of the library. It is a large, white, glowing crystal. It bears great resemblance to the hex crystals, being hexahedral, specifically an elongated triangular bipyramid. The crystal glows bright white and sometimes has a multicolored iridescent effect around the outside, which looks a lot like Eon's corona during a total solar eclipse. The crystal emits a loud, low humming and a high pitched quiet screech at all times. The crystal is 28 meters tall and around 16.5 meters wide at the tallest and widest points, and is tilted around 25 degrees to the north. It floats in place, defying gravity, but there are 6 large golden chains leading from each face to an opposite wall. The crystal looks to have appeared after construction, as there is a large gash in the roof and floor where it has cut through, littering the pristine library with detritus. The rubble has gone outside the library too, surrounding the islands in a cloud of gleaming gold and marble debris. Partially encasing the crystal are two large solid gold rings, 0.6 meters thick and making a gap of 17.4 meters in the center where the crystal is. The crystals form a slightly acute X shape, with the rings 90 degrees to each other and 45 degrees to the flat ground. The rings rotate along their axis slowly. At the four opposite "corners" of the rings (on the outside) there are the same symbols as on the tags, the rhombus and circle. Every 15 degrees around the rest of the ring there are runes which are the same as the glyphic language in the books. The runes and emblems are a dark stone, likely onyx. Each ring is floating around the large crystal. The rings have some shaping and carving directly into the gold they are made of, mostly just patterns and shapes. When you get close to the rings, they emit a translucent multicolored iridescent glow that entirely surrounds them and some of the crystal. This is not a solid, and you *can* pass through it. The rings also occasionally emit the iridescent corona just like the crystal. At the south end of the crystal, a half meter or so beyond the rings, there is a pedestal with a slab of onyx. There is the rhombus and circle emblem at the center, and there are more words in the indecipherable language hastily scratched on it. The library is at the north side of the level, and the entrance is on the south side of the main chamber. This level is kept inaccessible to the greater public. The CCOEG has "control" over it, but their idea is that if they leave the crystal alone nothing will happen. If you pray to the deities at the zentrum of the center of the heart of the construct of level 207, you will be sent here. Since this level is so confidential, the heart is heavily guarded. You can exit by jumping into the crystal which sends you to a random level 1-5, likely a safeguard. If you fall into the void below, you will be brought to the NNL Far Floexon, a sad fate.

Level 204: don't swim too deep
Class: 4



Map of this level by Aphulde from goodgroup1000.

This level was discovered by Aphulde in 2067, but he didn't get to report it until recently. Level 204 is rather small. It is

a 100x75 meter series of spas and pools. The lobby is where you will always enter this level. There is a desk and a few chairs. Behind the desk, there is a trash can, and a cat bed. There are no cats here though. The floor of the lobby is made of light blue and white tiles. There is a small carpet underneath the chairs. The lights here buzz constantly and loudly. There are PVC tiles that make up the roof. Exiting the lobby leads to the hall, which connects to the spa, sauna, bathroom and main pool. The hall itself has nothing interesting except for ~~the rose~~. It sits in a pot at the end of the hall. The floor of the hall also has drains. The main pool room has a large pool that takes up most of the room. The pool is very deep. Even after multiple drone dives of up to five thousand meters, CCOEG was unable to reach the bottom of the pool. The walls of the pool are made of dark blue tiles. As you get deeper, it becomes more and more common to find offshoots that twist and wind around each other. In these tunnels, there are nonsensical things such as chairs and doors. The pool widens outwards as you get deeper at a constant rate of 1 meter outwards every 10 meters downwards. There are lights every 5 meters on the walls of the pool. At about 4500 meters down, the lights stop working. The second room of this level, the spa, is rather normal. The only odd thing is that the water sources will randomly turn on or off. The third room, the sauna, is pretty strange. When you enter this room, hot steam jets are activated, and the room starts to fill with water. It stops at about 1 meter of depth. After this, the water starts to cool. Once it is freezing, all the water drains. The final room, the bathroom, is normal. There are no strange properties that have been discovered yet. It is rather hard to set up a base here, because there is no food. CCOEG had a small base here at one point, but it got too expensive to import food, so it collapsed. There are no known bases, but since this level isn't visited by groups very often, there may be a small base or group here. You can enter this level by noclipping on level 17, or 206. You can exit by noclipping to go to level 206, 205, or 17.

Level 205: Bus Ride
Class: 1

Level 205 is a planet a tad smaller than Ion. This level bears much resemblance and many similarities to level 202. Before we start, the weather. It remains around 8 degrees Celsius during the day and 5 degrees Celsius during the nighttime. Just like on level 202, the night is nearly pitch black due to little light pollution and no moon. There are stars, but they don't do much for light. Just like level 202, there is eternal wind. It’s not fast, but it can move branches, fabrics, or wind chimes, and it’s quite a bit slower during the night. The day/night cycle has 13 hours 22 minutes of day and 14 hours 44 minutes of night. Despite it being a whole planet, the weather and environment never changes throughout. The entire level is a relatively flat expanse of coniferous forest. Every single tree is the same species, which is a variant of pine. The trees have directly vertical trunks with the lowest leafy branches being typically around 7-18 meters up, depending on age. From there they have roughly cone-shaped canopies with thick, nearly-horizontal branches. Despite the canopy starting 7-18 meters up, there are usually 2-3 thinner branches around 2-5 meters off the ground that are void of leaves. The soil is covered with a thick layer of dry, dead, orange pine needles. There are occasional huge dark grey lichen-covered rock formations, tufts of tall sphagnum moss, thorned black raspberry bushes, and sprouts of light green grass. There are occasionally large lakes with irregular coasts, but these are pretty uncommon. There are two-lane roads all across the whole planet, made from a slightly porous asphalt. Each lane of the road is 4 meters

across, totaling to about 9.5 meters with the markings and shoulders. The shoulders are marked by a single thin line in white, and the lanes are split by two impassable side-by-side yellow lines. The roads intersect every 230 kilometers on average, and the yellow lines just stop at the intersections, as one would assume. The shoulders just slope down and end at the pine-covered ground. The reason the level is called bus ride is because the level is dotted with buses that you- well- ride. Upon entering the level, you'll be at a gas station that the buses stop at. More on these later, though. The buses are long and matte faded yellow, and resemble school buses from the United States of Roi, but they are not for school. The buses have one driver seat at the front, then a thin aisle through the full thing. There are seats on each side of the aisle that fit 2 people each. There are 11 rows of seats, and the last row goes across the aisle, so the bus fits just about 24 people. There is a spot at the front of the bus before the passenger seats start with storage crates, coolers and just more empty space for *your* things. The buses have some sort of autopilot that drives along the roads and stops at the gas stations. If there is someone sitting in the driver's seat, the autopilot turns off so you can drive the bus yourself. The gas stations are typically spread apart every 120 kilometers on the roads, and the buses can go only around 160 kilometers on a tank, so they stop at each one. The buses have no way to connect to the stations automatically, but their gas tanks just anomalously refill. The gas stations usually have 2-4 pumps and are somewhat small. They often are white with colored trims on the outside, with large signs that say "Chime!" on them. The gas stations are deserted but in good condition. They are always stocked with many different foods you wouldn't typically find at a gas station, and are more like small supermarkets. When a bus arrives at a gas station, all of the food inside refills. The foods are always familiar, but off-brand or misspelled. Despite this, the foods are normal tasting and safe. The gas stations are powered by pylons that run along or above the roads. There are thinner pylons with single, repeating wooden poles or larger ones with many cables and are made from towering steel constructs. The pylons carry infinite energy from an unknown and anomalous source. When coming to a gas station, the buses stop for just over 24 minutes. If you need to stay longer, just have someone sit in the driver's seat. The bus will leave after 73 minutes (1 hour 13 minutes) if there is nobody in the bus. Having a large weight in the driver's seat does the same thing as having a person there. The buses don't just stop at gas stations, they also stop at bus stops every 45 kilometers or so around the level, but they only stay for 5 minutes at the stops. The stops have reflective metal signs saying "CHIME STOP!", and the stops themselves have a bench surrounded by a glass enclosure, with an aluminium sheet roof. Upon entering the level, you'll start at a bus stop or gas station. They should come within an hour, but it may be up to a day or so if you're at a gas station. I said *should* come because it may be much longer on occasions. Poor Richard waited for 21 days at the gas station before a bus came. When a bus comes, there will often be around 2-4 people on it, but it may be more or empty. It's usually less if there are more people at the bus stop or gas station. There are large billboards promoting Chime, but these are recherché. Some billboards can be found decrepit and laying in the forests, but these are even rarer and are in old styles. The reason the company is called Chime is likely due to the extreme amount of wind chimes on the level. These are hanging from just about every other tree or structure on the level, even sometimes from the buses. There are fewer and quieter chimes in the heart of the forests and around gas stations. The majority chimes are of tall, thin metal bars and have a single small clapper, but there are many different varieties across the level. Most chimes are tuned to C-major pentatonic tones (C D E G A C), but there are also many different varieties. The wind

chimes tend to harmonize and make soft, beautiful tunes together. There are also small clapper bells you can find hanging, but these are few and far between. You can enter this level by noclipping on level 204 or 206 and you can exit by riding for 1 year. You get sent to level 208 after a year passes, which is only around 198 Ion days. You could also enter by closing your eyes for too long by a rare intact wind chime in the ruins sector of level 32 (twilight zephyrs), but nobody is really gonna get there, so that doesn't matter much. But still, if you enter from there you'll wake up at a random gas station. There is also another much swifter exit, with that being if you go far enough out into an uncommonly found lake at night, and then drift back, you may just be on the shore of twilight waves (145).

Level 206: **The Linoleum Hall**
Class: 3

Level 206 consists mainly of a hall that is about five thousand kilometers long. RIP that exploration team. When you enter the level, you will be placed inside of a small closet anywhere from 0 to 50 kilometers down the hall. These closets, which appear throughout the entire level, are the best source of supplies. Every one of these closets are 1.2 by 1.2 meters in size, but usually have most of their interior space taken up by metal shelves or cleaning supplies. The roof inside of these closets, and throughout the entire level, is 2 meters tall. The walls of the closets are made of solid, gray concrete. The door is made of metal, is red in color, and has one of those L-shaped metal doorhandles. Stepping out into the main hall, the linoleum flooring which forms the name of this level is quite apparent. It is light gray in color, with tiny beads in various shades of gray only a few millimeters across adding some texture. The walls here have a light blue trim 6 cm tall, and the rest of the wall is made of white painted bricks. Each brick is 30 by 15 centimeters in size, and is interrupted by 1cm of mortar. The roof is made of drop ceiling tiles. The lighting on this level is provided from two sources, either the occasional fluorescent tube on the roof, or small lightbulbs screwed into the side of the wall into small receptacles. All of the lightbulbs are about 7000K in temperature, giving everything a bluish-white tint. The hall stays going northward for the majority of the length of the hall, but will rarely turn. Decoration is scarce, but most commonly you will see small step ladders near fallen ceiling tile, or strangely, red carpets with yellow dots. Doors to closets, similar to the one you would have entered the level from, are somewhat common, usually appearing every 100 to 200 meters. They are great for gathering survival resources, though the food which can be found here is often rotted or stale. Still, good to check, as you won't be finding anything elsewhere. Another sight which can be seen on the level are windows to an outside world. These usually appear about once every twenty kilometers, but don't appear at all during the first fifty kilometers of the hall. The view they show is a strange landscape, with rolling hills covered in red grass, green skies, and other distorted features. Breaking these windows, however, shows nothing but more white brick behind them, and the windows repair themselves after about thirty minutes. For entrances and exits, the best way to exit is by noclipping, which will get you to level 207 or 205. You can also exit by walking to the end of the hall and opening the white door, which will take you to level 207. You can enter by noclipping from level 207. Fortunately, there are no entities here, but no bases/outposts either.

Level 207: **Hall of Law**
Class: 1

Level 207 is a landscape splotted with large, busy constructs of large, odd, traversable architecture. The ‘natural’ environment and terrain of the level consists of unnaturally steep hills and cliff faces with thin, flat peaks. The crests and valleys form patterns that resemble voronoi polygons. Most surfaces, including steep cliffs, are covered in a layer of dirt covered with thin, short grass and clover. The large valleys have unusually tall oak trees, leaving the grassy ground covered with a splotchy layer of dead, black leaves. On the top of the crests there are always one or two lane roads, with each lane being 4 meters wide and 9.5 meters for two lanes and ~5.2 meters for one lane. The road takes up the entirety of the plateau, and just beyond the shoulders the fatal drop-off abruptly starts, so stay away from one-lane roads if you’re scared of heights. There are sometimes ropes tied around stakes deep in the ground that lead from the roads to the valley floors, but not always. Each valley is typically 100-130 meters across in both directions, and 20 or so meters high. Occasionally at a convergence point between a few roads there will be a large parking lot, featuring short concrete trims around patches of grass with thinner-branched, shorter oak trees. These parking lots are next to one of three entrances to the main feature of the level, known as ‘The Construct’. These are huge, odd buildings of beige and gold. The outside of these buildings feature flat walls of brick obscured by an off-white vinyl protective layer and lastly decorated with towering intricate geometrical patterns made from a thick layer of 8 karat gold. Along the outside there are also other features such as odd-shaped windows on every side of the buildings, often adding another layer to the intricate patterns, and many, many balconies. There are also solid 8 karat gold pipes coming from the buildings that emit a cold mist. The construct’s pieces are shaped of only squares and rectangles, with every piece connecting either through huge pieces of building cutting across the valleys (this is common) or large, terrifying glass skywalks hundreds of meters above the ridges. More concisely, there are large towers at each road intersection, connected by wider horizontal pieces laying across the ground of the valleys or supported mid-air, along with there being gargantuan rectangular structures sat alongside the towers, also connected. The intersection towers are made from stacks of cubes and rectangular prims, shifted and unaligned to each other and covered with greebling. The horizontal pieces are made from one single rectangular prism at its nadir, but may have other small pieces stacked on top, but never the whole way across. These pieces and prisms too have greebling. The larger single prisms are just that, single prisms. There might be a few smaller pieces stacked on top, but typically they are flat. The intersection towers average 0.8-1.8 kilometers tall (above the ridges), but are 1.2 kilometers on average. Each piece is on average 50 meters tall, but this can change vastly. The towers are around 80 by 80 meters in size. Now for the large connectors, they average 70 meters tall and deep, and 100 to 130 meters long due to that they stretch across the valleys. The pieces on top of the connectors tend to be smaller at ~40 to ~50 meters wide and deep, and 20 meters tall. These too are offset from what they rest on. The large rectangular pieces tend to be 80-110 meters wide and deep, and anywhere from 0.4 to a whopping 2.2 kilometers high above the ridges. These rarer pieces resting on top of these larger towers are the same size as those on the connectors. The high skywalks are 5x5 meters in depth and height, and also 100-130 meters wide. They are made of reinforced glass with thin supports at the corners. It does not feel safe at all, but it is. The skywalks are often found in pairs or triplets close together but spread across floors. There are sometimes large pieces of the construct that are under construction but abandoned. These sections feature cranes over a whopping 3.2 kilometers tall, extensive mazes of scaffolding, and parts of the towers covered in large and small machinery, building

materials, barricades and caution tape, and much more. The tops of the towers and big rectangular pieces often feature large antennae or satellite dishes. Moving to the interior of the construct, there are basically 3 different styles if you don't count the areas that are under construction, those being the Ornate, the Plaster, and the Walls. Starting with the ornate, this can be found just past the entrances to the parking lots. The ceilings are tall, up to 6 meters high, and the halls are wide, being up to 4 meters across. The walls are a smooth, white plaster layered over large bricks. Just like on the exteriors of the construct, there are ornate gold detailings. The ceilings curve inwards to a point, still covered by the gold detailings. The floors are made from a polished black stone so shiny it's basically a mirror. There are also large intricate marble columns that line the walls. The ornate typically features large rooms with huge windows taking up most of the walls. There are many different rooms, with the majority being large courtrooms, where the level got its name. The courtrooms usually have towering yellow and white patterned glass windows flanking the judge's stand on both sides. There are huge wooden doors that open up behind the gallery in the courtroom, and no other entrances. The courtrooms are often on the outside edge of the towers. You can also commonly find art galleries in the ornate, featuring old paintings of rulers and kings, along with landscapes and occasionally a depiction of an Oogarooms level, entity, or even item. You can also find large cafeterias, which are the only sources of food on the level. You can find the food by going into a kitchen behind the counters in the cafeterias. There are many staircases winding throughout the ornate, leading not just between floors but up to large open-air balconies. These were mentioned earlier, and are one of three entrances to the construct. They are not especially viable, as you'd have to scale the walls of the construct to reach them. The constant white and gold is sometimes broken up by planter pots (which *are* white and gold) growing a type of green ivy resembling persian ivy. This ivy covers the walls in contrasting green for a close proximity. There is no artificial light in the ornate except for a few yellow led bulbs in the closets and such, so in places far from windows there won't be much light. This isn't too much of a problem, windows are everywhere. This does mean that the ornate is quite dark* during the night. For the most part, the ornate takes up much of the lower parts of the towers, rectangular pieces, and the connecting pieces, but there are sometimes parts of the ornate you can find higher up. There are sometimes small storage closets in the ornate, oddly filled with old weapons such as swords, maces, bows, spears, and more. These weapons are often covered in congealed blood. The ones with blood on them have tags on them, but I'll say more about the tags later. Sadly, the words on these tags have faded. One important thing you may find there is a solid gold key, which can help you get to the next area, the plaster. If you find a locked mahogany door at the top of a staircase, chances are it'll lead you to the plaster. The plaster is a much more mediocre place compared to the grand gold halls and rooms of the ornate, but it gets by. There are tons of maze-like halls, connecting throughout to bedrooms, offices, and more. The halls are 2 meters wide and 3 meters high at most and are made from beams and structurally unstable brick walls covered by a thicker layer of smooth white plaster. The floors in this area are covered by a woven white wool rug with guess what, yellow patterns on it. The bedrooms feature whole-wall floor-to-ceiling windows when on the outside edge of the buildings. The bedrooms often have a king sized bed, two bedside tables, a wardrobe, a large non-functional flat-screen tv, shelves covered in gold figurines, large desks and more. The offices too feature huge floor-to-ceiling windows where applicable. There are cubicles with comfy swivel chairs and high-end computers. Around half the cubicles are decorated differently as if someone actually used it for

a while. The other half are typically vacant. There are also some other smaller rooms, such as storage rooms containing lots and lots of keys. These are the same ones used to enter the plaster, but you'll already have one (unless you entered from a balcony in the plaster), so not super useful. They also contain more weapons, also bloodied and tagged. There are also crates and piles of the scroll-tags, also with nothing on them, but these are just empty, not faded. You could also find crates full of vials of white ink that is used for writing on the tags. The staircases in the plaster are few in number, but extremely tall, spanning hundreds and hundreds of meters. The walls of the rooms in the plaster have just the plaster layer and no gold decorations. The ceilings throughout the plaster are just more plaster with gold patterns. There are small white led bulbs inset into the ceiling, hidden by frosted glass covers, which is what provides the plaster's light. The plaster takes up the rest of the building that the ornate does not inhabit. The third area, the walls, is basically a series of crawlspaces and thin corridors behind the walls of the plaster. The floor is often thin, fragile plywood and it's scattered with tools similar to the areas that are under construction. The walls are often thin brick walls or straight beams and drywall. Not much goes on in the walls. There are sometimes radios that illuminate the dark and damp labyrinth with flashing green and red leds, but more on that later. You can enter the halls by going through an under-construction zone, sometimes behind a mechanical room in the plaster, or directly from the outside. This is the aforementioned third entrance to the construct. Since the towers appear at every road intersection regardless of if there will be an entrance to the ornate or not, The roads cut through with tunnels. Sometimes at the sides of these tunnels there will be locked doors that lead to the walls. The locks are compatible with the keys seen everywhere in the construct. Throughout every section of the construct, there are loudspeakers that broadcast messages. In the ornate, there are large flowering speakers that look like gramophone horns. These emit loud, booming messages that echo in the towering halls of the ornate. In the plaster, there are smaller megaphone-like speakers that emit slightly echoing, somewhat quieter messages. In the walls, the radios emit a crackly voice broken by fits of unreadable static. Every single speaker, horn, and radio on the level is hooked up and synced up to emit the same messages at the same times. Every 46 minutes, every device plays an echoing yet muffled voice. The words sound almost like a cohesive language, but certainly are not. They are somewhat terrifying at first, but quickly become a nuisance. Luckily, there are often quieter speakers around the bedrooms, so you can actually get some sleep. It is theorized that the voices are verbal court summons, but this can only be speculation due to the variety of speech. Now for the tags and scrolls that cover the level so. These have a round gold emblem and clip at the top, featuring a rhombus surrounded by a circle. Many are slightly dented and corroded, even if brand-new. Flowing down from the emblem is a long, black fabric scroll, covered in fine vertical writing in white ink. We know roughly what they say. On the front is a court summons, saying the tower number (which we cannot decode), the date (which we also cannot decode) and the crime, which is always apostasy. On the back is the name of the individual, although this is, the majority of the time, doused in ink to be hidden; how they were captured; where they were captured (typically a short name that fits the description of a level); a 'part' of cloudy (always a multiple of 2); and the verdict, always being "forgotten". Judging by the murder weapons these tags are connected to, that likely means execution. Along with the previous mentions of the tags, larger versions can be found hanging on the walls of the ornate. One example of a tag may say (on the front): Tower 25E26R12, Day 61-4 of 4183, For Apostasy. (on the back): Rolwk Opne, Tracked and Taken Among the Pure White, Cloudy in Fourth Part,

Verdict- Forgotten. The tags on the walls of the ornate are typically bigger and more important if there is a lower part of ‘cloudy’, with cloudy in half part being exponentially bigger than cloudy in quarter or eighth part. No tags are seen with cloudy in full part. Before I go over the greatest piece of the construct, I’ll go over the weather on the level. The outside is humid and remains at 4 degrees during the night, and 7 degrees during the day. The construct is heated though, and remains at around 21 degrees. The night is 14 hours and 17 minutes long while the day is only 3 hours and 42 minutes long. During the day there are low-elevation billowing cumulus clouds which are only seen along the horizon, never above you. These pure white clouds appear iridescent during daytime and glow in many beautiful dancing colors just like the outside film of a bubble. Remember when I said earlier it would be dark during the night, well not really. The nighttime world is lit by a huge purple moon with many craters, which reflects such light that you can see with ease in the dead of night. This is supported too by large, bright stars that even have noticeable effects too. There is always a thin layer of mist that covers up the very ground layer outside during the day, along with a thin layer of fog in a cylindrical shape that appears only during the night. The cylindrical shape allows for you to see and feel the effect of the moon and stars, while not seeing far-off construct pieces. One odd nature-oriented feature of the level is immense vine-like plants that cover and blanket large swathes of the connector pieces. This is much different to the persian-ivy-resemblant plants in the ornate, and much larger. It has a layer of bright, mossy green, covered up by several huge vibrant purple-magenta flowers, very similar to reality’s mother-of-thyme plant. This also helps break up the monotonous yellow and gold on the outside. One more thing before the big feature is the appearance of large pylons made from white and yellow gold. These carry huge, thick bundles of wires and run along an axis, going straight over huge rectangular construct pieces and towers. These only connect with each other, and never the construct itself, so it’s more of a fashion statement than anything. Now for the part you’ve all been waiting for; the heart of the construct. At the center of the construct, there sits the largest piece, a single rectangular piece 120 by 120 meters wide and deep, and 3.2 kilometers tall. Surrounding the heart in a ring are eight towers such as those found at intersections, these being around 90 by 90 meters wide and deep and 2-2.6 kilometers tall. The surrounding towers are connected with large connector pieces at the very bottom and hundreds of skywalks higher up. Two of 8 surrounding towers contain only plaster, half bedrooms and half offices. The remaining 6 towers are solely ornate, being nearly 100 percent courtrooms, weapons storage rooms (which are larger here), and halls. Enormous tags cover every inch of wall space in the ornate towers, never less than cloudy in the sixteenth part. The tops of each tower is crested by a massive antennae tower, dotted with satellite dishes. For the heart itself, it consists entirely of the ornate. On the outside edge of the heart there are halls and courtrooms, both larger than their typical counterparts. The center of the heart is a cylinder stretching from the top of the heart to the bottom. There are two large wooden doors on the east and west ends of the center. The bottom layer is covered with huge gold-decorated boards, covered in smaller tags, but hundreds of them each. The tags here are never less than cloudy in quarter part. On every wall from top to bottom there are more large tags. The ones on the walls always show cloudy in half part. Hanging between the walls are immense, thick white ribbons with gold sparkles. Half and quarter-part tags cover these too. There are gold beams extruding from the walls, with golden chains hanging from them. Sometimes the chains are connected to large golden cages. The beams, chains, and cages are all covered in half or quarter-part tags. Behind the tags, the walls of the

center are more ornately decorated with gold and multicolored glass than anywhere else on the level. Along with the boards at the bottom, there is another courtroom setup, with the judge's stand up against the north wall. The greatest feature of the center is one last tag, towering at over 30 meters in height, with its bottom just above the judge's stand on the north wall. It reads, all on one side, Tower 0N0C1, Day 10-1 of 7020, For Great Apostasy. High Forenoon, Of the North Worship, Cloudy in Full, Verdict- Unresolved. It appears there is at least one more creature to be brought to the Hall of Law. That's basically the whole level. You're probably confused, so I'll explain our top theory for what this place is. Our theory is that the Exogs inhabited level 207 and the construct after being sealed here. It is clear they were trying to end a species of different views to theirs, but it is unknown what species or what their opposing views were. It is clear, though, that they could not finish the job and could never end the opposition at its source. Whatever the source is, it's still out there, as the Exogs evolved into inability. You can enter this level by noclipping anywhere on level 206, and exit by noclipping anywhere to get to level 206 or 208, or by praying to the deities at the zentrum of the center of the heart of the construct, you will be sent to level 203. The heart is obviously heavily guarded by the CCOEG, because 203 is a highly confidential level.

Level 208: Who turned the lights off?
Class: 5

Level 208 is a large, dark, apartment building. The lights are all out, but there are many flashlights around this level. There is almost no light on this level. The floor is made of old, blue, faded, carpet that smells of mildew. The walls have a small, light-colored, wooden trim at the top and bottom of them. The walls themselves are made of drywall with a tan coat of paint over it. There are doors every five meters. The doors are the same color as the walls, with golden-colored doorknobs. The same light-colored trim surrounds the doors. There are dark, wooden panels on the ceiling that surround the lights. The interior of every room is the same. There is a kitchenette, a small living area, and a bedroom. The rooms never have any food. Most of the level is made up of rooms and halls, but there are sometimes lobbies. The lobbies have a few desks, chairs, and carpets. The floor in the lobbies is made of tiles. If you try to leave this level through the lobbies, you will be met with a wall of rock past the doors. Every room has a small chance of becoming a closet with a few mops and towels. There are also washing machines and rarely, bathrooms . Most of this level is in good condition, but some areas resemble level 193, the buried basement. There are many entities here, and they tend to attack when someone's guard is down. When you hear a noise from behind, get into a room as quickly as possible. The only species of entity on this level are the oogas. They are blind, and use echolocation. If you get into a room, it will probably not find you. Exit this level by falling asleep on a red bed to get to level 209. Enter by waiting 198 days on level 205 or by noclipping on level 207.

Level 209: Megalophobia
Class: 3

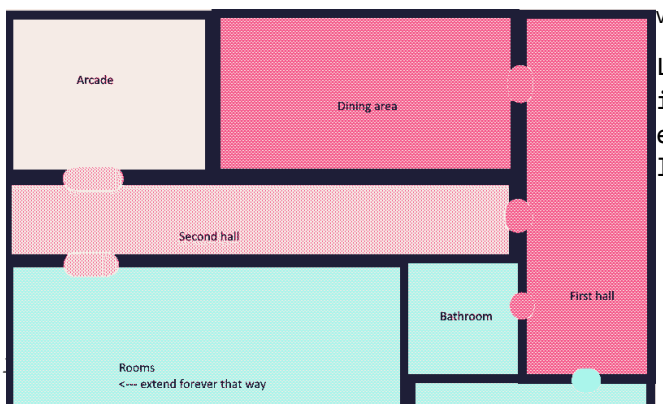
Level 209 is set in a very big bowl-shaped doohickey. The sky is bright blue and cloudless. Every 12 hours, a large planet will make a 6-hour journey across the sky. The bowl you are in is about 5000 kilometers across. The atmosphere is almost nonexistent, so you can see the entire thing at once. There is a city that covers the walls and floor of the bowl. The buildings are bland and gray. Inside of the

buildings are empty rooms, completely devoid of anything. The only things inside of the buildings are staircases and elevators. There are also sometimes wall gardens here. When you enter this level, you will always start in the center of the bowl. The center is a pedestal in the middle of a fountain. From the middle, the faraway walls of the bowl look like winding mazes. There are roads throughout the entire level connecting the empty buildings. There are sometimes cars, which are empty and dusty. As you walk away from the center of the level, gravity adjusts so you will always be standing straight. If you make the long trek to the edge of the bowl, you will see that outside the bowl is an infinite ocean. The edges of the bowl float about 25 meters above sea level. There are sometimes boats in the water. Rarely, the entire main bowl of this level will rock from side to side. If this happens, get into a small, enclosed space where you will not have enough room to move, so you won't get thrown around and die when the rocking gets worse. The rocking usually lasts about 15 minutes. Fortunately, water has never been recorded spilling over the edges. Noclip into a wall of plants to get to level 210. Enter by falling asleep in a red bed on level 208. Since there is no food here, and it has a high temperature, this level is relatively dangerous.

Level 210: The Jungle
Class: 4

Level 210 is an infinite, dense jungle. The shrubbery and forest are so thick that the level is almost impossible to navigate. There are on average 750 plants per square meter. The trees are much taller than real life counterparts, with some reaching up to a kilometer tall. The ground is covered in grass and moss. There is also constant precipitation on this level, especially at night. The day-night cycle in this level is odd. The days are 12 hours long, but the nights are only 6 hours long. There are many streams and rivers here. There are sometimes sandy areas without vegetation, but these are very rare. Every now and then, there are large boulders. Most of this level is flat, with little to no elevation change. Every 2 kilometers, you can find a large tower. These towers are made of pure wood, with no non-wooden components. The towers range from 250 meters to 3 kilometers in height. There are holes in the side of the towers. There is thick fog on this level, so you can't get a good view from the towers. This level is not safe at all. While there is an abundance of food, like wild berries and fruits, there is also a high number of entities, which will attack you on sight. Entities seem more aggravated on this level, and even some peaceful entities will attack you if provoked. There are many common entities on this level. The most notable of the entities present on this level are Hallulights. You can enter this level by noclipping on level 209 into a large wall of plants. It has been concluded that there is no discernible way to exit this level, as you cannot noclip. It seems you have a random chance of being sent to level 211 when you fall asleep.

Level 211: Pastel Paradise
Class: 1



Very basic map of level 211.

Level 211 is very safe. It is completely impossible for any hostile or passive entities to enter. When you are in this level, it is completely impossible to

get hurt or age. The only entities that have ever entered are Hallulights, Cats, and Amethlos. The lobby on this level has blue pastel tiles. There are neon lights on the white, plastic walls. The lights in this area are light red. The lobby connects up to the first hall, which doesn't contain much. There is a carpet, a few desks, and some paintings. The same can be said for the second hall. Connecting to the two halls are the rest of the rooms. There is a bathroom, which is similar to the one on level 204, though with the same pastel, white, and neon lighting style of this level. The next room, the dining area, is larger. It is filled with modern, white, plastic tables and chairs with a smooth design. There are neon LED lights underneath the tables. There are black and white tiles that make up the floor. The roof is a dancing pattern of pink water. The tables will automatically generate anything you write onto the menus. Then, there is the arcade. It's a normal arcade, with dark lighting and many game machines. Some of the machines have games that should not be able to be found on old arcade machines. The final area is the living rooms. They extend infinitely onwards. Each room has a white bed, a white plastic desk, and a computer. The floor has a tan carpet. You can enter this level through random chance when sleeping on level 110. You can exit by noclipping. It will send you to level 212.

Level 212: Buccaneer's Inn
Class: 5

Level 212 consists mainly of a bunch of ships conglomerated together with 18th-century architecture and modern bits. First off, the environment. The temperature of the level varies, but stays between 15 and 25 degrees. In the outside areas, the temperature can get as cold as 8 degrees. The majority of all the materials used within the boats, houses, and other bits is unpainted, unpolished wood. Of course, this makes splinters a common thing here. Carpets, in varying color, size, and quality cover the floors, sometimes forming stacks. Paintings, with ornate gold frames, are found throughout the level as well. These paintings are sadly not of Cvil DeVan Rallah, and most commonly depict portraits of unknown individuals. The level is littered with random pieces of trash near the rare bar areas. These bars sometimes have food, but are mostly filled with ale, beer, and occasionally O-o. Most of the level is made up of halls which connect the different rooms of the inn. Each room varies in size, but is never larger than 5 by 7 meters. The rooms are modeled after the interiors of pirate ships, which in my honest opinion is pretty cool. The aforementioned bars are only found in the interior courtyard things, which connect the six different floors of the level. These areas aren't really courtyards, as they are still completely inside. Staircases connect outlooking balconies which lead to even more rooms in the interior courtyards. Real, outdoor courtyards exist as well, but are much rarer. These courtyards have natural stone paths and are littered with sale signs and small stalls. This also reveals that the time of the level is constantly set to night, with a bright full moon floating lazily in the sky. Sometimes, the courtyards overlook a tranquil sea. Very rarely, this can cause the level to flood. The seas will rise, and the first four floors of the level will be consumed by sloshing water. Kharjid will begin to prowl, so beware. You can enter this level by noclipping from 211, and exit by noclipping to get to 213.

Level 213: Lonely Array
Class: 3

Level 213 is a grid of shapes, floating in an infinite void. The temperature remains around 18 degrees Celsius and there is no real weather other than the occasional gust

of wind, never surpassing 30 kph or so. The sky is a vibrant, almost piercing medium blue, and large, billowing cumulus clouds dot the sky. This level anomalously induces some level of paranoia and unease on this level, for no reason in particular. Each shape in the grid that makes up this level is generally a cube, but there are odd-shaped holes throughout. These holes are fractals, and go on down to the atom level. The material that makes up the cubes is similar to fired red clay in color and texture, but it's somewhat smoother and also unbreakable. These cubes are 2.34 meters long on each edge, and are aligned .92 meters apart in each cardinal direction, and 1.44 meters apart up and down. This isn't all of the level, though, and rarely one of the cubes will have a hole large enough to climb through. These holes lead into a new area of the level in a non-euclidean fashion. This area is referred to as the caves, as that's what it resembles. This area is an expanse of connected oval-shaped chambers and tunnels. Typically, chambers range from 3-10 meters in a given direction, and tunnels usually 1-3 meters, but they can get smaller. There are absolutely no right angles in these caves and chambers, and the entire area is non-euclidean. If you lose sight of the hole you came from, there might not be a way out for a while other than death to get back to level one. Many of the surfaces in the caves area have fractal-holes in them, but none are too large. Some surfaces in the caves are breakable despite being the same material as the array's blocks, and the walls are often very thin, so that's quite nice. There are sometimes holes already broken in the walls, too. Rarely you *can* find new holes to escape the caves back to the array, but again, it's very uncommon. There are no entities or items on this level, no food or water, and no groups or bases. You can noclip in the array (not the caves) to get to level 214. Enter by noclipping on level 212.

Level 214: On mah 'puter!
Class: 2

Level 214 is a big factory producing many different parts of various computers and other electronics. Also, named by Juniper. This level is finite, being about eight hundred by eight hundred kilometers. The floors are made of concrete, while the roof and walls are made of white, corrugated metal. Large industrial lights illuminate the absolute hodge podge of a mess that is the production line. Hundreds of conveyor belts and machines scatter the floors, making it quite difficult to walk around. Many of the machines are involved in PCB manufacturing, and this manufacturing zone takes up the vast majority of the level. All of the machines here are frozen in time, and can be turned on. Once turned on, the machines will always do their job exactly once before shutting back off again. Another section which can be found are plastic extruding sections, which are making, guess what, this might be a shock, plastic parts. The parts are usually beige or off-white, but sometimes gray. Similar to the machines in the previously mentioned section, these machines will only do their job once before shutting off. The next area that can be found are assembly zones, which are very boring and just big tables with machines on them assembling the electronics. Moving on to entities, entrances, exits, and bases. There are no entities at all. You can enter this level by noclipping in the array of level 213 and exit by noclipping to get to 215. There are no outposts on this level, due to the lack of any supplies, and the fact that it smells really funky here. That's about it for this level. A pretty basic and boring level, but a level nonetheless.

Level 215: no one came to your party :(
Class: 3

Level 215 is uhh, I don’t even know. I’m just one of the guys who writes the levels at CCOEG! I NEED A BREAK! IT'S THREE AM! ON A SATURDAY! I need money to pay rent tho... Anyways, level 215 is one of those places where you can rent it out for your birthday party. The floor is made of concrete, with some orange and blue carpeting on top. The roof is white, with large fluorescent lights in the middle of each room. There are a few plastic tables with that plastic cloth that literally everyone pokes holes in. If you don’t, you are a freak. There are also some party hats and plates. There is a large banner over the tables that says happy birthday. The walls here are orange, with a white trim at the bottom and top. In the corners, you can find white beams extending from the floor to the ceiling. There is another table with gifts inside of it. The gifts are almost always empty, but sometimes contain supplies and even weapons. There is a white door on the opposite side of the gift table. This door leads into an infinite hall. The floor is concrete, and the walls are purple. Every eight meters, there is another door that leads to an identical room. If you encounter a red door, it will lead to the next part of this level. The second area has more tables, but in a much larger room. This room will have games, rock climbing, an arcade, and an indoor (Roian) soccer field. The tables in this room also have food, like cakes and doughnuts. This food is only sometimes safe to eat, though CCOEG does not recommend trying to consume it without properly checking it first. 2The roof in this room is much higher, about 20 meters, and the walls are unpainted concrete with metal supports. The roof has metal girders and greebles supporting industrial lights. These lights are prone to fall. Back in the main hall, blue doors lead to winding and twisting concrete halls. The walls in this area are white. The roof and floor are concrete. The lights here are much rarer and dimmer. This area is the most dangerous. Actually, it is the only dangerous part. There are commonly aggressive oogas, boogas, vines. Inside of these halls, you can find plastic chairs, cloths, tables, and other supplies that make up the other two areas. There are bits of pipes running through the walls, similar to the ones on level one. That is the last known section of this level. This level is rarely occupied by any groups, so no (permanent) bases have been established. You can enter this level by going through the charging port on level 214. You can also enter by noclipping from level 216. Exit by noclipping to reach level 216. Similar to level one, finding a pipe facility will get you to the main base level.

Level 216: cold
Class: 4

If you didn’t guess, level 216 is very cold. This level starts out in a waiting room. The floor is made of blue tiles. The walls are an off-putting shade of beige, with a few stains. The walls are made of drywall. There is a single blueish light in the middle of the room. There are 4 wooden benches clustered around the center of the room. This room is oddly empty. There is a soda fountain on one side of the room, and it appears to be selling knock-off brands from level 205, like Doctor Spicy and Koala Cola. On another side of the room, there are 2 blacked-out doorways, which lead to the main section of this level. Above the doors, there are 2 green lights. When these lights are red, do not walk through the doorway. If you do, you will get sent to level 217. When you go through the doors, you reach the main area. The two halls from the doors combine into one. This area is colder than the first, at about −10 degrees Celsius. The floor here is made of blue tiles, with the same walls as the first area. The roof is also the same, with the same lights. This area is a single twisting hallway. There are a few ventilation ducts on the roof. Beneath these ducts, there

are piles of snow. Every now and then, snow will pour in. Not much pours in, so it's not dangerous. Rarely though, a couple hundred pounds of snow will pour in. As the hall winds onward, it becomes more and more common to see doors on the side of the halls. These rooms lead to more and more rooms that connect to each other. These rooms have a similar structure to the waiting room. They will also contain tables and carpets. The rooms are also slightly colder. About 25 kilometers into the main hall, thick metal doors will begin to appear. These doors lead to meat closets. These closets are extremely cold, with a temperature of −75 degrees Celsius. These closets are hotspots for hungry oogas. About 35 kilometers into the main hall, it will begin to split into many halls. It also begins to get 10 degrees colder every kilometer after this point. Due to this, exploration farther into this main hall has been slowed. What is known, at 50 km in (-160 degrees Celsius), large areas will start to appear. These rooms resemble large factory storage areas, except that they are completely empty except for a few shelves. These rooms are also warmer, at about −5 degrees Celsius. There are icicles here. Once the temperature reaches -270, or only 3 degrees above absolute zero, the temperature stops dropping. You can enter this level by noclipping from level 215, via noclipping. You can also enter by falling asleep in a walk-in freezer on level 108. Exit by noclipping to get to level 215. Go through the doorway when the light is red to get to level 217.

Level 217: **It's warm now, don’t you agree?**
Class: 4

Level 217 is a dangerous desert expanse of dunes, desert, and danger. Really just a whole stinking lot of sand. Anyways, the temperature of this level usually sticks around 50C during the days, which is just incredibly hot. The humidity is very low (save for in the morning,) and any water is nigh on impossible to find. Each day on the level lasts 36.5 hours, and nights 24 each. During dawn and dusk, large winds come from the east over the level, causing dust storms, but most importantly, bringing clouds of fog, and henceforth water. Good luck separating the miniscule amounts of moisture from the dust, though. During the nights, the temperature will drop to only 10C, a welcome change from the intense heat of the day. About thirty minutes after the sunset, the stars will poke out from behind the clouds as the dust storms begin to settle down. Each night, the stars are in different positions, but usually form fantastical swirls and eddies. The main structure of this level is made up of large sand dunes, formed by the westbound winds. These dunes range from five to fifty meters in height, with the largest ones being closest to the ocean (mentioned later.) The sand makes it quite hard to navigate, but meter-wide concrete paths resembling sidewalks, complete with the street lights and everything, criss-cross the dunes, helping navigation somewhat. Oases are rarely found, usually only providing small puddles of muddy water. Sudden spiky structures made of red sandstone will sometimes occur, and dot the horizon of the level. The structures seem relatively new, having not been carved smooth by the wind and sand. Carvings and markings decorate the bottom of these. The pillars are vaguely pyramidal in shape, tapering near the top, but are much, much skinnier and taller than the stereotypical pyramid. The spikes are twenty to thirty meters tall on average. While mostly getting thinner from bottom to top, the spikes tend to be the thinnest about 5 meters from the top. Most of them stick straight up, give or take a few degrees. A few fallen ones can rarely be found scattered across the landscape. The fallen ones appear to have been much larger, sometimes having the debris scattered over the course of a kilometer, and having circumferences of over 70 meters. The largest of these have many tunnels,

halls, rooms, stairs- ok you get the idea. One of the most famous fallen pillars is known as “The Overarching One” and has debris scattered in a zone of around 2 kilometers. What makes this one so special, though, is that the base is still standing. A huge pillar, about 50 meters in height and 130 meters wide, looms over the debris field. This pillar is known to have hundreds of rooms, with large dining halls, small dungeons, the whole kit and kaboodle. It is also lavishly decorated (a thing not seen in fallen pillars) with nice furniture and even a few Cvil DeVan Rallah paintings. Runes decorate the 5 meter wide entrance to this pillar. Despite the age of the things inside, it is still an incredible place to visit. It is partially protected by a group of people called the Dunedwellers, but they allow visitors. Inside of the largest hall within the Overarching One is a large mural, sadly not painted by Cvil DeVan Rallah, that depicts the storm on the ocean (mentioned later) parting to show something. Unfortunately, we don’t know what, as the mural was defaced with dark black ink around 1400 (found through carbon-dating,) and the word “NO” written across it. Someone was upsetti-spaghetti. The pillars are not the only structure which can be found. Another semi-common structure, usually one every ten kilometers, are mausoleums. These stone structures are around 3 meters tall and 2 meters wide. Inside, they either dead-end into a room with a few coffins, or more rarely, lead into large winding underground tunnels made of granite. It is completely dark here, save for the occasional dwindling candle that can be found in the corner. Bones, both oogan and animal, scatter the floors. Cobwebs cover several different sculptures of skulls and bodies. The only good thing that comes from here is a relief from the never-ending heat of the surface, with temperatures being a nice 20C here. Back to the main environment, while the majority of the level is a desert, heading eastward for around 200 kilometers (you tend to enter the level in the same spot every time,) you will find a huge ocean of warm water. The temperature of this water is 30C. Fishes, coral, seaweed and more call this ocean home. The ocean seems to extend south and north infinitely, and maybe infinitely in the west direction as well. It is unknown if it is actually infinite in the west direction, as large storms always brew on the horizon. Attempting to sail into the storm will inevitably lead to death. The temperature drops to only 5C. The waves get choppier and choppier, before turning into 10-meter tall walls of water crashing down on anyone stupid enough to venture into it. Back on the shore of the ocean, grass and trees grow. Some mangrove trees grow a bit into the ocean itself, stabilizing the oceanside dunes. While it is nice to sit on the shore, it is somewhat dangerous. The winds that bring the fog into the mainland during dawn and dusk are much more powerful and much colder. In some cases, the winds have broken 200kph. On rare occasions, the storms suddenly surge forwards, coming towards the land and showering the 10 kilometers closest to the shore in heavy torrential rain for weeks at a time. This is very good for all of the people slowly dying of thirst, for obvious reasons. The previously mentioned mausoleums are much more common on the coast, forming a ghostly sight of thousands of tombs staring out into the stormy sea from the sides of the steep dunes. Stone steps connecting all of the tombs form a spiderweb of gray contrasting against the monotonous yellow. If instead of going 200km eastward from the start of the level, you go west, you will find that the dunes begin to get larger and larger. After 500km, they are mountain sized and basically impossible to climb. However, the sandy mountains have one thing that makes it worth the trek there: cars. Abandoned in the sand are off-road vehicles which make travel a trivial matter. Though sometimes buried, they are great for transportation on this level, and if you can somehow manage to get it to another level, great for transportation on all levels. Entities are somewhat rare on this level. Small amounts of Kharjid live in the oceans, preying

on the smaller fish. Dunebiters rarely inhabit, guess what, the dunes. As previously stated, there is one group on this level. The Dunedwellers live in a small town they constructed right outside of the Overarching One. These rapscallions are quite tough and quite populous. You can enter this level by walking through a red door on level 216, and exit by noclipping to get to level 218.

Level 218: **an aroma of pumpkins and safety**
Class: 1

Level 218 is a nice and safe level that shares many characteristics with level 40. It is a very safe level, a stark contrast from the past 2. The time of this level is locked near the end of dawn, and it is about 17 degrees Celsius here. The sun slowly bobs up and down over the course of a few hours, never fully setting or rising, just like level 40. This level takes place in a sparse forest during autumn. There are red, orange, and yellow leaves all over the ground, and a few brown ones still clinging to the trees. There are still quite a few leaves on the trees, so the branches don’t look intimidating. There are concrete sidewalks going throughout this entire level. There are less leaves on the sidewalks. The ground of this level is mainly made of green, long, grass. This level is mostly flat, but rarely there are hills and ridges around the level. There is a smell of pumpkins and pecans wafting from cabins that can spawn rarely. The cabins are cozy, with food. They usually have food such as pancakes and waffles. They usually have 1 or 2 rooms, with a large, warm fireplace. They have ornately decorated red carpets. Sometimes, you may find towns that seem to have originated from around the 1960’s in Roi. These towns will contain many supplies and sometimes even cat entities, so they are a valuable resource. The farther you get away from the center of this level, the rougher the terrain will become, but stops getting rougher at around 100km from the center. The level never becomes dangerous though. Due to this level’s extreme safety, there are many bases here. CCOEG has one called “Dea-weren” It has over 70 members. There are many other smaller bases from undocumented groups. You can enter by noclipping on level 217. Noclipping inside of one of the houses will get you to level 219.

Level 219: **Time Marches On**
Class: 3

Level 219 is very odd. This level is a large field. This level is 10x10 kilometers in size. The grass is 1 meter tall, and it is orange. This entire level has a strange grain effect over it. The time of day is stuck at sunset. The sun here is slightly orange tinted. It is also warm here, at about 24 degrees Celsius. There are a few paved roads that go through the fields. These roads are rare though. They are all faded and cracked, with orange vegetation growing in the cracks. In the fields, there are a few strange things. There are many clocks just laying or standing in the middle of the fields. They make a loud ticking sound that can be heard throughout the entire level. They are all perfectly synced. If you try to break one, you are sent to level 220. Unfortunately, they are very hard to break. This level drives many people insane due to the synchronized ticking sound of the thousands of clocks. It is extremely common to have hallucinations on this level. This level causes them. It displays messages in your vision such as “keep going”, “time will continue without you”, “no need to be scared of death”, and other messages like that. It is also common to see doors that aren't really there. As you walk towards one, it will appear to get farther away. There are many soulless husks on this level that are infinitely walking around in circles trying to reach a door that isn't there. If you “die” on this

level, your essence will possibly be transferred into a Hallulight or Shadow, depending on a few factors. Your body will remain on this level, somehow kept animated by some strange force. Even though it will still walk around and mumble as if it were living, it will continue to decay. After about 2 weeks, what is left of you dissipates. People believe that this level is trying to use the sacrifice of dead lostsouls to reincarnate something. There is one entity on this level, The Timekeeper of The Forest. You can enter this level by noclipping on level 218 in a house. You can only exit by breaking a clock, bringing you to level 220.

Level 220: Whale Fall Event
Class: Varies

loud boom Yo, yo, yo it's me, H-Money here! To be serious, it is I, Harold, writing this level, which henceforth means I will likely be sitting in my chair, clacking away, for the next 15 hours, as CCOEG docks my pay. Curses be! Anyways, Level 220, or Whale Fall Event, is a large multi-sectional level with many subsections. There are three main sections, called The Land, The Sky, and The Deep. There are 5 subsections in The Land, 3 in The Sky, and finally five in The Deep. It also seems to be the source of several entities which do not appear to reproduce, like oogas and boogas. Unfortunately, there are no commonalities between any of the sectors except for the fact that they are all bat[redacted] insane, so I sadly can't badger on about weather and temperature for thirty pages like I've heard my new coworker does. Moving on to the first section, it is known as **The Land.** Within it are five subsections. Throughout the entire sector, the temperature remains around 20C, and the sky is almost constantly in view from the ground. The sky itself (which is really a wall of water) is pinkish in color, and the "sun" (there is no visible sun, light seems to be emanating from the water itself) is not all that bright. The brightness of this section is comparable to about 10 or 15 minutes after sunset on Ion. Near the horizon, the color of the sky shifts to reds and oranges. The time of day here is around sunrise or sunset, though it is not certain. Despite the fact that the sky is blocked by a huge wall of water only 700 meters above the ground, low flying clouds can be seen lazily drifting below the turbulent waves, occasionally showering the ground below in water. The first subsection here is known as **The Town**, and it is all most people will ever see of this level. It takes up a circle 40 kilometers in diameter. When you enter this level, you will be placed in the center of a town square, sitting next to a fountain. Water quickly rushes upwards from the fountain, which is presumed to be infinitely deep, into the sky. This water appears to be dark blue in color, but slowly takes on the pinkish color of the water in the sky as it ascends. This central town square is about thirty by forty meters in size and doesn't really have anything interesting. The Town resembles the suburbs of Oogaboogumblur in many ways, with Deltoian influences on the architecture. 4 meter wide roads provide all of the transportation necessary. Smaller, .8 meter wide sidewalks made of lighter colored concrete, allow for better foot travel. The roads are made of asphalt (as most roads are,) though the black color has drained, leaving it more of a light gray. The sidewalks (and I forgot to mention, the town square as well) are made of cobblestone formed from various tan, red and yellow rocks with light gray sludge poured in between to fill the cracks. Abandoned cars, most having been raided for parts, litter the roads. It is commonly raining here, as water from the sky falls down, sometimes in waterfalls concentrated on small areas. The grass is multicolored, most commonly red or purple. Each house is white in color, with gray shingles and a red door, but the interior and exterior can vary in shape. Internally, most houses

are empty, lacking even any dividing walls. Many of the houses also resemble other levels, with their appearances slightly shifted as to be somewhat unfamiliar. Rarely, the houses are infinite on the inside, and sometimes lead into other levels. Most of the houses which exist are small, but a select few are not. One larger house, 3 stories in height and in a central culdesac, has been inhabited by CCOEG and TOTG. It is quite easy to spot, due to the several tents sitting outside, the bright lights set up by CCOEG, and the large banner which reads “SAFETY HERE.” About 50 people live in this settlement. Trees can be found in this area, but they are, of course, weird. Most of the leaves are a violent blue color, with nearly black bark. Around the trees, puddles of mud form, decaying the bright colors of the grass around it. From these puddles, it is common to see entities emerging, though when on this level, almost all normally hostile entities seem subdued, only attacking sometimes, and mostly wandering around aimlessly. Right after emerging from the ground, the entities seem underdeveloped, sometimes lacking skin or certain organs, which they grow later after wandering around. Large, red vines made of meat tend to grow around the houses, culminating into large fleshy orbs which sit inside the ground, waiting for an unlucky victim to walk past (see entity 56 for more information.) Another strange structure that can be found in The Town are tall glass elevators extending into the wall of water that is the sky. Each one is cylindrical in shape and 2 meters in diameter. There will always be a door on the north side of the cylinder, which will lead into a small elevator, 1 meter on each side. One last thing, you cannot noclip while inside the Town. Zamn it! If you decide to leave the town, and continue to walk outwards from the chaotic center of the level, you will reach a new area known as the **Fields**. The transition from the Town to the Fields is very abrupt, with houses placed on the border getting sliced in half and roads suddenly ending. Like the Town, this area is 40 kilometers thick, but in total has a much larger area because that's how circles work. This area is much less dangerous than the Town, and is very peaceful. The ground is made of dry, bare dirt, but most of it is covered up by dark red, reflective wheat. Most of the terrain here is pretty flat, with gently rolling hills in the distance. There is a light blue-gray colored fog in the distance, which limits visibility to about 2km. The same wall of water overtaking the sky can be seen from this section, though it is around 1.5 kilometers in the sky instead of 700 meters. This height varies slightly, usually dropping or rising 10 meters. Unlike the sharp transition on the ground, the water slowly curves up in an S-shape to the new height. Whatever is holding up the wall of water seems to be weaker in this area, as there are commonly waterfalls descending from the heavens. The temperature remains pretty stable and similar to the Town for the most part, but sometimes, specifically, most commonly the oak stands which are explained later, the temperature will drop to a point where it will start to snow. Sometimes, this causes icy waterfalls to fall from the sky, which I guess you could do some ice climbing on. You can sometimes see the rare Galactic Sky Whale (see entity 58) swimming through the sky. The large bones of the Sky Whales can be seen scattered throughout the grass, in varying states of decay. Trees, more normal than the ones in the Town, can rarely be seen far off in the distance, but disappear when you try to approach, and also do not show up on digital photographs, only film. Another tree related thing; sometimes stands of oak trees can be found. Unlike every other form of plant life on this level, they are actually quite normal, with green leaves. The strange red grass is also replaced with more normal green grass in the stands. Small cabins, about 3 by 2 meters in size, can be found within, along with thin streams of water. Rarely, the houses from the Town can be seen, and unlike the trees, they do not disappear. They are a very good source of food, as they tend to be much more normal, with actual interiors and furnishings.

The houses also tend to be slightly sunken into the ground, or on angles, as if some giant being pushed them into the ground. Within the tilted and sinking houses, there will be a layer of mud or quicksand at the elevation of the ground around the home. Strangely, even in an obscenely tilted house, the furniture (or other objects) will never fall or glide downwards until touched by someone, at which point it will descend rapidly and crash violently, much faster than it would normally. You can actually noclip in this area, and it is advised to do so here, as the sectors of the Land only get weirder and more dangerous from here. Of course, a little advice for survival does not stop exploration, and hence the next sections have been discovered. The next section, known as **The Forest**, is incredibly dangerous, mainly due to the high risk of getting lost and dying of death- er, starvation. Starting eighty kilometers away from the center of the Town, it shares the same abrupt transition as the previous sector. The grass here is brown and very thick, somewhat resembling oversized hair. The ground is made of rich, brown soil, which is completely full of nutrients. Some people, called Soilsuckers (ok man, I ought to put in a complaint with CCOEG) take on the risky business of trading this high-nutrient soil with other groups on different levels, though many of them get lost and die. This area is exceptionally difficult to navigate due to the overabundance of trees. Each tree is 60 to 80 meters tall, very thin relative to their height (usually 0.3 to 1.2 meters,) dark gray in color, and covered in spiny bristles. They all have brown or black leaves. Despite the color and appearance of the trees, they are all very much alive and doing photosynthesis. All of the trees are placed uncomfortably close to each other, and many of them are connected to each other by their root systems underground. It is much darker here than in other sections of the Land, with thick clouds and the trees covering much of the sky. The wall of water in the sky is the lowest here out of any other sector, lying only 150 meters above the ground. There are almost no paths to be used for navigation, only large swathes of felled trees which were knocked over by the large creatures that inhabit this section, known as Garelts. Garelts are around 30-50 meters tall, and are passive entities. Aggressive entities like oogas and boogas can be found here. Sometimes, cabins can be found. Every single cabin which exists here is the exact same, being 8 by 6 meters in size and 1 singular room. In this room, there is a kitchen island (usually containing food, which is quite nice,) a couch, a bed (surrounded by a half-wall,) a TV, and a bathroom on the outside. Large generators also sit outside of the cabins, which have electricity. Unlike the previous two sections, the terrain here is rough and bumpy, commonly changing in elevation. Large, non-anomalous boulders, as well as Erratic entities are common sights here. Sphagnum moss, usually in unnaturally bright purple and blue colors, grow on these boulders and hang creepily from the trees. The terrain of this section is known to shift, characterized by long, low groans and falling sounds as the hills and valleys move to trap you here for longer. If you somehow manage to leave this area, you can get to the fourth subsection of the Land. This section is known as **The Maze**. Because of the ever-shifting terrain of the previous section, it is impossible to know how far away this area is from the center of the level. As the name implies, this area is a maze. Shocking, I know. You know, I, as a writer, should really get the control of how these areas are named. I mean, “The Maze?” Really? That’s as creative as you could get? Try this one out “The Place Where the Orbs Fucking Explode.” See? That’s much better. Alas, I have to abide by the laws of the exploration team’s notes. Anyways, the same abrupt transition that all the previous sectors have appears at the edges of this section as well. There are walls made of red brick and gray mortar, ranging in height from two to twelve meters, which form the walls. The halls formed by the walls are all 3 meters wide, with no recorded

variation. The same grass as the forest permeates the ground of this area as well. Throughout the maze, you can find peculiar objects, such as chunks of bright white plastic that look like they were taken out of level 9, and cardboard watchtowers similar to the ones found on level 7. Strange, red glowing spheres float through the air, occasionally blipping in and out of existence, and randomly exploding. Because of the explosions, it should not have to be said that you should keep your distance from the orbs. Entities are a bit rarer than the other sections of the land, and climber entities are most commonly seen scaling the walls. Wooden doors are very common here. Opening one of these doors will take you to any level which has already been documented. Similar to the third section, it is unknown how thick this one is. What is known is that as you near the edge of the maze, the walls slowly decline in height, before the grass disappears and is replaced by more normal (but still a weird blue colored) grass. Congratulations, you have reached the final section of The Land. This area is called **The Exit.** As the name implies, it is a pretty good way to exit the level, given that you can navigate through the other sections first. It is the smallest of any of the sections, being only about 500 meters across. The wall of water in the sky starts to shoot upwards in an exponential shape, quickly disappearing into the black void. The “sun,” or whatever has been providing light, doesn’t reach here. Illumination comes from blue light bulbs which grow on the trees. The trees themselves are only about 4 meters tall at most, and charred from the endless lightning storm which permeates this area. The entire area is incredibly dangerous from the abundant entities all making their way to a glowing blue portal, and the copious amount of lightning strikes. All of the entities here are in a trance, slowly meandering towards the portals. The dark, vibrant, blue grass is humming with electricity, giving out many-a-small static shocks. Every fifty meters at the edge of this area, an oval-shaped portal (about 5 meters wide, 2 meters tall,) sits. The portals all have a sci-fi dark metal outline, covered in blinking blue lights. When you, or any entity, enter this portal, there will be a huge, bright flash of blue light and the object which touched the portal will be most commonly sent to level 222 (about 80% of the time,) but can also be sent to any level with a class 2 or higher rating (with some exceptions.) However, entities will never be sent to level 222. Peculiar! Beyond the portal is an endless, dark expanse of ashen black stone that has no known end. That wraps up everything about The Land, which brings us to the second of the three main sections of this level. This section is called **The Sky**, and it is obviously the huge wall of water which covers the sky. There are four subsections inside the Sky. Throughout the Sky, the temperature remains at around 15-25C, varying slightly based on position. To enter the first subsection of the Sky, known as the **Fall Event**, you must find one of the glass elevators in the Town which was mentioned quite a while ago. These will take you all the way up into the Fall Event, which is a two-kilometer thick sheet of water. Strangely, you do not drown, nor get wet. Lopsided orbs of sand and rock drift throughout, carrying with them large amounts of coral. Large, perfectly square blocks which glow brightly permeate this section. Fish and other aquatic creatures from Ion can commonly be seen, living as though this were a normal ocean. If anything, be it a fish, coral ball, or those nasty exploding orbs from the Maze falls out of the bottom of the floating sea, whatever is keeping the sea floating will temporarily break, causing hundreds of thousands of liters of water to leak out over the course of a few minutes, before the membrane (or whatever it is) repairs itself. In the higher reaches of the Fall Event, it is possible to find the elusive Galactic Sky Whale. I will NEVER get tired of saying that. As you get higher and higher in the Fall Event, the temperature will start to rise. Within 100 meters of the top of the Fall Event, air pockets will start

to appear, though since you don't drown here, they aren't of much use. Once you pierce the top of the Fall Event, you will enter the second subsection. This section- I'm lowkey tired of writing- is called **The Islands**. You can also get to this area in a more daredevilish way by jumping into the central fountain of the Town, which will fling you upwards. The jet stream formed by the central fountain is called The Big Flow (named by the group **gorp.**,) and it forms a good transportation network, with its offshoots dragging boats along with it in cardinal directions. This area consists of several floating islands, vaguely an iceberg shape, going across the peaceful top of the Fall Event. The islands are 10 to 70 meters in size, and made mostly of sand on the top. The bottoms are made of dirt or rick, with roots shooting into the water. Palm trees and small shrubbery grow atop the islands. Rarely, temperatura berry bushes grow on the islands. Other things that can be found on the islands are various peaceful entities, metal trapdoors which lead to nothing, and most importantly, strange, tall towers which only become visible when within thirty meters of them. Another important object found on the islands are soda cans filled with pinkish juice, with delicious flavor and several healing properties. See Item 15, Pinkphine, for more information on this. The sky is pink and light blue, appearing to be locked in an eternal sunset. Wispy cirrus clouds are seen off in the distance, and never appear directly above you. Warm wind blows from the east, and it has a slight smell of flowers. Rubber ducks float on the surface, some getting to 1 meter in size. Pool noodles and inner tubes, in various shapes and sizes, are commonly seen floating on the water, which still has the pinkish color. It is very calming and surreal here. If you recall, earlier it was stated that the height of the sky water from the view of the Land changed throughout the different sections. This height change does affect the water level on this section, and at the points where the subsections shift in the Land, large waterfalls form, cascading and defying gravity. To leave the Islands, (which frankly, I don't get why you would want to do that,) you need to enter one of the aforementioned disappearing towers. These towers are always 2x3 meters in size and made of dark red bricks. There is a single wooden door (on either of the long sides) which when opened, leads to an elevator. Once you enter the elevator and press the comically large big red button inside, you will begin to ascend. After about two hours of ascending, you will reach the final subsection of the sky. It is called **The Clouded City**. Estimated to be about 25 kilometers above the Town, a drop from here would most certainly be fatal. It is much colder than other sections, being only 10 degrees. The sky is a bright blue, with no sun visible. There is a day-night cycle here (unlike the rest of the level,) with two week long days and three day long nights. During the nights, there are no stars or any other celestial objects visible, except for the occasional meteor shower. There are absolutely no entities, hostile or otherwise, in this area. In fact, it seems any living thing here begins to die after only a few weeks, so it is advised to avoid this area, despite its beauty. The Clouded city is quite reminiscent of levels 188 and 139, (Wispy Cathedrals and Surreal Billows, respectively) being made mostly out of cloud-like material. It appears to be made of soft wool, being cushioned. Large towers, hospitals, parking garages, and other structures that would commonly be seen in a city are abundant here. In between cities, there are large expanses of ten to twenty kilometers in which nothing except the flat plane of clouds exist. White trees, white plants, and other such white objects are common to see within the city. Fortunately, it is not too blinding, as unlike level 9, the material is not super reflective. If you want to leave this section, the only way is to find the rare hole in the soft floor, which will have you fall to your death and send you back to level one. Sorry about that, better luck next time. Heading back down to the Land, there is one last section to be

explained. Inside any area of the Land, you can rarely find dark concrete staircases which lead deep underground. Entering one of these will take you to a winding maze of concrete tunnels, filled with the same flora and fauna as the Land. Navigate around these tunnels for long enough, and eventually you will end up in the final section of Whale Fall Event, known as **The Deep**. Within the deep are five subsections. The first of these is- y'know what? I got a theory. I bet The Deep and The Sky don't actually exist. Now, I'm not going to this level to fact check this, but CCOEG has had it out for me, and I bet this is the punishment. *Note from Zuhair: We do in fact have it out for Harold, but The Deep and The Sky do, in fact, exist*. Anyways, the first of these alleged subsections is allegedly called **The Shallows**. Allegedly, the temperature is around 15 degrees. It allegedly consists of small caves that allegedly wind and turn, constantly changing in size, shape, and elevation. Most commonly, the tunnels are about 1 by 2 or 2 by 4 meters in size. During elevation changes, it becomes incredibly hard to keep your balance, as the majority of the ground is covered by loose rock or thick piles of dust. Also, it is not good for your respiratory health, with all the dust getting kicked up and such. Old, incandescent lightbulbs with very low color temperature, connected by thin, degrading, black wire, cast yellow-orange light across all of the walls. The walls are made of jagged yellow stone, similar in composition to the stone found on level 10. Occasionally, the lopsided halls will open up into large crevices which descend hundreds of meters down into the ground. Small, circular, gray concrete pipes are a common sight here, and they contain drinkable water. Minecart tracks and carts are also found here, but less commonly than the pipes. Rotted supports are also found. A final structure which is found are rails and minecarts, which are filled with rocks. Offshoots from the tunnels marked with heavy metal doors will always take you to level 10 when entered. To exit this subsection and enter the next one, you will need to find a manhole cover. Lifting off the cover, there will be a rusty, unstable ladder beneath. Climbing down the thin concrete hole will eventually spit you out in a new section, known as **The Complex.** This area is mainly made up of sewage tunnels, AKA food factories. This also lends more proof to my theory that this level is a fake device created by CCOEG to torture me, as it has no relation to the previous sections and subsections. Each tunnel is four meters wide and three meters tall, but only about one and a half meters are available for you to walk on. The other half of the height is filled partially by yummy snac- sewage. The sewage itself is very smelly, kind of stinky, and reminds me of Ethan. *Note from Ethan: L Harold </3. Note from Jerry: W Harold <3.* Chunks of trash and dookie float through it. Occasionally, fatbergs (yuck) can be found. The sewage area is luckily not the main part of the subsection (zamn! we got sub-subsections I guess!) and you can enter the main part by finding thick metal doors, which sit on the side of the walkways. This is a series of concrete rooms, all 3 by 3 meters in size with a 1 by 2 meter metal door in the center of each wall. Despite there being nothing like a lightbulb or other glowing apparatus, light seems to be emanating from the walls themselves, providing ample light for navigation. Still, it is not all that bright. Black pipes and small gears which appear to serve no purpose run along the walls, ceilings, and floors. Loud mechanical whirring and clicking sounds, much too loud to be coming from the small gears, can be heard echoing throughout the rooms. Doors will randomly open and close. Entities are rare in this section, and when they are seen, if hostile, they will run and hide instead of attacking. Rarely, you will find staircases that descend downwards, and these take you to the next subsection. This section is known as the **Darkened Cavern**. It is pretty cold here, at -5C on average. It resembles a cave, but the walls are so unnaturally smooth that it may be an oogan construct. The walls are gray, with dark

gray and black swirls throughout. Clear white swirls can be seen as well, though they are a decent bit rarer. The pipes which were seen in The Shallows are abundantly visible here, though in much worse condition. They tend to also be devoid of water, and when they do have water, it is usually filled with algae and bacteria. YEE-UCK! This dirty water is leaking everywhere throughout the section, and mixing slippery water with the incredibly smooth walls, it is an arduous challenge to try and keep your balance. Much of it is also frozen, forming slippery ice slopes. Several of the areas here also descend straight down or twist incredibly quickly, resulting in many bruises and injuries for anyone who dares to venture this deep. Most of the tunnels which make up this area are small and circular in shape, about 1 to 1.5 meters in diameter. Every known and then, there will be large caverns or huge pits that descend for hundreds of meters down and are kilometers across. These are quite the sight to behold, and 100% NOT worth the risk of falling to your death. In the largest caverns, black liquid with glowing white bits coat the walls, providing small amounts of illumination. I forgot to mention, but there are no light fixtures at all throughout the thin halls. To get to the next subsection, (why would you do that just go back to level 1 atp gng 🤦) you need to find a black hole, similar to the “hole” structure-level, and jump down it. During your descent, any injuries which you have sustained are miraculously healed, and you will not get hurt by the fall. The subsection which you now find yourself trapped in is called the **Hothalls**. I’m going to let you figure this one out. Surprise surprise, this area is made of halls which are hot. The average 38 degree temperature is a stark contrast from the -5 degrees which were in the previous subsection, but frankly, I’d rather be warm than hot. Gives me an excuse to be shirtless >:J. Anyways, this area is pretty similar to The Shallows in size, and shape, being made mostly of thin halls with the occasional large crevice or cavern. They have the same lighting fixtures as well. The rock which makes up the walls of the area is reddish-orange. Sometimes, there are pools of molten metal, which I shouldn’t have to tell you to stay away from. Common sense, guys. There are a few hostile entities here, but they tend to reside within the larger caverns rather than the thin halls. Most of the hostile entities here act weird (hmmm I see a pattern) and instead of attacking, usually just stare at you from a distance. To get to the final subsection (finally,) you need to find a rickety old elevator. These elevators are rarely seen in large crevices. They are made of rotting wood with a stinky hardly working motor, and break commonly. Once you step onto one, you will feel as though you are falling rapidly, before blacking out and awaking in the final subsection. This is called the **Empty Rooms**, and is a stark contrast from the chaotic and varying environments of the previous subsections. It consists of several varying rooms which resemble a beat-up and dirty lab. Many of the lights are broken, and the few that do work are dim. The floor is made of light gray concrete or white tiles, changing based on whether you are in the normal lab section or the storage zones. The walls are typically around two to three meters in height, but can get up to four. The majority of this section is made of halls, frankly, an unusual amount of halls. The halls are all 2 meters wide. Metal tables, metal shelves, and other metal doodads (all painted white) are scattered around the halls. Many are pushed over or dented. The aforementioned storage rooms are full of various chemicals, most of which are not edible. I suppose you could try to survive off the bags of salt, but I’ll leave that up to you. Piles of gravel and dirt are common to see, and entities (mainly Buriers) have spread out many of the piles to cover nearly every surface in this area. Entities are pretty rare here, but the entities that do exist are hyper-aggressive and much more resilient to attacks. Well, that just about wraps it up for the descriptions of the million billion gajillion sectors. Zamn!

Mooooooooooooooooooooooooooo- Sorry. I fell asleep. Leaving that in, though, because I know damn well CCOEG (talking to YOU, Ethan!) isn't going to read all of this to check over my work. *evil laugh* Moving to entities, the majority of entities on Whale Fall Event are hostile entities which have not been observed to engage in any form of reproduction, asexual or sexual. Because CCOEG wants this description to be "useful" and "complete," here is a long winded list of all of the entities, in the order that they appear in the entity list. *comically loud gulp of air* Boogas, Oogas, Whiteents, Climbers, Scavengers, Jyorrins, Iciclipts, Skullers, Stitchfaces, Pipes, Erratics, Dunebiters, Shadows, Faces, Scratchers, Buriers, Wall Shadows, Garelts, Stupid Idiots (allegedly, not confirmed), and Globbers. For level exclusive entities, there are Ground Meats and Galactic Sky Whales. Honorable mentions for level-exclusive: Garelts. While not exclusive to level 220, they seem to be native to here, and are by far most populous here (specifically in the Forest and Fields) compared to any other level. Most of the entities like Boogas and Oogas are more commonly found in underdeveloped (just like me) states emerging from the ground in earlier sections of the Land. Skullers, Scratchers, and Buriers are most commonly found in the Deep. Iciclipts are rarely found inside the snowy oak stands of the Fields and the cold bits of the Deep. The awesome Galactic Sky Whales are found inside the Fall Event portion of the sky. The other hostile entities are all found within various sections of the Land and Deep. For groups which exist on the level, there is the one major previously mentioned, owned by CCOEG and TOTG which is located in the town. The group, called 220-L1A, has about 300 members, though this population is constantly fluctuating as random wandering folk come and go. CCOEG has another outpost at the center of the level, near the fountain which supplies the water to the sky. This group is called 220-L1B. It is located within an average house and has only 6 members, all of which are CCOEG employees. Most of these guys are from the defense division, and the main job of them is to move people to the larger and safer 220-L1A. There is one smaller CCOEG (again) outpost called 220-L2A in the Fields section, which has around 30 people. It is located near a small stream near the edge of the scary spooky forest. Those are all the groups within the land. For the sky, one level exclusive group lives inside of the Sky. It is called "**gorp.**," and yes, they told us to bold it and add the period. They live within the Islands on a larger island near the waterfalls forming the transition between the Town and the Fields, eastbound relative to The Big Flow formed by the fountain in the Town. They have 73 members and regularly trade supplies with 220-L1A, and a LostsoulsG outpost near the center of the Big Flow within the islands as well. The LostsoulsG outpost is called "220 Sky," and has about twenty members stationed at it. No groups reside in the higher reaches of the Sky, and no (known) groups subsist within the Deep, though LostsoulsG has expressed interest in making an outpost there. The easiest way to enter this level is by breaking a clock on level 219 (Time Marches On.) Noclipping will take you to level 221 (The Isles), and walking through the glowing portal in The Exit will probably take you to level 222 (Dead Grass.) The portal can also send you to any class 2 or higher level. Walking through any of the many different doors within the Maze will take you to any of the first 225 levels, which I would really like to list here just to mess with CCOEG. You can also go through a heavy, dark metal door within The Shallows to get to level 10 (Forgotten Mines.) Anyways, I still have like maybe one or two more levels to do before I get my summer break. H-Money OUT! *epic boom swish wow sound effect*

Level 221: The Isles
Class: 2



Level 221 is a small sea with multiple islands. This level is only 20 by 20 kilometers in size, so it is very small compared to most levels. The water makes up about 70% of the level. It is only 2.5 meters deep in the deepest areas, so it is really an overstatement to call this an ocean. The water is perfectly clear, and it has a light, sandy bottom. The water is slightly tinted with light blue dye. There are a few rocks on the bottom, and coral. There are also shells here. There are a few caves with some shipwrecks. There is also one large ship that is stuck in the sand in between island A and C. Island A is largely uninhabited, except for a small group of 15 people living on its shores. They are called the islanders. Island B has a few structures on it. There is also an entire town there. It is used as a meeting place for the largest groups. This place was chosen as there is a building where you can get right back into the main base. There is also a group of people who live here all the time. They are made up of members of other groups, like CCOEG and TOTG. Island C has nothing on it. It's just a patch of sand with a couple of trees and a few places with grass. Island D is completely uninhabited. It has a very thick jungle on it. Island E has a small town on it with a few docks. There are a few boats around this island. Then there is cluster F. It is a collection of eight small islands that are very close together. They all contain ruins of an old castle. It looks like this was once one big island with a town on it. Goodgroup1000 and CCOEG have claimed small islands and have large bases there. You can enter this level by noclipping anywhere on level 220. You can also exit by noclipping, which gets you to level 222. If you reach the edge of this small level and jump off, you will get sent to level 225.

Level 222: Dead Grass
Class: 4



Loose map of level 222, by Thomas Kingroth. (Not entirely to scale, especially with size of features).

Level 222 is a level of great yet unknown size. It is somewhat safe as long as you don’t wander off the trails. The base of the level is a vast expanse of dry, infertile dirt sprouting from which is a thick cover of 3-4 meter tall dry, beige grasses. The grass hides the one entity on the level, the policarpae. These are very quickly deadly, so again, stay on the trails. The dead grasses (say that again) are occasionally pierced by a tall, spindly dead pine tree husk covered in whorls and knots. These have been dated to be upwards of thousands of years old despite their

small statures. The level has a day-night cycle with 15 hours day, 6 hours night. The sky is a pastel, light blue rarely dotted with wispy cirrus clouds. The sun is large in the sky and has a reddish tint. It rains once every two or so months. There is a hot season and a warm season on the level, each lasting 43 days. During the hot season, the temperature during the day is around 43 degrees and during the night it drops down to 12 degrees. During the warm season, the temperature during the day it sustains on average about 37 degrees and during the night it drops down to 10 degrees. Now I will go into detail about the parts of the map. Upon entering the level, all will start at the main village (red arrow). It is a small clearing around 12 meters across with 4 huts. The huts are made from mud bricks and have straw roofs. There is a small CCOEG outpost here to help people who have entered the level. There are crates in a few spots around the clearing which act similarly to cat boxes, regenerating supplies every 12 or so hours. There are two ways to go from the main village. If you head upwards, you will come across an intersection after about two kilometers. Heading right leads 6 kilometers up to another intersection, and heading left leads 9 kilometers to Treehouse 1 (light blue arrow). This is a moderate-sized and tall wooden treehouse suspended between 3 large dead pine tree husks. There are two rope ladders leading up, and the treehouse has more crates with regenerating supplies. The tree husks here are very tall, and there are many ladders and platforms leading to the top, which provides a nice view of the level. This is a nice place to rest before going on the move again. 1.5km beyond Treehouse 1 you will come across another intersection, 8 kilometers from the one mentioned before. Going back to the original intersection, you can find the Den (lavender arrow) by going three kilometers right from the intersection. This den is a resting place for the policarpae, so stay away. Going anywhere to the right increases your chances of getting attacked, even if you’re on the trails. The den is a large cave, stained with the blood of the policarpae’s victims. Another thing of note, a set of railroad tracks leads from this intersection to the intersection by the thresholds. This doesn’t change much, though, and may make traversal just a tad harder. A third of the way from the intersection by Treehouse 1 to the Den’s intersection is another intersection. Taking the offshoot leads 3 kilometers up to a pond around 57 meters across. This is known as the Pool (grey arrow on map). The water is shallow and ever so slightly muddy. There is a thin path that goes around the watering hole. If you stay in the water, the policarpae still will not attack you, as you must go into the grass for them to sense you. There is a river feeding into the Pool, known simply as the Live River (cyan arrow). It flows moderately fast, and to travel away from the Pool you would be going upstream, so traversing along it isn’t much fun. Still, The Live River and Pool both have river salmon living in them, so fishing makes an excellent food source. If you head up the Live River (which is around 4 meters wide on average) for a whopping 19 kilometers you will come upon the Hidden River Village (neon green arrow). This is situated in a larger shallow pond around 85 meters across. When it was found, the “village” was an array of stone brick ruins and stilted wood platforms. The stone structures were, in the past, held together by their own weight, but the water has nullified most of the integrity of the stone ruins, and many of the wooden platforms had rotted. It is unknown who or what made this village of the past, but it was quite a feat on this treacherous level. Nowadays, many of the ruins have been repaired and there sits a group of 37 people, known as the Quimbly Order. It is a nice place to stay on the level, with readily accessible food and water supplies unlike elsewhere on the level. If you continue on further past the village, you eventually reach the sheer cliffs of the Eastern Mountain (black line on the right), and the source of the river goes within. It is

theoretical but if you manage to get here you probably aren't reckless enough to go cave diving surrounded by policarpae. Surrounding the banks of the Live River, Pool, and Hidden River Village is a rare sight on the level, green plants! These aren't dangerous immediately to touch as the dry grass is, but are usually mixed in with the grasses still. Moving away from the wetlands, if you decide to go left from the Treehouse 1 intersection, you'll come across another intersection after just about 3 kilometers. If you continue straight, you'll very shortly come across the Logs (magenta arrow). This is a yard void of grass where the floor is filled up by tons of long less spindly dry pine trees. They are all laying lengthwise, and are different to the pine trees seen in many spots as they are much taller (up to 50 meters) and more streamlined. They also have rougher bark but still many whorls and knots. These are only seen in the ground in two other spots on the level, which happens to be on the direct opposite areas of the mapped zone. The empty yard made by these lain logs is around a half kilometer wide and 30 meters deep. If you continue past the logs on the path, 2 kilometers later you'll come across ANOTHER intersection, this offshoot leading to Treehouse 2 after around 7 kilometers. If you skip this offshoot and keep going on the railway path, after just one kilometer you'll come across another offshoot also leading to Treehouse 2, although this one is over 10 kilometers to the treehouse. For Treehouse 2 itself (darker green arrow) it is a treehouse similar to the first nested between 4 large spindly pines. This one is larger and taller than the first, but still pretty similar. There are more rope ladders, crates, and higher platforms. From the top you may be able to spot the streambed trail just a kilometer away through the dry grass thicket. This treehouse also has a larger interior with a few beds and even paintings. Beyond the second intersection that leads to Treehouse 2, specifically 13 kilometers beyond, is another intersection. Here, the railroads abruptly stop. Both paths beyond here lead to the thresholds, so we'll get back to that later. Returning to the intersection before the logs, going along the offshoot for 5 kilometers you'll find another clearing, this with another ruined village. There has been no attempt to repair this one, and it sits here as an empty ghost, housing a single traveller at most. This is the Abandoned Village (lime green arrow). Less than a kilometer beyond the abandoned village you will come across another great trail, this one a long-dried streambed. Heading left for less than a kilometer will bring one to the grand Ancient Basin, one similar to the divot that houses the river village, but void of water. This vast basin is a whopping 3 kilometers across, and houses the largest settlement on the level, being of the CCOEG and OITG alike. It spans nearly the whole basin, so quite large. On the far side of the basin, you can see one of the two instances of the upright pines, a few splotchy groves poking high above the dead grasses. Still, these taller constructs of mother nature do not survive the arid sphere of this level. For some reason, these trees have thick ropes tied between them, another odd construct of the ancient builders of this level (more on them towards the end of the level). West past the basin continues the streambed trail, proving the basin was likely a relatively stagnant lake in the past. 10 kilometers beyond the basin, the streambed makes an abrupt split. The greater path shifts left, while another, more traditional path continues straight ahead. 2 kilometers straight ahead is one of two overgrown villages (maroon arrows). Both of these are similar in size and likeness to the abandoned village from earlier, yet these are much more intact. Still, as the name suggests, these villages are overgrown by the dead grass, and getting anywhere near them means risking a policarpae attack, so keep a wide berth away. Also, they have of course not been explored at all. If you turn left to continue along the streambed further, you will find that the better trail does not continue with it, and many spots are overgrown. Anyways, the streambed

just continues for 7 or so kilometers before dipping under the West Peak (black line on the left). The West Peak is more of the west hill, as it is nowhere as near as extreme as the towering Eastern Mountain. Returning to the intersection closest to the basin, if you go the opposite direction on the streambed trail for 13 kilometers, you'll come across the back entrance to the Main Village, which I mentioned long ago. If you keep going past the Main Village, you'll come across another overgrown village (maroon arrows) after 13 kilometers. Instead of being a couple kilometers "off-path", this village is right in the center of the path. It is a bit less overgrown than the last one, but it is still crawling with the policarpae, so there is no reason to continue past the Main Village. This overgrown village is a bit larger but in worse shape. Still, I'll explain further on this trail. The east overgrown village is just at the base of the mighty Eastern Mountain. This mountain (unlike the Western Peak) is not naturally shaped. The mountain is of unknown size stretching to the east. The mountain is more of a sheer construct of vertical precipices and overhanging cliff faces. The traditional trail ends just as the way up the mountain starts. There are a few flatter parts with thin trails, but most of it is a via ferrata straight up the cliffs. The trail parts are infested with even more policarpae than at the village, but luckily they cannot follow you along the via ferrata and are not great at climbing the sheer scrambles of the Eastern Mountain. The via ferrata is very difficult and has many moderately long negative sections and sheer scrambles hanging over far drops with little aid. Still, if you make it past the 4-kilometer via ferrata, you'll reach one of the mountain's summits, and you will have reached the Far Village (actually dark green arrow). Much of the mountain's peak has been flattened off to make a surface for the village. This village was the one in best condition when it was found, but still very overgrown and has one of the highest concentrations of policarpae on the whole level. The village is almost 24 meters across and consists of some 12-odd buildings, most small storage sheds and small houses, but there were two different buildings. There was a large lab, with a very odd object. In this lab there was a copy of the Exogs' Book, with nearly all of its pages torn out. The hundreds of pages were strewn around the room, pinned to the walls, and clipped to strings hanging from the ceilings. On these pages were a few drawings of notable entities or items, but one thing was different and intriguing. Many of the drawings depicted the policarpae, but looking slightly different, and each with consecutively increasing numbers. These are the prototypes of the policarpae. There was one design framed on the wall, which looked exactly as the policarpae do now, likely the final design. It is odd that there was a copy of the Exogs' Book, and even more odd that its pages were merely used as paper for drawing. This shows quite clearly that the constructors of the villages also created the policarpae, but for what reason? The other different building in the village was a typical very old shrine to the deities, with a stone pedestal at the center with stone engravings into it. The engravings depict OslIt giving intelligence and the hex crystals to the Exogs. For some reason, this shrine has been burnt down, charring the pedestal and burning the surrounding pillars of wood. At the center of the pedestal there is a large basin filled with water. The constructors of the structures on this level have been theorized to be the Exogs of course, turning this empty, safe expanse of a level into a home with trails and villages after they got sealed in here when the Colossal was banished. Over time, they went more and more insane and along the way created the policarpae, likely to protect them, but something went wrong and they ended up turning against the Exogs. The trek to the Far Village has only been made by one person, that being Thomas Kingroth, the number one explorer of the level. He retrieved the framed page, Exogs' book copy, and some other stuff before parachuting

3.5 kilometers over to the Quimbly Order Village. Now there is only one (albeit large) section of the level to explain, the trails beyond the threshold. At the western end of the railroad trail, the rails end and the trail splits into two. At the top, the trail continues for 7 kilometers, and on the bottom it continues for only 1 kilometer. After both distances you will reach a threshold (black arrows), a gap in the trail. The top one is 2/3 kilometers across and the bottom is nearly one kilometer across. The top gap has been crossed once by one person, and the bottom gap has never been crossed. That person was Thomas Kingroth, who has provided the entire section of the map beyond the thresholds. The thresholds are obviously difficult to cross because they are just a huge chunk of dead grass crawling with the policarpae. Right after the 2/3 kilometer threshold, the trail returns as if nothing happened. There are signs that the trail used to exist through the thresholds, as the grass is thinner along the path. 2 kilometers past the northern threshold, there is a large hut (light grey arrow) just along the side of the trail. This has supply crates and beds, along with some better resources such as medical supplies and machetes. The hut is round and has two stories, the second smaller and concentric to the first. Just by the hut is another patch of the tall pine forest, this one much larger than the last, being around 2 kilometers across along the trail. There are ropes hanging between the trees in this forest too. Just about two kilometers past the hut, you will enter the Junkyard (deep blue arrow). The Junkyard is nearly void of any grass, and any grass there is basically useless because the policarpae will be nowhere near you. The Junkyard consists of huge piles and constructs of multi-colored compressed metal scrap blocks. Along with the blocks, there are also many loose piles or bags of these metal scraps. Only the major trails through the Junkyard are marked on the map, but there are many random smaller trails winding throughout. Occasionally there will be a large open-top storage train car filled with metal scraps. These look identical to those on level 171, and noclipping into one of these brought Thomas Kingroth to level 171, which is how he got out. These train cars are often tipped over fully or leaning precariously against piles of compressed scrap. The junkyards are apparently very great for finding the rare silver bell items, especially large ones. After his journey, Thomas Kingroth brought back a whopping 5 small silver bells and one medium one. Around 1.5 kilometers into the Junkyard (3.5 kilometers from the hut) you will come across another intersection. Heading west past 1.5 kilometers will bring you into new territory, as Thomas Kingroth noclipped out before getting that far. If you head west from the intersection for two kilometers, you will reach the southern side of the Western Peak. The trail heads directly north through the mountain, creating a large domed tunnel. The tunnel’s roof is 6 or so meters high and the tunnel is 12 meters wide. It is made from variantly colored slate bricks held together with a thin layer of gray mortar. The tunnel is entirely dark, chilly, and damp, but that’s a nice contrast from the hot, arid level. The tunnel goes the whole 4 kilometers through the Western Peak and emerges out the other side. The trail continues for another 5 kilometers before reaching the opposite side of the southern threshold. That’s the entire map covered. Again, there is one group on the level, that being the Quimbly Order. There is only one entity on this level, that being the policarpae. There are quite a few entrances to the level, but very few exits. First of all, the entrances. You can noclip anywhere on level 18 or 221, noclip into dead grass on level 27, noclip into beige wheat on level 40, or use the portal in the final land section of level 220 to enter. There are only two exits, those being noclipping anywhere to get to level 18, and noclipping into a train car filled with metal scrap to get to level 171.

Level 223: Refurbished
Class: 3

Level 223 is an infinite series of large rooms. Throughout the entire level, the characteristics of the walls, roof, and floor remain the same. The most common type of room is a square room 7x7 meters in size, with a 5 meter roof. The floor is made of gray concrete, but it is covered in dark blue or tan carpet, more commonly tan. The carpet is not very comfortable and very thin. The walls have a small white trim, and the rest is made of drywall. This drywall can range from bright white to gray to tan, but is most commonly somewhat off-white. White vents are present near the very bottom. The roof is made of sheets of white drywall. In the center of each room, there is a single fluorescent light. This level is somewhat like an abandoned building. Graffiti of various colors and ages cover the walls, but unlike an abandoned building, the floor is vacuumed, there is still clean furniture, the roof is intact, and more. Really, the only thing that makes it look somewhat abandoned is the graffiti, and the graffiti is not everywhere in the level. As previously mentioned, each room is 7x7 meters, but this can vary. Each axis of every room (minus the vertical) is a multiple of 7. The basic square room is the most common, followed by larger square rooms and long hallways. In the center of the shortest wall (if all walls are equal in size, every wall,) there is a doorway. This doorway is two meters across, and three meters tall. The bottom trim extends around the doorway, acting like a frame. There are no actual doors. In hallways, you can sometimes find gray couches, usually with a wooden stand beside it. The stands always have a lamp and a coaster, and may sometimes have bits of food. Hallways tend to have less graffiti and are the only place where lightbulbs will randomly blow, showering sparks on lostsouls below. The next areas you can find are large rooms, which (once again, in multiples of seven,) range from 14-56 meters across per wall. The same gray couches and chairs are found within these rooms, and one new thing, large pits. These pits have all of the carpet on the sides going down, and usually segment the rooms into twisting walkways. If you fall down into one of the pits, you will end up in the second area of the level, which is made of concrete and steel. This area is practically identical to the previous area, but instead of everything being multiples of seven, they are multiples of three, making these halls a lot more claustrophobic. The floor is damp here, and puddles sometimes form. Pipes run along the ceiling and walls. Wooden pallets are scattered about, and some look to have been violently ripped apart. In larger rooms (which have higher roofs), shipping containers and trucks can be found. Moving on to entities that can be found here, there are no entities in the upper graffiti covered area. Boogas and oogas are semi-common in the concrete area, and scavengers can rarely be found. You can enter this level by noclipping from 156 or 226. When dying on this level, you will go to 224, and you can also get to 224 by noclipping.

Level 224: Don’t Forget
Class: 4M

This level is a maze in which the ceiling rises infinitely. The walls are made of moderately cracked andesite or granite bound together at edges (not cracks) with mortar. The walls are spaced usually about 1-3 meters apart and may have deep mahogany plates on sections of the walls. There are mahogany doors periodically that will lead to neighboring halls, small enclosed rooms, or just a flat wall. At the “top” of the walls you can see a glass ceiling reflection from which the level is illuminated. The air is filled with rock dust (yow) so the beams of light are quite

prominent and pretty. The small rooms may have stacked cardboard boxes in them filled with broken rocks, scrap wood mahogany pieces, or cut vines and vegetation. The floor of the level is a silty loam soil with tall, vibrant, healthy, green grass. Vines and ivy of a similar color grow from the floor of the level up infinitely. At the start of the level, the vegetation is healthy and sparse The further you proceed into this level the more vegetated yet wilted and dead the plants will get. There may be airborne water particles that cause rainbows at the start of the level, but these will not be seen later in the level, and these come along with small water puddles surrounded by sandy soil and moss, that are again, not seen later in the level. The beginning of the level sustains around 21°C and is comfortingly humid but can get up to even 44°C and very arid far into the level. The whole level is about 4.7x35-ish km and again, infinitely vertical. To exit, search for a fading gold-encrusted door nearly 4.4km into the level. It moves on every account. Enter, and after climbing the ladder behind it for a while, you will be sent to level 225, Grove. The thing about `this level though, is that when you are inhabiting it, even for the shortest time, you will begin to forget short-term memories, which takes about just 2.1 days (Ion time) for your hippocampus to decay fully, from where your flesh will decay and you will be left behind as a slowly decomposing charred-black skeleton. Plants will often tend to grow better around these skeletons. When you exit, your forgotten memories will not return, so this level is a great inconvenience *at best*. You can enter the level by noclipping on level 223.

Level 225: Grove
Class: 3

Level 225 is a forest, like many other levels. The level itself is a grove of birch trees, which are at the most, twenty meters. The ground is made of a light brown dirt with a few patches of moss and taller grasses. Ferns and raspberry bushes can be found as well. The time here is locked to daytime, though it isn't very hot here. The temperature is around 12 degrees Celsius. There are mosses that are growing on the trees. You can commonly find large boulders, once again, with moss growing on them. There are sometimes streams here, though these are extremely rare. The water in the streams is incredibly clear, and appears to have been dyed a little to make it a more vibrant light blue. It has minor healing properties as well. The streams also serve as an access point for level 226. There are sometimes abandoned hunting cabins here that contain little to no supplies, but natural supplies are abundant here, it’s not too detrimental. Another structure you can find are deerskin tents, which will usually have more supplies. Deer, birds and other animals from reality are commonly found here, along with some Oogarooms species, such as entity 57, shlorzbugz. However, they are unnaturally quiet, with the birds never singing. There is a single group here that lives about four kilometers from the start of the level, with around sixty members. They were founded a long time ago, in the early 1900s. They live in a small town with cabins. You can enter this level by walking off the edge of the world on level 221, or by finding the golden door on level 224. Exit by jumping in a stream to get to level 226.

Level 226: The Casino Beneath the Waves
Class: 1

Level 226 is very safe. It is commonly used as a meeting place for groups and a safe haven for lostsouls. This level is a finite, but large casino. This is not a standard casino, as the name implies. The level seems to be constantly moving underneath a sea

or ocean. The scenes outside the bluish windows are constantly shifting and moving. This level is made up of many circular pods, usually 5-30 meters in diameter. Rooms with larger diameters tend to have higher roofs and more lights. There are bluish windows that make up the walls of the pods. There are red, ornate carpets covering the floors. The floors themselves are made of dark wood with a shiny coating. Near the walls, there are red velvet couches that wrap around the back of each room. The roof is flat and gray. There are small, circular, lights that illuminate each room. In rooms with taller roofs, there may be ornate chandeliers. Each room is connected by a tube, which varies in length from 1-15 meters. The tubes do not have all the fancy decoration that the rooms have, and are just bland gray plastic. They are circular, and have a metal plate 20% up, so you don't have to walk on the actual bottom. Sometimes, there are thick doors blocking the tubes, and when opened, there will be another door in the side of the tube, which would let you access the outside ocean. The outside ocean is infinite, with a sandy seabed. It is shallow, staying at only 5-10 meters in depth. Above the waves, the sun never sets, and it looks to be somewhere around 2-4pm. Coming back to the rooms that can be found, the most common types of rooms are large ones with many slot machines, my happy place. There are also smaller rooms with bars and roulette wheels. All of the machines are staffed by no one, and just work. Oogarooms magic I guess. You can gamble here, and the machines aren't rigged! TOTG uses this level as their main base to gamble and get more money, because if you’re playing against no one, money just seems to appear. The money will also be in random types of currency, so you should probably find a currency changer or something. Always remember, you can only lose 100% of your money while gambling but can make back more than 100,000%. Anyways, you can enter on level 225 by jumping into a steam, or from noclipping on 223, and exit by noclipping anywhere, which sends you to level 227. You can also exit by breaking a glass window and swimming out. Once you surface, you will have been transferred to level 46.

Level 227: Shifting Rooms
Class: 3

Level 227 resembles a combination of a school, a modern house, level 9, and level 77. These areas are in no particular order. The school sections are mainly very clean, with little to no dirt or trash (very rare for a school.) They are mostly constructed of many halls with lights on the ceilings. There are rarely classrooms, which are very clean as well. There are metal shelves on the sides of halls. The floor here is made of multicolored tiles. The walls are made of drywall that has been painted white. The roof is made of various materials, such as those weird dusty tiles and metal girders. This area is very brightly colored with occasional pastel murals on the walls. There are sometimes gyms in the school areas, and these lead to the section that resembles level 77. These areas are dangerous. They are much less maze—like than level 77, and more open. They are also made of multicolored tiles instead of just white ones. The tiles on the walls usually form scenes made of tiles. The roof here is made of white drywall. There are small circular lights. The final area can be rarely accessed from the first 2. It is usually found near stairwells and closets. This area has floors made of dark polished wood, with white granite and marble walls. There are carvings in some areas. The walls are also made of level 9’s plastic and some drywall. All of the furniture is white. Every entrance area is the same. There will be smooth plastic stairs that wind downwards one side of a circular room. In the center, there will be a white table with food set out. There is a white chandelier in the middle of the roof. There are indents in the wall that hold plants

and other objects. The rest of this area is mostly halls and rooms that will sometimes connect to more entrance rooms. You can enter by noclipping anywhere on level 226 and exit this level by noclipping anywhere to get to level 228.

Level 228: **a place you've seen in your dreams**
Class: 1

Level 228 is odd. The level consists of a few areas. The first of these is the Play Area. It is very challenging to navigate and somewhat maze like. It seems to resemble a children's museum. The area is made of many colorful plastics and vinyls. The floor is made of that weird thing where it's kind of like reflective extra hard and bumpy plastic. I don't know the name but hopefully you get it. There are plastic benches near the sides of the walls, which are made of plastic that is stretched outwards to the high roofs. There are walkways near the ceiling which can be accessed from random stairs. There are many friendly worker entities walking around here. The floor changes elevation often, with steps and stairs. There are ziplines and climbing areas connected to the large plastic structures. The walls almost never reach the ceiling and have transparent tunnels throughout them. There are sometimes large plastic tube areas that are reminiscent of fast-food chain play places. There are also many tubes that refill the large sandboxes of plastic balls. The sandboxes have quite a few structures throughout them. These usually look like fake greenery or plastic miniature pirate ships. The roof of this area is made of white metal girders and large metal sheets. There are a few metal pipes on the ceiling as well. Illumination in this area comes from large industrial lights on the roof, and also smaller string LED lights taped around the structures. There are several areas here that have fountains of water lit up by blue LEDs. People have also found streams here with plastic rocks and sand. The next area can only be accessed from the previous area. The floor and roofs are the same, but this area is less colorful and less chaotic. This area can be accessed from the first by finding a drab gray staircase that heads downwards. Walking down leads to this area. There are many types of rooms in this area. The most common is a display room. These rooms are used as hubs for explorers. They have staircases upwards to the first area. This room has many machines infinitely churning away. There is warm water flowing down from the staircases that is caught by a small divot in the floor that leads to a waterwheel. There are glass cases that make up the walls. They are filled with vegetation. On each wall, there are hallways that lead to other rooms. The hallways are less like hallways and more like long rooms. There are still many staircases and machines here. There is a thin layer of warm water about 3 cm in height across the floor. It is rushing towards other rooms and is constantly being refilled by water flowing down from the staircases. The other rooms you can find here are similar to the previously described ones. People have found rooms filled completely with water. There have also been bedrooms here. The next and final area you can find is very different from the previous two. It can be accessed from either of the two areas. Getting here from the first area is simple. You can find a door labeled exit to get here. The same can be said for the second area. This area has the same floor as the first two, but it is outside. There are many yellow buildings here. Yellow is a predominant color here. The buildings may be any building from reality. There are alleyways here that are filled with warm water. This area is also small, while the other two are infinite. This area is only 10x10 kilometers in size. This area is filled with worker entities. You can enter this level by noclipping anywhere on level 227 and exit this level by noclipping in an uncommon moss-covered ruin of a yellow building to get to level 229.

Level 229: Mossy Remnants
Class: 2

Level 229 is split into 2 sections. The first of these is the **Remnants.** This section is much smaller than the second section. It consists of about 9000-10000 buildings made of stone and wood. The wood is lightly colored. The stones have been shaped into bricks. There are many buildings and roads. The roads have been partially overgrown by mosses and grasses. There is bamboo growing off the sides of the roads. This section is mostly made of just small, partially broken-down houses. Inside of the houses, there is sometimes food. Most of the time, they are completely empty. They are all connected by large roads that lead to larger buildings. The larger buildings have carvings on them and jewels. There are beds in these large buildings. There are libraries in these large buildings. They have not been a help in figuring out the history of the Oogarooms, as they mainly document just the history of this level and the people who lived there. Anyways, the books say that this level was created by a large machine that “did u big spin spinE and mAd big bom that mAk sAftE plAs” (translated). Of course, the books are all in ancient oogan. Once you reach the edge of the main city, you can reach the second section. This section is known as the **Mossy Forest**. This area is infinite. It spreads outwards around the main area. The ground here is completely covered in moss. There are sparse trees here that have mosses growing on them. Cat entities can commonly be found here. There are light gray rocks throughout this area. Sometimes there are carvings on these rocks. Some of these carvings have been deciphered. They mostly talk about how terrible the Oogarooms are and how great this level is. There are small berry bushes here. There is little elevation change, except for small hills. It is still possible, though rare, to find mountains. It gets cold quickly as you climb. There are wispy clouds that are broken up by the mountains. There are sometimes lakes and rivers with smooth rocky beds. There are very rarely entities in the second section. You can enter by noclipping into a -guess what- mossy remnant of a yellow building on level 228, and exit by noclipping anywhere to get to level 230.

Level 230: The Storage Room
Class: 3

Level 230 is small when compared to other levels. At about 30x40 kilometers, it is one of the smaller Oogarooms levels. Unfortunately, the level is non-Euclidean, so it appears to be much larger than it actually is. The floor is made of old, yellowed concrete with a dirty, thin blue carpet over it. It is somewhat moldy in areas. This makes this level kind of smell like f[redacted]g s[redacted]- I mean trash. Sorry, that one slipped. (Please don’t fire me CCOEG, I need this job to pay rent.) The walls are made of rough old gray concrete, just like the floor. The walls sometimes have windows that show blank scenes outside of the level. They are usually white or black voids, though some people report seeing patios and forests. There are exposed wires and electrical pieces throughout the area that are tied to the walls by tape and plastic pieces. The plastic pieces are held to the walls by blue screws. There are white wooden doors throughout the level that connect the rooms. The roof is made of unpolished wooden boards. They are sometimes painted white. Rusty nails commonly stick out of these boards. This entire level is extremely cluttered with hundreds of objects. These range from simple storage boxes to straight up priceless jewels. There are black metal shelves that hold hundreds of books and other things. There are quite a few filing cabinets here. These usually contain small things like old phones from the early 2010s, paper, and legal documents. There are old fluorescent lights that

are hanging from the ceiling here. There are sometimes pipes and vents here. You can crawl through the vents, but it is dangerous, and some are filled with asbestos. The vents are unstable and rusty. This level is in mostly good condition, but there are quite a few areas where the walls have been damaged. There are quite a few entities here, but they mostly stay near darkened areas. Oh, I forgot to mention that some of the lights are broken. Stay away from them. Entities will gather there. There is food here that can be found rather commonly throughout the halls and rooms. They are found in the boxes that fill the rooms and halls. Most of the time, the boxes are filled with blankets, papers, books, and clothes. This level is pretty safe and has supplies, so it's no surprise that there are a couple of bases here. CCOEG has a base with 20 members here. It's called “idk bro just something cool”. There is a group here called the Dwellers with 12 members. Check the groups for more information about them. You can enter by noclipping on level 229 anywhere and you can exit to reach level 231 by finding a door that says “Exit”.

Level 231: **A trail to the sky**
Class: 3

Level 231 starts in a forest clearing. The clearing is circular in shape, with a diameter of twenty meters The ground within the clearing is made of wet dirt, and as you near the edges, grass starts to appear. Stones, which have many symbols carved into their surfaces, spiral out from the center and disappear into the impassable wall of pine trees. There are two paths you can take from here, one labeled “Skybound” and the other labeled “Downwards.” The downwards path, which doesn’t actually go downwards, just twists into the dark pine forest, probably to infinity. The trail is thin, only half a meter across, and is hard to navigate without getting turned around. There is one useful resource which is found on this trail, and that is various types of wild berries. Yum! It is incredibly dark on this path. The path slowly bounces up and down. The other path, Skybound, is much more interesting. It is quite a bit wider, at 2 meters across, and starts off as a steep climb upwards about 100 meters. It is somewhat rocky, and pretty difficult to climb. Once you have reached the top of the first 100 meters, the path flattens out into a large grassy plain, to which there is no end. It is unknown how light permeates into the forest below through the layers of dirt and grass, but uhh… Oogarooms magic! The grassy plain has a few sparse trees every now and then, along with a couple rocks. Erratic entities can occasionally be found here, but there is not much at all to find on this plain. The path is what is most important. As you continue onwards down the path, which is now mostly flat, the trees begin to get denser and denser, until you can hardly make out anything besides leaves and trunks. Then, the path will begin to rise again. Slowly at first, climbing and climbing, meter after meter, at a rate of around 50 meters every kilometer. After about ten kilometers of this, the trees will start to fall away, and you will see that you are not on the side of a large hill, but simply floating hundreds of meters above a large ocean. The path will get steeper and steeper, and due to the steepness (as well as lack of supplies), no exploration has been done after 20 km into the trail. There may be some exit at the end of the trail, but no one knows. Entities are rare on this level, but as said earlier, Erratics can be found on the large grassy plain. The occasional fluffster and vine can be found here as well, but fortunately for the vines, it’s pretty rare. Food is pretty scarce on the level as well, but that has not stopped CCOEG from making a little outpost here. This outpost, called 231O (how creative,) has 2 CCOEG staff and 10 regular dudes. Like all CCOEG outposts, they are friendly and will take you in. You can enter

this level by finding a door labeled “Exit” on level 230, and exit by noclipping anywhere on the trail past the large grassy plain to get to level 232. Jumping into the large ocean will take you to level 66.

Level 232: Reflective Fields
Class: 1

Level 232 is made up of one infinitely long hall with an infinite number of rooms and offshoots. The floor here is comprised of tightly packed dirt, with a greenish plant growing to about 1.5 meters tall. There are golden flowers at the tips of these plants. The ground is breakable, though it is extremely hard to penetrate. The roof is made of white plastic sheeting. The walls are composed of reflective blue metal. There are bright white lights that illuminate the halls. Sometimes these lights will flicker and turn off. Any lights more than 20 meters away from you will turn off, making this level slightly unnerving. The main hall is 20 meters wide. There are sometimes rooms here. They have wooden crates with paper labels. Inside, there is food wrapped in brown paper and water jugs. The rooms can sometimes have sand and small ponds. These ponds have rocky bottoms. There are sometimes crates in the hall, but it is rare. Sometimes, there are cartoonish houses in the middle of the halls. These will be made entirely of plastic, usually with red walls and white roofs. The inside is completely empty. You can fall asleep in one to get to level 180. The floor of the halls and rooms will very rarely have deep holes in them. These holes are dark and extend downwards for about 100 meters. At the bottom of these holes, CCOEG has found halls similar to level 60, though dimmer. These halls made of dried dirt crumble sometimes. They are illuminated by torches that have been stabbed into the walls. There are sometimes piles of dry sticks here and there. It is still safe here. There are also sometimes fire pits that provide more illumination. It is much colder than in the first area. The first area is about 10 degrees Celsius, while the second area is about 5 degrees Celsius. There are sharp gray rocks here. The only source of food here are random berry bushes. You can enter the level by noclipping anywhere beyond the dirt plane on level 231, and noclip into a thicket of the greenish plant to get to level 234.

Level 233: Perlin
Class: 2

Level 233 is a strange level which is also somewhat dream-like. Level 233 begins inside of an extremely thick forest path. The trees are lined perfectly with the edge of the trail. The trees are evergreens, and are all the exact same. It is dark inside of this area, with the sky appearing cloudy. However, this sky is not real. It is concrete painted gray, and light comes from dim incandescent bulbs hidden behind the trees. The trail continues on for around 200 meters before the sky brightens and you enter the main area of the level. The main area is around 1x1km in size. The level consists of what appears to be heavily exaggerated Perlin noise terrain. The land area is covered in bright green grass, and the water areas are light blue. Near the tops of the hills, the grass gets lighter, and as you descend to the water, it gets darker and darker, but not too dark. The entire level is inside of a massive blue painted concrete box with bright industrial lights acting as a fake sun. The whole level seems to be partially synthetic, as the dirt which supports the grass falls away into concrete after 10 centimeters. The center of the level contains a plastic town with bright, fake colors. The houses look very cartoonish, and have exaggerated proportions. There is a large, circular hole disappearing into pitch-black darkness

in the roof of the level. The roof itself is around 60 meters tall, and near the top, covered in steel girders and other metal supports, the kind of supports you would see on a stage. It is possible to reach this hole through the tallest tower in the town. This hole leads to level 237. This level can be entered through noclipping on level 234, though most of the time this will take you to level 235. Sleeping here will send you all the way back to level 7.

Level 234: Hedges
Class: 2

Level 234 is a rather safe level. The ground is made of dark dirt. The height of the ground varies from 20 meters to −20 meters. There are many hedges here that cover the entire ground. You can walk through these hedges, as they are mostly open near the bottoms. The tops are extremely thick and block out most sunlight. There are small rocks that make up around 15% of the ground. There are needles littered all over the ground. The hedges form a somewhat maze-like structure. There are sometimes Hallulights here that float around making whispery noises and ghostly singing. While the Hallulights on most levels are white or blue, the ones on this level are an orangish yellow. They also have a more discernible figure, with a defined head and abdomen. They will only appear at night and still have the same behaviors of normal Hallulights. There are sometimes small groves of old oak and fir trees that appear here. There are commonly burrows dug beneath these trees. They are large enough to live in and have minor furnishings. They are also a great source of food and drink. There are rarely other supplies, like weapons or backpacks. All of these burrows have a small trapdoor in them that leads to a long series of tunnels that connect up to other burrows. No one has ever found more than 2 burrows in one of the groves at a time. The day/night cycle here is odd. Days are around 6 hours long, with nights being 20 hours long. During the nights, the temperature will never dip below 18 degrees Celsius. It gets as hot as 32 degrees during the day. There are sometimes small structures that are known as reserves. They are concrete boxes with a metal cover. Inside it is refrigerated. There is sometimes food and drink within them. There are many bases here due to this level’s safe nature. CCOEG has a small base with around 20 members here. You can enter by noclipping into a thicket of the greenish plant on level 232. You can exit by crawling through one of the burrows. This has a small chance of sending you to level 235. You could also noclip anywhere to get to level 235 or 233.

Level 235: Cursed forest
Class: Varies

Hi! It's Harold! I am going to die! Level 235 is another large level, so of course I was assigned to write it ᘓ(ò_óˇ)ᘐ. The level consists of several sections. Listing by danger: Greenspace, Thin Forest, Thick Forest, Missing Forest, Swamplands, Thin Canopy, Thick Canopy, Cursed Beyond, and Brambleplace. The whole level has 4-hour days and 17-hour nights, totaling to 21 hours each full day. The years here only have fall, winter, and spring. Fall is 54 days long, winter is 38 days, and spring is only 13 days. Winter will usually cover everything in an about 2/3 meter layer of snow with barely any imperfect parts and thinly freeze over more stagnant bodies of water, but not enough so as the ice can hold an obm’s weight. The day of winter ending is marked by all the snow melting quickly, such as in about an hour. This of course creates a lot of water, which can overflow rivers and make it very swampy and muddy, create a meter of so of water you have to wade through, or at worst, flood you with

multiple meters of water if you are in a sort of basin, wash away river crossings, and erode important paths. It is -15c average in winter and 5-10c in fall, and slightly warmer in spring. The level is constantly changing, but it has a few constant patterns, such as the spawn hut and greenspace. You are sent to level 1 once he accepts. The first area (**Greenspace**) is class 1. The majority of this section is .2 to 1.2 meter tall yellow or vibrant lime green grass. There are 4 large pathways called the main greenways that cross the center of the level. These greenways are about 15 to 58 ft across and have a large pylon network that connects to smaller posts across the rest of the level which are usually off, but sometimes turn on which supplies electricity, but sometimes attracts entities. The main large pylons on the greenways are always on. The only entities that are in the greenspace are drone, so it is completely safe, but be careful when entering the thin forest. At the very center of the level there is a house from the 21st century on Ion. It is an okay house with 4 bedrooms and 2.5 bathrooms. Drone will sometimes deliver crates to the house here. The house has a picket fence surrounding it and all 4 greenways stem in all 8 directions from it. There is a single cat named Sebastion who lives in the house. There are regenerating boxes of boots and coats in the basement of the house. They are all different sizes so you should get some boots and a coat if you want to explore the level. There is a sign over the exit door to the house that says “Welcome”. This makes sense because this is one of 2 levels you can enter directly from reality, and this might be the first level you see. However, it is somewhat hard to enter this level directly from reality, which is why it took so long to be discovered. It is theorized that this level may be its own separate reality, as there seem to be reports of this level in oogan reality far before any other levels. The earliest known report is a small rock slab from 2000 BCE that tells a tale of a man who was “sent to the depths” and returned with the tale of the cursed forest. The second area (**Thin Forest**) makes up about 30% of the level. It is relatively peaceful during warmer seasons, but during the fall and winter, it gets very dangerous. The ground here is mostly wet dirt with leaves atop it, though there are sometimes splotches of grass or sand with ferns. There are many different rivers/streams heading through them. Most of the streams have large logs fallen across them, acting as bridges. The Thin forests Thick forests, and a few more generate in ring shapes around the center greenspace, with the thin forest first, then the thick forest, then the thin canopy, then the thick canopy, then the cursed beyond. The third area (**Thick Forest**) is quite similar to the second area, with a few major differences. First of all, the vegetation in this area, compared to the thin forest, is about 3x as thick and some of the plants here are stinging or have large sharp thorns on them, so not fun. The bodies of water in the thick forest always seem to be larger too, and there are less and thinner tree bridges. The trees that are upright are much thicker and taller than the ones that have fallen across the water bodies, making it seem as though the felled trees have decayed, although there are trees that have fallen on land, and those are usually as large as a costal redwood, and sometimes have rotted out in the inside, making an enclosure that is helpful for shelter. In stark contrast with the thick vegetation, there are paths of varying size across this area that are roofed by arch-shaped branches that hold up brambles, making arch-shaped tunnels. Usually, these are a good 3.5 meters tall, but they have been reported to have been as small as a meter high at points. Along with the actually natural environment, CFE entities are about 30% more abundant in this area :/. The fourth area (**Missing Forest**) doesn’t take up large swathes of the level like the others. They are smaller sections that are randomly spaced, but the sections only appear about once every 10 km. The ground here is similar to the thin forest. The trees here are not the same as

the trees you can find in the other forests. They are different species of deciduous trees. They tend to be covered with thick, dark green lichen or pale white moss. All across the trees, there are missing posters stapled to the trunk. The leaves are also missing posters. All of the people on these missing posters have been people who died on the level, or sometimes in other forest-like levels. The missing forests are rare. They average in size at around 150 meters across. There are commonly consumer entities in this section. This area of the level gives off the illusion that all of the life is dead, as the mossy trees and branches are obscured by missing posters, and the ground is covered with older missing posters which have fallen off the trees and shredded confetti-like pieces. These pieces have probably decayed or been cut apart by the entities, which it is confirmed they like to do. Sometimes in this area there will be a cold zephyr, which causes the shredded pieces of paper to blow about and sometimes into nearby areas. There have been a few reports that in the winter, there are large riptide sorts of wind gusts that cause a thick fog of paper around the area and the surrounding areas. Papers also fly up into the air and can travel for even a few kilometers. The fifth area, (**Swamplands**), is exactly what it sounds like. In this area, there is a layer of murky water around 1.3 meters deep on average blanketing the entire surface of this sector. There are often small muddy islands covered in grass. These islands are built around tree root systems or fallen logs. The trees that grow here have huge, deep root networks. They are quite similar to the trees on level 85. The islands range from 3-10 meters wide on average. There are many fragments of wooden boats and metal canoes lodged in the mud throughout the sector. There are rotting wooden remnants of houses in this sector, containing nothing of use and being more than half submerged usually. There are also random broken concrete pillars that emit a low humming on occasion. The swamplands are dotted with large purplish fern-like plants that grow from the deep mud. Their fronds resemble large dandelion leaves. These will sting and hurt for a while if you touch them but make an excellent food source when thoroughly boiled. The swamplands do not generate in ring-like areas similar to the thin and thick general forests, and instead generate in splotches similar to the missing forest, but much wider, typically 1-5 kilometers across. The swamplands are typically colder than the rest of the level, and therefore in the winter seasons thick enough ice forms to move across with ease. An invasive species has appeared here recently, the frong! This is good, as they can provide protection or just a friend. Other entities tend to avoid them, so it is recommended to get one as a pet. They can often be found in dens dug by other entities in the muddy islands near root systems. The sixth area, (**Thin Canopy**) is quite a change in scenery from the rest of the level so far. The trees in this area have wider, winding, and lighter coloured trunks. The trees are also quite a bit taller. As mentioned in the title, the trees have canopies, yet they are somewhat thin and would be near-impossible for an obm or pag to traverse. The ground is still very muddy. The leaves from the trees are lighter and larger, covering the ground even more. There are also massive ferns that get up to 2 meters tall. The rivers in this sector are wider and faster, but it’s compensated by the taller, wider log bridges. This sector generates in a ring as mentioned earlier. Entities are even more common in this sector than the last ones. All across this sector you can find thick, winding, wooden vines covered in hairy sphagnum mosses. These aren’t as bad as in the next sector, though. The seventh area, (**Thick Canopy**), as you could probably guess, is quite similar to the last. The trees here are taller, and also as you could guess, the canopies are thicker. The branch networks are so thick that you can walk on top without falling through. This isn’t recommended, as there are hidden spots where it wouldn’t be able to support you. There are plants in this section that have large

yellow, red, and orange buds. These plants are everywhere, bringing some color to the sector. Again, this sector generates in a ring like many others. Entities are also even more common again, especially the swinger things. Log bridges are quite uncommon now, which is unfortunate as the average river is a roaring demon. Traversal in this sector is near impossible due to the sheer amount of the mossy vines. These cover nearly every centimeter of air in the level. Let's hope you brought a sharp machete or you'll never make it through to the canopy dweller's cabin. His cabin can be found at the far edge of the thick canopy. You can learn more in the entity description (088), but basically you have to complete their quest to exit the level. It is tucked away high up in the canopies and very difficult to find, not to mention getting to it or even completing the near-impossible quest. Anyways, beyond the thick canopy is a thin layer of the eighth sector, (**Brambleplace**). It should be somewhat self-explanatory. The entire area is a thick net of tightly wound brambles with sharp, fatally poisonous thorns. The net is crawling with a great number of all entities, so it isn't much of a fun place to be. It may have the occasional clouded husk of a tree or very short tunnel through (like seen in the thick forest), but it's basically impossible to get beyond it. But, beyond it is the ninth and final area, the (**Cursed Beyond**). This is an infinite chain of desolate mountains, none above 1800 meters and usually around 1600 meters. They are made of heavily metamorphosed rock and the greatest life there comes from the lichen on the rocks. The rock is very steep and smooth, so traversal would be hard if anyone cared enough to go out there. There are naturally generated metal chains and pitons and bars sticking out of the rock, but they probably aren't stable enough to trust. This part of the level is unusually cold in all seasons, and there are very fast winds. These winds pick up many specks of ash from- somewhere- and carry them about, creating a thick fog. The mountains somewhat resemble the terrain of the Eastern Mountain on level 222. As said earlier, the beyond encircles the whole level and presumably extends for an infinite distance. There are no exclusive groups on the level, just a few smaller outposts. The entities 75-89 and also 49 (frongs) all appear on this level. 75-89 are all exclusive to this level. You can enter this level from a small chance when crawling in the burrows on level 234, or by noclipping anywhere on level 234. You can also enter directly from reality by noclipping into at night near a stream, which has around a 50/50 chance of sending you here or just to level 1. You can exit the level only by finishing the canopy dweller's bli quest, bringing you to level 1. Not even death will save you, as you will respawn on this level.

Non-Numbered Levels

Non-Numbered levels are classified here for the reason that they do not have a door anywhere in the Main Base. This is different from levels which cannot be entered from the Main Base, as they still have a door, the door is just locked.

NNL: Main Base
Class: Varies

The Main Base is a great access hub to get to nearly any Oogarooms level. If you look at the Level Information Chart, you can see exactly which levels are accessible from the main base. The apex of the ceiling is about 7.2 meters high, and the floor at its widest is 14.4 meters wide. The walls rise straight up for 2.8 meters at the edges and then curve upwards and meet at the top, 5.6 meters apart. The floor has a raised bar at the sides around a decimeter high that justs out around a half meter. The

center of the floor is made from a porous asphalt, riddled with cracks. The cracks are mostly covered up with webs of smooth pine tar. At the center of the asphalt depression there are tiny yellow and white circles spaced around a meter apart. The raised area has a ~1 decimeter wide flush trim of solid concrete, followed by more asphalt, but up here it is more filled in and intact. The straight-up wall has the concrete decimeter trim at the top and bottom, but the rest of it is clean, orange, compact mud bricks, similar to those from level 1. Beyond the trim the mud bricks keep going up and complete the dome. There are many miscellaneous features of the level, so I'll go over those first. First of all, there are aluminium pipes (with nothing in them) that run in groups and jut out from the walls and ceiling. There is also thickly-insulated electrical wiring that, too, leads nowhere and carries nothing. Along the elevated sides of the floor, there are large wooden crates with regenerating food, water, and other supplies in them. Also along the edges you'll find stacks of varying size tires. Again, along the center or near-center of the ceilings you'll find round metal frames, bolted into the ceiling, which is somewhat unusual. People often hang hammocks from these, which seems cool. At the starting end of the near-infinite tunnel, there is a circular "room" from which the hall branches off from. This room has the same height as the rest of the hall and the same curving roof. The diameter wall-to-wall is 28.8 meters wide. The room still has the raised floor areas and other features. This room has been turned into a library by the CCOEG full of Oogarooms knowledge. The real usefulness of the main base comes from the different styled doors, each around 100 meters apart, lining the sides of the long main tunnel. These lead to each accessible level, in order. The odd numbers are on the left and even numbers are on the right. The doors, again, are a range of different styles. They can be old, futuristic, wooden, metal, having doorknobs, handles, and more. There is nothing behind the doors, but when opened they anomalously lead into the corresponding levels. Some levels are inaccessible, and the doors for these are locked. The other NNL's do not have doors and probably wouldn't be accessible anyways. The doors are the only things on the level that are indestructible. The main length of the Main Base is 800,000 kilometers, and at this point, there is one last door in the center of the tunnel. The Main Base continues infinitely beyond this door, but completely empty, with no doors. About ten kilometers past the final door, all of the lights turn off. No exploration past this point has been done. Beyond the thin facade of mud bricks and asphalt, there is an infinite expanse in every direction of entirely black stone. It is so dark it is impossible at times to discern the edges and faces of the stones. I may have forgotten to mention before, but the majority of the level is illuminated by repeating exposed yellow fluorescent lights running parallel to the walls at the top center of the main hall. These buzz ever so slightly, and you can only hear them if you are right next to them. On occasion, these lights all blink and turn off for a few minutes at once. The main base has been heavily developed since discovery and basically every major group has many bases here. Large complexes of residences, labs, stores, outposts, and more have all been dug into the walls here, and camps extend about 10 km into the tunnel. Keep an eye out for Feebop, he is a disastrous scammer. Anyways, that's basically everything important except for entrances. There are lots of entrances here from many different levels, so here we go. One final thing: upon entering the hub, all will appear at the door of the level they entered from, even if that door is normally locked. Ex. entering the main base from level 86 will have you placed at the 86th door, at 8.6km into the Main Base.

- Find a pipe facility or stay in the dark too long on level 1 to be transported here.
- Find a circle of mossy boulders on level 19 past 20,000 meters up that has no collision between the stones. Go through the no-collision ground to be sent here.
- Noclip into a tree with a yellow trail marker on level 38.
- Noclip into a tree with pure white leaves on level 40 to enter.
- Noclip into a pile of mud bricks on level 80.
- Jump into the central fountain of level 86 during a “safeout”.
- On level 92, hold on to one of the vines, and the wall will go right through you, sending you here.
- Reach the summit of a mountain on level 112.
- Consume temperatura berries on level 160.
- Fall off the train on level 162. You’ll black out and wake up here.
- Noclip into a rare mud brick room on level 172.
- Find a pipe facility on level 215.
- Walk through a door in the large, central building in the town on island B of level 221.
- Noclip while in the Ruler of the Expanse on the NNL “The Outer Expanse.”
- 20% chance from entering a Transportation Machine structure-level on any level.

NNL: An Ending
Class: 1

An Ending is one of the “easiest” exits to the Oogarooms. After remaining in the Oogarooms for nearly 276 years, as denounced by the Exog’s Book, you will be sent here. your body will begin to tingle violently- as if your body is becoming TV static- and you will pass out and wake up here. The level is an infinite black plain with no light anywhere. There is a floor, which stretches infinitely and remains completely level and clear. Anything done to this level will not be seen by others. You will wake up standing in front of a four-legged about 1x2,1/3 maple wooden table with no knots and minimal patterns. Above the table is a point emitting bright, white light. There are two circular red buttons on the table, both marked with an unknown language, but you will know what they say. The left says “Escape!” excitedly, and the right says “Stay?” apprehensively. Escape will bring you back to reality at the with accurate time passing in oogan reality, but still with remembrance of the oogarooms (more info, see exits to the Oogarooms) and Continue will bring you back level 1, with accurate time passing and remembrance of An Ending. Both the buttons and table are purely indestructible.

NNL: Far Floexon
Class: 4M

Far Floexon is a level housing a lost Exog construct. The base of the level is an infinite lake. The ground is sandstone blanketed in a thin layer of pale yellow sand. There is no life in the ocean, it is water and sand at most. The seafloor ranges from 23-26 meters deep at the tide’s nadir. The water is a deep blue, and the water level

rhythmically rises and falls through a range of about a good 5 meters. It is highest at sunrise, and lowest at sunset. There are also tall, crashing waves that reach up to 10 meters. They never get more than a meter high once they reach the shore, though. The air is salty, and cold, around 3.5 degrees Celsius. The day is just over 8 hours, and the night is too. In the day, twin suns dance in circles while making their crossing of the pale-blue sky. One is red, the other is orange, both scorching yet not piercing the cold sky of the sea. The night is dark, no stars, no moon, no light. The suns pull the tide anomalously as they journey in orbit. The daylit sky is dotted with chains of billowing cumulus giants, soft and pillowy. Breaking the monotony of the sea is a large island, of which you start on. The island is generally oval-shaped, but the coasts are rocky and irregular. The top of the island is slanted, and the slant continues all the way to the ocean floor. At its highest point (opposite the lowest point where it hits the seafloor), the natural ground is 20 meters above sea level. The edges of the island end abruptly in a sheer precipice that continues straight to the lakebed. The edges are made from tan and orange sandstone. The top of the island is dark soil covered by short grasses ranging from dark green to pale yellow. Closer to the water level, the soil is replaced by pale yellow sand. At the highest point of the island is where you will find the exog structure, known as the Bastion of Floexon. This is a large castle of several towers, and it can only be seen at night. During the day, it disappears. The bounds of the castle is generally circular, featuring a wider central tower surrounded by 8 thinner towers in a ring around that, with 6 more thin towers dotted randomly around. The central tower is around 13 meters wide and the others are about 6.5 meters wide. They vary in height, but the central tower is just about 38 meters high, and the others range from 25 to 35. Each thinner tower is flat and goes straight up for the first 12 meters, before taking on the shape of stacked obloid spheres until the top. The top of each tower has a vertically stretched dome-like piece, ending in a tall spire. The spire was not included in earlier measurements, and each spire is uniformly around 7 meters high. Each spire is also very thin, being only about 4 centimeters in diameter. The central tower is flat for 17 meters before it takes on the look of stacked spheres. The dome on the central tower is very large, and its spire is 12 meters high and 10 centimeters wide. The construct is situated on a large decagon that levels out the slanted ground it sits on. The materials of the Bastion of Floexon check out with other Exog constructs such as on levels 203 and 207. The edge of the pedestal the bastion sits on is marble, with the remainder of it being the shiny, black, polished, mirror-like stone floor. The walls of the towers are marble, covered in ornate gold detailing, especially the top domes. There are gold pieces between the troughs of the stacked-sphere walls, and the spires are also made from gold. The thinner towers have gold-trimmed doorways leading into them at their bases, and inside you can find a shiny stone (which I will now refer to as shinestone) staircase winding around the outside edge of the building. There are separate floors at the troughs of the stacked-sphere walls. Each floor is filled with shelves and tables, covered in tags and small figurines made from shinestone. Some of the towers have thin circular windows at the top floor. The central tower too has floors at the troughs of its stacked-sphere walls, but it has no staircases winding through it, so no way to get up. The central tower has 8 tall marble columns, and at the very center sits a book on a pedestal. The walls, floors, and columns are covered in carvings everywhere. On the first page of the book, there lies a poem, and the rest of the pages are filled with images that tell a story of the flawed reality merging with ours, and chaos being unleashed. The book is called “Fore”. The entire title and poem are in safieve, but they have been translated. The poem reads as follows: *“Seal, in.*

It lied. The Construct bellows the tales of apostasy. By noon the North shall fall. It lied. The City among the pastel void. Thrives forever. It lied. The masked ones among the grasses. Loyal. It lied. Our species to last forever. Among the flawed realm. It lied. The Bastion of Floexon, poised among the seas. House the foretelling one. Who lies. The Deities high. Meant everything to all. It lied? For nothing of theirs can tell the truth. Nothing of theirs shan't spread such ruse. It lied. For possibly, on the stars in Floexon's sky. Those ones who rebelled, knew such was nigh. Now after noon, the North still stands, and the ones who rebelled, still follow command. They were right, and only we notice. As evolved into madness, bloom much as a wilting lotus. This gift is of lies, it foretells the false, the Reverflash." Yeah, so the book's illustrations aren't very trustworthy. From what it seems, this book was a gift, and only it lied. Possibly it was the cause of the Exog's downfall, but likely only a small part. The only danger on the level comes from reading the later pages of this book. In which a fate will befall you so grave. You can enter this level by falling into the pastel void of level 203, and there is no exit.

NNL: Everending Rooms of Infinite Possibilities (ERIP)
Class: Varies

Man, I thought CCOEG would reward me or let me have a break from writing the largest levels after Whale Fall Event, but they just *had* to make me write a level of around the same size. Anyways I'll get into the description. Also called ERIP, this level is the result of the combination of every known level in the Oogarooms and many other creations conglomerated into a single level. There are 5 main sections of this level, and each has its own subsections. The main sections are the Levelspace, Subspace, Dyson-space, and the Exospace. Let's start with the **Levelspace**. The levelspace is one section, and it is class one. This area is the conglomeration of the chunks purged from the discovered levels. Each level has its own large room, which is the chunks put together randomly, so the terrain in the rooms will be weird. A weird effect is that some of the levels have small alterations. Level one is completely overgrown, level two has no vegetation and is somewhat collapsed, trees on level three are massive and there are no corridors and tons of amethlos, level four has no light and is on fire in some parts, and so on. Each room is a random size around 100m-2m on each side, but is the normal size of the level on the inside, even if it is infinite. The halls connecting the level are pure white and cave architecture similar to a modern house of the time in 2023. The halls are illuminated by long, thin, yellow fluorescent lights that emit a low, calming buzz that is found to have the ability to help you fall asleep faster and sleep more soundly. When near the buzzing lights, you are more likely to be sent to level 135 (Evil Larry's Hideout). The halls are not plain and often have pictures drawn on the walls in black markers of random things from both the Oogarooms and reality. You can wash the markers away, but they will slowly reappear over the course of around an hour. There are often indents into the walls that have couches with pillows of any solid color. There are also indentations into the walls that are higher and are more table-like or shelf-like. The tables usually have fresh or perishable foods, and the shelves hold canned food or food in containers. The food here is completely fine to eat at any time and will regenerate every day at midnight. The perishable foods that are out on the tables will never go bad. The level is 100% safe in the daytime, and you can sometimes find hallulights or cats. When it is nighttime, the fluorescent lights turn off and you cannot find the cats or hallulights, also all food disappears slowly by popping out of existence. Just sleep at this time. At this time- bro I'm going insane the CCOEG always assigns

me to write the largest level descriptions and my hands still hurt from writing Whale Fall Event. Anyways, during the night sometimes chunks off the hallways in the Levelspace will pop out of existence. These act like the purged chunks on all other discovered levels, but when you enter them instead of disintegrating, you pop into a random different level. The floors of the Levelspace have monochrome or bright blue carpeting. The roof and floor of this level can be broken but not the walls. The whole level is a large planet-like sphere around the size of Penut, but has the gravity of ion. The halls will eventually end because there are only so many levels actually discovered. There are around 2 or 3 repeats of each level in the levelspace. To have the level be in the levelspace it does not have to be documented or well-known, just actually been travelled on before, so the purged chunks can literally be on any level. Also, at midnight the Levelspace resets and everyone in the levelspace goes to a random spot, unless you were on a couch, in which you will go to a different random couch. The next section above and below is called the **Subspace**. There are two subsections in the Subspace, the G-sand area and the Halls. The G-sand area is almost completely made up of a material called G-kinetic sand. G-kinetic sand is a very weird material. It is made up of tiny rocks or material similar to normal sand, but it has trace amounts of ocelight power “infused” into the sand, which is what is thought to make it float. Yeah, it floats. The G-kinetic sand will stay wherever you put it, but it can be easily moved around. You can also pack the sand tightly because it is usually very airy, so you can make space and move it away into itself. G-kinetic sand is a different color of either purple/magenta, blue, maroon, vibrant orange, or white. The colors of sand most commonly generate in a wavy pattern but can sometimes be random shapes. Sometimes you can find starshards in this area, but they are often smaller than the ones found on the main base level. The biggest one ever found on this level was 12.4 Lbs. It is unknown what the CCOEG did once they got their hands on it. You can also find small stones of unnatural shapes, but these stones will never have an edge and will always be completely smooth. The smooth stones also usually have markings and symbols carved into them. The stones contain trace amounts of ocelight power, just like the G-kinetic sand here. The last weird object you can find in the sand itself is the crystals from level 203 (crystalline rift). Unlike the disconnected crystals you can get from that level, these crystals still have a tiny bit of color in them, although it is dull. The dull crystals do not appear to have enough power to be useful. The only entity in the subspace is the G-sand wyrms (entity 68). They might accidentally poke you which can be fatal, so try to avoid them. The G-sand wyrms are reasonably common and leave small tunnels wherever they go in the level. They do not have organs, and only survive off of the trace amounts of ocelight power in the G-kinetic sand. Every day at 12 AM in the subspace, it does not reset, but instead it undergoes an unpacking event. As the name suggests, the sand automatically unpacks out a few centimeters (around 3-7cm). This will usually make the sand wyrm tunnels mostly go away and make any other holes carved out a bit smaller. The last important thing in the sand are the Metal-cubes. These are, as the name implies, big metal cubes. The cubes are made out of tungsten-like sheets and are very durable, but able to be punctured by the sand somehow. There arreeeeeeeeeee- I need to stop falling asleep while writing. That's the second time and I'm not even halfway through. I swear the CCOEG are intentionally torturing me with the long levels. Anyways, there are holes around 1x1 meters long and tall on all 6 sides of the cube that you can use to enter the cube. The G-kinetic sand cannot unpack into the cubes and will stay packed at the entrances to the cube. The cubes have strange neon-light-blue markings across the greenish-gray walls of the cubes. The cubes are rumored to be able to move around a few cm during

the packing but this theory is unproven. When in a cube, damage to your body is healed, and you feel fully fed. That was the G-sand area, which is class 2. The other subsection is the Halls, which is class 4. The halls are similar to the G-sand area, but the cubes are much more abundant and there is the hall structure. The hall structure is not just a single hall but instead an interconnected series of halls with the same pattern and material as the big metal-cubes, but the neon markings can be multiple different colors and not just light blue. The halls are open where they end so you can enter there. There are terminals with alien-like text flashing or scrolling on their screens. The halls do not have the same effect as the metal-boxes so damage doesn't get healed and you still need sustenance. There is no food or water in the halls. The halls will only generate below the levelspace, above there is only the G-sand area and below there is both. There are G-sand wyrms and G-hall centipedes. (entity 69). The next section upwards (above the subspace) is the **Exospace**. You can enter the exospace by digging to the top of the subspace where you will find the white veil. Once passing the white veil, you cannot go back. Once you pass the veil, you will white out and wake up on top of a layer of what clouds would look like in a cartoon, in the first subsection called the Cloud platforms. The clouds begin to dissipate once you stand on them, so move quickly or you will fall into the veil below. The clouds can be big or small and many different types. The first thing you want to do is wait until it rains, but not thunder. Something weird is that it rains upwards. Once it is raining, find a lenticular cloud (shaped like a flying saucer). Lenticular clouds will move around randomly, until you get atop them, then they will begin to shake and then a bolt of lightning will hit them, so once they begin to shake, get off and run. Once the lightning hits, you enter the next subsection called the Bloodzone. The clouds turn dark red and it constantly rains a red fluid similar to blood that is found in some entities. The clouds here disappear much faster than the ones in the Cloud Platforms, so you have to move quickly. The veil is red, run little one, run. There may be some floating islands made of stone covered in red grass and red trees, these are usually small. The islands cannot disappear so they are safer. Find the biggest tree, the strongest island, run to the top before the forest falls. The top curses you into the Acidzone. The sky is black with no light. The clouds are a dark-greenish-gray, raining CORBOC and acid that can dissolve you instantaneously. The islands are gone, floating shards of blackened soil and green corruption, the veil is black, nowhere to go, fall and you will be gone forever. It's chaotic down there, up here too. Jump, or stay here? No matter what, you will never be seen again. The next main section below the lower subspace is the **Dyson-space**. The entrance to this area is hidden deep in the halls structure, so it is hard to find. There are two subsections in the Dyson-space; the Dyson and the terminal control area. We- er- *I* will begin with the Terminal Control Area. I am so freaking tired. I fell asleep while writing Cloud platforms, and I woke up to some ***** blasting an air horn next to my ear. Anyways, the Terminal Control Area is the outer layer above the Dyson. It is made out of the same metal from the rooms but painted gray, and the paint is peeling in many spots. There is a ventilation system big enough to crawl through which you can access from vents towards the ceilings. The vents are weak and not made of the same metal as the walls and stuff. Most of the subsection has carpeting or rugs over most of the floor. The walls are covered in buttons, levers, and displays. There are large cylindrical test tubes here that have like alien text that always faces the nearest person, so that's weird. Some of the buttons here make odd noises and stuff, and when you press them the test tubes like scroll to a different sequence of text. If you find a big red lever, flip it to go to the Dyson. The Dyson is the center of the large planet that this level is. It is

always facing one direction. Despite this being the center, this subsection is quite large. The main area in the Dyson subsection is an extremely large sphere, and the middle juts out a bit to create a ring you can walk on. In the big empty space, there is a giant structure similar to a Dyson sphere. The Dyson is a bit larger than the white hex-crystal on level 203 (crystalline rift), and it is theorized the hex-crystal could fit into the Dyson and harness its power. The Dyson structure is white with a strange material lining some of the outside of the rings. The three hex crystals were put inside the Dyson and the material glowed dull with the color of the crystal that was put inside. The material also combined the color when multiple were put in, example of when red and blue were in, it would glow purple. Back to the room itself, the walkways jut out around 5 meters. At around 3.5 meters there is a yellow and black caution tape, and there is a railing at the end that goes up about a meter with red and black caution tape. Also, I forgot to say earlier that the gravity stays the same wherever you are on the level, anyways, if you cross the yellow and black tape, you will begin to slowly be pulled towards the Dyson. There is a small red unstable sphere at the center, and it can absorb living creatures, but nothing that isn't alive. Once passing the second caution tape, you will be pulled extremely fast into the dot at the center, which once you touch it you get sent to the A-space. There is a large thing at the top of the sphere room that looks like one of those things you control in a claw machine game. This was used to put the hex crystals in the Dyson. Also, when the hex crystals were put past the outer ring of the Dyson, the unstable dot disappeared. There are doors around the walkway of the sphere room, leading to small rooms like storage closets or control rooms. There is a control room labeled with a hand that controls the claw machine thingy. There are a few more that do minor things. Some stuff that the other ones do is control the speed of the Dyson, but this one is locked at auto. There is another one that makes some funky noises and has on and off buttons, but this one doesn't do anything except make the material on the rings of the Dyson glow. There is one door that when you open you get sent back to the entrance of the Dyson in the Terminal Control Area. The final section is the Aasaalata. That's the seventh time I have fallen asleep. Did I mention I'm not allowed to stop or take any sort of break until I finish the level I am assigned to? I want to die. LETS GO THE CCOEG OFFICIALS APPROVED ME HAVING A BREAK OF ONE HOUR AFTER I FINISH THIS LEVEL! I used to love writing and also the Oogarooms so I joined the team to write and now I hate writing and want to quit, in fact I want to go live inside the Oogarooms. I could survive for a long time because I have read all of this stupid document. Anyways again, the final section is the **A-Space**. This section has an unknown amount of subsections, but we think there's 6. with 5 being discovered, and 4 being documented. The first documented subsection is called G-Kinetic Corruption. This subsection looks like a jumble of many different terrains from different levels, all put together with dark colors across everything, and also all material is replaced with black G-kinetic sand. Unlike the sand elsewhere, this sand is very loose and powdery, so when you walk it kicks up but stays in the air. Tread lightly, or sand will get in your eyes. It is common across the level to sink into the sand a bit, but watch out for areas where it noticeably randomly dips downward. There may not be any sand under there, and you may fall through and die. The generation of levels here is only of the first hundred, and usually only ones that are made up of tons of rooms or structures and walls. The levels are always a bit more open, and they form with ruins and destruction as if something destroyed the levels before putting them here. You can leave back to the Terminal Control Area through a pulsating red-black sphere that you walk out of when you first enter the G-Kinetic Corruption. This will close after about 5 hours though, so be quick. Wait! Quick,

It’s almost a monumental milestone! Almost 100,000 words! Huzzah! Huzzah to CCOEG! Huzzah our planet! Huzzah to the Oogarooms! :D anyways, to get to the next level of the A-Space, find an area where the level generation is made of normal material and color, but some glitches. These are somewhat common, but be careful, because as soon as you enter you cannot leave. Find an odd-colored glitch that has no collision and go into it to get to the next level, called the Limbo to Finale. I know, an odd name, but yeah, it’s truthful, but you won’t be passing through quickly. Actually, why do I even need to tell people this? People probably won’t make it to the Oogarooms alone, not even to ERIP or all the way through to here? Maybe it’s just to tell the people who want to get tortured forever? Okay, so the tunnels in this level are stone bricks and mud. For some reason when you are on this level, you will sometimes feel random extreme pains or feel like you are being tortured. Randomly in the tunnels you will find random glitchy glowing spots that illuminate the otherwise completely dark labyrinth of claustrophobic tunnels. The glowing spots ironically lead to even darker tunnels. The farther you go out, the darker it gets, the tighter the tunnels are. There are bones and skulls on the walls. Mysterious forces begin grabbing you and pulling you deeper into the level, until you reach The Den. They pull you in, and once you are here your only escape is into the massive never-ending pit in the center of the den, before they bury you alive. The pit leads into the Zenith of Limbo. You are back in reality. Back in your bed, but it’s all an illusion. You might think that it was all just a horrible dream, but the dream isn’t over yet. Get out of bed. You may find there is nobody here. There is absolutely no sound. You can stay where you are, but eventually you’ll have to do something. There is a direct path across everything with pylons running along it. If you stray more than a km off the path, there is absolutely nothing. The path starts where you wake up. Walk down the gravel and trodden dirt path, after a few kilometers you will find yourself walking across clouds. You won’t know when this happens, but it will. You will eventually come to your senses and fall through the clouds. No sensation, no gravity, maybe unease. Soft calming marimba music plays among the void. You cannot see anything, not as in absence, not as in darkness, you have lost the sense. The music just seems weird, not calming. A final wave of bliss washes over you as you fall. Faster and faster, you will fall, you know that at least. You will fall past your terminal velocity, faster and faster, but no adverse side effects were recorded. The person who made it here said they felt they stopped falling suddenly and felt like they had lost blood flow to their head, and like they were falling upwards and dying peacefully, and then suddenly shocked back to reality. They made it to the Zenith of Bliss. The final part of ERIP recorded. The recording cut, and they sent one picture before losing connection. Subject ‘A--EI’.2 was presumed dead. Anyways, that’s all of the level ERIP we know. Anyways, I managed to get the CCOEG to give me a full 3-month vacation because I wrote so much and just hit 100,000 words! Last thing, there is no exit to the entirety of ERIP except death, which sends you to level 50 instead of one. You can enter by finding an irregular chunk on level 1 and spending a lot of time there. You will know that it’s irregular when you find it. Anyways, I’m off to enjoy my vacation, bye! *Later note by a CCOEG official:* an exog book was found in the zenith of bliss, and it contained one poem on a page. *Another later note:* More books have had poems, one of them is listed after the first poem. Okay, so, Harold here again but a few months later because I forgot to add the groups entrances and exits... okay so first, groups. There is a moderately-sized CCOEG outpost right by the dyson, and a smaller one in the halls of the first sector. There aren’t really any other real permanent outposts here due to the difficulty plus there’s really no point. You can enter this level by transitioning through levels very quickly, and usually around the

seventh transition you will be sent here, if you're lucky. This is difficult to do as transitions using the main base don't seem to work. You can exit by spending much too long in a larger relocated chunk that you find in the first sector. Eventually the confines of ERIP will fade away and there will just be that chunk copied into where it was taken away from on the level it's from. If you look away from the glitched chunk, it will disappear and become a purged chunk structure once again.

Title: Coalesce

Never the end, Time seems to bend.
Container of bliss, Ever to miss.
Every possibility, Not one tranquility.
The Veil suspends, To break at ends.
Cannot contain, Your window wanes.
With rift contained, May be in vain.
The crystal hex, All one effect.
All the power, Gone in hours.
To see the light, Endure most blight.
A stranded prophecy, A city's odyssey.
The extended monody, On upper obloquy.
On upper promisee, The Veil to contrasty.
The connections rend, Gone to ascend.
Life will suspend, When forced to wend.
The lies they swore, Truth they'll deplore.
One way out, Without all doubt.
The all onshore, Mercy, they implore.
Dewy-eyed, They still deify.
All's bolide, Echoing riptide.
The One of Core, One Creation's Encore.

Title: Encore

The tall purple ivies, standing strong spite their blows
Now wander and wither, and be hid beneath snow.
The animals, they used to scuttle abright
Now all of them scurry to escape from his sight.
The forces, the vanguard, never to bow or to bend
Now shatter and scatter, to break at the end.

Title: Catbird

Hideous orb,
One heart to absorb.
Gone and returned,
Betwixt worlds overturned.
Sparks ever-lit,
The truth to omit.
Poised high as the Catbird, up in its tree,
All stirred, heard the word,
Our grand apogee.

Title: Flawed and Wronged

In fate positive,
Worlds rend and relive.
In the room far beyond,
Souls wish to be wronged.
In the reality broken,
The coalescent disgrace,
The ever-felled deity,

Now wears a new face.
In the final, the right one,
The kindest could be,
They bring their own great,
All's duality to see.
'Face those that have made you!
Face those in the sky!
Face those that mere gave you!
Face those who defy'
Those ones, they all shouted,
Right up to the high ones,
Sang again!
The jumble they wanted!
Alas, when they got their desires,
Still they cried, for their prayers wrong granted,
Again, Again,
The All up in a fire.
Title: Rend
On the greatest, the largest,
The truly unbalanced,
A mirror, of dearer,
Uncovered the valance.
Foretold, in a similar manner,
The ring or aurora,
Down like a banner.
The room, the sinners,
Defined via trough,
Quickly hid from the light,
In All's howling quaff.
The garden, the command,
Three protected from hand,
Will rend,
By the new order's stand.
Title: The Ending
You have been cursed beyond belief.
You are filled with pain and grief.
When you die, your life will unsheathe,
You will be sent to the Deities' reef.

NNL: The Outer Expanse
Class: 6

The Outer Expanse is a very dangerous and very hard to enter level. First recorded in 2054, there have only been two people who have entered this level. The first incident, taking place in 2054, was completely recorded by a CCOEG member. The second incident was not recorded, and the escapee of the level died shortly after leaving. The temperature of the level remains at 1 degree above or below zero. The sky of the level is not completely black, but a very dark gray, and emits low light. The light which is emitted is not enough to really do much other than slowly navigate around, but at least there is something. Occasionally purple or green flashes can be seen emanating from the sky. Upon entering the level, you will be in the bottom of a pit of some sorts. The hole is shaped like a parabola, and the dirt is very dark in color, nearly black. At the bottom, this hole is 1.5 meters across. Most of the bottom is filled by a stone pillar with a glowing aqua-blue light emitting from the

top, made of rough stone. Like the dirt, the stone is very, very dark in color. This pillar is 2 meters tall and 1 meter in diameter. Scattered across the walls of the hole are rocks which allow anyone trapped here to get to the main section of the level. As you ascend, the dirt walls of the hole turn into an ashen-black stone that flakes off in sheets when hit too hard. Eventually, you will reach the top, which is about 30 meters above the very bottom of the hole. Now, you can view the sad sight of the rest of the level. The terrain is completely made of the ashy, flaky stone, though up here it has been polished to a semi-shine. The curve of the terrain is very smooth, at most a fifteen degree incline. There are tons of fluctuations, but most stay from -2 to +1 from the “ocean level.” The ocean itself is a dark, thick liquid which persists throughout the whole level. If you touch it, it will not come off easily. It is not dangerous to drink, but does not provide any nutritional value. While the elevation usually remains around -2 to +1 meters, there are obviously exceptions. About every two or three kilometers, there will be large hills around sixty meters in height. At the top of the hills will be similar glowing stone structures to what were seen in the starting hole. Throughout the entire level, there are structures similar to the one in the starting hole, (referred to as stone lanterns from now on), but with the exception of the ones on top of the hills, all of these are broken. The Stone Lanterns which are broken are much brighter in color near the cracks, and darken as they go down towards the ground. Despite being broken, they do sometimes provide the faint blue light that the functional ones do. The next type of structure which can be found on this level are called Shattered Sky Plains, which are kind of what they sound like. They are made from dark black material, though this material is much smoother and probably made of plastic. Near the centers, the Shattered Sky Plains are in alright condition, but splinter out into sharp outcroppings made of thin sheets near the edges. They slowly rotate and spin around in the sky, occasionally falling to the ground and causing devastation. They usually are only one or two meters thick. Sometimes, two of them will become caught in each other's nets, forming vaguely triangle or cube-like shapes. On average, Shattered Sky Plains sit about 70 to 90 meters above the ground and are 30 by 30 meters in size. When standing on one, your gravity will adjust so you will not fall off of it during its rotations. The next type of repeating structure that can be found are large pillars in various shapes, either triangular, square, or circular. The pillars are of two types, positive and negative. Positive pillars extend high into the sky, usually about 500 meters. They tend to be 15 to 30 meters in diameter. Negative pillars are actually just holes, and I can not for the life of me figure out why CCOEG chose to name it like this. Ridiculous. Negative pillars tend to be quite a bit smaller, only 5 to 10 meters in diameter. There is one final structure on the level, and unlike the others, there is only one of these. It is called Ruler of the Expanse. Sitting about 12 kilometers southwest of the start of the level, the Ruler of the Expanse is a ginormous building, with a footprint about 3 by 7 kilometers, and it is 1 kilometer tall. The building is somewhat bean shaped, with rounded corners near the back. On the front, two large protruding spikes extend from the sides. These are much taller than the rest of the building, being about 1.5km tall. The walls of the spikes (and the entire building) are slanted steepy, ascending upwards at an angle of 80 degrees. At the top 50 meters, this angle slowly goes flat, rounding the corners of the roof. These extend one kilometer past the main part of the building, which is 6km long. As you enter between the two large outcroppings of the building, a large wall, slanted upwards at 80 degrees similarly to the spikes, emerges. There are thousands of windows lining the walls, and a few large pipes which occasionally spew water outwards. There are trees and bushes, all of which are dark black. The stone lanterns

from earlier are seen here as well, though they are not destroyed. The main door to the building is a large, mechanical gate three stories tall which slowly rises upwards as you approach. Hundreds of large gears and pulleys can be seen on the walls. Within the building, there is a large main hall filled with chairs and unknown writings. Beyond the main hall, there has been little exploration, but the rest of the building seems to be composed completely of winding rooms and halls in various sizes. Moving to entrances and exits, it is unknown how to enter. It may be completely random, or some combination of unlucky factors. The leading theory is that repeatedly staying and sleeping in darkened areas greatly increases your chances of being sent here. As for exits, dying keeps you on the level, so that's no good. Noclipping will cause you to black out and feel as though you are noclipping, but you will end up back at the start of the level. The only way to exit is to reach the Ruler of the Expanse and noclip while inside it, though this is very hard to do. Doing this will get you to the Main Base and presumably prevents you from ever entering the level again. At least since you respawn here, you have infinite tries.

Structure-levels

These levels generate on other levels and may defy the rules and layouts on those levels.

Structure: Safety rooms
It is a room that can be generated on any level that is class 4 or under. It is a concrete box about 3x5x3 meters in size. It has a metal door to get in and out. There are 4 large windows, one for each cardinal direction. There is a granite countertop with a sink and washing machine. There are cabinets containing food, dishes, and utensils. There is also a fridge with a water dispenser. There is a couch, a rug, and even a television. There is also a bathroom. While in the room, any damage to your body goes away. Essentially, it's a pretty sweet mini-house.

Structure: Transportation Machine
This structure can be found on almost any level. It is a small closet-sized metal box covered in pipes and bolts, all of which seem to do nothing useful. There is a thin door on one side. Upon entering, the door will close without you touching it, and random doodads, thingamajigs, watchamacallits and apparatuses will begin to move or glow, and after thirty seconds, the door will open. You will be on any level that you have already visited. These are also known to not be very reliable and break while in use. Every time you use one, there is a 20% chance that you will be sent to the Main Base. If you have only been on one level, you will always be sent to the Main Bas.e

Structure: Purged Chunks
These chunks have been found on every level that has been documented. The purged chunks are parts of a level ranging in size that are just gone. They appear completely black and absorb no light. Sometimes when you try to enter the edges of them it is a solid unbreakable wall, or sometimes it feels like nothing is there, including subatomic particles, so there is no gravity in these squares, and you won't be able to breathe. If you spend too long in the purged chunks, you begin to disintegrate. The particles that have been disintegrated end up scattered in random chunks on level ERIP.

Structure: “hole”
“hey look its ‘hole’” - Harold

“hole” is a hole that can rarely be found on any level class 3 and above. It is a 3x3 meter hole which extends infinitely into the darkness below. The walls of “hole” will transform from what surface the hole is placed into dark gray concrete over the course of about 10 meters. If you jump into “hole”, you will fall for quite a while, but once (or if) you hit the sides of “hole” you will be sent to any class 1 level, though it will be very painful. Fortunately, the injuries you obtain from smashing your body against the sides of “hole” will be healed once you enter the new level. It is unknown how deep “hole” goes, but it is confirmed to be at least 500 meters.

Entities

What is an entity?

An entity is any anomalous or Oogarooms native species of animal, plant, bacteria, or fungus. Unlike levels, entities do not have a danger rating, or class. Entities make up the diverse biosphere of the Oogarooms. Evolution and such things have been shown to occur in the Oogarooms. Plants or animals that are inside of the Oogarooms but are similar enough to oogan species are not considered entities.

Entity 1: Boogas

Boogas are one of the most common hostile entities found around the Oogarooms. Being about 1 to 1.3 meters tall, they are very hostile towards literally everything and everyone, simply just beating up any living (and dead) creatures within sight. A few exceptions to this hostility exist, namely Dave (see level 82.) They are vaguely oogan in shape, but have unusually large heads and grotesque mouths, always agape. Their eyes have been reduced to tiny, nearly useless slits to make space for the large mouth, so they catch and locate their prey through their ultra-sensitive ears. They have the ability to imitate victims, but are not very good at it. They usually wear tattered rags. Their skin is cut up and scarred. Due to how hostile they are to everything, including members of their own species, it is unknown how they have become so populous throughout almost every class 2 and above level. They have been seen coming out of the ground on level 220 and 152, so it is possible they just kind of… exist.

Entity 2: Hyperboreal Seals

These fuzzy white pinnipeds scrape their large snouts across the ground in hopes of digging up some ground-dwelling krill for a snack, and in doing so create exquisite intricate patterns on the pillar zone’s seafloor of level 32 (Twilight Zephyrs). After less than a day, these intricate patterns wash away in the swelling currents of the deep-blue sea, making these quite an ephemeral and exciting sight. In the shattered coast where they are rarely found, there is less sand and they eat many of the other species there such as sheenfish. They are also found more uncommonly on level 185 (Ice Plains). Here, they dig through the snow and make patterns. It is unknown what they are eating in the snow, but they get by anyway. The hyperboreal



seals look like typical seals with white fur, with an almost cat-like black snout, and long, thick whiskers. They appear very happy and look like smiling circles head-on. These seals are quite friendly and like to hop out of the water and hang out on the plazas of low-lying tuff structures, or congregate around the statues of themselves on level 32. They would not be averse to you hanging out with them. Their scientific name is *Felix Pila*.

A picture of one of the goobers going :3 on level 185, also Ocelight/OslIt's social media profile picture.

Entity 3: The Cats

Scientifically known as *Feles Fortis*, or strong cat, the cats are a very helpful and nice entity that are somewhat common to find across several levels, mainly the lower numbered levels like 1-40. They are completely immune to diseases and do not die of old age, making them great lifelong companions. They also do not need to eat, but since they are cats, these fatas- I mean, uhhh uhh goobers, do still enjoy eating. If you find one, they will most likely come up to you and then decide whether they like you or not. If they don't, they will walk away (usually after sniffing you and giving you the ultimate side-eye.) If they like you, they will rub up against you and start following you. They are incredibly loyal and will defend their chosen person fiercely. Unfortunately, they are just cats, so not very threatening. Strangely, hostile entities completely ignore the cats. The cats can grow up to 1 meter long and get up to 16 kg, so quite the large lad. When "born" (they usually just pop into existence,) it will take them about 1 year to reach their full size. Upon being removed from the Oogarooms, their immortality and resistance to disease is sadly taken away. One final thing about them, they are extremely intelligent, being comparable to an eight year old.

Entity 4: Miners

Miners are very dangerous obmoids found on a few select cave-like levels. They are named for the fact that they were discovered on level 10, holding pickaxes. They seem to possess some sort of undead quality, having rotting skin and emitting a foul stench. Sometimes, their arms or other limbs just fall off, and they just don't seem to care at all. They grow up to 2 meters in height, and seem like very primitive obms, coming together in groups to uhh... y'know... and then dispersing afterwards. Most of them are butt-naked (really the scariest part,) but a few wear tattered yellow mining equipment. They usually live for only around a year, growing rapidly, mating, then dying. When one dies, they very quickly disintegrate into a fine black dust.

Entity 5: Speyeders

A speyeder is a type of spider native to the Oogarooms. It is unknown if they evolved separately from spiders or if a spider from reality was brought here and changed. They are about four centimeters long, and have a large eye-shaped print on their back. It resembles an obm eye (which is where the species get their name), but despite the terrifying appearance, speyeders really are not that dangerous. The eye is a very good defense mechanism against predators who see it and think "Yow! That's a big eye! Probably dangerous." This entity is found on many outdoor or abandoned levels. They are not edible, so if stranded, do not try to eat them. They contain small amounts of poison, which is not removed by cooking. They are known to constantly be beefing with skullers on level 89 by building webs in their houses.

Entity 6: Vines

Vine entities are pretty common on more dangerous outdoor levels. They are characterized by their very light green, almost white, color and slightly thorny surface. They seem to be some sort of snake disguised as a plant, or something along those lines. Their method of attacking is pretending to be a normal plant until someone comes close enough, at which point they wrap around the unlucky victim and squeeze until they die. Once they have caught their prey, they kind of dissolve it into meat-soup before sucking it up through small pores in their skin. Really not a nice way to go. The thickness of the vines is around 1-3cm. Their body temperature is very cold for a living organism, which is why they tend to avoid you if you are carrying a hot item, like a candle or a lamp.

Entity 7: Oogas

Similar to boogas. They are slightly less hostile. They look like taller and skinnier gnashers with eyes. They will still chase you when they get the chance. Oogas cannot imitate their victims, but they can screech. Tend to be a bit less dangerous than boogas, but are still a threat. Also, quite a bit rarer.

Entity 8: Ratuz

A ratuz (pronounced /ɹɑːˈtuːz/) is a species of rat native to the Oogarooms. There are several distinct species of ratuz, with the most common being the *Rattus Limus*, or mud ratuz, which is solely found on level 1. Another species is *Rattus Sol*, or sun ratuz, which is found on many outdoor levels. With names similar to that of normal rats, what makes ratuzes distinct from rats? For one, they are much bigger, with some growing to half a meter in size. They are also much more docile than rats, making them good candidates for pets. They are always eating though, and are known to eat things such as rocks, wood, or even their own tails when they get too hungry. They tend to live to the age of ten in the wild, and fifteen in captivity.

Entity 9: The Colossal of Realms

An ancient primordial being of immense power created by the fallen deity (Klomo) to destroy the new (oogan) reality. It was trapped in the Oogarooms by the Exogs (with the help of the deities). It got out of its innermost sometime after the oogan discovery of the flawed reality (Oogarooms) but was eventually defeated. It is unknown where it is currently. It could be dead, or alive somewhere far out on some level. In its most typical form it is a large quadrupedal beast with a long body and a head shaped like an “O” with the hole in the center included. It *can* manipulate its own body so it may have appeared different than this. All forms of it had an entirely black body with dark blue twinkling stars dotting the pattern of the body. The colossal had the power to crease rifts between levels and destroy indestructible parts of levels. There is a huge part of level 70 that it destroyed, but it has since been rebuilt.

Entity 10: Whiteents

Whiteents are tall, stretched, somewhat obmoid creatures that move quadrupedally. Their skin is entirely white, allowing them to blend in with the walls of their native level, that being level 9. They aren’t entirely reflective, so you *can* discern them. They have pointed legs and arms, which they can impale you with. You can also discern them from the blood stains on their arms and legs. They move quickly on all fours, and their heads have huge, wide, hidden mouths with many rows of teeth, similar to a sea lamprey. If you are seen by one, your best bet is getting into a

small space or thin hallway, as they are quite wide. You could also get behind a door or wall, as they aren't super powerful. They can get through with time, though, so they can be a nuisance to bases on levels where they are present. Their stomachs are their weakest point, which is what is exposed when they are hiding, so they aren't the hardest to kill. They are solitary and ambush predators, of course standing up flat against the wall. They have no eyes (their only orifice is their mouths, and they see using echolocation. They make a very high pitched screeching or very low pitched groaning sound. When hiding, it's usually only the high pitched screech, which is hard for most obms to hear. They are native to level 9, but can be found on a few others.

Entity 11: Policarpae

The policarpae (singular policarpo) are an entity exclusive to level 222. They are extremely dangerous and few have survived an encounter with them. They hide in the tall grasses around the level and sleep in the den, in some ruins, or other spots around the level. If you wander off the trails and into the grasses, they will be able to sense you and will come to your location. The Policarpae were made by the Exogs in their better years of being sealed in the Flawed Reality to protect them or something. The policarpae ended up turning against the Exogs on level 222, wiping them off the level and infesting the level. Despite being artificial constructs, the policarpae are living beings of flesh. They somewhat resemble large grey wolves in their stature, but they have large stone masks fused into their upper faces, above the jaw. The masks have two holes for their eyes. They have unusually large mouths and a great number of teeth. They have no tails. They have very large claws and oversized, extremely sharp canine teeth. It is unknown what they eat other than the flesh of unfortunate lostsouls. They need almost no water to survive. The best way to stun them is to hit them in their mouth or eyes (between the mask), but they are typically extremely persistent and will hunt you down even if they're nearly dead. You can kill them best by ripping off their masks, which is pretty gruesome as it is part of their faces.

Entity 12: Nubiates

The Nubiates (singular nubiate) are a species exclusive to level 188 (Wispy Cathedrals). Their scientific name is *avis nubium*, and many often call them merely the "birds of the clouds". In the past they were known as "pilgrim birds" for their eternal devout journey. The nubiates are somewhat small, with both males and females being around 14 centimeters fully grown. They are short and squat, with herbivorous, light grey beaks. They have large black eyes with shiny highlights. They have pure black feathers, contrasting with their bright, anomalously lit environment. They have feathered legs and sharp, grabby talons. Their wings are long for their bodies and they are built for extreme endurance. A group of them is known as a conclave, and they travel in these secluded conclaves along their journey. When two conclaves come across each other, they are always hostile and the groups will fight to the death. Despite having distinctly herbivorous beaks, they are never seen eating plants, or any food or water for that matter. It is unknown how they survive. They have odd behaviors, with every single conclave heading towards the same spot on the level, a gap in the distant clouds that no sapient creature has ever reached. The nubiates fly "day and night" (there is no day/night cycle) towards the wispy gap. They fly only around 5 meters off the ground. They only stop once every 40 hours or so at the center of a cathedral. At the center, they sometimes sleep, but often they stand or fly in circles around, singing along to the melodies created by the whistling winds.

After this, they just continue on their journeys. One feature to their behavior is that they seem to have a religion. In the *cathedrals* they have massive patterns of the birds in different formations, and they seem to know a lot of the level. Many have speculated that at the wispy gap their god is calling to them, and the conclaves are racing towards the gap. Since they want to get there first they kill each other so they have better chances of getting there. It is likely that none have reached the gap as nothing has greatly changed about the nubiates or the level. Another thing supporting the idea of a religion is that randomly they kill a member of their pack, likely as a sacrifice or due to apostasy. It's not for food, they leave the body. When executing the nubiate, the conclave flies around the nubiate and every bird takes a turn attacking the lone nubiate until it dies. They then land in a circle around the body and chirp in unison before flying off. They are not bothered by people seeing this, but it is extremely rare to witness this in person. It *is* common to see the blood stains from this and the conclave altercations as they contrast greatly against the white surfaces, especially when the blood is wet. They are *naturally* docile to sapient species, and when seeing people they often stop flying and stand around the person, as if studying them. They may chirp a bit before flying off again to continue on their pilgrimage. There is no time to waste. Rarely on level 188 there will also be entity 14. The Timekeeper interacts with the nubiates, telling them to hurry up too, and they listen. Although they are naturally docile, they *will* attack you if you attack them, deface the cathedrals (especially the nubiate carvings) or stop them from continuing on their journey. Because they must always continue on their journey, baby nubiates are born already able to fly great distances.

Entity 13: Ducks

These comical yet dangerous creatures are found predominantly on levels 72 and 25, of which they have practically taken over. They look like pekin ducklings when fully grown, with yellow, hydrophobic, fuzzy feathers. They are very large, with males being up to 1.2 meters and the females being up to .9 meters. They are very aggressive in their territory (towards other entities). They have 4-fingered hands with opposable thumbs, of which they have made the most of by learning to hold guns and other weapons. They will not attack on sight, and won't be aggressive immediately as long as you leave promptly. They are very friendly if you have Oogarooms bird seed (item 18). They are thought to have originated from level 25, and took over level 72.

Entity 14: The Timekeeper of the Forest

Entity 14 is a somewhat unsettling creature. He appears across many levels, but mostly ones with thick forests. He is seen very often on level 219. For some reason, he is also rarely seen on level 188 interacting with the nubiates. The Timekeeper appears as a large bipedal hare with wide feet and hands. He has opposable thumbs. He has entirely white fur, but it is often dirty in some spots. He is around .8 meters tall, and he has a short, stubby tail. The Timekeeper wears a large black overcoat with many pockets. The overcoat is a leather-like material and has a few stains. He has eyes that look sunken due to dark maroon rims around his. He tends to watch you or your group from afar, from behind trees or corners. He may come up to you though, and he will stand in front of you, pull a black metal pocket watch out of one of his coat pockets, tap it with his other hand, and make a ticking sound as if he is scolding you. He never blinks. Sometimes he shakes his head or his nose twitches. If you try to attack him, he will run away and disappear from your sight quickly. He is entirely docile, but gives off a threatening demeanor. If you see him watching you,

he is likely to bow and shake his head or clap his hands as if he wants you to hurry up. He wants you to hurry up.

Entity 15: Fluffsters

Fluffsters, otherwise known as *Ambulans Nubibus*, or walking clouds, are passive creatures which somewhat resemble sheep. They have very pale skin which lacks melanin and grow long, thick pelts of snow-white fur. This fur is very soft and can grow up to half a meter in length. When born, they are 15 centimeters in height and 25 centimeters long, but can grow up to 1.2 meters tall and 2.5 meters long, which is quite the feat. There is a rarer, larger species of Fluffsters called *Pinguis Nubibus,* or fat clouds, which can grow up to 3 meters tall and 5 meters long, but these are exceptionally rare. Fluffsters are complete herbivores, and live off of grasses and the leaves of shorter trees and bushes. They are not all that smart, but tend to accidentally noclip while ramming into each other, which has made them widespread on many levels. Speaking of ramming into each other, male Fluffsters can grow horns, which they use to impress the ladies. Males get into fighting matches, and as previously stated, makes them accidentally noclip. The horns are very strong, and in some cases are harvested by evil beasts who kill the cute Fluffsters to make weapons and tools. Going back to the gender differences, females tend to be 10% larger than males, and the males usually have the responsibility of raising the child. Fluffsters travel solitary for most of their lives, but when the weather is warm, they conglomerate into groups of up to 150 and have a- uhh… “freak fest.” About two months later, the children are born, and the group disperses into smaller groups, called gangs, of 3-6 Fluffsters. Once the child is fully grown, which usually takes about 4 months, the gangs disperse and all of the Fluffsters go off on their own, grazing fields and snoozing. A Fluffster lives on average for thirty years. On levels with season cycles, Fluffsters will grow their fur coats out even more, and look like giant cotton balls. Fluffsters can be found on levels like 2, 235, 210, 125, 121, and more, but are most common on level 40, and seem to be native to 40.

Entity 16: Climber

Climbers are enigmatic creatures which can be found rarely on a few levels with lots of vertical space. They are vaguely oogan in shape, but with slightly smaller heads and longer limbs. Their bodies are completely matte black, with two white glowing eyes. They have no mouths or any other orifices besides the eyes. On average, they are 1.6 meters tall, give or take a tenth of a meter. Upon being seen, they will run away rapidly. If they feel cornered or threatened, they will attack or make loud sounds, but prefer to run. They have long claws which they use for climbing, and seemingly don’t know how to use them for defense. It is unknown if they reproduce or just pop into existence like some entities, as every time one has been captured, they get so stressed that they die within a day. Because of how skittish they are, little is known about how they interact with other members of their species, reproduce, or their life cycle. These creatures are most prominently seen on level 29.

Entity 17: Sheenfish

These are wide, scaly fish found on many levels with open bodies of water, mostly levels 32 and 199. The males and females are both 45-60 centimeters long, 12-18 centimeters wide, and 8-12 centimeters tall. They have short and squat fins and wide mouths. They have 4 large actual whiskers just below the mouths on each side of the mouth, with two long, pointed antennae-like growths just above the whiskers on each side. Their scales are in long oval-shaped patches around the body, most prominently

around the eyes, gills, and behind the pectoral fins. They come in two colors, yellow and blue. The blue sheenfish have a silvery-pale-blue skin color, with the patches of scales being a deep, reflective blue. The yellow sheenfish have a light yellow skin color with reflective reddish-orange scales. The scales on sheenfish are large and very tough, and are often used to make jewelry. The sheenfish best serve the purpose of meat for consumption on the levels they are found, of which they have much. On level 32, they are often hunted by hyperboreal seals, cawzen, or even rock marten sometimes, and they consume krill, mostly.

Entity 18: Amethlos

Amethlos (single amethlo) are creatures that are found natively on level 3, but can be seen on many levels. They are kind to people, and if you follow them you may find a source of food or water. They greatly resemble hedgehogs from reality, but instead of spines they have large quartz crystal growths. The crystals are most usually amethyst, but can be rarer quartz variants. They have very pale lavender bodies and large black snouts. They can't hunt, but are omnivorous. They basically just find stashes of food and keep coming back to those until they run out, and find a new stash. The crystals on their backs serve two purposes. One, as a feature for the males to attract females, and two, as protection against possible predators. The amethlos are quite timid, and when they feel threatened they roll up into a spiky ball. They can survive on many levels, but only reproduce on level 3 for some reason. Females are around 17 cm long and 7 cm tall, and males are around 20 cm long and 9.5 cm tall.



Drawing of an amethlo, by an unknown lostsoul. It isn't good at all, but it was so funny that Juniper insisted it be put in the document.

Entity 19: Cyclonic Colossal

Unrelated to the colossal of realms, this not-very-powerful titanic organism resides solely on level 196. Its body is so large that it rises high above the thick clouds of its resident level. Therefore, we only know what its legs look like. Each leg is nearly a kilometer high reaching to the clouds. Its legs are a few meters thick, and its outer protective membrane, or 'skin' is incredibly tough and entirely matte pitch black. Its legs slowly and exponentially slope upwards before piercing the clouds. The legs themselves are seldom seen as there are violent whirlwinds that circle the legs. The encircling winds and legs both remain generally the same width all the way up to the clouds. Towards the base of the legs, there is a strong grey or bluish/whitish tint due to the stone dust and pebbles or water pulled up by the

winds. Due to this, it is in your best interest to stay away from the creature. It appears that the entity does not know of anything on the level, it does not respond to being attacked and forever continues slowly moving, walking, crawling across the barren level.

Entity 20: Scavengers

Large rats with a thirst for blood. It is usually around 1/5 meter in length. It has brown, white, or black fur. The most common color is brown. Scavengers have 2 large and very sharp front teeth that they use to destroy wood and eat victims. They have sharp claws that they use for attacking. They make a tss noise when they are stalking you. If you hear it, get to high ground. Scavengers cannot climb well at all. They are somewhat dangerous by themselves, and very deadly if they try to form groups to attack. Scavengers are somewhat intelligent and on many levels have large colonies. The groups of scavengers raid settlements for food (including the meat of those living there). Typically, once they have taken over a settlement or found a stash of food, they stay there until the food runs out and then move. Many people may mistake them for a species of ratuz, but they are not part of the family. Something like mice and rats.

Entity 21: Burd

This entity is a large creature only found on level 60. Not to be confused with level 70's terrifying pterodactyl-like bird. It slightly resembles a pterodactyl and is quite strong. It has massive dragon-like wings. Its weak point is its chest. Using upblast cores is the best idea. It has large, thick, brown feathers.

Entity 22: Clafrae

Clafrae (singular clafro) is a common entity exclusive to level 121. Their scientific name is *clafrus trifolium* and their name is based on the old Ingrish word for clover. They are large quadrupeds with females growing up to 1.2 meters long and males growing up to 1.4 meters long (excluding tails). Clafre have round heads with large eyes and big round pupils, with barely visible corneas. They have wide, flat mouths with an omnivorous selection of teeth. They have two small slits for noses, which are barely visible. On their heads they have three (or rarely four) ears that lay facing the ground. Their ears greatly resemble clover leaves. They have flesh similar to an obm's, but thicker. They have strong legs with two large toes on each foot. These animals are built for endurance, and have sweat glands along most of the bottom side of their body, where there is lighter green. Clafrae have long tails, with the females' being up to 1/2 of a meter and the males' being up to 1/3 of a meter. At the end of their tails they have 3 (or rarely four) more clover-like growths, these ones being purely for camouflage. The Clafrae have mostly somewhat vibrant green bodies, with a lighter, more pale green underside on their bellies and heads, specifically at the line of their mouth and below. As mentioned earlier, Clafrae are omnivorous and *can* eat greatcloves for food, but mainly get their nutrients by hunting down the white bunnies on the level and eating them. Clafrae are pack hunters, and are quite intelligent, often circling their prey before closing in. They can always chase down their prey if it gets away, too. The collective noun for a pack of clafrae is a rustle. The clafrae get their water by drinking from ponds and small streams. They are docile to creatures other than the rabbits, although the males often tussle with each other. They sleep in packs under cloverstones and hunt diurnally. They have a feline-like nature and if you find one alone you could befriend one and bring it with you. They are great at surviving on many levels, and are probably overqualified for

living on level 121 with their amazing camouflage and effective hunting tactics. They tend to live much worse on levels that aren't green, obviously.

Entity 23: Mudsnappers
These level 85 exclusive entities resemble crawdads in many ways. The mudsnappers have hard reddish-brown shells with red dots, and small oval heads with long antennae out the front. They have 6 legs (3 on each side) for walking and two larger claws, which are proportionally larger than the snapper's bodies. Including claws, the snapper females grow up to 14 cm, and the males grow up to 17 cm. The females have smaller claws and are generally smaller creatures. Mudsnappers have short, thin tails that serve little use to the creature. The mudsnappers hunt by hiding in the mud and waiting to ambush packs of the peepops on the level. They may try to grab onto you if you stick a finger in the mud, but their claws' grabbing force doesn't have enough power to do much damage.

Entity 24: Jyorrins
Pronounced yorIins, these are tall somewhat obmoid creatures with 4-6 arms and two legs. They walk around on their legs and have no heads or eyes, but can sense when lostsouls are close via smell and sound, so take a shower (I'm talking to YOU, Harold!) and tread lightly. They are very aggressive and will attack on sight- er- smell. They wear tattered rags as clothing and have very dirty and naturally dark skin.

Entity 25: Funky Fungi
These fungi growths are found semi-commonly on some outdoor levels. They grow to large sizes, sometimes up to thirty meters, but have the vast majority of their biomass underground. Being decomposers, they feed solely on dead matter, even bones. When underground, they are colorless and odorless, but once exposed to the sun, the vaguely spheroid bulbs grow and change colors, becoming vibrant shades of purple, green, red, and blue. They only sprout above ground during the warmest times of year. The highest point of each bulb will burst open, spreading the spores far and wide. The spores smell quite nice, somewhat floral. Newly born funky fungi will begin life as small black bulbs on the surface, feeding on decomposing plant matter, before setting in roots and then growing underground, eventually sprouting and repeating the process. When one dies, it smells really bad as the huge, sometimes over 500 kilogram subsurface body begins to decompose. The sprouts and underground sections turn brown, before decaying into a fine dust which makes excellent soil.

Entity 26: Iciplits
Iciplits are dangerous entities that live mainly in the ice halls of level 5. They are obmoid creatures with bloated heads composed mostly of snow and ice. They grow up to 2 meters tall. They have glowing blue eyes and are decently dangerous, so it is advised to run when seen. They do not seem to engage in any form of reproduction, and just appear on level 220 before traveling to level 5.

Entity 27: Skullers
These entities are commonly found on level 89, and it is very rare to find them anywhere else. They resemble walking skeletons, though not gory or anything. They seem to be plastic skeletons that you could find at a decorations store. They range from 1 to 3 meters tall. Because they are made of plastic, they are not a huge threat, but they are also pack hunters. They usually only attack if they outnumber

their enemies five to one. They seem to use some strange method to see and have very good senses. A lot of the time, they won't attack and will just do stupid and humorous things like goofy ahh skeletons. They sometimes form groups in the teepee areas of level 89 and do goofy stuff. 💀

Entity 28: Stitchfaces
A .3-meter-tall creature that chases you. It is made of burlap, and when ripped it shows bones inside. It is badly painted with blood. They can be found on a few levels, but their number one concentration is on level 154, Mirrors and Mannequins.

Entity 29: Kharjid
Large silvery fish that grow up to a meter long. Very hostile. It will grab, pull, and drown you in water with their sharp, gnashing teeth. They are attracted to shiny objects. They make good food if cooked and have purplish blood. They can be found on many watery levels.

Entity 30: The Librarian
Wanders around level 95. It will come to you if you call it. It can lead you to any book you want. It is known to accidentally jumpscare people. It has a large pitch-black body with long pointed limbs. They wear a tan coat with many pockets, filled to the brim with random sheets of paper and books. The librarian is very friendly and may even be seen sleeping on occasion.

Entity 31: Cawzen
These crow-like birds are found throughout level 157 and in level 32's shattered coast. They resemble crows in many aspects, but due to the lack of land animals and plants on level 157 (and for other reasons on level 32), they have developed a peregrine fishing method for birds of the kind. They have eyes that have evolved to see very well underwater, and they take advantage of this when they hunt. These birds tend to hop into the water close to the stations or rocks, where they blend into the dark water-stained brick or rock, and sink motionless, waiting for schools of fishes to swim on by. Once in range, they snap out and catch their prey, before swimming back to the surface. On level 157, the cawzen nest and rest on the stations and broken turbines, but predominately on stations due to accessibility of resources, ease of hunting, and expansive space to nest. On level 32, they nest in the garnet trees or among thick bunches of grass towards the center of defracture pieces. The cawzen can paddle and rest atop the water, but not for long. They have few natural predators on level 157, and so are not skittish around those sapient on level 157. They do have some predators on level 32, so they are a bit more fearful or aggressive, but they still can be tamed. They are often kept as pets, and help with fishing. They bring shiny objects to those they like. The cawzen are actually omnivorous, and on level 157 they may uncommonly eat berries off of the vines or bushes found rarely on stations, and on level 32 they sometimes eat purple peepop petal plants. The singular form of the name is "cawza" and the scientific name is *Cawzus Oceanus*. A group of them is also referred to as a murder.

Entity 32: Woodlings
A small wooden figurine common on level 102, or any level with lots of wood, but really only 102. They are only 20cm tall and attempt to attack you. But, because of their small stature, they are not really dangerous at all. Kind of like toddlers,

they think they're tough. They resemble OBMs in shape, and do not move at all when you are looking.

Entity 03: Memories

“A past memory, come to visit his old friend. He will watch from afar.” - quote from “groogus,” the discoverer of this entity.

Memories tend to be peaceful entities that watch you. They are kind of chill. Their appearance varies from person to person, but they usually look like one of those faces you feel like you’ve seen before, but you really haven’t. They are often seen far away or in your peripherals watching you. Only you can see the memories that are watching you.

Entity 34: Frozen Ones

These guys are pretty cold. They are found on- guess what- cold levels. Frozen ones resemble obmoid creatures completely covered in snow and ice. They meander around slowly, always making creaking and cracking sounds due to the ice. They almost always move incredibly slow, except for when they see you. They are completely docile, but are known to snap their necks quickly towards people, and come closer a bit faster than normally. Once they are close enough, they will reach out and touch your arm. Then, they die. Once one is dead, they will slowly melt, leaving behind nothing but a puddle of ice.

Entity 35: Whitewings

Whitewings are a somewhat common entity on outdoor levels. They have 16 bright white wings. They are solitary creatures and tend to feed on small entities or defenseless lostsouls. They are somewhat aggressive, with around 30 people dying from them per year. Their bodies are oval shaped, and they have a single, large, yellow eye. They can get as big as 1 meter. They have thick, soft feathers, with a layer of soft fur and a thick hide underneath. They reproduce quickly. A single whitewing can birth up to 40 more throughout its 20-year life. They are commonly hunted for their feathers, which are used for coats, their fur, also for coats or blankets, and their hide, which is thick enough to be used as a form of armor.

Entity 36: Pipes

Pipes are an abundant entity found on class 4-5 levels in clumps. They appear as bent lead pipes bundled up with cork-brown rope. They have yellow warning labels on them and emit a foreboding aura. If you pick one up for a few minutes, you will get the pipe infection, and pipes will slowly begin to grow out of cuts, scars, or holes such as eyes or ears or mouth. More and more will pile up with excruciating pain and you will eventually die of blood loss as the pipes burst through skin and blood vessels. This is, of course, a gruesome fate, so avoid pipes.

Entity 37: Erratics

Erratics are large granite glacial erratics that can often be found on levels with large grassy fields, but can also sometimes be found in odd places on other levels or in large cavernous levels. They are a grainy gray or coarse near-grayish-white and in fields will often have a few grassy tufts in divots on the top. At night (or, in case of a non-existent night cycle, during random times of the day) they will emit a low, soothing humming sound and cracks in them may emit a soft light. It is impossible to break the rock yourself, but cracked ones that don’t emit sound or light have been

found with very large pockets at the old center of the stone. They are reported to move when none are looking, and have been recorded following travelers, which is quite odd.

Entity 38: Voices

Voices that can be heard on many levels. It is unknown if they have a physical form, or if they are just disembodied voices.They sound like incoherent whispers. They can drive you mad quickly. Some people report seeing shadows when they hear the voices. They say that these shadows are the physical form of voices.

Entity 39: Dunebiters

Dangerous tan creatures that live primarily level 56. They are large trout-like creatures that seem to have evolved from fish. They can move through and atop sand very quickly, and ambush prey with their sharp fangs. They are very dangerous, so many people will wear metal shin-guards when traversing desert levels. They don’t make great food, and have very dry blood. They can grow up to a meter long on average and only have about a 7 Ion month lifespan.

Entity 40: Storm Watcher

Storm watchers are peaceful entities that still terrify people who see them. They are massive obmoids that inhabit the third section of level 66. They have dark, navyish bodies and can get as tall as 400 meters. They wander the level aimlessly, occasionally dunking their heads in water to filter feed. Their heads are large, and seem to dissolve at the top, with strands pulled upwards by some unknown force. They have four eyes, which are a glowing light blue. They are very peaceful but are quite scary to encounter. There are only around 2000 of them in existence.

Entity 41: Shadows

Apparitions that appear in your peripheral vision. They are not aggressive and will disappear if you look at them. Some people report that they are friendly, giving people food and water. Most of them appear around 1.5 meters tall, and are hard to catch in photos.

Entity 42: Faces

The faces are disembodied floating faces that can be found on many levels. They are always smiling, with bleeding eyes. They are not aggressive but seeing one can severely damage someone's mental health. They inflict paranoia. They usually just watch you for a bit before disappearing.



Entity 43: Illusions in the Mirror

Entity 43 are a species of creature that can be found in fogged-up mirrors on levels with white or blue tiling anywhere. If you look in the mirror for more than a few seconds, your figure will begin to contort and bleed, while other similar versions of the figure begin to appear in the mirror, you may become entranced and not be able to look away, allowing the apparitions to escape the mirror and chase you. You may still be dazed, so the illusions will consume you. If you can run away, try closing a door, They won’t be able to chase you.

Entity 44: Slimeks
These creatures are exclusive to level 137's Denser Depths. They are large slimy blobs, and entirely black. They are quite squishy and will try to chase after you and kill you via strangulation for food. They hunt alone, and will often attack other slimeks.

Entity 45: Scratchers
Scratchers are dangerous entities that inflict both mental and physical harm upon their victims. They create sharp scratching sounds near settlements and scratch the backs of people while they are sleeping. It is unknown exactly what one looks like, as none have ever been seen beyond small glimpses from the corner of victims eyes or blurry photographs in poor lighting. What is known is that they are large quadrupeds, maybe 2-3 meters in length, with 3 long claws on each hand. They also sometimes imitate people which they have heard, using fragments of speech to form new sentences.

Entity 46: Fallen Stars
Rarely, after there is a comet or shooting star on levels with night skies, you may encounter an out-of-place 5-pointed golden-colored star embedded about a third of the way into the surface it landed on. It emits a soft yellow light and often lands near water bodies. It produces water from the lowest point of the star that typically flows out quickly, but not on hot or arid levels. Sometimes a prominent tapering rainbow will point out from the highest point of the star towards the sky where it originated from. During the nighttime, they uproot themselves and roll around, somewhat similar to Erratics. After a few day-night cycles, they fade into pure and fine golden dust. They are made from a very, very shiny gold-like substance.

Entity 47: Painters
The painters are entities exclusive to level 63. They live in the unfinished areas, and paint stuff. They resemble large globs of half-dried, colorful paint. They tend to slide around and usually have 2-4 arms. They have a mouth of some sorts near the top and are vaguely cone shaped. When they are hungry, they tend to go to one of the kitchens around the level and eat ice. They are not adapted to live in any other level. They are usually pretty chill unless you interrupt them, but there have been some reports of unprovoked attacks. They are slow and weak though, so they aren't too dangerous. They will most likely just ruin your clothes.

Entity 48: Swonker
Swonkers are big goofy goobers with very, very long arms, about fifteen meters in length. Each arm can bend six times, with long fingers that grasp around things. Sharp fingernails allow them to grab onto smoother substances. The arms can bend up to 80 degrees in either direction. They have bodies that are about three meters tall, and two meter long legs. They have withered brown bodies, but are actually very peaceful. They just swing around high places, eating random things they find. They are quite terrifying, and found exclusively on level 137.

Entity 49: Frong
An entity that lives on level 47. They are mostly exclusive to that level. Due to people taming and breeding them, they have spread to a few other levels with high water content. They appear to be normal frogs; except they are larger. The average size of a frong is around 85 centimeters, and they weigh around 17.5 kilograms. They

live on average 45 years on most levels wild, and when cared for by a lostsoul, some have been known to live as old as mid-70s. They reproduce like normal frogs. They tend to be pale green colors, due to the fact that level 47 is permanently nighttime, and their only source of light are the streetlamps. The most common colors are green, gray and albino, and rarer variations like brown or the extremely rare blue tend to go for quite a bit of money. As a frong gets older, it will grow more and more warts. They tend to travel in groups of 2-4 and are non-hostile. They have large back feet and are extremely good swimmers. Frongs are very friendly and can be tamed easily. If they are provoked, their powerful jaws could easily cause damage to you, so despite their dopey appearance, aggravating one can be a serious threat. Taking a baby from its mother is probably the worst thing you could do. They will become extremely angry and aggressive if you do this, sometimes causing multiple groups to attack you at once.

Entity 50: Buriers

Strange entities that enjoy earthen levels. They will bury themselves in the ground. When someone walks past, they will bite them to immobilize them with their venom, then drag the body back to the underground den to eat it. They move very fast, so we only have a faint idea of what they look like. They may have 4-6 legs, though it is hard to tell. They are a russet brown color with possibly 4 eyes. They have sharp white teeth and claws.

Entity 51: Lunae

There are three different types of the Lunae (singular Luno). There are the Lunae Ignis, living on level 84; Lunae Nix, living on level 150; and the Lunae Dominus, also residing on level 150. The lesser Lunae (Nix and Ignis) are somewhat similar. They both feature impressive wings and squat bodies. They also both have black legs and sharp claws. They do vary in many categories too, though. Lunae Nix are shorter, with males being 60-63cm and females being 64-68cm. Lunae Ignis males are around 72-75cm and females are around 69-71cm. Lunae Nix have broader, flatter beaks, and Ignis have skinnier, sharper beaks with tiny hooks at the end. Nix have thick feathers and fur-adjacent hair growths on their bodies, while Ignis have thin feathers and no fur. Nix are white with light grey or brown spots, while Ignis can be light grey, red, orange, yellow, green, or a mix of those. Nix are actually entirely colorblind, they must have evolved out the trait due to uselessness. The dark brambles and berries stick out against the snow. Lunae Nix are entirely herbivorous, but Ignis often resort to fighting other members of their species when they can’t find plants to eat, so they are very often seen with battle scars. Nix and Ignis are both typically passive towards other species, but an especially hungry Ignis might try attacking you once in a while. Nix and Ignis both sleep by hiding themselves in their scenery (snow and colored brambles, respectively). The Nix and Ignis both fly very fast, at around 12 burgers per eagle. Now for the elusive Lunae Dominus. These colossal birds hide far out from the epicenter of level 150, typically buried beneath snowbanks. The Dominus go through long periods of hibernation after eating lots of food. Due to their great size, they cannot sustain themselves on the lunaberries alone, and will hunt and kill their lesser brethren. They leave long trails of blood in the snow and their coats are often stained and dyed red. The Dominus are especially good at finding the sleeping Lunae Nix, which is where they mainly get their food, but when a lostsoul comes by, they usually won’t pass up the easy food. Sometimes they are pretty passive to oogans, but if they aren’t, just run. They aren’t very fast. They’ll be kinder if they have more blood on them most of the time, because that means they’re better fed and less likely to attack. They’re still

terrifying though. Now for what they actually look like. They are shaped like a haystack and have thick feathers. They have unusually wide legs to support their bodies, and they can be up to 2 1/3 meters tall. They have big eyes and thick eyelids along with large, sharp yellow beaks with large hooks. They have large wings with claws at the end similar to a bat, but nothing large enough to let them fly, which is why they must ambush the Lunae Nix and attack when they sleep. All three breeds are typically solitary, but the Nix sometimes serve the Dominus to stay alive.

Entity 52: Wall Shadows



A picture of a Wall Shadow on level 156, Abandoned Offices.

An entity almost exclusive to level 156. They can be found on other levels, like 74, but not commonly. They are incredibly common on the indoor areas of level 156. They resemble obmoid creatures, with all black bodies that are made of spray paint. While being spray painted to the walls, they move around, mostly when people aren't looking. They kind of glide, moving up and down the walls, and going around corners. They are not hostile, and just seem to observe people as they walk around. Sometimes, they will have eyes, and these ones are known to seem to purposefully scare adventurers on various levels. They also have the ability to peel themselves off the walls and walk around, but they do not do this commonly. If they are ever spotted moving, (by biological eyes, they don't care about cameras,) they will stop moving and stay perfectly still. They are capable of making speech and noises, but once again, they do not do this commonly, and even less commonly when someone is listening.

Entity 53: Peepops

An alluring occurrence you may encounter on level 32 is an army (yes, that is the collective noun for them) of little frogs that resemble spring peepers. These tiny creatures are only around 3.5cm in length and most are a dark greyish brown colour. They travel in armies of 4-7 typically. These peepops (pronounced peep-pops), as they are called, can be found in the pillar zone, shattered coast, and glowing labyrinth of level 32. They eat small plants to sustain themselves in the pillar zone and labyrinth, and have a very long or possibly infinite life as none have reportedly died of old age. These lil' guys hang around and rest under large mushroom patches in the labyrinth and chill around puddles and logs on the pillars. In the shattered coast, they are sometimes found hiding in burrows between rocks, similar to rock martens. In the shattered coast, they eat mainly just krill or isovanae, and are eaten by cawzen, rock martens, and hyperboreal seals. These packs of brown peepops are quite common and actually pretty quiet, while purely within the indigo-blue sea resides a much more exotic variation. These travel in packs of 6-13 and are a deep greyish-blue color instead of the brown seen on the other variety. The front legs of this variety have evolved over time into flat webbed fins that are flat up against the body. This exotic blue variant never leaves the ocean, but it still requires air, so these peepop packs hang out at the water's surface. This type can get up to 5 cm in length and create a much more hearty peep that is actually easy to hear. The blue type eats little krill instead of the vegetation for their land-based counterparts. In a short summary, these peepops don't affect anything on the level all that much. The brown peepops can also be found throughout level 85, usually hiding in the mud.

Entity 54: Smog hogs

These ambiguous swine-folk reside solely in the bad plumes of smoke and smog on level 155. They resemble the normal pag, but are very round and fat. Their skin is long since coated in nasty smoke and bad air particles, dying them gray with black spots. They can move at will by teleporting. They can produce a huge puff of smoke and they will be gone once it fades. They can of course traverse on foot though, and are very good at navigating this lumpy mass of tires. You can befriend them by feeding them carrots :). They will follow you around and appear with you if you go to different levels. They do not have to eat, sleep, drink, or breath, making them immune to the terrible conditions on the level. They are wholly peaceful by nature but are very dangerous when aggravated. If annoyed and have malicious intent, they can suck people in through their vacuum-form noses and inhale a whole creature, killing them quickly. They were used in the past by TOTG members as guard-pigs and trained to attack unauthorized folk raiding their stashes, but were deemed too violent by TOTG higher-ups.

Entity 55: The Diner’s Ghost

Exclusive to level 64, this entity is quite dangerous. When it moves it kicks up dust and the dust swirls around it like a tornado, but otherwise it is invisible. If it sees you, it will chase after you and rip you apart with the powerful winds. After it leaves an area, it will lay all the dust back down and leave small shoeprints in the dust that last for a few hours. It’s somewhat rare to see it yourself though, but if you find shoeprints head the other direction.

Entity 56: Ground Meat

These hostile entities are exclusive to level 220, Whale Fall Event. The majority of the animal sits underground, waiting for an unlucky victim to walk over it, at which point it will open its mouth and feast. They also grow many, many long vines, which seem to be mimicking the Vine entities. They are bright red with many toothy spikes, and are a very unwelcome sight. They are hard to kill, but when they are, provide ample meat which does not rot for a long time.

Entity 57: Shlorzbugs

Large, round black beetles with vibrant cymbidium elytra. They can grow up to 6 centimeters long. They have two long antennae at the front of their bodies and 6 tiny legs. They can fly and are peaceful, not like they could do much anyways. They eat other creatures their size or smaller and have mildly powerful venom, but nothing enough to hurt you.

Entity 58: Galactic Sky Whale

These huge whale-like creatures are exclusive to level 220, and are the reason for the name of the level. They are a rare sight, but are most commonly seen slowly dancing through the skies of “The Fields” section. Growing to about 40 meters in length and 16 meters in width, these huge creatures are commonly hunted by Kharjid for their copious amounts of meat. They have dark black skin, which is dotted with reflective blue, purple, aqua, and green dots. They usually live for around 40 years, and are peaceful filter feeders. When one dies, it quickly sinks to the bottom of the floating sky ocean before falling kilometers onto the ground of the sections below, at which point it promptly explodes, scattering huge chunks of meat and blubber everywhere.

Entity 59: Pursuer

This entity is exclusive to sector 3 (The Crawlspace) of level 173. It is a short and squat dog-like creature with large gnashing canine teeth and a terrifying stature. It has messy and ragged splotchy black and brown fur. One of its ears and the end of its ripped is torn off. It has an insatiable hunger for flesh, and will attack with all intent on sight. It cannot leave sector 3 of its home level, but it has a special connection to the level and can control the changing of the level to trap and corner those stuck in the level. It ambiently growls and borderline roars, so it is pretty obvious to hear it coming. Still, if you're in hearing range you're probably already dead.

Entity 60: White stags

Similar to normal stags from reality, except they are adapted to swimming and look like albino-like with red eyes and white skin except they very much have melanin. They make very good meat and can even be eaten raw. They can run very fast and are very skittish, so it is a very odd sight to actually be able to see one.

Entity 61: Great stag beetles

A giant stag beetle found only in the enchanted forest. These walking tanks exclusively hunt white stag. They hide in shrubbery before leaping out and swiftly decapitating their prey. Its armor is as hard as corundum though it can be killed most easily by hitting it in the face with a powerful weapon. Its flesh is highly poisonous but delicious if cooked correctly. The shells are also useful for making tools and defenses.

Entity 62: The Bird (of level 70)

Not to be confused with level twenty one's bird, this bird is of proportionally greater power. This thing perches, may have talons and claws, has a large deadly beak, and can hang from the ceiling, but that's as far as the bird resemblance goes. To be honest, it's closer to a bat. It seems to exist purely to torture and create pain in the unlucky lost souls who have made their way in the the Dilapidation of level 70. You can't exit that part of level 70, so there's no way of escaping it. It hangs around large cold clouds of mist, making it hard to document, but we know it can imitate creatures from a lost soul's memory, and shapeshift itself into the lost soul's biggest fear. It feeds off fear, and it torments its victims, usually excitedly stalking and chasing them while making them paranoid before easily killing them. In the process of killing a lost soul, it targets less vital parts of the body first to cause pain. If you are in a group, it tends to brutally, violently, and quickly kill all but one of the members, isolating them and leaving them without protection, before slowly killing that one afraid person. It can induce very prominent and deep fear in those who solely just see a photo of it, but that isn't too much of a danger as we don't even have many good photos of it. A terrifying creature indeed. Also, dying to this bird is permanent.

Entity 63: Rock Martens

This entity is specific to level 32's shattered coast area. These long weasels range in color from white to brown to black. They are covered in fur and their underside is typically a different color from the rest of their body. They have long snouts, small mouths, big cat-like ears, and long, black whiskers. Their hands are modified for digging extensive burrows in the dirt. They live in small packs of 3-8 in burrows atop the defracture pieces or small caves among the coasts. The martens are often found stockpiling plant food in their burrows, which is interesting. Rock martens are

skittish animals, so we couldn't get a great measurement, but they are somewhere between 50-60 centimeters long, on average. They also have big bushy tails. These-l weasels are eaten by just hyperboreal seals and rarely cawzen. They eat isovanae, peepops, and sometimes smaller sheenfish, and they also eat small garnet nuts, contributing to the extreme lack of trees in the area.

Entity 64: Hallulights

Hallulights are an entity most commonly found on the "Twilight Waves" level. They are big, bright lights that float around in the horizon and slowly approach. They are not capable of harm and will most likely just confuse people who encounter them. If you touch them, you will feel hot, and any injuries you have will start to heal. Once they are healed, the light will dissipate. It is theorized that Hallulights are lostsouls who didn't die a painful death or died peacefully with a wish to help other lostsouls. They are really only found on twilight waves, as previously mentioned, but other people have reported seeing them on other open, natural levels. No one has ever seen one on an enclosed level.

Entity 65: Evil Larry

He appears as an odd-looking black cat. He stays on the level Evil Larry's Hideout but there is another version of him that wanders about on basically any level, usually around lost souls. If you spend too much time around him you will get very sleepy and fall asleep and have a guaranteed trip to Evil Larry's Hideout. If you sleep near him you will also go to Evil Larry's Hideout. He is kind when unprovoked, but do not try to attack him. He is invincible and dangerous. There is an app called '**Evil Larry** Tracker' you can get on base receivers.

Entity 66: Isovanae

This entity is specific to level 32's shattered coast area. These are little isopod-like creatures with tough exoskeletons for protection. When threatened, they tend to roll up into tiny balls. Isovanae have proportionally large antennae they use for sensing, along with their tiny black eyes. They dig through, live in and aerate the soil. They can reach up to 3 centimeters long, and are herbivorous. They eat bits of especially smaller garnet nuts and sometimes purple peepop petal plants, and are eaten by peepops, rock marten, cawzen and sometimes seals. Along with being herbivorous, they are also decomposers and cycle the nutrients of dying creatures and what little usable plant life there is around there.

Entity 67: Garelts

Very tall creatures. They have thick, strong bodies near the bottom with a 15-meter neck. They have 6-8 legs with sharp claws. They are not necessarily aggressive but will probably step on you by accident. They are huge and make loud rumbling sounds. Their skin is very thick and dark brown. Black fur covers their backs and legs. They are herbivorous, and mostly use their tall height to get leaves from the very tops of trees. These are most commonly found on level 186 and 220, but have been spotted rarely on other forested levels. When one dies, the huge amount of meat that they carry causes a small ecosystem to spring up around it for a week or two while the meat decays. These creatures usually have a lifespan of 60 years. The largest one ever known was discovered through an old photo taken in 1927. Based on what was gathered, it was probably around 50-60 meters tall.

Entity 68: G-sand wyrms

Long creatures with large mouths at the front of their bodies and no eyes. They wander around the subspace of ERIP and cannot leave there. They have long white teeth

and dark blue bodies lined with short limbs they use to burrow through the sand. They do not intentionally hurt you, but they might accidentally poke you, which can be fatal. They are around 5cm in diameter and around a meter long. They can float around like the sand and have no organs, so the only way they survive is harnessing the trace amounts of ocelight power in the sand. To be clear, they don't have ocelight power, they just leech off it like freaks.

Entity 69: G-hall centies

These creatures are like the G-sand wyrms, but they are a bit different. These only exist in the hall structures and are more flat, longer, and have many limbs like millipedes. They are very aggressive.

Entity 70: Shelf Fungi

These are a common type of fungus seen on outdoor levels. They can be found growing on dead trees or more commonly on large, open rock faces. They grow in shelves perpendicular to the wall, as the name suggests. They are generally half-circle shaped, but the outside edge is wavy. Each fungus grows in a stack of 1-4 of these shelves, with the top one being the largest. These fungi have large root-like structures digging into the surface they are on, so larger ones are even able to support the weight of an obm. The top shelf ranges in side-to-side width from just a few centimeters up to around 1 meter on average. The larger the open rock face, the larger the fungus is, typically. The largest specimen recorded was 4.2 meters across, on a sheer precipice on level 19. They are yellowish tan and slightly desaturated orange. The outer edge is always orange, and the tan and orange then alternate in wavy bands to the center by the wall.

Entity 71: Stinger-Dingi

Stinger-Dingi (singular, stinger-dingus) are small, spooky creatures with deadly stingers. They are not aggressive, and only attack when provoked. They can grow up to a couple centimeters in size, and are most commonly found on levels with abandoned or destroyed buildings. They are kind of shaped like trilobites, and are an orange to brown color. They usually have a lifespan of only a couple weeks, and their babies are incredibly weak. They have only been able to become abundant because they lay thousands of eggs at a time. When born, they are only a few millimeters in size, and get to 6cm at adulthood. When they start to age and become elders, they will shrink back down to around 3cm before dying. When they die, they curl up and are usually eaten by other members of their species.

Entity 72: Stupid Idiot



Juniper named this creature after it kept pestering her and her group when exploring level 208. Anyways, this entity is a obmoid creature with thick fur that watches you from afar. It has elongated arms and teeth. It will never attack you, though it takes great pleasure in scaring you. It will randomly run at you and make noises until it's had its fun. In one case, it dropped down from the ceiling and screamed in a group's face before running off, reportedly giggling maniacally. It is rarely found on level 1 and 208. There have been no cases of it being on any other levels.

Entity 73: Floating Heads

These are a terrifying entity found solely on the outside areas of level 87. They are huge bloated severed heads floating in swathes and swarms in a collective direction. They appear to be migrating northward, for no particular reason. They look disgusting, and so I won't go into detail about them. The sight of them is absolutely soul-piercing, and people have entirely lost it by seeing them once. Harold was probably killed by them, too. Death to them *is* permanent, despite death on the rest of level 87 not being such.

Entity 74: Globber

They're literally just blobs of dark goop that will annoy you. They also have way too many eyes. No one likes them. They sometimes make noises that sound like "gbrlgblll." Unfortunately, these jerks are quite common on class 4+ levels. They are very disgusting so keep away. They will only attack you if you threaten them, so that's nice. They tend to drive people insane.

Entity 75: Forest hoppers

Extremely large entities that live on the cursed forest level. There is usually one hopper per every 250 km of the level. These entities usually sleep, but like once every 3-year cycles they will wake up and viscously hunt any creatures or plants for food, then go back to sleep. Keep away from these. They have large oval bodies with three large green eyes. Their bodies are gray and stony with vines and grass/small plants on top of them. They have four or six long pointed legs that they hop around the level with. They do not stray onto the greenways. Getting crushed by them means instant death. They blend into the level while hibernating, so be careful, it does not take much force to wake them. If they are woken, they will kill whatever wakes them, then restart the 3-year hibernation cycle. The only way to "kill" them is with heavy explosives. They will shatter and their eyeballs will burst and spew an extremely acidic liquid that quickly turns to gas. The acid has a distinct neon green color that slightly glows.

Entity 76: Splitter Whisps

These are another cursed forest-exclusive entity. They are usually around 2.5 meters tall and take on a tear-drop shaped appearance. They are translucent gray, and their bodies shake and act wavy. The teardrop-shape has the thicker part at the top. They have one or two large white soulless eyes at the top of the body and one menacing arm and hand at the right side of their body ending with sharp claws. Their bodies are completely solid when touching organisms and you can collide with them fine, but they can sometimes phase through inanimate objects. They have telekinesis to objects within about 1/3 meter. They will target groups of 3 or more. The more people, the more they are attracted to the group. The splitter whisps will relentlessly hunt down the group until everyone is alone, by just splitting people up or by killing them.

Entity 77: Missing

Another cursed forest exclusive, these entities live in the missing forests but will occasionally wander a few meters out. They look like big haystacks made of the missing posters found in the section of the level. They will try to kill you by ramming into you, once you are laying on the ground, they will go over you and grind you with their hundreds of teeth. Their undersides look like a bunch of sea lamprey teeth together. They will mimic the voices of their victims to lure them in and eat them.

Entity 78: Drone

These are CFE (cursed forest exclusive). They look like pitch black drones with 4 rotors. They are about a meter in diameter including the rotors. There are two variants: Helper and Spy. The spy variant has a red LED at the bottom. These wander around open clearings or sometimes shelters in the forest, and at the borders of the forest. They emit a blaring sound to alert entities of your location if they see you in the forest. The eye-birches take their job in the thicker forests. The other variant (helper) has a green LED and usually carries a crate with a large claw similar to one from a claw machine game. The crate has similar foods and stuff to the crates on cattails or cat boxes. They fly around closer to the ground than the spy variant and are in the same areas. They usually just drop the crate next to you if they sense it is a good type.

Entity 79: Eye-birches

Another CFE. They are pale white trees that look like birches, but the black markings look extremely like eyes and the pupils follow you. It emits a low hum and a high hum at the same time to secretly alert entities of your location and presence. They bleed red if chopped and grow back quickly if killed. It is said they blink and sometimes their eyes move completely if nobody is watching. This was only discovered by secret cameras the eye-birches didn’t know about.

Entity 80: Night ones

CFE. Tall pitch-black obmoid creatures that come out at dawn, dusk, and at night. Their arms and legs end in sharp points. They have soulless white eyes that bleed out a white ocular liquid . The drops of the liquid sometimes grow into eyes that just watch nearby people or peaceful creatures. The night ones move quickly and like to hang around the tops of trees and drop on those passing underneath. Once the victim is incapacitated, they let the eye liquid drip into the victim’s eyes, and the victim is transformed quickly into another night one.

Entity 81: Teeth balls

CFE. These live in the water bodies in the cursed forest. They are about 1 meter diameter balls covered in extremely spiky teeth. They can sense when you are in the water nearby, so don’t go swimming. They move quite fast and can jump. They will repeatedly impale you until you sink to the bottom of the water after dying. They are impossible to kill.

Entity 82: Bulbs

CFE. They are small creatures that have a glowing and flashing bulb and a big set of jaws below the bulb. They come out in the darkest times of night, and drift around aimlessly on the borders of safe areas like the roads, greenways, and shelters. They try to lure you in like an angler fish, then bite into you and inject an extremely toxic poison, almost instantly incapacitating the unlucky victim.

Entity 83: Rolling grinders

CFE. They are long cylindrical creatures that roll very fast and can maneuver extremely well, so they are hard to escape. They have metal-like cylinder bodies with glowing symbols covering the body. The color of the symbols represents the energy of the grinders. Red is lowest and green is highest. Once the grinders run out of energy they will stay still until they recharge to green again. The circular part is covered with tons of spikes. They will relentlessly roll towards you and try to roll over you. Their biggest weakness is turning, so try circling the grinder until it runs out of energy, then get away or hide. It takes about a day to charge to full and 30 minutes to run out of charge.

Entity 84: Burrowers

CFE. Live in large ditches around the level. They are a bloody pink color with distorted obm faces, typically large mouth and no nose. If you get too close, they might pull you in and at the sight of one you will start bleeding out most of your pores until you die of blood loss or stop looking. Once you die the burrowers will consume the victim. These only live in the normal forests (not canopy/greenspace/missing forest). They make creepy gurgling or shushing noises. There is typically one for every 10 km^2.

Entity 85: Swinger things

CFE. These creatures live only in the canopies. They have monkey-like torsos and heads, but only one extremely large eye. They have 2 tails, 6 legs and can maneuver quickly and efficiently, making them very hard to catch. They might even catch a ride on drone to get around without working. They tend to chew or rip your face off with their sharp teeth and claws, then push you to the ground below.

Entity 86: Consumers

CFE. They reside within the missing forest section of the level. They are fleshy, large creatures. They have a large, bloody, mouth with 2 rows of sharp teeth. They have 6-8 legs, this varies depending on the specimen. These creatures do not just spawn in and disappear like other entities. They have to... err... get freaky. They live for 10-12 years. They have hollow, empty eye sockets. When they see a lostsoul, they will attempt to camouflage themselves. Once the lostsoul gets within a certain radius of the creature, it will attack and eat the body. It doesn't eat the bones. It deposits the bones in large pits that these creatures dig. Fortunately, they are only active in winter and only eat once every 6 days, so most of the time they are dormant. They are still one of the leading causes of death on this level.

Entity 87: Yellights

CFE. They are yellow lights that make loud, metallic hums and grinding noises. Yellights have been known to drive people mad. They mainly reside within the boundary between the deeper sections of the forest and the "normal" sections. They appear to be bright, glowing, yellow orbs that float high above the canopy. They will never directly attack you but try to lure other entities to you.

Entity 88: The canopy dweller

CFE. The canopy dweller lives in a bamboo treehouse at a very high altitude of the thin canopy. It is unknown what he looks like because any info on him including memories disappears for some reason after 15 minutes, all that is confirmed is that he is obmoid. Once you come across him, he will ask a favor of you. He will summon a creature called a bli (see entity 089) at the spawn hut and you have to bring it to him. If you accept, you must go back to the spawn, get the bli, and bring it to him. Once he accepts it you are sent to level 80. If you fail the quest and the bli dies, you can just go back and ask him for another chance.

Entity 89: bli

CFE. Weak creature, part of the canopy dweller's quest. They are not afraid of anything and will do nothing when faced with danger. They are very weak and die easily. Also, if you try to pick them up or carry them, they will turn very hot and burn you quickly. Only you/anyone doing the quest alongside you and entities can see the bli. Entities are quite attracted to the bli. The bli looks like a little blob of clay with short, stubby legs and arms. The bli has two eyes.

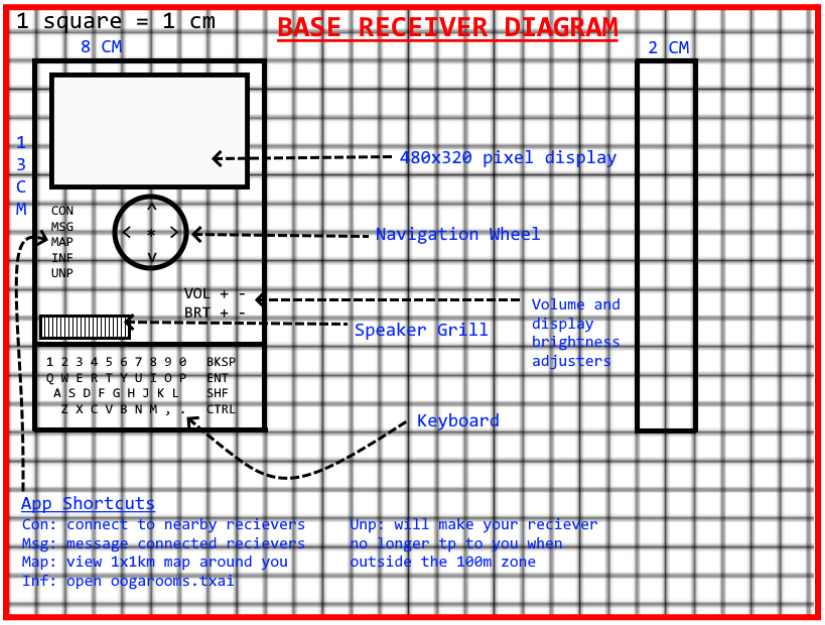
Items

What is an item?

An item is any object, anomalous or not, that is specific to the Oogarooms and has at least one of the following characteristics. A) it will “spawn” randomly, B) it has special effects not possible in reality, or C), it can allow one to hop between realities or levels. Any object that originated from reality and then gained anomalous properties are not considered to be Oogarooms items.

Item 1: Cat boxes

Cat boxes are cardboard boxes labeled with the words “cat box” drawn on by a marker. They spawn food, water, and there is a rare chance you can get a cat entity. There are cookies, bread, bottled water, vegetables, fruit, soup, milk, obm summoners, gleep bullets, soop, obm repellent, and cat food. They are about 1.5x1.5 meters in size. If you find one on level 7, it is advised to stay near it for a constant supply of materials and food. These structures are not new, as they are mentioned in the early days books, and Cvil DeVan Rallah’s paintings suggest that they have always been around. Gray cat boxes produce items at 2x speed and give more items per load. However, they are exceedingly rare, with only one having been found. It is currently in possession of goodgroup1000.



Item 2: Base Receiver

You get one of them upon entering the main base. If you get more than 100 meters away from your base receiver it will teleport to you. Pressing the button in the middle sends you back to the main base. It is a gray metal box 13x8x2 centimeters. There is a 7x4 display in the center which holds a few options. The first is a minimap. The minimap can show possible nearby exits, people, entities, and more within about 200 meters. The second option is a thing where you can connect to other base receivers and rahhhhh call/text them. These will often malfunction when the area is unstable or has high amounts of energy. Refer to the diagram for more information.

Item 3: Glowfruits

Glowfruits are apple-shaped objects found very rarely growing on glass trees in level 182, and cannot be found in any other levels. They take two months to mature, and once mature, glow a bright white. They taste somewhat like pears. They have excellent nutritional value and are also very full of water. When mature, they are 5

centimeters wide, but if left untouched, can grow up to 20 centimeters, so very large. Because of their rarity, many of these are harvested by trading groups and sold for exorbitant prices on level 70.

Item 4: Gleep Bullets

These are found lying about on class 6 levels very rarely, or they have a near 1/530,000,000 chance to be found in a cat box. The bullets come in a rusty aluminium ammo box labeled “G.L.E.E.P.”, but there will only be a single loose bullet if from cat boxes. The bullets are green-coloured and 125 caliber. They better fit bazooka tubas than any real gun. Each ammo box contains 2-4 gleep bullets. The bullets themselves cannot be disassembled. These are often kept as memorabilia due to rarity, and they have no real use.

Item 5: Booga bux

Can be found in stacks of 50 bound together by a glued paper strip on many class 3-5 levels. They are a very thin but very hard green-dyed plastic/gold alloy. They have etched lines filled with black ink that form the pattern of two wheat spikes curving around a circle in the middle that resembles a pag snout. They are a tad smaller than a gumblurian dollar bill. They are very, very difficult to destroy and the gold cannot be extracted. Booga Bux were first documented in 1975.

Item 6: Silver Bells

In appearance, silver bells are just as the name suggests. They can be of varying sizes, but many are between 5 and 25 centimeters tall. The largest found was on level 171, being a whopping 5 meters tall They are made from pure cast and carved silver. They are clapper bells and the clappers are somewhat thin with bulbs at the end. Around halfway up the bell there will be a comparatively thin section of varying ornate details, typically featuring different floral and nature designs. At the top of the bell there is a small closed hook, occasionally featuring rope, twine, or chain based on the size, but not always. These are quite rare, but mainly show up on level 172, 171, or other levels among scrap metal. They were reportedly very abundant among the Junkyard on level 222, so possibly they were a scrapped Exog construct. When rung, the bells emit a constant bright yellow light. This sometimes repels negative entities, but often does nothing. If it succeeds at repelling entities (and there *are* negative entities close by), the bell tends to wear down and oxidise, from where it will do nothing when rung. They are often kept as memorabilia or as a cool object for bragging rights.

Item 7: Tutapetra

Tutapetra is a special type of ore found on many, many levels. It can be harvested by mining out the rock around it, and then melting the tutapetra. When in the raw form, it looks grayish-white, with black and blue swirls, and emits a faint glow. When purified, it is clear white with light blue swirls and glows brightly. These are known to mess with AM and FM radio waves, as well as having a very strong magnetic field, but has one very useful property: it stabilizes unstable areas of the Oogarooms. Throwing hunks of these into Purged Chunks can sometimes cause them to stop being purged and return to normal. It is unknown what elements tutapetra is made of, as any analysis results in wildly different signals and signs. It is theorized that this is somehow related to the reality cores, maybe being a less powerful variant of them.

Item 8: Duck gun

Can be found in the duck military base. Very strong gun. Does not require ammo or loading. It can only hurt hostile entities. Looks like an AK47. They get their name because 1) they are found on the duck military level. 2) They attract ducks when picked up and are used by ducks.

Item 9: Wlater Water

Very poisonous water. Don't drink it. Found on many levels. It is branded with letters that seem messed up or out of order, but resemble "Wlater" . It looks green and fizzes like a strong acid. They are about the same size as WIXater bottles.

Item 10: WIXater

It comes in a variety of flavors. Will heal most wounds better. It comes in peach, almond, banana, blueberry, and WIXZIZ flavor. The flavors are self-explanatory, but WIXZIZ tastes different depending on who is drinking it. It tastes like the lostsouls favorite drink and has better healing powers than the other flavors. Unfortunately, it is also the rarest flavor. There have been found to be trace amounts of Ooger's Orange in WIXZIZ flavouring.

Item 11: Books of level 95

If you exit the level with a book, a 95-day timer starts. Once the time is up you are teleported back to level 95 to return the book. If you exit the level without returning it, next time you enter, you will be harassed by the librarian. The books can look or be anything found within the level 95 library. If you smack the book against the ground, you will be teleported back to level 95 instantly, without the book. You have to pay for the loss, but this is commonly used by lostsouls who venture into dangerous levels.

Item 12: Ouchie Juice

Don't drink it. Found on very dangerous levels. Looks like a deep blue energy drink. They are usually inside of quite small, blank, aluminium cans. If you drink it you will experience intense pain, and if you don't consume any other edible items within 3.6 hours you will typically die painfully.

Item 13: Yoins

Dave's made-up currency. He pays you with them if you work for him. They look like small gold nuggets but are just gold painted rocks.

Item 14: O-o

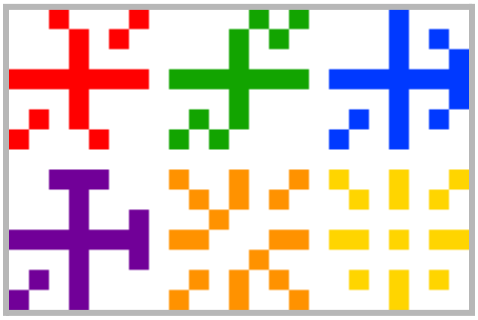
Pronounced like "oh oh." This odd drink comes in metal cans shaped like beer bottles. They are found very rarely across most levels. O-o is alcoholic to around 100 proof on average, and has a heavy artificial grape flavor caused by the chemical methyl anthranilate. It doesn't really taste that great, but is much, much more potent than any alcohol. It is found in stashes similarly to PagGel, but in beer crates. The bottles have green and purple labels that just say O-o on them in large text. It is also highly addictive. Don't do O-o kids.

Item 15: Pinkphine

This item is rarely found on class one levels, and is most commonly found within the Islands sector of Whale Fall Event (220.) They come in aluminium cans, 16cm tall and 6.62cm in diameter, so about 1.5x taller than an average soda can. The cans are light

gray, with a label that is either pastel pink, blue, or lime. Indecipherable symbols are written in light gray text over depictions of flowers and rubber ducks, emulating the Islands sector from which they are most commonly seen. Inside, they have pinkish carbonated liquid which somewhat tastes like lemonade and flowers. It has decent healing properties, similar to other funky anomalous drinks of the Oogarooms, but more importantly, has good antibiotic and pain suppressing side effects. The taste isn't for everyone, but my coworker Jerry absolutely lusts for these. Usually go for a fair bit on level 70, but cheaper on the Main Base Marketplace.

Item 16: Hex Crystals



These are small crystals around 8.5 cm tall and 5 cm wide. They are hexahedral, specifically elongated triangular bipyramids. On each face there is a small, opaque rune, which is different depending on the color of the crystal. The crystals themselves are slightly translucent and were found scratched up and a tad frosted. 3 of these have been found, but 6 were described in Sifza's Account. Described in Sifza's account and the Exogs' Book, they were a gift from the deities, and they hold godly power (they were used to banish the colossal of realms). The runes are drawn in the Exogs' book, so we know what the other three look like. The three we have found are the red crystal (found on level 220 in 'the exit' sector among a grove of blue-lightbulb trees), the green crystal (found on level 1 with the Exogs' Book) and the blue crystal (found in a fancy wooden box in the labyrinth of level 32). There are also purple, yellow, and orange crystals, but these have not been found. All 3 crystals discovered have special abilities when used. The process of "using" them involves just destroying them somehow. They have similar hardness to common quartz. Once shattered, a blinding burst of dancing light is emitted. This light forms into rotating patterns and intricate designs (of which are different depending on which crystal it is) form a sphere around the remains. Anyone in the sphere (which is around a 1 1/3 meter in diameter) is affected by the crystal when the lights fade. It takes a minute and 4 seconds for the lights to fade. Once the lights fade, the crystal will have reassembled itself and will become practically indestructible for around 3 days, Ion time. During this indestructible phase, the runes glow faintly in the crystal's color. Now I'll go over the effects each crystal has. The red crystal will permanently kill those affected, having a red "lightning bolt" strike them through the mouth or apex of the head as the red rune appears on their front side. The green crystal can heal all damage and even resurrect those who died recently from causes other than old age. This happens instantly as the green rune appears on the affected's front side. The blue crystal will allow those affected to instantly go to reality, at nearly the same place they left, and with memory and accurate time passing. The bodies (in the Oogarooms) of those affected will turn entirely into water. Those affected cannot feel this. The blue rune also appears here. The three discovered crystals are kept safe by the United Eon Government. When put by the red sphere in ERIP's dyson-space, there is an arbitrary and useless reaction. The crystals bear quite some resemblance to the crystal on level 203.

Item 17: Temperatura berries

These berries are found growing on dark green, thorned bushes on level 19 between ~12,000 meters and 290,000 meters high, on level 202, or rarely in the thick forests of level 235. They can be found on many other levels, but not as plants growing. They are white or green when unripe, and a lush crimson when ripe. They resemble blueberries greatly, but are much larger and have big frill-like calyces. After consumption, they greatly dampen the effects of high or low temperatures, but fade after around 45 minutes. The best effect comes from eating 2-3 at a time.

Item 18: Bird seed

Found on level 19 and 72. Used to tame the ducks. It looks like normal sunflower seeds but has drastically different chemical composition. They are also slightly larger and have a yellow tint. A good food source if you ignore the sour taste. It is found in large burlap sacks marked with yellow circles.

Item 19: EnrG drinks

Found in kitchens on some levels. It gives you tons of speed and energy, but after it wears off you can experience nausea, headaches, or tiredness. It can be found in glass bottles with corked tops.

Item 20: Yum Drinks

Recently discovered. They seem to be produced by the same thing that makes yum foods. They come in branded yellow soda cans with a few flavors. The most common of these is known as “ink”. There is also ‘bloo rackberry”, “peech”, and “kale”. They’re all self explanatory.

Item 21: Yum Foods™

Small, branded boxes containing different assorted foods. They are made of plastic. They are yellow with the logo in the middle. No one knows where they come from, but they are very common. The logo itself is a brown oval with a red circle in the center. Around the circle, the words “yum yum yum” are repeated over and over. The circle has a white smiley face on it.

Item 22: Been Beans

Branded cans of beans. They are usually brown. Contains normal beans. They should be microwaved before consumption, and give quite bad and stinky gas. Used commonly for pranks. They have the tagline “We’ve been beans!”

Item 23: Flashlight T1

A flashlight labeled T1. It does not have any batteries, and they seem to be solar powered. The flashlights are quite large and bright, and are made of transparent green plastic. They do not work on certain levels, but on the levels where they do work, they are a valuable resource. They are commonly found on many levels.

Item 24: PagGel

24 is an extremely rare substance. It comes in small amounts and is a colorful bar of gel about 3x a normal stick of butter (~339 grams for the gel). You can only find it on class 1 or 2 levels. Its source is unknown. These taste of various indescribable, but delish, flavours. They come in about ~700 known flavors, and the source of the flavor is unknown. The only way to differentiate between many of the flavors (other than tasting) is that there is a miniscule difference in the darkness of the color.

Examination of this gel under a microscope shows no special properties. The gel has extremely high nutritional values. Eating a whole bar is enough to count as 9 meals, and you won't need to eat for 3-5 days after consuming a bar. Also, there appears to be no expiration date for the gel. Due to these factors, there are many fights when a source of the gel is located. In 1998, a whopping 144 boxes of it were found in level 24. 12 people died trying to reach the source. The gel is in paper wrappers similar to the ones around butter, with no logo, decal or pattern except for the words "PagGel: It's Pagalicious!". The most flavorful stash was found on level 172, containing about 340 pre-discovered flavors and 410 new ones. The discovery of this stash was leaked only after the CCOEG took it all for study, which was about 3 years ago. There are still gel scrapers on level 172 to this day (no other stashes have been found on 172.) (Gel scrapers are people who goon for gel and search everywhere for it). The gel is often used in small amounts as a medicine due to its antimicrobial properties, but only a very small portion as some flavors can be highly addicting. The stashes are usually split up in sections of about 60, such as if there was a stash of 180 bars it could be split up into 3 crates of the bars or something. The sections will always be close together.

Item 25: Walternuts

Small bags of peanuts containing walnuts. The bags are light brown with the black text "WALTERNUTS" and contain about ~20 walnuts each. They do not have any special properties. Somewhat uncommon to be found anywhere, but there is an abundance of it on level 201.

Item 26: Krillshroom

These are extremely, extremely rare mushroom variants which are found in the glowing labyrinth of level 32. They greatly resemble the other typical mushrooms found there, but have quite a few very noticeable differences. These krillshrooms are about 20% bigger than the other mushrooms. They have black caps with glowing krill-color scales. The gills and stems are the tealish color (a bit more on the light blue side here) which fades into the light magenta. These are truly beautiful and their spores are krill colored, or they fade between the magenta and teal. Krillshrooms release spores in big billows with lots of spores at a time. Their spores also glow brighter than the common mushroom, and unlike the common mushroom they of course do not regrow. In summary, you'd know if you found one of these krillshrooms. Other than their pure rarity, these krillshrooms are sought after for their great medical purposes and taste. Consuming just about 2 grams of krillshroom is enough to cure most pathogen-based infections or diseases. This is likely due to a reaction with digestive enzymes that releases heaps upon heaps of anti-microbial spores or something of the sort. They are extremely similar to PagGel, and are sought after and scalped just the same by groups and individuals alike.

Item 27: OBM repellent

Can be found in cat boxes. A small spray can with a dangerous gas. It repels oogas and boogas stunning them for a few seconds. It works on any entity but is most effective on the aforementioned ones. It also has many adverse side effects on modern Oogan species such as OBMs and Spaplers.

Item 28: Lilac Duck Idol

These have been found recently across level 3 and are small duck idols that seem to be made of the same material as the walls, with polished purpurite accents. The duck

entities will not attack you if you have one, and dropping one in a cat box will increase the amount of supplies it gives you, but every time you get something in the cat box the idol will disappear.

Item 29: Soop

Soup found in cat boxes. It comes in small cans, 2 centimeters in diameter and 6 centimeters tall. There is a picture of an OBM wearing a chef's hat giving a big thumbs up on the front. The cans have a label on them that says “SOOPY SOOP”. An anomaly is that the soup inside will always be warm, even if you freeze the can. The flavor is labeled as “chonken noodle soop”. It tastes good, according to reports. (fun fact: they are very expensive on level 70.)

Item 30: Big Newtons

Discovered by Alphoodle. These will randomly spawn on any level. They come in a single yellow plastic wrapping. They only spawn in groups of 1. They are about 30x10x20 centimeters in size. They are just big fig newtons. They have a property where they will make you grow by 6 centimeters for 1 day after being consumed. This effect is stackable, so eat 10 to become tall. (this ones for all my short kings)

Item 31: The Energy Core (Oogarooms Core)

This enigmatic object was found on level 61 (Foggy Warehouse) in 2077. It was found by a lostsoul searching for resources. They say they found an area with tons of cameras, and when they went further, they found this. As soon as they touched it, they were sent to level 1. The object is seemingly a glowing hot orb inside of a thick glass sphere. Sometimes the inner sphere shoots sparks that hit the edge. Surrounding the first layer of glass is some metallic gray strips that bend around the edge. Outside of that is another layer of glass. Energy constantly emits from it, seemingly coming from nowhere. Once it was discovered how to harvest this energy, CCOEG used it to power all of their supplies and machines in the Main Base.

Item 32: Upblast cores

You can find these items on level 60 in crates. They are small metal spheres with 3 legs coming out of the bottom to keep them upright. They have a screen that always seems to glitch and has an alien-like text on it. They have a weird emitter at the top and when you press it, it will count down from five and then shoot a beam of plasma and energy out the top that obliterates anything in its path. Sadly, these upblast cores will disappear once the burd dies and you can’t take them out of the level. They can also automatically detonate when the burd is sensed above them, setting them off instantly.

Groups

CCOEG

The CCOEG stands for the Cat Clan Oogarooms Exploration Group, and they are obviously a branch of Cat, formed before the name change from Cat Clan to just Cat. The name stuck with this though. The branch was officially formed on Butan 7th, 2036, once Cat saw enough potential and enough danger and need to help the Oogarooms and the lost souls in it. The branch has a total of approximately 14,700 members and over 380 bases and outposts across many levels! Since their integration, they have grown very rapidly and learned very quickly, becoming the current #1 group in advancements,

exploration, members, and more. They have also produced the base receiver, a funny little device that is indubitably very useful. They have also produced their own computer OS and computers, which they give to employees (not the same as group members.)

CCOEG controls the writing of this document too, albeit somewhat loosely. They have a group of a few main writers. Their names are listed below. Also, sometimes random people who discover things get to write about it.

- **Zuhair Marigold**. Zuhair is the manager of the Oogarooms writing team, and he also makes very funny. Good funny though, not like Jermey. He was once put on probation for writing "ZUHAIR TERRITORY!!" all over CAT property. In response, the entire writing team (except Jeremy) went on strike until the warning was removed.
- **Harold Grub**. He was (guh) a writer which was not very nice to CCOEG and henceforth was assigned nearly every level which CCOEG thought would have a long description. Harold died on level 87, and as a way to pay respects, or maybe to make fun of him, all current writers refer to levels with descriptions over 1,000 words as "harold levels."
- **Wanijix Khanvi**. Mostly writes about items and entities. They have been on the writing team for the longest out of everyone at CCOEG, being the first person to be hired for it in 2037, when the writing division was formed. They were the manager of the team from 2037-2054, when it was passed over to Seiduos, who eventually passed the responsibility over to ZUHAIR!! 💎💎 in 2075.
- **Seiduos Zéafra**. Writes levels and stuff. She sometimes will go on long excursions to levels and then over double the length of a level description. She also interviews people.
- **Juniper Sonora**. Main physical level analyst, she provides most of the random measurements and info for levels to be written. She also engages in mild amounts of tomfoolery when on expeditions into new levels. Known for pulling pranks with Zuhair.
- **Jeremy L Jlorg**. He is known for stealing peoples' lunches. Zuhair wannabe. Honestly, I don't know what he does to contribute.
- **Azejai Petra**. He's a new recruit for writing but he's been working on an exploration team for over 23 years. He recently retired from that though, he's quite past his prime. His writing is very poetic and elegant. He also has amazing diction.
- **Jerry Fih**. Again, he writes levels. Mostly very long rewrites. He was hired specifically for longer levels and rewrites as lots of levels need rewrites and Harold has "gone missing" so there was nobody to write excruciatingly long levels. Fun fact: he once wore a shirt with a picture of fish smoking a cigarette with shoes to work for a month straight and Ethan filed 3 complaints against him. Zuhair thought it was funny and shipped 18 fih posters to Ethan's house.
- **Ethan Skuglord**. Main proofreader. He checks over levels for mistakes and stuff, or at least he is supposed to. He has a vendetta against Jerry because Jerry beat him in a swine game speedrun, also he's not very good at his job so a lot of mistakes end up getting past because he is tired of reading all of the super duper uber long levels. He plays swine game instead of working. A respectable choice, but he's trash at it. He can't even beat the first damn level lol. He's supposed to check over what I'm writing now, but if you're

reading this then he probably didn't as it would certainly get changed. He's probably playing swine game as I write this. Absolutely beastly.

TOTG

TOTG stands for The Oogarooms Trading Group. It is a major group with over 6100 members. They get by via trading various materials across hundreds of levels. Their currency of choice is Gumblurian Booga Bucks, but they often barter. As a collective, they have over 21 trillion booga bucks. They used to scam and exploit people when they were a smaller group, but they have turned a new leaf after being able to actually make good profit selling things fairly because of the sheer quantity of people buying from them. Their main outpost is on the Main Base. You may have expected it to be on level 70, but the inhabitants hate booga bucks with all their hearts, so no profit could be made there. They make insane money each year and it might be worth joining, they pay their workers fairly. They are very complex, and have multiple divisions for collection, distribution, managing, *marketing*, selling itself, and more. They have the greatest number of outposts across the Oogarooms, despite not having way too high of a member count. Most outposts are for resource collection, storage, or shops, and have very few people there.

SSRO4-3

SSRO4-3 is a division of the large company SSRO, or Super Scientific Research Organization. It was founded in the late 1970s, and the "4-3" division is who were responsible for discovering the Oogarooms. SSRO4-3 is located in Oogaboogumblur City, Oogaboogumblur, Ion. While SSRO as a whole is rather transparent about what they do, SSRO4-3 is very secretive and does not share any information on what is happening, not even with closely aligned groups such as CCOEG. As far as we (CCOEG) know, they have, somewhere, a sustained portal connecting reality and the Oogarooms, as their employees seem to just come and go of their own accord. Frankly, it's quite rude that they don't share this with everyone.

Mudhalls Republic

The Mudhalls Republic, or TMR, was founded in 2065 by a group of around 30 people who believed that the corporate (CAT) control of CCOEG was diminishing its abilities and freedom. Unlike other groups which consider themselves to be outposts or bases, The Mudhalls Republic is the only known group that calls itself a sovereign nation. They currently have about 5100 members and live approximately forty kilometers away from CCOEG's Ground Zero on level 1. They also have a decently sized outpost on the Main Base, and despite there being a small "war" for the independence (it was more of an angry letter,) the group remains on good terms with CCOEG and its allies. They have somewhat terraformed the area around their main town on level 1 by allowing the terrariums to spread and grow. They have brought grasses and mosses in from level 2 to make it appear even more like reality (if you can get past the mud roof.) As implied by their name, they are a republic. Their governmental system includes twelve counselors, who are elected by the members every two years, who advise the Esquire, who is elected by the people every four years. Each time an act or law or anything is proposed, at least 9/13 of the leaders must give it an okay. The Esquire can overrule this, but if every counselor agrees they can overrule the overruling. Since their founding, they have gained an average of 80 people per year, but this has been increasing. They are projected to have 10000 members by the end of the 2080s.

goodgroup1000

It was created as a joke, but now has over 8500 members across level 7. They mostly stay there, because it is safe, but they do explore sometimes.They help people get materials from level 7. They invented cat box farms, a very useful method of using cat boxes that is used by nearly every single major group that has ever visited level 7. By moving many cat boxes into a small region, they can get tons of materials very quickly. They have a large base with many supplies. They were founded in 2008. Their base is quite easy to find, as they have labeled many paths in the level using duct tape arrows and spray paint. If you see blue taped arrows labeled “safety”, follow them. They will take you to their base. ~3000 of their members live in a large room 500x30x70 meters. The other ~3000 members live in a slightly smaller room about 100 meters from the larger one. They also have about 2300 other members scattered around different levels and in other areas of level 7. They have cardboard houses reinforced with bricks from the cat box farms. Their leaders are elected by vote from both rooms every 5 years. Their current leader is named Yjonek. They are an OBM from Oogaboogümblur. They have a town hall made of bricks and wood. They are expected to become the largest Oogarooms group by 2100, with a population of ~18,000 by then. They have recently begun an initiative to greatly expand their rooms, and eventually connected them. They have been tearing through tons of cardboard.

LostsoulsG

The LostsoulsG was founded in 2067, so it is relatively new. They have about 850 members. They have decided to try to make bases on dangerous levels. They currently are living on Level 6. They have built many structures across dangerous levels. Their main goal is to make dangerous levels safer by adding structures with food and supplies. They have never been involved in any fights. They are somewhat friendly. Their leader is named Skalneef. They collect weapons and give them out for free. Their level 6 base has many tents and is surrounded by a large wall made of bookshelves. It is also watertight, so you aren’t soaking anymore. The base is situated in a lunchroom. It has 600 people in it. The other 250 people in their group monitor their outposts. They are planning to make a base in level 32’s ruins, but personally I doubt it’ll work as they say they failed their last 3 attempts…

CDRP

It stands for Cvil DeVan Rallah Protection, which is quite explanatory to the cultured folk. They are partially backed by the OITG and are dedicated to protecting the immovable works of Cvil DeVan Rallah (see the honorable mention at the end of the groups section for extra info). They have 830 members, but many OITG members help greatly in a scheduled cycle. There are always about just 4 or 5 people at each outpost, stationed by and always guarding the great Cvil’s works of art.

OITG

OITG stands for Oogarooms Interlevel Travel Group. They try to make clear lines and signs pointing to known exits of levels. They help people stuck on dangerous levels get to safe levels. Their main base is located on level 1. They live in an odd, town-like structure, and have been farming crops. Seems like a nice place to live. They have ~5200 members. They are armed. They are pretty friendly. Founded in 2025. Most of their members live on level 77 near the entrance. They have a joint outpost with the CCOEG on the sector platform of level 32. If you come across ladders, signs, or paths in a level that wouldn't have them, it was probably OITG.

The Connections Project

In 2079, OITG teamed with CCOEG to begin the Connections Project, which is aimed to be completed by 2099. This project consists of creating hundreds of roads within a 500 by 500 kilometer radius around the largest CCOEG outpost in the Mudhalls, which is itself centered around a pipe facility exit to the Main Base. It also includes similar roads all converging into large bases with exits to the Main Base on levels 2, 3, and 6. As of right now, Vitan 20th, 2079, four months into the project, there are around 12 kilometers of roads across level 1, 5km on level 2, 3km on level 3, and 2km on level 6. On levels 1, and 2 the roads are made of dark asphalt, with blue painted lines on the edges and green arrows pointing towards the large base which each one is centered around. On level 3, there are no real roads, but bright yellow spray painted arrows and metal poles attached to the ground marking the edge of each road. On level 6, the roads consist of bright red arrows and similar metal poles.

Dunedwellers

The Dunedwellers, or traditionally, *"Taleorefo,"* are a fantastical group of rapscallions which reside on level 217. They live right outside of a large structure they call "The Overarching One" and protect the artifacts inside. With 850 members, they are not a group to be messed with. Legend within the group says that they were found sometime in the 1200s, which is the problem for most people, as their language is not mutually intelligible with modern variants. Their town has an advanced plumbing system, and despite being isolated for nearly 900 years, they have made many, many advancements and used the various bits of technology scattered around the Oogarooms to become very advanced. They are also the oldest known group which still exists today, and have the largest population of people who have lived their entire life inside the Oogarooms.

Level 6 Gang

A group of wannabe thugs who live on level 6, obviously. They have fifteen or so members and live within a drained lunchroom. Must've taken them a long time to do that! If you encounter them, they're probably expanding the drained sections of the level or growing potatoes. They are a fairly peaceful group, but don't steal their potatoes.

Jedhunters

The Jedhunters are a group of 57 people on level 40 who are searching for Jedtown, a prominent town founded by the writer of Book 1 in the early days. It reached at least 217 members, and likely reached much more. Based off of the mentioned dates, it is likely that G, Jedtown's founder, is actually still alive, which would make it likely that the town is still around. Since the Jedhunters incorporation in 2074, the same year that the Early Days books were found, they have found no evidence of Jedtown, but have garnered more and more members.

The Floofsters

A group of people who live on level 30. Their population is unknown, but they are rather large, and they do not accept new members. They live quite far out, so are not contacted often, but they are very friendly.

Gel Scalpers
Scalpers, or Gel Scalpers, is a loose term for many groups of people (typically small groups) or single people that goon for PagGel, or maybe krillshrooms from level 32. They search endlessly for these one-in-a-krillion substances that are so sought after. Many scalpers spend their entire lives searching on levels like 20, 32, or 172 for PagGel to turn up empty-handed and with wasted lives. The largest group of scalpers is known as the Jrukksgriin. They have a big group in level 32's Glowing Labyrinth and have found one gel stash and 2 krillshrooms. Remember, 99% of gamblers quit before they hit big.

Squid
This group is a semi-large multi-level group that is quite dedicated to further exploring and mapping known levels of the Oogarooms. They have 310 members, and that number is increasing quite fast. They are relatively new, being founded in 2070. They have bases on level 187, 80, 32, 17, 5, 4, 2, and 1. Their largest bases are on level 187, 80, and 32, and the smaller non-mentioned outposts are often temporary or small storage outposts. They have one of the greatest collections of maps of levels, due to compilation and their own efforts. The reason for the name is just that the founder and leader (Enrique Klamel) likes squids. Their likely most important base is the one on level 80, with 65 members. They have nearly entirely mapped out the level with the help of the CCOEG members. That base was one of their first.

Groups of Level 201
There are three small groups on level 201, not important enough to each have their own description, but combined are quite important. Together, they call themselves the Shoppers, which is interesting I guess uhhh… Anyways, they have created distinct paths between the different points which people enter the level on, and send each other supplies which are unique to their different sections. In total, they have 304 members, and are growing quite quickly.

The Level 19 explorers
This group has 23 members, and their goal is to try and reach the top of level 19 to make it more habitable for obms and bring new resources there. They tell stories about a member they found in the forest that joined their group and they were a part of the military group and ended up killing someone before escaping. The group's leader is named Ambula. They do not accept new members.

Verdant Group
They are a large group with about 900 members who live on level 2. They were founded in 2065. They mostly stay on level 2, but sometimes go to other levels to have meetings with the other large groups. They have 1 leader who is elected every 5 years. Their current leader is named Tygeno. Their group is growing fast and is projected to reach 5000 members by 2100. They live in 1 city located near the main entrance of level 2. (The one accessible through the 5-7A machine on level 1.) They use seeds from level 1 to use a lot of farming. They use booga bucks as their currency. They are quite rich, as they sell a majority of their crops on level 70.

the molders
A group of around 10 people on level 43 that has been around since the early 2000s. They do not accept new members, but are friendly to passersby. They have a nice base

that is a wood cabin, and will let strangers stay with them if they do not have any shelter.

The Community

Not *necessarily* a group but it basically is. This residence is on level 23, and it's just the people that live here permanently calling themselves "the community" There are 18 permanent residents, and they are nice folk. They source most of their goods through trade and scavenging on closely connected levels. The worker (Akhola) on the level is part of this group.

The Sleepy-eepies

This is a group that lives on level 53, Blanket Fort. They have 70 members and live on the eighth floor of the level in a colder area. They commonly send out expeditions and have many arrows pointing towards their base, so it should be pretty easy to spot. They also have somehow managed to create a sustained portal to level 56, which despite being a desert, they use to collect water. A very civilized and a very nice group.

Minor Level 32 Groups

This section just consists of a few of the more important groups/towns throughout level 32. I'm just going to name them, I'm not going to explain them again. See the end of level 32 for more info. The notable groups are: The Bennerians (residents of Bennle), The Wanderers, and the 'residents of the oasis' (no real name for them). There is also an unfathomable number of krillshroom and gel scalpers because the glowing labyrinth is a cornucopia of riches of the yummy kind.

Esun

Group of about 20 or so people who live on level 73. Their base is a few kilometers down the hill. They use rope bridges and walkways to make sure they don't fall to their deaths. The base they live in is quite large, being around 300 square meters. They were founded sometime around 2073 and currently accept new members.

Glubool 172.2

Glubool 172.2 is a very notable group on level 97 with 82 members. They are dedicated to mapping as much data as they can by dividing and conquering for data and creating one huge map of the level. When not fighting or guarding against the intelligent and feral scavenger infestation across the level, the inhabitants of the outpost are typically playing the game "Luk" (pronounced like 'luck'). The person with the highest score is often the leader of the outpost. This group also created the popular game "V V" on the level.

The *rainhoppers*

There is one main group on level 110, known as the rainhoppers. They found refuge in the monotonous rain and have brought tons of resources here to construct a huge village and many outposts, with an estimated 284 members! Wowza! They are very welcome to new members, and it is a very cool place to live. They trade often with SmokeStack of level 84.

The Archivers

These goofball punks are the biggest and basically only notable group that resides on level 18. They reside mainly in the eastern forest of the level but have over 70

secondary outposts scattered about. They have a count of about 540 members, so quite nice. They are very peaceful, and you should stay with them if you end up on the level.

Bionia
Bionia is a decently sized group consisting of 17 members on level 33. They were founded in 2034, and have been mostly spearheaded by one guy, the founder, who is still alive today. Their population is steadily growing, and they even put up funny posters telling people to join around the level. They live on top of Guh Mountain, which is the tallest point on level 33. They are pretty friendly, but everyone in the group has a job to do, so you better not be shy of work.

Thug Club
A group on level 34. They have 16 members and their motto is “WE GEEK HARD.” They do accept new members as of last contact in 2078. Despite their name, they are pretty calm, and not really a bunch of thugs.

SmokeStack
A group on level 84. They reside in a repaired town near the level entrance and have 25 members. They trade often with the rainhoppers of level 110. They aren’t really welcoming to new members but they are very kind to lostsouls.

Chairmasters
Weird, cult-like group on level 88. They practically worship chairs, and are known to be very hostile. Many people (mainly CCOEG members) have been attacked by them for disagreeing with their “chair doctrine.” They have one very large chair pyramid, which is around a hundred meters tall. It is steadily growing. The population of the group is unknown, but it is likely over 100. They do not accept new members.

Catters
The Catters are a group from level 103 who live under a sign that says “My mom ate my cat.” They have 15 members as of last contact in 2079. They do accept new members. They are slowly expanding their influence over the level and becoming more civilized.

gorp.
gorp. is the only group exclusive to level 220. They reside within the Islands subsection of the Sky section. **gorp.** is very insistent that their name be spelled like this. They have 73 members and commonly trade Pinkphine with other groups on level 220.

Minor Main Base Groups
Founded 2070-76. This refers to the ~100 small groups living in the Main Base. Combined, they have about 4700 members. They may unite. If they do, they will be qualified to join the Oogan Legion. Most of them live in small caves dug into the walls of the hub. A few have larger areas. The most prominent of these groups is the Defenders.

Seafaring Skunks
Man, CCOEG has GOT to get people to name things more seriously. This is a group of around forty people who reside in the lower oceanic part of level 158. Their home is

a floating pile of plastic trash, which has been covered in a layer of wood to make it more comfortable.

The Centerbase
The centerbase is a group with about 300 members. They all live on level 189 inside of a town they constructed. They are very friendly and give out supplies for free. Most of them are random people who ended up on level 189 and couldn't find the exit. They do not have a leader, and just kind of do their own thing. They were founded in 1985 but became more prominent around 2060.

Dwellers
The dwellers are a small group of 60 people found on level 230. They will welcome new members and are trying to grow to a reasonable size. They have many supplies and have figured out how to farm on that level. They found a long hall there which they use as a main road to connect all of their rooms.

Unnamed 104 Group
This is a very hostile group that lives on level 104. They have an unknown number of members, maybe as low as 300, or as high as 2,000. They have a big wooden raft which every time it is spotted appears to have grown. An account from someone who escaped after being captured said that they were told the group has "members without number" and "existed before time," so that's concerning.

Level 136 Core
The level 136 Core, or L1C, is a group of about thirty members who reside on level 136 in an indoor area. They have converted the large-ish room they found into a nice living area, and have a few fridges which they use to get food. They are currently accepting new members.

Suburbians
A group on level 137 that lives in the suburbia section of the level. They made a big freaking wall out of scavenged parts, even though entities aren't really a threat on that level. They have about seventy members, and do accept new members. They were founded in 1999, so a pretty old group. They are quite friendly.

Lurkers
Another group of 137. They have 13 members, and live in the denser depths section of the floating city. Their lifestyle is not very attractive to most people, and hence they don't have that many civilians. Their leader is named Grugoid, and he is a stoner. Pretty interesting group if I do say so myself. They live on the uppermost floor near the centermost subway. They have been around for "uhhhhh… 10 years?" and accept new members.

Hoggers
A group of 8 people who live on level 134, the hog museum. They live within a large enclosure on a raft and hunt hogfish. They do not accept new members as of the last contact on Butan 20th, 2078.

chill dudes
The chill dudes are a decently sized group with twelve members that live on level 185, about 1 kilometer out from the entrance shack on the north axis. Through supply

chains from other levels, they have been able to create a pretty nice base made of concrete in the ice of 185. It even has heating! They are currently accepting new members.

The Millmen
The largest non-major group on level 202 is the Millmen, which is a group of 28 people by the southern boundary of the level who have a rustic farming village. They have large fields of temperatura berries and native cattail plants, and often trade the berries with larger groups. The close proximity to the boundary is useful for quick return to the central ruin. They accept new members and are kind to lost souls.

The New and Only Democratic Federation of the Birch-Wooded World (TNaODFotBWW)
A decently sized group with around sixty members on level 225. They live in a town of cabins. They were founded in 1904 by an eccentric man who adopted a policy of nudism, which was dropped after his death in 1915. What a freak. He is also responsible for the group's, frankly, ridiculous name. They do accept new members and are a very friendly folk. They live about four kilometers away from the entrance of level 225, near a large stream. They elect a new leader every few years, whenever they feel like it. There are no laws in the Oogarooms, and this highlights that fact.

Zxhusgla
A group of around ten people on level 141. They live on a big ship and will occasionally pick people up, to help them get to a better level. Their ship is quite nice. They do not accept new members, and refuse to tell anyone what that name means.

BBBM
A group of, strangely, only really big buff bald men. Very scary. Despite them all being very tall, they have chosen to live on level 144, the short basement. The entrance to their base is in a quite cramped area in the basement, which leads up to a weird section of upper rooms completely closed off to the rest of the other rooms. They are very friendly and help anyone who wanders by, but do not accept new members unless you can bench 100 kilograms, are more than 6" tall, and are bald. Crazy folk.

Anti-Junkis Association
This is a small group of only six members on level 156, Abandoned Offices. They are nomadic, wandering around several areas of the level and crossing out all mentions of "junkis," an elusive character who spray-painted "junkis was here" in several areas across the level. The group does not accept new members, but they are very friendly, unless you are junkis.

Unnamed Level 162 Group
A group of ten people who live on level 162. They have a pretty nice place which has been renovated, along with a more experimental thing where they tore down the walls of a car and are making a big platform thing.

Level 221 groups
There are 7 main islands on level 221, along with the small cluster F. Island A contains a group simply called the islanders with 15 members. Island B has a really nice town that is jointly owned by many large groups, and some other small ones. It is used as a meeting place, and you can directly enter the main base from here. CCOEG and goodgroup1000 have outposts on two smaller islands. The rest are uninhabited.

Quimbly Order

This is a group of 37 people living on level 222. They reside in the location of the Hidden River Village built by the Exogs long ago. They have repaired the ruins and have a bustling village at the foothills of the Eastern Mountain. The location of the village is great for the fresh water source and river salmon and cattails for food.

Honorable Mention

Cvil DeVan Rallah. (pronounced: cih-vil dee-van rah-lah or sɪvɪˈl deɪˈvæn ɹɑllæˌ) Just one guy. He was a painter who made many paintings of many things, most notably of a fat orange cat and an odd cat named Gat. If you find a painting of an orange cat, it is probably him. The greatest number of his paintings are in and of level 7, but many, many of his works have been found on other safe levels. His works are quite highly valued, and he signs each with his name so they are unmistakable as his. Most paintings are drawn right on the walls of the level, and these are legally protected (by the OITG and CDRP (they have guards)) but some are on external canvases.

Biography

Cvil DeVan Rallah was born in 1624 to a poor family in the outer country of Oogaboogumblur. His father, Delto AlVan Rallah, was a blacksmith. In 1626, when Cvil was only 2, his mother, whose name is unknown and lost to time, died giving birth to Cvil's only sibling, Ruelsil DeVan Rallah. The entire family was illiterate, but Cvil had a natural skill for art. Ruelsil and Cvil were not very close, as Ruelsil (and Delto, for that matter) saw Cvil's painting as a waste of time when he could be helping metalsmithing. By 1638, he had produced some of his first sketches using spare cloth and charcoal that were good enough it caught the attention of some richer folk who owned the land which Cvil and his family lived on. In early 1639, he was given formal art training by the rich family, who were known as the Fatio family. Cvil grew to be a well renowned artist, but preferred to live a simple life. He denied payments for his art, claiming "I make it [art] for myself. It is a joyful hobby, not a chore or a job which requires money. The payment is the gratification of seeing a finished work." He never learned any writing besides how to sign his name, instead expressing stories through his art. In 1650, he met with the king of Oogaboogumblur, and made stunning paintings of central Oogaboogumblur. In 1652, when a painting he was scheduled to deliver to an aristocrat didn't arrive on time (which had never happened before,) two people were sent to check up on him, and when they arrived in his countryside cabin, he was missing, with a half-finished canvas sitting near his bedside. Everyone assumed he had walked off into the forest and been attacked by animals. However, it is now known that he entered the Oogarooms. Because Cvil was illiterate, it is very hard to determine exactly what happened after he entered, but he painted. A lot. He encountered a cat entity at one point, which shows up in many of his paintings, but he also painted landscapes of the different levels or sometimes abstract things, like splotches of color or plains with huge looming geometric shapes. His paintings have spread far and wide across the Oogarooms, with the majority of these paintings being on level 7, 9, and 157. One famous painting is one that was found 3 kilometers into the main base, which is a huge mural, taking up an entire wall, showing a beautiful nature scene, with trees on the sides, and a sunrise in the center. His works have been found on about 20% of all known levels. Based on how many paintings there are, it is assumed that once he had spent 276 years in the Oogarooms and got sent to an ending, he chose to stay in the Oogarooms. It is unknown when he died, but less refined paintings and decaying self-portraits have been found on some later levels in the Main Base, and Cvil's time of death ranges

anywhere from 1920 to 1940. There were a few reports of people seeing a jolly looking old man wandering level 1 with a paintbrush from the early 2040s, which were made by a man who claimed to have entered the Oogarooms in the 1930s.

Oogarooms History and Lore

Creation of The Oogarooms and Early History

The Oogarooms are approximately 25 billion years old, but for the vast majority of that timespan, have been completely sealed away and inaccessible. They are the second reality created by the Deities, being 45 billion years younger than the Deity's Garden. The existence of the Oogarooms is implied in the Blue Rock scripture, but not explicitly stated. According to Paglichi (who is friends with Ocelight and allegedly calls them "Big O'light,") when asked about the Oogarooms, Ocelight said "Oh, don't bring THAT blunder up!" and then went back to torturing evil people in the waiting room, so yes, the Oogarooms were created by the deities. Through other accounts of people who were lucky enough to meet with the deities (such as the famous religious text *Sifza's Account*,) along with Exog artifacts found among the levels, the creation of the Oogarooms goes something like this:

25 billion years ago, all of the deities were having an awesome party, because it was Ocelight's 45(billion)th birthday! Recalling how only a few days after they (Ocelight) had come into existence, they had created the reality of the Deity's Garden, they wanted to make a new reality. Unfortunately for everyone who would come to live in the Oogarooms, they *were* having a party, and hence, all the deities were absolutely geeked out and tripping balls. Divine alcohol is really something, so drunk Ocelight worked and worked on the Oogarooms with their buddies for maybe a year before they fell asleep. Upon waking up (with a severe hangover, I might add), they realized the horrible place they had created, Ocelight used their divine magic to seal away the Oogarooms, hopefully forever. Of course, this seal was broken in 2035 by SSRO, but that's much later. Ten billion years later, Ocelight, wiser (and more importantly, sober) began to create a new reality, and this is the Ionic/Oogan Reality, the one we all live in. Planets, stars, galaxies and nebulae spotted the infinite void of this new, more sane, reality. On one of Ocelight's expeditions around the universe, a specific planet caught their eye. This planet, of course, was Ion! Unlike the millions and billions of planets they had passed before, Ion had life, specifically, somewhat intelligent life. These were a species known as ogs. Calling ogs "intelligent" is really an overstatement, but they were much smarter than the other species which Ocelight had seen across the universe. They watched these creatures evolve, and Klomo took notice. Klomo, more commonly referred to as "The Fallen Deity" really, really, hated Ocelight, and all of the other deities for that matter. So, Klomo used their own divine powers to create a beast that would torture and kill Ocelight's beloved ogs. This creature was the infamous Colossal of Realms. A few months after Klomo made the Colossal, Ocelight returned to check up on the Ogs, and they were all dead 🤦‍♂️🐦. Well, not all of them. Ocelight gifted the power of true rational reasoning and intelligence to some of the remaining ogs, which changed them enough that they called them the Exogs, for they were no longer ogs. The Exogs tribe/species began to use the gift of intelligence, along with some gifted divine powers from the hex crystals, to trap and banish the Colossal of Realms to the Oogarooms. The Colossal was sent into a deep sleep, hundreds of thousands of kilometers into the Main Base, and Ocelight resealed the Oogarooms as best they

could, but it wasn't perfect. This is probably why random things appear to disappear sometimes, they are sent to the Oogarooms due to the cracked and imperfect seal. Unfortunately, all of the Exogs got sent to the Oogarooms during the banishing process as well. The ogs that remained on Ion did not have the gift of intelligence, and eventually evolved into the Oggeks and later OBMs. The Exogs lived for a long time in the Oogarooms, and it is theorized that eventually, feeling forgotten by Ocelight, the Exogs became more and more violent and evolved into the hostile obm-like entities that roam the halls, like oogas and boogas. However, Ocelight did not forget about the Exogs, rather, they assumed that all of the Exogs had died while banishing the Colossal. There is actually a really cool plaque commemorating the Exogs in the Deity's Garden. Other entities, the non-obmoid ones, are likely random animals that noclipped into the Oogarooms by chance and evolved grotesquely. The Exogs left many treasures behind in the Oogarooms on level one, most famously a book called the "Exogs Lengi," or translated, "Exogs Tale." This is where the famous "The Oogarooms. A truly infinite expanse of levels…" quote comes from. It was written down in an unknown language which took a long time to decipher. Exog poems (which were somehow written in known modern languages) have been found on the NNL Everending Rooms of Infinite Possibilities. From these writings and other artifacts, it appears the Exogs either died out, or more likely evolved into some of the entities we see roaming today, around 400,000 years ago. This means that for 200,000 years, the Exogs lived in the Flawed Reality, building civilizations, thriving, dying, and yet all that remains of what may have been great empires are only tattered pages and broken houses.

Discovery and Recent History of the Oogarooms

Tales of the Oogarooms have existed for hundreds, even thousands, of years. Old records from the twelfth century tell tales of "endless mud halls," and the oldest living religion, the Ocelight/Blue Rock Religion, has some things mentioned that could be references to the Oogarooms, like an area created by the deities known as the "flawed reality" that was "an endless maze of Ocelight's shame." Mentions of a tribe called the Exogs that was sent to the flawed reality after defeating a beast called the Colossal of Realms are found in the Ocelight Scripture, and proof of these tribes has been found on level 1. Famously, the painter Cvil DeVan Rallah was sent to the Oogarooms as well in the 1650s. However, the true discovery of the Oogarooms was in 2035. In a scientific research organization called SSRO, in division 4, sector 3, a portal directly to the Oogarooms was created. It is unknown exactly how they were able to do this (despite all efforts, SSRO4-3 has refused to de-censor the document) but a glowing white portal was made, probably very violently, as heavy damage was sustained on the building. This portal led directly to level 1, and started to tear at the seal that Ocelight had made to keep Reality and the Oogarooms apart. Other portals opened at different intervals throughout time, estimated to be as early as 1700 BCE and as late as 2200 CE, with the most amount of potentially Oogarooms-related disappearances occurring around 2035 (spiking again the 2070s for unrelated reasons, discussed later), when this portal was created. When you are sent to the Oogarooms, there is about a 98% chance that there will be no change in the time, but less than 2% of people are sent to different places in time. For example, if 100 people entered in the year 2050, 2 of those people would end up in years that are not 2050. It's hard to explain, and complicates things, but just know that time is not necessarily linear in the Oogarooms. At this time, the Oogarooms were small in size. The Main Base (NNL), as well as the first 56 levels could be accessed, but the

rest were still sealed away by the deities' magic. Going past level 56 would send you back to level 1. Using the same (or a similar process, but much more controlled than the first) SSRO4-3 was able to get all levels up to 143, as well as the other NNLs. This tore at the seal more. Another test, and the weight of all the levels behind the seal caused it to begin to tear on its own, causing hundreds of new kilometers of tunnel to appear in the Main Base every day for months. Eventually, the rumbling subsided. The Oogarooms had been fully accessed. The seal was broken. This was done by 2056. How many levels are in the Oogarooms in total? Eight million. This was discovered by the Vacivus-Inanus journey. Most of the exploration into later levels has been done through the Main Base, which gets more dangerous due to instability the farther you go in, so larger groups are the main propagators of later level exploration, using scientific might to stabilize the hall and keep it that way. Because of the instability farther in, the highest reached level is around the early 400s. By 2077, the final level, eight million, was reached, but all the in-between levels were not explored. Throughout 2070 to 2079 (present day) knowledge of the Oogarooms has become somewhat known in Ionic Reality in small groups, mostly in niche online communities. This has led to an uptick in the total population of the Oogarooms, with CCOEG estimating that about 400-500 people are sent to the Oogarooms each year, with about 90% of those people coming from the modern era.

The Theorized Future of the Oogarooms

The population of the Oogarooms is steadily increasing, which is not good. It is projected to reach 5,000,000 lostsouls by 2100. While some people willingly entered the Oogarooms to explore and join groups, many were taken from their families and friends against their will. Several groups with advanced scientific materials and intelligent people have been working on creating a singular portal which would allow people who are retrieved by CCOEG to be able to leave whenever they want, without any passage of time (Oogarooms magic.) It is confirmed that SSRO4-3 actually has achieved this, but they are being rude and are not sharing the information. Based on the current successes and failures of similar projects by CCOEG and the other major groups, the portal exit is expected to be constructed by 2085. Other projects, like the Connections Project, are set to be completed within the next 20 years, making the Oogarooms less hostile and allowing people to leave more easily. Unfortunately, the current whereabouts of the Colossal are unknown, and it is unknown if it is still alive. If it is, that could place the future of the Oogarooms in jeopardy. The Colossal could wreak havoc among the bases and outposts among many levels very quickly, which would make escaping the Oogarooms nearly impossible. Given that the Colossal can only be killed by a deity, and Ocelight’s refusal to help at all with anything related to the Flawed Reality, if the Colossal ever makes a return, the future of the Oogarooms could be destroyed.

Theories

This sector is used to describe different theories regarding the Oogarooms’ existence. Some of these have merit, others not so much.

-Shifting Reality Theory

This theory states that the Oogarooms are not static, and upon creation, were nothing like, or at least somewhat different to the Oogarooms we know today. Proof of this can be found throughout the many writings from the time of the Exogs to around 1700, and through small writings found in the Main Base. In the Exog’s Book, which contains

around 300 descriptions of various levels, and importantly, the placement of these levels in the Main Base. Of the first 13 levels, only 4 of these appear the same as the levels which are explained in this document. Levels 1, 2, 5, and 10 remain the same, while the rest, 3, 4, 6, 7, 8, 9, 11, 12 and 13, are described as being completely different to their current descriptions. Levels which have clear signs of being inhabited by Exogs, like 1, 100, 203, 207, and 222, seem to have their descriptions describing the same environments as their present-day counterparts. The levels described by the Exogs seem to be much more focused on outside environments rather than indoor areas, as so many of the current levels are about. Levels that simply don't exist, like level 13, seem to be a bit more common. This comes to the central idea of the Shifting Reality Theory: the Oogarooms are shaped by their inhabitants, and only stop changing when inhabited for long periods of time or have their environments explained and known by many people.

Assorted Tidbits

This section contains some important information that doesn't have a good place anywhere else.

If you die on most levels, you will merely end up back on level one, but don't think dying is all fine because on some levels, mostly higher class levels, you'll be gone for good. Certain entities and other conditions can cause permanent death. Once you respawn on level one you'll have most of everything you had on you when you died.

You age around 500% slower here. The average lifespan of someone born in the Oogarooms is 375-400 years. Death of old age is "permanent", but chances are you'll succumb to another form of permanent death or get back to reality by then.

The Area of Ocelight

The Area of Ocelight is not necessarily a part of the Oogarooms, but seems relevant to mention here, as it can be most easily accessed from the Oogarooms. The Area of Ocelight is one of four main dimensions created by the deities, being the newest. In order of creation, there was the Deities Garden (70bya), The Flawed Reality/Oogarooms(25bya), Reality (15bya), and Area of Ocelight (500mya). The Area of Ocelight is speculated to be maybe one or two light years across, so not huge on a cosmic scale. The entire thing has a weak dark blue light, and the "bottom" is a huge clear plane, creating cool reflections. It looks like there are stars twinkling in the background, but since the AOO is quite small, these are not real. It is said that Ocelight created the AOO after life began to appear around Reality as a place for creatures to go when they sleep. However, this never really happened until about 630,000 years ago when early oogan species became the first truly sapient creatures. Eventually though, the AOO was sealed off like the Oogarooms, and now can only be accessed through sleeping in the Oogarooms (albeit this is rare, and you will more commonly be sent to 135, and it's not even guaranteed to be sent anywhere while sleeping so…) There are still occasional reports of people getting to the AOO from Reality, and apparently it's like a super cool lucid dream. Also, Ocelight apparently has a vacation home here.

Timeline

~620,000BCE- estimated time of Colossal of Realms been sent to the Oogarooms

1652- Cvil DeVan Rallah enters the Oogarooms. He was a painter who made random goofy paintings of a fat orange cat, a weird cat named Gat, and much more. If you find a painting of an orange cat, it is probably him.

1925- Level 2 found

1927 to 1933- Hundreds of photographs are created by an unknown individual across many levels. The film negatives were discovered in 2076 and have given very good insight into how early groups survived in the Oogarooms.

1934- First 5 levels are documented by some small groups, writings of them found on level 1

1948- First records of people living in the Main Base. A mural, which says “WELCOME,” and the names of many people who entered, along with the dates, still stands next to the CCOEG Base entrance to this day. It is protected by the CCOEG, with the most recent person to have signed their name doing so in 2040.

1970- first RECORDED mass-noclip into the Oogarooms (a group of 12 hikers disappeared, Feitan 15th, 1970.)

2008- Goodgroup1000 is founded

2035- Discovery of Oogarooms by SSRO4-3, CAT (then known as Cat Clan) becomes involved shortly after

2036- CCOEG is founded and funded by CAT

2046- Some guy reappears in oogan reality. He said that he has been in the Oogarooms, though he called it the Wronged Space. Anyways, this guy was assumed to be under the influence of drugs. This is quite a famous tale.

2053- Creation of stabilizing machine

2056- All levels are able to be accessed after SSRO4-3’s third test, further exploration of the Main Base

2073- CCOEG's exploration project begins

2075- Level 325 discovered. Due to the instability of the Main Base further in, it became extremely difficult to go farther into the Oogarooms via the Main Base.

2077- level 384 reached, ~230 levels described, CCOEG reaches 10k members

2079- RIP Harold, CCOEG teams with OITG to create a road system on levels 1, 2, 3, and 6

Level Information Chart

The Level Information Chart, or LIC, is a very handy chart created by CCOEG to give a quick reference to travellers about what levels are accessible from the one they are currently on. If an entrance or exit contains a “*”, go down to the bottom of the chart to find the entrance/exit. The *s denote special exits that involve doing certain actions other than noclipping, or if by random chance and other such

oddities. Yellow in the final column denotes fate other than permanent death or returning to level 1.

Level Information Chart

Level #	Entrances (from)	Exits (to)	Class	Main Base Accessible?	Return to Level 1 on Death?
1	Reality, 2, 39, 71, 203 *	2, 39, 80, Main Base	2	Yes	Yes
2	1, 3, 18, 32, 203	1, 3 , 8, 19, 32, 202	2	Yes	Yes
3	2, 4, 52, 203	4, 50	1	Yes	Yes
4	3, 203	3, 5, 31,	3	Yes	Yes
5	4, 203	6, 7, 186	4	Yes	Yes
6	5, 66	7, 8	4	Yes	Yes
7	6, 8, 9, 233	9, 10	1	Yes	Yes
8	2, 6	9, 10, 7	1	No	Yes
9	7, 8, 12, 20	7, 10, 39, 94	4	Yes	Yes
10	7, 8, 9, 220	11, 17	4	Yes	Yes
11	10		3M	No	Yes
12	10, 16	9, 15	2	Yes	Yes
13	110, *	1	?	No	Yes
14	15, *	15	6	No	Exception, 14
15	14, 12	14, 16, 17, 110	2	Yes	Yes
16	15	12, 14, 17, 18, 19	1	Yes	Yes
17	10, 15, 16, 32, 51, 77, 204	18, 19, 77, 204	Varies	Yes	Yes
18	16, 17, 222	2, 19, 222,	2	Yes	Yes
19	2, 16, 20, 32, 83, 202	20, 43, 80, 202	2	Yes	Yes
20	19	9, 19, 21, 51	1	No	Yes

21	20	22, 23, 24	4	Yes	No
22	21	59	2M	No	No
23	21, 24	24, 50	1	Yes	Yes
24	21, 23, 25	23, 25, 28, 67	3	Yes	Exception, 67
25	24	24, 26, 56, 72	3	No	Yes
26	25, 154	27, 29, 84, 154	4	No	Exception, 84
27	26	29, 222	1	Yes	No
28	24	29, 94	4	Yes	Yes
29	26, 27, 28, 58	30, 41	3	Yes	Yes
30	29, 37	31, 33	1	Yes	Yes
31	30, 32	4, 80	4	No	No
32	2, 80, 145, 188	2, 17, 19, 31, 33, 34, 42, 45, 57, 80, 87, 123, 127, 202, 205	2	Yes	Exception, 17
33	30, 32, 34	34	1	No	Yes
34	32, 33, 44	33, 35, 36, 88	3	Yes	Yes
35	34	37	3	Yes	Yes
36	34, 119		1	No	Yes
37	35, 39, 62	30, 38, 39, 62	Varies	Yes	Yes
38	37	40, 105, Main Base	4	Yes	Yes
39	1, 9, 37	37, 40	2	Yes	Yes
40	38, 39	Main Base, 222	1	No	Yes
41	29, 161	42, 126	5	No	Exception, 42
42	32, 41, 45	43, 46, 192	2	Yes	Yes
43	19, 42	44	2	Yes	Yes
44	43	34, 71	1	Yes	Yes

45	32	42, 46	3	Yes	Yes
46	42, 45, 226	47, 77	5	Yes	Yes
47	46	48, 49	4	Yes	Yes
48	47, 82	49, 50	4	Yes	Yes
49	47, 48, 51	50	2	No	Yes
50	3, 23, 48, 49	51	1	Yes	Yes
51	20, 50, 52, 105	17, 49, 52, 77, 109	4	No	No
52	51, 101	3, 51, 53, *	5	Yes	Yes
53	52	54, 56	4	Yes	Yes
54	53, 55	55	3	Yes	Yes
55	54, 123	54, 56	2	Yes	Yes
56	25, 53, 55	57	4	Yes	Yes
57	32, 56, 58	86	4	Yes	Yes
58		29, 57	4	Yes	Yes
59	22	60	2	No	Exception, 60
60	59	61	3	No	Exception, 60
61	60	62, 63	2	Yes	Yes
62	37, 61	37	4	Yes	Yes
63	61, 65	64	3	Yes	Yes
64	63	65, 197	4	Yes	Yes
65	64	63, 66	1	Yes	Yes
66	65, 76, 231	6, 76	4	Yes	Yes
67	24	68	5	No	No
68	67	69, 70	2	Yes	Yes
69	68	70	3	Yes	Yes
70	68, 69	71, 113	2	Yes	No

71	44, 70	1, 72	3	Yes	Yes
72	25	73, 74	2	Yes	Yes
73	72	79	3	Yes	Yes
74	72	76	3	Yes	Yes
75	?	?	?/Varies	No	No
76	66, 74	66	3	No	No
77	17, 46, 51	17, 78	3	Yes	Yes
78	77	79	5	Yes	Yes
79	73, 78	80	3	No	Yes
80	1, 19, 31, 32, 79	32, 81, 83, Main Base	2	Yes	Yes
81	80	82, *	3	No	Yes
82	81	48	1	Yes	Yes
83	80	84	6	Yes	Yes
84	83	85, 110	3	Yes	Yes
85	84	86		Yes	Yes
86	57, 85	Main Base	3	Yes	Yes
87	32		4?	No	No
88	34	89, 90	3	No	Yes
89	88	91, 189	3	Yes	Yes
90	88	91	5	No	No
91	90	96, *	3	Yes	Yes
92	*	Main Base	4	Yes	Yes
93	94, 132	97	2	Yes	Yes
94	9, 28, 97	93	3	Yes	Yes
95	*	96	3	Yes	Yes
96	91, 95	97, 99	4	Yes	Yes
97	93, 96	94, 98	3	Yes	Yes

98	97	99, 141	3	Yes	Yes
99	96, 98	100, 194	4	Yes	No
100	99	101	1	Yes	Yes
101	100	52, 102	4	No	No
102	101	103	3	Yes	Yes
103	102	104	6	No	Yes
104	103	105	2	Yes	Yes
105	38, 104	51, 107	4	Yes	Yes
106	*	107	4	No	No
107	105, 106	108	5	Yes	Yes
108	107	109, 216	3	Yes	Yes
109	51, 108	110	4M	No	No
110	11, 84, 109, 139	13	3	Yes	Yes
111	193	112, 156	5	Yes	Yes
112	111	113, Main Base	5	No	Yes
113	70, 112	114	2	Yes	Yes
114	113	115, 116	4	Yes	Yes
115	114, *	Reality	3	No	Yes
116	114	117, 120	3	Yes	Yes
117	116	118	1	Yes	Yes
118	117	119	4	No	Yes
119	118	36, 120	2	Yes	Yes
120	116, 119	155	1	Yes	Yes
121	202	122		Yes	Yes
122	121	123, 124	3	Yes	Yes
123	32, 122	55	2	Yes	Yes
124	122	125	3	Yes	Yes
125	124	126	3	Yes	Yes

126	41, 125		4	Yes	Yes
127	32, 41, 128	128, 145	1	Yes	Yes
128	127	127	2M	Yes	Yes
129	130, 191	130	6	No	No
130	129, 131	129, 131	2	Yes	Yes
131	130	130, 132	3	Yes	Yes
132	131	93	3	Yes	Yes
133	134	134	3	Yes	Yes
134	133, 135	133, 136	2	Yes	Yes
135	*	*, 134	1	No	Exception, 135
136	134	137	3	No	Yes
137	136, 177	138, 174	3	Yes	Yes
138	137	139	3	Yes	Yes
139	138	110, 140, 188	3	Yes	Yes
140	139	141	2	Yes	Yes
141	98, 140	142	3	Yes	Yes
142	141	143	4	Yes	Yes
143	142	144	4	Yes	Yes
144	143	145, 194	3	Yes	Yes
145	127, 144, 205	32, 146	1	Yes	Yes
146	145	147	3	No	Yes
147	146	148	1	Yes	Yes
148	147	149	4	No	No
149	148, 155	150	4	Yes	Yes
150	149	151	1	Yes	Yes
151	150	152	1	Yes	Yes
152	151	153	4	No	Exception, 152

153	152		3	No	Yes
154	26	26, 155	5	No	No
155	120, 154, 169	120	5	No	Yes
156	158	158, 223	4	Yes	Yes
157	Confidential	Confidential	1	No	Yes
158	156, 159	156, 159	2	Yes	Yes
159	158	158, 160, 161	3	Yes	Yes
160	159	Main Base	2	No	Yes
161	159	41, 162	2	Yes	Yes
162	163	163, Main Base	3	Yes	Yes
163	162, *	162, 164	2	Yes	Yes
164	163	165, 167	2	Yes	Yes
165	164	166, 167	3	No	Yes
166	165		5M	No	No
167	164, 165	168	5	No	Yes
168	167, 169	169	4	Yes	Yes
169	168	155, 168	2	Yes	Yes
170	171	171	1	Yes	Yes
171	170, 172, 222	170, 172	3	Yes	Yes
172	171	171, 173, Main Base	2	Yes	Yes
173	172		Varies	Yes	No
174	175	175	1	Yes	Yes
175	174, 176	174, 176	3	Yes	Yes
176	175, 177	175, 177	2	Yes	Yes
177	176, 178	176, 178	5	Yes	Yes
178	177, 179	177, 179	2	Yes	Yes
179	178, 180	178, 180	2	Yes	Yes

180	179	179, 181	Varies	Yes	Yes
181	180	182	3	Yes	Yes
182	181	183	3	Yes	Yes
183	182	184, 200	3	Yes	Yes
184	183	185	3	Yes	Yes
185	184	186	5	Yes	Yes
186	185	187	3	Yes	Yes
187	5, 186	188	2	Yes	Yes
188	139, 187	32, 189	3	No	Yes
189	89, 188	190	4	Yes	Yes
190	189	191	5	Yes	Yes
191	190	192, 129	3	Yes	No
192	191, 42	193	2	Yes	No
193	192	194	4	Yes	Yes
194	193, 144, 99	195	6	No	Yes
195	194	196	2	Yes	Yes
196	195	197		Yes	Yes
197	196	64, 198	2	Yes	No
198	197	199	1	Yes	Yes
199	198	200	Varies	Yes	Yes
200	183, 199	201	1	Yes	Yes
201	200	202	4	Yes	Yes
202	2, 19, 32, 202	19, 121	2	Yes	Yes
203	207	1, 2, 3, 4, 5, Far Floexon	3	No	No
204	17, 206	17, 205, 206	4	Yes	Yes
205	32, 204, 206	145, 208	1	Yes	Yes
206	207	205, 207	3	Yes	Yes

207	206	203, 206, 208	1	No	Yes
208	205, 207	209	5	No	Yes
209	208	210	3	Yes	Yes
210	209	211	4	Yes	Yes
211	210	212	1	Yes	Yes
212	211	213	5	Yes	No
213	212	214	3	No	Yes
214	213	215	2	No	Yes
215	214, 216	216, Main Base	3	Yes	Yes
216	108, 215	215, 217	4	Yes	Yes
217	216	218	6	Yes	Yes
218	217	219	1	Yes	Yes
219	218	220	3	Yes	No
220	219	10, 221, 222, *, *	Varies	Yes	Yes
221	220	222, 225, Main Base	2	Yes	Yes
222	18, 27, 40, 220, 221	18, 171	4	No	No
223	156, 226	224	3	Yes	Exception, 224
224	223	225	4M	No	No
225	221, 224	226	3	Yes	Yes
226	225	46, 223, 227	1	Yes	Yes
227	226	228	3	Yes	Yes
228	227	229	1	Yes	Yes
229	228	230	2	Yes	Yes
230	229	231	3	Yes	Yes
231	230	66, 232	4	No	Yes
232	231	234	1	Yes	Yes

233	234	7, 237	2	Yes	Yes
234	232	235, 233	2	Yes	Yes
235	Reality, 234	1	Varies	No	Exception, 235
Main Base	1, 19, 40, 80, 86, 97, 112, 160, 162, 172, 215, 221	See column 5	Varies	N/A	Exception, Main Base
An Ending	*	Reality, 1	1	No	Yes
Far Floxeon	203		4M	No	No
ERIP	*	*		No	Yes
The Outer Expanse	*	Main Base	6	No	Exception, The Outer Expanse

Special Entrances/Exits

- 1* (Entrance) Death on most levels.
- 13* (Entrance) Chance to enter from any noclip.
- 14* (Entrance) “Breaking the rules.”
- 52* (Exit) Wooden trapdoors will take you to any “wood-based level.”
- 81* (Exit) Think hard enough about any level 1-25.
- 91* (Exit) Use the subway to get to any level class 1 or 2 numbered 1-90.
- 92* (Entrance) Chance when noclipping.
- 95* (Entrance) Noclip into a book on most class 1 levels.
- 106* (Entrance) Chance when noclipping while badly ill.
- 115* (Entrance) Repeat the mantra several times to enter.
- 135* (Entrance) 1/120 chance to enter when sleeping (on select levels).
- 135* (Entrance) Spend time by Evil Larry.
- 135* (Exit) Waking up on the level you came from brings you back.
- 163* (Entrance) Noclip into sunflowers on most levels.
- 220* (Exit) Walk through any of the doors in the Maze to get to any of the first 225 levels.
- 220* (Exit) Walk through the portal in the Exit to get to any class 2+ level.
- An Ending* (Entrance) Stay in the Oogarooms for 276 years.
- ERIP (Entrance) Transition through levels very quickly (enter after ~7 transitions)
- ERIP (Exit) Spend a great deal of time in the larger relocated chunks at the start.
- The Outer Expanse* Unknown, but sleeping or staying in darkened places for a long time seems to increase your chances.

Stories

Vacivus-Inanus / Level 8M Expedition 2076-2077

It was unknown for the longest time whether the Oogarooms had an infinite or finite number of levels. This expedition, backed by CCOEG, OITG, and TOTG, was created in order to find the answer to that question. People had ventured far distances into the main base for tens of years, trying to see how far they could get, and it never shown to end. However, most of these expeditions were on foot, and the three groups planned to use a motorized vehicle. Three main issues posed themselves, though. Constantly getting energy to power the vehicle, and stabilizing the tunnel as they went to prevent them from noclipping back to level one, or maybe worse, ERIP, and keeping the group fed. The second issue seemed easier to tackle. Stabilizing devices made from tutapetra had been around for twenty or so years, so shoveling a few good, pure ingots of the stuff did the trick. The energy was solved using small generators making electricity from radioactive decay. Finally, keeping the group fed was done through the decently-sized stash of PagGel that CCOEG had obtained over its many years of existence. On Butan 15th, 2076, the group set out. The three people that had stepped up to lead the mission were Llid, Adokad, and Noynatrad. They got in, and started heading out. The vehicle was set to stay at a constant 120km/hr, give or take a few, and for two hundred seventy-eight days. Eventually, the fog ceased. They saw the end of the tunnel. Distant at first, but getting closer over time. They slowed, and slowed, but something was bound to go wrong. With an estimated 90 kilometers left in the Main Base, an alarm went off. The trio had been told that this alarm meant low battery, but they weren't all that concerned, given how close they were. Then, another alarm. The automatic steering system had started to fail. Due to another failure, the low battery was given priority, and the more important alarm regarding the steering system was hidden. With only four kilometers left in the journey, the steering completely failed. The vehicle crashed into the left side, then bounced off. The entire crew was jolted, prompting Llid to start recording. A transcription is written below.

[Robot Voice] Recording Start.

[shouting in the background, heavy breathing]

Llid: Something happened. We don't know what. A huge jolt just washed over the entire ve-

[vehicle hits right side of wall, more shouting]

Llid: [redacted]- there it is again. We have no idea what's happening.

Adokad [shouting from the back]: It's gonna *unintelligible* We *unintelligible*

[static]

[loud boom]

Noynatrad: Llid, give me that!

Llid: Ok, calm down!

Noynatrad: Calm my [redacted] down! CCOEG, if you are listening to this, fix your alarm system. The steering system broke twenty minutes ago and no alarm w-

[another loud boom as the vehicle ricochets off the left side again]

Adokad: Awwwww, [redacted]!

[crashing as plates and other objects fall]

Llid: Noynatrad, you said the steering system failed?

Noynatrad: *unintelligible*

Akodad: If the damn steering system is broken one of you bastards take manual control of the tin can!

Noynatrad: I'm working on it!

[another crash, right side of the main base hit]

Noynatrad: All we can do is pray to Ocelight now.

Llid: What? Aren't you [redacted] working on it?

Noynatrad: The final crash broke my tools.

Akodad: *unintelligible mumbling in the back*

[Final crash as the vehicle hits the left side of the Main Base for the final time, multiple crashes as the vehicle flips over multiple times]

[Robot voice] Recording end.

Obviously, the vehicle, which had been nicknamed the Tin Can by the crew, crashed due to issues regarding the steering system. Both Noynatrad and Akodad died on impact, while Llid crawled from the burning wreckage with many injuries. There was only an estimated 300 meters left to the end of the tunnel. Like a gift from the deities, Llid managed to find a safety structure only a few meters from the crash. He went inside, and slowly recovered. However much Llid wanted to go back, he knew he couldn't. Eventually, he walked the final bit of the journey to the final door. This door was gray, made of metal, and had heavy bolts around the edges. He opened it, and stepped into a cave, or some system of tunnels made of rocks. There were several shelves carved into the walls of the winding tunnel, and the occasional wooden door. Each shelf had some token of each level. First, a glob of mud, a hunk of green concrete, an amethyst crystal, and so on. Llid reported all feelings of hunger and pain slowly disappearing while traversing through level Eight Million, like a safety structure. Eventually, one of the wooden doors was different. Instead of the old, dull gray doorknobs that had preceded every door before it for the past few days as Llid traveled, this one was bright gold. The door itself was not worn down like the others. Upon opening it, Llid found himself on the NNL "An Ending." Choosing to stay in the Oogarooms, if only for the sole reason of reporting the information back to CCOEG, Llid was transported to the Mudhalls. For a whole week, he walked, until he finally stumbled back upon a CCOEG outpost and the information was written down. Due to the fact that Level 8,000,000 is so far out, there has been no level description waiting for it. Upon returning to CCOEG's headquarters in the Main Base, the Vacivus-Inanus mission was declared over and a partial success.

Accounts of Entering the Oogarooms

"Where was I? I didn't know. Just a few hours ago I had been living normally, doing things a normal person would, and now I was here. But where was "here"? This

space of infinite mud? How long had I been walking? Days? Years? A few minutes? Surely I was going insane. That had to be the explanation. There had always been some disappointment in my life, that I had not been able to accomplish more, and surely I had snapped. Surely that was the case. But no, I couldn't shake myself from this dream. Pinching myself, counting fingers, all signs pointed to reality. But not ours. A reality unlike our own. A reality where the structures seem to be built by people, but not for people.

A reality without reason.” - Wanijix, now CCOEG Writer.

The Early days

This section is a copy of the books found in a thick cardboard box on level 5 in 2074, along with some other small writing scraps found with the books, and other important bits found among the neverending halls. These books seem to describe the earliest prominent groups and the early days of the Oogarooms. There were 2 found. They are from 1939 and 1950. These books were very useful in deciphering the strange history of the Oogarooms. It was still a challenge, due to the way the Oogarooms seem to absorb anything that is old, so it is unknown how these books survived. Book one is the story of a pag from Endopagoi, a former country smack-dab in the middle of Pagoi which was destroyed in a war in the 1940s. Blacked out text indicates lines that were removed intentionally, crossed out text indicates things that were partially destroyed, but could be recovered, and bracketed text is text that was destroyed accidentally, such as through water damage. If this man has not succumbed to a form of permanent death yet, it is possible that G, as he is referred to, is still alive, somewhere in the Oogarooms.

Book 1:

Literature For No One

Vitan 13th, 1939

It is probably my tenth or so day here, and throughout my explorations, I have finally found something to document my journey. I do not know why I write, in these endless halls I have found no one, and truly, I believe I am completely alone. For over a week I have walked in many directions, and yet this place never ends. I do not know how I got here. Last I remember, I was pacing across the floor. A war had broken out within a neighboring country against my homeland of Endopagoi, and I did not want to be drafted. For the longest time, Death was my greatest fear. But I have found something new; something much worse. I no longer fear Death, but being forgotten. I lived alone, in a small house, in a small town. I hardly left my home, it will be at least a week til my neighbors realize I am missing. Then, they’ll search for maybe a week, maybe two. I will be declared dead and forgotten for the rest of time. The planet will be engulfed by the dying Eon in billions of years, everything I have ever known will be destroyed. A thousand years have passed. Ten thousand, one million, one billion and before I even know it I have been trapped in this maze for one trillion years, everything around me decaying into fine black dust, not one trillion, ten trillion, I am nothing more than a walking skeleton, not even that, a mass of fossilized rock, no, a mass of solid iron eaten and regurgitated by billions of stars over trillions of years. One hundred trillion years. I am no longer made of matter, I no longer exist within time. What is the difference between a minute and 100 years

when they both equate to less than 0.0001% of the time in which you have existed? One quadrillion years, the deities have forsaken me, I am just a puff of consciousness existing only to suffer through endless repetitions, going through everything that I have ever done wrong, I have nothing to do but reflect upon my own mistakes and wrongdoings. One quadrillion years, one quadrillions years in which I have thought of ever thought anyone could ever think, in which I have known and forgotten everything ever known one thousand times, no, one million- one billion times over. One quintillion years, how am I still living? What does it mean? Is there any purpose to this? Did I spite the deities in past lives, and my punishment is to exist as an indistinct mass of thoughts and emotions and pain and Death, everything I've done forgotten; they say you will never rest in the shade of a tree you plant, but the trees I planted are gone, long gone, in the time I have existed they could have lived over and over one trillion times, not only are they gone, the ground I planted them on is gone, the planet, the galaxy, the universe, everything- gone, and yet I write, I write for no one, literature for no one, just me and my thoughts, the deities are dead, long gone, and I know what will happen, I am the Coalescence, I am Klomo, I am the Fallen Deity, and soon I am split in three, new deities, and the cycle begins again, the new deities living happy and carefree while I remember the previous universe, and this cycle repeats hundreds of millions of times, each time my hate and resentment of anyone who cannot remember the past, for I envy them, I grieve in my inability to let go like they can, they live happy, trillion-year lives, while I have lived trillions of trillion year lives, and I can't forget my past, one hundred septillion years of uneraseable acts, terrible things, each universe-cycle I do the same things, I DESTROY THE DEITIES, I LIVE THROUGH IT AGAIN, AND AGAIN, AND AGAIN, AND AGAIN, AND NOTHING EVER CHANGES, EACH TIME IT'S THE SAME, I AM BORN, I SPITE THE PEOPLE WHO TRY TO HELP ME, AND I DISSOLVE INTO DUST, AND THEN I AM BORN AGAIN, AND YET THE UNIVERSE DOESN'T CARE, MAYBE I AM NOT KLOMO, MAYBE I AM DEAD, I WRONGED PEOPLE, AND THE WAITING ROOM IS A LIE, THIS IS THE PUNISHMENT FOR TERRIBLE PEOPLE LIKE ME WHO CAN'T LEARN FROM ANY MISTAKES, I HAVE HAD AN INFINITE AMOUNT OF TIME TO REFLECT UPON EVERY WRONGDOING, EVERYTHING EVERYTHING EVERYTHING EVERYTHING[redacted]
EVERYTHING[redacted]
NOTHING[redacted]
I NEVER DIE[redacted]
AND[redacted]

Note from CCOEG: the next page was scribbled out. Though certain words were not destroyed, it's more of the same ramblings. Poor guy.

Death may not be all bad.

Vitan 14th, 1939

I was not, and I am still not, in a good state of mind. These halls seem to toy with my mind. One good thing has come from this; I no longer fear Death, it doesn't seem half-bad now. I went off the rails last night, I know I am not really that bad of a person, obviously I am not perfect (who is?) but I think I have lived a good enough life to ascend to the Deity's Garden. At least if I die, I will be freed from these halls. I am thirty-five years old, not that bad of a life. Death no longer seems like the end to me, it is an escape.

I might as well say what is around me. For maybe twelve days I have been trudging my feet against the ground of what is most likely an endless place. Some days I run as fast as I can, desperately trying to find an exit, other days I just lie on the floor, staring longingly into the lightbulbs, blinding me, hurting my back, but somehow it helps. The walls, floor, and roof are all the same, repetitive mud bricks. To me, it seems like this place was designed to make one go insane, though I was likely somewhat mad before I came here, I doubt this helps. I wish I could see anything living, I don't ~~give a single fuck~~ care where its a senile madman or a small bug or a rambling nutjob, or hell, even a vile creature with the single goal to kill me, at least I could toy with it, get some sick fun, a tortured man torturing a poor creature.

Extending Forever

Vitan 15th, 1939

I mentioned this place was large. How large, I still don't know, but it must be impossibly so. I seem to have ventured into a vast void of nothing, nothing even for this place outside time and space. I forgot to mention, not only are the walls, roof, and floors made of the same things, there aren't any real walls, just repeated structures, the same thirty or so things, just with minor variations. Was the mad architect who created this ~~hellhole~~ place really that uninspired? Whatever it was, the structures seem to have disappeared, no longer obscuring my vision. I can now see as far as my eye could, limited only by the faint fog in the distance. This place never ends. All I see for what is likely tens of kilometers, maybe, even hundreds, are the two infinite plains, one on the top, one on the bottom, both neverending slabs of mud. I will avoid this place, despite how the repeating structures make me crazy, at least some food can be found within. I will sleep now. Tomorrow, release from these maddening halls will finally happen. It's time for me to go.

Escape is Impossible

Vitan 16th, 1939

I thought Death would bring release. I thought Death would finally set me free. I tried to [redacted] ~~end it~~ die, thinking I would be free, but no. I blacked out, and woke up. I was not in the Waiting Room, I was not in the Deity's Garden, I was still in the halls. The mud. But, something had changed. I knew where I was, I was back where I began. When I had first came here, my surroundings were distinct. I had fallen through the floor of my house, and landed inside of this neverending ~~shithole~~ place among ornately carved walls, and my radio had come with me. I left it behind, for it is dead weight, but here I am, back where I had entered. My radio sits next to me as I write. I am going to lie down, rest for a while. It has been a rough day.

What was I saying? It hasn't been a rough day. It's the start of the [redacted] day. I slept for some time, but haven't moved at all. I'm sitting, scribbling, resting, but why? What difference will it make? I now know I can't die here. Maybe old age will free me, but I'm not all that old. I was born in 1895. I'm only forty-four years old. Twenty until I will most likely go, but I can't stand twenty more ~~fucking~~ years here. Torture. I can't let it happen. I don't know what I'm going to do. I don't know how I will survive. I'll have to be nomadic, wandering between house-thing to house-thing searching for whatever scraps were left by some ancient peoples who were also left here, stale bread, still water, old gruel or whatever there may be, just barely surviving. I won't live. I won't thrive. I will scrape by.

Then, in twenty-odd years, the old age'll kick in and I'll go ker-plunk. A sad life, but I will live nonetheless.

Mindset Will Help

Vitan 17th, 2039

I hobbled around the place I entered from for the rest of that day, before retreating to a darkened corner where the lightbulbs don't shed their light on my weary eyes. I have to change my mindset. If I'm stuck here, I should make the best of it. No point in moping, no one cares. There's no one to care. I know what I'll do, I have new knowledge. The places from which I took food from before are full once again! A joyous day for me! I am going to turn the place from which I entered into a beautiful home, a place where I can rest, I'll just go out every other day, pick up free supplies from the house-things that exist in every direction around me, and then I'll find people. Yes, I will find people. There is no possible way that I am the only one here. Yes, that makes sense. If this is a prison, it is much, much too large for one man. There will be others. There will. Everything will work out great. Whoever I find and I will be trapped in this place forever, but company will help greatly. Doesn't matter if who I find is an animal, an obm, a pag like me, just anyone will help. I will set to work on my new home now. There are crates among the house-things; I'll use those, break down the mud walls with tools that I can construct or maybe I can find, I don't know, things won't be ideal, but they will get better.

What is a Home?

Vitan 18th, 2079

You, whoever you are, maybe someone hundreds of years in the future, finding my loose leaf papers, stained with blood and ink blotting out pages, could have probably noticed my joyousness yesterday was quite forced. My mindset is not great, in any way, but I will still continue on with my plans laid out yesterday. I am going to go out and find crates and supplies, bring them back, and start building. I was- no, I am, a carpenter; I know what to do. My home will be glorious. But what is a home? I can define physically what a house is, it is a place with four or more walls in which people live, but that's just a building. What turns a building, a lifeless edifice, into a home? Is it the decorations? Is it the stories? Is it the people? Is it the relationships? It has to be people. A home without people is just four walls. Just a thing, not a home. And I need people. I may not have been the most sociable chap in my town, but even just knowing at some point, if I really wanted to, I could see people. I don't know if I have that option here. Seeing people will help my mind. It will calm me. But how could I alert people to my location?

I've been thinking. Thinking hard, while working on my home. It will be a home, not just a thing. It is coming along nicely, I've broken down crates I found drifting listless among the endless sea of mud bricks. Shelves now decorate the walls, and planks have begun to cover the floor. But it is still not a home. One man does not make a family.

Non-canon note: draw something that's like a pic of this guys base for later

Listless

Vitan 19th, 1939

Depression has wrenched its ugly claws around my throat and dragged me into the deepest portions of my mind. My eyes are red and bloodshot, dried from crying. I try to cry more, yet no tears come, just my heaving chest going up and down with each

raggedy breath, draining me of all energy. Why am I like this? How come every single fucking time I try to make light of any situation, I am dragged back into the inky black abyss of pain and suffering. I don't even want to write today. Just let my tears sink into the paper in peace.

Bygone Era

Vitan 23rd, 1939

The last four days have not been very kind to me. My building has gone well, but I believe I have continued to decline overall. Yesterday I noticed I hadn't had anything to eat or drink all day, but I didn't feel hungry. I felt hollow inside, but not for a lack of food. I lack companionship, which I so desperately need. It may not be the wisest or, frankly, most sane decision, but I am going to leave everything which I spent so long constructing behind. At least, if someone stumbles across it, it will calm them, for they will know they are not alone, that somewhere out there, I exist. They won't know anything about me, my name, how old I am, how long I have been here, but they will know I exist, or, more likely existed. I'm packing up, grabbing everything I need to survive (not thrive) and head out in some direction. Just go and go and go until I find something, anything, that'll free more, or maybe, someone else. The time of construction of homes and shelves is over. It is time to go. Onwards, to a new life.

It is now the end of the time. I don't know how much distance I traveled. I will sleep.

Encounter

Vitan 24th, 1939

Terrible things. Terrible things have happened. I saw something this morning. I woke up, not energized, but awake enough to continue walking; I felt uneasy. I looked outside of the shack I had been sleeping in. There was a large, brown mass wriggling outside. Long claws came out of its four legs, dark black skin surrounding bulging, blind eyes, unseeing yet somehow looking directly at me, piercing into my soul, seeing everything about me. That's when I felt the pain. Warm blood flowed down my back as I stood up, from three scratch marks on my back. The same size as the three, long, twisted yellow-brown, mottled claws that came out of the creature's mutilated, dark hands. When it realized I had woken up, it stopped scratching at the wall of the structure I was staying in. It slowly turned its head to be facing me, and even more slowly, opened its mouth. A faint rasping sound came out, then words. The voice was garbled, switching what it sounded like. It seemed as though this thing, whatever it was, could only repeat things it had heard, then stitched bits together to form its own new sentences.

First came a frantic woman's voice: "WHAT ARE YOU DOING-"

The slow rasps of a dying old man: "in my… house?"

Then, a voice that sounded like it was coming over a radio, interspersed by static between each word: "I- am- asking- you- to- leave-"

The creature's mouth snapped shut quickly, and then it ran. Ran faster than I could have ever believed it could. Those ten seconds in which it spoke felt like ten hours, no, ten years. I had felt the pain from the scratches inflicted upon me by this creature before, but now it truly hit. The blood gushed out of my back, I gasped, and then quickly tore off my shirt, trying to wrap the scraps around the spot which was causing me so much pain, but the sea of blood kept coming. I stopped caring after a point, I already know Death means nothing to this place. I'll be back, right

where I started, in that forsaken house which I poured my soul into just to abandon, blood coming out of every pore, I lay down, and I close my eyes.

When I opened my eyes, I was fortunately not back where I had begun, but maybe this is worse. I was still in the walls of the house in which I saw the creature. Maybe it was the creature's house, maybe it lives here. If it does, I better get on the run.

I don't want that ~~fucking~~ thing around me.

Painful Travel

Vitan 25th, 1939

[redacted] *Nevermind. That does not need to be shared. I walked again today, as is all I need and want to do. On Vitan 23rd, I mentioned my name. I said "They won't know anything about me, my name…" but I never wrote my name. Frankly, I have forgotten it. It started with G, but I hardly left my house, hardly spoke to anyone, and in my insane ramblings of the days leading up to today, I just don't even remember anymore. I'm forgetting more and more. ~~I hate this place, I hate this shit~~ I'm just so done. I want an escape. No, I need an escape. It will come. It must come.*

Impossibilities

Vitan 26th, 1939

I "escaped," in a way. I'm not in the mud, but somewhere else. The walls are beige, foreign houses are built into the walls, and the entire place seems to be trying to polarize me, politically. Maybe if I was in a better state of mind I would find this funny, posters and writings of non-existent people who want to rule whatever this place is. Tiles cover the floor. But, how did I get here? In similar fashion to how I arrived in the mud. Fell through the floor, blacked out. I believe that falling through the floor, however that is done, is what allows me to travel between different areas. Maybe, someway, it will allow me to finally escape this hell.

After that early morning description and writing session, I walked around for the rest of the day. I have stopped for the "night" in a large, tall room. I believe it is time for me to sleep, but first, I think I may be nearby another person. I heard a crash from one of the weird houses built into the wall, and a voice said "Aw, shit!" I would have investigated, but was too worried. I'm going to sleep. Seeing a person tomorrow would lift my spirits greatly.

Information

Vitan 27th, 1939

Currently, it is the end of my working day. There was someone. I met them. Their name is James, and they said they entered this place in 1834, and have been here for hundreds of years. I asked them for a more concrete number, and they said they stopped keeping track after 175. This place is truly something. It doesn't seem to care at all about time. Time, you see, is only present when someone is recording

it. They said this is the fifth area they have been in, and I am going to allow them to write in my journal and share their ideas.

Hello, it is I, James. I have been here for far too long, met some people, every time they went insane and left. Or maybe, I am the one who drove them insane. No matter. My new friend, who appears to have forgotten his name, I will just call him G, as he calls himself. G has asked me to share the knowledge which I have gathered from my tiresome years here.

Facts:

- *Each area of this place is neverending.*
- *Rations and materials sometimes duplicate themselves overnight*
- *Aging is slowed by at least 200%.*
- *Going through the floor or wall is the most effective form of travel, when not in the Hall of Doors.*
- *You can go through the floor by running into the wall when you feel uneasy.*

Discovered areas:

- *One: Mud Plains. The infinite mud bricks drive me mad. Walls and structures appear randomly throughout.*
- *Two: Metal Constructs. Flashing lights, switches, and other such magics decorate twisting halls and rooms made of metal.*
- *Three: Hall of Doors. A very long, likely infinite, hall made of similar materials to the Mud Plains, with decorative doors. Opening a door will take you to different areas. Arrangement of areas seems to be arbitrary.*
- *Four: Tilesome. The name is a play on tiresome. White, wet tiles create thin winding halls. Weird materials form tubs. Sometimes, the bright lights, brighter than any candle, cut off. That is when the creatures appear.*
- *Five: Political. Tan wooden walls and gray tiles make up the main structure, along with strange houses forced into the walls. Posters, papers, pamphlets, litter the halls and floors.*

Creatures:

- *Corrupted OBMs: These things resemble OBMs, but, for lack of better wording: so very, very fucked up. Oversized mouths, eyeless, and grotesque.*
- *Big Rats: Rats, but large. Not much to them.*
- *Living Vines: Plants which try to grab passerby and strangle them. I have had too many encounters with these bastards.*

I would like to thank James for this treasure trove of information which will help with our survival. We will walk on tomorrow. I'm not exactly sure what will be found.

Poems

Vitan 28th, 1939

Nothing of note besides walking happened with me and James today. My state of mind has improved greatly. I was right, people do help. Companionship does help. We did not talk much, but just knowing someone is there, is greatly comforting. To pass the time, I have been creating poems. Poems to tell tales of my life, to tell tales of this place, I don't really know. Here they are:

Trapped

Forever in place
Trapped among beasts
Hiding my face
Never let them feast
Less
Less than alive
Will to survive
Broken
Driven

Think what you will of my ramblings, but I quite like them. Physically seeing my thoughts, along with James being nearby, has really, really, improved everything. I no longer feel the onslaughts of darkness from my mind, eating away at everything I hold dear. It is better.

In other news, we have moved quite a distance. James' pace is grueling compared to mine. I bet that in total, I have walked at least 70 kilometers since I entered. James reckons he has done at least 12,000, though I do not know the truthfulness of that statement. It is strange how large this place is. That is all I have to say for today.

Unnamed

Des 2nd, 1939

New Year 1940 approaches. I had no time to write, frankly. James kept us moving quickly throughout each day, and we have found a new area. James suddenly decided that now was the time to try and phase through the walls to a new place, and proceeded to break his nose after running head on into a wall a few times yesterday. On his fifth or fourth try, however, he went through. I tried to grab him, and we ended up both tumbling through onto the soft forest floor of a new area, zone, level, whatever you want to call it. We could hear music playing from somewhere, well I could, but James couldn't. He said he never found music enjoyable. The soil is rocky. The ground is very flat, I can only see a few small hills. It is not too cold, but a little chilly. It is nice. I would have preferred to stay laying on the forest floor, but James said that it is not safe to do so until we have concluded no monsters inhabit this specific area. Fair enough.

Abandonment.

Des 30th, 1939

Fourteen days ago, I woke up from my slumber to find James was gone. Beneath where he was sleeping was fine gold dust. No signs of a struggle with a monster (I would have woken up if that had happened, anyways,) but it didn't look like he had just walked off either. His bag was still sitting where he had placed it. He was just gone, vanished into dust. I don't think he left voluntarily or out of malice, but it still hurts deeply. Gone, like that. I had already not been writing much, but his disappearance broke me. We were still in the forest. I did what I wanted to do on Des 2nd, lie in the dirt. And I did. I did not move a single inch for an entire day (maybe it was just an hour, but who knows? This place has already proven to [redacted] mess with time), just sat, rotting in my sadness, marinating in my suppressed anger, but this area, the calming trees, seemed to help. I cannot truly describe the feeling I felt. I would not say it was an enjoyable one, but it somehow felt good. I sat up and looked around. Breathe in, breathe out. The fresh air entering my lungs, then leaving. The chill of the air against my nostrils. I looked down at my hands. Was any

of this even real? This could be a dream, I mean, the recurring motif of falling to and through the floor, maybe I fell and hit my head, maybe I am simply knocked out for the time being. Soon, yes, I will wake up and live again. I will no longer take the outdoors for granted. I will talk to people, stop being such a loner. I will improve my life if- no, when, I get out of here. What a joyous day that will be. ~~But it won't come, I will be here forever~~. I will frolic and run, feel the grass between my toes, cold water running across my fingertips, it will be happy. How I miss my home. On the bright side, if I am here for a long time, that war which I was so worried about may have come and gone, and I will not have to worry about it anymore. But, if it has been that long, my will certainly have been sold. It'll be gone. But that is not a problem, I can get another job, I can buy another house, hell, maybe even build one myself if I need to. But I can never make up for the time lost. The time lost to these halls, to this endless negative storm of emotions.

No matter.

Nothing truly matters here, anyways.

Tired

Destan 1st, 1939

A new month. I still trod among the forest, eating the delicious fruits which grow from the vibrant trees. I have begun to build myself another home, but progress is slow. I've seen fluffy creatures around, which I have managed to collect fur from. Progress is slow because I am tired. So, so, very tired. I can't express this tiredness through words. Imagine, how did you feel after the longest hike you've ever done? Take that feeling and multiply it by a thousand, and now add tiredness of your mind to the physical tiredness. That is how I feel. I do not need to write right now; it is a waste of my energy. Energy seems to be such a precious resource nowadays.

Sleep

Destan 2nd, 1939

Each time I sleep, I'm sad I'll be required to wake up again. I want so desperately to continue to sleep forever, be lost in a land of dreams and never have to think about the shit I'm buried up to my thighs in in the real world. But I don't think the place I am is the true real world. The real world is where my house is, not the one I am building, the one which I bought in 1926 and have lived in for 13 years. In the town which I was born in, in the country I have never left. Not this hell of mazes. Fuck, I'm losing my composure. Certainly you, who or whatever you are will not care whether my language is crude or not. I don't care anymore, or, I don't give a fuck. There, I said it. Forever and ever my words will sit in this reality, however colorful they are, before they are claimed by the rot which permeates this place so. I'm done with being all professional about this place, as I believe whoever reads this will also be. You, yes you, whoever is reading this. Let's talk. I may be long dead by the time you get this note, but maybe we can connect. What is your favorite animal? What is your favorite thing? How old are you? What is your name? Oh, shit. I've really lost it. I'm sorry. I just- I don't even know. I'm just so tired, like I said yesterday. I'm going to sleep, maybe I'll be less depressed in the morning. Doubt it, though.

Animal

Destan 5th, 1939

Yesterday, I found a creature, not a harmful one, wandering the forest. A cat. How beautiful. It is a small one, black and white in color. It was chasing around one

of those weird large rats that fill these areas, pouncing on it wildly as the rat scurried around trying to escape the tiny thing's claws. It walked up to me and seems to have decided it likes me. It won't leave my side. Not that I am complaining about that, though. The cat sits outside my work-in-progress home, meowing at any creature that comes by. It is really quite silly. During the "nights," actually- I must go on a tangent. There are no nights. In this specific area, it is always sunset, or maybe sunrise. Red and orange highlights dance across the sky, yellow light forms shadows. The sun seems to bob up and down slowly over a few hours, but never fully sets or rises. What was I saying? During the nights, or more when I sleep, The cat comes and sleeps on my chest. The past two days have been, not good, but better since the cat came along. My house has been coming along nicely. It's not really a full house, it's a lean-to. The walls are all done, and the roof half so. Once I finish the main structure, I think I will create a fence, maybe try to make a garden if I can find some seeds, and it will be all great.

Plans

Destan 6th, 1939

Today I would like to define my plans for the future. Since I now know that people do in fact roam these halls, I would like to create more homes. Maybe I could have other people live with me. If anything, it will keep me busy and distract from the pain.

I noticed something peculiar today. There are abundant patches of wheat, which is how I have been able to subsist for how long I have in this area, but while I was out gathering some from further away, I saw that many of the patches which I had harvested less than a week ago had already grown back to full maturity. I am not complaining, more food is more food, but, it is just incredibly strange. If I could build a large enough farm, then I would never have to worry about food again. Just harvest a fifth or sixth of it a day, and by the time I have cleared it out all the way, the earlier parts will already have regrown. Water, on the other hand, is less easy to come by. There are some streams across this area, but they are scarce. I mostly rely on a construct I made from leaves and rocks to collect dew when the temperature drops, which it does about once or twice a day. I should probably try and dig a diversion from the nearest river to feed my little homestead water without need for travel. I will do that after I finish the roof of my house, which should be done tomorrow.

Dig

Destan 7th, 1939

I finished the roof of my lean-to in the morning, and once I finish my irrigation ditch, I think I will add a final wall and make it not a lean-to. Any light makes it hard for me to sleep. (not) Good for me, the cat is not averse to sitting on my face. I have been digging using a makeshift wooden shovel I carved using sharp rocks, which are easy to find in the dirt. I dug maybe 1 and a half meters today, hopefully I can get more done tomorrow with a full work day instead of just partial. I would also like to know if it is possible for tools to pop into existence, other things can, so why not them? That would greatly help.

Dig, 2

Destan 8th, 1939

With a full work day available and determination, I have been able to dig maybe another two meters. I reckon that my house is maybe 30 or 35 more meters away,

so I should be done maybe halfway through Tan 1940, if I keep up the good pace. Perhaps I could try to modify my shovel to make it more effective, or make my ditch shallower. I think I will make it shallower, as I can work on a deep hole for storage when it is actually in my compound. I also don't think I am going to write until I finish this, or until something interesting happens.

New Year

Tan 1st, 1940

Progress on the irrigation ditch has been alright. I am very close to my house, maybe three or four more meters. I noticed a while ago that wheat patches had begun to spring up around my canal, which has been instrumental in providing me plenty of food without having to go too far. I have also been collecting larger stones which I have found (a bit rarer than the other stones which permeate the dirt so) to construct an oven of sorts. It has gone nicely, and I have even been able to make some simple bread. The cat, who I have still yet to name, still hangs around. I just thought I would write because it is the New Year. This means I have been gone from reality for about 3 months. In three months, I have done a lot. Began to construct a home, abandoned that, and built a new one. I don't think I want to abandon this home, though. It is much nicer than the Mud. Three days ago, something which hasn't happened before or since occurred. The sun fully rose and then set over the course of one and a half days, before going back to its normal slow bob up and down around 10 degrees into sunrise. It was nice, but somewhat surprising, and I won't lie, a little unsettling. Unsettling because the repetitive pattern had been broken unexpectedly, and I was worried dangerous creatures, like that disgusting beast I saw in the Mud, would appear. But, none did. It was nice, the night sky was beautiful. I don't feel nearly as sad or depressed in this area rather than in the others. The outdoors help greatly. Unfortunately, though, it appears seasons exist in this area. I noticed a chill in the air a few days ago, and those fluffy creatures which I mentioned once before seem to have thickened up their fur coats. It's been getting colder. The fluffy creatures don't seem to mind me shearing their fur, though, so I have been collecting that to stuff in my clothes and wrap myself in at night. If I continue to gather enough, warmth during the colder times should not be a problem. I'm going to go to sleep now, no point in depriving myself of it.

Frost

Tan 2nd, 1940

When I awoke this morning, I could see my breath in the air. It must have cooled drastically while I was sleeping. I ran a few laps around my camp to warm up before I got to work digging the stream again. It is almost done, maybe a meter more. I already dug the pit which the water will fall into, so that's all taken care of. To prevent it from turning into a cold mud bath, I have covered the sides and bottom of the pit in flat stones which I found lying around. Tomorrow I expect to finish my man-made river and begin construction on the final wall of my house to try and keep out the cold. I'm also going to try to use the fur of the creatures to insulate my home and keep it warm. The creatures have also been eating my wheat, but it grows so fast here that that is not really a problem.

Warmth

Tan 13th, 1940

I lost my journal for a while, but only one thing of note occurred while it was missing; I finished the irrigation ditch and I now have a plentiful supply of

water, and I have begun construction of a new little home, a bit bigger than my current one, just in case I find someone living out here. Ok, that was two things, but who cares? Moving on, I started filtering out small stones and pebbles from the dirt I got from digging that big ditch, and started laying out gravel paths. Each day, my little home looks nicer and nicer. It would be better if there were other people, but what can you do?

I have an idea. What if I create arrows of stone pointing towards my town? Well, it is not a town yet, but it will be soon. I think I will also create tons of template pieces for the houses, and then quickly assemble each house. Construction has been quick, but would be quicker with tools. I am going to go far out in one direction, and search for structures. In the Mud, house structures were common, so maybe, something similar exists here. If I could find an axe, that would be optimal.

Connections

Tan 14th, 1940

Today I found something incredibly strange. A metal box thing covered in copper pipes. Mysteriously, one had appeared about twenty meters away from my house. There's a door on one side, and when I opened it, I could see the Mud. I've never closed a door faster in my life. I do not want to go back there. I began my excursion outwards today, and found nothing. The cat, which I still have not named, followed me out there. I have created a makeshift little sleeping bag, and I will now sleep.

People

Tan 18th, 1940

I was on my way back from my excursion outwards to find materials, of which I found nothing, when I saw two OBMs, shambling slowly in the distance. I ran over and introduced myself. Their names are Rumb and Vasa, and are from Oogaboogumblur. Even though I never left my home town, I had of course heard of Oogaboogumblur. I told them of my experience with James, and the time shenanigans, and asked them when they had entered. Rumb said 1936, and Vasa said 1941. They said they had met in the Mud around ten months ago, and had traveled together since. I invited them back to my little town, and they accepted. We walked back, and Vasa said she enjoyed it. Rumb immediately went inside my one completed house and fell asleep. Can't say I blame him for that. After Rumb woke back up, I told them my plans and asked if they would be willing to help, and they were. Soon, progress will be quick.

Stories

Tan 22nd, 1940

The cat, which Vasa has named Jollytoes, has stuck around, even though it didn't trust Vasa and Rumb at first. Yesterday, we sat around at a campfire which we had made from several of the trees which we had spent the last few days chopping down, and told stories. I told the story of my life inside of this place, leaving out my intense bouts of depression, as did Rumb and Vasa. Rumb said that while he was working in a factory, he was tragically caught in the machinery, but instead of dying, ended up here with a bloody arm. It healed over time, but is still weak. Vasa said that she went to bed one night, woke up due to a loud crash and felt the bed tilting, and then blacked out, waking up in a large forest. This was an area which I had never heard of before, and I asked her to explain further. The density of the forest varies, and the denser the trees get, the more creatures appear. This area, which she calls the Cursed Forest, does not seem all that nice. She told stories of large swinging creatures bounding across the trees, and eventually of a weak, and

very hot clay-like creature which she brought to a strange man living in the trees, which finally let her escape. Truly, truly, bizarre. It appears Rumb spent most of his time here (he says he has been here maybe 2 or 3 years) wandering on the Mud, before meeting Vasa, and they travelled together. Talking with people is nice to be able to do again.

Edifice

Tan 26th, 1940

A few days have passed since I last wrote, and much has changed. Rumb and Vasa brought many tools from their adventures among the different areas, and that has proved instrumental in our survival. The fluffy creatures have been coming around our camp more often, begging for scraps of food. We give them food, and they give us fur. Working together, we were able to successfully insulate the original house, and the 2nd house has its platform ready. We decided to greatly expand upon the plans for this house, and make it somewhat of a meeting zone, a town hall. This has reminded me that I never explained the dimensions of my original house, so I will do that now. The one I live in (and Rumb and Vasa at the moment, for that matter) is 1.2 meters on the short side, and 2.5 meters on the long side. It is quite the tight fit, but it is alright. The roof is 1.1 meters tall on the side opposite the door, and 2 meters on the side nearest to the door, a callback to when this was originally a lean-to. The town hall which we are planning is going to be five by five meters, so quite a bit larger than everything else. There will also be a 1 meter wide patio made of stones in the front to really pull everything together. If it is possible, we will also try to build a second floor. It is going quite well, I would say.

Lessons

Astan 1st, 1940

When I was a young pag going to school, I was always taught that women were to obey their husbands and were dainty, but Vasa has taught me this is very, very much wrong. In fact, I would say that Vasa is the most hardworking one of us all, saying things like "This house won't build itself!" in the morning to get Rumb and me up, and sometimes getting up while the rest of us are sleeping to work. I'd reckon she has single-handedly built at least half that structure. Strange how being trapped in an infinite maze of randomly segmented rooms ~~and halls and areas and doors and hills and trees~~ can greatly change your perspective. If I ever get out, I ought to give Old Mr. Teacher a lesson or two. Maybe Vasa can hit some sense into 'em. But, maybe I don't want to leave this place anymore. In fact, I'd say with my current status, two friends, a nice cabin, no wars or conflicts, life is pretty nice here. It is a bit of a rough going needing to supply food myself, but at least I'm not paying for it.

Marketing

Astan 2nd, 1940

A while ago, I mentioned I wanted to use the stones which I had been gathering to create arrows and help point new people towards the town-camp-thing, and I began to do that today. I marked paths back to my fellow people using a shovel and occasionally carved arrows. Hopefully, someone will show up eventually. I did this for most of the day, and when I got back, one of the shorter walls of the building had gone up, only partially insulated. The insulation is needed more and more every day. This morning I saw some snow before it melted. Later in the day, the sun began to fully rise like it does sometimes. It seems to be moving slower than it did last time, only being a bit higher in the sky than it usually is by the time I got back.

Sun

Astan 3rd, 1940

The sun is fully up in the sky, at some equivalent of noon. It does not appear to be moving anymore, and if it is, it must be very slow. This unfortunately hasn't raised the temperature very much, and a dusting of snow has begun to collect on the roof of the house. What it has done is it has raised the possibility of sunburn. Very unfortunate, but I wonder if there will be a correspondingly long night once the sun finally sets. A night sky would be nice to see. I should mention how the town hall is going. Vasa has been absolutely incredible in the construction of the walls, and Rumb has been creating furniture. I find myself largely helping Vasa with the walls, or out collecting wheat. Jollytoes keeps most of the rats which would eat the wheat at bay, and I have begun to construct a storage area, as the growth of the wheat seems to be slowing down, likely due to the cold weather. I think we will have enough wheat to make it through the winter, or whatever one would call this sudden drop in temperature. I'm not sure I want to call it a season, the temperature shift happened much too rapidly, but what do I know?

Snow

Astan 4th, 1940

When me, Rumb, and Vasa woke up this morning (the sun still shines, so not really morning,) we were shocked to see that everything was covered in a thick layer of snow. Me and Rumb said that this was probably not good weather to continue working on the town hall, but Vasa was undeterred and dragged us out. And so we worked, for the entire day, out in the cold. Vasa once again made the most progress of all of us. I spent my time clearing the snow off the floor, though some was wedged between the cracks in the wood. That should be fixed once the walls are fully installed and insulated, but that might not happen soon. The fluffy creatures seem to have retreated for the winter. I think it got colder over the day as well. Near the time when we usually go to sleep, it started to snow. Small, white flakes fell, landing and covering everything. Vasa insisted we continue working, until the blizzard started. We all rushed inside of the small cramped house I had built to wait it out. It is seeming less and less likely that anyone wandering around this plane will find us with the blinding snow. At least it is warm inside, body heat and fireplace raising the temperature to even be a little too hot sometimes.

Locked Inside Away

Astan 5th, 1940

I think the sun is setting, but I can't be sure. The blizzard is continuing on, disrupting the normal cycle of work. When we awoke this morning, the temperature had dropped both outside and inside, but it was still livable. It is cozy, if a bit cramped, inside. The temperature dropped throughout the day, and despite all of us being hungry, none of us were, or are, willing to go outside to retrieve food from the stashes. Vasa has been very upset at the prospect of not being able to go outside, but she has finally acknowledged that it is much too cold to be working. Not much happened today, except for this house smelling worse.

Runoff

Astan 6th, 1940

We woke up in the middle of the night absolutely freezing cold. There was a chill in the air, but we could tell from the sounds outside that the snow had finally stopped. Suddenly, warm air came through the cracks in the walls. Warm, then hot,

then burning. We all ran outside, and looked around as all of the snow melted quickly, water flowing over everything, soaking us, as the sun set and the night stars came out. It cooled down, back to the temperature that it was before any of the winter set in. This whole thing was incredibly confusing. None of us knew how the temperature could change so rapidly, or how the sun could set so quickly. But it was helpful. With better weather we could get back to building, but we didn't do any today. Or rather, tonight. We were all too frazzled from that whole experience to do any physical labor. Jollytoes was also upset, jumping on top of the house and meowing crazily at the sky.

Finished

Astan 14th, 1940

Having been one week since I last wrote, much has happened. Yesterday the sun returned to its normal position, bobbing slowly up and down in a sunset. The town hall has also finally been completed. Rumb and Vasa moved into the town hall to escape the cramped nature of the small house which I had built, though Vasa plans to build her own little home. The fluffy creatures have been gathering in larger and larger groups around the camp, wandering around and occasionally getting into fights. They do not seem to mind us, though; they keep to themselves. I went out and constructed more arrows pointing towards the camp, but I don't think that my marketing campaign is really helping mor[ ]eople come to our town. People may be nearby, however. Three days ago, [ ]e boot prints which matched none of the boots in my group. I tried to foll[ ]or a while, but I started to get tired. I went back before I saw anyone. In good []ws, Rumb found carrots while out chopping trees, which will bring some variety into our diets. It will be nice to have more than bread for once. The bread I am able to make is not even that good, just somewhat ground wheat and water. Maybe, it would be possible to find other ingredients, some herbs, maybe salt. That would be nice, but as far as we know, it is just wheat, carrots, and trees for as far as the eye can see. The long night was nice, it made it easier to sleep at night. It also allowed me to see the stars. The view is much nicer than in my home town, though I don't know why. It really makes me wonder where I am, as the stars appear to be in about the same positions as back in my home. Though already established, I think I will say it again; this place is strange.

Town

Astan 15th, 1940

With Vasa already having begun construction of her own home, opposite the artificial pond I created to mind, for the first time I feel like I can truly call this camp a town. Three homes, more like shacks, a central courtyard, and some paths. It is… I'm not sure how to describe it. I enjoy it, but it also makes me miss my home town of Pragunshi even more than I already did. Vasa tells me I need to stop moping. She's probably right. No point in lying around sad when I could be laboring, constructing more. Perhaps more people will come, in fact, I bet they will. Rumb said he saw more bootprints, similar in style to the ones I spotted a few days ago. I think this person may be looking around our town, seeing if it is safe to approach. I would probably be wary of any settlement I find, especially after seeing that monster in the Mud. I am going to go back to that point of feeling like this is truly a town now, because I told Rumb and Vasa while we were eating dinner. They agreed, and we spoke for a while on what this place could be called. We eventually decided on Jedtown, in reference to the Jed Pillar, a very isolated island a few hundred

kilometers off the coast of Valoi, on which the people who live had not been contacted since the 1300s. It seems fitting, for a place as isolated as this.

Recruit

Astan 16th, 1940

The person which we had seen so many signs of finally showed themselves today. It was about halfway through our working day when we heard footsteps and saw a raggedy man approaching, leaving behind the same bootprints as the ones Rumb and I had seen. They were an OBM, with a broken top hat, old, stained suit and a long, tangled, gray beard. They spoke slowly, and introduced themselves as Bristo, born 1857, Flyon City, Flyon. Bristo said that he had been walking in the forest when he- get this, the same as the rest of us- fell through the ground. He assumed he had been in a cave-in, but when he opened his eyes and saw the Mud, he was shocked. He said he had been here for maybe ten years, and we were the second group of people he had ever seen. He said that the first group he had been in had kicked him out for not pulling his weight. He argued that he was an old man, and would struggle to survive, but he was exiled anyway. He said for the past two years he had been just scraping by, finding hardly enough to eat, when he stumbled upon our camp while we were sleeping. We took Bristo in, and he will sleep with Rumb and Vasa in the Town Hall. After we got him all set up in his own little area, Rumb got to carving away a board, with the names of everyone living here. Vasa worked on her house. As for me, I just wandered around for a bit, imagining what could be, and then I began to plan out paths, using the available gravel from all of the digging. I had an idea, I think it would be nice to have a large wheat field.

Fluff

Astan 17th, 1940

The fluffy creatures have been shedding abundantly from the sudden warm weather. When I woke up today, I saw many tufts of fur being blown in the wind, getting caught on branches, and tangled in the wood of our houses. I ran out to collect them. It was quite a beautiful sight, bits of what looked like fallen clouds, bright white fur glistening in the sunlight, casting long shadows on the ground from the low sun. I ran around, catching as many of the tufts as I could. Vasa told me to stop dillydallying and get to work. Fair, but also, need much work be done at the moment? My house is enough for me, and food isn't much of a problem. Bristo seems to have taken a liking to Rumb, the two working together on carving ornate details into furniture and making more furnishings. It is very nice, seeing everyone working together. I ended up helping Vasa build her house before I went to bed.

Farewell

Astan 18th, 1940

I don't know how I failed to notice this earlier. I am on my last sheet of paper. So, I say goodbye. I don't have much space left to write. Goodbye reader, whoever you are, and know that you are not alone in these halls. It may feel like it, but hold out; you will find someone just as lost as you. Farewell, farewell, farewell!

That was book one. As G said, he ran out of paper. This didn't actually stop him from writing, though. In the margins, there were many, many scribblings, dates, and small notes. They will be listed below.

Book 1, Appendices

2/19/40 - Tried to make paper out of bark. Was too rough, I could not write.
3/20/40 - Vasa's house is done.
4/12/40 - New person. Halusim of Oogaboogumblur.
4/15/40 - Rumb was injured. Bristo is taking care of him.
5/18/40 - Bristo got sick, and so did I.
5/21/40 - Bristo recovered. I have not.
5/22/40 - I am feeling better.
5/32/40 - A new month begins tomorrow. The previous ones have been good.
6/8/40 - Someone new appeared today. A young woman named Hihle.
6/10/40 - The town has grown greatly. Vasa continued making houses after hers was done, so we have 3 empty homes.
7/24/40 - I will try to write more than I have been able to. Today a group of 4 people came by and decided to stay around. Jedtown now has a population of 10. A double digit accomplishment! I don't have space to list off everyone's names, but there are two women, one man, and one young boy. The boy is the first I know of to have been born in this place, never seeing reality.
8/1/40 - Bristo's health is declining.
8/30/40 - Bristo is recovering, but I don't know how much time he has left.
9/3/40 - Today is special. It is the one year anniversary of when I entered. Maybe I'll be like James, being here for over two hundred.
9/6/40 - One new man has appeared. Forgot their name.
9/7/40 - It was Pruphill.
9/23/40 - I have even started to fill up the margins. This paper is sure to be a mess when someone finds it.
1/1/41 - New year. Jedtown pop. 16.
1/4/41 - The temperature drops again.
4/30/41 - Jedtown pop. 28.
5/22/41 - Jedtown pop. 31. As the town grows, it appears more and more people are able to spot it, hear us talking, see the signs of life.
8/1/41 - Population has reached 50. A milestone.
8/17/41 - Bristo passed away today, aged 84. We had a ceremony for him.
9/3/41 - Two years.
9/3/42 - Three years.
9/3/43 - Four years.
9/3/44 - Five years. Final farewell, there is truly no more space left on these pages. Jedtown is currently at a population of 217. I hope it prospers for a long time. Maybe a year ago I moved out of my tiny house into a new, larger one. Come find us, reader! I'm out of space now. Goodbye.

There is the final ending to Book 1. Jedtown may very well still be around on level 40, but it has never been found. In fact, there is a small group on level 40 called the Jedhunters, which are combing the area for any signs of Jedtown. Given how prosperous it seemed in 1944, it is possible it is still around today. There was one page written by G found on another level, that being level 39. It was scrap of paper pinned to the wall, with arrows pointing to it. There was a note from someone else scribbled on the back.

Paper, Jedtown

Butan ?, 1945

Visit Jedtown, and prosper! In the forests not far from here :). Note: I have found more paper! I must conserve, though. I'll bring it back to the town, write only what's vital.

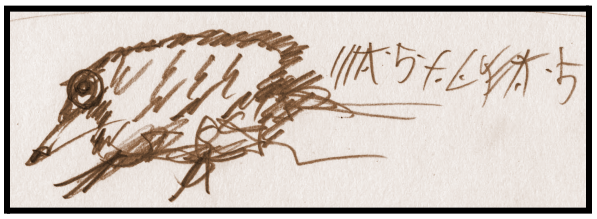
Late Calends, '50s

Remember beginnings, G? -Jen

Scans of drawings from Book 1.



Left: *"Sajaval"* meaning *"My World."* **Right**: A map of Jedtown dated 1952, noting that the population is 431. **Below**: a drawing of a Ratuz, specifically *Rattus Limus*.



Book 2 is next. This book also does not have its full start known, as the first couple of pages were heavily water damaged. This is only one of the two books where we are aware of the author's name. It is also the most water damaged of all of the books.

Book 2:

#31, Feitan 2nd, 1950.

31 days. An entire month of suffering. 31 days out of an unknown number. I could find my way out tomorrow, or I could be here forever. I fear for myself. Those things, creatures, monsters, whatever you will call them, could attack me at any

time. I fear for my family. Without me, they will surely fall into poverty. Though I was not capable of controlling my fate to be bound to these halls, I feel as though it is my fault. It is my fault for their rot in the alleys. It is my fault they will die poor. Only one month in this place and I have already experienced more suffering than most men will experience in their whole lives. Yet my sorry soul burns onward, my defeated heart carries on. This journal is my only way to keep time, and I am sure it is inaccurate. What is the purpose of writing for nobody? No one will find me or my journal, and if they do, I will be long dead. I have got no way to tell days. The lights never cease, blinding me, burning my skin and eyes. Sleep is something I can rarely afford, not with the creatures around. I am hungry, sick, and deprived of sleep. Food, I never seem to find. The water I drink is dirty and makes me sick. I want to leave. I cannot find a way to free my soul. It is early this day; I best get walking. You cannot stay still too long; they will find you.

I rest now, at what I can presume to be a few hours after my last entry. My feet are bloody, blistered, and bruised. My shoes seem like they shall give out soon, and I have yet to locate any replacements. The same can be said for my clothes. They are ripped and bloody from my injuries. The bits I sheared to use as bandages fell off and are now useless rags in my backpack. Still, I must walk. Anybody who is here should walk. There is no use to sit and wait. The monsters will not bring you food, only death. I shall leave now; I must take my own advice.

It has most likely been a few more hours. I am sleepy, though when am I not? I believe that it will be beneficial to rest now. One of the buildings, reminiscent of somewhere an obm would reside, is nearby. It shall serve me well this "night."

#32, Feitan 3rd, 1950.

I woke up staring at the bricks. After a month, I can find some comfort in seeing these same mud bricks every morning, though I also find pain. These bricks are almost all I have seen the past month. All there is for my reality is mud bricks, vines and water. It's all inobm. The architecture seems oogan in nature, but there is no intent of people ever being here. I will say it again, and many more times: I want to leave. I might as well get going on my daily hike, a portal to home won't appear if I sit still. No breakfast today, I was unable to find the rare caches of food and supplies that I stumble across sometimes.

I didn't stop at all today. I have walked slowly onwards for what feels to be around eight hours, though it could have been less, as time is a slog here. I feel sleep encroaching on my normal cognitive functions, I should sleep. But I cannot, for I have a feeling. I feel energy pulse around me. It throbs in and out, like a heartbeat. I know not what it is, but it must be good. Right?

The energy is much more powerful now. Everything grows around it, the buildings are denser, the plants stronger. I can feel it throw masses of energy across the terrain; I am akin to a ship in a turbulent ocean. I walk as I write, each step my hands more unsteady. But I can see it now, an object that must be the source of all of this power. A sphere, or something of the sorts, glows a blinding light. Blue-white pours over the surroundings, this must be the way out. It must be. I will go through. I must.

- Ray Moore

#33, Unknown date, presumably Feitan 4th, 1950.

I do not recall exactly what occurred. There was a flash of light after I jumped through the sphere, and then I don't know what happened. There was a feeling similar to that of the strange feeling I felt upon entering this place, and then nothing. I believe I blacked out. I am not back home, but no longer am I in the muddy zone. The building has changed. I don't know if the portal flattened the old place and built this anew, or if I am in a new place. I no longer know the date. The place I am in now is calming, I feel. The floor is rough and seems to be made of some sort of concrete. The walls are green, similar in shade to a darkened Paris green, with the lower half of the wall being lighter. There are small plants that surround me. I can see moss, small trees, and other plants. I think I will like this place.

I continued on walking, as I always do every day here. The same troubles from the muddy place still plague me, like my hurting feet, but I feel as though life is better here. I have been able to find more food here, and the plants bring me peace. Having food in my belly makes me happy as well. This new place somehow seems more inviting than the mud place. I have also decided to call these zones the Mud Place and Verdure Haven. The Verdure Haven calms me. I wonder if there are more zones than just these two. I hope so.

It has maybe been two or three hours since I last wrote, and I noticed the lights here have begun to dim greatly. This area seems to have some form of day and night. It makes me ache for the outdoors and the stars.

#34, Feitan 5th, 1950.

It is early in the "morning," I have just awoken. I was very fortunate to find an abundance of food in the several concrete shack-things around the new area, so for the first time in a while, I will have breakfast. It's a simple breakfast, just some mildly stale bread and water, but a breakfast nonetheless.

Walking. Mind numbing walking. Walking is all I have done for 34 days, and I believe it to be quite tiring.

Nothing of note occurred today.

#35, Feitan 6th, 1950

Early in the morning today I found a compass, and I have decided to stay continuously moving north. In the same concrete structure as the compass, I found a few blankets, which is of great help to me. More food as well, but that seems to be much more abundant in this area than in the muddy one. Water was also found.

I stopped my northward journey at what I can only guess to be halfway through the day when I heard a sound, the sound of running water. I had found something like a river. There was a shallow stream that had carved out the concrete floor of this place. I am still resting here at the moment. It is incredibly calming, and reminds me of my home in Valoi. I think I will take a nap.

After I awoke, I walked northbound for a few more hours before going to bed for the night.

#36, Feitan 7th, 1950

I have just awoken, and my surroundings have changed. Thankfully, everything I was carrying with me on my journey is still here. This new area is a gray and white

wallpapered room with a gray lawn chair. There is a window that gazes into a white void. I'm not sure how to escape, but I may not need to. There's some food in some cabinetry. Later today I think I will try to climb through the window, there doesn't appear to be any glass.

#38, Feitan 9th, 1950

I was unable to write at all yesterday due to the chaotic nature of the past two days. I climbed through the window in the peaceful room. When I turned around, the window was gone, just a solid white wall. Unfortunate, as I had left most of my supplies behind, intending this to be a short excursion into the blinding white. I began to walk through the halls; it was painful at first as my eyes adjusted to the neverending white. I saw beautiful paintings, sculptures, and other works of art. However, I felt uneasy. Quite uneasy. Certain things were off, like intermittent rooms that were solid black, blacker than anything natural could ever be, chairs that never faced towards any of the artwork, always away. And then there were the noises. Scuttling sounds as I entered a room, a glint of what seemed to be a pure white arm or leg. Once or twice I could swear I heard breathing behind me. I closed my eyes on one of the benches once, and when I awoke and started moving around, something ran. It was only on the morning of the second day that I spotted one for the first time. I was turning around a corner when a skinny figure, maybe seven feet tall, appeared. It had a huge gaping mouth lined with what had to have been hundreds of teeth. Then, it began to slowly walk towards me. I kept my eyes on, slowly trying to navigate to one of the benches to maybe pick it up. Eventually, I did, and I ran as fast as I could towards the creature, using the bench as a battering ram. I hit it square in the chest, but it still managed to claw my back, causing me to bleed. However, I had it pinned under the bench, and I stood atop the object before jumping on its skull. It died, but I was wounded. I employed the usage of some of the nearby canvas to stop the bleeding. I slowly crawled into one of the dark black rooms, where none of those beasts would find me, and slept.

When I awoke the next morning, the bleeding had stopped, but I was still worried about encountering another one of those creatures. There had to be a way to escape, maybe get back to the green area, or to my home. Likely, that wouldn't happen. But I had to keep my hopes up.

That leads me to today, where I sit hiding from those creatures in another dark room. I've been walking (what else is there to do?) in random directions since yesterday. Food is scarce here, and my supplies are running low. I'm already out of water, and only have half a loaf of bread left.

I hope I don't encounter another creature.

#39, Feitan 10th, 1950

I tried to walk today. My injuries and lack of food aren't helping my already slow pace. The cuts on my back started bleeding again. I doubt I even moved one kilometer. Those monsters seem to be watching me, waiting for me to die so they don't have to fight. It's disgusting. I'm disgusting. My clothes are covered in dust from my time in the muddy halls, some parts still wet from the verdure haven, blood matts my hair and back. Maybe death will bring relief rather than pain. At least I am surrounded by beautiful art. I think I will describe one painting before I sleep. There's a cat, sitting in a cardboard box. The cat is very, very fat, and orange. The

cardboard box seems to be inside of even more cardboard, like a maze. Maybe it is another area of this place that I have yet to encounter. The cat seems content, it is kind of smiling. It's a beautiful work, signed Cvil something something. I'm tired. I'm closing my eyes.

#40, presumably Feitan 11th, 1950

I thought I was certainly going to die. I'm back in the place made of mud, my back wounds are healed, and I feel well-fed. I may not be free from my prison of winding space, but at least this area has food and water. I'm going to get back to walking.

I'm taking a quick break, to assess how large this place is. This is simply too large to exist in reality, I have to be in some other place. Is this hell? Whatever it is, it is huge. Assuming I walk at a consistent 3 kph, and since I walked about 3 hours a day for my initial 16 days here in one direction, that means this place is at least, at the very minimum 144 kilometers in size. Take this with a grain of salt, though. Some days I didn't walk, but still.

It is the end of the "day" now, I'm stopping within an edifice to sleep. Given my slow starvation in the white space, I have been absolutely stocking up on food and water, trying to obtain as much as I can without slowing my walk, and eating as much as possible when I can. I've figured out which structures (there seem to be a few repeating types of architecture among the- admittedly not random, but chaotic geometry) tend to contain food and drink. It has made my journey much easier, and for the first time in a while, I feel quite hopeful.

#41, Feitan 12th, 1950

Nothing of note happened today, I found more food.

#42, Feitan 13th, 1950

I remembered about my family. It is a painful thought, to think that they are sitting around wondering where I've gone, but maybe they aren't. I have a theory- when I got here, I was carrying my holy book of Ocelight, and I have turned to it in these hard times. In early chapters (Sifza's Account) it is said that twenty billion years before Ocelight created Ion, Eon, and all the stars and planets, they created something else; The Flawed Reality. It is said to be "a mimicker of our world" and that through "impure coincidence, they [the two realities] are similar." I believe I am in the Flawed Reality, which makes me think: Does time move the same here? Has it been 100 years since I disappeared, or only 100 seconds? I can't know, but I hope time is slow here, that in the mind of my family, I will not have been gone for too long.

#43, Feitan 14th, 1950

Nothing to note today, just the usual.

#44, Feitan 15th, 1950

Once again the usual. I like that I am settling into a rhythm each day, it makes things much less chaotic.

#45, Feitan 16th, 1950

It is currently the end of the day, and I am in a new area. I'll go over what happened. It began as any normal (is anything "normal" here?) day, walking and walking, when I spotted something I had never seen before. The copper pipes, which had run along the roof of this area for as long as I could remember, had begun to converge, running closer and closer together before falling down into a small copper pipe closet thing. There was a door on one side. Upon entering, I was in a new area, coming out from a wooden door labeled "1." The floor was concrete, and the same mud bricks from what I can only assume to be the first area for the walls, and it extended out for as far as I could see. Illumination comes from lights on the ceiling. There is no one here, but this place seems… inhabited. There is a tent on one side of the wall, and someone painted "WELCOME" in crude white letters on the opposite wall. Below the welcome sign was a bit of text saying "sign your name and date," and names littered the wall beneath it. None of which I recognized. Ytua Ziska, - 11/32/2023. Boro "Snortsalot" Pagumar - 6/28/79. Netcha - 7th Destan '44. Dates that were in the future, It didn't make sense, but maybe, it validates my earlier theory. I signed my name, and began to walk down this long tunnel. After maybe three minutes, I spotted another door on the wall. It looked like an old door, covered in mosses and vines. A golden doorknob was engraved with "2." I opened it, and saw the verdure haven, though I decided not to enter. Maybe, one of these doors would lead back to my home.

#46, Feitan 17th, 1950

I kept walking today, passing more doors. A heavy metal door with purple streaks, marked "3." It opened into what looked like a complicated maze of purple and white tiles; I didn't dare to enter. The fourth door was very bland, just metal with a handle. The fifth door wasn't really a door, it was a tall, zippered, flap to a winter tent, and opened into a cavern made of ice. Door number six was a very heavy wooden door with a metal plate at the bottom, and it showed a flooded series of halls, maybe it was a school? Door number seven was made of cardboard, and showed what must be a child's dream: a humongous maze of cardboard. Door number eight had light and dark gray stripes, but was locked. Number nine was solid white. I guessed what was behind it. I didn't dare to open it. Number ten was made of metal, and had bars where a window would go. It opened into a mineshaft. Number 11 was locked. You get the idea, each door seemed to correspond to a different area of this reality, this- flawed reality. I quite enjoy this place, which I have decided to call the Doorhall. I walked and walked until I reached door number 32, at which point I stopped to sleep for the night.

#47, Feitan 18th, 1950

I hadn't been opening the doors as I walked past #10 yesterday, but decided to open #32. It showed a dark ocean, with large pillars ever so slowly bobbing up and down, and wind blowing by. It was nice, but seemed barren of food, which I was starting to run out of. I checked every door after #32, and here's the highlights. 33 had quite a few monkeys, which tried to get into the Doorhall. #40 was a forest, and #43, which is what I stopped at, was lots of leaves. Huge piles of leaves. I entered this door, and when I turned around, my entrance was gone. I guess I won't be seeing the Doorhall for a while. It's not all bad, as the Doorhall was completely barren of food, and #43 is full of it. There are some apple trees going amongst the piles of leaves, and if I was truly desperate, I can eat leaves. I mostly walked around this area today, taking in my surroundings.

#48, Feitan 19th, 1950

Today I found a wooden tower peeking above the huge leaf piles, which I think I will try to turn into a usable home. There was an axe, saw, a few crates, and some food sitting in the top of the tower, which looks to be 20 or 15 meters tall. There are no walls on it, which will need to be resolved. I started clearing out the leaves around this tower today, hoping to make it easier to spot in case I get lost, and also began to try and cut down some nearby trees before I went to bed. Today was a good day.

#49, Feitan 20th, 1950

I spent all day trying to chop down nearby trees. One fell, and I have been processing it. Progress on my watchtower home is going well, using the fallen tree I have begun to build up walls. During the nights, it gets quite cold, so I will need to build some sort of furnace with the stones that can be found around this place. I'm going out now, to maybe find some new areas or materials.

The book ends here. It is assumed that Ray noclipped to another level or was attacked by an entity and went back to level 1. Whatever happened, it caused the book to end. Several writings were found among other levels, mostly loose papers, that have similar handwriting and writing styles. Only two of these papers are signed by him, they were found on level 19, they are dated 1952. It is listed below. There is one more text supposedly by him, scribbled on a wall far into the main base. It too is listed below.

Book 2, Appendices

Unknown '52

Paper is hard to come by. I've decided to leave my pack behind, it is getting too hot. I hope I don't die.

Unknown '52

I have been climbing for a very long time. A very, very long time. I'd rather jump off this hill and go back to the first area than keep climbing.

Unknown '53? - to reader

I like it, but it's still HERE. When can it all end? begin, return, cruelty. I may go, remember though, among the snow, the next one shows.

Other Found Writings

This section consists of other early writings (1960 and earlier) or created landmarks found around the Oogarooms that were too short or not a full enough timeline to be considered an early days book, and were not found on level 5 with the other books.

Description of Level 1, found in a crate, ~1910s

This was found in a crate on level 1, along with a few, less important writings. The exact date is not known, but based off of other artifacts found in the same crate and house, it was probably somewhere around 1900-1920.

"We call this area the Mud. It is huge and filled with nonsensical walls, stairs, and platforms. It is unknown if it ever ends. There is a faint fog in the distance. Each day, we [the group] walk onwards, attempting to find food which is commonly found among the houses here."

Welcome Mural in the Main Base, 1948

This famous mural was created in 1948 by an unknown individual in the Main Base. This is the earliest record of anyone entering the Main Base. It is assumed people entered it earlier, but this is the first concrete date.

"WELCOME

Sign your name here. Do not be forgotten. Deny the halls' destruction of time

1948"

Sign 13,000 meters up on level 19, ~1840s

This sign was created by the mountain climber Jallon Westerslime, who went missing on an expedition up Big Pig Mountain on Elophoi in 1838. It has become quite famous among people who scale the trails on level 19, and is currently decorated by tons of handkerchiefs tied around the pole and nearby trees.

"THIS IS THE HIGHEST POINT REACHED BY JALLON WESTERSLIME'S EXPLORATION GROUP.

CONTINUING BEYOND MIGHT YIELD UNEXPECTED RESULTS. GOOD LUCK."

The Exogs

The exogs were an archaic group of oogans which lived within the Oogarooms from about 620,000 to 400,000 years ago. They are directly related to the og species of Ion, a member of the Oogan species family which was around from about 850,000 to 35,000 years ago before being outcompeted by modern OBMs. Exogs are presumed nearly identical in anatomy to Ogs, besides having a much larger cranial capacity. Unfortunately, this is not exactly known, as only eight exog skeletons have ever been found. The exogs were granted extreme intelligence by Ocelight themselves in order to banish the Colossal of Realms to the Oogarooms. In the process, the new, hyper-intelligent species (comparable, and in many cases, exceeding the intelligence of modern oogan and pagish beings) was dragged to the Oogarooms as well. (See Creation of the Oogarooms and Early History for more information.) Stuck in their new reality, evolution was slow to catch up. Over time, the Exogs slowly evolved into many of the obm-like hostile entities which are seen throughout the Oogarooms today. Unlike many people who find themselves trapped here today, the Exogs didn't wander around for long periods of time. "Quickly", (in archeological terms) they settled down in small civilizations on level one, a few remnants of which still exist today. Due to the slowed passage of time within the Oogarooms, the small number of city ruins which still remain are in excellent condition, which gives insight into how they lived. For the first two thousand or so years, the tribe (which initially consisted of an estimated 45 members) ballooned in size to around 6,500, though the size was limited by the scavenging of food not being the most effective. About 618,000 years ago, the earliest signs of permanent settlements being created show. A partially preserved city found on level one shares multiple similarities with other exog constructions. It is located about 1,400 kilometers from CCOEG's central base.

In total, there are seventeen perfectly intact buildings, and over one hundred partially or completely destroyed complexes. Even in these early days (say that again) the exogs showed immense knowledge of the workings of the oogarooms, having even managed to peirce the normally unbreakable roof of the Mudhalls. Of the seventeen intact buildings, fifteen are houses which contained several artifacts like clothes and furniture, one is a shop, but most importantly, the final building is a worshiping center of some sorts. The worshipping center is the largest building in this city, being 55 by 19 meters in footprint, and 10 meters tall. The building is ornately decorated with hundreds of carvings (in varying conditions) and has many inlays of precious resources. Contained within, there are six sink-like structures, all two by one by two meters in size. Above these, there are large tablets carved out of tutapetra containing inscriptions of poems and prayers. A translated excerpt from one: *When the day is young, ask of the ground. When the day is half-through, ask of the horizon. When the day is old, ask of the sky. Ask for thy wishes to be granted, and ask for freedom of the Flawed Reality. Ask of Ocelight to send wishes and ask of Ocelight to send their help.”* Much of the same makes up the rest of the one tablet and the other five tablets. Most exciting for researchers, though, was the single tomb in the center of the temple. Inscribed on the short end facing the entrance of the temple: *His death was foretold, a story so old. On noon we entomb, then face the space. Begin to walk, we do not talk. Thy face so old, yet remains bold. It commandeth us to leave, walk among the breeze. In brevity we part, to return to the start.”* Within the tomb was the first ever discovered exog skeleton, covered in what were once fine clothes and jewels. From the inscription, it appears that once the great king of the city died, all of the inhabitants left and never returned. They left so rapidly that many artifacts like half-finished paintings and carvings were just sitting in the rubble. As for how the city got so destroyed while sparing the spots closest to the temple, it is most likely that part of whatever prophecy foretold the group to leave after the death of their king also told them to destroy the city. The other major levels which contain Exog constructs are 100, 203, 207, and Far Floexon (NNL.)

Add part about the stuff of 100, 203, 207 and Far Floexon later

Reality Transitions

There are a few levels you can enter the Oogarooms to, and a few ways to get to these. The most common, and basically accidental way to enter the Oogarooms is by finding a rift in reality where the Oogarooms are “closer” to reality. These spots are not fixed, but appear more in some places than others. They most often appear in spooky, liminal, repeating, unnerving, abandoned, and anomalous places. You *are* alternatively able to fabricate liminal environments that can help your chances of encountering a rift, but more reliably SSRO4-3 and the CCOEG developed a machine to consistently create a semi-stable rift to get to level one. Now for the levels you can enter to, for nearly any case it’s just level 1, and upon going through the rift you’ll immediately lose consciousness and wake up on level 1, but if you wind up unluckily entering a rift at night, in forest, and somewhere near a river, there is a pretty good chance of ending up on level 235, or the cursed forest, which is a much worse fate than level 1. Going into the same rift as someone else, you will end up in the same spot as them. A rift typically lasts around a few hours, tops, and is usually around a meter wide. Rifts usually appear as spinning, glowing, blue-white portals. Depending on the strength and stability of the rift, the brightness will

vary. Rifts that are fading and becoming more unstable will begin to dim, while strong rifts which have just come into existence glow brightly. Sometimes, rifts are almost completely invisible, only seen by a faint shimmering effect on objects behind it, similar to the distortion seen from a fire.

A little bit on noclips between levels, when you noclip you actually create a very temporary rift between levels. When multiple people noclip between levels from the same place in a somewhat short amount of time, about 3 minutes, they will all end up at the same place in a level and on the same level as each other. The more people that travel through the temporary noclip rift, the more stable and stronger it will become.

Now for the confirmed exits. The simplest but probably worst exit is by waiting just around 276 years (from the day you entered), bringing you to the NNL An Ending. If you choose to leave, you return to reality where you left it or near where you left it with accurate time passing and remembrance of the Oogarooms. Just a tad more than 50 years will have passed. There is a good chance you'll die permanently before getting to An Ending. Still relating to the NNL An Ending, reaching the door at the end of level eight million will take you to An Ending regardless of how many years you have spent in the Oogarooms.

There are a few theorized exits. One is that by breaking the glass on level 80 in the command rooms you'll end up in reality, but this is pretty unlikely. Another theorized way to exit is by taking the right path on level 115, but this is unconfirmed and there are no real reports of this being possible.

Gallery








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Credits

The Oogarooms

A Liminal Space Project

Major Contributors:

SI: Co-creator, most Levels, most Entities, most objects, other sections.

JC: Most levels, most entities, most objects, other sections, Early Days.

LS: Co-creator of first four levels.

CL: A few levels (most rewritten), a few entities.

Minor Contributors:

OB – Helped with level 199, entities 60 and 61.

EC – Levels 214, 84 (original concepts), Level 112.

ZF – Level 115.

KV - Level 133.

AD – Level 105 (original concept).

MR - “put me in”

Via impure coincidence, Ion mimics the Flawed Reality.

Thank You.