How To Upgrade a Boss #2

Metal Gear Ray

Metal Gear: Revengence

 Arminus is a cocky proactive video gamer who is unknowingly a masochist for being crushed by foot, belly, and butt. He can touch a console or gaming PC and rewriting himself into any game he so chooses. Helping NPCs, doing side quests, solving easter eggs, and continuing the main story line are intriguing, but he moreover likes to fight the enemies. Especially the bosses, his motto is “the bigger the boss the better the fight” and he whole heartedly believes in that motto. But there are bosses that disappoint him because they were not challenging. He wants to help them improve in any way possible because he loves a good challenging boss. Unbeknownst to Arminus, his helping hand and personal motto turns against him, or for him ;).

Another day, another video game for Arminus. This time it’s Metal Gear: Revengence. He did not play any Matal Gear game before this one, he found it on sale and read the positive reviews from it. This hack-n-slash game is finicky a bit with raunchy 3rd person camera and direction control. But practicing the perfect parry and figuring out sword slashing sequences, he flies through the game on normal mode… Ok, he didn’t completely fly through the game.

He isn’t terrible at the game, but it has a Rank System that judges how well he plays in certain checkpoints from S to D Rank. He always reaches for S or A Rank; but if he gets hit, loses a prisoner, or takes too much time, his rank decreases. And Arminus is pettily persistent when it comes to having a good rank. But no matter what difficulty he plays, he finds the beginning level and boss too easy. He replays it again and again in all difficulties with stubborn enjoyment, until he realizes a special difficulty, Revengence. Maybe this time the boss will pull off something new.

He resets the game again at Revengence difficulty. He places his hand on the console and merges into the game. He enters the intro of the game where he clicks on ‘skip tutorial. Just then, the game pauses itself as a tutorial screen pops up. He reads aloud “In Revengence Mode, checkpoints are minimal to 3 respawns for the entire campaign. If you die after all 3 lives are used, you restart the campaign from this starting point. Checkpoint sectors refill your health only. Don’t fail us Raiden.” Mini summary, Raiden is a young adult cyborg with enhancing augments. They increase his strength, mobility, precision, and speed to improve on his performance in dodging, sword fighting, and stealth. His High Frequency Blade (HF Blade) has an alternate electric current which helps separates matter and can cut through anything when in the right hands. But with Arminus uploading himself into the game as the main character, he takes over Raiden’s main protagonist spot.

“Only three huh… Well then, best be on my A-game.” He clicks ‘confirm’ to see the screen disappear and three augment hostiles charging with batons reaching Arminus half swinging. CHANG PING TRONG, three successive HF Blade parries to stun each enemy. “These devs really kick it up a notch in close combat on this mode…” He mentions before lunging forward in Blade Mode (Slows time for enemies except Arminus). He shreds each hostile left to right in 18 pieces each, except the last guys who gets cut in half top to bottom. “Why did it end that quick?” He notices his stamina gauge for Blade Mode has been cut in half. Stamina builds after a perfect parry or a succession of consecutive slashes that reach above 50 “Guess the devs want players to be precise besides slice-n-dice.” As he sheathes his HF Blade, Arminus chuckles a bit. “Heh heh, I’m a poet and didn’t know it.”

Well besides the enemy NPCs being more aggressive and Arminus’s lower stamina; the game feels normal. After dealing with the last of the lackies, Arminus splits the barricade fence in half with one swing. A cutscene activates of Sundowner kidnapping the prime minister and the onset of the first boss. Bursting out of the ocean and quaking the ground as it lands between Raiden and Sundowner is a 60ft tall, 40ft wide black chicken-like robot. But this robot is a Metal Gear, codename Ray. A very intelligent military grade AI. It has two mounting .50 cal machine on its shoulders, a plasma canon in its mouth, and the wing-like limbs contain homing missiles and mortar strikes. Its 30ft long cat-like tail drapes on the ground, and its diameter is taller than human.

The normal composition of Ray has carbon fiber interior and black titanium exterior on its huge hoof feet, massive tri-maw mouth, and wings that has as explosive arsenal. But this Ray is different in comparison to itself in other level difficulties, and Arminus quickly identifies why. Its hips are humongous, comparing each one to a supersize cylinder cement truck. Those thick thighs starts skinny from the knees and continues growing as he looks further up the hips. These legs help with its speed and mobility as it charges Arminus at a faster speed, only for him to dodge out of the way.

While Arminus views the large legs again, Ray screeches aloud, making Arminus squint a bit. “Now it’s gonna charge me.” He exclaims like an author rereading a book. Head down with its metal tri-mouth open, Ray charges him, only for Arminus to PRANG parry it. “Predictable.” Arminus discloses disappointingly. This successful parry stutters Ray and engages Arminus in Blade Mode. But he chooses to ignore it, “Let’s see what else this thing can do.” He exits Blade Mode and lands behind the Metal Gear. Only to turn around and gaze up at Ray’s bolstering backside. Ray’s size to Arminus is the ratio of a toddler to a toy soldier. Those hips are hefty, but Ray’s butt is BOUNTIFULL. With a closer look, he notices Ray’s upper legs are of different material. A black ingot silicone alloy, tough enough to withstand bullets but flexible enough to stretch like rubber tires. And surprisingly bouncy too as Ray bumbles onto his two feet again to face Arminus. Coming back to reality, Arminus focuses on Ray’s frontside than backside. “Ok… let’s see what you got.”

Ray fires its same heat seeking missiles, motors, plasma ray, and machine guns. But Arminus negates all of them through Ninja Run. Ray is especially faster when moving, thanks to its leg improvement, but not fast enough to catch Arminus. Every time Ray stomps, bites, or tail whips him, Arminus perfects a parry which falters Ray. But Arminus refuses to enter the special Blade Mode due to his disappointment on Ray’s predictability. “Honestly is this everything?” He slanders at Ray with anger. “This difficulty is Revengence, you are supposed to be more difficult, have different moves, be unpredictable, or at least damage me.” Ray stands over Arminus tilting its head curiously as he continues to rant. “Honestly, the most advanced military AI, and you can’t even touch me. The only changes are in your legs. Yeah, they’re bigger, stronger, and faster, but useless if they can’t hit me. I’ve had more trouble with a slow forklift compared to you.”

During Arminus's insults, which don’t affect Ray since it has no feelings or emotions; Ray evaluates their previous battle. It has been analyzing Arminus’s fighting, behavior, and…arousal? Ray notes that last part as a ‘glitch’. Ray has been observing him to find any opportunity to strike him down. But Ray’s features are the same as before, chicken-like hunching its upper body down like it’s about to peck the ground. Attempting to shoot, stomp, tail whip, charge, headbutt, blow up, or tri-maw bite Arminus has no effect. A new tactic is in order, using Arminus’s insolence against him. Ray scans to his right side, a tall pile of cement debris almost as high as its hips near a small 60ft building. A trial runs through its motherboard, calibrating an attack landing on Arminus at 77.4% chance of success. Ray begins to execute its trial.

Ray turns its head to the right, looking away from Arminus, who responds ungraciously. “What are you doing?” The sound of Ray’s engines powering down and slowly contracting its pistons lowering itself into a more scrunching position displays to Arminus that it is, sad. “Wait, are you, pouting?” Arminus questions as Ray begins to drag its left leg across towards Arminus, but he doesn’t flinch because it isn’t an attack. The leg ignores him completely as it moves past. Ray then drags its right foot and starts trudging in what seems to be grief from Arminus’s POV, near the abandon city building. Ray approaches the same building, extends its arms forward against the building, and leans there with the same debris pile hip high on its left side. It displays a dreary demeanor from Arminus’s verbal assault. Not looking directly at its target, it notices Arminus not moving at all. And his attitude is changing from irritating anger to baffling pity. Along with another weird yet familiar ‘glitch’, arousal?

While Ray contemplates this to itself, Arminus is certainly feeling randy when reviewing this bot’s big butt. It doesn’t help that its sad squatting is really stretching its super-sized seat. Arminus head begins to chatter to himself. “I can’t believe this thing is bleak squatting out its seat… duh ‘in defeat.’ I guess Revengence is a more difficult mode physically and mentally.” Arminus is still staring at Ray’s ass while thinking to himself for a bit but breaks out of his trance to call Ray. “Hey, we still fighten’ or what?” Ray turns its head left over its arm to look at Arminus. With a small tri-mouth opening to what sounds like a sob, Ray looks away from Arminus and back at the building again.

“Come on, crying in the corner isn’t going to help you.” Arminus states as he walks over to Ray. “Maybe I was a little harsh with words, sorry about that.” He reveals in support for Ray. Arminus climbs the cement debris pile to look at Ray’s face and concludes with, “I want to keep fighting, but with you here leaning on the wall we can’t do or learn anything. What do ya say?” Arminus asks but is oblivious to a wall of silicone rushing towards him.

WHAAAAMMMMM Ray quickly shifts its feet and swings it left side into Arminus slamming him into the building. Its large left loin causes an impairing indent on to the building’s outer wall. Ray’s prediction of Arminus letting his guard down while Ray pretends to be distraught is a success. Its silicone side can feel Arminus hassle against its hulky hips, so Ray pulls its left thigh out with a low RRRRIIIIIIPP sound. It views Arminus lodged into the building. “You dumb degrading droid, when I get out of here, you’ll be- BBLAAAAMMMM. Ray readily replies with running its right thigh into him, adding some more power behind it. The impact penetrates the building deeper and stretches the thigh wider across the building. This action not only prevents Arminus from moving but cracks the building further causing it to shake unstably. Ray notices this and pulls out its right hip with a louder RRRWWEEEEEPPPP sound and avoids the collapse. But sadly, Arminus CCRRAAASSHHHHHH couldn’t get out.

After the building fell, Ray walks through the remains to confirm Arminus’s elimination. As it scans, it walks on a couple fragments until it feels a SMUUNNCCHH on its left flat hoof pad. It looks down to look, but doesn’t see anything. Ray swerves its flat foot a bit SMANCH SMUNCH SMANCH SMUNCH to feel something move. After it lifts its left leg, it finds Arminus face down immobile but speaking. “You’ll (cough) (cough) regret that.” Ray simply raises its right leg high and Arminus sees his space glow red, indicating it’s about to stomp. “Son of a b-” SMMUUUUSSSHHH. And from that, Ray finishes Arminus with its right pad, having only a leg and arm poking out. Ray continues to swerve on top of Arminus until the ‘restart’ option appears.

2 Lives Remain

Arminus respawns in front of Ray again, who is hunching over him. “You know what… I’m not mad.” Ray scans Arminus as he talks, and he speaks the truth. “You got me with a new technique, and I fell for it. But enjoy it while you can. ‘Cause unless you got something else, I won’t get fooled by it twice.” He states with a snark remark, but Ray knows he is telling the truth. Arminus’s behavior is honest and steady. Ray needs to find a way to throw him off balance somehow. But standing isn’t going to work much as Arminus charges its face and starts slashing.

The HF blade connects inflicting some damage. Ray counters with a couple of maw snaps following with a big bite. Arminus simply Ninja Runs each snap, but DWING perfect parries the big bite stammering Ray. Arminus goes into Blade Mode and vertically swings once to slice the titanium off Ray’s forehead. As it regains balance and Arminus lands, he ridicules a bit. “I told you, if don’t change up your style…” He stares at Ray placing his fingers on the sword’s inner hilt and smoothly brushes his fingers along the sword’s broad side resonating a high ringing SSHHIIIIIINNNGGG. “I’ll cut you down.” Ray leaps into the air backwards away from Arminus. It scans vehicles, benches, kiosks, trees, and dumpsters in front of it. A trial evaluates in its motherboard, 84.2% success.

Ray uses its feet to kick any object that isn’t the road or buildings at Arminus. It punts a series of kiosks and benches first. Raising an eyebrow with enthusiasm, Arminus Blade Mode cuts through a few of them with vocal amusement. “Alright, this is more like it. Keep ‘em comin!” Ray didn’t disappoint, as it punts more kiosks and benches. Happy with the Ray’s new tactic, Arminus didn’t realize his Blade Mode is dwindling until it appears empty. “Woah!” he limbos under an incoming bench and dodges other oncoming kiosks contemplating. “Crap, my stamina won’t charge until I hit Ray. And these objects won’t get my stamina for Blade Mode up either.” With a second to steady himself, Arminus Ninja Runs towards Ray. “Fine, guess I’ll get closer.” He mentally concludes as he charges Ray.

So far, Ray’s plan is going accordingly. It runs out of benches and kiosks, so it begins to kick vehicles at Arminus. He cuts and runs through the cars while yelling witty comebacks. “Is it cruel that you’re sacrificing your own kind to hit me?” “Not like you’re ‘really’ better than each vehicle I dice to pieces.” The banter doesn’t affect it, but Arminus is getting closer. Ray is now launching small trees and dumpsters at him. Though they are easier for Arminus to cut through, the flying garbage and flailing leaves obstruct his view before he can cut them.

“For a second I thought you threw yourself at me, but I keep getting this garbage mixed up with yo-” Arminus stops his teasing as he hears growing heavy thuds but can’t see with a full tree rushing at him. He cuts through the tree to see Ray lunging above him about to drop legs first. After launching that tree Ray sprints behind it as cover knowing it would block Arminus’s view, allowing it to surprise attack. “Holy Hell in a Handbasket!!” Arminus dives forwards and near dodges the wrecking waist that falls behind him.

Arminus lands on the road face first, and twists around to sit up. As the dust clears, he expands his eyes to see two chock-full chunky cheeks 10ft deep in the road, with a half crush car under the left cheek. At this angle, Arminus guestimates those cheeks to be another 10-15ft high. “Oh my (gulps), that’s a lot of ass. And it almost made me one with the (shutters) road.” He stutters in a panic hiding his libido, unaware of a snake like shadow above him. Not paying attention, a large tail ensnares Arminus. “Graaauuuggghhh, the tail.” Arminus yells aloud as the tail lifts over Ray’s right shoulder locking its face with his. It opens its mouth scream eerily, deafening Arminus. “Aaaahhhhhh, my ears. Put me down yAauggghh!” Arminus yelps in pain as Ray squeezes its tail slowly. Arminus’s cyborg body flickers and alarms him of internal damage and as he screams in agony.

Ray lightens its grip to see Arminus helpless, but not beaten as he retorts. “Is that all ya got?” Ray brings its head above Arminus more emits a low electric muffling noise. “Did you just grow-” CROSHH Ray whips its tail into a building on its right side cutting off Arminus’s question. CRASHHH Then it does the same thing to the left building, but with enough force that break through part of the structure. It thrashes its tail back-n-forth, firmly grasping Arminus. CROSSHH CRRAASSHHH CCRROOSSHHHH CCRRAAASSSHHHHH CCCRRROOOOSSSHHH CCCRRRAAASSSSSHHHH. Ray kept whipping until the buildings fell leaving Arminus barely conscious from that exchange. Ray’s scan perceives his behavior and notices the same ‘glitch’ appear again.

Questioning why, Ray brings its tail and Arminus 10ft away from its rear to analyze his somewhat attentive reaction. To a weird surprise, arousal and fear are present. Ray tests out another hypothesis to see which behavior dominates. It shakes its ass vertically, horizontally, and spherically. But the result is still the same. Ray curls its tail to its face to observe Arminus and concurs he needs further testing when Arminus is more vigilant. Hoisting its tail up and turning Arminus upside down CCRRUUUNNNNCCHHHH. It twerk-drops its waist causing its tail and Arminus whiplash and slam into the ground, hard. Ray uncurls its tail and turns to see Arminus lower half sticking out while his upper half is in the ground. It goes back to its beginning position, awaiting Arminus’s respawn to further test this ‘glitch’.

1 Life Remains

Refreshing yet again, Arminus stands in the same spot. Fury grows while patience diminishes in Arminus. Losing 1 life here surprises him but losing 2 lives is embarrassing, difficulty or not he is livid about it. Ninja Running sword in hand he attacks it’s right foot. Ray teeters a bit as Arminus starts cutting through its feet’s nearly exposing the carbon fiber. Ray leaps back high and far to get distance between it and Arminus with him holding his final heavy attack pose, which would have broken Ray’s feet. With a long exhale then inhale, Arminus clears his throat. “Fool me once, shame on you.” Arminus stands upright and faces Ray to finish his statement. “Fool me twice shame on me. And I’d be Damned to be fooled again!”

Arminus Ninja Runs at Ray again, who in turn charges Arminus at higher speed. CHING perfect parry Ray and enters Blade Mode to slice its face’s outer armor. Arminus exits that mode and lands only to immediately spring towards Ray’s right foot again. Ray quickly jumps forward above and behind Arminus. Ray lands distancing itself from Arminus again and scrutinizes his behavior. Determination and rage ensure Arminus. He rotates around and intimidates, “You can’t run forever Ray.” Arminus chases again in Ninja Run. Ray fires its machine guns, homing missiles, and mortars at Arminus. But he simply repels the bullets, dodges the missiles, and slices the mortars before they explode. Ray morphs its right arm into an incandescent sword and swings at Arminus. CLING Arminus parries and Blade Modes to dice the machine gun turret on Ray’s right shoulder.

Ray stammers back again while Arminus touches the ground with grace. He is bringing his A-Game late, but he is owning Ray. It jumps over Arminus again for space, but three taller buildings surround it from escaping. One in front and the other two on each of its side of Ray. “Running away is not an option.” Arminus explains without turning around. “This area holds you here until one of us is dead. And the way things are going…” he slowly turns to face Ray, “your Aaahh-aah-aa-ass is mine?” While Ray is facing away from Arminus attempting to what looks like climb the buildings. Its dynamic dumpy dodders so much, Arminus can hear it. Like shock absorbers supporting heavy loads for two construction dump trucks, one for each cheek. Arminus dazes off a bit at this site.

Ray senses the arousal again from Arminus. It is small, but still present. Ray scans the buildings quick to realize Arminus is right about there being no way out without a winner, but the buildings weren’t invincible. It can destroy them if need be. Ray’s motherboard regulates another trial, 53.8%. With how Arminus is now, Ray didn’t see its odds getting any better. This is a must or bust situation. Ray turns around hiding its hind end again from Arminus, who breaks off from his daze and composes himself.

“Mmmmhh I’m not trapped in here with you.” Arminus says while raising his HF sword with two hands at eye level squatting to potentially leap. “You’re trapped in here with me.” As he finishes, Arminus rushes forward Ninja Running towards Ray to cuts its legs. Ray rotates its body 360 degrees to swing its tail. “Say goodbye to your tail.” As Arminus halts to parry Ray’s tail, but WOOSH the tail flies above him. “Huh?” Unbeknownst to Arminus, Ray didn’t want to hit him, but hit the buildings surrounding them. Any parry Arminus does has a three second pause limit if nothing contacts him. Giving Ray the time it needs to have the buildings fall on them both.

“Are you short circuited or something, we’ll both be crushed!?!” Arminus sees both side buildings strike Ray but fold towards Arminus, who is on his last second pause from his parry. “STUPID BOT!!!” Arminus is free to move and instinctively went to Blade Mode to clear himself a path. “Concentrate, only focus on the what’s in front.” He motivates himself in this stressful situation. Cutting halfway through the two side buildings, Arminus hears a KRRUUMMM. “Shit, that last building is falling too?” boulders fall and hit his body, causing ligament and synthetic muscle damage, but he can’t stop less he wants to be under the buildings.

SLASH SLICE MINCE DICE Arminus works overdrive to finally clear a path from the debris, as dust remains. He is out of Stamina to use Blade Mode again, and his body has taken damage from the broken pieces that struck him. Falling to his face, Arminus lays down and banters. “Damn droid (breathes) thought it had me (breathes) but I showed it. (breathes) Cutting through three buildings (breathes) while its buried under them.” Arminus lifts his head to see the last building standing up, but with no damage. “Wait, how’s it?” Arminus is cut off as he notices a shadow growing around him, with a sound of a shuttle falling from the sky.

As he rolls over, a small ‘v’ silhouette forms in the sky above the dust. After a wind blows the dust and lower ‘v’ increases to be a capital ‘V’ with a tail. He screams in fright in sudden realization. “AAAAAAAAAAHHHHHHHH-” KAABBBBBBUUUUUUUUUUUUUUMMMMMMMMM. That last standing building, along with other nearby buildings, collapse from the sheer impact of the crash. The culprit responsible for planting its powerful pudgy posterior on top of the pathetic person is none other than Ray. During the previous double building collapse, Ray uses the buildings to block itself from Arminus’s sightline. Then is jumps into the air nearly a mile high, and lets gravity take care of the rest.

It’s colossal crash not only crumbles the other buildings but creates a 50ft deep caldera in the middle of the city’s district, with Ray’s butt having its own crater in the center. Ray detects the HF blade poking out from under its right cheek while Arminus is entirely under the left cheek. Ray brings its tail to the blade and transforms its tip into a plyers the size of bolt cutters to pull the sword out while still sitting. Ray brings the pristine sword in tail and scans it. It identifies an alternating electric current which strengthens the blade’s metallic structure and cutting damage output. If it reverses the electric current the blade won’t only be able to cut well, it will become a magnet attracting other metals.

Ray has another trial go through its motherboard for the future, 100% success rate. Ray circuits jolt a bit at the unfathomable yet beautiful perfect number. It begins to use its tail to revert the electric current in the blade quickly before Arminus respawns. With its excitement of success, Ray takes little to no time to inverse the electric current. Once done, Ray uses its tail to move the blade behind itself near Arminus, who is still immobile beneath that bulky bum. The sword sticks to its tail when 20ft away FWOMP it splats onto Ray’s left rump. Apparently, the black ingot silicone alloy is the most attractive to this magnetic current. It needs to move further away so it can drop Arminus’s sword near him.

 Ray attempts to get up but is not able to. That hole is hampering those humongous haunches so much, it’s like the ground is hugging and never letting go. With the hole being 25ft deep 30ft wide and 30ft long back to front, give or take with its thick thighs, Ray is stuck. It leans forward again, but is still stuck. Ray leans back, but no good. It uses its arms and legs to hoist its heavy heinie up, and with a profound PLWOP it stands up. But not without that superb seat shaking substantially. Ray takes a few steps forward, pulls the sword off with its tail, and chucks it at Arminus. As Arminus opens his eyes for a literal second, he sees his blade flying at his forehead hilt first SMACK and feels defeat yet again. Ray does not laugh at Arminus’s embarrassing loss, but its pistons pump and currents surge inside itself for the final fight, 100% in its favor.

0 Lives Remain

Arminus begins where he left off one final time in front of Ray. Ray scans him again and finds his behavior to be completely squeamish and low self-esteem. Arminus looks up at Ray only to flinch backwards still looking at it. “Ya know what, you got lucky. You should have been crushed under those buildings.” He asserts towards Ray, who fully knows Arminus is lying. Its scan shows him having a small portion of anger covering a large amount of fear. It walks towards Arminus. “You su-sure you wa-wanna do this?” Arminus asks as he steps backwards. “Cause your go-gonna regret it, yu-you titanic t-tin can.” Arminus stutters is speech as Ray does not respond but only walks low to the ground, prowling its prey.

“Ho-how about w-we attack at the sa-same time, to see wh-who’s faster?” Ray pauses its tracks, giving Arminus a second wind in confidence. “OK, ok. I’ll stand he-here, and you stand uh where you are. And we’ll attack on go.” Ray acknowledges him with nod and turns around to reveal its rotund rear end. This catches Arminus completely off guard but continues to hold his ground. “Uuhhh, o-ok? I’ll co-count us do-down. Thruh-three…” Arminus jabbers his mouth a bit feeling uneasy about this situation. “Tuh-two…” He is shaking his sword as he unsheathes it, and begins to sweat as he sees Ray turn its head under its left shoulder to stare at him. “whuh-onnnnne” He holds the last number for a longer time as his entire body it tremoring in terror. “GO!”

Arminus shouts and Ninja Runs towards Ray, who holds its place. Arminus picks up speed as he gets closer to Ray, thinking to himself, “I got this, I got this, I got his.” Now he feels his sword guiding him towards Ray, almost like his instincts are taking over shoving his fears aside. With a battle cry “I got this!” Arminus charges Ray’s feet but feels his sword diverting up. “What the hell?” Arminus fathoms as he begins to realize he isn’t charging Ray; Ray is somehow pulling him. Arminus tries to stop, but his previous momentum and the sword’s magnetic pull works against him. Arminus sheathes the sword to turn and run but sheathing it now reverts his body’s electrical current, magnetizing him as well. The force yanks Arminus into the air face first into Ray’s astronomic ass. “No no nonoNONON”-SMAAACCKKK Arminus plats sideways on Ray’s left lump head facing out towards its hips.

Ray’s tush tremors from Arminus’s impact. With some up-n-down, left-n-right motions, it bobbles its behind; to make sure Arminus is unable to fly off. After an intensive test, Arminus didn’t budge, but is kind of dizzy from that dynamic dithering derriere. Ray begins to walk backwards into a glass building. Each step shudders its superb seat, enough so that vibrations are never ending. Somehow able to move his head through all of this, Arminus peeks out his left eye to see a glass building 5ft away and closing. “Don’t you darrrmm mgnghhmnn.” Ray disrupts his sentence with its gigamax glutes graciously grow across the building as it moves backwards. From inside the window building Arminus looks like a bumper sticker, a very… small sticker for a BIG bumper.

Ray peers over its left shoulder to sense Arminus struggling slightly. It knows that victory is in its favor, so there’s no point in rushing. Ray begins to propel its plump posture back-n-forth like a pendulum. MHERP MHARP MHERP MHARP. Like learning to ride a bike, Ray starts with small sways and continues to add more of a curl after every motion. Moving like a lower case “u” motion then really emphasizing the curves into an upper case “U”. Smears and scratches appear on the window from Arminus’s body and Ray’s rigid rump. 5 minutes of rear rubbing pass, with pressure passively progressing. MMHERPP MMHARPP MMMHHEERPP MMMHHAARPP MMMHHEEERRPPP MMMHHAAARRPPP MMMMHHHEEEERRRPPPP MMMMHHHAAAARRRP-PPPIIISSSSHHSHSHHHHH.

Midway through, Ray falls backwards a bit into the building with a sound of shattering glass. It stands up and spins around to see a hole in the building from its posture play. The outline of that hole could be closely relating to a FAT McDonald’s “M”. Ray peers down to see Arminus not on its left cheek but feels something roaming on its right rump. Currently upside down, Arminus is attempting to scrape himself off Ray but has no improvement to show for it. Ray disregards his attempt as it side steps to another building. Arminus jitters on Ray’s jugs, viewing an all-concrete building 2ft in front of him. “Hey, hey hey, I surrender, just stop. Please?” Arminus begs Ray, who glances down at Arminus to scan his behavior again. It recognizes him with 73% terror, and 27% bashful. Maybe it can make his terror increase to 100%?

Ray widens its wobbly wagon as it winces its legs low. “I give up. Didn’t you hear me? You win!” Ray continues to ignore him, as it heaves its hips forward. Which crams Arminus a bit as Ray’s butt bunches. “Wait wait wait wait. I’ll give anything! I’ll do anything!” Arminus is pleading scared shitless from Ray’s petrifying preparations. Ray keeps its face ahead neglecting Arminus. It’s objective is to eliminate the target, but also has a curious subjective too. To make sure its target is in 100% terror. Ray hurls its heavy haunches backwards heartlessly to hear two things in less that the second. The first: “RAAAAAYYY” Which is later cut off by the second: WWWWHHHHAAAAAAAAMMMMMMMMM.

Ray’s demolishing donk dents 5ft into the building, but the wall till stands strong thankfully for Ray, but unlucky for Arminus. Ray pulls its ass out of the wall, with Arminus still sticking and slams it into the building again. WHAM SLAM BAM GWAM JRAM PLAM. Pieces of concrete crust and chunks falls from the outer wall with each ASSault. That 5ft dent increases to 7ft, then 10ft, 14ft, 19ft, 22ft and that number keeps getting bigger. Arminus is hanging on a string of awareness during this dumpy damage. Ray continues this bombarding butt bumping for 8 minutes. After a chunky CRAAMMM Ray stops, with its behind leaning into the wall. It then pulls itself out from a 30ft deep dent, with Arminus stuck to the building.

If anything is a saving grace for Arminus, its that he is not stuck to Ray’s rump anymore. He is definitely beaten, no question about it. However, he is still alive. Ray rotates around to look at the toy soldier wedging in the wall’s wreckage. Ray leans in face first to bite Arminus’s legs to pull him out. Now limp in the tri-maw of this Magnificent Metal Gear, Ray scans what little conscious part of Arminus there is to see a 100% terror in his behavior. Completing its subjective, Ray flings Arminus into air. This passed out placid person rises and falls into Ray’s open tri-mouth, only to be shut after its bites on Arminus whole. A low revving sound is heard from its mouth, along with bright orange/yellow lights skimming through the cracks. The Plasma Canon in Ray’s mouth is slowly charging while its maw is shut. With low sub warping waves echoing, Ray fires its canon on the mangled man trapped in its maw. BBBBUUUUUUURRRRRRRRMRMRMMMMMM. Arminus is completely obliterated. Ray roar for a final well worth victory, confirming to itself that it completed its subjective and objective with minimal damage to itself.

Back IRL, Arminus’s console glows a bit and reforms him back into the real world. He is sprawled on the floor in pain but wakes up screaming. “RAAAAYYyyyyy?” Realizing he is back at his apartment, he calms down a bit, but is still shaken from the fight he just lost. “I’m, I’m…I’m going to take a shower.” He stands up and heads to the bathroom. Closing the door, he enters his shower of shame. He is more scared that upset with that loss, and just needed to take his mind off it. “Just shower, eat, and maybe take a walk. Just forget about Massive Rear Ray…I mean Metal Gear Ray.” He shutters a bit from thinking about that phrasing. It was going to take a while before he faces Ray again.