

E4 - Fireworks

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(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

[00:00] ---

*I noticed the phenomenon
from the moment I started Darwin's Game.*

[00:09] ---

What's wrong, Rein?

[00:11] ---

Nothing, I just got a notification from Mio.

[00:14] ---

Let's see, "Darwin's Game."

[00:22] ---

Pierre-Simon Laplace, the 18th-century
mathematician, spoke about it in an essay.

[00:30] ---

Rein?

[00:34] ---

*If there were an intellect that knew the location
and momentum of all matter at any time...*

[00:41] ---

*and possessed the ability
to analyze all of that information...*

[01:00] ---

To that intellect...

[01:04] ---

W-Wait!

[01:05] ---

What?

[01:08] ---

Nothing would be uncertain.

[01:12] ---

And the future, just like the past,

[01:15] ---

would be present before its eyes.

SIGN EPISODE 04 FIREWORKS

[03:00] ---

Two are coming.

Contact as soon as 30 seconds.

[03:04] ---

Got it.

[03:10] ---

They slipped away again?

[03:12] ---

Strange...

[03:13] ---

With the rings, they can find my soldiers' locations,
but they're still evading them so easily.

[03:20] ---

Now they're on the 29th floor?

[03:23] ---

Are they predicting my instructions?

[03:29] ---

If possible, I'd like to have
the soldiers ditch their rings,

[03:33] ---

but an order that contradicts their desires
could break my hold over them.

[03:39] ---

Only one thing to do.

Scattering my troops is risky, but...

[03:44] ---

I'll station a soldier in two stairwells,

[03:48] ---

and have the other two close in
from the east and west.

[03:51] ---

That'll let me clear each floor.

[03:54] ---

It doesn't matter if any of my soldiers get picked off,
since they're all replaceable.

[04:01] ---

If one of them does get killed,
I'll know where my prey are!

[04:07] ---

Move out! Door-to-door operation!

[04:25] ---

It's okay. They're gone.

[04:29] ---

Looks like he hasn't figured out that we could be
in one of the auto-locked guest rooms.

[04:34] ---

We made it over the first hurdle.

[04:37] ---

Still, using a pillow to block the door frame

of the room you first teleported to...

[04:42] ---

Your quick thinking saved us, Rein.

[04:44] ---

If your specialty is evasion, prudence is a must.

[04:48] ---

Locked rooms can come in handy.

[04:51] ---

But our opponent will probably catch on to the trick any minute now.

[04:56] ---

It may be annoying asking again, but are we really doing this?

[04:59] ---

At an estimated 40% chance of success, it's a dangerous gamble.

[05:03] ---

And even if we succeed, the odds of our survival are less than 50%.

[05:08] ---

In other words, there's an 80% chance we'll die.

[05:11] ---

That's right...

[05:14] ---

As long as we're prepared.

[05:18] ---

Where did they disappear to?

[05:20] ---

There's nowhere to hide in the hallways.

[05:23] ---

And there's no sign of any rooms being broken into.

[05:26] ---

All of the room keys are on the first floor.

[05:29] ---

They were on the upper floors, so there's no way they could've gotten a key.

[05:33] ---

None of the doors show signs of damage, they can't be hiding in a room.

[05:37] ---

No, wait.

[05:39] ---

Is that a dangerous hunch?

[05:41] ---

It's possible they got a key from somewhere

or used some kind of Sigil.

[05:47] ---

Let's suppose for a moment
those two are hiding in one of the rooms.

[05:51] ---

In that scenario, one reason they were
meticulous about destroying the cameras...

[05:56] ---

...is they didn't want me to see
which room they were hiding in.

[06:00] ---

But going by which cameras were destroyed,
and the place they disappeared...

[06:07] ---

The 29th floor.

[06:09] ---

It's highly likely they're hiding out in room 2907!

[06:13] ---

This is checkmate, boy!

[06:22] ---

No, there are signs that they were in the room.

[06:25] ---

They must be hiding somewhere in there...

[06:32] ---

What?!

[06:34] ---

An explosion? From where?

[06:37] ---

They mean to use explosives
to break through the barricade on the 25th floor?

[06:41] ---

But now I know where you are!

[06:44] ---

As expected, one explosion wasn't enough?

[06:47] ---

But we don't have time to try another one.

[06:52] ---

The enemy is on the 26th floor!
The eastern barricade!

[07:09] ---

This stungun is actually pretty useful!

[07:11] ---

Well, the explosive failed,
but everything is within expected parameters!

[07:15] ---

It's the next part that's do or die!

[07:18] ---

I hope it'll work...

[07:20] ---

You're the one who suggested it.

[07:22] ---

I'd say there's a good shot.

[07:25] ---

It's just that no one else has thought to try it.

[07:25] ---

PURCHASE

[07:30] ---

And here we go.

[07:32] ---

It never crossed my mind that we could use the Gacha shop in the middle of D-Game.

[07:37] ---

There's never time to try it during one-on-one battles.

[07:40] ---

Now we're ready.

We just have to divvy up the duties.

[07:44] ---

I have Laplace, so I'm best suited to use the explosives.

[07:48] ---

Laplace?

[07:49] ---

Yes. It's the Sigil I got from D-Game.

[07:53] ---

Universal Function. It looks like this.

[07:56] ---

Nothing like that showed up on my screen.

[08:00] ---

Did you come up with that name yourself?

[08:02] ---

That's the part that bothers you?

[08:05] ---

The D-Game system decided on my game name.

[08:08] ---

Or at least, the D-Game creator did.

[08:12] ---

Have you heard the of "Laplace's demon"?

[08:16] ---

No...

[08:17] ---

In the 18th century, before the field of quantum mechanics was established,

[08:21] ---

a scientist named Laplace came up with
a demon, or rather a concept.

[08:26] ---

Think of a demon that knows the mass
and momentum of every atom in the world

[08:31] ---

and possesses an infinite calculating ability.

[08:33] ---

What, like a supercomputer demon?

[08:38] ---

Exactly.

[08:39] ---

I'm sure D-Game's creator thought of my Sigil
as being similar to that demon's power.

[08:52] ---

All four of them are following me as planned,
but now it's a test of stamina!

[09:13] ---

I should have done...

[09:15] ---

more training runs...
to prepare for a situation like this!

[09:20] ---

They've caught up!
Ten seconds earlier than I anticipated!

[09:26] ---

They've failed to hit her again?

[09:28] ---

Are these soldiers less proficient than I thought?

[09:34] ---

No, that's not it.

[09:36] ---

Don't tell me...

[09:39] ---

...she's dodging the bullets?!

[09:42] ---

Laplace!

[09:47] ---

Due to poor formation,
they've got dead space to their right.

[09:50] ---

Two seconds before their next volley,
one second before that...

[09:52] ---

I fire into their blind spot!

[09:56] ---

I didn't realize the girl was this tough!

[09:58] ---

And there's something else that bothers me.

[10:01] ---

Where's that boy?

[10:03] ---

Did he send the girl off to fight alone
while he cowers elsewhere?

[10:08] ---

If so, then I've misjudged him...

[10:11] ---

But those eyes...

Are they the eyes of a coward?

[10:17] ---

No sign of him near the barricades or elevators.
Where the hell is he?!

[10:21] ---

What?!

[10:27] ---

He already made it to the first floor?

[10:30] ---

How did he get down here?

[10:34] ---

Did he climb down the outer wall
to bypass the barricade on the 25th floor?

[10:38] ---

I didn't mean to underestimate him,
but he was one step ahead of me!

[10:42] ---

I failed to anticipate his goal.

[10:45] ---

No, that's not it.

[10:47] ---

I was always that boy's target.
What I failed to realize...

[10:53] ---

...was his determination!

[10:58] ---

*The Florist was watching us
with surveillance cameras.*

[11:01] ---

*If this place has a security office,
it's probably down that hall.*

[11:05] ---

Blocked by another plant barricade...

[11:08] ---

Guess I'll have to blow this one up, too...

[11:10] ---

But I'm totally exhausted.

[11:14] ---

Is it from the repeated use of my Sigil?

[11:18] ---

*But I didn't have time to
use the shop again in the danger zone.*

[11:21] ---

There's no need to use that, boy.

[11:32] ---

You're the Florist?

[11:33] ---

I've never introduced myself as such.

[11:37] ---

Why don't we talk a bit before we begin, boy?

[11:40] ---

Talk?

[11:42] ---

One of us is going to die here.
Or perhaps both of us.

[11:47] ---

Which makes this our last chance
to exchange words.

[11:51] ---

Tell me, why are you playing D-Game?

[11:55] ---

Why? I don't have a reason!
I just got dragged into it!

[12:00] ---

I need money.

[12:03] ---

100 or 200 million is equivalent to a person's life.

[12:08] ---

That's why you kill?!

[12:09] ---

When someone dies, it helps someone else.

[12:13] ---

Like right now.

[12:15] ---

So, which of us is going to die?

[12:19] ---

Shut up, dumbass!
You don't get to decide what happens!

[12:26] ---

It's not I who decided!

[12:28] ---

It's the law of the jungle!

[12:33] ---

How the hell is he so powerful?

[12:35] ---

*I figured a "plant master"
would be a weakling!*

[12:37] ---

Have you heard of the ancient lotus seeds
that were found in ruins and then bloomed?

[12:44] ---

Or haven't you ever seen weeds
breaking through concrete so they can grow?

[12:48] ---

Plants are much tougher than animals!

[12:52] ---

And I've been given their power!

[12:57] ---

Then I don't have to hold back, right?

[13:05] ---

*No way!
The bullets are bouncing off!*

[13:10] ---

You messed up, boy!

[13:12] ---

He can do that?

[13:14] ---

This is checkmate!

[13:18] ---

Don't count your chickens!

[13:21] ---

I see. Your Sigil is indeed a thorn in my side.

[13:25] ---

It seems you have the power
to reproduce any weapon you've seen before?

[13:30] ---

However...

[13:32] ---

...it looks like the power isn't limitless!

[13:35] ---

Dammit! He saw right through me?

[13:39] ---

I'm dead on my feet with a killer headache.

[13:42] ---

I can use the Sigil once more, twice at most...

[13:47] ---

*But I didn't expect the Florist
to be this powerful!*

[13:52] ---

I'd better go back to square one!

[13:58] ---

I figured you would do that!

[14:03] ---

Flashbang!

[14:11] ---

You're a formidable opponent after all.
But there's no escape from my garden!

[14:42] ---

You have true fighting spirit.
That's admirable.

[14:46] ---

You were a worthy opponent, boy.

[14:48] ---

But it ends here!

[14:54] ---

No good. I can barely stand...

[14:58] ---

Is this really the end of the line?

[15:01] ---

*Well, I probably lost the moment
my trump card bullets bounced off his armor.*

[15:06] ---

I've got nothing else.

[15:10] ---

ARE YOU SURE?

[15:13] ---

You again?

[15:15] ---

ARE YOU SURE?

[15:18] ---

The poor loser within...

[15:21] ---

*It seems you have the power
to reproduce any weapon you've seen before?*

[15:24] ---

*Even if you're not told what it is,
you should be able to use your Sigil naturally.*

[15:29] ---

The D-Game system decided on my game name.

[15:32] ---

Or at least the D-Game creator...

[15:36] ---

Power...

[15:38] ---

My power...

[15:40] ---

The power to reproduce weapons that I know?

[15:44] ---

Are you sure?

[15:48] ---

What's that sound?

[15:51] ---

*I don't know what it is,
but it's soothing, somehow.*

[15:56] ---

The sound of a hammer.

[15:58] ---

A hammer?

[16:01] ---

A blacksmith's hammer as it forges steel.

[16:13] ---

Why have you come here?

[16:19] ---

There's still something
you have to do, isn't there?

[16:22] ---

Something I have to do?

[16:24] ---

What are you doing?

[16:28] ---

For all this time, I've been forging swords.

[16:33] ---

All this time?

[16:34] ---

It's been a long time.

[16:37] ---

This artillery you made, it's not bad work.

[16:42] ---

It should hold up in battle.

[16:45] ---

Get outta here.

[16:47] ---

One second on the battlefield
is equal to a brick of gold.

[16:51] ---

But this won't do it.

[16:53] ---

I can't penetrate his armor with this.

[16:56] ---

On top of that, he can make a shield.

[17:00] ---

Shield and armor that surpass firepower like this?

[17:03] ---

They must be well made.

[17:05] ---

Don't laugh! I'm desperate here!

[17:09] ---

It seems our history of spears and shields
will never end.

[17:14] ---

Your opponent saw that armor wasn't enough,
so he prepared a shield, right?

[17:19] ---

So one more push.

[17:21] ---

You should already know all this.

[17:24] ---

The structure of this gun,
how it was made, and how to use it.

[17:30] ---

That's right. I do know.

[17:33] ---

I can produce it and use it.

[17:36] ---

Like I could from the moment I was born...

[17:42] ---

He went to the trouble of using a shield.

[17:45] ---

That proves he sensed a threat from my shooting.

[17:49] ---

A little more...

If I could increase its power a little more...

[17:54] ---

I've got it!

[17:55] ---

For this situation, perhaps it would be
worth sacrificing the life span of the gun.

[18:01] ---

Who are you?

[18:03] ---

How do you know so much about me?

[18:05] ---

Me? I'm...

[18:13] ---

I'll at least finish you off with one strike,
so you won't suffer.

[18:18] ---

Screw you...

[18:20] ---

What was that?

[18:23] ---

It would have been an easier death
if you just stayed down.

[18:26] ---

Screw you!

[18:27] ---

I'm sick of your selfish logic!
Shut up already!

[18:36] ---

That's pointless!
Yelling won't change the result!

[18:40] ---

What?!

[18:42] ---

Each bullet is...

[18:45] ---

...heavy!

[18:46] ---

*In exchange for shortening the gun's life span,
I increased the internal pressure.*

[18:50] ---

*And increased the amount
of gunpowder by 10%!*

[18:52] ---

If those bullets go one millimeter deeper...

[18:57] ---

My shield will fall apart at this rate!

[18:59] ---

Should I retreat?

[19:01] ---

No!

[19:02] ---

This is the critical moment!

[19:07] ---

I win, boy!

[19:15] ---

Idiot.

[19:17] ---

You call being knocked on your ass a win?

[19:23] ---

Was I hallucinating?

[19:27] ---

I thought I hit you.

[19:31] ---

Well fought, boy.

[19:34] ---

Finish me off with one shot, if you please.

[19:38] ---

I'm sorry, Suzune.

[19:40] ---

Daddy lost.

[19:44] ---

You're a selfish old man to the end.

[19:46] ---

Aren't you afraid to die?

[19:48] ---

I've always had a bad heart.

[19:52] ---

I don't have that long to live.

[19:54] ---

I see.

[19:56] ---

But you dying here doesn't do me any good.

[19:59] ---

Put it off a while and die of a disease.

[20:02] ---

What?

[20:03] ---

I have a feeling
this Treasure Hunt event is going to...

[20:08] ---

Hey, boy!

[20:10] ---

Please don't try anything funny.

[20:13] ---

I've got a bead on your head.

[20:17] ---

My Sigil's maxed out for a while.

[20:20] ---

Just like this boy's.

[20:22] ---

Ah, shit. I just blacked out for a second.

[20:26] ---

You should get some rest, Kaname.

[20:28] ---

By the way, you said your Sigil was maxed out,
but rest would probably get it back to normal.

[20:35] ---

Yes, if given the chance.

[20:37] ---

Good to hear. Then I'll offer you a deal, Florist.

[20:41] ---

Or rather, Ichiro Hiiragi.

[20:44] ---

A deal?

[20:45] ---

How much do you know about this event, Mr. Hiiragi?

[20:50] ---

For example, how many rings are in this hotel?

[20:54] ---

There should be 24, but what about it?

[20:57] ---

Then did you know that Wang,
the bloodthirsty Eighth Clan leader,

[21:01] ---

is participating in this event?

[21:05] ---

The leader of the Eighth Clan?
That loose cannon?

[21:08] ---

Are you sure about that?

[21:11] ---

I'm the information broker they call the Analyst.

[21:14] ---

Many players who provide me with information
are participating in this event, too.

[21:20] ---

I've accumulated information
from them about the other players.

[21:25] ---

The first stage of this event
is about to draw to a close.

[21:28] ---

Already, the stronger players
have gathered the majority of rings,

[21:32] ---

so it's become easy to tell
where to go to get them.

[21:37] ---

From here on, it'll be a free-for-all
between the strongest players.

[21:42] ---

Meanwhile, we exhausted ourselves here.

[21:45] ---

When members of the Eighth Clan
target the rings that are here,

[21:49] ---

we won't have the energy to stand up to them.

[21:53] ---

The only way to survive this...

[21:55] ---

...is by forming an improvised clan

to resist the Eighth Clan.

[21:59] ---

Do we die apart?

Or survive by working together?

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