**Train a Hellhound (CHAD)**

Battle of funny. Chad is basically structured as a single joke but I found it really well done, as expected, got a good laugh out of it. Doe's was vivid and also funny but didn't hit as much and the ending felt a but abrupt - I was expecting another page to pop up. I do like how wild the character is but I felt Chad depicted that equally well.

**Redeem the Sinner (LIDDELL)**

Actually a close one, as I quite loved Blossom's emotional outburst growing in intensity as Liddell questions her, as well as the idea of her being the sinner to be redeemed. I thought however the pacing of her confronting her child self was a bit too quick and the narrative lost a bit of steam - I highly suspect due to real life issues affecting the work. Liddel's entry felt like it had more hell content and more art, enjoyed the spectators cameos and betting idea, and I think the big emotional peak was Blossom seeing the Janitor sinner as her father. It's funny the conclusion in each is a perfect opposite "Blossom can be redeemed" or "Blossom cannot be redeemed." I will say however, I think Liddell might be too "perfect" of a character so her narratives might always have to rely on whoever she is facing for conflict - I'd like to see her vindictiveness shown on the last page explored. Also hope she keeps the short hair if she wins.

**Highway to Hell (NATUM)**

One of the toughest votes, as expected, and actually quite surprising to me that I ended choosing Natum. In general I felt Locket had way more a defined and interesting personality and characterization than him + Citti comedy skills I was near 70 percent sure the cat would win. I was expecting Natum to exploit how annoying Locket is to give a correction narrative that would make the audience side with him. Instead we got what I think it's likely one of the coolest entries of the round, absolutely ball of the walls hell car chase, and Natum proving his morality through refusing yielding even the hot mess express cat to Satan. Also the best Satan depiction in these rounds too, I believe.

Locket's entry was no slouch entry and it came real, real close to me as well, as expected. The whole slow car bit and her planning was priceless. Introducing Locket butt naked first earned it 20 points as well, thank you. Sharp humour as expected, and of course, clearer and easier to follow art, which is Grug's strongest weakness despite how impressive what he makes is. I however think that ultimately what made me prefer Natum is that it was more even in how much both crabs shone during the entry. I was also not entirely convinced of the "disrespect" ploy Locket used, as its not as if she isn't riding the ridiculous car as well - it felt like a great gamble to depend on a well timed car spin (which Natum should have been able to contest to some degree) just for it.

**Escape (SKATER STICK)**

A delightful surprise to read this entry - gave me a bit of a Leon R1 (Leon the lizard when it was good) vibe with them going through obstacles. The cross power up and little cameos were really amusing, the action flew nicely and kept me entertained. It's simple but does well what it does. Perhaps my only complaint is that the finish line crossing should have been more dramatic - I had to read it back to realize Skater Stick had won.

For Junko, I applaud the artist's going for a comic and not a novel, and I did think Junko's escape method as cool as well as it was unique to basically give away the win. However, the "to be continued..." is a big nono as it feels like the narrative weight now falls into Junko's rage against

Blossom (for which I have no context and I do not understand) instead of the actual match up. Never tell your reader your work is incomplete.

**Fiddle Contest (SIMMENTS)**

Simments is SCARY! I don't mean just the character, whose personality is very delightfully unique, but I mean the artist in general - really capable as an opponent despite being seemingly new to comic making. Both comics were good, but Simments in my opinion played better with the whole prompt and had stronger gesture comedy, while SHAE used the character's inability to turn it into an obstacle course of sorts. I really did enjoy however the ending of SHAE's with Simment's pushing her - though I feel they should have left it at that as he seems the kind of character to string up her and prank her for the hell of it. The Satan - err, Lucifer of Simment's entry is perhaps my second favorite depiction of him after Natum's. However I will criticize it wasn't entirely clear to me why SHAE broke down when playing - I assume nervousness from the situation and Simment's fainting-vomiting, but its presented a bit as Simment's tricking her when it could be argued SHAE entirely was brought down by her own weakness and nothing else.

**Running with the Devil (UPRISE)**

I simply preferred Uprise's narrative, as Aero's seemed to use Uprise as a protagonist only to make him a punching bag that proclaims how cool of a guy Sonata is, and Uprise's total lack of chances to face Sonata (which is a fight that seems completely unrelated to the prompt in any way) seems heavy handed and not particularly interesting to me. A character being powerful is only interesting if their flaws are exploited but I don't see flaws in Sonata. I also enjoyed the little cameos in Uprise's more. That said, the fighting in Sonata's was better and I am intrigued to see how they fare in proper fighting rounds - just hope they get an opponent they can actually go all out against and not just style on. Also Uprise, start typesetting.

**Gates of Hell (STUB)**

I keep calling Stub Skub.

Beautiful and well polished piece of comic work. Story might be simply a conflict but its really well done, great art and impressive sense of scale. I kept wondering why Bethany wouldn't simply throw her weight or do a sweep attack so I was quite content when in the end she did it. Stub being absolutely demolished but still getting the victory was good. The impossibility of such a fight was well presented.

Bethany has impressive art as usual - perhaps in some parts some of the most impressive I have seen from the author. I can see there is something going on there - but there is no text and as such I cannot infer what is happening. Learn scope management. Do less. You cannot do much. You cannot do even less than that much. Do very little but well and complete, that's my unsolicited advice. Build from below.

**Limbo (FLOWER)**

I'm sorry Vaire! I am anti novel. However, I will admit I enjoyed reading yours quite a bit. For the most part the prose felt very decent to me (an ESL). I enjoyed Vaire's final kind of catatonic state contemplating the mere existence of something such as Limbo. The art was as well gorgeous. I feel if you had simply drawn 5 pages of that quality and made it a comic with no novel you would have had my vote from it. All in all it was a bit of a sad entry, but not a bad one for that.

Flower slammed it out of the park with a well animated disrespect prank. Really funny and original idea to address the prompt - for that an my distaste of novels I will give it a victory. A FAR stronger artist than the character design would have suggested (I never read their intro yet).

**Collect the Souls (JANITOR)**

Both entries are very matched to me. Both were equally funny. Both felt oddly mean to the opponent (one ending in Gary getting fingered (you didn't learn from Kelly last time?)), the other turning Janitor into a bit of a pathetic mommy boy figure. Gary did was more to it, but I felt it barely followed the prompt, instead using it as an excuse for the funny Pokémon battle. Janitor was absurdly to the point, but did follow the prompt perfectly. I will give it to Janitor simply so that its not said I am entirely hating on veterans.

**Snowball's Chance (EDWARD)**

Very cute Edward entry, pretty much simply a Christmas day in hell, with barely any conflict, yet for that it felt particularly unique and chill. The medium blending is also REALLY cool! And a good solution to dealing with backgrounds with limited output time. Mimi's entry had its fun but for the most part I was a bit lost at random characters I didn't know showing up and I felt Edward was massively sidelined during it.

**Babysit the Antichrist (ZAKAL)**

Tough match! Rachel's was brutal and intense, though perhaps a bit too violent for the prompt, I would have preferred to see baby situations over violence. Zakal's was quite charming showing the baby caring, felt like one of those HOW TO CARE FOR A CHILD ads. In general I think Zakal has the edge though it's pretty evenly matched. That said one criticism I have to give to Zakal is that there is no conflict - Zakal is just better than her at it due to his experience and that's it. I would have liked for him to struggle, go back to dealing with his daughter back then, and apply that - I understand it was implied this is how he operated but it needed to be more explicit. As for Rachel it was nice to see that side of hers but again I would have liked more antics related to the baby caring aspect. I'd also for both would have enjoyed to see aspects related to the baby being the damn antichrist - it felt the prompt was not exploited as well as it could have been.

The baby should have been Jun-Ho.

**King of Lies (LEON)**

First of all, I have to say I loved BOTH entries a ton, so my voting isn't really any strong critique on Edric's entry, which was really funny and cool, with the snappy writing I was expecting (the punishments scene was really good and his personality is a joy to watch). The reason I vote Leon is simply that there is way more to it - it felt genuinely the most "journey" entry of them all, by the end I had the feeling I had finished reading a whole ass novel with these characters, in a good way. It also had more detailed and unique art, such as the descent to hell page with all the little cameos and easter eggs. Both players used their prompts perfectly and both let both characters shine. It was a good matchup and I am very satisfied seeing what was put on paper here - the characters also have surprisingly nice chemistry with each other when both realize how much of a "proud failure" they are and work together.

**Demon Slaying (ASBTAIN)**

If I am honest, speaking entirely about the entries, I preferred Bucket's. It's a little gem of an entry,

badass, cool awesome action, with a straight and heartfelt ending and resolution. Bucket is one of my favourites this tournament and I will try to pay back for this abstain (who cares I guess lol, tator vote) by favouring him next match. I also KNOW he is handsome. Look at that eye shape behind the helmet. He is a hunk, I am certain of it. Look at the expressions. These are not expressions an ugly faced man makes. Seeing him also kinda gives me the same vibes I would have tried to do if I entered with Dailar so GO!

Then how, despite all this glazing I just sent, I abstain? Well, I did like Illwill's entry. If Bucket is a 9 Illwill was a 7.9. And I am very intrigued to see what long term narrative corny is writing, I think Illwill carries a ton of potential as a character and antagonist for the tournament. I was surprised to see him talk too but I think its a good development to characterize him. Out of respect for the attempt at a more ambitious, wide narrative I am willing to equate the scales of this match, at least for now.

**Labyrinth (ASH)**

Battle of my Dragons! Ash VS Ax'po- oh wait, not exactly. Tobias seems like a nice guy.

I feel slightly disappointed because I was genuinely expecting Tobias to throw Ash a genuine curveball through Tobias-anon exploiting Ash-anon's greatest weakness, mainly, that their writing is too straight to the point and simple. I respect Tobias anon as a writer so it felt to me the chance to fly a few circles around her could be easier. And though in terms of dialogue and comedy it was definitely done, in the end they focused on an idea that I found EXTREMELY good but that they didn't have the time to properly cook. The end result of the labyrinth format then felt a little bit disjointed - it felt like the narrative itself was lost and I had to pierce it, but noticeable, it wasn't that what made it lose the vote. No, in fact, I was a bit intrigued by how the events didn't seem to be following a proper pattern and I found the idea of them "breaking out" of the comic to represent them leaving the infinite labyrinthic world really clever. The reason it actually loses my vote is that Tobias-anon then lost faith in himself and gave up. The last two pages are a complete shitpost. And slandering your pious headliner? Smh. (This is a joke, I laughed.) But for real, the fact that the end of the entry is basically the artist saying "I lost now, so nothing matters" just makes me want to go fine, here you go, have your silver. If he had simply pretended like everything was fine and properly closed it with the characters acting in character, I feel I'd have given it my vote.

As for Ash, Ash does what Ash does. I call her a professional. Gets into the entry, delivers a quite pretty can of whoop-ass, leaves. A reliable member, but again, I really wish I could see more "crab" in her entries, more relationship with her team or so - the helping each other narrative might lose charm after a while. That said, it's still a perfectly beautiful entry in the usual fairy tale style they master and I did love to see this grown up Ash being able to smile and express herself a bit better.

**Feast of the Damned (SAKI)**

I was initially going to say that of course Saki gets my vote by default due to drawing so many hot Attas, but the truth is that she would get my vote nonetheless. Art-wise Lotte was more impressive, perhaps the best artistic effort I ever seen from the author, whose laziness I do not believe anymore at all (was facing Mako a baptism for you?). However Lotte's story is just a rehash of Berserk and I felt no substance to it outside of that reference. I can just read Berserk instead for that. Saki's story played with the characters personalities, backstories and powers better in my opinion and was quite fun and better at establishing rules of hell and lore. My only criticisms for it is that it relies a bit too much on telling instead of showing, and similar to the skater, that the ending should be given more

pages/gravitas in order for it to hit how inadvertently Saki screws over Lotte without intending. I also despite being enormously pleased warn against using too many old crab references - though I think its fine since Atta is just fulfilling the role of demon here and her actual past is irrelevant to what's actually happening.

Also please release uncensored version I beg you.

**Succubus Makeover (MAPLE)**

HE CAN'T KEEP GETTING AWAY WITH IT. I CAN'T KEEP VOTING FORSETTI ALL THE TIME. GOD DAMN IT. WHY.

Anyways.

Both crazy entries. I laughed at how hilariously out of character GME was in Ling's entry. I laughed at how crass it all was. It felt like an absurd joke all the way, but the ending kept me wanting more.

Maple's entry felt like it had a bit more "hell" to it. I didn't care much for the whole yapping scene when they meet Maple, but I liked the Trixxy cameo and the solution. It gets my vote because fat bottomless furry cat girl is hot.

**Make a Devil Cry (TRIXXY)**

Very tough one! I almost feel inclined to abstain. Ocho was really funny, and had way more going on, though I felt Trixxy was a bit sidelined here. The ending of making everyone cry was a bit out of nowhere but amusing for that. Trixxy's was shorter but had some excellent action, very beautiful flow in it and easy to follow - and a surprisingly touching ending properly connecting to the prompt and the character. In the end she gets my vote, perhaps also because I am invested in her larger, more serious narrative.

**Wake the Beast (JEV)**

Both fun entries. Clarity is an amusing character that gives the main flavour to both. Her entry had better art but felt a bit too to the point. I'll give it to Jev because 1. More hell context. 2. SHAFT Imp Cameo. 3. Seemed to understand better that the prompt was referring to the Beast of Apocalypse 4. Overall more going on. It felt like he used to give Houndclops aura again after all his jobbing.

I also wish the radio start had been explored more because it was a very interesting and fun thing to do and I recall seeing Jev doing the radio thing in Stub's entry, I love shared universes.

**Hell's Bells (CAPTAIN CHEDDAR)**

Kabloouie's entry has way more interesting art and way more interesting setting/lore, for sure, but I didn't like how 1. The prompt felt largely ignored. 2. Captain Cheddar feels like a prop and acts particularly more retarded than I imagine, just carried away. 3. He doesn't get to do anything or use any power that I can recall. Cheddar's had more of a competition with a bit of a cop-out ending but the prompt was present to the end and I had fun reading, as well as enjoyed how chill they were with each other at the end of it.

**Devil in Disguise (COOLER)**

Good battle. I think I enjoyed the characterization in Cooler's more, I can barely remember what Cooler did in Foxglove entry, while Foxglove is very active and heavy in Cooler's. Unsurprising to

see Cooler is some hot twink. The presence of Hexxen was good too and I liked a lot how it all closed up. I enjoyed the final party page from Foxglove but I think she got beat not in art, but in characterization and narrative, very tight.

**=== Bench Entries [REQUIRED REVIEW FOR SPECTATOR VOTES] ===**

**Conquest and Death:**

They did their entries as one narrative so I think I am not at fault go give a review of them together. I find funny how this benchie subplot seems actually really interesting - its gonna sound bad, but I hope they remain benchies and just keep being a cool side plot because they are really shining at it lol. I like the chemistry between these two. Snow anon using the homestuck format is also a great decision to fix one the main issues I had with their animations, namely pacing. Pier anon remains consistently funny and wild as usual. An unexpected team up from previous tournament opps, but much appreciated. I will say however from now on the question of Snow's humanity/soul needs no more answering, what I want to see her now is her, having accepted this, struggling to act like a normal girl. The potential for funny and shipping antics is huge. Good character. Will lewd.

**War:**

This shit is FIRE. Since when you had this power??? Really fun and smooth and cool, I loved it. Its simple so I don't have any deep analysis to make but fantastic work overall.

**Famine:**

I like Cali quite a bit. I had to rewatch this one to properly get what was going on since the animatic moves a bit too fast for the text displayed, and I am not entirely sure I get the "plot" entirely (Cali just gets references from an angry famine rider and builds him an awesome mecha horse?) but nonetheless I enjoyed it to the end, smooth and cool and amusing to watch. Only advice is to check the pacing when text matters for the next time.

**Assemble the Horsemen:**

Really cool horse drawings. I like Gato too. I don't have much more to comment as there isn't much story to it but this is good art.

**Help Virgil find Dante:**

Coach...? Who is the artist here? Either way, nice spread, not bad.