To Whom It May Concern,

Thank you for your interest in our FAQ on Zampanio, formerly hosted on gamefaqs.com. As you may have noticed, our emphasis on privacy has resulted in this faq being taken down. Your feedback on the quality of this FAQ is, of course, valued.

Unfortunately, we will not be able to aid you in your search for Zampanio or the promotion of your work for the several following reasons. Any figures referenced are available in the appendix.

We became aware of your search for Zampanio on June 3rd, 2021 when the user "jadedResearcher" asked the following question on gamefaqs.com: "Where can I actually find Zampanio (need it for a Sim)???". Upon seeing that this username was associated with making various simulations from a variety of fanbases, we presumed you may be the creator of said simulations and were proven correct when we found your post referencing our FAQ. (FIG 1.1) as well as your recent promotion of your 'simulation'.

In addition, we have concerns about your consistent, though minor, plagiarism of our FAQ. First, members of our team have noted the similarity of our repeated phrase "it never ends" (coded to hexadecimal hidden in images) with the phrase "THE END IS NEVER THE END" which appears several times throughout your content.

On a separate occasion, you posted a "vague todopile of shit to do" which largely mirrored our own goals in the same order with our FAQ. Though the post no longer exists, we have managed to obtain a screenshot of it. (FIG 1.2). Of particular note is the fractal radios, 217 password and scp references.

In addition to this your mission statement of "making a miasma of zampanio content to spread to the corners of the earth" uses similar wording to our FAQs central conceit of "spreading the fog of zampanio to the edge of the earth and beyond".

While looking at content you had previously produced, we noticed you were a "Waist" for FarragoFiction (see figure 1.3), which primarily is associated with the webcomic homestuck. While we were not able to get a screenshot in time we know you were somehow monetizing fancontent which is illegal.

There is also the matter of the timeline in which your "simulation" has gone live. It is common knowledge that our copy of Zampanio became unplayable some time ago in the past, and only recently has its recovery become possible. Don't think we don't know you used your illegal connections to make our game work. We can feel you watching us even now, as we type this. Don't think we don't know how to keep ourselves secret and hidden and safe. Don't think we don't know you're in league with the SpiralBehindItAll. You claim you're trying to simulate it and what is a simulation if not a door and what is a door if not a way into our world. I STOPPED it. I stopped playing it and I stopped writing the FAQ and I WAS OUT and like HELL am I going to assist you currently.

We are absolutely not willing to listen to your side of the story and hope you rot in the hell which you have created.

We hope to never be in further contact again.

invertedCentaur

Appendix: Referenced Images

Figure 1.1: ZampanioSim linking to Our FAQ

About ZampanioSim

ZampanioSimulator is a fanmade browser simulation of a game called "Zampanio", from this weird creepypasta FAQ I found.

Given I'm trying to be true to what appears to be for all intents and purposes a creepy pasta, there's going to be themes that might not be for everybody in here! Without giving away the premise, here's a broad list of content warnings, though a good rule of thumb is that if you're a fan of Zampanio you're probably gonna be okay with this weird fan work I made of it.

ALSO! The whole point of Zampanio, simulated or otherwise is the customized experience so don't blame me if you don't get any of these, or get an especially potent dose or something.

Finally, Wastes Honor: no jump scares or anything lame and cheap like that. Honestly if you stay on your path and don't be a dick to Zampanio, it'll be perfectly nice to you.

- Themes of Unreality
- Creepy sounds/Ambiance
- Unsettling Images
- Violent, Creepy Monsters Described in Text
- Player Blaming
- Player Insulting
- Strong Langauge (Sorry, that's all me, Zampanio itself is probably not so sweary)

If I've missed anything I should have had in the warnings, feel free to message me at jadedResearcher at gmail, yeah?

PLUS theres the wiki and the zampanio specific (not just this sim) discord (though I'm not just gonna LINK them here, you can find them at the end of the Credits, think of them as a reward!)

Enter Zampanio

Dev Log by jadedResearcher:

06/06/2021: finally making other menu screens, got statistics and achivements in. its weird, theres a lot more work than id think for just a simple simulation

06/03/2021: happy birthday OB, the achievement system just went live. its on the third too which is just

https://gamefaqs.gamespot.com/pc/3/zampanio

Figure 1.2 "TODO Pile"

- if ya'll "go up" in game mode, leads to jr in a chair attic mode (instead of a genuine moment or forth wall breaking connection chair Sm just wants any info on the "real" zampanio, especially any cached copies of that dead faq link. twisting the one moment of truth in indie games like this into more lies (while also being true because yes plz if ya'll make zampanio fan works plz send)
- JustTruth ends with ya'll being assigned your TrueClasspect now that you've answered all possible questions
- when Truth and Game intersect ya'll meet god (at end of adventure). JustJR mode where i explain why i feeling this game, sitting in a chair
- truth and game true = meta map of zampanio if ya'll are in true mode AND game mode at the same time
- gigglesnort fnaf mod is creepy pasta
- add references to https://scp-wiki.wikidot.com/scp-001-ex
- secrets under construction component, shitty geocities gif of construction.
- creepy pastas scattered throughout the site, based on themes, of the form: "You sit down to play a game. Feeling weirdly obsessed with X. theme1 creepy. then theme2 creepy. * lightly themed ghosts (just enough variation for gaslighting) Suddenly, ya'll can feel the pounding behind your eyes. "let me out" ya'll hear, "let me out".
- a QUEST has a title, text and a reward, all strings. (so ya'll can say that a companion themed quest gives +1 loyalty and a god quest raises your acolyte level, etc etc)
- quest screen (has to be at end so can reference ITEMS and GODS (the two gods both are trying to woo the PLayer))
  * for each theme, finally break out PERSON from noun , refactor SKILL CREATION to use person place or thing rather than generic noun * store missing TEMPLATE PLACEHOLDERS (VISUAL_EFFECT, MONSTER_EFFECT, OBJECT, LOCATION, ADJ, INSULT, COMPLIMENT,CLASS, ASPECT, COMPANION, CITYNAME) in consts (missing CLASS, ASPECT, and CITYNAME, COMPANION NAME) * for each theme, write out a super tiny quest or two with TEMPLATE PLACEHOLDERS The city guard knows it takes a PERSON to catch a thief, and they have come to you. The ADJ OBJ has been stolen from the LOCATION, with no witnesses. Will you be the one to finally crack the case?" "if there is a companion who has a theme that matches TEMPLATE theme, they slot into anything that needs COMPANION name" * on player creation, generate quest array from themes. title is procedural from the theme of the template chosen. * quest screen (copy CITYBUILDING SCREEN as a start) has list of quest titles (upgrades to summary of quest plus the fake skill points you'd get for completing it)
- https://zampaniosim.fandom.com/wiki/ZampanioSim_Wiki
- 2/1/7 is the password to SOMETHING because OBs bday is all stay by 3 to get that
- link to feeling ramble of someone trying to find all the secrets and easter eggs of LitRPGSim (not the feeling Zampanio game, the sim) including feeling ones
- quest screen ADDs achievements to the system
- fractal sim plus radio???
- third path: press esc too many times and perma crash the menu, leaving the spiral sitting horror goin "..." and it ...panicking and activating win mode????
- first ending where ya'll max out skills (or played long enough to reach the heat death of the universe (thru auto clicker) and menu finally closes and then feeling credits role
- sub titles unlock only when ya'll unlock skills related to them. ya'll have to discover them, essentially
- zero player game where ya'll get little mini stories about what ya'll 'did', like "used Medical Crown to heal a king" or whatever. if the game were working PROPERLY it should praise ya'll for whatever skill you've used the most, but obviously you've never used a single skill so it just picks one at random or glitches out. have console logs about ERORR NO FAVORIE SKILL FOUND etc.
- if i ever do a lets play of zampanio it should be a hacked version that never goes live that is different in many very important ways but subtle at first

Figure 1.3: FarragoFiction association

2021-04-20: jadedResearcher posted:
hiveswap and ancestor dollsets have been updated (holy shit theres a lot of new ancestor doll parts)