

Hunter Kii Thompson summer 2023
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A1. if <friends> are defined as two persons, each with reasons for being friends,

A2. what do imaginary friends require of their creators?

A3. what must happen to earn their existence?

A4. "Hunters have told me about the church. About the gods, and their love. But ... do the gods love their creations? I am a doll, created by you humans. Would you ever think to love me? Of course ... I do love you. Isn't that how you've made me?"

Plain Doll speaking with Player in Bloodborne (2015)

A5. "Discarded doll clothing, likely spare for dress-up. A deep love for the doll can be surmised by the fine craftsmanship of this article, and the care with which it was kept. It borderlines on mania, and exudes a slight warmth."

Doll Clothes equipment description in Bloodborne (2015)

A6. "A blood gem that fortifies weapons and adds various properties. Droplet blood gems are special gems that adapt to various weapons and shapes. Created from a shining silver doll tear, this blood gem is a quiet but unfaltering friend that continually restores HP, the life essence of a hunter. Perhaps the doll's creator had wished for just such a friend, albeit in vain."

Tear Blood Gem equipment description in Bloodborne (2015)

A7. imaginary friends require at least to be fathomable

B1. if <memory> is defined as fruits that grow from events,

B2. and we know a fruit mutually exclusive with our curses,

B3. we work backward from that fruit into an event that would grow it

B4. and synthesize that fruit from a fantasy

B5. and, because an event does not require time-particular existence to be fathomed, we can fasten that fruit to a future -- faith visualized via fantasy

C1. "real" rubbing up against "fathomable" transforms the former's boundaries: what happened slowly yields to what could have happened -- compulsive review calcifies a fantasy

C2. Player remembers a fantasy bounded by a real event; the fantasy becomes real by remembering it

the Twin Towers are identical except for floors #43 and #67; the following measurements correspond to the North Tower
mechanical level #1 on floor #7 at an elevation of 94 feet
mechanical level #2 on floor #8 at an elevation of 104 feet
mechanical level #3 on floor #41 at an elevation of 504 feet
mechanical level #4 on floor #42 at an elevation of 518 feet
sky lobby #1 on floor #44 at an elevation of 546 feet
mechanical level #5 on floor #75 at an elevation of 926 feet
mechanical level #6 on floor #76 at an elevation of 940 feet

sky lobby #2 on floor #78 at an elevation of 966 feet
mechanical level #7 on floor #108 at an elevation of 1336 feet
mechanical level #8 on floor #109 at an elevation of 1347 feet

E1. a Yu-Gi-Oh card summons our memory palace -- {zip code, floor number, elevation in feet}: compass for jewel box -- which houses our memorized prosthesis {jewel}

E2. place a home where you will, it was this way if we remember it so; reupholstered, Player remembers time new

E3. in the future you are loved and in the past we can pretend <3

"Ahh, have you just arrived? How very unusual. Just how long has it been! Rejoice, my new friend! For this is a true haven of the Forlorn. The cold and gentle painted world of Ariandel. Quick, go along, find one for yourself. A sweetly, rotting bed to lie upon ..."

"Ahh, ahh, yes, of course. You're no exception. We've all seen terrible things. But you're safe now. Let it ease your burden. Ariandel will make a fine home for you. So, go on ahead, find one for yourself. A sweetly, rotting bed to lie upon ..."

Drowsy Forlorn speaking with Player in Dark Souls III: Ashes of Ariandel (2016)

"(I don't have a name) I see. We are much alike. Then I will name this painting "Ash". It will be a cold, dark, and very gentle place. And one day, it will make someone a goodly home."

"I wonder when Uncle Gael intends his return. I hope the new painting will be to him a gentle home. My thanks, Ashen One. I will assuredly finish the painting of a cold, dark, and very gentle place. One day, it will make someone a goodly home."

Painting Woman speaking with Player in Dark Souls III: Ashes of Ariandel (2016)