

Hello, Jumper, and welcome to **The Nothingness**. Soon, we'll be arriving at our destination, but first, you'll want to know where we are headed. And please do try to ignore **the whispering**, it is of no importance.

This place doesn't strictly have a name; right now we're headed to the **zones**, trembling flowers of order standing alone in the vast abyss. There are four zones, and everything in them is made of four elements; **smoke, metal, plastic, and meat**. And each zone has a **guardian**, a being of immense power that keeps order of the zones on behalf of the **Queen**, and prevents them from falling into the abyss. Every place is color coded, every building is geometric, and the ground that one stands on is a vast, flat island of metal floating gingerly on an ocean of liquid plastic.

Without the zones, there would be nothing but the fearful darkness, and the hushed, fearful whisperings you hear now. So the people, (nameless they are), light a small bonfire, and they desperately cling to the light, and shy from the shadows lapping eagerly lapping at the edges of the light. But not all is right. Even now, cracks are forming in the foundation, and they threaten to bring everything coming apart, zone by zone.

They're known as **Spectres**, ghostly beings of demented appearance that come seemingly from the ether and senselessly attack any creature that is not one of them. The populace is completely defenseless; they have no initiative to change their routine, or even get a differently colored tie. The Guardians exist to make all of those choices for them. Of course, a single guardian could easily wipe out an entire room full of spectres without an iota of effort; but that's not what they are doing. And the rot that you will witness in your time here is not simply the result of some monstrosities eating a few people for lunch. The Guardians themselves have fallen into psychotic delusions, and they threaten to bring down their zones with them.

We will let you off in **Zone 0**, otherwise known as **Joas**. Consisting of a single building resting upon a small island floating in the endless plastic oceans, this zone may be quite barren, but is completely free from any corruption. Here you will meet the **Judge**, who will show you the ropes and give you **one** card granting passage to another zone. But first, you should decide your own nature.

+1000 Choice Tokens

BACKGROUNDS

Drop-In (Free) - You appear out from the Nothingness in a flash of white and a foreboding sound. You have no baggage in this place, but the citizens will be put off by your strange behavior and unusual appearance; the Guardians will immediately recognize you as out of place, but you will have some time to prepare before ever meeting them.

Burnt (100CT) - Although the ordinary citizens of this world appear as small, fragile little things, they conceal a hidden danger- because when an **Elsen** is highly stressed or in ailing health, they risk becoming **Burnt**. The citizen undergoes a grotesque transformation, with their skin rotting black and their head exploding to reveal a fountain of disgusting slime. In this form, the resultant creature becomes exceptionally strong, able to use **Competences** and fight off even the strongest of Spectres. You are now an Elsen with the potential to become Burnt, but with control over your transformed state (within some limits).

Spectre (100CT) - With this, you have now taken the form of the unnatural ghouls that are responsible for the misfortune befalling the zones. Although you are less powerful than even the weakest of the Burnt, you are able to use your Spectre form indefinitely, and take advantage of the unique properties that your Spectre form grants you even beyond the Competences. And as an added bonus, while you are in this ghostly form, other Spectres will not attack you unless you provoke them.

Zone Guardian (200CT) - The Guardians of the Zones are immensely powerful beings, acting as the living generators that fuel the life of the zones; they receive valuable energy from the **Queen**, and use it to perpetuate the existence of their zone. If a zone is deprived of its Guardian, it will quickly lose all life within it, becoming a barren wasteland inhabited by monstrous Secretaries. You now have the abilities and body of a Guardian; but as these roles have already been filled in, you are without a zone to have dominion over. This can be remedied, if you are willing to take the necessary actions.

CARDS: You may choose between each option freely; just be aware that, unlike in the game, the Spectres and Guardians in all of these locations are of roughly equal threat. There's no arbitrary difficulty curve, here. If you want to obtain more cards, you'll have to take them from someone else.

Leo-card: This card permits access to **Zone 1 (Alma)**, led by the guardian **Dedan**. Zone 1 is a massive urban production district, creating the supply of Plastic, Metal, Meat, and Smoke that feeds the needs of the populace. The Spectre problem is compact, yet acute; Dedan actively hunts down the Spectres plaguing his Zone, but when they do come, they can grind work to a halt for days if not weeks. Dedan himself is a monster of a man, with a towering figure, vicious maw, and gangly limbs; he runs a tight ship, verbally and physically abusing his workers for the most minute of infractions or failing to meet production quotas. He is absolutely convinced he knows best, and any attempt to make him change course will be swiftly cursed out.

Cancer-card: This card permits access to **Zone 2 (Bismark)**, led by the guardian **Japhet**. Zone 2 is the main residential and entertainment district, with large apartment complexes, an amusement park, and a shopping mall; the crown jewel of the zone is the Library, a towering building with nearly all of the books that even exist in this place. Something has gone rotten, however; Japhet, documented as bearing an avian form, has been missing for quite some time. And in his absence, the Spectre problem has grown unregulated, inducing massive paranoia in the Elsen and prompting the construction of bunkers and security posts in the residential area. Without intervention, however, this Zone will quickly fall into chaos.

Pisces-card: This card permits access to **Zone 3 (Vesper)**, led by the guardian **Enoch**. Zone 3 is a massive factory, receiving the raw Elements from Zone 1 and turning them into tools, clothing, and other finished goods. However, beneath this surface is a secret purpose: Zone 3 receives the bodies of dead Elsen, and bakes them into a highly addictive substance, **Sugar**. Referred to as the 'secret fifth element,' Enoch uses this substance as a narcotic to keep his workers in line; and soon, he will be exporting it to all of the other Zones. And when an addicted citizen undergoes withdrawal from this substance, they become a very powerful **Burnt**. Enoch himself takes the form of a gigantic, morbidly obese human, capable of great feats of strength but with poor stamina. He is extremely deluded, completely ignorant of the havoc his drug is wreaking on his workforce, and prone to vicious anger when called out for the monster he is.

PERKS: Discounted by half for Background, or free if 100CT.

Competence Pool (Free for All): You now have an internal reservoir of energy that fuels your esoteric abilities, and which can be refilled over time, or instantly by way of visiting a **Box**. This reservoir starts out miniscule, but can grow slowly over time to adapt to continual use, like exercising a muscle. An ability does not use Competence Points unless specified.

Soundtrack (50CP): You get an Original Soundtrack for your journey, composed by Alias Conrad Coldwood and including enough songs for every situation.

Drop-In

Wide Angle (100CT): You now have the ability to quickly examine an adversary's characteristics, determining its nature and identifying any elemental weaknesses that it may possess. This ability does not use your Competence Pool, and can be applied to multiple targets at once.

Home Run (200CT): This is a basic but practical physical attack, striking an opponent with potent force and grievously wounding lesser enemies. This attack almost never misses, but does not inflict an opponent with any special ailments or status conditions. This ability does not start out strong, but can become more powerful with continual use, at the cost of increasing usage of your Competency Pool.

Deadlight (200CT): Shining a blinding light for a fraction of a second, you can reveal hidden adversaries and draw them to your location, temporarily stunning them; this ability works particularly well in underground or enclosed spaces, pre-empting any attempted ambush and allowing you to make quick work of crowds of opponents. This ability does use a decent chunk of your Competence Pool, but does not need to scale, only using a fixed amount of energy.

Save Secret Base (400CT): You now have the ability to heal yourself or an ally in or out of combat, drawing on your Competence Pool to heal physical injuries. This ability will initially only partially heal most wounds, but similarly to [Home Run], can be improved over time at the cost of increasing energy consumption. In addition, this Competence does not cure any chronic ailments or status effects, only the bodily damage derived from them.

Battle Time (600CT): The act of fighting has now been abstracted, with exchanges of attacks and other actions being based on an averaged cooldown rather than strictly the circumstances at play. This does not trivialize unforeseen obstacles, but rather prevents them from immediately changing the outcome of a fight in your opponent's favor. This effect does not draw from your Competence Pool, but only triggers in a strictly defined conflict between you and your allies, and an easily defined opponent or opponents engaging you in physical combat.

Burnt

Extra Crispy (Free for Burnt Only): You now bear a grotesque alternate form, bearing both greatly amplified physical capabilities as well as a magnified ability to use powerful Competences. Being this form is detrimental to your health however, starting with general discomfort, and slowly progressing to intense physical pain; although it is technically possible to attempt to tough this out, more likely than not this will be a detriment to your ability to fight and force you to change back to your normal form. This ability does not draw from your Competence Pool, and besides the pain can be used freely.

Inhuman Decadence (200CT): This is a grotesque attack of nonphysical nature, dealing only middling immediate damage upon an opponent, but sickening them and dealing continual internal damage using a potent **Poison** effect. This attack does not have the immediate effect of [Home Run], but allows you to get a single hit in and use defensive tactics to stall for time. As is typical, this attack grows more powerful, but at the cost of greater usage of your Competence Pool; however, the Poison aspect grows at a greater rate than the immediate physical damage.

Love Game (200CT): Acting as a simple counter to chronic ailments, this ability costs a flat amount of Competence energy to cure all of the Status Effects of yourself or an ally. This applies to all chronic ailments, ranging from cancer to the common cold; however, the flat cost for all usages means that the lesser the condition to be cured, the less efficient the usage. This ability does not grow with usage, as it is at the peak of its capability from the first usage.

Rotten Meat (400CT): Your various orifices are now capable of spewing out a constant stream of boiling, acidic slime, utterly destroying the environment around you and rendering it inhospitable to life. If your napalm-like substance sticks directly to an opponent, it will totally cover it, burning them severely and making them run around like a headless chicken trying to

get it off. This ability works best with the [Extra Crispy] alt-form, but if you do not possess it, you will simply emit a smaller stream than what a real Burnt would be capable of emitting.

Vindictive Symbol (600CT): A strange artifact has bonded itself to your body, surrounding your 'neck' while you are in your Burnt form. This artifact greatly increases your defensive abilities, outright absorbing a small percentage of damage. This absorbed damage will reach 'critical mass,' enabling the bearer to perform a devastating physical attack using the absorbed damage. However, if you attempt to absorb too much damage, this will backfire, sending all of that damage back into you all at once; so don't get cocky.

Spectre

Phantasmic Form (Free for Spectre Only): Spectres, as creatures unburdened by Humanoid form, are able to come in a variety of bizarre forms. In addition to base enhanced durability and strength, you may choose between one of the following characteristics for your Spectre altform: Levitation, Enhanced Speed, and Partial Invisibility.

Immediate Sclerosis (200CT): An attack of middling immediate damage, but which inflicts the devastating status effect **Palsy**, causing the target to become paralyzed and unable to attack you. This leaves your opponent vulnerable to further, riskier attacks, without having to worry about being defensive. You get the deal at this point; it gets stronger with use, but uses more energy as a result. However, be aware that some enemies kick the effects of **Palsy** quicker than others; there's no need to be careless.

Subjective Form (200CT): How others perceive your appearance is subject to their mental image of how you *should* look, meaning that your behavior can cause a change in your subjective appearance to other individuals. If your active form is monstrous, this will allow you to conceal that with the right precautions; however, if you perform any grotesque or villainous actions, your true form will be quickly revealed to those observing.

Dramatic Crescendo (400CT): This is a potent attack that drains from the Competence Pool of an opponent, weakening them and potentially rendering them unable to use their most powerful abilities. Doing this drains from your own energy as well, but you only need to expend about a tenth as much energy as is removed from the possession of your opponent; as this ability grows

stronger, the maximum amount of energy that can be destroyed increases, completely draining weaker enemies and forcing them to go into melee. Outside of this Jump, this ability adapts to other forms of esoteric energy, such as magic.

Immortal Anderssen (600CT): Not a full Competence on its own, this ability grants the user the power to extend any single-target attack into a multiple target attack spanning a maximum of four targets. The energy cost of this increases exponentially with both the number of targets and the power of the attack, meaning that attempting to use the most powerful abilities is impossible due to the costs outstripping your capacity. This ability is best used to extend any esoteric effect to multiple targets, such as Curses or Status Effects that can otherwise not be used in this fashion.

Zone Guardian

Elemental Affinity (100CT): Pick between Smoke, Metal, Plastic, and Meat; you now have an affinity for the element you have chosen, able to infuse your attacks with it and bearing a resistance to those attacks targeted at you. This applies even to attacks from outside of this jump, however, those tend to not map directly very often.

Trigger Element (200CT): This is an expensive attack, causing mediocre damage for a far higher energy cost than [Home Run]. However, the trick is that this attack bypasses all armor and defenses, applying damage directly to your opponent; this means that even though it has disappointing damage output, it is capable of harming enemies that would otherwise be unaffected by other, more powerful attacks. Same deal as usual; the damage output can be increased over time, but at the cost of higher energy usage.

Treble Clef (200CT): You now are able to sharply boost the defense or damage output of you or an ally temporarily, at the cost of dramatically reducing your Competence Pool; however, this attack makes melee options far more usable, and allows you to take hits from opponents far above your weight class. This ability has the same improvement cycle as expected. When used correctly, this ability is definitely worth the sharp energy demands.

Dummie (400CT): You have the ability to summon up to four miniscule minions that are capable of using a basic Competence dealing mediocre damage. These minions diverge from your opponent's line of fire, meaning that even though their damage output is pathetic, they hassle your opponent and continually force them to change their focus from you towards your

disposable minions. These each take a middling amount of energy to summon and do not improve, but can be replaced without any cooldown.

Dynamic Linking (600CT): You now have the ability to perform one way conversion of esoteric energies, turning things like Mana or other forms of mystical power into Competence Energy. This conversion process is highly lossy and expensive, but can be performed during combat to replenish your energy stores without needing to consume a Golden Flesh or similar. Expect a roughly 3:1 rate of conversion from foreign energy to Competence Energy; this may not seem like much, but Competence Abilities are highly conceptual, making them game-breaking in the right use cases.

ITEMS

OFF (50CT): You get a copy of the OFF game with all versions and translations, playable on your Warehouse Terminal or equivalent devices.

Credits (50CT): You have been granted a generous budget of this world's currency with which to purchase goods from **Zacharie**, this world's shopkeeper. These credits are not useful outside of this Jump, however, and any purchases made with them are not replenishable.

Raw Meat (100CT): This is a disgusting slab of flesh that can be thrown into the maw of any Burnt Elsen to restore them to their original Elsen form, albeit in a weakened state. After this Jump, this item can be used to revert any involuntary transformation; however, this item is restocked very slowly, and will not cure the root cause of the affliction.

Fortune Ticket (100CT): Appearing as a shiny golden ticket, when the stub is torn off this item is destroyed and heals some of the injuries of the user. This does not heal any chronic ailments or status conditions, only the damage derived from them. This item replenishes on a regular basis.

Belial's Meat (100CT): A strange piece of dried meat that can be eaten in combat to remove all Status conditions or chronic ailments afflicting yourself or an ally.

Golden Flesh (200CT): A strange piece of dried meat that can be eaten in combat to replenish the Competence Points of you or an ally; after the Jump, this item can be applied to any

individual that uses mystical energy of limited supply, and once again replenishes on a regular basis.

Neil Tunic (200CT): This comfortable article of clothing provides modest defense against esoteric and physical attacks, and never wears out. The size and form alters itself to fit the bearer, but it typically appears as a large-sized Baseball shirt.

Collapsible Pedalo (200CT): Appearing as a compact, duck shaped vessel, this boat can be collapsed into portable form, and inflated at a moment's notice to serve as a way across all sorts of liquids. This even includes highly hazardous substances, such as acid or lava, providing bodily protection so long as you keep your hands and feet inside of the vessel while in use.

Ashley Bat (300CT): This item is a simple regulation Baseball Bat, constructed out of high quality wood; however, beyond its deceptively simple appearance, this Bat has highly potent offensive qualities. It benefits from the user's strength, hitting opponents with exceptional force; and in addition to this, any attacks made with this weapon will hit the opponent twice at one time. And since this is a simple melee weapon, attacks using this require no energy whatsoever.

Yellow Box (300CT): This Save Block acts as a fixed appliance within your Warehouse or equivalent, allowing the user to restore their health, cure status conditions, and restore their competence energy without needing to sleep in a bed. This instance takes a couple of minutes to complete its process, meaning it is not viable for use in combat even if it wasn't fixed in place.

Portable Telepad (300CT): Functioning as a pressure plate, this portable device is able to be programmed to teleport any individual that steps on it a short distance to a predetermined location relative to where the device is placed. This is perfect for creating traps, or one way entrances to secured locations.

Incinerator (300CT): Enoch's method of Sugar production was crude and inefficient, relying on a large network of pipes to dispose of waste fat and large machines to purify the ashes of incinerated Elsen into the valuable and precious drug. With this compact appliance, you can feed it any corpse, and a fifth of the corpse's mass will shortly be transformed into pure, refined sugar. This abbreviated process does have a downside, however: the Sugar produced is only able to fully affect and addict the species that the Sugar is made from.

Joker (600CT): Appearing as an object of uncertain physical form, this object is able to be destroyed to bring any individual back from death, partially healing their wounds. However, this item only replenishes itself the Jump after it has been used, meaning it can only be used once per Jump.

Ballman's Diabolical Cloning Machine! (800CT, Discount PANIC IN BALLVILLE): Looking like a mad scientist's invention, this out of place device has the remarkable ability to clone any subject. The resulting creatures are non-sapient and far weaker than the subject they were cloned from, but are very useful for overwhelming an opponent with the sheer number of clones that can be produced.

COMPANIONS

Party Import: You may import your companions individually for 100CT each, or import 8 companions at once for 400CT. Imported companions get your same background for free, and a budget of 600CT to spend on perks or items. (Expect the Judge to be very confused that not one, but nine beings have manifested within his seemingly barren zone.)

Add-On (200CT, 3 Max): Add-Ons are peculiar floating objects that are able to bind to owners of a strong nonphysical nature, following their owner's direction and assisting them in combat. Add-Ons are not strictly sapient, or even sentient; outside of commands of their owner, they are only able to take basic actions and reactions in combat based on crude reasoning. However, they act outside of the typical bounds of a Companion; they can take discounts for backgrounds, purchase perks, and even use some items, but do not take any companion slots to do so. In addition, attacks or powers that rely on a target's nature as a Human or an Intelligent being will fail universally. (Do not grant an Add-On any perk relating to intelligence or intelligence enhancement; in addition to forcing the Add-On to take a companion slot like any other companion, this will result in unpredictable and dangerous behavior.)

Generic Export (200CT): This place isn't exactly ripe for companion recruitment; The Guardians are totally delusional, The Batter won't be convinced to deviate from his sacred mission of purifying the world, The Judge is too attached to this place, and the Elsen and Spectres are both too ambitionless to deviate from their assigned purposes. The likelihood of recruiting any of these people is slim, but on the off chance you do manage to convince one of

them to come with you, you can use this option to grant them **600CT** to buy perks from here before they leave with you.

DRAWBACKS

Murdertale Integration (Mandatory LOAD STATE 1): You can now only SAVE at a Red or Yellow [Box] for the duration of this Jump. [Add-Ons] do not count as actual Companions or living beings, so you can buy them without having to kill them. Spectres, however, DO count as living beings; as they manifest from the ether without limit, the only way to complete the Jump is to kill all of the Guardians, the Queen, **Hugo**, and turn the last lever OFF to purify the world. And no, you can't just lay back and wait for **The Batter** to do all your work for you; you've taken his place, and he will not arrive with this Drawback active.

No Translation (+100CT): Everybody in this place speaks French. (If you're a French Jumper, everybody speaks English.) This doesn't prevent you from understanding if you take the Burnt or Zone Guardian backgrounds, but Drop-Ins and Spectres don't get the language from their background.

One-Sided Discussions (+100CT): The citizens you encounter *really* love to talk. If you interact with a worker, expect them to go off on a huge tangent about their work in the zone, including complex diagrams and a fervent explanation of why their work is the most important work. You could just walk off, but that's rude, and rudeness correlates with an increased chance of encountering Burnt. Have fun!

Forewarned is Forearmed (+100CT): The Guardian of your starting zone has been warned of your arrival, and has been led to believe that you are the one responsible for the misfortune that has plagued their zone. They don't have any special awareness of your location, appearance, or your abilities, but they are on the lookout for any suspicious persons and have warned their citizens to be wary of any outsiders. Expect a larger portion of Elsen to become Burnt when you approach them.

Insulin not Included (+200CT): Enoch's plan to export **Sugar** to all of the Zones has already come into fruition; the Elsen are now dependent on his supply, and their Guardians are able to cut it off as punishment for infractions. However, Enoch has conveniently omitted the fact that

his narcotics will cause citizens to become burnt, meaning that the other Guardians have no clue about the source of the Burnt epidemic.

Managerial Assistance (+200CT): Secretaries now appear alongside Spectres as monsters to lay siege to the Zones. Secretaries are one of the few common monsters that can challenge beings equivalent to a Guardian's statue, so expect things in the Zones to be a lot worse than they were before.

Panic in Ballville (+200CT): Occasionally on your journey, you will encounter out-of-place comic books, and be forced to experience the events depicted in them in an out-of-reality sequence. The comics in question are from PANIC IN BALLVILLE, depicting the incredible adventures of Boxxer, and his fights his evil arch-nemesis Ballman to stop the latter's diabolical schemes! If you fail to stop Ballman, you will be forced to retry until you succeed.

...This is stupid.

Dry Tinder (+300CT): You are now prone to violent outbursts when faced with threats, dispatching them with an excessive amount of force and remaining agitated for several minutes after the fact. This worsens with the Burnt background, as this Drawback is capable of triggered involuntary Burnt transformations that last until either you are no longer agitated, or if you consume some [Raw Meat].

Leaky Faucet (+300CT): Your body has been inflicted with a metaphysical flaw that causes energy from your Competence Pool to slowly but steadily trickle out into the surrounding environment. Not only does this necessitate constant pit stops at a Box to compensate, it also causes the Spectres in a given area to become boosted in power when you linger in one place for too long.

Unknown Sclerosis (+400CT): You have been afflicted with **Mute** as an intermittent status condition, causing you to randomly be unable to use any esoteric abilities of a nonphysical nature. This can be temporarily cured using **Love Game** or **Belial's Meat**, but it will always eventually come back, and it is particularly severe immediately after using a large amount of your Competence Pool at once.

Royal Intervention (+400CT): The **Queen** is aware of your presence- and she is not at all pleased. She won't intervene directly; instead, on an occasional but regular basis, waves of

coordinated Spectres will appear to attack you and your allies, wreaking havoc on your surroundings in the process. And unlike the Guardians, the Queen knows *exactly* where you are, and the only way to stop her is to make your way to **The Room** to kill her.

END

If you did not allow this place to become Purified, you may choose to **Stay** here; although I'm not sure exactly why you would want to stay here.

You may **Leave** and end your chain, keeping all of your Perks things you gained along the way.

Or, the obvious choice, you may **Continue** and move on to your next Jump. Good luck.

NOTES

Time of Arrival: I didn't speak much about the Batter, because the timeframe that the events in OFF take place in is very unclear. And after the Batter does arrive, he very quickly destroys pretty much everything, so I want the Jumper to have some leeway to make their starting time occur before he arrives in Zone 0. This is also why I didn't mention the traditional 10 year timespan; OFF isn't very conducive to long stays, so I want the Jumper to be able to leave whenever it makes sense.

Competences: Competences in OFF are VERY conceptual in nature. They don't relate to actual 'things,' and are never described in any fashion; they do damage. How do they do damage? Who knows. I'm just leaving that to interpretation.

The Room: In the game, the **Aquarius-card** granting access to The Room, where the Queen and Hugo live, is held by Enoch; however, this doesn't *actually* make sense from a lore perspective. So for the purposes of this Jump, in order to access The Room you must have all 3 Zodiac-cards in your possession, at which point you can then enter it from the nothingness.

Competence Points: I never actually made reference to specific numbers or figures about competences, because that's math and that shit's boring and a game abstraction. In this Jump, Competence Points are more like a pool of energy that your powers draw from rather than a

numerical figure; this allows you to just qualitatively choose how much a Competence draws, rather than getting out the pen and paper.

Competence Names: For balance and build purposes, I had to scramble up what the Competences actually do and what Background they belong to. Given that all of the non-damaging competences belong to either The Batter, The Judge, or The Queen, this was pretty much necessary. Oh well.

Save Blocks: I shouldn't need to clarify this, but unless you're a MURDERTALE Jumper, you can't actually use the Boxes to save your progress. They merely replenish you and bring you to The Nothingness for travel purposes.

Canon Ending: For the purposes of this Jump, the Puppeteer remains allied with the Batter and successfully kills the Judge, flipping the final lever and purifying the world. If you wish to prevent this, you will have to intervene to change events. Also, the Aries-card doesn't exist, so no alien space-monkeys.

MURDERTALE: You only need to worry about this if you're a MURDERTALE Jumper, so don't take it unless you are one. It basically just locks your SAVE ability to the Boxes for the duration of this jump, clarifies that you do not need to kill your Add-Ons, and explains how flipping the lever in The Room is the only way to ensure that everything is dead.

The Whispers: it is a myserty