

# ACE — DEMON HUNT YEARS



(Datavault Entry / Series Overview)

**Status:** Black File / Canon-adjacent

**Scope:** Pre-Arc (Before Ace 1)

**Tone:** Pulp horror / action / grindhouse

**Structure:** Episodic, semi-independent cases

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## CORE DEFINITION

**Demon Hunt Years** is a collection of Ace's early operations before the structured narrative of the main timeline begins.

This is not the story of balance. This is the story of survival.

No Mai. No Shammy. No triad.

Just Ace — and whatever the world throws at her.

## POSITION IN CANON

- Occurs **before Phase 1 (Ace 1 - Origin & Bond)**
- Exists in a **looser continuity layer** (Black File compatible)
- Does **not alter or override mainline canon**
- Functions as **background expansion**, not required reading

**Key rule:**→ Nothing here can contradict the locked timeline  
→ Everything here explains \*why Ace is the way she is\*

## TONE & STYLE

This series deliberately breaks away from the later structured narrative.

### Primary influences:

- Pulp fiction
- Grindhouse horror
- Monster-of-the-week chaos
- Fast escalation, minimal exposition

### Narrative traits:

- Dirty, immediate, kinetic
- Violence is practical, not heroic
- Dialogue is short, sharp, often cynical
- Stakes are local — survival over meaning

No long-term system. No philosophical frameworks.

Just:

find threat → kill threat → move on

## ACE — CHARACTER STATE (EARLY YEARS)

This is Ace **before stabilization**.

From Master Profile perspective:

- No external anchor (Mai not present yet)
- No atmospheric regulation (Shammy absent)
- Operates as **pure Depth Vector without balance**

### Behavioral profile:

- Highly reactive
- Minimal emotional processing

- Converts everything into action immediately
- Zero interest in “understanding” anomalies

She doesn't fix problems.

She removes them.

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## STRUCTURAL FORMAT

Each story functions as an **independent hunt**:

- Isolated location
- Singular anomaly / demon / entity
- Rapid escalation
- Brutal resolution

Continuity exists, but loosely:

- Injuries may carry over
- Reputation may follow
- Psychological weight accumulates subtly

But no overarching arc is required.

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## WORLD STATE (PRE-STRUCTURE)

- No clear SCP integration yet
- No formal containment logic
- No stable anomaly taxonomy

Reality is:

fragmented, hostile, and poorly understood

Ace is not part of a system.

She is what happens when a system **doesn't exist yet**.

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## THEMATIC FUNCTION

Demon Hunt Years exists for one purpose:

→ To show the cost of being Ace *before she had anything to stand on*

It answers questions like:

- Why does she default to action?
- Why does she compress emotion instead of processing it?

- Why is hesitation dangerous for her?

Because here:

hesitation gets you killed

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## LIMITS & RULES

- No retroactive Shammy presence (strict)
- No Mai involvement (timeline integrity)
- No triad dynamics of any kind
- No high-level cosmology exposition

This is ground-level work.

Blood, noise, bad lighting, and worse decisions.

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## RELATION TO MAINLINE

When transitioning into **Ace 1**:

- Tone shifts from chaos → structure
- Survival shifts → meaning
- Ace shifts from **alone** → **anchored**

Demon Hunt Years is the **unfiltered baseline**.

Mainline is what happens \*after that baseline breaks\*.

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## SUMMARY

**Demon Hunt Years = Ace without a safety net**

- No balance
- No system
- No mercy

Just:

a girl, two katanas, and a world full of things that should not exist

—and still don't, after she's done with them.

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Contact: editor at publication-x.com

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