

The botched raid supplies external pressure that Shammy internalizes as atmospheric turbulence—observable as pacing, static crackle, temperature micro-shifts. Ace, exhausted by the motion, converts irritation into decisive action: she proposes “sex games” as a pressure valve. Mai’s mild interest registers as strategic curiosity rather than immediate hunger. Shammy’s “kid in a candy store” reaction is pure atmospheric eagerness—storm-front hunger. The shenanigans then evolve into successive competitive rounds where each member attempts to top the others using their vector strengths, creating a natural progression of dominance flips, rule enforcement, and eventual mutual surrender. Structure expands across five chapters to allow breathing room between beats, escalating stakes, and post-release stabilization without rushing to resolution

From:

<https://datavault.ws/> - **DataVault**

Permanent link:

[https://datavault.ws/doku.php/blackfile:excess\\_pressure\\_protocol:start?rev=1774631525](https://datavault.ws/doku.php/blackfile:excess_pressure_protocol:start?rev=1774631525)

Last update: **27/03/2026 17:12**

