Durarara!! Niconico Special Edition Part 2: Nicococo!!x2
Kawagoe-kaido Road - A Certain Apartment

Ikebukuro’s Headless Rider, Celty Sturluson, was irritated.

“We’re making a video, and we’re aiming for the daily rankings!””

Due to such absurd behaviour by her friends Karisawa Erika and Yamasaki Walker, she was being forced to undertake the task of making a video. Celty still had some time before the deadline, and considering the only video she made in the past was a colossal failure with only 12 views and 0 comments, she was currently trying to figure out how to make a really good video.

— Hmm… I guess I should look at the ones that are popular.

Having decided to look at other people’s popular videos to get some ideas, Celty opened up her laptop and started to check those that were in Niconico’s ranking lists.

— Let’s see, the top spot is… a Let’s Play gaming video…
— Actually, those two mentioned doing a Let’s Play video too… but there’s no way I could do live reactions.
— In the first place, there’s the problem with copyright restrictions… I also don’t know what would be a good game to make a video of would be.
— Also, recently, game makers have started adding conditions to their games about uploading videos…
— Aah, just thinking about this is annoying.

Looking at all the popular videos made her even more aware of all her previous failings, and Celty again realized how rash she had been to agree to this.

— Well, for now, why don’t I try out a free game.
— This one is popular in the horror genre… “Blue Kappa.” OK, I’ll try this one.

She had seen horror game titles occasionally in the rankings over the years, so Celty downloaded the trial version.

— It seems really scary, but if it’s just ghosts and monsters I’ll be fine.
— Hahaha, the kappa’s really cute.

Even though there seemed to be some really scary scenes, Celty figured she could pick it up quickly and not be too frightened, so she started the game with a little bit of excitement.

♂♀

One hour later

“Celty, Celty~~. Your favorite television program is starting~?” Kishitani Shinra, who lives with the Headless Rider, called out as he poked his head in.

However, the one he was looking for was nowhere to be found.

“Oh~? That’s weird. I wonder where Celty is.” Shinra tilted his head and surveyed the room—— Then rushed over to the closet and flung open the door.
“Celty, are you…oh here you are~!” Immediately, from inside the open door, a huge first approximately 1 meter in diameter made of black shadow flew out and swatted Shinra across the room.

“Aaaauuugh!”

After being sent tumbling across room, he slowly turned his attention back to the closet, where inside, Celty was crouched down shaking violently, like a phone on vibrate.

“…Celty?” Shinra called out from where he had landed, and Celty finally turned to look at him. She timidly emerged from the closet, checking to make sure there were no suspicious shadows, before rushing up to Shinra and thrusting her smartphone at him.

“I, I’m sorry Shinra! Are you ok!?”

“Of course I’m fine!” In a flash, Shinra was on his feet giving her a thumbs up.

“I’m used to living with Celty so no matter what unreasonable force you use on me, I’ll be fine! Even if all the people in the world called you a violent heroine and detested you, I would still support you! I wouldn’t hand you over to anyone, I’d even become a masochist! Here, I’ll even do a hindu squat so you can step on me to your heart’s content!”

“…I got it already, I really am sorry so please calm down.” Pacified, Shinra threw himself down on the floor again with his checks flushed, while Celty looked around restlessly.

“Really, what’s wrong Celty? Why were you hiding in the closet?”

“I-it’s because of that game.”

“Game?” Shinra shifted his attention to the desk, where apparently a game was frozen in the middle of play on the PC screen.

“What is that?”

“A-ah. It’s a game called Blue Kappa. I thought it obviously was a game where you run around trying to get away from a kappa like in monster games but…” Cowering behind Shinra, Celty continued her explanation.

“The Blue Kappa, which I thought was a monster, is actually an alien, and one day, the people of the town one by one, little by little, are turned into aliens…! And in the end, it’s not just the humans, but the town itself becomes an alien…the walls, the floors, everything one by one ends up with the face of a Blue Kappa type alien. . .!! Hyaaaaa!!”

“…Is it an adventure game? Or a sound novel??”

“No, it’s a farm management simulator.”

“Why is that scary. What was going on in the producer’s head?” Not finding any of it really scary, Shinra still shut down the game Celty had become so frightened by.

“Look, see, it’s okay now. There are no aliens here.”

“R-really?”

“Really. They’re not here. No aliens here. None at a..ack~!” Shinra had stealthily attempted to embrace Celty but—Celty saw what he was going to do and easily dodged, resulting in him falling into the still open closet with a shout.

“Ah ow ow ow...ah well, I guess you really hate aliens, huh, Celty.”

* Similar to visual novels, sound novels focus more on sounds rather than visual effects. Also called audio games.
“Well it is space right? In the grand cosmos, if all the planets in the solar system line up, it will cause a black hole and everything will break up into a photon belt right!?”

“Calm down, Celty. Even if all the planets in the cosmos line up, nothing is going to happen.”

“โอ-อห…” After finally calming down, Celty stopped trembling and put an arm around Shinra’s shoulder.

“Thank you, Shinra. I’m really can’t do a Let’s Play of horror games after all I guess.”

“Ah, so this has to do with that video project huh.” The instant he realized it was all about the Niconico video, he broke out in a new smile as he spoke to Celty.

“Hmm. Ok then, since you like games, rather than a horror game, why don’t we try a really difficult game? How does that sound?”

“Difficult game…do you mean like a game where you die a bunch of times, or have traps as soon as you start the stage, or with a lot of Kaizo’s Traps*?”

“Yup, that kind of thing. Although, now, really famous games don’t have a lot of impact. Do you want to try playing a super hard game no one knows about?”

“No one knows about it…is there such a game?” As Celty tilted her helmet in confusion, Shinra lightly brought up the name of an acquaintance of theirs.

“There is. And it was made by Orihara-kun. I guarantee it’s really hard.”

♂♀

**Raira Era**

“What are you doing?” Shinra cheerfully asked his classmate, an acquaintance named Orihara Izaya, who had a laptop open in front of him.

“Oh, just killing time. I’m making a small game.”

“Game?” Donning on a smile that was blacker than the black gakuran he was wearing, Izaya held out a CD to Shinra.

“Here, I’ll give you a copy.”

“Are you sure? But, what kind of game is it?”

“A game to test the patience of humans. Well, it’s not very good so I don’t plan on releasing it online or anything.”

♂♀

**Present Time – Shinra’s Apartment**

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* Known as Koumei Traps in Japan – where you die while celebrating a victory cutscene and have to do it all again.
“Oooh, it’s working even on the newest OS.” Compared to Shinra’s cheerful words, Celty was a little more apprehensive.

“Are you sure it’s OK? I mean, a game made by that guy is…”

“It’s fine, it’s fine. When he made it, he didn’t yet know how to make viruses and stuff.”

“Are you sure? Have you played it before?” At Celty’s question, Shinra flashed a bright grin and nodded in assent.

“Yup. But I stopped about 10 seconds after starting.”

“What on earth. I don’t know what kind of awful game this is, but I’m sure I’ll last more than 10 seconds.” As she said that, Celty turned her attention to the start screen.

【Super Hard! Izaya Castle! AKA Izaya’s Challenge!】

“Sorry, Shinra. I’m already extremely irritated.” After looking at the title screen, Celty responded to Shinra by pulling up a text file and punching in those words.

“Yeah. If you know Orihara-kun, this is a way to test how well you know him by how angry it makes you. And he can make sure no one but people who know him get these.”

“What a terrible person.”

“It’s a small mercy that Shizuo-kun doesn’t own a computer. He’d probably destroy every computer within a 5 kilometer radius if he ever played this game.”

Recalling her violent, bartender-outfit-wearing friend, Celty felt a shudder go down her spine, and instead chose to start the game.

After clicking the start button, a male character, apparently the protagonist, appeared in the middle of the screen. It seemed the arrow keys could move right and left, and the space bar made the character jump.

——Huh. It’s just like an orthodox action game.

“You would think so, right?”

“I’ve got a bad feeling about this since it’s meant to read the hearts of normal people.”

——Ah whatever. It’s a game made by Izaya, I should be able to understand most of it.

——Anyhow, it doesn’t matter if turns into a difficult quiz game or a racing game or a mah-jongg game, or an RPG, or a mystery adventure game, or even an action game. In the end it’s all just a roundabout way of pissing people off right?

——If I know that from the beginning, then there’s really nothing to be afraid of.

Thinking nothing of it, Celty began to move the character but—

——Oh, an unexpected trap?

On screen, a hole opened up on the bottom and the character fell through. However, there was no Game Over screen, it just turned completely black and the afterimage of the character continued falling in the middle of the screen forever.

——Huh. Is it going to change to another screen? Is this another route to the depths of the earth?

——……
How long is he going to keep falling!?

After 30 seconds had passed, the screen finally changed. Next to the falling character, words slowly rose up from the bottom.

【The character you controlled continues to fall into the darkness. He will continue to fall without end due to impact or pain, but this means he will taste the fear of endlessly falling into the dark. That fear changes to uneasiness before long. Will it ever end? If there is no end, and he cannot die, does this mean he’s stuck falling forever? Then, uneasiness changes to loss. Both fear and uneasiness fade away, and he is seized with the sense that his own past and feelings are lost. No, perhaps he was already thinking this? From the time he first fell in the hole, his life was over. Above the hole, in the bright aboveground, didn’t his feelings and memories give him a reason for being? If that’s so, then what kind of person is he. But as he continues to fall, he tries to think about the meaning of his life and his spirit fails; still, still, falling, wondering if this was all he was born to do——. As he continues to think about those things, he becomes a pathetic character whose identity is fused with the fall itself. If he only has one emotion left, it would be hatred for you, the player. Why did you advance so carelessly? Knowing that this was a game made by Orihara Izaya, why were you under the illusion that the floor you stepped onto would be a normal floor? It’s your fault. It is all your fault that he has lost himself and has been condemned to be a program that simply falls for all eternity. I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you, I’ll never forgive you……surely that is what he is thinking. Ah, but it is not necessary to start feeling guilty. Because you are the same way, aren’t you. Yes, by just a mere afterimage effect continuing to do nothing but fall, this character surely becomes an expression of the player’s own life, your own life. How much time have you wasted on this game already? On this game with no meaning, have you found some sort of meaning for your life? Or is it just a waste of time? Then, are you simply wasting your spare time? After all, if only penance piles up in your spare time, in the end, life becomes far too burdensome doesn’t it? If in the
first place, this cannot relieve the agony of boredom, then in that case, the character which continues to fall without change——

The sentences were endless, truly endless, and each line took about 5 seconds to progress, so they slowly, slowly rose from the bottom of the screen. Celty had patiently read each sentence at the beginning, but finally fed up with it, she asked Shinra a question.

“……Hey, does this mean there’s nothing else to do anymore?”
“I think so. I gave up playing after falling for 10 seconds.”
“Just how long are these artificial, teasing, and juvenile like sentences going to go on?”
“When I played it, I left for an hour and came back and it was still going. I really have to take my hat off to Izaya’s determination.” Upon hearing those words, Celty moved her mouse to the top right of the screen and clicked the X button. And then——

【Oh my, are you giving up already? Escape doesn’t really solve anything though, right? But by all means, if you want to avert your eyes from reality, its fine if you start the task manager and force close the program. But, you realize that if you do that, you’ll accepted being defeated by me.】

After reading the pop-up that appeared when the program didn’t close, Celty desperately fought the urge to smash the screen.
“Uwaah!! What the hell is that!”
“Right? It’s hard isn’t it? If you want to finish it you have to have a strong spirit.”
“I didn’t want something difficult like this!”
“Well, well, you could have expected it would turn out like this.” In an attempt to calm Celty, who was quickly growing violent, Shinra mused on his memories.

“Which reminds me, only a guy named Tsukumoya was able to finish the game, and I think he sent Izaya his thoughts on it…Izaya also thought it was weird. He didn’t know that person, so I don’t know how he got a hold of the game.”
“What on earth. How scary…don’t tell me he was an alien…” A chill went down her spine, and Celty quickly changed the subject in an effort to shake off the feeling.

“In the first place, how am I supposed to make a good Let’s Play off of this?”
“It’s OK! Your anguish and the way you tried to hold on to your anger and not explode while watching the screen, I got it all on video tape!” Shinra gave an ecstatic smile and a thumbs up. Grasped in his other hand was an HD video camera.

“If we upload this to Niconico, Celty’s charm will make everyone smile!”
“……”

A few minutes later, after leaving Shinra tied up in the corner of the room, Celty again reconsidered her options for a Niconico video submission.

——Hmmmm. As I thought, I really can’t do any live reaction Let’s Play videos…
——I wonder if there’s some sort of video I could use as reference…
As Celty stared at her computer screen, she suddenly thought of something.
—–Oh, shit. My Niconico point expiration date is coming up soon.
—–I still have 2800 points left, so there’s no way I can use them up in time...

Celty thought this was a good opportunity and she needed a change of pace anyway, so she decided to use her Niconico points to watch a movie.
—–Uuum... let’s look at something with ghosts.
—–Ooh, the movie Dark Skies has its own Niconico channel now.
—–I saw a poster for it on Sunshine 60 Dori before and wanted to see it.
—–It seems like it’s made by the same people who made Paranormal Activity...
—–Well I’m fine with ghosts and stuff. Looks fun.
—–I can’t discount Dreamcatcher either. It looks like a horror film too.
—–The Fourth Kind also looks interesting.
—–OK then, which one should I watch...

Then, two hours later——

After finishing the movie, Celty was once again cowering in the closet shaking like a leaf.
What on earth did she watch in the movie?
All the answers are on—–NicoNico Douga.

“...Celty. Hey, can you untie me from your shadows soon? Celty? Ceeelty?”

To be continued in Nicococo!!x3

translated by soltarination