

Notes:

- the names of characters with canon homestuck counterparts will have parenthesis around them as they're gonna be named via commands while Sburb will have brackets as it will too be renamed.
- The trolls will be humans and the kids + "trolls" will all be white which will be important once ectobiology is brought up.

Prologue

- The comic starts with introducing a 13 year old (Damara) (the year is 2074) waiting in the rain in Northern England for a cab.
- After some shenanigans a taxi arrives and (Damara) specifies to the driver her destination is a manor in the countryside which the driver seems to recognize.
- During the ride there's a (insert replacement for pesterlogs here) with (Porrin) as (Damara) mentions she's coming close to the manor and discuss some sort of ritual to contact some sort of entity.
- Once at the manor (Damara) rings the doorbell, she gets trolled by a laughing frog gif to which (Porrin) apologizes over her mum's loving frog posting more than her fashion empire.
- We're properly introduced to (Porrin) as she has some console shenanigans (perhaps having a tranny maid ack here?) as she goes across the mansion to get the door for (Damara).
- Afterwards the two go to a room the two agreed on to do the ritual in with (Damara) preparing the ritual while (Porrin) leaves to get an artifact which we won't really be able to see once she returns with it.
- Then the ritual starts and (Damara) is seemingly engulfed by shadows where she meets an entity named "Calmasis"
- Calmasis deduces that (Damara) wants to more than she currently is and offers to do such, only asking for her soul in return.
- And when (Damara) asks if she would die without her soul, Calmasis tells her that she won't and the prologue ends as (Damara) finally agrees to make a deal with Calmasis.

Chapter 1: (insert comic name here)

- We shift over to introducing (John Egbert), a boy who's anticipating the upcoming Sci-Fi Fantasy MMO [Sburb] that is releasing a closed beta on 9/11/2016, his 15th birthday.
- While waiting in his room for his beta code to arrive in the mail he gets pestered by (Dave Strider) one of his friends who mentions the rest of the friend group already have their codes.
- But before he can get off the computer he's "trolled" by (Karkat Vantas) and by trolled, it's more of (Karkat) calling (John) an ESL FNF Jartyniggerpedotrooncuck and leaking.
- Eventually (John) leaves his room and explores his house some more and then finally we get the equivalent to the windchime foley flash and (John)'s dad sneaking up on him.

Chapter 2: Prank War

- With that we're introduced to (Rose Lalonde), one of (John)'s friends who has her code and is busying herself by all sorts of command shenanigans and bothering notable slopjak poster (Terezi Pyrope).
- Afterwards with (Rose) wondering why (John) is taking so long we cut to the prank strife between (John) and his Dad and after it's interrupted by Nanna's urn being broken on accident, they both call it off and Dad gives (John) the code and wishing him a happy birthday with (John) dashing back to his room where he catches up with (Rose) (with a comment on (Rose) mentioning (John) owes him if the game's marketing turns out to be a scam) and finally starts the game.

Chapter 3: Beta Testing

- Right out the gate there will be major changes between Sburb and [Sburb]:
 1. Alchemy is gonna be like muh heckin applied energisticirinoooooos with the equivalent to the alchemiter having its own sylladex that can store things and can be expanded with items that can be found in dungeons and even gain a couple new functionalities like the Homestuck Alchemiter's shunts.
 2. At the start the client player will need to take a shitty personality test which will determine their classpect + something else.
 3. The lack of mentions of the sylladex has been for good reason as the Sylladex is a part of the game, in fact there's a new machine which will print out 5 captchalogue cards, an empty strife specibus, and a sylladeck based on a tarot card that depends on what you got for said personality quiz (for example (John)'s is The Fool, (Rose) the High Priestess, (Dave) Judgement, and (Jade) The Empress)
- By this point (Rose) and (John) have their introductions, Dad asking (John) mentioning an amber alert going downstairs about a meteor about to crash down on them, adding urgency as (Rose)'s wifi goes on the fritz.
- (Rose) would then be forced to navigate through her house to get to a spot with better signal and to avoid her drunkard of a mom, which she does by going out into the rain before going back inside.
- Eventually as (Rose) reconnects with (John), she's able to help him get his entry item, (John) uses it, and with that Act 1 ends as (John) enters the equivalent of the medium.