Do you think you've connected some dots? List what you think you've realized and your justifications and if its good enough I'll add it to the Official Pile.

jadedResearcher

okay okay okay

@SmeargleUsedHex so like

the game is supposed to be stupid old, right?

like what kind of games were even IN the 70s

but the point is

if it IS older than the internet in some way

do you think its possible that the old guard just kinda

put special cases in for it?

like?

"break DNS servers if they refer to this game" or something?

like is there a literal blindspot in the actual struccture of the internet

SmeargleUsedHex

The 70s is like, Pong ages, according to Google.

jadedResearcher

exactly

and i have yet to see a single reference to zampanio that claims it LOOKS like a pong contemporary

but they all resolutely claim it came out in like, 1972

which again super sus

but if I were one of the founders of the internet

you just know i'd put things like

"oh hey if i notice a web packet with data that says something about zampanio, change the date"

you know?

like can we prove the internets founders weren' trolls obsessed with a weird game

SmeargleUsedHex

Everything I've seen has been like, referring to some complex multi-character, multi-class RPG. Why would the literal founders of the internet want to do that?

jadedResearcher

i mean didn't like most of the early internet get made for free by furries or some shit, isn't that the meme

why wouldn't they put weird jokes in

SmeargleUsedHex

Maybe it's just a massive research failure. One person said it came out in the 70s as a joke, and everyone copied them?

Like a big game of telephone.

jadedResearcher

okay yeah i won't deny your answer is way simpler

but is it satisfying

when did the first rpg come out

SmeargleUsedHex

I think your priorities may be a bit skewed.

Uh, let me see.

Wow, that's a really bad question. Depends on what you refer to as an RPG. The generally-agreed-upon first RPG, Google says, came out in 1980, which... isn't actually too far off.

jadedResearcher

okay and the internet is what, the 90s?

easily could have predated the internet

brb gonna check how old achievements are

SmeargleUsedHex

Hrmmmmmmm.

jadedResearcher 6

The idea for game achievements can be traced back to 1982, with Activision's patches for high scores.

so yeah its...i mean not impossible

maybe even plausible

not as 1972 but at least as "older than the net"

sure ive heard of graphics obviously way more modern but like

is it possible people are making fan versions?

like theres plenty of cracked games out there where they improve the graphics or add new content or whatever

at this point, if we could even find a copy, how could we prove its the "original"

hell, what if someone finds my sim and thinks ITs the original

SmeargleUsedHex

This feels like something like a moon landing conspiracy. Like, "America developed digital editing software decades before it was available to fake the moon landing" kind of deal.

People could be reporting on different versions of the same game. I could see that happening.

jadedResearcher

i mean yeah, the rumors say its wildly personalized, so its entirely possible its just like, ten different games all in the same bundle

and i mean, isn't it kinda fun to go conspiracy ham on something harmless?

SmeargleUsedHex

I guess?

jadedResearcher

either way: we're in agreement, we want to track down this game or barring that any info we can find on it, and try to sift through all the bullshit to figure out what it actually is? i'll tamp down the wild speculation

but how fucking awesome would it be if the bones of the internet were built on hiding this game without letting it fully die out

gone_farther

Right, hate findinh my way around new servers channels.

*finding

jadedResearcher 8

mood, im probably gonna meteor like, half of these channels but for now we're seeing activity

but yeah like

you've done a deep dive on demeter and homeric myths and stuff and i KNOW that faq i found that i can't refind mentioned demter

so anything you can let us know on the connection between them would be amazing

gone_farther

It's not really scary? Girl's gather gives permission for powerful man to marry her; man doesn't ask her permission or her mother's; woman wanders a bit being helped by & helping other women, eventually sits down and demands to see her daughter regardless of the price or the bribes offered; girl joyfully returns to her mother but the man forces her to return to return to him sometimes.

jadedResearcher

i swear ive seen a quest like that in someones liveblog somewhere.
maybe the devs were inspired by myths?

gone_farther

Huh.

Hmm... have I heard the name 'Demophon' before?

My take on that is that Demeter's first plan to hurt Hades was making this kid immortal, so he'd not die and maybe that would affect something. But then that failed, so having exhausted her options she returned to the nuclear option of "starve all humans and, through them, the immortals of their offerings".

Is that

That's not ringing a bell, is it?

jadedResearcher

stopping an apocalypse through killing all humans, yeah man its tip of the tongue i know i know this

gone_farther

What?

Okay, that was not even close to what I was getting at, so I will go to sleep, and if I still care later maybe I'll explain more.

jadedResearcher

wait you didn't mention apocalypse. ive got zampanio on the brain. so many apocalypses in it. i think i just saw "nuclear" and autocompleted. but yes, sleep well

gone_farther

that'f zine

jadedResearcher 9

@attendantWatcher "I wish we had reliable sources and not second-handed accounts and builds that

most likely incorporate a ton of newer features for the players' convenience." :eyes:

you have a POINT there

that explains the seeming anachronisms!

attendantWatcher

I mean yeah I'm pretty damn sure that most builds out there are reimaginings, rereleases or otherwise "stuff that is Zampanio but not the OG Zampanio"

jadedResearcher

my mind is blonw

attendantWatcher

You know how Paula has different attitudes to being freed by Ness in Mother 2 and Earthbound, right?

jadedResearcher 2

i mean id known they were all fan cracks but somehow i just assumed it was translations only

???

attendantWatcher

In the OG Japanese build, she's quite anxious about the whole affair and is v glad Ness finally shows up, but in NA release she says she was about to break out on her own I think it's a good idea to remember that a translated, or adapted, work is always influenced by the translator/adaptor's attitudes

jadedResearcher

yeah i know like, pathologic had a lot of things like that

where which translation you got effected things

attendantWatcher

Don't even get me started on the differences between OG release and the international one in Turgor.
IPL just loves their boni on the topic don't they.

jadedResearcher

???

i unerstood many individusal words there

boni?

ipl?

 jadedResearcher

i unerstood many individusal words there

I SING THE TRUTH

My experience in a shellnut

attendantWatcher

IPL is Ice Pick Lodge, the company which developed Pathologic, Turgor (which you may know as The
Void), Knock-Knock, and Pathologic 2. Boni is plural for bonuses. I think hiding stuff from adaptations is...
weird, but interesting as a creative choice.

If you adapt something, you are going to lose things either way, because some things don't translate
culturally, and people may want to experience the OG version to find out what the original experience
was supposed to be like. And hiding something in the OG version is basically a jacked up version of that.

jadedResearcher

gotcha

and yeah its interesting how many games take inspiration from things like zampanio

the "what is the 'true' version"

kinda thing

and then you get things like polibius

polybius

attendantWatcher

I think these are adaptations of the same principle. Books have been copied, reprinted and rereleased for aeons.

gone_farther

have you ever stayed a wake so long your eyes sting and your stomach churns

your limbs shake. you feel cold all over. you have to.

have you ever memorised one of these stupid puzzles on purpose, because you thought if only you kept it looping through your head long enough surely you would see something. understand something.

forever in the fortress and never to leave lies a dark secret, how shadows deceive.

it didn't help

imean, i solved it. technically. i found the next password.

but the memorising didn't help, returnig to it again and return to it then and i never saw

i did see, surely? i looked it right and the eye and went sacrifice, what does that mean?

i thinik i did. and then i looked away.

*think. lol.

'without sacrifice' yup, that's me! 'you expect'. i expect.

gone_farther

i expected.

everyt ime i played zampanio i tried to stick close to the paths. i could see it was broken, i could see where it broke and i just

i stepped back.

i'd try an option, see it break, and put it back. maybe not all the way? but the all the way.

i'd return to the skills menu a lot. toy with the rest, but i'd return to my skills.

simple. ish. sure enough, if you ignore all the

gone_farther

i could try to sleep more now. even just clear my mind and drift.

but it's too late. the morning has come. sunlight embarrasses me. i should get up. i should live.

J v a k Q t R

Oh you mean in the game???

Yeah I think at one point one of those puzzles got burned into my mind because my brother and I spent days working on it.

It was one of the text ones that unscramble into a scene so he started to mumble the words he'd unscramble under his breath a lot trying to solve it

gone_farther

Mood!

gone_farther

In the end—I brute-forced that one. And it only worked because I made a mistake.

J v a k Q t R 0

Ah, gotcha

 (Brute forced is when you just put in all possible options right?)

gone_farther

yup

J v a k Q t R

Yeah we did that a few times

gone_farther

I narrowed down the 'all possible options', and then in my very last attempt I tried—the correct answer, which by my conscious judgement should have been a nonpossible option.

There's me expecting no sacrifice, see?

J v a k Q t R

Gotcha

I remember there was this one puzzle in the game that was--well, simple but unfair. It was a set of numbers for a combination lock of some kind, but apparently the answer wasnt in the game, we had to "remember" the combination. (As the character)

And even when we "brute forced" it and we did every single combination it still wasnt opening???

Like I guess we accidentally missed one

Copper_Floss

hey, I remember that one

I ran into it on two playthroughs

got lucky the first time, figured it out the second time

you know how in the very first level, when you move through the oak door, you scramble the padlock on it? Assuming you get the encounter where you have to run through the fort, I mean.

whatever you scramble *that* padlock into is the answer to the jade padlock you run into later the first time I ran into those I was lucky, because I just entered 1714 into everything it asked me a pin for (which ended up fucking up some stuff in later playthroughs, but, that's getting off topic)

ran into the same puzzle in a later playthrough, and got stumped hard until I realized I'd had a similar 'run and scramble' sequence earlier, tested the thoery, and got through.

gone_farther

Is someone posting in this channel? It keeps showing unread.

jadedResearcher

thats me, i pin shit then delete the pin message cuz its just clutter

J v a k Q t R

okay ack, my game was very different but there was a padlock combo we scrambled early on now that I think about it... so that's what it was

NotAMinotaur

Perceptual tension occurs when an individual perceives conflicting cues to category membership, such as when a humanoid figure moves like a robot, or has other visible robot features. This cognitive conflict is experienced as psychological discomfort (i.e., 'eeriness'), much like the discomfort that is experienced with cognitive dissonance.

Can you remember what it was like to play as a child?

Flippet

can you?

lionfish1212

....

Krysal Tepsyr

been far too long for me to need to remember that but i can.

gone_farther

¯_(ツ)_/¯

gone_farther

"First I'm camouflaged in feathers

Then I'm biolumenescently Unfolding First you can read all of my thoughts Even ones that I forgot Then you control them"

uyhggggh.