

A DEEP DIVE INTO



Home Entertainment

N E X P O

PRELUDE

[open with shot of me in front of CRT, closeup of face, then glitch out TV, show me being hypnotized]

I have discovered a series in the realm of Local 58.

[show quick snippet of video with elevated music]

A VHS archive of an ordinary broadcast company.

[show quick snippet of video with elevated music]

Animal Education, Storm Safety, Space Knowledge, Artificial Intelligence, and **[WOODCRAWLERS, BODY MUTILATION, FAMILY GORMANDIZATION]** are among the topics presented to us in the form of short, educational VHS guides.

Tonight, we will envelop ourselves within this **[atrocitiy]** fantastic educational series. This is Gemini Home Entertainment. **[cutoff, titlecard]**

[title sequence]

INTRODUCING GEMINI HOME ENTERTAINMENT

Oh yeah, I like this.

-music drop-

On our plate tonight is an analog horror series by an internet creator named Remy Abode, birthed from an alternate reality gone awry. Containing events stemming from **[the depths of hell]** the hope for a brighter future, Gemini Home Entertainment is a video distribution company ready to take you on an educational trip through various avenues of life knowledge. What that knowledge is, exactly, is unclear at this point in time, but what we *do* know, is that something in their reality is... out of place. Something isn't right here...

-play strange part of one of the videos-

The series was birthed on November 13, of 2019, and since then has built up to a total of 16 videos, each with their own surprises, and each giving us a different piece of the puzzle as to what's happening within this world.

The guides appear to be presented in a VHS anthology format – a far cry from the silent onlooking and broadcast interruptions we experienced in Local 58. Whoever's behind Gemini *wanted* people to see this, and everything within each recording is as it should be. On purpose.

-pause-

Tonight on our plate, we have the following before us- *World's Weirdest Animals, Storm Safety Tips, The Deep Blue, Artificial Computer Learning, Our Solar System, Camp Information Video, Lethal Omen, Wilderness Survival Guide, Sleep Image Visualizer, Games for Kids, Advanced Mining Vehicle, Deep Root Disease, Monthly Progress Report, Christmas Eve Party, Home Invasion Help, and last but not least, Crusader Probe Mission.*

Because there doesn't appear to be any sort of established timeline here, we're gonna tackle these in order of their release date. If you can't tell, we've got our work cut out for us, so pop open those Lunchables and grab that Crystal Pepsi, it's time to dive into a webseries.

This, my friends, is Gemini Home Entertainment.

[Chapter titles somewhat similar to TWF, Incorporate night still image as background this time]

WALKTHROUGH

WORLD'S WEIRDEST ANIMALS!

World's Weirdest Animals.

The video opens by showing us strange and wacky wildlife that inhabits various regions of Minnesota, like prairie chickens and burrowing owls. The overall pacing and layout of the video are - pretty simple, with the names of the animals being presented alongside a couple of facts, all over some calm b-roll footage.

-play beginning snippet-

The overall tone changes a bit once we make it to the three minute mark. Contrary to the prior animals, the habitat for the one upcoming is denoted as "everywhere". And if that weren't strange enough, music is nonexistent from this point forward, merely leaving us with an ominous dead air.

-play up to Woodcrawlers-

And so, the next animal up is something called a *Woodcrawler*. For the next couple minutes, the video explains a bit more about them, like the fact that they're found all over North America, are excellent hunters, do not make any noise at all, and prefer the homes of large families for nesting. Apparently they "adapt" to this residential environment, although it's unclear what exactly that means.

-play adapt to Nature's Mockery-

So, right in the middle of episode one, we get a brief glimpse of what we can assume to be a Woodcrawler. It appears to be some sort of long-legged creature, and I've got a funny feeling that it's actual body is much, *much* larger than a human. Curiously, the video also presented somewhat of a paradox, claiming that "*you will hear screaming*", but "*they stole their voices*". If we're assuming that the victims of these so-called "Woodcrawlers", are humans, then it leaves us wondering what exactly they're doing to them. Lastly, I find it interesting that this creature was described as "*Nature's mockery*", as that term could be interpreted in a couple different ways. Are Woodcrawlers ridiculing our entire perception of nature and how life within it functions, or are they some kind of absurd imitation of human life? I could be way overanalyzing this first part, but, I'm just curious why that's there, considering how unnatural this creature looks.

-play Woodcrawler to 5:15-

In this next scene, we're outside of that same house at night. It's hard to make out, but we can notice people inside of it this time. *Why?*

-keep playing to end-

Yeah, those aren't people are they?

-fade in-

So, with their bizarre, unnatural behavior, combined with the caption claiming that they're "*fake people*", it's clear that Woodcrawlers don't kill humans. They imitate them. This effectively establishes synonymy between the two, as their method of "adapting", somehow involves taking over their bodies and conforming, to the best of their ability, to natural human life. As we've seen, though, their behavior is far from it. They're incredibly tense, they can't properly interact, and when faced with an outsider that isn't one of their kind, they attack them.

They're an absurd imitation of the human form – a true mockery of Nature.

-fade to black-

STORM SAFETY TIPS

Storm Safety Tips.

Brought to you by a "*Harbinge Technologies*", the focus of this video is to help keep you and your family informed on how to remain safe in the event of a major catastrophic storm.

The steps outlined are pretty cut and dry, with the first being to reinforce your home by improving structural support, replacing roof shingles, and fixing leaks. Step two advises that you install an early warning system, that, conveniently, Harbinge Technologies *makes*. According to the video, this *Albedo Alarm* will allow you to know ahead of time if a storm or *other danger* is approaching your home. Interesting. *I wonder what that could be?*

The third step involves building a storm bunker, which should be, precisely, 18 feet long by ten feet tall. The tape then advises us to install a 4-5 foot wide aluminum hemisphere and to place their Timbre shortwave radio next to it. No further context is given on why it should be there. But it should.

-play glitch to Part 2 step one-

This next segment explains what to do during these storms. It's first advised to take our family to the bunker, followed by powering on our Timbre radio, and remaining calm. Oddly, when these steps are shown, conflicting statements appear below each one that seem to add nothing to the table in terms of instruction. Rather, it tends to inflict the viewer with doubt, with claims like "*Your home doesn't belong to you now*", "*ignore all sound produced by the radio. They're auditory hallucinations*", and "*your tears are filled with salt*". If we took these statements away, we wouldn't be losing out on anything which makes me wonder why its there, and who the hell wrote it.

-play to end-

Listen, under your feet, crawling through the floor.

It seems that this line is referencing Woodcrawlers, which leads me to believe that this “storm” isn’t the type we know of in a conventional sense. This, combined with immediate camera cut to lights in the field, alongside that warning to return to the bunker if we see them, makes it appear that Woodcrawlers and whatever’s emitting these lights are perhaps the same creature.

With this in mind, this leaves us to wonder exactly this storm entails? How often does it happen, and most importantly, *why* is it happening?

-fade-

THE DEEP BLUE

Deep Blue.

-drop-

Created by a Gyneva Production Company, the premise of this one is simple. Lighthearted education about various creatures and regions of the deep blue sea.

To be honest this is one of the more relaxing uploads in the lineup, and it does a really good job at chilling you out while keeping you informed.

-play short snippet-

Towards the latter half of the video, we cut to a section about the deep ocean. The Mariana’s Trench is introduced as a large, foreboding hole in the ocean floor, described as the deepest place on earth. Following this, we can observe a cross section view, introducing an even deeper and more ambiguous region of the ocean called the Demisia Tunnel. And ominously, the depth here is unknown.

-play to end-

Nothing can live inside the Mariana’s Trench. The same, however, can’t be said about the Demisia Tunnel.

-show Woodcrawler-

Taking what we know so far about Woodcrawlers, how they were introduced, and the connection to them from Storm Safety Tips, I’m led to believe that this creature is indeed, a full body shot of one of them. With this, we’re now aware of their ability to exist on land, underground, and beneath the extreme pressure of the ocean floor – cementing them as a highly resilient creature that humans, by all accounts, *need* to stay away from.

-fade-

ARTIFICIAL COMPUTER LEARNING

-play opening-

Regnad Computing, huh? [type out DANGER then glitch to normality]

This next entry involves a new, state-of-the-art AI tech showcase. The overview explains that it’s been in development for about four years, and is already highly advanced. Curiously, this is

the only tape so far to start off with absolutely no music, which I found notable considering that in each video so far, the music stops when an ominous revelation is about to happen.

The AI showcase is laid out in the form of short stories. Each iteration spans four lines of text, and as we progress through this episode, we'll find that what starts off as unintelligible, quickly morphs into something we're able to logically follow.

-play iteration one-

As expected, this first story made little sense. We can gather an overall idea of what it's trying to convey through words like River, a Secret, Death, and the names Jack and Mary.

Iteration two expands on this a bit, and reads the following: *Jack leapt over the river. Mary followed close behind. They're searching for the secret place. I hear you.*

And with Iteration three: *Jack leapt over the river. There goes Mary down the stream. The secret place will keep us safe. The river flows but not with water. [distorted]*

-end of video-

Alright, so that was a lot to take in. Those last two iterations diverted pretty heavily from the original story, formulating a narrative with tons of clues to pick apart. The story here surrounds Jack and Mary. We can assume that they're out in the wild, leaping over a river to get to a "secret place". It's unclear what this secret place is, but for now, we can assume it to be a bunker. In iteration four, we get references to a so-called "voice from space", and in that same story, it's clear that Mary has become something else. This "something else" looks to be the product of the *hungry eye* that's referenced thereafter, however by this point in the video, we're unsure of what exactly that is.

Something else I found interesting was this small detail: [show first slide, highlight three iterations]. At the beginning, we're told we're going to explore three iterations of short stories by this AI. In reality, we received five. This leaves us with two options on why this is. Either an external party had tampered with the video or this computer, or this AI is somehow advanced enough to make decisions on its own. Personally, I'm led to believe the former, and this is why:

As we can see, the structure of these stories takes place in third person. During iterations two, four, and five, however, we receive specific lines of text that address either us, or Jack, in the first person. And after stringing these together, we gain an interesting result:

I hear you. Jack, do you see me? I have become something else. Do you see the hungry eye? Here I am.

With this context, I want you to listen, very carefully, to that last iteration once more.

-play last iteration-

There is – some sort of voice coming through the broadcast. It's extremely muffled, however it's clear that *something* is either interfering, or feeding information to this AI. And personally, I'm led to believe that it's Mary. She and Jack are not just filler names for these stories. They're actual people, and I'm going to infer that the story presented actually happened.

-slight pause-

Towards the video's end, we observed it glitch into two diagrams.

Given the references to the voice from space and the moving stars, I'm led to believe that these two circles represent planets. The larger appears to be the hungry eye, being denoted as *alive*, with intent.

It seems to be hyperfocusing on a smaller planet which we can assume to be Earth, and in the second diagram, we can observe the effects that this eye is having on us. Somehow, it's projecting some sort of vessel down to Earth, and once it makes contact, it mutates into the creatures we've been seeing.

-slight pause-

It's clear that there's something larger at play here and there's a lot of context that we're still missing, so let's press on to see what else Gemini has for us.

-fade-

OUR SOLAR SYSTEM

How convenient.

-glitch to space footage-

When we shift gears to Our Solar System, we're able to learn a few facts about the various planets. A diagram greets us, encompassing the Sun, Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune, [represent these with an arrow, distortion sound when you get to IRIS, then glitch to Earth].

After learning facts about the Sun, Mercury, and Venus, we then make our way to Earth, described as *one of the only planets in our solar system capable of supporting life*.

-slight pause in silent hiss-

One of.

-fade video music in, play-

[2:04] Upon making our way to Jupiter, the video highlights it's big red spot. It claims that *it's not an eye, [pause] It is an open wound.*

[2:22] We then observe Saturn. The outer portion of its ring is absent, and it's denoted as something called *The Gateway*.

-play video to end-

[distant] Babe, Neptune's haunted. [Alex] What? [Me] NEPTUNE'S HAUNTED [Door slam to black]

-fade music and video in-

The Iris – is new. It is with us now. Laughing at us.

It's clear that the overarching threat is not that of Woodcrawlers, but the *Iris*, which has somehow caused neighboring Neptune to mutate. What exactly that means at this point in time is unclear, but if I were to guess, it could be some sort of breeding ground for the creatures it emits by solar storm. Due to its presence, other planets like Jupiter and Saturn are beginning to suffer from the effects of its influence, and given the story so far, it's safe to conject that its latest target – is Earth.

-fade-

But *why*?

CAMP INFORMATION VIDEO

-play opening-

Tape six changes gears a bit. Here, we're introduced to a freshly reopened campground named *Moonlight Acres*, a serene getaway that's completely isolated from outside civilization. The tape showcases its many accommodations and activities, including hiking trails, archery, canoeing, and their flagship "*Light's in the Sky*" event which is oddly denoted as a *harvest*.

-play glitch to accommodations-

Afterwards, we're able to catch a glimpse of their various structures. Among these are burrow-free family cabins, kids cabins, and even their original rustic cabins for those feeling a bit more outdoorsy. Each of these are beautifully decorated to ensure your stay is as cozy as possible, and you can rest easy knowing that they have alarms in place in case a sudden storm takes place. Just be absolutely, *positively sure not to* – [glitch out to door]

-play knocking to fire-

Do not answer the knocking at the door.

-fire ambience-

Around three minutes into the video, we're introduced to the mythology behind Moonlight Acres. Allegedly back in the 1930s, strange, well-dressed men would visit the campground asking to enter the admin's cabin every single night, for years. Apparently, one night, a deal was made with them and they left, never to be seen again.

-slight pause-

Following this, we get a mention of *Skinwalkers*, that were allegedly sighted during the same time period. For those unaware, Skinwalkers are a type of shapeshifting humanoid creature that's able to inhabit the form of any animal they desire. Originating in Navajo culture, Skinwalkers are typically referred to as the manifestation of evil, embodying the antithesis of their core values.

It's unclear if they're referencing this same type of Skinwalker within Gemini Home Entertainment, but, with what we know about Woodcrawlers and how they function, I definitely see some overlap.

-play fire to end-

Adam Levitch, Barry Johnson, Truman Michaels, Bethany Newman, Alec Davison, and Dorothy Bates, are listed as *vessels*. Carriers of *something*, that isn't good. It's clear to us that the knocking was coming from Woodcrawlers, and given the photo of them, we're able to finally establish a scale for how gargantuan these creatures can be.

I'm going to conject that the Woodcrawler we saw in World's Weirdest Animals was much younger than the ones we're seeing here in Moonlight Acres. While we're currently unsure of what their lifespan is, we know that *this one* surely wouldn't fit into a house. Given the campground's mythology, with the stories about the strange men that co-existed with so-called Skinwalkers in the 1930s, this implies that these creatures were here decades ago.

This leaves us to wonder what they've been doing and how they've upheld the status of mere campground mythology for so long. We know the original staff opened their doors, likely being killed or transformed into fake people and resulting in the campgrounds original closure, but where have they been since then?

-slight pause-

What is clear – is that Moonlight Acres is back open. Now advertising burrow-free cabins and having a clear awareness of these creatures existing, someone gave it the green light.

-fade-

But who?

WILDERNESS SURVIVAL GUIDE

Wilderness Survival Guide.

-drop-

In this one, a man named Jack Wylder is gonna teach us about wildlife. Fitting name, and familiar [half fade AI].

The video opens informing us about various safety measures to take when out in the wild. We learn which equipment to bring, and are then presented with various natural hazards to be aware of, like thorns, ditches, various animals, and what to do if we ever come face-to-face with a bear.

-play 1:44 to 2:07, then hold frame at silent hiss-

There's our skinwalker.

So we now know that Woodcrawlers can not only kill and inhabit the bodies of humans, but animals too. Interesting.

-fade music in-

Following this section, we're greeted with numerous flora and their impacts on humans. Among these, are poison ivy, which causes rashes, itching, swelling, and blisters. Water Hemlock which causes trembling, convulsions, respiratory failure, and death. And lastly,

something called *Nature's Mockery*. Not the Woodcrawler description we saw earlier, but the actual, proper *Nature's Mockery*. Its effects on humans encompass hallucinations, sudden muscular paralysis, body disfigurement, and flesh decay. In other words, something that can latch onto you, something that can break you, deforming you into a being hardly resembling a human. But hey, at least it won't kill you.

-glitch to 2:50 and play to 4:08-

One of the most disturbing, and unethical aspects of this video was the description of a human pleading for help. Clearly they were desperately in need, however the video plays it off, persuading you that this human being that's probably on the brink of death is nothing but an auditory hallucination.

Knowing what we know about Fake People and their conformity to human life, I understand that this could very easily be one of them. But what if it isn't? We're presented with a catch-22 here – if we risk our own life to help this person and they're *not* a fake person, then we've done something good and helped save a life. But if we assume that it's a fake person without ever confirming it, we'll never know any better and they'd be left to die.

It's a tactic of manipulation. Gemini Home Entertainment has planted a seed in the heads of whoever watches this, and it effectively contributes to a moral apprehension – a panic, per se, in which you truly, *cannot* trust anyone.

-slight pause-

Following this, we learn how to create a fire. Critical knowledge for anyone venturing into the wild. If your fire fails to start, though, Jack Wylder advises to -

-play 5:10 to 6:15-

And so, we have exhibit A – a fake person screaming for help – like bait. Luckily, the cameraman wasn't spott-

-play 6:55 to 7:19, go straight to chapter card-

LETHAL OMEN COMMERCIAL

-play to 1:10-

Welcome to Lethal Omen.

A video game intended for Regnad Computers. It takes place at Moonlight Acres, and throughout this video, we're able to observe the embodiment of various motifs we've seen in videos past.

The beginning of the game starts out serene – the player peeks around the campground a bit, however is soon greeted with what we can assume to be fake people, or vessels, that are out to get them.

-play 10 seconds then fade to fake person-

Interestingly, all of these enemies appear to be dressed in *military fatigues*, giving rise to the possibility that there's some sort of military intervention at play here. It should be noted that there have been absolutely zero references to the military thus far, however given the circumstances, it would make sense. Keep this in mind. We'll come back to it.

Anyway, a few moments later, we encounter an invincible fake person, and afterwards, the Albedo Alarm begins blaring.

-black screen hiss-

The game tells us to run.

-play 3:28 to 4:20-

And that my friends, is what takes place during a storm.

Panic. [play bell] Disruption. [play scream] Invasion. [play entrance].

It appears to me that the basement we sought refuge in followed every single protocol that Harbinger outlined back in Storm Safety Tips. The dome was there, and the radio was on, but that didn't stop them. Like breaking through cardboard, a Woodcrawler was able to breach their advertised fortress of refuge with ease which leaves me curious if Harbinger made their guide in good faith. If we can recall, there was a double purpose to their video – not only were they giving advice, but they were also *selling products* like the Timbre Radio, and the Albedo Alarm. From an outside perspective, they appeared to be capitalizing on mass panic to reap profits, although that point is merely conjecture since, for all we know, they, too may be oblivious to the inefficacy of their products. The blind leading the blind, per se.

-play to end-

Alright, I know this is a video game, but if the Iris is able to move around the solar system at will, coming within a critical distance from Earth, then, yeah, there's a problem. And it aint just Woodcrawlers.

Interestingly this section occurred at twilight, which mirrors the various other references we've seen to Woodcrawler activity. The fields. The fake people. The knocking. If there's something I'd takeaway here, it's that it seems like these creatures are more active, more – violent – when the sun goes down.

-play howling at 5:07 then fade-

-boom music onto description-

Oh yeah, I forgot to mention. You can actually play this.

Lethal Omen is a game is chock-full of secrets. You can spend a solid hour exploring Moonlight Acres, discovering its hidden lore, and unlocking each of the five endings awaiting you. I'm going to go over them now, so if you'd like to play this for yourself and keep things unspoiled, I'll give you 10 seconds to skip forward to this timestamp.

-heartbeat countdown with visuals from each vid then clock ding, show game title screen-

Like we established, within Lethal Omen, there are five different endings to uncover.

Before we get to those, though, I wanted to take you into the campground to explore the various pieces of hidden lore awaiting us.

-start game-

-EXPLORATION

We begin the game next to a highway outside of Moonlight Acres. Both ends of the road are blocked off, however we can observe two cars nearby. One out in this field, and another resembling a police car.

We're tasked with collecting three keys, and after doing so, we're then granted access to the campground. One of the first things you'll notice is this bulletin board. It contains two notes, and two strange images that are hard to make out. The first note informs us of the "Lights in the Sky" event taking place tonight at 9:30pm, and the second informs us to bring our so-called "SIV". Moving inward, we're then greeted with six cabins.

In the first, we can observe headphones, a shortwave radio, a TV, and a Gemini Home Entertainment VHS tape.

In the second, we get much of the same. This time, though, a stack of tapes containing Storm Safety Tips and other Gemini media are present, however there is *this one* that I'm unable to make out.

In the third, we can observe a TV playing a Gemini tape. Here, we learn that an SIV is something called a *Sleep Image Visualizer*, that we're required to plug into a computer. And that same SIV module can be seen lying on the dresser. Given the name, it seems that the SIV's goal centers around recording dreams. For who, how, and why, we're currently unsure of. But, interestingly, if we shoot this specific monitor, we're able to observe the SIV in action for *Adam Levitch*, the former men's club supervisor that we know was transformed into a vessel.

-show footage-

In cabin four, we can see that things are a bit messier. On the TV once more is that SIV tutorial, and scattered across the room are numerous SIVs and headphones, along with a tape labeled *Albedo Alarm Settings Video*.

Moving onto cabin five, we can observe a huge mess. There isn't much to this one besides a computer on the ground.

And last but not least, cabin six. This one clearly has been ravaged by something, evident by the large break in the floor. Within it, we can observe that SIV tape, along with a SIV module and some sort of strange plague surrounding it.

-show a bit of gameplay-

Upon making our way back outside and to the archery area, we're greeted with seven targets along with our first enemy encounter. After taking them out and approaching the targets, we're able to read snippets of newspaper articles about the events taking place at Moonlight Acres.

Campgoers distraught after Moonlight Acres' famous Light's in the Sky event is abruptly canceled.

If you've been looking forward to the Light's in the Sky event this year at Moonlight Acres Family Camp, don't be so hasty to pack your bags. The official Moonlight Acres website recently updated, revealing that the event has been abruptly canceled, with no reason given. Campgoers are enraged, especially those who go to Moonlight Acres every year simply to watch the event, and demand an explanation for the abrupt cancellation.

The times asked Moonlight Acres for an interview. They politely declined.

The other is partially covered making it a bit harder to make out, but it seems to focus on the disappearance of a person named Jordan Barnes. They were most likely Canadian, and given the fact that this note is beneath the one about the Light's in the Sky cancellation, we can assume that this is why. Investigators are curious as to *why* so many are worried about their disappearance, though, pondering if they're victims of a so-called *mass hysteria*.

-slight pause-

Moving on, once we make our way into the administrator's cabin, we can observe numerous campground photos covering the walls. The first – amusingly – contains a Mario 64 reference, *[show L is real for a couple seconds]* and displays an aerial view of the campground. The second shows the original campground entrance from 1982. The third is a swimming pool, circa 1988. And the fourth is a camp staff group photo taken in 1984. On the far wall are numerous other camp photos that are unlabeled, and opposite this are shelves full of VHS tapes. Here, we can make out various Gemini videos, however this specific one bears a name and date. Given what we know so far about the SIVs and how they operate, I'm led to believe that this is an archive of sorts of numerous staff dreams.

Further inside, we find a shelf full of TVs and a strange door that's floating on a wall. Upon making our way up to it, we encounter an unkempt attic full of discarded televisions, and on the floor beneath them? Various notes, reading the following:

It was looking into me. Wants to eat the camp. I fear the men may return. My face is going away.

I hear voices. The spot on my neck has grown. There's a bonfire tonight. I will stay in my bedroom.

Light's in the Sky is tonight. I've been told that the men will be present. Maybe it will leave us alone now.

Something that stood out to me here was the reference to the spot on their neck. It seems to reference an infection that is slow-moving, and there are absolutely zero references to Woodcrawlers or any sort of creature. Given what we know about Nature's Mockery, it doesn't seem to be that either, which leaves me curious as to if there's another form of infection taking place here. Something – biologic.

-slight pause-

Moving on, if we make our way back outside and head leftward, we encounter what I can assume to be Nature's Mockery. And within it – a heavily deformed human being, giving us a visual as to what this plant actually does to you.

-look around it-

While examining it, the fake person we saw back in the commercial gameplay spawns in. Before we're told to RUN. And so, like we saw earlier, we make our way to the bunker, and from here, everything plays out as shown before.

-show gameplay-

Well, except that.

-ENDING ONE

[while playing] And so, this time, we hear a fake person screaming in the distance. We approach it.

And we come to find that they're infected with the same plague we saw in the cabin floor.

-play Iris rising-

And *that*, my friends, is the first ending.

Play the game like the commercial, and encounter the Iris staring into you.

-fade then fade title screen in-

From here, we're going to explore the other four endings. Clearly, Lethal Omens lore is gargantuan, leaving us with tons of questions that we're currently unable to answer. I'm curious what else there is to find, though, so let's head back in to uncover it.

-start-

-MANNEQUIN

Moving on to the second ending, you once again begin the game as usual. Collect the keys, and fight the enemies, however this time, instead of approaching the Nature's Mockery abomination, you gotta make your way back to the administrator's attic. Once you're inside and turn around to exit, though you're greeted with a strange mannequin that tracks your every move.

-show mannequin following-

And after approaching it, you observe the following:

-play to end-

-POLICE

To unlock ending three, you need to collect the keys, kill the enemies, and approach Nature's Mockery. This time, instead of making your way to the cabin or bunker, you're required to pass through this secret entrance to the family cabin area to claim this hidden key that's *also* covered in that plague.

-show 10 seconds-

After obtaining it, you make your way back to the front, where you'll find this target that you're need to shoot. And after doing so and heading to the highway the campground lies on, you encounter an abandoned police car, before the following plays out:

-play to end-

-HOLE

Ending four involves us making our way back in. After taking out the first round of enemies, we're required to shoot each target before making our way back to the entrance. Curiously, we then find an opening in the treeline, and upon exploring it, we encounter a massive, foreboding hole also covered in plague. Upon approaching it, we're able to hear the screams of creatures in the distance –

-play sounds-

And, of course, we do as any sane person would do and jump in, giving us our fourth ending.

-SUICIDE

And last but not least, the "true ending". Here, we gotta do everything we've done prior. Keys, enemies, Mockery, plagued key, and heading back to the front. Curiously, we then see an opening in the fence line, and after approaching it, we encounter a group of enemies in a formation. This time, though, they're not out to kill us. They're waiting on us.

-play to end-

But, that isn't everything. The game continues.

-play-

We approach a tree with a sign: *Shifting tendons shape anatomy. There are fewer livestock now.*

And another: *Wretched hands tap my window. A stranger's fangs scrape the walls.*

And another: *The floorboards creak while I sleep. Growing cracks leak with red.*

The field has eyes, burning deep. They are becoming restless.

-end, fade-

The mannequins. The hole. The police car. The ritual. And the Iris.

There is a lot to unpack within Lethal Omen, and the beauty of it is that, when presented in a video-game format, you're left to encounter these on your own.

-slight pause-

So, let's recap.

The role of the mannequins seen in the attic ending is currently unclear. It's important to note that they appear to have a much higher polygon count than anything else found in Lethal

Omen, but aside from that, hardly any further context is given regarding their existence. If I had to guess, I'd say that they represent the strange men that the camp admin referenced in their note. If we can recall, right after reading it is when we encounter them for the very first time, leading to a potential connection between the two, however this is hitherto unconfirmed.

Moving onto the hole – this appears to be the byproduct of Woodcrawlers. Their breadcrumb trail as they breach the confines of Earth. It's currently unclear what exactly that plague is, but perhaps we'll find our answers in later uploads.

The police car – seems to represent a victim. The PD likely received calls of strange activity going on at Moonlight Acres – potentially involving the missing Jordan Barnes, however after investigation, they never made it out to reveal the truth. There's a looming impression that they're aware of Woodcrawlers, but this is also unconfirmed.

And lastly, the ritual – an embodiment of helplessness. After realizing that everyone around you is infected – is a fake person, you lose all hope on fighting back. Police can't help you. Camp admins answered the door – they can't help you. The bunker that's supposed to keep you safe – that can't help you. And a supermassive, sentient eye is looming over you.

It goes without saying that in a situation like this, fighting back is futile, and the game communicates this by waiting on you. *Get in*, they beckon. *Give in*.

-play game over again, then cut to black-

And you become a vessel. One of them. As they watch you do as they do.

-play knocking then fade-

BUMPER, INTERMISSION, AND MIDPOINT RECAP

-bumper – YOU ARE WATCHING NEXPO, maybe a cool shot of TV with series then rain-

Alright, halfway there. You still with me?

As we can see, there is – a lot going on with Gemini Home Entertainment. We still have tons of questions about the overall story here, but I wanted to circle back and recap on what we know so far. Refill your drink, heat up another popcorn, and get cozy – cause we're only getting started.

-music-

In review.

Within Gemini Home Entertainment, the entire story revolves around *the Iris*. We know the Iris is a supermassive, sentient planet that entered our solar system without humans ever knowing it. When, how, or *why* it did is currently unclear, but what we do know, is that it infected the neighboring ice giant Neptune – turning it into something that is – alive.

Neptune has become somewhat of a minion to the Iris – a vessel, or lens that it uses to emit solar storms targeting Earth. Given the diagram from Artificial Computer Learning, we can infer that within these solar storms, are embryos and seeds that mutate into Woodcrawlers and Nature's Mockery upon landing on *Earth*, the Iris' next target for mutation.

Back home, the primary prey of Woodcrawlers are humans, but we know that they're able to inhabit the bodies of animals as well. Woodcrawlers are highly resilient and clever, given their ability to imitate humankind, although it's still unclear what exactly they do to achieve this.

On top of Woodcrawlers, Nature's Mockery is introduced as the major flora to steer clear from, and its method of infection appears to be via direct contact. Somehow, at an unknown speed, this plant paralyzes and disfigures whatever it comes into contact with, leaving the victim in a vegetative state – forever. At this point, we're currently unsure if Nature's Mockery eventually kills you, but even if it did, that's not much better.

Within the Camp Information Video, we catch wind of the mythology behind a campground called *Moonlight Acres*. Given that the strange, knocking men existed at the same time as the so-called *skinwalkers* in the 1930s, I'm led to assume that this campground was among the very first establishments to encounter the effects of the Iris. This explains why every *single* original staff member died...

Well, except the admin. They weren't listed.

This point leads us into *Lethal Omen*, an archaic video game that cements the time-period for Gemini somewhere in the 1990s. To me, the game seems to place us into the shoes of that admin, taking us through their final minutes within their desolate campground. The various endings seem to be symbolic of the many ways they *could've* died, but that true ending, the hopeless suicide and transformation – *that* is the one that killed them.

Lastly, we have two characters – Jack Wylder and Mary. Admittedly, Mary's background has been – elusive. We can assume that she mutated into a Woodcrawler somehow, and have made the tenuous assumption that she's trying to communicate to Jack through the REGNAD computers.

Regarding Jack, he's a recurring character throughout Gemini Home Entertainment. Obvious references are made in the Wilderness and AI videos, and, given the nature of his work as a wildlife videographer, it leaves me to wonder if he has more to do with these tapes than they're letting on. If we can recall, *Worlds Weirdest Animals*, *Storm Safety Tips*, and *Wilderness Survival Guide* all have strikingly similar shots of video, so *if* he's the one behind these, *clearly* being attacked in the very first video, we're left to wonder what happened to him? Where is he?

-slight pause-

And so, alongside the abstruse nature of Jack's role here, there are still tons of questions left unanswered. Why do these tapes start off ordinarily, but devolve into a disturbing mess? Do each of the companies that Gemini Home Entertainment distributes for have humanity's best interests in mind, or is there something larger at play? What exactly was that plague that we kept seeing in *Lethal Omen*? Why are there stockpiles of SIV recordings in the admin's cabin? How exactly do Woodcrawlers infect humans? Is the majority of humanity aware of this impending threat? And most importantly, *why* did the Iris enter our solar system? We know that it's there, but we don't know how it operates and what its overarching plans are.

What we do know, though, is that Gemini Home Entertainment is aware of all of this. They know about Woodcrawlers, Nature's Mockery, the plague, the deaths, and Neptune's infection, but coincidentally, we know the least about them.

-slight pause-

Clearly there's a lot of context left to fill, so let's buckle down and see what else Gemini has in store for us.

-glitch to chapter card-

SLEEP IMAGE VISUALIZER

Well well, perfect timing.

-play Harbinge-

For video nine, we once again meet our good friends over at Harbinge Technologies. This time, they're presenting an instructional guide on how to set up a Sleep Image Visualizer, a device in which we can assume to give us a look into the dreams of others.

We begin by orienting ourselves with the SIV Module and headset before we move on to learn how to set it up.

-play module and headset to setup-

Interestingly, throughout this video, we'll soon notice anomalous interruptions that have been recorded over this tape.

-play home use to first dream-

Interesting.

So in the middle of this video, we observe it cut to the dream sequence of a *Levi Jacobs*. And within it, we witness our first mannequin character outside of Lethal Omen. No further context is given to why they're there, but curiously, immediately after this dream sequence, we can observe the same mannequin head being used to represent a SIV client. Perhaps mannequin dreams are a result of the SIVs influence – potentially being injected into their slumber.

-keep playing to end of Jack's dream-

Let's recap real quick.

Levi Jacobs was asleep for four minutes. Adrian Gordon was asleep for four minutes. Jack Dean, however, was asleep for three days.

-play to end-

Alright, so throughout this one, we received two references to the Iris. One being in the Goodnight sequence, and another being within the dream of Joseph Allen who – never woke up. Interestingly, the video is very matter-of-fact in claiming that these images *do not* represent reality, however it's clear to us that they *do* represent the circumstances they're living in.

-slight pause-

Now, backing up, we've seen the name Jack in the series twice so far. Firstly in Artificial Computer Learning, and most recently in the Wilderness Survival Guide. His last name's different in this one, but for brevity, just know that this *is* the same person.

Over on the Gemini Home Entertainment YouTube channel, they posted this image around the same time the SIV video released. On the very bottom, we're able to see his full name, and to the left, we can make out bits of the story surrounding him.

According to the article, Jack is a prominent TV personality and wildlife expert. He had gone missing in May, and his disappearance has been the subject of a nationwide manhunt. He allegedly disappeared while filming a new special aimed to protect and enlighten what I'm assuming to be people – from what are most likely the effects of the Iris.

Curiously, the month he went missing and the time period he underwent SIV testing are both one in the same, which leaves us to wonder if, perhaps, this three-day slumber somehow led to his death. While *that* is currently unclear, what *is* clear, is that Jack Dean's Wilderness Survival Guide and the World's Weirdest Animals videos are distinctly connected. Two parts of the same series of videos – by him.

With this in mind, we know he's been in the SIV, and we also know that he's been attacked by Fake People. Either of these could've killed him, so which one was it?

Where is he?

-fade-

GAMES FOR KIDS

-play beginning-

Next up on our list is a family-friendly guide made by an Optica Video called Games for Kids. "Are you bored? Need some new, fun games to play? Well, you're in luck!" They claim, and so we learn about the ins and outs of various games the kids can play.

-keep playing through hide and seek-

First up, Hide and Seek. Simple enough – one player's the seeker, and the rest are hiders. They count to twenty, and go on the hunt.

-keep playing-

Next up – Freeze tag. One player is "it", while the rest are runners.

-play freeze tag-

Third up – Sardines. The sibling to hide and seek. One person hides, and the rest go seek.

-play Sardines-

Fourth up – a game called –

-play in silence-

Well, that's new.

-maintain black screen after instructions-

Contrary to every bit of advice we've gotten in videos past, like staying quiet, and following the lights when the sun goes down are all thrown out the window. We know that Woodcrawlers and Fake People are more active at night, and advice like this does nothing but ensure their demise.

Unless - that's the point.

-play to end-

[while playing] *The game ends when the forest is fed.* Hm.

-end-

Alright, so Feed the Woods. A game that unequivocally leads children to their own death.

As we could see, during this section we observed numerous camera shots of the forest. Interestingly in the third one, we could observe a strange red light in the sky. It seems to match the eye that we've seen on Woodcrawlers, and given the nature of this game, it would make sense.

Clearly, the woods are a threat. An eldritch location of sorts that serves as a breeding ground for these creatures. And as with anything that is alive, they need to feed. With this, we can assume that their food of choice are children, a stark contrary to gutting and inhabiting the bodies of adults.

-slight pause-

Backing up, I wanted to highlight the creator of this tape – a company named *Optica Video*. Considering the name, combined with the addition of a game that quite literally kills children at the benefit of these creatures, I'm led to assume that Optica Video isn't a kids company at all. This is a manipulation tape, with nefarious intent. And it drives home the point that the Woodcrawlers – are hungry.

With this notion in mind, let's think back to Moonlight Acres. We established that it was ostensibly ground zero for the Iris. The very first location in which humanity experienced the effects of it. Given what we know from Lethal Omen about the Light's In The Sky event cancellation and the disappearance of Jordan Barnes, we can speculate that perhaps Moonlight Acres either is or was closed during the time this tape was made.

Their food source dried up, leaving them with no choice but to expand to the neighboring forest to inhabit and feast on animals, which, as we learned from the camp admins note, also began to dwindle in numbers. It's here where we realize that they're scraping for *anything* they can get, and this is further evident by the shot of the Woodcrawler devouring the police car at the video's end.

-slight pause-

Whoever is behind Optica Video isn't someone inherently good. They're helping them, leading us, for the very first time, to question the morality of Gemini Home Entertainment as a company.

With Regnad, Harbinge, and Gyneva, there was, at the very least, ambiguity in their ethics. But here, that's not the case at all...

-fade-

ADVANCED MINING VEHICLE

Next up on our journey is a tape named Advanced Mining Vehicle. Here, we're introduced to a Canadian organization called NAMAD, or Northern Alberta Mining and Development.

The video begins by introducing us to a new, revolutionary piece of mining technology called the Remote-Operated Compact Tunneler. As the name implies, it provides the user with tunneling capabilities, while mitigating all risk that would otherwise be involved.

-play 0:50 to 1:15-

The video then informs us of the various technologies present within the ROCT, like an optical zoom lens to focus on important details, a compact microphone to detect running water or nests, and even an altimeter with a heads-up-display so you're always conscious of where, and *what* the ROCT is tunneling into.

-play 1:59 to 3:11-

We then learn of the heavily protected, industrial-grade battery aboard the ROCT. And, it seems like we're gonna need it considering it's been spotted by *something*.

-slight pause-

Following this, we cut back to the ROCT's camera at a depth of 145 meters. Interestingly, spread through these caves are some sort of fleshy, stringy substance that we haven't yet seen.

-play 3:25 to 6:35-

So here, we observed the ROCT tunnel into what appears to be a Woodcrawler nest which are later referred to as *Gardens*.

The deeper we go, the more infested things become, which, combined with the phrase *Mutation of the heart*, leads me to believe that these creatures are infecting and mutating Earth somehow from the inside out. The purpose of the red flesh is currently unclear, however we can postulate that it's some kind of artery for the Woodcrawlers crops. Whether those *crops* are the Woodcrawlers offspring, Nature's Mockery, or something else entirely is also undetermined, however we know that *something* is being propagated beneath the ground floor.

-fade-

DEEP ROOT DISEASE

Video twelve is an educational film brought to us by the Warner Area Department of Health. In this one, we're going to learn about a condition known as *Deep Root Disease*.

The video's split up into five sections. *Roots, Contraction, Bulbs, Diagnosis, and Sprouts*.

In the roots section, we observe an obscure illustration of some sort of growth. We're told that Roots begin to form from the underside of something called *Bulbs*, and as growth progresses, its speed intensifies. Furthermore, its base swells as growth continues, resulting in the surrounding area becoming discolored.

-play 0:55 to 1:23-

With this newfound context, we learn that this disease – is biologic, driving home the point that this first illustration is taking place underneath the skin's surface. We learn that it progresses rapidly, and after making contact with bones, is able to spread freely. What exactly the effects are, is still unclear.

-play-

[While playing chapter title] Moving on, we learn how to contract Deep Root Disease. Here, though, the subject is – strangely – doing absolutely nothing.

-stop at 3:31, fade music in-

Straight off the bat, we can make the connection between Deep Root Disease and the spot on the camp administrator's neck. And given what we know about the player character and their transformation in the suicide ending, I'm definitely seeing some overlap.

-play to end-

Alright, so *Deep Root Disease*. A somatic condition that, given the ending, appears to spread via direct contact.

-music-

This video is pivotal because it breaks down a prior assumption about how these human transformations actually work. We initially assumed that Woodcrawlers inhabiting victims bodies were – the only way they created fake people, however in this video, we learn of something entirely different that ultimately results in formation of new bones, and shifting tendons.

It goes without saying that this alludes to a human to Woodcrawler transformation. The process seems to start slow, but rapidly takes off the longer you have it. With this in mind, I wanted to back up to the Camp Information Video and highlight *this* section about the former Camp Staff. As we can see, they were labeled as *vessels*. When we first got to this point, we were unsure if this was a reference to Fake People or something else, however I'm really beginning to think that these two terms are synonymous.

With Deep Root Disease, it is something entirely different – it's a sickness, a plague – spread by direct contact with someone infected. It's this affliction that ultimately results in your untimely transformation into a Woodcrawler, becoming one with them, and gaining a primal desire to hunt, inhabit a vessel, and spread Deep Root Disease to the next unsuspecting family so they can become one with you too.

-slight pause-

So, in short, Fake People are gutted and inhabited by Woodcrawlers, and due to this notion, they likely don't suffer the effects of Deep Root Disease. On the other hand, Deep Root Disease infects humans, creating new bones, and turning you into them.

-fade-

Let's press on.

MONTHLY PROGRESS REPORT

Monthly Progress Report.

-drop to video-

Our third venture into the world of Regnad Computing. This one opens by introducing us to various Regnad staff, along with a project name for the AI technology we've been witnessing thus far. It's called *Project Infrared*, and it's later described as something to both *predict and prevent future technological failures*, and to *advance the field of technological discovery through computer processing and memory*.

-slight pause-

Following this, they take us through the major advancements made thus far through four sections – computer processing, predictive advancement, failure avoidance, and ACL communication.

In the first, we learn that Regnad graphical capabilities have drastically increased, resulting in the ability to create 3D models – like we've seen in Lethal Omen.

In the second, we learn of a breakthrough in their Predictive Advancement technology, which, given the name, seems to give insight into future events. Here, Regnad claims that its capabilities will soon allow their PCs to surpass every competitor within the next year.

In the third, they tout their successful avoidance of technological failures. They credit this breakthrough to the so-called *support and wisdom from their client*, but who this client is, is currently unclear.

And lastly, they inform us that all communication between Regnad and their client have been recorded from the Artificial Computer Learning monitor room.

-play at 2:57, maintain hiss-

That recording is as follows.

-play 3:00 to 6:00-

God, this series is so damn good.

-music-

For the past three minutes, we observed the AI tech in action. Given that, this time, we have a grander, outside perspective on how things work, it allows us to observe some key points. For one, we can see that the Regnad computers are becoming infected with the sprouts we saw in

Deep Root Disease, hinting at the possibility that this mutation can spread through some medium of analog transmission.

Two, we realize they're on iteration 1,417, meaning that they've nailed down communication to an art. Three, we understand that the ACL module feeds the client a prompt, transmitting it through various antennae on the outside of the building.

And four, the client, which is presumably of Iris origin, is responding, effectively opening a line of communication between humanity and these creatures.

-slight pause-

Now, at the end of the video, we observed Regnad's eagerness to meet their client, meaning that they're well aware that they're communicating with something. This is *not* an artificial intelligence, and these stories bear stark references to what we've seen from Gemini so far. Keep this in mind, we'll circle back on this later.

-slight pause-

In Iteration 1,417, we can observe that the prompt is Earth, with the response given reading:

Mary sees the gateway die. Sleeping ones are eaten whole. The vessel floats into the maw. The jaw unhinges.

This could reference one of two things. Either we can take it literally, assuming that Woodcrawlers eat people, like the vessels we saw in the Camp Information Video, or we can take this symbolically.

The line *Mary sees the gateway die* seems to allude back to Saturn and its rings. Given that they seemed thinner than usual in the Our Solar System video, combined with the fact that it was referenced as *the gateway*; perhaps Saturn is in the way, of sorts, unknowingly suppressing the Iris' influence on Earth. It's withering away, and at the very same time, the threat of the Iris is ever growing back home. It wants to mutate – to consume – everything, and this vessel we all live on is inching closer and closer to its demise.

-slight pause-

The next prompt – is Moonlight, with the response:

New things roam the feeding grounds. The harbinger guards in vain. Mary hears a creaking sound. The hungry eye is welcomed.

Admittedly this one is a bit more ambiguous. Could be referencing fake people as the *new things* that are more active at night, however it's ultimately up for debate. What *is* clear, is the term *harbinger*, which clearly alludes to Harbinge Technologies. A *harbinger* is defined as *a person or thing that announces or signals the approach of another*. Exactly what Harbinge Technologies is doing.

This line drives home the idea that this client is aware of their existence, and so too of the inadequacy of their products. This explains why the Woodcrawler was able break in so easily in Lethal Omen. Their guidelines *don't work*, but they're none the wiser because they probably followed them too – and died.

-play invasion from Lethal Omen-

Lastly, with the references to Jack, we can assume that he mutated. And given that he likely made physical contact with a Fake Person infected with Deep Root Disease in World's Weirdest Animals, we can assume it was then.

-slight pause-

And so, with the way things are going here, I don't think Regnad's onto a breakthrough. Any sane person would pull the plug on this project, however they're pressing onward.

I know this won't be good.

-fade-

CHRISTMAS EVE PARTY

Christmas Eve Party. I love those.

-drop to video-

Here, we're placed into a 1985 Christmas Eve Party at Moonlight Acres. We're given a few names of those involved – Barry Johnson, Beau Nadler, and Jack and Mary Dean.

-play vid-

Things start ordinarily, and the party seems lively. The suns going down though, and – we all know what happens then.

-keep playing – 1:14 to 3:48, maintain hiss-

And so we get our first look at a distinctly different creature to a Woodcrawler. Whatever this is is incredibly large in size, with some sort of tentacles protruding out of holes in its body.

-keep playing to end-

And like that wasn't enough, we then learn that this abomination – is Mary.

-slight pause-

This video is interesting because it presents a contradiction. Mary Dean was listed at the beginning as a videographer, however at the end, she is completely transformed to this.

-show picture-

We know that Deep Root Disease gains speed after it gets to your bones, but, damn, I didn't realize it was *that* fast. This leads us to assume that Jack and Mary entered the Christmas party normally. Mary's affliction was likely at a very late stage, and she probably figured she could power through it. With this, the outside shots are potentially filmed by her as she stepped outside to get some air, and, while out there, *that* is when her transformation finalized.

I know it sounds like, and could very well be a stretch, but I'm struggling to find an explanation for why this is. What is certain, though, is that she isn't a Woodcrawler. She's as foreign to us as Woodcrawlers are to them.

And now we see what that mentality feels like.

HOME INVASION HELP

Home Invasion Help – an educational guide by our good friends over at Optica Video.

-play 10-20 seconds-

The video begins by explaining how stressful Home Invasion can be, and reassures their viewer that this video should ease that. We're then told of a couple points to be aware of, like the fact that windows and doors are the most common entrances during a home invasion, and that locking them can slow a threat.

Following this, it then advises to install a security system, including cameras, motion detectors, and alarms. All of which... can be disabled by blunt force.

-play 0:55 to 2:30, maintain hiss-

It's clear to us that this tape is not for the homeowner, cementing the fact that Optica Video is not a company of good.

Interestingly, we now know the method of entry when Woodcrawlers create Fake People. Incapacitation, followed by entry through the proboscis, or in other words, the nasal cavity.

-play 2:30 to end-

[2:35] Following this, we're now outside of a home. I've got a bad feeling about this, but let's see what they find.

-fade-

It's funny, going back to the beginning of this video and rereading everything with this new context, really paints things in a different perspective. This video never referenced homeowners - it was always ambiguous.

-slight pause-

So, throughout this home, we can observe the red fleshy substance we saw all over the Garden. Furthermore, we can notice that same material sculpted into the shape of *humans*, with one of them clearly being alive.

-show 5 seconds-

This is Deep Root Disease in its most critical form.

This family's house is clearly infested with Woodcrawlers, and likely has been for a while. Alongside this, the disease was possibly all over their house without them knowing it, and after contracting it and having it run its course, we now see what exactly it does do you.

Furthermore, as hinted at in Monthly Progress Report, these Deep Root sprouts are able to grow – anywhere, giving us a visual cue and warning of places to avoid. We can also notice how these people can't move. Much like the plagued NPC at the end of Lethal Omen, they're frozen, likely in their final moments of infection before their transformation takes place.

You're left in a vegetative state - unable to move. Unable to feel. Unable to speak.

-fade-

But, there's a catch here.

-bring it back in-

A few videos ago, we postulated that Woodcrawlers do two things. Spread DRD, and inhabit the victims bodies, which we now know is through the proboscis. We never really entertained the idea of Woodcrawlers inhabiting the bodies of people already infected, which is what I believe is happening here.

Their skin is gone, and we're witnessing what otherwise would be taking place inside of their body if they were fully intact. With this in mind, these people are now likely coexisting - one version of them are fake people out in the wild somewhere, but the real version – their infected insides – well, that's what you're lookin' at.

-fade-

CRUSADER PROBE MISSION

And so, we make our way to the sixteenth and *final* video of Gemini Home Entertainment.

-play opening-

Brought to us by Gyneva, a ship named Crusader 5 has returned from a decades long mission after photographing Jupiter, Saturn, and Neptune.

-play 0:30 to 3:27, maintain hiss-

So unsurprisingly, Crusader 5 has encountered the Iris and its many moons. And all of them, appear to be fleshy, deformed, and alive. Interestingly, we also observe two moons being fused together by an organic force, cementing the fact that the Iris' influence is abundant, affecting more than just planets.

Oh yeah, and Neptune's f*cking missing.

-play 3:27 to end-

Alright, so this final video was also a lot to unpack, but I'm gonna do my best to line it out.

-slight pause-

So here, we observed the inside of the Iris, something that is – unsurprisingly full of every cornerstone of a sentient being. With arteries, muscular fibers, and even egg sacs.

Before we get into what we saw at the end, though, let's back up and establish what exactly this Crusader mission is. As we could see, it began in June of 1982. If the Moonlight Acres mythology is anything to go off of, then we know that the Iris arrived in the Solar System decades earlier.

With this in mind, we can infer that this mission was reactionary. It's likely that astronomers noticed something happening with Neptune – with strange anomalies and movement not physically possible. And so, they launch the Crusader to venture out, take photographs of *only* Jupiter, Saturn, and Neptune, and report back with their findings.

As we saw, the first stop was Jupiter. Here, everything was normal. The moons were there, Jupiter was there, and everything checked out.

Upon moving to Saturn, the planet seemed okay. Crusader 5 then photographs three of its moons – Titan, Iapetus, and Chiron. Interestingly, Chiron doesn't actually exist, but the Crusader was still able to get a shot of it. It gets even stranger during this brief cut, in which we can read that the Crusader actually only photographed *two* of them.

Moving on, we then make our way to Neptune. This segment only spans two months, and that's because Neptune is *gone*. During its hunt for this missing planet, it comes into contact with various moons of Jupiter, Uranus, and Saturn that are all *completely* out of place and out of orbit. And following this, it then encounters the source of the problem - the Iris.

It's here where it's sucked inside, and begins to photograph its interior. We make our way through the esophagus and the spine, before approaching what the video calls it's *conscious mind*. While inside, we then observe numerous scenes on Earth, including a DRD infected person, and either a transmission module or structure from Regnad Computing.

It's here where I'm led to believe that we're witnessing things through the lens of the Iris. Considering the nature of what it is, these are likely things happening on Earth at that very moment, from the perspective of this sentient planet. Somehow, the Crusader was able to link into its mind, observing the visual input that it's been processing.

-slight pause-

And finally, at the very end, we lose signal. The Crusader goes offline for seven months, and from here, we assume that it was then ejected somehow, and made its way back to Earth.

-slight pause-

Well, either that, or it's still inside the Iris. And the Iris is the one making it way to *us*.

-long fade-

DECODING GEMINI HOME ENTERTAINMENT

INTERMISSION TWO – PERSONAL THOUGHTS ON THE SERIES

-rain, maybe camera shots?-

And there. We. Have it.

16 videos, chock full of disturbing lore, hidden secrets, and tons of names, companies, planets, creatures, you name it. There is so much going on within Gemini Home Entertainment, and the beauty of it is that it's given to us with such ambiguity. So much of this story is left up to interpretation, and for all I know, *you* could very easily have a different theory from mine on the events taking place.

Tying this all together is going to be a monster, so if I were you, I'd grab a Monster, because we're about to go full theory mode to piece together all of this.

And so, ladies and gentlemen, to me, Gemini Home Entertainment goes a little somethin' like this:

-music drop-

PIECING IT TOGETHER

//The Iris

-rumble with Space footage-

In the early 1900s, a planet that we now know as the Iris enters our solar system, nesting its place between Neptune and Pluto. It was likely – looking for life. Any sort of home to invade and colonize. Initially, Neptune was a contender which is likely why it chose this spot, however, it then discovered something else.

-play Found You!-

The perfect target. The perfect home.

The Iris begins to study, to learn how humans work and interact simply because it can. It's far smarter and more powerful than anything humans have ever experienced, and could easily take over in an instant, but it won't do that – at least, not yet.

It mutates Neptune through some sort of means that is unclear, and this transformation finalizes sometime in the early 1930s. It's here where it began to emit solar storms to Earth, and with this, Jupiter and Saturn were affected by proximity, leading to the Wound, and the dying Gateway we saw in the Solar System video.

Within this first solar storm, there were likely trace amounts of Woodcrawler, Nature's Mockery, and Deep Root Disease embryos, seeds, and antigens respectively, and it's possible that, upon reaching Earth, it took years for these to grow into a stage of life that is invasive.

-riser with intense footage to serene forest-

//Moonlight Acres

-forest footage-

Deep within a Minnesota forest, Woodcrawlers make contact with Earth.

Beneath the ground, they begin nesting, hollowing out the depths of the Earth's crust and building what we come to learn as their Garden. It's unclear how deep this Garden goes, however given the phrase "mutation of the heart", we can assume that they're burrowing as far as the Earth's core.

On the surface, effects of this mutation are felt in larger and larger quantities over time, and by the mid 1930's, people have begun to go missing, an unknown plant begins to multiply, and a strange, slow-moving disease begins spreading throughout the surrounding communities. People also begin acting erratic and unnatural, however humanity is clueless on how to handle it.

-slight pause-

Word began to spread by the late 1930s as campgoers began reporting strange sightings of *Skinwalkers*, that we now know were most likely Woodcrawlers taking the bodies of various animals in the forest. Given their repulsion to sunlight, we know they were only heard and seen at night, thus meaning that people never got a good look at them.

As time passed, these same campgoers, alongside staff, were becoming infected with Deep Root Disease, writing notes about their affliction, with a grim outlook on everything taking place.

As the Iris becomes more influential, the Light's in the Sky event becomes more common, attracting more campgoers, and resulting in more victims. Strange men began to show up as well, and with this, some sort of ambiguous *deal* was made with the camp, and they left without ever returning. Given the existence of Harbinger Technologies Albedo Alarms, Timbre Radios, and SIV modules littered all throughout the camp, we can assume it had something to do with this, however that is still unclear.

-slight pause, signal the passage of time with b roll-

As these creatures and this foreign plague spreads, various companies begin studying and creating VHS tapes, all with a unique goal.

Harbinger Technologies forms after the Iris' threat becomes known, and they begin to create guides while engineering devices that they believe will help humanity survive it.

Regnad Computing, a highly-competitive computer company obsessed with becoming a leader in technological advancement, becomes fascinated by the Iris and begins manufacturing technology that can interact with it, thus resulting in the rapid progress of their titular AI.

Gyneva – a group likely composed of scientists - encounters anomalies deep within the ocean floor, and decides to share their discovery, later landing them a space exploration deal in which they help launch a spacecraft called Crusader 5.

And caught between it all, is Gemini Home Entertainment, a company that aims to document the mutation of Earth for archival purposes. They seem to be a neutral party – serving one goal, and this is likely why they accept all media about the Iris, no matter the affiliation.

-play b roll, maybe channel surfing-

As the decades pass, the mutation of humanity becomes ever abundant. People disappear in growing numbers, and Canadian and US Governments likely become involved in studying the events transpiring. Resultingly, Moonlight Acres was shut down from the 40s through the 80s, and during its closure, various engineering feats materialize, like the ROCT, and the Crusader 5, both of which were created to study the Iris's influence.

-show ROCT burrowing, cut to black, then Crusader on Jupiter-

And by 1982, the Crusader 5 mission begins.

In June, it approaches Jupiter. Nothing is found, and everything checked out.

Three years later, it approaches Saturn, studying it from December of 1985 to January of 1986. Things, too, seem ordinary, until the Crusader witnesses the existence of a moon that shouldn't be there.

Concurrently back home, Moonlight Acres reopens its doors in 1985, advertising burrow free cabins, and new contingency measures to prevent Woodcrawler influence. During that same year, it hosts its first Christmas Eve Party in celebration of its reopening and a new outlook, however this party abruptly ends due to Mary's transformation into an anomalous beast that has not yet been studied. There was no way to prepare for this one. She was different.

Resultingly, the partygoers are either killed or flee, and among the latter, is *Jack* who makes his way to the campground bunker we saw in *Lethal Omen*. It's here when he waits things out while his mutated wife leaves, and thereafter, he develops a newfound goal in life to spread the word about these creatures.

Throughout the next few years back in space, Neptune goes missing because of its mutation. It, Jupiters, and Uranus' moons begin to suffer mutation and disruption of their natural orbit, all of which are caught by Crusader 5. Soon after, though, in 1992, it becomes sucked into the source of the problem.

-show Iris-

It's safe to assume that, by this point, Jack Dean had filmed his *Wilderness Survival Guide* and *World's Weirdest Animals* videos, however contrary to our prior assumption about him being killed at the end of the latter, we realize that he survived this, due to the Iris' vision of a man in a bed in early *May* of 1993. The same time we know that Jack Dean had gone missing.

Furthermore, the Crusader also witnesses a Regnad transmission module being observed by the Iris, driving home the point that, by October of 1993, their substantial progress outlined in *Monthly Progress Report* had already been made. Contact was established, likely catalyzing the rate in which the Iris would consume Earth.

-show transmission for a couple seconds-

Circling back to Jack Dean, we can assume that this DRD infected person likely spread it to him given their resilience in standing by his bed. It's here where he potentially entered the SIV to check if he contracted it, given that we learned that DRD infected people are unable to dream. And with the existence of his dream, we know that he, somehow, did not.

Resultingly, he ventures back out to film some more. He was given a new lease on life, and decides to reenter what appears to be the same house from *Worlds Weirdest Animals* to investigate their endgame. As we established, the flesh bodies were likely their infected insides, with their actual bodies being elsewhere – but something I failed to mention earlier was that *ending*. The Woodcrawler that attacked him, likely resulting in either his death, or his transformation into one of these creatures as hinted at in *Monthly Progress Report*.

-play snippet-

And this is just the story of Jack and Mary. Take this – and multiply it by the population of Minnesota, the United States, the *World* and we realize the monumental scale of the problem.

Gemini Home Entertainment is but a small lens to what we *can* see. Imagine what we can't.

-slight pause-

From October of 1993 to May of 1994, the Crusader loses signal somewhere within the Iris.

-video sound-

Miraculously, though, it comes back online. Not because it escaped. But because this sentient planet is making its way to us with the Crusader trapped inside.

The claim that the SIV dreams did *not* predict the future – was a lie. They were stockpiled in Lethal Omen for a reason.

And that was because they predicted what the fall of humanity would look like.

-show Iris rising-

The approach. The final blow. The end.

-show Lethal Omen rise then fade-

CLOSING QUESTIONS

And that, my friends, is Gemini Home Entertainment.

Manipulation. Hopelessness. Mutation.

-slight pause-

I'm not gonna lie, I'm actually sad this is over. I'm sad we're at the end, because there are so many things I still wanna see, and so many pieces we're still missing.

During this journey, we have unpacked Woodcrawlers, Fake People, The Iris, A disturbing campground, weird mannequin figures, the death of a couple, the motivations behind various companies, the ulterior motives of two of them, alien communication, planet mutation, inevitable societal collapse, infectious diseases, dream recordings, strange rituals, and this bizarre unawareness by the general public as to what's actually going on.

I cannot wait to see more episodes of this so we can get answers for things still shrouded in mystery. There was *a lot* left to interpretation, and I'm keen to hear your input about it.

For instance, who actually were the mannequins? What did the mutation of Neptune actually entail? What in the world did Mary morph into? Who's behind Optica Video? What was the true purpose of the ritual in Lethal Omen? And what exactly does the *mutation of Earth* encompass? We know that it's happening, and we get visuals of it, however the endgame is still shrouded in mystery.

What we *do* know, though, is that within the world of Gemini Home Entertainment, humanity's days are numbered. Woodcrawlers are hunting. Nature's Mockery is consuming. And on the brink of collapse, society is hanging by nothing but a thread.

The Iris is with us now. Laughing at us. And it's not going anywhere.

CLOSING REMARKS

Gemini Home Entertainment is an absolute monster.

-slight pause-

What began, appearing to be a simple invasion story about creatures taking over humanity, had blossomed into an incredibly dense alternate history chock full of hidden bits of lore to uncover, interactive elements, and ambiguity surrounding a company that we're still unable to fully understand.

I absolutely recommend that you watch this series start to finish and formulate your own theories on what *you* think Gemini Home Entertainment entails. As we've seen, there are *tons* of secrets, and you *just might* spot something that could change your entire outlook on this series altogether.

Remy Abode has crafted something incredibly special, and the beauty of it is that it's been confirmed to be ongoing. I dunno about you, but I know for a fact that I'll be here for that ride every step of the way.

This is not the end of the road. There are still tons of points left unanswered, and much like The Walten Files, we now lie in wait – until our next venture begins.

-slight pause-

In the meantime, I'm going on vacation. I'll see you all at Moonlight Acres. I've heard their views are to die for.

-roll credits-