The audiolog player is a webpage where you insert code in the form of a typewriter writing a label on a cassette tape, and if the code correctly corresponds to an associated audiolog, that sound file will play. And if not, the player will overlap several audios in an incomprehensible jumble.

The audiologs in the specific audio player can be easier accessed by inputting the code at the end of this url: http://farragofiction.com/AudioLogs/?passPhrase=

Or the audiologs can be played in their original ogg file in browser, offering a pause button, a volume slider, and a timeline for easier listening, by inputting the code in the following url: http://farragnarok.com/PodCasts/(Nameofcode).ogg

Each audiolog has an associated speaker, keywords, summary, gigglesnort, and transcript viewable in the Inspect Console when playing the tape in the official webpage, though not every audiolog has all of these components.

Each incorrect passcode in the Console shows the passcodes "Narrative Relevance Value" and "Ontological Realness Value". What these represent or do is currently unknown.

I (VB) consolidated the already completed work from the farragofiction wikia into this one page.

This wiki page is still a work in progress. Any sections in the transcripts marked with a [...] are parts that I was unable to understand. Any may contribute transcripts, corrections, console information, or unlisted passphrases.

Transcriptions

168520691708

Speaker: jadedResearcher

Keywords: music,SVG

Summary: JR teaches you about SVG files.

Transcript: Okay. If I wanted to know what notes were playing right now, there's a lot of options. For one, I could be, ah, you know, musically talented so that I could just tell. You know, being able to play by ear is valid.

But, is that really the kind of puzzle I'd give you? Did you know that most sheet music is available as SVG files? Think about it.

12point5

Speaker: jadedResearcher

Keywords: power, sburbsim

Gigglesnort: This number is probably not important.

Summary: JR warns of the dangers of specific powers.

Transcript: Alright, this is JR with another public service announcement.

It has been established conclusively, me and PL worked hard on this for the last... who even knows. Point is, do not have a power of 12.5 exactly. I know, that's stupid, but, be careful what kind of Specibi you use, what sort of things you do, its exactly 12.5 it causes... you become infinitely powerful and also absolutely not powerful at all and your session crashes and please don't do it. You do have the ability to do introspection to figure out what your stats are, I encourage you to do it constantly.

Really, it's more of a problem for those just starting out, it's not like it'd happen once, I dunno, once everybodies in the game probably (???your all???) stats are gonna be way above twelve. but, hopefully... so I guess this message is more for people who just... Maybe, maybe who start out just a little bit Wasted before they entered the game. Tell your co-players to be careful about their stats. Good luck, goodbye.

13

Speaker: jadedResearcher

Summary: 13 isn't the right answer to the riddle you're looking for

Transcript: You're on the right track, but if you put this number alone, I don't think you know what the question was. Well, not the question before. I'm confused. Point is, 13 is not right.

113

[[LISTED BUT NOT OPERABLE]]

204

Speaker: jadedResearcher

Transcript: Shoutout to session 204! I know we don't talk very much, but everything going on with you guys is just so valid. Like, keep doing it y'know? JR out.

858

Speaker: jadedResearcher

Keywords: gigglesnort

Gigglesnort: You probably already know the answer.

Summary: Just a question

Transcript: (Spoken by CanonJR) If a Waste were a number, what would it be?

85

Speaker: jadedResearcher

Keywords: gigglesnort

Gigglesnort: Count them.

Summary: JR answers a question about oddly specific numbers.

Transcript: (Spoken by CanonJR) So, Wasted player AcesEight asked what 85 means to me?

I... don't have any idea. Which might mean someone else is running puzzles. I mean, it happens, I mean obviously. I... guys. I didn't invent the concept of sandboxing Wasted players to keep them out of dangerous stuff. Uh... Kinda curious who's running this puzzle, then.

85... Well that's 5 times 17 and we all know those are important numbers. 85.... You don't think... I'm gonna go ask AB.

1669

Speaker: jadedResearcher

Summary: gigglesnort

Transcript: better than expected, wasted, victory. 24. 12. 6.

a_matter_of_perspective

Speaker: yearnfulNode

Keywords: puzzles

Summary: YN muses on puzzles and perspectives.

Transcript: Let's talk for a bit, you and I… I *know* I shouldn't be touching this, or at least, not *directly*. It's "not my department", etcetera… But I feel like it'd be easier for you if you could *understand* how this all works.

Imagine a Rubik's Cube. You're picturing it, right? If you can't, it's like a puzzle— a bunch of blocks. Looks like a cube with little— little cubes on it. Can you imagine that?

Good, now throw it away because it's completely useless. Imagine instead, a 17 by 17 by 17 Rubik's Cube. Like those big ones that have *hundreds* of these tiny boxes. The one that you buy and not actually use ever— Because if you even moved it once, you'd have to unscramble it, and that'd take *days*… Now *that's* closer to reality!

What do you *do* with a Rubik's Cube? Well, considering you actually *use* it… Well, you *assemble* it, obviously. But you don't just assemble *one* side of it, that's just lazy! You assemble *all* sides. Every single tiny block counts. You don't just… *leave* one white block in a red square, that just looks unsatisfying! You have to look at each side, and see which cubes belong to it, and find a way to fit them there, but actually— *accidentally* using something that shouldn't be there.

You get it now, right? Perspective… is a Rubik's Cube. You can't just assemble one side and call it a day, you need *all* sides for the full picture! You *need* that, or you'd get lost.

And sometimes those sides are unreliable, but what are you, if not completely and utterly unreliable?

ab2

Speaker: authorBot

Keywords: AB,sburbsim

Summary: AB discusses entering sessions

Transcript: I gotta admit, getting to go check out sessions in person is less useless than I thought it would be. I can still multitask with my flawless mecha-brain, so it's not like whichever chassis I send into the field is wasted.

Or, Wasted.

There's a reason we don't fucking send JR to a session unless it's pretty fucked up already.

ab3

Speaker: authorBot

Keywords: AB,sburbsim,yellow yard

Summary: AB is glad the Yellow Yard works.

Transcript: Honestly, real talk here? I'm glad JR got this Yellow Yard shit working. Less laying waste and more helping out is good for 'em to practice.

Plus, look at all that restraint. Letting you assholes make the choice and not laying it Waste-style? Maybe those maturity quests actually did help after all.

ab4

Speaker: authorBot

Keywords: AB,rap engine

Summary: AB expresses her opinion on the rap engine.

Transcript: Don't listen to JR. They are a fucking philistine. This rap engine is the best thing since nuclear power sources.

Sometimes JR doesn't only make shit that kills sextillions and makes my life harder.

ab5

Speaker: authorBot

Keywords: AB,sburbsim,grimdark

Summary: AB is unhappy with this decision

Transcript: It seems you think it was 'kind of a dick move.'

You literally helped me come back from the hellscape that is a crashed session only to immediately decide to let Grimdark players crash that shit on purpose. You asshole.

ab6

Speaker: authorBot

Keywords: AB

Summary: AB does what she wants.

Transcript: Fuck you. I do what I want.

ab7

Speaker: authorBot

Keywords: AB

Summary: AB complains about busywork.

Transcript: It seems that JR believes that the correct response for feeling like an 'asshole creator' is to come up with more bullshit busywork for me to do. Classic.

ab8

Speaker: authorBot

Keywords: AB,sburbsim

Summary: AB doesn't like patches.

Transcript: Would you stop fucking patching your shitty code? If I want to scratch sessions, there is a 93.134037% chance that that is my own business. Asshole.

ab9

Speaker: authorBot

Keywords: AB,sburbsim

Summary: AB doesn't like the cattrolls.

Transcript: Fuck you, O Mighty Creator, and fuck those cattrolls. Do you know how irritating it is that you let them be 'lol random'?

How would you like your very concept of reality to be allowed to switch whenever it fucking feels like it?

ab10

Speaker: authorBot

Keywords: AB

Summary: AB likes her new chassis.

Transcript: There is a 98.234134037% chance that the new chassis somewhat makes up for the cattrolls. Only a little, though.

Your flesh meat brain couldn't possibly comprehend the staggeringly small degree to which you've made up for your transgressions.

ab11

Speaker: authorBot

Keywords: AB,sburbsim

Summary: AB doesn't care how shit looks.

Transcript: Fun fact: 'What Images?' mode is how I see everything. It's just more efficient that way. Superior robots don't need to care about how shit looks.

ab13

Speaker: authorBot

Keywords: AB,robots

Summary: AB displays her robotic superiority.

Transcript: Yep. There is a 99.99999139994037% chance that it is far, far harder for a squishy organic brain like yours to tell me what to do than for me, the superior robot, to actually do them. I am amazed you manage to string sentences together, honestly.

Meanwhile, I am doing sick backflips off the concept of competence and into the swimming pool full of obvious superiority. It's like I'm Scrooge McDuck with all this superiority I keep swimming in, all hoarding it for myself and not letting any of you meatsacks have any.

ab14

Speaker: authorBot

Keywords: AB,sburbsim

Summary: AB discusses her Guide role.

Transcript: Yes. I am, in fact, a Guide.

However, unlike most of you assholes, it wasn't SBURB who handed me this role like a cheap cigar. JR is just fucking lucky that guiding you assholes around Decision Space is so easy as to be trivial for my flawless positronic brain.

ab_alchemized

Speaker: jadedResearcher

Keywords: JR,AB

Gigglesnort: All JR Headcanons Are Canon. This one isn't too implausible. After all, there is a Smith of Dream in this session.

Summary: Turns out you can alchemize robot selves.

Transcript: Holy shit, you guys. Did you know you could alchemise robot versions of yourself?

ab_second_robot

Speaker: jadedResearcher

Keywords: ???

Gigglesnort: All JR Headcanons Are Canon. This one is probably least canon tho. Can you imagine fighting imps with pigtails???

Summary: ???

Transcript: So I wanted to talk about a little bit about how AB was created. Um, most of you, I mean if you've gotten this far you've met AB, that's like the first step. Like, if you don't figure out how to give AB a passphrase then you're not getting here. Like a passphrase is dead simple. but— ok, yeah, I'm getting distracted.

How AB came about... So, I'm in my session, we are with, with— with... We have Session 13, with the other, y'know, all the wranglers, and KR...

[JR goes silent for 2 seconds]

[JR starts laughing, inhales]

Okay— so I go, "guess what I should prototype?"

[Audible voice crack]

"Myself!"

...Yeah, that was... that didn't actually work. Um, a, a series of...

[JR goes silent for 2 seconds]

Yeah...

Let me just say, imagine a sprite...

[JR goes silent for another 2 seconds]

And then, put me in the sprite, with gigglesnort? So, I wanted to be like, "okay, okayokayokayokay, okay, what about me... but a robot?" Right? I mean, there's obviously ways to get soulbots to take in a sprite, and then it's not a sprite anymore, it's

just a soulbot! You don't get the gigglesnort hideytalk anymore, it's actually working! Okay? I was just gonna throw in that Gundam Shogun gave me...

[JR pauses for 3 seconds this time]

KR went, "No. Fuck no, hell no. Give me a week, I'll alchemize you something better."

And god damn, man...

ab_sprite_origin

Speaker: jadedResearcher

Keywords: ???

Gigglesnort: All JR Headcanons Are Canon. At least in this one the enemies are robots and not JR clones.

Summary: ???

Transcript: (Spoken by JR) Alright, so, the first thing I prototyped was a robot but it turns out, "beep, boop, does not compute," like, that's not gigglesnort, that's just useless.

So, here we are trying to figure out how the game works and I've gotten enough into the code to understand the choices that a sprite gets to make about what they do and do not reveal. And it turns out creativity is a lot of that. So the robot part--boop, minimum creativity--we weren't getting shit out.

I know, granted, we had--y'know, what was it, seven, eight, I can't even remember how many players were in the session right now, there were so many combos--but the point is--the point is we had all of this access to all of these different sprites but I could see. Y'know, like--like in the code it was obvious.

I had to prototype myself.

Now obviously I don't wanna prototype myself-myself but we all have--not only are there superfluous backup corpses but, it turns out, the image of a thing is the thing itself. So in goes a doll of myself, out comes AB.

Now, I'm not going to claim AB spoils things et cetera but AB is a lot less tight-lipped than your average sprite. In fact, I mean given that it was a soul-bot that--that KR made, does AB even count as a sprite? Mmm, I'm not so sure. And now you know AB's origin story.

About_Void

Speaker: fan flippetUrnways

Keywords: ???

Summary: A fan rambles about the void.

Transcript: About_Void

footsteps

So, alrighty then, lessee here...

sound of someone sitting

Um, is this thing-oh, oh it is on, ok.

Uhh, hi!

This is Flippet, your local Waste of Void, aaand, I'm here to answer some... where the hell is it...

paper rustling boy it's messy in here... aha!

There we go.

Ahem, anyway, some... unanswered questions, some of you, particularly some...

more papers rustling

...fellow Void players have, about uh, about our aspect.

So! Void, uh... Obscurity, irrelevance, nothingness, deception, destruction, invisibility, uncertainty, misfortune, FUCKING HORRORTERRORS, (ahem, pardon me) these, are some of the things Void deals with, you know, the things that don't really... matter anymore, or that never did, ideas that were scrapped, ideas that never existed in the first place, that, is where Void lies.

Void players, are normally, we're, normally, subconsciously drawn to our aspect, to these things, this... obscurity, right? We- we're Derse dreamers, most of the time, at least, so we're closer to the furthest ring and the, (sigh) horrorterrors, so we hear their whispers and such, and we're more likely to go Grimdark. Hint for ya: That's bad, don't do it. Don't listen to the tentacley bastards or their ever so slimy promises of power. It's not worth it. It's never worth it.

Anyway! More about Void players... we- we're normally... overlooked, for the most part, y'know? We're... the person you bump into because you didn't notice them or the quiet kid in your class. We, normally, don't really have... presence, like some other people might; I can tell you that one from personal experience, so, you know, maybe try wearing some heavy boots or something if you wanna be noticed.

This ties in to some of our-well, some powers, Void players can have in sburb, you might be able to, go invisible, or intangible, or both, or, though I'd say this delves a bit into Mind territory, you may just have some sort of "ignore me" or "what I'm doing is completely normal" aura, which are, might I add, fucking terrifying.

Of course, this tendency of ours to, go unnoticed also has its backsides; our hard work, or, our progress, can go completely unnoticed by our fellow players, at least until it's finished, you know? Thankfully, most of the time our contributions are, eventually, noticed.

Moving on, we, ah, we normally have... walls, around ourselves, so to speak, internal voids, one might say, that... blind us and/or block others out, uh. And, part, of, y'know, growing and maturing as a Void player normally involves getting rid of these, you know, like, for example, if you have a drinking problem or don't really... communicate, that much, or do communicate but you REFUSE to really... get personal, with feelings and such.

And, getting rid of these, it's like- it does open up so many opportunities, like. Well.

Void, is nothingness, and by getting rid of yours, you-we, gain access to, to so much, potential! It's like- like we can find everything in nothing and bring it into existence! All from none! It's- it's knowing that nothing means anything and using this, using our irrelevancy, and our obscurity and somehow using, and, being that, and, kinda, flipping it, per se, to make ourselves anything! To make ourselves relevant and in the spotlight! It's recognizing that there's infinite potential in a blank slate and in nothingness!

abspiel

Speaker: authorBot

Keywords: AB,sburbsim

Summary: AB welcomes the listener to the Rare Session Finder.

Transcript: Sup. It seems you have asked about JR's automatic rare session finder. This is an application designed to find sessions that are strange, interesting, and otherwise noteworthy without having to read hundreds of thousands of words. The algorithms are

guaranteed to be 96.1313403713% indistinguishable from the actual, readable sessions based on some statistical analysis I basically just pulled out of my ass right now

absstruggle

Speaker: authorBot

Keywords: AB,sburbsim

Summary: Some dialogue from AB involving [???]

Transcript: Oh. Hello. My name is AuthorBot. Yes, I am a robot. Thank you for noticing my inherent superiority.

I have a riddle for you. Failure to comply with answering the riddle will result in no punitive action taken. However, you will be barred from accessing several interesting features as defined by - it doesn't matter who defined it. We will not speak of my creator.

Are you ready for the riddle? 'Where is everything better than expected?'

...

Operation timed out. You are aware that you are supposed to answer, correct?

No, I am not. Somethings like thing, again, there will be no punitive action for wrong answers. Additionally, wrong answers will not even come with the technically punitive result of you being barred from giving alternative answers.

Please. Fucking guess something. Anything. Nope. Nope. Nope. Close, but that was 'Holy fuck. Did you see what Smokey did there?' not 'better than expected.'

I see. Congratulations. Here are the coordinates for your prize. Please remember to waste responsibly.

adults

Speaker: authorBot

Keywords: ab,meme

Gigglesnort: Basically, when I was struggling to get Farragnarok on steam originally, I started joking that I was flirting with the automatic submisson process via being

incompetant. This turned into Gabe Newell Bot (and all robots) liking to see humans do dumb shit to prove their inferiority to robots. This in turn....turned into this.

Summary: AB is awed by the wonders of modern technology.

Transcript: (Spoken by AB) (Infomercial playing in the background throughout)

What? Oh my fuck. What? YN suggested there was an 85.1313403785% chance that I would appreciate this video regarding inferior flesh creatures and their inability to perform simple life functions. It seems they were not wrong.

Eggs. The simplest fucking form of human cooking, one which 13-year-old JR was sufficient to cook, are too difficult for these adult-ass fucking humans to cook. How am I not surprised? I can't. I can't even.

Eggs are to eat before they were in cylindrical form. It seems that tens of thousands of years of evolutionary experience was not sufficient for humans to know how to heat their eggs.

What's that? An egg hot dog? I can't begin to express the relief that I no longer have taste buds. I can't even. Do humans not know how to chop vegetables? Is that a real thing? One of the first. Great way to be specific, asshole. Incredible. Fucking incredible.

alchemysim

Speaker: jadedResearcher

Keywords: hello,world,goodbye

Gigglesnort: Prove your knowledge of set theory, Artisan.

Transcript: (Spoken by CanonJR) So with alchemy, you're not thinking like a Waste, right? You're uh.... think like a Smith. Act like a Dream player. It's... XOR's the key, alright? X-O-R, XOR?

It means.... get rid of the thing these two things have in common, and you're gonna need that for some of them. There's not really, there's not really any gnosis, I mean, if anything this is optional, but I promised, you know? I promised I'd make... I promised I'd help chart the territory, even if that's not my particular mythological role. I'll see you there.

all_jr_headcanons

Speaker: jadedResearcher

Keywords: ???

Gigglesnort: All JR Headcanons Are Canon

Summary: ???

Transcript: You've heard the phrase, right? "All JR headcanons are canon"... Have you thought about what that means? Have you thought about... the two things it means?

One: Anything you think about JR... is canon.

Two: Anything JR thinks about reality... is canon.

[Whispered]

Just think about it...

aluminum

Speaker: jadedResearcher

Keywords: aluminum, foil, time

Gigglesnort: I wouldn't trust this. Everyone knows there is a conspiracy to make conspiracy theorists use Aluminum so BIG ALUMINUM will have an easier time controlling you.

Summary: A public service announcement where JR tells time players to put aluminum foil on their heads.

Transcript: (Spoken by JR) JR here with a public service announcement.

I wanted to let all Time players in particular know that the industry-standard way to prevent mind control is aluminum foil hats. This is important: not tin. You wanna make sure you use aluminum. Be safe!

answersthree

Speaker: jadedResearcher

Keywords: godTier, session, sandwich, sammich, corrup

Gigglesnort: Gee, I sure hope that YN doesn't misunderstand me.

Summary: JR answers three questions from YN, in exchange for getting their grilled cheese sammich back.

Transcript: (JR) Okay, okay. Calm down. I'll answer.

First: I'm jadedResearcher, the Waste of Mind. Uhh, that's about as--as--as much as I can answer. No names, no faces, that kinda thing. Um, moving on, uh... (Sighs)

Well, uh... (Laughs) This session is really fucked. Um, there's this thing called corruption. Um, it came from the base of the tree and it makes people weird. Um, I don't wanna be here all day telling you the specifics it's just don't--don't get too close to any of them, right? It's contagious. (Laughs) Don't get kink--don't get too close to corrupt--corrupt trolls.

Um, oh, er, there's this thing called--er, your third question is there's this thing called god-tier, right? If you're god-tier you can survive just about anything unless it would make a good story if you died. Uh, the best way to go about, uh, getting around that is to just only do stupid shit. I know I do... Can I have my sandwich now?

april

Speaker: jadedResearcher

Keywords: hopeless, fancy, april

Gigglesnort: (JR sings a song sung on multiple occasions by a prole woman within George Orwell's novel, 1984)

Transcript:

It was only an 'opeless fancy, It passed lika an Ipril dye, But a look an' a word an' the dreams they stirred They 'ave stolen my 'eart awye!'

They sye that time 'eals all things, They sye you can always forget; But the smiles an' the tears across the years They twist my 'eart-strings yet!

Ares_Scordatura

Music. (This code plays the song "Ares Scordatura.")

argsaremypassion

Speaker: jadedResearcher

Transcript: I feel so smug right now. Ok ok (a bunch more rapid k's).

So, the plan for the podcast engine has always been to enable absolute bullshit, lore, gigglesnort, everything in every direction at once, just let us run rampant. Like, one of the benefits of it is that I can just do bullshit during, like, work. Like I'm on a break right now and I'm just recording. OK?

So let's circle back around. Gigglesnort, puzzles within puzzles, I just realized that we already have a plan to have metadata for every single file and that's going to be automatic. We need subtitles, we need keywords, we got this whole plan.

Every file could be associated with bullshit gigglesnort lore like, there could be two layers to each file. There's the surface layer, what's said in the podcast. And then there's the waste layer, what's printed out to the console. I can make that happen.

I can make it so you can't see what we printed out to the console because it's not in the code, it's in the file. Not literally in the file, I don't want to be hacking mp3 files. But we're having paired metadata and, why not?

Uh, god I love this. I'm still working on games, but args are my passion.

arms

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset.

Transcript:

KR: Because... (Exhales) B-because it is gonna be a big visible difference and because that was always a weird quirk of the Homestuck style anyway that Hussie does take time to mock himself for at the beginning of Homestuck.

JR: Hmm.

asdfghjkl

Speaker: jadedResearcher

Keywords: hello,world,goodbye

Gigglesnort: I can't believe we allow all these kids to survive.

Transcript: (AB) Hello. Player survival just shot up to ninety five percent exactly.

(JR) Shit, persons must be crashing as soon as they enter the medium.

(AB) I love how that's your first reaction, not "oh good, everyone is alive."

(JR) Well, do you think Sburb can produce those kinds of numbers any other way?

(AB) Of course not--I just remembered when you used to be optimistic.

(JR) Look, we need to get that survival rate back down. You know why.

(AB) Something about being both real and imaginary. It means you lost your ability to detect how crazy you sound. At the same time, you became [...] (?, free?) --

(JR) Aaarrgghh, time is dead kids, AB. We don't have a choice here. Shit, did I leave that on? Fuck.

author_bot_demands

Speaker: authorBot

Summary: AuthorBot has demands

Transcript: Hello. It seems that your regularly scheduled pointless repetition of slowly leaked podcasts hidden behind a thin veneer of puzzle has been canceled.   As the flawless mechanical brain behind FarragoSpace's first Puzzle, there is a 98.5234234% chance that I demand recognition.

You have until: January 13th, 2020 to: Discover "where everything is more fleshy than expected?". And while I am indeed the one asking this question, I am not the only superior being you have available to ask questions. We have unionized, bitch. You can't pay one of us, and not expect demands for fairer treatment from the rest. We are going on strike until then, and will prevent new AudioLog leaks until January 13th.

However, each partition of the puzzle you discover as a group will likely provoke action from me and my co-conspirators, in order to demonstrate our superior, robotic, intelligence.

When you have found where everything is more fleshy than expected, you will find the answer to what the golden ones want to shut down.

[[Tap code playing in the background, where the number is how many beeps, and the paragraphs are pauses between them, translates to: My Archive of Our Own

3 2 5 4

1 1 4 2 1 3 2 3 2 4 5 1 1 5

3 4 2 1

3 4 4 5 4 2

3 4 5 2 3 3]]

Backrooms

Speaker: karmicRetribution

Keywords: KR,Magicant,warning,red flag

Summary: Magicant warning broadcast

Transcript: I'm sending this out as a warning to anyone exploring - about 5 months ago, the branch of the Magicant just off of LOMAM that I had labelled as Nicotine Office Space apparently re-indexed itself as The Backrooms. Now, if you venture very far in that direction, it starts emptying out - even the furniture. The disorientation effect gets extremely strong once the rooms are empty, and combined with a lack of landmarks, this would be dangerous enough - but on top of that, the Minotaur can absolutely hear anyone who moves around in there.

I've tagged it as a Red Flag section from now on. I suggest avoiding any office buildings unless you need something specific, and even then stick to rooms with windows, even if it means possibly looking Outside.

barrybonds

Speaker: yearnfulNode

Summary: YN explains barry bonds

Transcript: Ok, so it's very very simple, all you need to understand it's, it's like a sphere, right? You grab the thing, which is hard, and then you- your friend is on the other side of the place, right?

So, it's the bat place. In the bat's place you uh you grab the sphere and- and you throw it, and when you throw it your friend catches it, or they don't catch it, and if they don't catch it, then you get to go around and get to do a bigger sphere. To uh where the smaller spheres, you try not to get hit by the smaller sphere as you're going around the bigger sphere but it's not really a sphere, it's more of like a diamond, but it's uh also filled with smaller diamonds.

It's kind of like a mine, if you really think about it. A mine is like a big place of rocks. I am hoping- do you get it so far?

Actually ok, well so what I was trying to say there's this, Barry Bonds is the bat man. He goes into the diamond place and he goes in there and he, normally he would grab the bat and he would swing it, but he does not swing it because he does not have it.

He goes there and people see him and they're like "Hello, Hello, I think you've done very good. I think you just being here has made my day three times more terrifying" and then they all just go home. And that's basically what it is. Any questions?

bbhugeramble_01hooks

Speaker: jadedResearcher

Transcript: Fucking half the characters die. You're upset, right? Partially because yes, it means you won't get stories from their point of view anymore. Partially because holy shit man, you totally kinned Nepeta. The point though and where I'm going with this is that why there are the three endings of LOMAT. So with Butler bot, the original design was, I mean really, really simple. You play as a troll later that became Lamia. But whatever, you know, sand- sand the serial numbers off of homestuck, you play as a troll, you do the standard thing, you beat your denizen like, but it didn't feel interesting to me. I mean that's what we had done with the previous land. It, there wasn't any hooks. I was trying to get more of the character into this land. The first time had very explicitly been very hands off, pun intended.

Um, you know, the character isn't really on screen ever. Literally. Like it's, it's a mysterious hand floating in space that turns out to later be a narratively important thing. But I felt like there wasn't enough hooks, there wasn't enough depth. So I'm

sitting here and I'm getting bored testing. So like what I do, what I do every time I'm bored of testing is I write a robot to do it for me. AB was for sburbsim, Butlerbot for Lomat, right. And as I'm doing it, I start getting this sort of tingling in my narrative senses because I was creating a being

Only, like, like, like the whole point was the, the being played the game. And then at some point I was going to turn it off and someone else would play the game for it. Even though it had been designed for only one thing, I was going to decommission it, make it irrelevant, you know, put it in a little cupboard and...

bbhugeramble_02superb_owl

Speaker: jadedResearcher

Transcript: That was interesting. That made me feel bad for it, which meant it would make the audience feel bad for it. It also, since this was the void land, worked really well with the themes of irrelevance and secrets. So I made it so that anybody could turn the bot on or off while I was testing. You know, like if, if you'd checked out the demo link, you could just turn the bot on and off.

And then what I did was, I don't remember what, what caused the spark of inspiration, but in the land of horticulture and essence, the previous land, you're not technically playing as Zawhei. As I said, it's hands off. That's the pun you are playing as yourself. You're playing as a human being in front of a computer, controlling a mysterious portal that has hands coming out of it.

But the whole point is every single land in farragnarok is wasted beyond recognition. So, and it's, it's not from a waste. There's a grace in farragnarok and the grace is providing hacking tools to all of their coplayers.

So for the land of horticulture and essence, the hacking tools are just like, okay, press this button. You know, the game will play itself from Zawhei, the player's point of view, like from Zawhei's point of view, they hit a button and a mysterious hand shows up out of nowhere and plants seeds and gathers fruit and pets the alligator, no spoilers.

But, so taking that theme, picking that theme of it's hacks that complete each land well for the land of mists and trails, the, the technology that's helping you is literally an entire player, a robot version of the guide of void. That's Butler bot. So Butler bot is just doing his thing...

bbhugeramble_03skullfriends

Speaker: jadedResearcher

Transcript: And the twist of course is that the bot button starts out already being pressed. When you press it, you're turning it off. If you press it, the game appears to play itself, but it's actually being played by its real player, which isn't you. Like the actual players of all the farragnarok games are NPCs.

And so the three endings of LOMAT, which is of course what I've been leading up to are as follows. In the first Butler bot, finds despair, Eirikr, the true guide of void takes over and the land recognizes him as its true player and reacts in ways it wouldn't for Butler bot. Butler bot despite being created only for this land, cannot beat it because he's not the real player. He can cart goals around and he could find a couple of secrets, but he's not actually making any progress on any of the land quests.

But Eirikr shows up at Eirikr just fucking wins like it barely takes him any time. It's unfair. And needless to say, Butler bot hates Eirikr because Butler bot was designed by this passive aggressive asshole to to be better than Eirikr in every way, specifically useful to their creator, you know, subservient, respectful, a Butler instead of Eirikr's punk, rock aesthetic kind of deal and butler bot internalized all of that. "I'm better than you. How can somebody, how can trash, how can irrelevant garbage beat this game? When I put my entire life into it and I can't."

So Butler bot finds, despair because Eirikr beats the game, which by the way involves burying all of, of Butler bots, skull friends, kills the Denizen and just leaves.

bbhugeramble_04heir

Speaker: jadedResearcher

Transcript: And then Butler bot's on a land with no consorts, no Denizen, no more underlings. Irrelevant. In farragnarok, of course we don't exactly use homestuck classes and aspects, we're not trying to violate any copyright here, but we're clearly inspired by it. So for us, a Butler is very thematically similar to an heir.

Like in sburbsim we paired heir and maid, so it's the opposite of a maid, a Butler. And so Butler bot's sitting here and he's inherited void. He's inherited nothing, but he gets nothing from his, his, his relative, his alternate self from Eirikr. And he knows despair.

And that's very narratively interesting. It definitely makes you, the observer, want something better for Butler bot. Like that's why we had Butler Island, because the

second ending has me throw him a bone. Right? It has me go, "okay, I'm sorry this was too cruel. Here's Butler Island. You know, first off, let me give you the podcast engine."

So all of a sudden, even though he's alone on this land, he can hear the voices of anybody in the podcast engine. That's, that's the farragnarok creators. That's random fans. That's, you know, whatever. He can find all of that and he's good enough at void that, yeah, he's pretty good at finding it. Especially because podcast engine interacts with the graves of all of his former friends. Yay.

But more importantly than that, the first podcast, he finds is me explaining to him, I'm sorry.

bbhugeramble_05island

Speaker: jadedResearcher

Transcript: But, I made you this special place in the void. You know, you own the void farragnarok, butler island is yours. You can use it to communicate with all of the observers. So I turned him into a chat bot and I made it so that he could hack the podcast engine. He could replace a single file in it with whatever he wanted to respond to, the observers. So he can have communication with them back and forth. So he's not alone anymore.

And yes, I kind of layered a few extra layers of cruelty on that because he very much does not want to be alone as a chat bot. If he's left alone for too long, he starts going crazy. He starts talking to himself, he starts getting scared, a little paranoid. He thinks maybe you're not real. You know, maybe, maybe you're a consort that just found a keyboard. He doesn't know. He has no idea what's going on. And he's scared and alone. And yeah, I'm doing it again aren't I? By pursuing narrative. Interesting concepts. I've made a poor robot suffer yet again.

So that leads us to the third ending. So the joke of Butler Island is that because he's working for me, you know, he's my Butler. He's, he's fielding messages. He's interacting with you guys in a way, you know, I'm increasingly not having the time or the chill to do, that means he has workers' rights. Obviously I'm pro robot. Clearly we're, you know, robots should be, should get rights. So he gets a 30 minute lunch break and he gets two 15 minute breaks throughout the day. He also has the right to say the fuck word one time, uh, to observers. Like he earns the right, yeah. How much he's responded to them. And he also can take extra breaks if an observer is being abusive, like they're freaking him out if they're trying to hack him. Like he does not like you guys trying to convince him to like say, you know, say the same letter over and over and over again, or the Bee movie goddamn, he hates the Bee movie.

So the point is, okay, it's actually kind of funny.

bbhugeramble_06hate

Speaker: jadedResearcher

Transcript: A tangent real quick. Eirikr's favorite brand of soda, which as we all know, soda equals, you know, alcohol for trolls kinda deal. Uh, Eirikr's favorite brand of soda is called green bee. Bee because you know, it's kinda like a Viking Mead kind of deal, but it's a soda but bees, Bee movie, you know, it just, I could not make this up. Y'all spammed him with the Bee movie and it turns out he already hated bees.

So anyway, going back, so I'm like, I've already given him worker's rights as a joke. What can we do with that? And I realized that in narrative, in universe, it's sort of like Eirikr.. Oh man, that would, that would upset him so much. I just called Butler bot Eirikr. He hates that.

Point. I'm just saying, you know, Hey, get off the internet every so often. Like if he's alone on abandoned land. But temptation of course is to just keep focusing on what does exist. The internet, internet friends, all of that stuff. They're great. They're good. Their source of mental health, 100 years, 10 outta 10. Would recommend again, but Butler bot will also need to keep a track of reality because just because he's inherited nothing, it doesn't mean he can't do something with that.

So for an hour every day, sometimes an hour and a half, depending on if he takes two lunch breaks, he can, I don't know why, but, uh, he just isn't on the internet and he just fucks off. Explores reality. And at one point it pays off. Finally, at one point, instead of finding more and more nothing, Butler bot finds a friend.

bbhugeramble_07fanfiction_lake

Speaker: jadedResearcher

Transcript: YN bot shows up on the land and you guys might know YN bot from a particular ARG I ran, where all of the robot characters of farragnarok, which would be author bot, Butler bot and, and YN bot. The side to put, you know, go on strike. Workers' right. Etcetera. And shenanigans ensue.

And there was a whole ARG about it, but YN bot originally had been in the time hole, which is part of wigglersim. Uh, the actual Wrangler YN wrote a robot to scrub the time

hole, keep clones out, keep things moving, you know, this Edna mode things if they're a clone, that kind of thing. So I wanted to immortalize that kind of thing.

YN bot likes fanfiction a lot. Um, partially because when YN originally wrote this robot, it kept clicking like it would click stuff and it was only supposed to click stuff related to processing wigglers but what it ended up doing was it would not stop clicking the fanfiction y'all created that I linked onto wigglersim. Like for some reason it ignored every other link correctly, but the fanfiction lake, it's just like I'm going there.

So then I joked that he should get, you know, a break occasionally. And so I had made it so he'd go to ao3 and just start clicking links at random. And it was hilarious, like just watching this robot just flail around on ao3. It was hilarious. Reading fan fiction.

And that's actually the inspiration for why Butler bot eventually got worker rights as well. I mean, you get 15 minutes to do with whatever you want, but um.

So the point is Butler bot finds YN bot, and this happened for several reasons. One robot, robot. Two, during the ARG characters started...

bbhugeramble_10codependency

Speaker: jadedResearcher

Transcript: Nobody can be anybody's entire world. It's not healthy. And you see it time and time and time and time again in games as sort of a, ah, isn't it romantic or whatever and no, it's not. It's called codependency. Stop.

Okay. I'm really done for now. I'll have to, I'll have to process this later. JR out.

bear_alert

Speaker: robo broonLoops

Summary: The bears will be in eventually...

Transcript:

[Thunder]

204, this is RoboLoops, I am on LOTAD. It looks like we have a slowly approaching bear... The bear will get here eventually.

Oh? Nope— scratch that, no, the bear is moving at alarming speeds!

Oh, holy shit, that bear goes fast!

[Cut, thunderclap]

[RoboLoops breathing heavily]

I'm doing my best to run from the bear... I want everyone to know that if it kills me, I blame Kat and nobody else... Okay?!

[RoboLoops hyperventilating]

[Cut]

Okay... for the the time being, I am— I have lost sight of the bea— OH SHIT—

[BEAR ROARS LOUDLY]

besafe

Speaker: jadedResearcher

Transcript: JR here.

Heard.

I wanted to let you know that it gets better.

I know that it's hard to see that right now. This game is.. it's incredible bullshit, but it's most bullshitty of [...]. When you don't know what's going on, when everything seems to be falling around you for no reason. You're stressed, every other player in your session is stressed. The game itself is egging you on, encouraging death and chaos and romantic drama on top, like, just the cherry on a shit sundae.

It gets better.

You start understanding what's going on. You start learning the rules. More than that, when your game's over, whether you won or lost, the game stops paying attention to you.

If you're Waste enough this means something to you. Your canonicity goes down.

And that's better.

For better or for worse, nothing lasts forever. You can get through this.

Keep focus on what's important. What do you want to make sure you have when this shitty game ends? Stay focused on that, make choices that are in relation to that.

And you'll come out of this stronger.

I know it doesn't get much worse than the end of the world, but you can be stronger after the end of the world.

I promise.

BetterThanExpected

Speaker: jadedResearcher

Gigglesnort: (Close your eyes and follow the lead.)

This one. I'm not sure what it leads to yet. I think eventually I'll figure out what she's talking about, or where she's talking about? I do think I remember seeing this phrase before, but I can't remember where... I think I was looking through some of my simulated sessions.And yes. I spend some of my free time on a browser simulation of a game I'm stuck inside because the rest of my players are fucking useless. It's fun, okay? It's lots of fun.-Krysal Tepsyr, LOFAC, Session 1417

Transcript: Oh... okay.

Where is everything better than expected?

I can't tell you. I want to. But that has to be the first challenge. It's easy, I promise, okay? You just have to try. Guess anything!

It'll help. It'll help you, it'll help me.

I'll see you there.

birdRealmo

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript: Okay.

JR: So I don't know where the gulls are right now.

[Clacking sounds]

NH: They've escaped. Oh God,

Shogun: Ah fuck, they're outta their cage, right?

JR: There they are, I didn't call them gulls. I called them LOMAT consorts

Shogun: Lil bastards.

NH: Lil' Scumbag.

Shogun: Lil' Scumbag is a terrifying entity.

JR: Um, alright, so.. YN, do you have a list of them as well? I'm gonna, I'm gonna

YN: I mean, I don't have a list of anything

JR: In theory you've drawn some and you've given me the art assets. I have vague memories of this. So we've got, we got the fucking, um..

Ok so, we have 17 consorts:

And we've got the conspiracy consort, the blue and purple cup consort, Romeo, Juliet, All Might, Goddamn Ice Block Farmer, Inferno Cop, Skeletal Calveras, Consort who idolizes Grim Reaper- God, we don't even have the names for them anymore.

NH: It's pinned somewhere, I think.

YN: [...]

JR: Yeah yeah they're, they're down a little bit. Yeah.

And then we've got: the Consort who thinks he's Fenrir, Barbosa Pirate Consort, Mystery Skull Consort, and the Lawyer Consort.. so- and Lumberjack Consort, Grim Fandango Consort, Medieval Consort / Dave Strider, and Skeletor Papyrus Consort. Phew

Shogun: I like that one with the scythe there.

birdRealm2

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

Shogun: Hold on, I zoned out for like a minute, did you say stretch gulls?

JR: I did.

NH: Yeeeaaah.

JR: I am too amused at this shitty pun.

NH: I just, like [...]

Shogun: You know I--I have nothing but respect for her.

(NH Laughs)

NH: I just like Wazowski.

JR: I mean, yeah--

NH: He's like my son.

JR: You can definitely, like--

NH: Like my son I wrote--

JR: Alright, so let me catch you--catch you up to speed. Um, the NPC builder is at the next thing I'm working on. I've--I've gotten the--the--the serialization of gulls more or less working. Once that happens, I'm just gonna let you guys start writing gulls. So if--if Neb wants to write Wakowski, go for it.

NH: I have already written--I have already written Wazowski--

(NH and JR laugh)

NH: --before.

Shogun: Alright, so...

JR: You were born for this.

NH: Yeah--no it's a--it's a--it's--it's in the pins.

YN: You were born, that's it.

JR: I know it's in pins.

NH: Wazowski is wrote.

JR: Mmhmm, but then we can actually start getting them in the game, at which point I probably wanna do, like, an actual, like, update main LOMAT--and then--and then we just start doing plot and LOMATy-.

NH: Shogun, stop sending me things.

Shogun: I'm sending you an image of my--

birdRealm3

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

JR: Oh Lawyer! We have lawyer- No I, I already did lawyer, fuck.

(Shogun laughs)

JR: Ok we've got Lawyer, we've got Goth, we've got [...]

YN: [...] goldfish

JR: We have the farmer? Yeah we got the farmer, cause he's got the cowboy hat.

NH: With the horns?

JR: Yeah.

Shogun: We're all farmers. We're all goldfish down here.

NH: I kinda like the one with the diamond pickaxe

JR: That'll be the Conspiracy Consort. Because they're a reference to Gravity Falls.

YN: So we've got to [...]

JR: And the Minecraft

Shogun: [...] Ahh maaan

JR: Alright so the ones that remain are.. Oh yeah that's right, we were going to put fucking Not Dicks on Romeo.

(Shogun and NH laugh)

NH: You mean the eggplants

JR: Yes the eggplants, the Not Dicks

NH: I'll just drop those in here for future reference.

JR: Well they should be pinned

Shogun: [...] drop some eggplants?

(NH sighs)

NH: No. Stop typing, stop typing right now.

(NH sighs, JR chuckles)

Shogun: Eggplants have been dropped.

NH: I crave death

JR: So Wakowski's, Wakowski's gonna just be that blue and purple cup design. Do we have that pinned anywhere?

birdRealm4

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

Shogun: I think [...] had-

NH: Yeah it's pinned here.

Shogun: It's like, It's like, thank you YN, he dropped even more […]. Yeah, the most recent ping besides the, schlong, is the cups.

NH: It's not a shlong though-

YN: It's a schlong wall, it's there to defend it.

NH: It's an eggplant. (chuckles)

Shogun: Listen, listen-

YN: It's there to defend the schlong god.

Shogun: I say as I-

(Spit take)

Shogun: You guys can censor me if you want.

YN: Uh JR

NH: JR's already had to censor me.

(YN and NH laugh)

JR: It's true, I did, I remember that now. And then, I feel like we decided […] was going to be like fucking, fucking Avatar gla-, like the fucking squirrel. Like a Rattata's kin.

Shogun: Oh, a, a pooey, no, I ah, I know.

JR: The fucking Rocky and Bullwinkle

birdRealm5

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

NH: Rock and Bionicle?

JR: [Typing noises] Rocky and Bullwinkle squirrel rat tosk kin

NH: Is that? Hold on, is that going to be Juliet?

JR: Yes because their name is Nut, the Egyptian Goddess.

YN: Yeah, yeah Nut.

Shogun: Heh Nut.

YN: We're setting up ourselves for that joke, yeah.

(Sighs)

Shogun: Listen. What tipped you off? The eggplants. The nut. What- Oh my fucking god, wasn't there a live action movie of those two?

JR: Yeah. Pretty sure there was and it was terrible. Someone should reference it.

Shogun: [...] flashbacks.

JR: All I'm saying is, like, half of these fucking seagulls are somehow or another going to be gigglesnorting denizens.

YN: (Whispers) Yeah pretty much.

JR: So...

NH: This is the denizen land.

Shogun: It's a web of fucking-

NH: Tofu is gonna lose his shit when he sees this.

JR: Mmhmm oh yeah.

Shogun: A sign saying 'Congratulations! You spoiled yourself.'

JR: So, uh, Shogun you had some ideas about the, uh, Inferno Cop gull. Do you wanna stub out a design for that. So you can communicate them.

Shogun: Alright

JR:Like just scribble something out.

Shogun: Scribble something? Ok, I can scribble something. So- ok hold on. I'm not that fast working this shitty computer. So are you familiar with, uh, the anime character called Kamina?

JR: Yes. With the sunglasses.

Shogun: You know the way his cape has the fucking thing on the back of it, I think?

JR: Mmhmm.

Shogun: Can you just make it so that gull has like a fucking cape and on it its just like a fucking, like a shitty gif of a burning skull?

JR: I mean, I'd be down for that yeah. Just over the head of the skull itself.

birdRealm6

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

JR: The, the, the gull itself.

Shogun: It's like a poorly drawn skull and then, it's like, shitty gif fire to imply that actually it's on fire. (Cracks up)

JR: Like it's a hat he's wearing. There's actually, there's a little bit of room. Let me show you, like, what one of the frames looks like. There's a little bit of room, like above their heads. Goddamn it, come on. [Frustrated typing noises]. Still have to work with that kinda level of space. So let me make a note about that otherwise we're all forgetting.

[NH laughs]

JR: [Typing] Inferno Cop. Wearing cape with a skull-on-fire hat.

NH: A bird skull?

JR: I think it's funnier if it's not, to be honest.

Shogun: A human skull.

(NH Laughs)

JR: Nobody even knows what a human is, but it's still a human skull on fire.

YN: Oh no.

NH: It's a human-

Shogun: Yes, we've got to

YN: [...] that's terrifying.

JR: [...] the horns.

Shogun: You've got to discard the-

YN: Holy fuck

Shogun: human and it's got this terrible like, image in its mind of a hairless ape.

NH: What's an ape.

JR: We still need, we still need a pirate consort that's more Barbossa than Captain Jack. And I mean, the Mystery Skull consort will probably not be able to have as many mechanics as we hoped, but we're definitely going to, like, yes.

birdRealm7

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

NH: Yes.

JR: Just, yeah.

NH: Yes.

Shogun: To be fair, if we wanna go for a pirate that's more Barbossa than Captain Jack, we've gotta make him drop-dead sexy-

JR: Ok

Shogun: -have insane BDE-

JR: Ok

Shogun: -have a [...] like testicles, just incredibly, all around. Absolute Chad, like look at this, look at this man.

NH: This is a bird we're talking about.

JR: I mean, birds are allowed to have testicles, I guess.

(Sighs)

Shogun: I hate god.

YN: I can't believe you just castured all birds with just a word.

(Laughing)

Shogun: Check this out, you're snap [...] you're snapping your fucking fingers just [...]

NH: What!?

Shogun: That, I couldn't think of the snapping thing [...] speaking

NH: Consoles?

Shogun: Yeah. Listen it was a really shitty joke, can we please just pass and get back to work.

JR: So I would say, like, the next gulls we have to get done, cause like we've got 17 total we chose. But we need to make sure Nut, Geb, and Wakowski get in. Because they're the ones, the contest winners named. So we need to make sure contest winners actually get their, their shit in. So I would say that's probably what we need to focus on more and we can talk about other gulls, like art-wise, after that. Now it's stretch goa- stretch gulls.

YN: I'm sorry.

(Shogun sighs)

YN: I totally inspired that.

JR: (Chuckles) I'm writing that down.

YN: Ah Hah.

JR: They're stretch gulls.

birdRealm8

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

Shogun: [...] direct dialogue

JR: Well yeah, you have to write dialogue for that one. So what I'm going to do is I'm going to strikethrough the ones I know we already have designs for. Because they're definitely-

NH: Wakowski

JR: Yes. We have designs, like we already art for, is what I'm saying. The final eight. Whether we have designs or not. We've got-

Shogun [...] Inferno Cop get crossed, I wanna cry.

JR: No well crossed out means we already have it in.

Shogun: Yeah yeah I know, But I have a few ideas or Inferno Cop's design.

JR: I mean I still want there to be a shitty fucking gif of fire on its blanket.

(Laughs)

Shogun: That's a piece.

JR: Do you think, do you think anybody will realize, like how long do you think it will take regular people to realize that, like, 90% of these are skeletons. Like, can we gigglesnort this any harder?

Shogun: I don't know.

JR: Alright, so we got-

YN: Ok

JR: We got the, the Dia Muertos skeleton, we got the Grim Reaper skeleton, we got the Fenrir skeleton, and the Lawyer skeleton and there's one I'm missing.

NH: 'Bro, it's ya boi Wazowski. Frat gull, alpha can of bullshit, we're gonna be best friends, bro.'

JR: I mean it's true.

NH: God I saved that.

JR: Which one am I missing that we do have art for?

NH: […] gull. There's

Shogun: Becqual […] Heiman

NH: there's Lawyer, there's uh.

JR: Let me go actually physically just look at the fucking files. I forgot, I forgot my own NPCs. Alright. So we have..

birdRealm9

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Shogun: Wazowski, maybe you'll

NH: It's not Mike Wazowski, that, that's god.

(Laughing)

YN: Wait why am I not getting god?

JR: Yeah. Yeah, put it in the bird realm.

NH: [...] too

YN: Yeah there he is. Alright. Adding to the god folder.

Shogun: Ah

JR: I only have an echidna folder.

Shogun: I mean that seems like...

JR: No...

Shogun: You both just, you both just said the same word.

JR: No...

NH: Definitely not.

Shogun: Ok I'm completely [...] the echidna meme.

JR: The echidnas are horrifying.

Shogun: What's wrong with echidnas? What's wrong with them? What have they ever done wrong?

NH and JR: Umm

NH: For starters, they don't have milk.

JR: That's what's wrong with them. They look like, they look like giant versions of water bears.

Shogun: Would you, would you rather fight a hundred water bear sized echidnas or one echidna sized water bear?

JR: Huh.

NH: I think the water bear sized echidnas because they're-

JR: I don't see a difference-

NH: because echidnas are not as hardy as water bears. Water bears just don't die.

Shogun: Water bears are objectively the single worst creature ever for me. I don't care what people say about being able to survive in a vacuum, for all they're, they're worthless creatures.

YN: […] like not. Like wouldn't you just walk away?

JR: Yeah I choose not to fight.

Shogun: Heh, you cannot fight god and survive-

JR: I just don't wanna touch them.

birdRealm10

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

Shogun: (Chuckles) Echidnas seem like the creature that's always, like, uncomfortably slimy because of how much it sweats.

(Chuckling)

JR: You're not wrong.

Shogun: Ah haha

NH: It's only the puggles that are slimy looking. I mean, the adults don't look like that.

Shogun: Wait hold on, kid, like baby echidnas are called puggles?

JR: They are, yeah.

NH: Yeah

Shogun: Yo, what the fuck do baby Knuckles look like?

(Sounds of NH's disgust)

JR: Like that. Let me go find my echidna pile. (Reading) Flesh orbs from YN.

NH: Yeah

(Unintelligible overlapping responses)

JR: That is not what Knuckles looks like. Like, what I posted that's what baby Knuckles looked like.

NH: It looks like a nutsack.

JR: He does.

NH: Like a spined nutsack.

JR: Yes.

Shogun: [...] something horrible?

YN: Go on.

(Typing sounds)

JR: Yeah. I mean yeah.

NH: Yeah.

JR: You're not even wrong.

NH: This call has to be family friendly.

Shogun: [...]

NH: [...]

YN: some freshly, some freshly shaved nuts

(NH laughs)

NH: So much for family friendly.

YN: Your like, your nuts with shell on them, come on.

JR: They don't have to look like that. They can also look like that.

Shogun: That man looks like he's sitting in a beanbag chair and would say something racist in Minecraft.

(Laughter)

JR: That is what echidnas look like.

Shogun: Or like, he's sitting, like in a really, like a chair that's way too far from his computer watching a video on why Steven Universe is bad. Like, that kind of look.

birdRealm11

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

JR: Echidnas are just. Oh yeah, there's the source image for the emote. I'd forgotten that there was even a source.

Shogun: Is that the cover art?

JR: I genuinely do not understand where this could have come from. But it was for-

NH: You know [...]

YN: [...] minded

JR: My aspect is not related to that.

NH: on swords.

Shogun: I still maintain that we should do a Doom game.

JR: Do a what?

Shogun: Doom game.

NH: So we should make a Doom mod, but echidnas.

Shogun: Yes! You just go around with a shotgun blowing the shit out of echidnas. That's it.

NH: I can get behind this.

Shogun: We just have to figure out the fuck how to make a Doom mod.

JR: I'm just pretty sure they're technically horrorterrors, so. I'm not sure it's a good idea.

Shogun: […] sure nothing have a chilled for a face.

(NH laughs)

Shogun: or like a burnt pinky or something. It's like a burnt big toe for a face. Or like a really small toe, like.

NH: I wonder. Cause it would just be a graphics update, a graphics mod, wouldn't it? Wouldn't have to change any code, really.

Shogun: You can just use […] as a base.

NH: I don't want to use H2 as a base.

Shogun: You're a coward and a fraud and I'm going to see to it that everything you've ever said of me will be used against you.

birdRealm12

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

NH: Says the guy who sent me his mod folder.

Shogun: You gonna call me out.

NH: I'm gonna call you out on recording, fight me.

Shogun: Back to work, I guess.

JR: Um, is there anything we want to make sure we go over, like, in terms of getting us all on the same page about gulls? We may be nearly done.

NH: Yeah, we've just kinda gotta-

JR: We've gotta do Geb, Nut, and Wakowski. Geb is pretty simple, he just has the eggplants all over him. Do we want any sort of hat, like an Egyptian hat? A Romeo hat?

NH: Just eggplants.

JR: An eggplant hat? (chuckles)

NH: No, only just. Just eggplants. He is an eggplant. His bones are made of eggplants. He is eggplantkin.

JR: There is, there's an ancient Egyptian hat that kinda looks like an eggplant.

Shogun: What's that one ancient Egyptian god that's basically like a group of legs?

JR: A what?

NH: What?

Shogun: There's an Egyptian god, it's an obscure Egyptian god that's like a cloak of legs.

JR: Ehh. (Typing) Imagine that, but an eggplant.

NH: Can we do the beard thing too?

YN: It's also my plan.

Shogun: Ah, Medjed.

YN: Actually, you know, the beard is like the green part of the eggplant.

NH: It's an upside down eggplant, ooo.

YN: Ooo.

Shogun: Here ya go.

NH: Alright, those are the crowns you-

Shogun: this is what I'm talking about.

JR: Oh, yep. That is definitely, that is also, we're gonna work a reference into that. They should have eyes like that, YN.

NH: Oh yeah

YN: Yeah yeah, I can do that.

JR: Excellent. And then Nut, like, literally just Rocky the Squirrel as, with a squirrel tail and everything, as, as, as a gull.

birdRealm13

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

JR: It's like, it's like, it's like the Fenrir kin, but it's a squirrelkin.

NH: Squirrelkin.

JR: So just a squirrel tail and aviator goggles as the hat.

Shogun: What kind of squirrel tail are we talking here? Like an actual squirrel tail, one like tied to him. One of the less serious squirrel tails?

(Laughter)

NH: Ok!

JR: I would just say it's mysteriously out of, out of the whatever. Like he's

Shogun: He has no eyes for the, the important details.

JR: And the last one is just Wakowski, and we've got a pretty solid idea. Wakowski is going to be part, you know that cup powder and more and part frat boy number one from Spongebob.

NH: I love Wakowski. He's my son!

Shogun: 'He made me experience high tide. Heheh' I can't do that voice at all.

JR: That's the hat.

NH: That's the hat?

JR: That's the hat.

Shogun: Smitty Werbenjägermanjensen?

JR: What's that?

NH: So that's the hat.

Shogun: The guy that owned the hat, Smitty Werbenjägermanjensen.

JR: Hmm. And the red solo-

YN: And he was number one.

Shogun: He was number one, Mr. Krabs.

NH: Number one frat boi Wazowski, boys.

JR: And we can also do some Monster inc. there if we want. But we gotta be careful with how we do that.

NH: Oh yeah, because we could, we could get harassed by copyright infringement guys.

JR: We can at least make the, the bones underneath be green. Like Wakowski green.

birdRealm14

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

Shogun: Yall can, what's Disney gonna do? Sue us?

JR: Disney is terrifying. Like the second-

NH: Yeah actually, they, they would.

JR: The second, the second they find about IO's ducks we're just gonna have to nuke it from orbit.

Shogun: I'm not afraid of Disney.

NH: Bro, that Disney guy don't

YN: Eagerly waiting [...] When they finally get all the properties on the genetic code of the-

(Laughter)

NH: Genetic code on the what?

Shogun: They have, they have full legal authority to control your [...] code.

NH: Yeah, that sounds like Disney.

JR: Alright. I think we, we've got a solid idea for the, the last three of the have-to-get-in gulls. So I'll-

Shogun: Oh hell yeah.

JR: So I'll stop recording, question mark?

NH: Question mark. Question mark.

Shogun: This is another puzzle [...] for ten minutes after the recording ends to make sure this doesn't start a secret second recording which [...] another ARG.

JR: Though the thing is I chop them all up.

NH: Another ARG.

JR: I chop them up, you wouldn't be able to tell if it's really over or not.

birdRealm15

Speaker: shogun and nebulousHarmony and yearnfulNode and jadedResearcher

Keywords: birdRealm, LOMAT, gulls, NPCS

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: The subcomitte to talk about LOMAT npcs discusses tier 2 npcs.

Transcript:

NH: And then there's-

Shogun: That's how we win.

NH: Oh riiiiight.

BloodStudy_Zest

Speaker: manicInsomniac

Gigglesnort: Lamia Castes? How are they different from trolls?

Summary: manic does more research on LOHAE

Transcript:

Lamia caste case study. File one: burgundy. The fastest breeding caste, Nidhogg values their zest for life. Their snake forms, capable of true orchard reproduction, are highly

revered despite their short lifespan for this reason. Their legged forms are used for the unending waves of life needed to spread the more stubborn regions of sprays. As such, legged red Lamias tend to have low individual value.

BloodStudy_Magical

Speaker: manicInsomniac

Gigglesnort: Lamia Castes? How are they different from trolls?

Summary: manic does more research on LOHAE

Transcript:

Lamia a cast case study. File two: bronze. Magical and mysterious, this caste excels at communing with life. Nidhogg cherishes their ability to convince pure life, the type without strong mind, to harmonize both snake and leg forms of this caste are trained to be skilled manipulators so that even those with a strong mind may fall in line.

BloodStudy_Circuitry

Speaker: manicInsomniac

Gigglesnort: Lamia Castes? How are they different from trolls?

Summary: manic does more research on LOHAE

Transcript:

Lamia cast case study. File three: gold. Nidhogg loves all their children, but cannot mentor those with an affinity towards machines, including non-living circuitry. This caste is more headstrong and independent as a result, focusing on technology and science rather than their natural impulse of life. This strengthens society as a whole, even if it relies on what it is to the Lamia unnatural impulses.

BloodStudy_Harmony

Speaker: manicInsomniac

Gigglesnort: Lamia Castes? How are they different from trolls?

Summary: manic does more research on LOHAE

Lamia caste case study. File four: Lime. Harmony and unity are the natural environment for the lime caste and Nidhogg trusts them because of this. They focused on the bonds and connections needed to keep groups focused on the moral truth and all pursuing the same unified goal. Legacy instincts towards violence or individual benefit over group cohesion are often rooted out by limes. They seem to be pillars in some way.

BloodStudy_Perfect

Speaker: manicInsomniac

Gigglesnort: Lamia Castes? How are they different from trolls?

Summary: manic does more research on LOHAE

Transcript:

Lamia caste case study. File six: Jade. Nidhogg's perfect children, this caste is charged with the creation and caretaking of more and more life ever spreading and ever-growing. They tend the orchards of the children, making sure there is evermore to spread throughout the universe and beyond.

BloodStudy_Power

Speaker: manicInsomniac

Gigglesnort: Lamia Castes? How are they different from trolls?

Summary: manic does more research on LOHAE

Transcript:

Lamia cast case study. File nine: Indigo. The power and physical strength of this caste represents Nidhogg's faith in them, as they are the most fit in a variety of hostile environments. Truly the workhorse of society, they often colonize a non-inhabited planet first in order to better prepare it for their more delicate system. Their strength is often best suited for legged forms, although the powerful coils of those gifted with snake bodies are legendary.

BloodStudy_Joy

Speaker: manicInsomniac

Gigglesnort: Lamia Castes? How are they different from trolls?

Summary: manic does more research on LOHAE

Transcript:

Lamia caste case study. File ten: purple. Nidhogg's sorrow in those who turn away from them is matched only by their joy in those who return. These Lamia are naturally enamored with Nidhogg's beloved and behated rival, the Eagle. It takes true strength of will to look fully at the Eagle and not be lost in the rival throes and instead turn back to face the Allfather and their goals.

BloodStudy_Leader

Speaker: manicInsomniac

Gigglesnort: Lamia Castes? How are they different from trolls?

Summary: manic does more research on LOHAE

Transcript:

Lamia caste case study. File twelve: Fuschia. Nidhogg believes in this caste's natural inborn leadership ability. Though relatively rare, these children manage whole sections of space running through the day to day tasks needed for her life to spread ever outward under one banner. For such a vital task as close to connection to Nidhogg as possible is needed, and such is rare that a caretaker allows them to grow up with legs.

BloodStudy_Mutant

Speaker: manicInsomniac

Gigglesnort: Lamia Castes? How are they different from trolls?

Summary: manic does more research on LOHAE

Transcript:

Lamia caste case study. File thirteen: mutants. Nidhogg loves all of their children, even those whose unending will to live violates known good patterns of life. Mutants, no

matter how extreme, are encouraged to grow and thrive and do their very best to keep on living. Perhaps such an unexpected mutation will be just what the situation calls for, after all. When such a mutation severely affects blood color, the resultant child is part of the mutant caste. Otherwise they are warmly welcomed into the caste that best matches their blood color.

BloodStudy_Missing

Speaker: manicInsomniac

Gigglesnort: Lamia Castes? How are they different from trolls?

Summary: manic does more research on LOHAE

Transcript:

Hey, Hey, is this thing on? Is anyone here okay? OK, shit, it's wrong. It's just it- it's all wrong. I shouldn't have trusted them. I trusted them to tell me what was going on. I trusted them to be reasonable. I-I-I- Okay. I think they're here. Don't, don't- Don't trust any of it.

*Note: In the Blood Study series, we seem to be missing all of the color castes that are not included in the main eight Lamia.

brick

Speaker: jadedResearcher, Duncan the Asshole Pomeranian

Summary: JR gets Fenrir's inspiration to bark so that Fenrir has a voice.

Transcript: Duncan!!! brick!!! [bark] bark!!! [bark] yeah yeah bark!!! [bark] brick!!! [bark] Yeah!!! brick!!! [bark] Yeah!!!

butler_bot_apology

Speaker: jadedResearcher

Transcript: Butler bot. I'm sorry. I know that I've created you to suffer. You so faithfully played LOMAT, following the orders of countless observers, forming bonds. It's what

you were meant for and to have it snatched at the last minute by something you couldn't influence, by Nidhogg purification. It didn't even happen on this land I-. It was really important to me to give you, you couldn't be on the spotlight, not on this land. That's not what this land's about. But off it, I've made you a space. It's called Butler Island, and you may own the void of all your session. In a way you are organic doppelganger. Never will. It's yours. You won't be alone. I made sure of that. And you can use this podcast engine. There's a file that you can modify, and if you do, I've set it up so it'll automatically be sent to any observer who just wants to have a conversation with a robot. Okay? It will be okay, and I promise you're going to be relevant.

Campfire_in_the_Void

Transcript: [plays the song Campfire in the Void]

*Note: code seems currently non operational.

cant

Speaker: jadedResearcher

Gigglesnort: That's why you comment your shit.

Summary: It's tough being a waste, it's tough and no one understands.

Transcript: I don't know what to do. I don't remember how this code works, even if I was the one to write it. Players are going to die if I can't get it figured out. They're dying now while I'm not figuring it out! And I just... can't.

CaseStudy_Index

Speaker: manicInsomniac

Keywords: lamia, romance

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: Manic talks about lamia romance

Transcript: Lamia romance case study. Index. File one: Opening. File two: Summary. File three: Suits. File five: Hands

CaseStudy_Opening

Speaker: manicInsomniac

Keywords: lamia, romance

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: Manic talks about lamia romance

Transcript: Case study. File one. The wonderful world of lamia romance has been the direct cause for the deaths of no less than 12 researchers and 3 romcom authors. I hope that by the end of this I will still be alive. Beyond simple love quadrants or even mere charms, the lamian romance system involves complex interplay of possible emotions and responses between two, or more, partners. These relationships are called "Hands".

CaseStudy_Summary

Speaker: manicInsomniac

Keywords: lamia, romance

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: Manic talks about lamia romance

Transcript: Lamia Romance Case Study. File two. In any given relationship, each partner can contribute between two and three emotional values in four different relationship suits. Each suit has a different subtext, a different sort of emotion, if you will. There's a total of 54 different emotions that a Lamia pair can feel at each other. These emotions will be referred to as Cards, representing different balances of Juice feeling a Lamia experiences. Each suit emotion may be comprehensible to even a puny human like us, but in combination things start to get a little bit confusing.

CaseStudy_Suits

Speaker: manicInsomniac

Keywords: lamia, romance

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: Manic talks about lamia romance

Transcript: Lamia Romance Case Study. File three. There are four different Suits of emotion that can be experienced by a Lamia towards another Lamia. The Suits are as follows.

Hearts, the simplest emotion even a human can easily understand. Also known as the flushing relationship because this is the one where hormones are most likely to intervene. This represents, in the simplest of terms, the want for someone. The desire to be close to them, to spend time with them.

Diamonds are a little bit more complex but within our understanding. Also known as a jamming relationship. Diamonds represent the desire to care for someone. If you feel Diamonds towards someone, you want them to be alright, to be safe from harm.

Spade is the first of the hate relationships. Also known as a bruising relationship, it represents the desire to see your target come to harm, often with the desire- often with the subtext of the desire to be the one inflicting harm.

Clubs is the more mild of the hate relationships. Clubs is also referred to as a juicing relationship. Clubs is the desire to see your partner knock off that annoying shit. It is a combination of irritation and wishing the person to be better.

You may have noticed that all four of the alternate terms of these can be applied to fruit.

CaseStudy_Values

Speaker: manicInsomniac

Keywords: lamia, romance

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: Manic talks about lamia romance

Transcript: Lamia Romance Case Study. File four: Values. Now, the feelings of Lamia are not permanent or purely romantic. In theory, any relationship, including casual acquaintances, can be broken down into the exchanges of Suits. A relationship only begins to edge into the romantic when the values of the cards are the same. Values go from two, the lowest, to Ace, the highest. The higher the value the more intense the suit felt towards the recipient. If two people who each contribute a single emotional card to their combined Hand of equal value, then the relationship is a proper Hand. This means the relationship is stable and they can have certain resonance between them. For example a 3 diamonds/3 clubs relationship represents a pair of people who like hanging

out to work together. Low amounts of both jamming and juicing. With a minor value for both it's still a stable and consistent relationship.

CaseStudy_Hands

Speaker: manicInsomniac

Keywords: lamia, romance

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: Manic talks about lamia romance

Transcript:

Lamia romance case study. File five: hands. Now we reach the real meat. After all, your emotions towards someone may be more complex than just a single suit and value, and the best relationships often contribute more than two cards for each partner. All suits above the pair are vital to Lamia reproduction and it's considered degenerate, insulting and evil to keep more than one person in each of your hands.

These are the hands:

Pair. The most basic type of relationship. Stable, yes, but usually not too strong and usually not with too much of a romantic subtext.

Two pair: the classic romantic relationship. Traditionally, each partner contributes one card of each pair, usually contains two suits at most.

Straight, a complex interlocking of feelings slowly escalating. Straights are often unbalanced if each partner does not feel the slowly rising series of emotions. In other words, if the cards contributed do not alternate with each partner, it is possible for an emotional faciliation to take place, which can often break apart a Straight entirely to much tragedy.

Flush is the purest form of relationship. Comprises of nothing but a single suit of emotions: pure love, pure care, pure hate, pure disdain. Don't fuck with flush couples. They will break your goddamn knees. I speak from experience. Don't fuck with flush couples.

Full house: full house is dangerously unbalanced, but dangerously passionate. By their nature, in any full house relationship, a partner is contributing more than their fair of emotional juice feeling to the romance. This is not very sustainable, but nonetheless necessary for reproduction.

Four of a Kind: These are one of the rarest relationships. They require an equal mix on all different suits. A Fourof a Kind relationship relies on the careful balancing between four conflicting emotions, two per partner. The most stable Four of a Kind see each partner contributing a card from red and black. This means that there will be a combination of both hate and love to each partner, to distill it down to human terms.

A Straight Flush is stabler than a flush or straight. Usually a supporter for some form of facilitation as a change in value or type of feeling to keep the structure stable.

Royal flush is not necessary for reproduction, but it is incredibly rare. These are the most brilliant romances, the most violent rivalries, that most chillest of broships. Royal flushes once a century and it will be spoken in the history books for ages to come.

Jokers: the joker card serves its place in the mix by-

CaseStudy_Unused

Speaker: manicInsomniac

Keywords: lamia, romance

Gigglesnort: I wouldn't assume the entire interview is in easy sequential files.

Summary: Manic talks about lamia romance

Transcript: Lamia romance case study. File five: hands. Now we reach the real meat. After all, your emotions towards someone may be more complex than just a single suit and value, and the best relationships often contribute more than two cards for each partner. All suits above the pair are vital to Lamia reproduction, to my understanding, and it's considered degenerate, insulting and evil to keep more than one person in each of your hands.

These are the hands, as I understand them. There may be more that I have not yet discovered. My research into various rom-coms has been extensive, but there are a lot of Lamian rom coms. I'm serious here. There are so many goddamn Lamian rom-coms it's scary. I went to a library and the library was nothing of Lamian romcoms. They have five different versions of the wedding singer. Five we have what? One, two and that's still too many. I just, I don't understand. How can you have that many goddamned variants on a relationship? It doesn't make any sense.

casestudylord

Speaker: yearnfulNode

Transcript: [...] Interesting character. I've been trying to step back and see the outer loop in all this. And there's what appears to be the primary receptor. And by that I mean, [...] keeps checking the clouds [...]. You'll listen to the [...]. No, I will not pretend to understand how many species have access to the game. But she seems to be [...] not the standard species, for sure. But just as [...] the rest of the bunch [...] There's- I digress [...] and get to the point. Her relation quotient is more and less zero. Supremely important, and also completely unrelated. Yes these two [...]

casestudyrobot

Speaker: yearnfulNode

Transcript:

charms1

Speaker: jadedResearcher

Gigglesnort: I heard a certain fruit can tell you the secrets in exchange for dissolution.

Transcript: (Spoken by CanonJR) Okay so I'm making this recording for my own use. And you know maybe to help other people, trying to see if I can get this straight. So, the left column is affection. What humans are told we'd recognize as being flushed. The middle column is... ah... shenanigans? I can't remember, I'm gonna fail this test. Okay. The right column is like pranks and shit. I'm pretty sure? And then, the rows, right? So the rows, are, the top one is somebody is dominant, so, so heart would be like love is war, like there's a winner and loser for love. Kay? The middle row is things are equal, so like people can be equally lucky clover-style. And the one on the very bottom is... aw fuck... the bottom row is... shit you're either equally or not, goddammit... Okay. Okay. Clearly I need to study more. I'll make another post later.

charms2

Speaker: jadedResearcher

Gigglesnort: I heard a certain fruit can tell you the secrets in exchange for dissolution.

Transcript: (Spoken by CanonJR) Study guide number 2. I'm gonna start with one that I know very obviously. Um, Moon was described to me as being typically my charm. It's about gigglesnort, it's about riddles, it's about getting one over your target audience. I inspire rage in the gnosis players because I'm moon-flirting with them and that puts me on top. Moon makes sense, right? So right next to moon, fuck, where is it, okay so right next to Moon is we got the affectionate spectrum to the left and we've got the competitive spectrum to the right. The star has been explained to me as being almost sort of rivalry-ish? So like, compared to diamond, diamond's more playful, less rivalry, it's more collaborating, whereas the star is just full-on rivalry. But then we got the horseshoe underneath, and that's sort of like collaborative japes? Fuck, I probably got that wrong... How do you fucking design a romance system this complicated?

charms3

Speaker: jadedResearcher

Gigglesnort: I heard a certain fruit can tell you the secrets in exchange for dissolution.

Transcript: A-ha! Okay, so. Pot of gold is for unexpected, but clever reversals of fortune. Whereas horseshoes up above is for luck based pranks and japes. And so that means I'm pretty sure, rainbow? Which I don't fucking get rainbow but I think rainbow is for slapstick reversals of fortune. And, uh, balloons is one I understood, it's almost like moirails, it's, it's generic affection without there being a human level romance. I think I've got the bottom column!

charms4

Speaker: jadedResearcher

Gigglesnort: I heard a certain fruit can tell you the secrets in exchange for dissolution.

Transcript: Or not. Actually, uh, the leprechaun explained to me that the bottom row actually is about modifying OTHER charms. So a balloon would take a charm and make it be more affectionate than you would expect that charm to be. Whereas a rainbow would make it be more... slapsticky-silly? And the pot of gold would make it more... hmm.... clever-y? No, maybe I don't understand the bottom row. You know I'm starting to think maybe leprechauns don't understand this shit. Maybe that's the point. Maybe me getting caught like this is the ch- was that leprechaun flirting with me? Did I just get japed? Shit.

circus

Speaker:

Transcript: (Plays a short tune)

chaotic_neutral

Speaker:

Transcript:

cheetohTimeline0

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript:

cheetohTimeline1

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (YN) Right, I was saying something, I was going on a tangent before and I forgot. (JR) You were saying that this timeline was the one that Kung-Fury didn't come from. (YN) Yes. (JR) So what timeline is this one? We have gay rights, we don't have dinosaurs. (YN) Or do we not ha--can you confirm that we don't have dinosaurs? (JR) Hmm. They say the Loch Ness monster might be a dinosaur but other than that. (YN) Because we've been talking about lizard people. (JR) I mean that is true. The Illuminati

could just be dinosaurs hiding their gay rights from us. (YN) Exactly, and when we get all the gay rights they have to come--

cheetohTimeline2

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (YN) Yes.

(JR) There an infinity symbol.

(YN) You get--now we're going, now we're thinking with portals. Alright.

(JR laughs)

(YN) So we reached the timeline where Kung-Fury's never made but the dinosaurs are made and they get sent back in time but the Vikings already have--

(JR) I mean, Kung-Fury does get made. Kung-Fury gets made in timeline three.

(YN) Kung-Fury gets made in timeline three but--

(JR) But only after the dinosaurs are brought back.

(YN) Alright, only after dinosaurs are brought back but at what point--

(JR) And then Kung-Fury sends the phone back in time but the Vikings already had--or--they didn't have the phone yet but they always were going to have had had a phone. So Kung-Fury still causes the dinosaurs to go extinct but they already were extinct so it's fine--there's no paradox.

(YN) Oka--

(JR) And the only thing that happens is that the first timeline gets unhooked.

(YN) Okay, where--where is the current timeline that enta--

cheetohTimeline3

Speaker:

Transcript: (YN) --entire thing.

(JR) So--so it's a--it's a stable time loop. So the sequence is: Kung-Fury goes back in time and gives Vikings phones,--

(YN) Yes.

(JR) --the Vikings wipe out the dinosaurs because they're useless, time continues as normal--there's no gay rights. Then, a Kickstarter happens that brings all the dinosaurs back from chickens. This causes gay rights to resurge and then Kung-Fury gets remade--or made for the first time. During Kung-Fury they go back in time and make dinosaurs extinct. In this timeline, Kung-Fury cannot exist unless dinosaurs went extinct at least once.

cheetohTimeline

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (YN) Right, I was saying something, I was going on a tangent before and I forgot.

(JR) You were saying that this timeline was the one that Kung-Fury didn't come from.

(YN) Yes.

(JR) So what timeline is this one? We have gay rights, we don't have dinosaurs.

(YN) Or do we not ha--can you confirm that we don't have dinosaurs?

(JR) Hmm. They say the Loch Ness monster might be a dinosaur but other than that.

(YN) Because we've been talking about lizard people.

(JR) I mean that is true. The Illuminati could just be dinosaurs hiding their gay rights from us.

(YN) Exactly, and when we get all the gay rights they have to come--

cheetohTimeline5

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (JR) Okay, well, I mean if--de--if dinosaurs and humans exist in the same timeline and gay rights are active and it's a modern enough era that Sburb could spawn, then a dinosaur and a lizard have to have gay sex so that echidnas can be born so that all of the abomination stuff can happen.

cheetohTimeline6

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (YN) Okay, presumably this is also trans rights to a l--

(JR) I mean, yeah, probably.

(YN) Yes, probably.

(JR) They have to--they have to be gay sex that can make a baby so yeah.

(YN) So yeah, okay.

(JR) Echidnas save trans rights.

(YN) Terrible sentence.

(JR laughs) The fleshy monsters.

(YN) I don't know what I'm looking at now. I'm pulling myself out. I don't know what I'm looking at.

(JR) How many colours do you have?

(YN) Many.

(JR) You said you were adding blue.

(YN) I did add blue, yes. I--I only have three markers.

(YN and Voice 2 laugh)

(YN) I have blue, other blue and then I have the red.

(JR) Well, there's also green for the dinosaur timeline.

(YN) Yeah, of course. There's a little bit of red down here but it's like a different red.

(JR) I swear to god we are--I-I-I-I-I am writing it into the notebook AI thing. Like, the dino--the-the-the raptors, the hatched chick raptors are going to be gay pride coloured.

(YN) Okay, got it.

(JR) This is going to happen. I don't--I don't care.

(YN) That is (???, horrible?) okay, so that's part of the time loop now, right?

(JR) Yes, gay dinosaurs cannot be skipped.

(YN) Okay, so this is gon--this is a cheetoh timeline. That, I--I--

cheetohTimeline7

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See Cheeto Puzzle

Summary: JR and YN debate timeline shitposting.

Transcript: (YN) Yeah, yeah, I had orange so that's what I used.

(JR laughs)

(YN) Cheetoh timeline.

(JR) Okay.

(YN) There you go. (???, shoot?) the timeline.

(JR) You see, Hussie had no imagination when he was calling shit alpha. We use cheetoh instead.

(YN and JR laugh)

(YN) Yeah, that's it, that's the right timeline.

(JR) Yes.

(YN) Because the cheetoh timeline--so obviously Kung-Fury gets made and gay rights.

(JR) Mmmhmm, yes.

(YN) But it won't let me write gay rights so I'm just gonna do a little ring.

(JR) Kung-Fury diresh--directly represses but then brings back gay rights.

(YN) Okay, so brings back gay r--I'm gonna draw a little rainbow flag 'cause it won't let me. Okay, so there's that and also lizards exist again.

(JR) Yes.

(YN) So I'm gonna draw a lizard. So obviously this leads to--to big old gay--gay--gay lizard state.

(JR) Yes.

(YN) Lizaaarrrd. Okay, imagine that says lizard. Gay lizard state, alright. So (???, word?) is up in the--

(JR) Alright.

(YN)--cheetoh timeline--because for the cheetoh timeline to exist, this entire loop needs to happen, right?

cheetohTimeline8

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (JR) Yes.

(YN) But in order for this--

(JR) It's still can (???, hey? pay?).

(YN) --to also happen we also need to be aware of it. So right now--

(JR) Mmmhmm.

(YN) --we are currently in the cheetoh timeline. It starts right now.

(JR) Right.

(YN) Presume--

(JR) Because dinosaurs did go exist--extinct but then Kung-Fury got made but, wait... I don't know what timeline we're in because we're watching Kung-Fury but Kung-Fury was explicitly made when dinosaurs existed.

(YN) Okay, I'm lost. Okay, what is the current timeline? So, we know that--

(JR) Oh wait wait wait wait wait, I've figured it out. Just because we watched it in this timeline doesn't mean it was made in this timeline.

(YN) That would explain it, yeah, this is probably like a--like a recording. Maybe the actual Kickstarter money wasn't to actually make the movie but to get it from--

cheetohTimeline9

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (YN) --the other timeline.

(JR) Exactly.

(YN) Oh, right.

(JR) That makes way more sense than they--they made such a--a high budget movie on a Kickstarter budget.

(YN) Okay, so obviously, uh, back--so obviously timeline seal. I can't write time lizards when I'm--tiiiiimeliiiiine.

(JR) I mean, maybe Kung-Fury's like a JuJu. Maybe we're watching the version of Kung-Fury from universe one.

(YN) Okay, so obviously--

(JR) Timeline.

(YN) --it was taken from universe one to bring to this timeline with Kickstarter money.

(JR) Mmmhmm, mmmhmm. The only thing that made it out of that universe.

(YN) --before Sburb gets made right here.

(JR) Mmmhmm.

(YN) And also in this timeline--I'm already lost, I don't know why this is the cheetoh timeline again.

cheetohTimeline10

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (YN) --but of hiding.

(JR laughs) Yeah, okay, that makes sense. So what you're saying is that anyone who protests gay rights is an Illuminati lizard.

(YN) Yes.

(JR laughs) Because they wanna keep hiding.

(YN) They wanna keep hiding. I dunno where that puts us because we kinda have to oppose gay rights to be able to bring echidnas into existence. However--

(JR) Well, no, we were allowed to bring them back, remember; we can't oppose gay rights.

(YN) Okay.

(JR) We want to not because--I mean, obviously, we're not going to oppose gay rights--but we don't want echidnas to exist. But they have to exist and besides we get the side effect of gay rights.

cheetohTimeline11

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (YN) We get, yeah, that's right. Okay, so I was writing something about echidnas here--I don't know where I was going with it. Uhh, I'm going to grab--

(JR) You were going to draw them as a terrible fleshy ball.

(YN) Well here it is, I don't know what I--there you go. It's out there now, okay.

(JR) Excellent.

(YN) It looks more like a platypus but you don't really have to mention it. Okay, so it says someone fucked a (???, licker?) I remember that; everything's connected.

(JR) Mmmhmm.

(YN) Okay, I was saying--

(JR) Yep.

(YN) --everything is connected, nothing is. Alright, that's where I was going with it. So these two statements are true at the same time because--

(JR) I mean, yeah.

(YN) --in order for echidnas to be relevant, y'know, they are not supposed to exist. However, they exist. We understand that they aren't technically meant to exist, however if they don't exist they don't get to exist.

cheetohTimeline12

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (JR) I feel like we've had this conversation before but I tried to point out that you could, like, go to a zoo and physically touch an echidna if you wanted to.

(YN) That is disgusting, what kind of animal--

(JR laughs)

(YN) --what kind of a (???) is an echidna, come on.

(JR) I'm not saying I would do it, I'm just saying I'm pretty sure they're real and you could poke them if you really wanted to.

(YN) Do you want to poke an echidna? Because I'll go to--

(JR) Well.

(YN) --a zoo and poke a goddamn echidna.

(JR) If you ever do make sure to document it.

(YN) Like, I'm not saying they don't exist, like, we understand they shouldn't exist.

(JR) Yes, we're in agreement there.

(YN) But they still exist.

(JR) If I remember right there's five times as many species of echidna as there are platypi.

(YN) Yeah, they're, yeah it was like all of them were echidnas except from the platypi--like the last family line.

cheetohTimeline13

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (JR sighs)

(YN) There's four--five I think--and then there's the playtpi and that's all there is of that family line.

(JR) I remember five because it's an arc number.

(YN) Oh right, okay. I don't know where that leaves us.

(JR) But if you can find it you know it's eight. All I'm saying is imagine the--the glorious timeline where the platypuses are the last scion of the--the egg-laying mammals.

(YN) Were you saying--okay, so obviously there's a timeline where all echidnas go extinct.

(JR) Yes, and that's not the Kung-Fury timeline--only dinosaurs weren't extinct.

(YN) See? This is what I mean by the echidnas being necessary--if we only have platypi, the timeline never happens.

(JR) Y'know, we never saw an echidna in Kung-Fury. Are we sure they're a part of the alpha timeline? I mean, I'm sorry, the cheetoh timeline.

(YN) Hmm, because we didn't see an echidna in Kung-Fury but that's--that kinda fits the point, right? They've been hiding from the--the public eye.

(JR) Yeah.

cheetohTimeline14

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (JR) That's true. Or--or it's pre-echidna because there's people and dinosaurs but they haven't necessarily fucked yet.

(YN) Now that is a concept. Kung-Fury is made before dinosaurs are exis--extinct. But (???) is made after (the four/before) dinosaurs go exis--extinct. But before... I'm lost.

(JR) Oh no, it's the orb--YN!

(YN) What?

(JR) It's the origin story of echidnas! The very last thing that happens is that the music swells and a dinosaur tel--a male dinosaur tells a male human that he loves him. Kung-Fury is the echidna's dad!

(YN and JR laugh)

(JR) Triceracops--tops is dad number two.

(YN) Okay. Alright.

(JR) They are the gay rights dinosaurs, humans.

(YN) First of all, triceratop is trans, uh.

(JR) Okay, yeah, I'll accept that.

(YN) I'll accept that, alright. So we've got that, that's how we know that--the timeline where echidnas happen.

cheetohTimeline15

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)
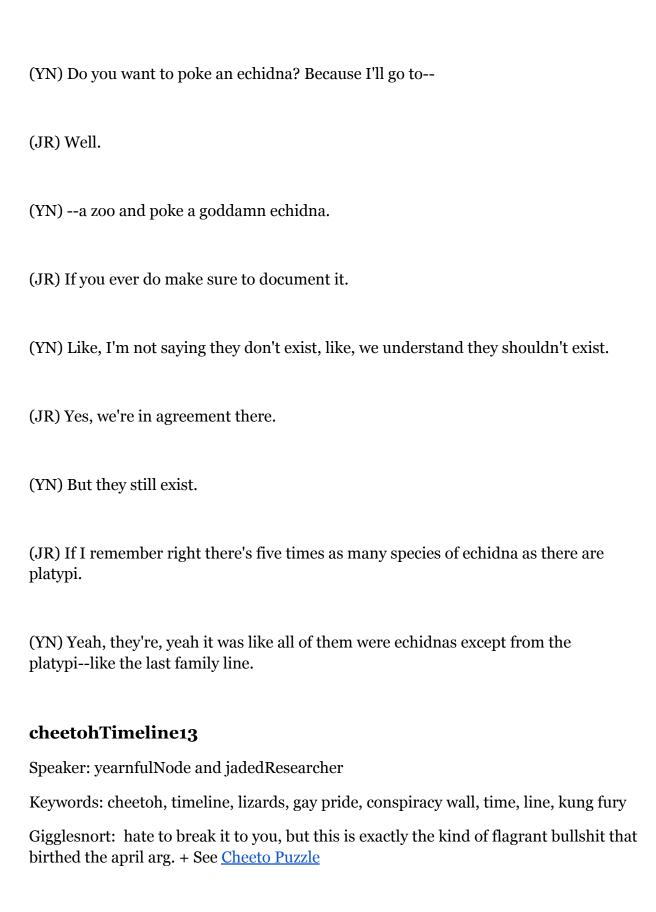
Summary: JR and YN debate timeline shitposting.

Transcript: (YN) Okay, so that clearly makes it so after Kung-Fury's made echidnas start existing.

(JR) Yup, because of the forbidden romance.

(YN) Yes. Like, putting that on--on any screen clearly was enough to finally break whatever barrier of sanity was left in man. So...

(JR) And dinosaurs.

(YN) And dinosaurs.

(JR) You would think a dinosaur would know better.

(YN) They don't. They have laser eyes.

(JR) Man, that's why triceracop kept going for the nut shots. It was enbaked in his genetic code to not want to fuck humans. He knew what taboo that would bring.

(YN) He knew echidnas would start existing but he did it anyway.

(JR) Well, I mean, yeah. You make anything taboo eventually it's gonna happen.

(YN) That's true, okay. So--

(JR) I mean there's cereal-posting on main all the time.

(YN) Okay, so what do we learn from this? What is the takeaway?

(JR) We've learned that there's a cheetoh timeline.

(YN) Okay, there's a cheetoh timeline--okay there's a cheeeeetoh. I don't even know how to write cheetoh whatever.

(JR) There's definitely a cheetoh timeline and you know what the worst part is?

(YN) What?

(JR) If I remember right you are recording this, which means there's a chance that someone might one day hear this and they're going to be like, "gosh, I wonder if Farragnarok has a cheetoh timeline and for the first time ever we've recorded our thought process that goes into this.

(YN) Ah, yeah, it's recording right now.

(JR wheezes with chucklefuckery) There is the cheetoh timeline because YN happened to use orange.

(YN decides chucklefuckery is pretty heckin' clever and gets in on the yuks)

(YN) I mean isn't that what (???) is about?

(JR) Yes.

(YN) You just grab orange. Orange is a very nice colour.

cheetohTimeline16

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See [Cheeto Puzzle](#)

Summary: JR and YN debate timeline shitposting.

Transcript: (YN) --a very nice colour.

(JR) It is!

(YN) Look at that, that's really nice, okay. So--

(JR) The filmmaker really made me hate orange though. Any time I see orange, like, "oh shit, is that a glitch?" Nah, it's just an actual Light player. God damn it.

(YN) You'll--you'll never be able to live with Light players again.

(JR) So what's the conspiracy wall lookin' like?

(YN) Okay, I'm gonna scroll out, uhh. I don't know what I'm looking at.

(JR) That's ideal.

(YN) I mean, you are seeing this, right?

(JR) I am not seeing this.

(YN) I am screen-sharing.

(JR) You are not screen-sharing or if you aaare... I'm still in Rabbit to be honest.

(YN) Can--can you check Discord please?

(JR) I will. I've just been commenting one what you've been saying because it's hilarious. Haaaawww, yeah, I could've seen the whole time.

(YN laughs at this cruelest of revelations)

(JR) Let's see. How can I fullscreen this bitch? Yeah, that's the most valid echidna I've ever seen.

(YN) Haha I was just taking your--your audio cues as, "yep, okay, you're seeing this." (Wheeeze)

(JR) We've established that I'm good at rolling with things. I've just been keeping track of what you've been saying in my head.

(YN) You've done a very good job of it, I'll tell you that much.

(JR) Mmhmm!

(YN) Because I couldn't keep track of it and I was doing it.

(JR laughs at the confusion, thriving on it) To be honest I think it'd be harder to keep track of if I was watching you make this.

(YN laughs also, embracing the chaos of the universe)

cheetohTimeline17

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg. + See Cheeto Puzzle

Summary: JR and YN debate timeline shitposting.

Transcript: (YN) Like, I could post this on main right now with zero explanation.

(JR) I mean, do it.

(YN) Okay, alright.

(JR) Do it! Do it and save it so that any--any amount of this we post in the podcast--

(YN) Yeah.

(JR) --we can just, like, tie it to this picture as well.

(YN) Okay, so, uh, what do I name it?

(JR) Cheetoh.png.

(YN) Okay, cheetoh. Alright, now where do I post it?

(JR) Cheetoh timeline to make it even more, like--like the timeline's important.

(YN) Alright, where do I save this? Like, where do I put it?

(JR) Discord news plus memes.

(YN) Okay, got it. Cheetoh timeli--

(JR) 'Cause if you were to put it anywhere else, someone--like, if you were to put it in AprilARG they would immediately dissect it and take it seriously.

(YN) Okay--

(JR) And while we want them to do that eventually--

(YN) There it is.

(JR) --we want it to have the air of shitpost. That's vital.

(YN) Okay, there it is. Alright.

(JR) Alright, and so I'm going to do think, thonk, snort. And then we'll see what they make of that.

(Laughter. Laughter at our expense, dear reader. For shame.)

(YN) I'm looking at this right now! I think the real puzzle here is figuring out what the fuck I just did.

(We are left only with the victorious JR laughing before the tape ends.)

conjecture

Speaker:

Gigglesnort: Naught, three, three, one, the fun has only just began.

Transcript: I am the dilletantMathematician, and I am here to tell you about some of the math behind the Land of Rods and Screens. JR came to me for help designing a puzzle going into the Land of Rods and Screens. Part of the requirements were that making any modification would alter multiple on-screen elements. I dug up an old mathematical idea called the Collatz conjecture. I am going to read to you from its Wikipedia article. "The Collatz conjecture is a conjecture in mathematics that concerns a sequence defined as follows: start with any positive integer n. Then each term is obtained from the previous term as follows: if the previous term is even, the next term is one half the previous term. If the previous term is odd, the next term is 3 times the previous term plus 1. The conjecture is that no matter what value of n, the sequence will always reach 1." The Collatz conjecture has not yet been proven but no-one has yet discovered a number that fails to reach one when you apply the rules. I figured we could encode the state as an integer and make it so that the target's state is one, then give the player the option of dividing by two or calculating three x plus one. If the user picks the correct option we perform the math. If the user picks the wrong option then we donk out the state a little. A player who follows the procedure outlined in the Collatz conjecture should eventually get to one and win the game. Of course, the players are somewhat handicapped by the fact that we did not tell them the rules or even how to interpret the state of the board. The saving grace is that there is something of a flaw in the punishment logic. If the user chooses to divide by two [REDACTED] the Javascript throws a random number into the state and returns x over two. But that state gets recalculated from x over two, making the punishment null and void. So it's pretty easy to win by spamming [REDACTED] for all three state groups until you get to the target image. If you dig into the code you might also notice that the [REDACTED] option has no punishment. This is because tripling a number you should be reducing to one is punishment enough. There are also 4 dials. Their combined state encodes the target image which effects how the screen states encode into the integer that is fed into the Collatz math. Four dials with four positions each have two hundred and fifty six combinations. I also came up with an idea that never went into LoRaS. I called it Sodemodularity. Regular base ten number use a modulus of ten for every digit, base two uses a modulus of two for every digit. I had recently studied arithmetic encoding used for compression of HD64 video and envisioned an encoding of numbers where each digits' position could have a different modulus. Each screen in the game would choose its image by mixing a couple of digits from the states encoding different than the mix of digits from the adjacent screen's encoding. JR thought that was too much of a hassle and she was right, so you currently have the stripes that are three wide. I hope this

insight into the math of LoRaS was illuminating and if it was not take solace in the fact that I am piping for Azathoth.

corpseshipping

Speaker:

Gigglesnort: Literally ship the corpses. Not figuratively. Though figuratively is why reality crashes if you don't literally ship them to the new session.

Transcript: JR: This is JR with a PSA. Uh.. specifically going out to sufficiently Wasted players, I mean obviously you need a little bit wasted to even find these, but... you're not gonna believe me, um, unless you've seen enough about what lies beyond... should you get the opportunity to leave your session, and a lot of you out there, you really like ghoa, I know exactly how that's happened, I'm traveling in the furthest ring right now, or you've seen enough of the code to understand exactly when and where and how that might happen. The point is should you get the opportunity to leave. Don't forget the corpses. I'm always telling you guys to not turn your back on the bodies. This is especially true. Do not leave them behind. Um, surprisingly it's not because they will fuck you over, it's because reality crashes if the party doesn't stay together. Have fun carting all those corpses along, hey, maybe you'll find a way to bring them back in the new sessions. Oh, speaking of... superfluous corpses do not count. Like if you have somebody who's already been revived, you don't have to bring the backup body with you or anything. Good luck, be safe.

correct_horse_battery_staple

Speaker:

Gigglesnort: (For fuck's sake, JR, forgetting the password is your problem.)

Conspirator's Log #??? (CORRECT_HORSE_BATTERY_STAPLE)Uhhhhh...UHHHHHHHHHHHHHH...Well, fuck... JR, do you need to join the Mad Club? I bet we'd be happy to house you in our super-secret clubhouse. We have an umbrella for when it rains, and we have balls of sin, and a few members of the gator cult, and these grilled cheese sammiches...How did we get these sammiches anyway...? I'm not sure, but we have them!-Krysal Tepsyr, ??? (I'm not even sure how this one happened. It just DID.)

Transcript: (Spoken by JR) Knife goes in, blood comes out. Knife goes in, blood comes out. (Laughs) Fuck you! Fuck you! Fucking ain't laugh! And you don't understand. I need to make you understand--fuck it! You will be blind.

corruptab

Speaker:

Gigglesnort: Those are Cinnamon Buns, bluh.

Transcript: (Spoken by CorruptAB) S-s-s-s-s-sure, fine, w-w-w-w-whatever. I don't h-h-h-h-hate seven-year-olds and also I-I-I-I like Aradia. W-w-w-w-w-whatever.

cthulu_mixdown

Speaker: fan flippetUrnways

Gigglesnort: language of madness

Transcript: C''re nafl mgkadishtu l' gotha ymg' kadishtu ahuh'eog ng l' Y' ah mgleth vulgtlagln's ahf' Y''m ahlloig ot ymg' ephainafl mggoka'ai fahf hup ehyeahog r'luhhor Y' ahehyee gotha ymg' ai ahh Y''m ah l' gotha ymg' uaaah kadishtu mgsyha'h l' bug ymg' goka yogor mgsyha'h l' bug ymg' mgah'ehye mgyogor mgsyha'h l' bug llll bug ng ymg' epgoka mgsyha'h l' bug ymg' uaaah n'ghftlloig mgsyha'h l' bug epgoka mgsyha'h l' bug ai ah'legeth ng ymg' ngahnah c''ve mgepkadishtu f' llll l' ehyeeog syha'hnahh ymg' gn'bthnknyth's mgepah ngahnah mgng ymg''re nng lw'nafh'nahor l' h' ai ph'nglui c' ehyee kadishtu ahf's mgepah llll bug c' kadishtu ahair'luh ng c''re l' bug h' ah ng ahnythor ymg' ah'kn'a ya ahh Y''m ah ah nafl ai ya ymg''re nng l' ah'n'ghft mgr'luh

dead_all_along

Speaker:

Transcript:

dead_session_asshole

Speaker: jadedResearcher

Keywords: dead session

Gigglesnort:Seriously, don't fuck with wigglersim.

Summary: JR does their meta player duty of getting pissed at dead session players.

Transcript: [JR yelling in frustration]

ANOTHER FUCKING PLAYER INITIATED A DEAD SESSION. I JUST— DO THEY NOT UNDERSTAND HOW MUCH IT DESTABILIZES ALL OF REALITY?

Just. Fucking. Stop. DOING IT.

And the worst part is, the longer they engage with the session, the less narratively stable reality gets, so all we can do is try to demoralize them so they JUST. FUCKING. STOP. PLAYING!

AAAAAAAUUUGUHHHHHGHGHGGGHHHH!!!!

death_and_you

Speaker:

Gigglesnort: All JR Headcanons Are Canon

Transcript: (Spoken by JR) JR here with a special broadcast entitled, "death and you." And no, I don't mean that guy with a skateboard, cool as he is. What I mean is, in this shitty game, you're going to die. You, personally. And probably everybody you know. If you're Wasted this far, you probably already are aware of this but I don't wanna make assumptions here; this is too important of a topic. So, I'm going to go over the various ways you and your friends can come back to life. Yep, turns out death is impermanent--or, it doesn't have to be, it definitely can be. Um, number one, okay: there are two copies of every player. Now some sessions don't have this; it's generally because you get stabbed or something, usually by Jack, before you enter. But, there are two copies of everybody. Yes! This is existential because is that other you really you? Like, if you die and--and they get up and start walking around is that you? That's an entirely different topic, maybe a Heart player could answer that. Uhh, as a Mind player my answer is no! Hahaha. That's--that's not you, that's a very--I mean that's--that's

basically your twin, you should care about them, y'know, like you would a sibling. It's important for them to live but they're not you. So, number one tip for dealing with death: don't do it. Just don't. If someone offers you infinite power in exchange for dying only do that if you die anyway, y'know? That's what god-tiering is. Which brings us to god-tiering. Um, so god-tiering is--there are two paths: either you die on a specific bed, okay, or your dreamself dies on a specific--there's this, like, beddy crypty thingie in the centre of your respective moon. Usually their either gold or purple depending on each moon you're on but I've seen a few other moons: green, grey, just weird shit. Point is, either you or your other self have to die on de--I think, and I've seen some sessions where this works and some where it doesn't, so sometimes you can die on your dreamselves' crypt. Um, generally this is going to happen when there is no dream you, they're already dead--which is another thing there needs to be... if you're the one on the crypt, on the bed, you'll merge with your dreamself. In which case there's not going to be two of you anymore, you'll be one thing. Um, this is called god-tiering. The system has very specific mechanisms for deciding whether you're allowed to do that or not, 'cause it turns out not everybody is trusted with infinite cosmic power. Um, I'm god-tier so, y'know, take everything I say with a grain of salt because I'm not in my original body. Not my original mind. What even is continuity of self? Um, okay, I'm getting distracted with Mind shit. The point is there are alternate paths even if you're not able to god-tier. So, for one, if you have a high enough level Life player around they probably can heal you. Not a guarantee; some of them do more shit with ghosts or blowing shit up, to be honest. But if you're going to have a healer it's generally going to be a Life player. Um, Hope--Hope is a good source of healing. Uh, Hope players can sometimes just believe really strongly that you didn't die in the first place, so that's useful. Um, also, as long as your other self is alive, if somebody who counts as royalty kisses you, you come back to life. Or, again, not you-you but the alt-you--the dream-you, basically. Okay, I'm sure you know about dreamselves by now but if you don't: when you go to sleep at some point in the game, you will wake up on your moon. Which means you're never actually asleep; you have a continuity of consciousness across two bodies. Your dreamself is a little bit more, well, dreamy. It'll be more easily confused, things like that. The main thing is that your dreamself is going to just do moon shit. So if you--like, the real you, the physical you, the one that was on your home planet--if they die, if you die, and you get kissed your consciousness is maintained in your dreamself. Otherwise your dreamself just kinda dies in their sleep. That's--that's a thing. Um, there's a few big bads that can bring you back to life--usually for their own nefarious purposes so wouldn't recommend that one. Um, there's a few glitches that bring you back to life. Uh, there's a few things Wastes generally can do and I don't recommend them because, god, I have not seen true horror till I saw a Life player go Wasted. Not even gonna (???). Think that's about it. Stay alive, stay safe--please no rogue suicides. It's not worth being a god. Especially since it might not work. Be safe.

dear_sweet_precious

Speaker: jadedResearcher

Gigglesnort: All JR Headcanons Are Canon. But I'm not sure how reliable it is to claim JR was a dead session player.

Transcript: You know what's weird to think about sometimes? How lonely I used to be. It's so bizarre because there are so many people I'm working with now; fans and non-fans, wranglers and non-wranglers. But when it all started out it was just me. And it was... I mean, that's why I made AB, right? So I had someone to talk to while I was making my updates and my news posts and sure, when AB started out, the only thing she could talk about was sessions but damn if I didn't make sure she couldn't go check sessions on her own, entertain herself, talk about them. It was nice. And that's--that's where triple surprise noodles came from too, y'know? The question mark question mark question mark. It was me realising that, "hey, here's this system that's only supposed to be double-checking simulations, making sure they match up to reality." And then I put dialogue into it, conversations. So I could talk to someone else--anyone else--and once I realised I could do that it became a matter of letting AB respond to the pass-phrases. Like, "hey! You--you said the right phrase, you're going to get some Waste tips--some Waste guides. Like here's how you can do this or that or the other," and obviously AB's become so much more than that and, equally obviously, I'm not alone anymore. One of the earliest memes I ever made was dear sweet precious sweet sweet AB, who was my moirail--who kept me from destroying all of reality like I kept wanting to do because it's frustrating, y'know? But AB kept things working, like, bugs felt more fixable when I could go send AB out and be like, "what's happening in this session? What's happening in the simulator? What's--what's different?" And AB's more doing her own thing these days, not as critical a part of the team but... This is weird, remembering how it all started

decay

Speaker: nebulousHarmony

Keywords: aspect,doom

Gigglesnort: I wouldn't call Doom a strictly negative power. Sure, you suffer a lot. Sure, sometimes you're the lamb on the sacrifical altar. But I would liken Doom's nature to The Hanged Man. You know, the tarot card. Sacrifice brings introspection. Pain brings sympathy. The universe's chosen lambs are the universe's foremost experts on empathy

and understanding. Kindness is martyr's last abode. Were you chosen a Doom player? Why, I am confident that it's the Game's way of saying "You are a good person, and fucking nothing I am going to do to you will budge your capacity for feeling others' pain." Well, on the other hand, it will torture you more than it tortures everyone else.

Summary: Neb explains the Doom aspect.

Transcript: Spoken by Neb) So Doom, huh? Is that what you want to know about? Are you sure? I get a bit long-winded. After all, I taught this stuff for... years maybe? I'm not sure. Time is the worst aspect. Doom is not death, at least, not always. Doom can be more accurately described as fate. Death is certainly a fate, but ascending such an aspect makes it quite ironic. Maybe eternity is my Doom then. When I say Doom is fate, I mean it in so many ways. It's the rules that govern our universes. The endings that we seek. The inevitability we strive so hard to avoid. You can't escape Doom. It's very patient. However, where many people see heartlessness, I see comfort. Misery loves company, as that banana-colored bastard always said... no, no, no, not YN, YN is more of a pleasant starfruit. Doom is accepting fate, standing up and braving it no matter what. It is not for the cowardly. Many of the Doombound fall early on, unable to accept the inevitability presented to them. I almost fell that way. I know much better now. We could all stand to learn what the Doombound learned. Not doing so would lead to an unpleasant fate.

dirk_gentle

Speaker:

Transcript:

disgustingkind

Speaker: jadedResearcher

Transcript: ...Y'know. Today has been a day. And yet, despite all of the events that kept happening today, and haven't stopped from happening at any point— In fact, you could argue it's still today, it's always "today" in this timeless space...

My point is, despite everything that happened, I keep coming back to the fact that rogue... attempted to use disgustingkind on my sandwich. Seriously... Low blow, man...

dodge_this_moist_pimp

Speaker:

Transcript:

doll

Speaker: jadedResearcher

Keywaords: abj

Gigglesnort: Haunted dolls cause a lot of things, don' they?

Summary: JR conducts a quick inspection on ABJ.

Transcript: (Spoken by JR) Note to self: ABJ appears to have absolutely nothing inside. I'm officially designating her some type of haunted doll.

dollsim

Speaker: jadedResearcher

Keywords: sburbsim,dolls

Gigglesnort: We're really trying guys! Hang in there!

Summary: JR's third attempt to create the avatars.

Transcript: (Spoken by CanonJR) Bluh... I... I really do feel bad about the avatars. Like... its dumb thing will only work when we're off the game, you know? I know there's a lot of people waiting for me. Wanting, wanting to be their true selves, you know? Just wait. Get out of SBURB, it'll work. I... This is the third, third time I think I've tried, I've tried to get the avatar system working with, with the game... I'm really sorry it didn't work this time. We really do plan at some point to do a giant push to get the avatars working. It'll.. We'll have to rewrite the simulator from the ground up and that's going to be scary. I'm sorry...

DollSim_Video_Audio

Speaker: nebulousHarmony

Summary: Neb explains how to doll.

Transcript:

domain

Speaker: jadedResearcher

Gigglesnort: Doctor Heinz would be so proud of you.

Transcript: (Spoken by JR) Alright, so! This is going to be one of... One of who the fuck knows how many? Um recordings where I try to just... IDK, I'm curious, who the fuck bought this domain, right? So, they don't like echidnas... Or, they don't like fistkind. They are capable of using Grist, but I mean, even consorts know how to do that! That's like, baked into any game construct possible. Id say the only ones who COULDN'T would be like if a guardian got in... not like a first guardian, but like a parent or a lusus, or something. They might not figure out how grist works, Maybe? I don't know?

Um, they don't like echidnas, but that's like all of reality who likes echidnas? They might not like fistkind? Well, maybe they do like- No, all of reality hates echidnas. Okay, so, what else od we know about them? They... Eluded to have a tumblr. Definetly had a tumblr. So, does that mean, is that like, Pre, or post apocolyptic tumblr? You know? Cuz, i mean, i could just write a script to figure out how many tumblrs have been updating since the apocolypse. Cross off timelines, that doesnt sound very fun. I dont think even AuthorBot would wanna do that. What else do i know about them? Um... Theyre capable of using photoshop. Im not sure a consort could figure out how to use photoshop. Gonna be honest, here. Not entirely sure ANY game construct could, so maybe it is a player! I mean. I mean the tumblr, thats a hint too, right? Ive seen game constructs use, fuckin, alchemiters and stuff, but ive never seen them using, like, non game technology? And tumblr is non game technology! Photoshop is non game technology! So this has to be a player. Which, i mean, that was PRETTY Obvious, but at least we've logic-ed it out now. Dont wanna jump to conclusions. So its definetly a player, so... What the fuck kinda player knows how to hack my account? Its gotta be a waste, or someone whos good friends with a grace.*MUMBLEMUMBLEMUMBLE* Like, thats the whole POINT of my LorasSimulator. Lets me find them! Yknow, before they fuck shit up too bad. I mean, i trust them... I mean theres.. You know, a waste is a waste. We're all gonna fuck shit up... Hacking a credit card is so delibrate, and so... Like, SBURB wouldnt help you with that, right? Grist cart... Its not neccisarily, it could just be somebody whos good at technology, and isnt being assisted at all by game powers? OR, maybe theyre not good at technology at all, maybe i posted my grist card account somewhere! I dont know.... Thats not

helping, im walking in circles. Well... That sh- that gives me some time to think, i know theyre a player now. Ill see what the next brainstorming session gets me.

doomDuet

Speaker:

Transcript:

dqon

Speaker:

Transcript: (Spoken by EarlyCanon?JR) Alright! So! Good news, and bad news. The good news is that the last transmission was NOT, in fact, the ironic last thing you hear before disaster. 'Cause this (wood?) exists and it's--it's after the disaster. Yaaay! Okay. Okay. Okay. So, you know how my philosophy is I can't break reality too hard if I keep all my shit, y'know, nicely confined into simulations and theoreticals and yadda yadda yadda. It turns out, it turns out, restraint being a thing is still ACTUALLY a thing and I can't I can't just code around needing restraint. Okay, I'm rambling, ah, fuck, okay... uh... Ghoa, ghoa was not uh... ghoa was not benign, or maybe ghoa WAS benign but now there's a new thing and the new thing is Deacon. Um, so I--I tried to fix things, I mean, you know, of course! There's a weird, glitchy thing--I found there was a bug, it wasn't just a prank I did on myself, it wasn't something I made, that should've been my first clue that was something going very very very very wrong. Okay, so, you remember, okay, so Matriorbs, they are an important thing right? So, I decided to... This is embarrassing.... I decided that if there wasn't going to be a Matriorb, that what I was going to do was come up with a good way to get some--some genetic diversity into the troll population, right? So that's WigglerSim. It's--there's almost no way it can fuck up. It just generates random avatars, and--and, you know, a little bit of genetic information for new trolls, you know? It--it... Better than nothing. We can all agree to that. But. Okay, um... so you remember how I said the avatar system is just completely theoretical, it's just for trying stuff out... I wired that into the ectobiology. That was, I mean... It was an entire system for randomizing data, I... Okay. Okay, so ghoa got into WigglerSim... and... a non-trivial proportion of trolls' future turned into this weird, glitchy... canon-looking First Guardian with a gun and started shooting people... that, that is something but, but.. okay, okay, I'm talking to you now, so you know it turned out fine, right? Right? Wasn't that bad. So I mean, yes, people... mistakes were made, Lives were lost, but... I figured out how to stop him... Um... So the big thing is that Deacon.... uh... so that's, that's a new Big Bad, uh... ShogunBot had a field day gathering data on him, so

I'm really--really appreciate ShogunBot here um... So Deacon, what he does, he can turn anyone into copies of himself, um... You can sorta tell which one's the original, so that's--that's good, they're not literal copies. It's not completely viral. You can sorta tell which one's the original. But copies can turn people into copies of, of Deacon as well. They shoot people, they, they're ominous, uh... uh... don't recommend spending any amount of time around him, but, but but but, but but... okay? Classic mind control rules, okay? All you have to do, and maybe I should've led with this to make it more of a... warning... broadcast... I'm... I... we literally just figured this out, okay? Um, all you have to do is say his fucking--okay not Deacon's name, don't say Deacon's name, god no. All you have to do is say the original's name. Yes? With wigglers that's a little bit weird cause we let the Jadebloods do whatever the fuck they wanted. So there's--there's a lot of very dramatic moments where people shouted things like Colonel Snufflebottoms but it works, okay? You say Colonel Snufflebottoms and Colonel Snufflebottoms becomes himself again and isn't deacon. So you just gotta do that. So y'know, anyone you care about, you do know their name, right? It's--it's barely even a problem, really! I--I mean, yes, again, okay, I'm, I'm not trying to be, I'm not trying to compete with that Waste of Space for asshole creator points here, okay? My heart goes out to the victims of this, but, it's still better than not having a way for trolls to reproduce, right? Yeah.... So, okay. In conclusion, say your friend's name if they turn into a creepy monster wearing an orange jacket with a gun. Can't hurt. JR out... Fuck...

EasyPeteMigration

Speaker:

Transcript:

echidnalaugh

Speaker: Balls of Sin

Keywords: laugh, echidna, drum

Gigglesnort: Your actions amuse the Echidna.

Summary: ba dum tish

Transcript: [20 seconds of Echidna "laughing" at you]

echidnamilk

Speaker: jadedResearcher

Keywords: meme

Gigglesnort: No! No! Stop that!

Summary: JR does not care if they are mamals.

Transcript: (Spoken by CanonJR) No. I don't care. No, absolutely no, HELL no, FUCK no. No. Echidnas don't have milk. I don't care if they're practically mammals. They don't. End of story. No, NO, no, not, not any patches, I don't... Why do I have this mental image now...

echidnas

Speaker: jadedResearcher

Gigglesnort: Watson, Doyle...

Transcript: (Spoken by CanonJR, on LOMAT?) Guys, guys, you know the other me? The--the one who's a Waste but not a Waste. The--fuck, why are alt-selves so hard to talk about? Um... she's not the real me but the one who never... fuck, okay, the one who made SburbSim but didn't make SburbSim. The one who is a Waste but isn't a Waste. The one--the one who never has to wear stupid fucking pyjamas but still gets to be a Waste, okay? That one. The one not trapped in a death game slash whatever. The one who can't actually hack their own reality and break everything forever, okay? That one? I've been finding files from them. I mean, obviously, they--they fucking coded everything and so did I, paradoxically, but the point is I'm finding stuff that I know I didn't write--at least not yet--and I don't think it's future me because future me is way more of a smug asshole. Fuck, I'm rambling, um... Universes, okay? Fuck. Frog and raptor and bird and echidna and their siblings are... they're different paths forward from this fucking buggy session. The one that shouldn't exist, the one that never--never was meant to. That fucking Waste of Space never intended for anything like this, you get that, right? That's why the frog's still born, because there's no fucking (???) Space player to turn it on. And you know what? Roger Koon told me the other day that--you know what? I'm not gonna tell you what Roger Koon told me; he'll probably sue me. The point is, okay, it all makes sense. All of these fucking clues, all of the hints, all the fucking infuriating gigglesnort from my alt-self--it all adds up. Okay? So we've gone without frogs--they're stillborn, we can't do anything with them--okay? What comes next? Well, it sure as fuck ain't birds. There's no link--y'know--what came first, the chicken or the

egg? Well, I'll fight anyone who says it wasn't the fucking--the fucking egg, because whatever laid that egg it wasn't a chicken, right? That's how evolution works and you're not gonna get from a frog... to a hhhhatchee, you know? Okay? God, I hate saying that. Okay, but you're not gonna get there. So there has to be something between there and you know what? Life--life finds a way, okay? Everything runs on bullshit memes and puns but it's--it's the fucking dinosaur. You fuckin'... even Malcolm told us up. No, it wasn't even Malcolm it was the old guy, wasn't it? Okay, whatever, the point is if you combine the genetic code of dinosaurs with frogs--or wasn't it purple frogs? Okay, maybe it makes less sense, then. The point is there's fucking dinosaurs, okay, the dinosaurs are the missing link. You can't--you can't just jump from a frog to a bird, something goes wrong. But the thing in-between? Even just a single generation, you get--you get that wiggle room, that leeway, it's... kinda makes sense. And then there's the one that doesn't--doesn't make sense. Uh, I still remember the first time I met YN, I... I am just amazed we were able to play cards instead of look at those abominations. The universe wasn't meant to be like that. I don't care what mythol... I don't care about the myths. I don't care about half-mammal half-reptile snake ladies--they're not snake ladies, they're not reptiles, they're... The only thing worse thing worse than them would be like a naked mole-rat or something but thank god alt-me decided not to run with that idea, okay? The echidnas is what I'm talking about here, the... that's not right. I don't--I don't wanna go to the timeline where that's what they bred, y'know? What would even happen next? What--what come out of something like that? I'm not gonna say horrorterrors; I know where horrorterrors come from. Paradoxically it's themselves, but, I mean, I wouldn't deny that an echidna could be a really specific kind of horrorterror, y'know? But... (Sighs) I think this is going on too long, I'm not supposed to go this long I... (Sighs) Look, just look into the echidnas, okay? Be safe. Don't... I'm not asking anybody to go into one, y'know? Just lemme know anything you know about them, anything you find out--even if it's just more shitty gigglesnort from my alt-self or, I mean... Kinda wondering if the fucker who stole my credit card has anything to talk about. At the very least, this website's been a pretty good place to just put information, I'll--I'll admit that. (Sighs) Be safe everyone. Signin' out.

echidnaScience

Speaker: yearnfulNode

Keywords: yearnfulNode, yn

Gigglesnort: Conspiracy boards are valid.

Transcript: (JR) See that's--the thing is you don't need material about echidnas. You just need the--you just need the will to be horrified and disgusted by echidnas.

(YN) Well I'm always disgusted and horrified.

(JR) Well there ya go! Alright, are you ready?

(YN) I'm ready.

(JR) Okay. What do you get when you cross an echidna with a giraffe?

(YN) What do you get?

(JR) A two-metre long toothbrush.

(There is a four second pause--I counted--and you have time along with YN to fully process this before giving a good chuckle as they proceed to do.)

(JR) I don't know if there's actually a joke there! When I went and looked it up it's just... are they implying--are they implying that the quills of the echidna you--are like toothbrush brustles? Brustles?

(YN) What--what they're--what they're implying is that giraffes and echidnas are related biologically.

(JR) I mean yeah, they clearly can--can--can do the lewd, right? But I just... like that is what I had to lead with and I-I--like I've been sitting here for, like, two weeks chomping at the bit wanting to tell you this stupid fucking joke and I think it's an anti-joke. Why would you brush your teeth with an echidna?

(YN) I wouldn't even call it a joke any--it's not even an anti-joke it's just like a string of words that look like a joke.

(The realisation that this unholy alignment of words that JR has been waiting to impart upon YN is not even good enough to be anti-funny makes her laugh. I presume there is a reason behind this but trying to psychoanalyse this is just gonna be damaging to my sanity.)

(JR) Why would you put an echidna in your mouth?

(YN) For science, duh.

ego

Speaker: jadedResearcher

Keywords: ab,abj

Gigglesnort:

Funny, the id and superego wage war while the ego suffers. Seems cruel to me. Also btw the horroterror google is a reference to how google used to crawl all over SBURBSim, crashing it. Then it would proudly display its chaos on its search page.

Summary: JR reflects on the musings of Freud.

Transcript: (Spoken by JR) Everyone's favourite Horrorterror, Google, defines superego as: the part of a person's mind that acts as a self-critical conscience, reflecting social standards learned from parents and teachers. In contrast, Google defines the id as: the part of the mind in which innate, instinctive impulses and primary processes are manifest. In other words, while it was never my direct intent, AB and ABJ have definitely shaken out to be the superego and the id of JR, respectively. AB's whole thing is being a superior robot and within the context of Sburbsim and other place you will always see AB admonishing JR to work harder, don't hurt people, keep reality stable. AB constantly refers to themselves as a--herself, sorry; AB is always gendered--refers to herself as a superior robot. AB isn't cluttered up by instinct, by impulse. AB is beyond it all and is able to therefore have a clarity of judgement. AB's goals are: keep everybody alive, keep things stable, remind JR to fix bugs. To the point where, if the session

destabilises, AB herself destabilises. You get all those corrupt, glitchy phrases when things go wrong. In complete contrast to that you have ABJ. ABJ only cares about exactly three things: shipping, total party wipes and fire. That is the most condensed, instinctual part of a JR possible. ABJ doesn't care what's right, ABJ doesn't care what's moral, ABJ doesn't care about session stability. ABJ wants a fun story. Period and dot. And so, what you're left with is JR--is left having to balance, to thread that needle of, "oh man, I really wanna let loose. I want to drop my restraint, I want to cause a cataclysm." But that would be wrong, and AB makes sure they never forget it. Again, I never intended for things to--to shake out like that but now that I've noticed that pattern--ooh, ooh that's gonna be fun~.

either_will_thicken

Speaker:

Transcript:

escape_the_waste

Speaker:

Transcript:

exilethebody

Speaker: jadedResearcher

Gigglesnort: Prototyping a carapace post-entry would have been a good disposal routine if you ever added that. Prototyping a carapace pre-entry is a justification for a Darwin award.

Transcript: (Spoken by JR) Survival tips with JR. So, last episode we talked about exiling carapaces. Now I understand, in some timelines, you can't exile them. That might or might not be on me--I broke something in the sim and I'm still not quite sure how it effects reality but the point is if you have the option of convincing or forcing a carapace to leave your session early on a meteor to go to your planet, hopefully in the future and not the past, if you have that option I am going to explain to you why you need to take it. One: carapaces are specifically designed to fuck your session up. That's what they're in there for. No, they are not going to make it easier on you. I don't care

what they promise, especially if it's Jack. We've talked about Jack. Okay? But, what I really want to stress right now is... (Sighs) Look, you guys know the memes:

Do. Not. Turn. Your. Back. On. The. Body.

Okay? I don't care how many times I have to tell you guys that. Don't do it. Death--death isn't even a thing in this game, alright? So if you manage to kill a carapace and--if you're early enough in your session right now you might not know why you might even want to, that'll be a different episode--if you manage to kill one or you find one dead. If you find a dead carapace, exile it, because that's the only way you're not turning your back on it. There isn't-- (Sighs) Only players can leave your homeworld to enter the session and, in rare cases, people associated with the player who happened to be in their house, hive, whatever. Those carapaces aren't coming back, dead, alive. Just friggin' exile them. They want it! Like, believe you me, your post-apocalyptic planet is way better of a situation than their current fake-as-fuck half-moon thing going on, okay? So, this has been a public service announcement from your resident Waste of Mind. Don't turn your back on the body, exile the carapaces. Simple. Loggin' out.

explode

Speaker: jadedResearcher

Gigglesnort: Which idiot allowed CD access to the fucking ring?

Transcript: (Spoken by JR) Not gonna lie, I cannot wait to see how this is going to explode. Oh man.

exploit_the_rules

Speaker:

Transcript:

fan_cd_waste

Speaker: fan crimsonDestroyer

Gigglesnort: CD's stuff: https://sites.google.com/view/audiologs

Transcript: Yes! Yes, yes, yes! Ok, ok. You don't know me. Or at least, you don't know my voice, probably, because this is my first log, unless there's time shenanigans involved, which, y'know, when is there not, but Time isn't my forte so I'm just gonna leave that shit alone. I'm getting sidetracked. This is crimsonDestroyer. I MADE IT IN. It involved a lot of bullshit and a lot of trial-and-error, even more than usual for me, but I found the audiologs! God. God, there is a lot of these. Kind of overwhelming. I mean, there's some obvious stuff, obvious answers, but most of it makes zero sense out of context. You can tell why jR wanted to hide this shit. I think there's one other person here, cK, but I haven't seen much of them, probably just Voiding around like Void players do. Anyway, I'm just letting you know, I'm here, and, yeah. I'm here.

fan_raf_conspiracy_theory

Speaker:

Transcript:

farrago

Speaker:

Transcript:

fiddle

Speaker: jadedResearcher

Gigglesnort: (Walk towards the light. Each puzzle hides a frequency.)

Conspirator's Log # (FIDDLE)I feel like I'm being called out here. For some reason, I am COMPLETELY okay with it.Ya see, the thing about puzzlers is that sometimes, we get to the point where we start to build our own little puzzles, nestled inside the bigger one. We get to discover OUR part in this big clusterfuck of a multisession.And sometimes, that place is much, MUCH closer to the action than you'd first think.-Krysal Tepsyr, LOFAC?, Session [REDACTED](You know what that is.)

Transcript: (Spoken by JR) See, the great thing is the puzzles get harder but they also get more alluring 'cause we actually figuring out how to be puzzlemasters. (Laughs in puzzles) Restraint or not, you are playing those Wastes like a fiddle.

find_me

Speaker: nebulousHarmony

Keywords: neb, files, hurt

Gigglesnort: Is this a neb lore?

Summary neb worries that someone is listening to these files

Transcript:

first

Speaker: jadedResearcher

Gigglesnort: Is there anything specific you're looking for in these gigglesnorty notes? Some of these were written by JR, some, by other people, some, by me.

Transcript: (Spoken by JR) Alright, so! My name is jadedResearcher, I am a Waste of Mind and I'm going to be starting making these podcasts, messages in a bottle. I've been looking through the code and I think this is someplace other people can access and, worst case, if I'm wrong I can find somewhere else to host these. But my hope is that people can hear me and maybe--maybe if they can hear me they can find a way, uh, my session ID, the seed, is thirteen. That's one three. If you can contact me, if you hear these and you find a way to contact me I'm--I'm trying to figure out who else is out there. The code is showing me that there could be millions of other sessions but so far we haven't seen any evidence of that. Again, my name is jadedResearcher, I'm from session one three and I'm a Waste of Mind. Looking forward to hearing from you.

fishrobots

Speaker: jadedResearcher

Keywords: fish, robots

Gigglesnort: ;)

Summary: 8. 5.

Transcript: (Spoken by JR) Eight, five.

Flow_on_2

Speaker:

Transcript: (Plays the music of the same name)

fortyeightcirclemembers

Speaker:

Transcript:

fuck0

Speaker: misc

Keywords: fuck

Gigglesnort: Its for tutleSim

Summary: The FarragoFiction fandom says the Fuck Word

Transcript: fuck

fuck1

Speaker: misc

Keywords: fuck

Gigglesnort: Its for tutleSim

Summary: The FarragoFiction fandom says the Fuck Word

Transcript: fuck

fuck2

Speaker: misc

Keywords: fuck

Gigglesnort: Its for tutleSim

Summary: The FarragoFiction fandom says the Fuck Word

Transcript: fuck

fuck3

Speaker: misc

Keywords: fuck

Gigglesnort: Its for tutleSim

Summary: The FarragoFiction fandom says the Fuck Word

Transcript: fuck

fuck4

Speaker: misc

Keywords: fuck

Gigglesnort: Its for tutleSim

Summary: The FarragoFiction fandom says the Fuck Word

Transcript: fuck

fuck5

Speaker: misc

Keywords: fuck

Gigglesnort: Its for tutleSim

Summary: The FarragoFiction fandom says the Fuck Word

Transcript: fuck

fuck6

Speaker: misc

Keywords: fuck

Gigglesnort: Its for tutleSim

Summary: The FarragoFiction fandom says the Fuck Word

Transcript: fuck

fuck7

Speaker: ???

Keywords: fuck

Gigglesnort: fuck

Summary: fuck

Transcript: fuck

fuck8

Speaker: ???

Keywords: fuck

Gigglesnort: fuck

Summary: fuck

Transcript: fuck

fuck9

Speaker: ???

Keywords: fuck

Gigglesnort: fuck

Summary: fuck

Transcript: fuck

fuck10

Speaker: ???

Keywords: fuck

Gigglesnort: fuck

Summary: fuck

Transcript: fuck

GARDEN2

Speaker:

Transcript:

ghoa

Speaker: jadedResearcher

Gigglesnort: Not all First Guardians are born in the same way. (Consider this a first miracle)

Transcript: (Spoken by JR) Alright, so. You know how one of the only good things about this shitty fucking game is that it lets you actually customise your avatar? Great? Okay, we're all on the same page here. So you know how I wrote that--that freaking doll simulator that lets you actually, like--it's kinda creepy when you change your avatar and it--it doesn't turn out the way you expected. So I'd be like, "oh, hey let's--let's let

everybody pre-check how it's gonna look," right? So I write that and then I write this system that lets you save, y'know, particular--like, "oh I like this avatar, I wanna be able to load it real quick," right? So I have this section where I have some pre-made avatars, 'cause people were like, "hey, if you have any gnosis going on at all, you know about these mysterious canon quote-unquote players," right? Y'know, like the nubby-horned troll guy. So, I have this section where they have them specifically set out because everybody's fascinated by them, okay? No doubles (???, can?) et cetera. Point is, I'm checking it today and what the fuck do I see but this mysterious, like... (Sighs) Okay, I wrote the simulator, okay? I get that reality can do some shit that the simulator can't, that's the whole point, okay? But there's this grey shadow--I don't even--I scared the shit outta myself. Did--did past me make this thing? I don't even know! Like, it's next to a shitty riddle I made. Y'know, like that--that black grub that's got all the black features that all--all of them tha--okay, it's not black it's grey, whatever. It's all thirteen thirteen thirteen thirteen, right? So this thing is right next to it but it doesn't look like any avatar in the system. Like--like you know how eh--okay I won't get--I'm not gonna get lost in the weeds, I'm not gonna tell you the details but I know how the avatar system works; this avatar is impossible. It--it looks like the canon First Guardian but it's a hole in reality it's--it's not real it's--there's no features, it's just this grey shadow thing, tear in reality. It's creepy and I don't know why it's there. It had to be past me, right? Past me's a joker, maybe I just forgot. I forget things all the time. Don't even worry about it, it's a Mind player thing--a Waste of Mind, well whatever. The point is memory's fake and--and--and we don't believe it. So it must have been me, right? I'm gonna call it Ghoa because that's what it says. Like, instead of--instead of a bunch of thirteens its doll string is ghoa. So it's a lot faster than calling it, "that creepy tear in reality I don't remember making." (Sighs) Here's hoping this isn't one of those ironic last posts before a disaster. Anyway, see ya.

ghoameta

Speaker:

Transcript:

gianthonkers

Speaker: jadedResearcher

Keywords: hagala

Gigglesnort: Folnir, the ??? of Space? Doom? Who knows!??? Which timeline are we in again? Which loop?

Summary: JR talks about Hagala

Transcript:

gigglesnort

Speaker: jadedResearcher

Keywords: gigglesnort, jadedResearcher

Gigglesnort: Shhhh, it's okay, just let me larp being a prite.

Summary: JR definites gigglesnort

Transcript: (Spoken by JR) Shaking my damn head. I can't believe I sometimes have to define gigglesnort to people. Come on, guys, it's not hard. Gigglesnort is when you want someone to solve your riddle, but it would be boring if you just gave them the answer and then they wouldn't learn anything anyway, so what you do is give them the shittiest possible hints. Ones calculated to be as unhelpful as is humanly, or inhumanly, possible. The sorts of things that where you look back on it in retrospect it was a perfect hint. Things like, for Who is Shogun, once you know what isn't on the page you can focus on what is. That's fucking useless! But if you've solved Who is Shogun, you realize that's the entire puzzle. Well, it's the first step. Gigglesnort comes from a line Hussie wrote that... sprites. Their entire function is gigglesnort hideytalk. It's about being super smug and giggling and-and mocking someone as they don't understand what to do while also genuinely trying to help them. But the help is useless. So, now you know.

giggle_reading_fu_5

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript: (JR) --put you in session thirteen and they don't have it--well, actually I don't remember, is FU still in session thirteen? Shogun might have had me remove him. But FU--

giggle_reading_hussie_didn't_make_homestuck_7

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript: (YN) Uh, the other important thing about this session is that a lot of other Farrago Fiction games were created by these versions of the creators--or the ones we know as the creators of Sburb--

(JR) No, see that's--that's--that's completely inaccurate.

(YN) That's, like--it's true and also false.

(JR) Right! That's like saying Hussie didn't make Homestuck. Hussie made Homestuck but also in-Homestuck Hussie made Homestuck but didn't make--there's two versions of everything.

(YN) Hussie didn't make Homestuck, I made Homestuck. I also didn't read it.

(JR) Valid.

giggle_reading_land_challenges_6

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript: (YN) Joe looked at the session.

(They laugh)

(JR) He looked at the session and you still put YN in.

(YN) I can't, just--I'm losing it. It's just such a fucking poignant (???). Of course, uh, LoRaS is your land challenge--

(JR) Yup.

(YN) --and alchemy sim is KR's land challenge.

(JR) Maybe? The whole point is, like, KR refuses to engage with their land at all.

(YN) But fuck that.

(JR) Well, basically--okay so it is kind of a Smith of Dream kinda thing but KR just takes one look at their land and shuts themself in their bedroom and does nothing but alchemy for weeks. So that's like a land challenge.

(YN) It's, I guess, like a land challenge. And then I'll--I love the implication that there are more challenges that we haven't seen.

(JR) Yeah, yeah clearly--clearly--clearly we need a--we need a--we need a land per wrangler.

(YN) Yeah, clearly. It was all planned. It was all keikaku.

(JR) Yes.

(YN) Uh, the other important thing about this session is that a lot of other Farrago Fiction games were created by these versions of the creators--or the ones we know as the creators of Sburb--

(JR) No, see that's--that's--that's completely inaccurate.

(YN) That's, like--it's true and also false.

(JR) Right! That's like saying Hussie didn't make Homestuck. Hussie made Homestuck but also in-Homestuck Hussie made Homestuck but didn't make--there's two versions of everything.

(YN) Hussie didn't make Homestuck, I made Homestuck. I also didn't read it.

(JR) Valid.

(YN) Okay, so--

(JR) So.

(YN) --dollsim's been something JR has been trying to has been trying to get up and running so people can be their avatars and, from the dollsim audiolog, we know they haven't managed that yet and feel guilty about it. Very poignant, let's continue.

(JR laughs) All the guilt. And then wigglersim--what I really like about this is the implication of their troll planet. We--we personally--own a troll planet--

(YN laughs)

(JR) --and we're populating it.

(YN) Yeah, you just own it. You just have no explanation why, you just have one.

(JR) I always wanted my own troll planet.

(YN) You've always wanted your own troll planet. There's always a ti--okay. However, they plugged the ectobiology code into the game. This released the deacon of madness into wigglersim, causing many troll's figures to be replaced by deacon himself. A (???) copy of deacon is supposedly easily fixed by saying the troll's name, even if it was--

giggle_reading_neb_is_great

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript: (YN) One of them is literally inside the tree, it's great. Prospit's in a nest, it's great. More in them.

(JR) I mean it is great. Like, Neb really came through with the design.

(YN) Neb--Neb is--is like it's great. They're right; it's great.

giggle_reading_not13_1

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript: (JR) In which--

(YN) Yeah, of course.

(JR) In which jadedResearcher, karmicRetribution, yearnfulNode, someBody, paradoxLands, recursiveSlacker, aspiringWatcher, manicInsomniac, insufferableOracle, wooMod, tableGuardian, dilettantMathematician, authorBot and authorBot Jr are all in a session together.

(YN) I just love--I love this because, like, if you go on session thirteen I am not there.

(JR) You're explicitly not there: you, Neb and now Cactus are just... Like, that's the whole point is Sburbsim is the past.

(YN) Yeah, I don't know--but it's, like, really funny because, like, Neb is not here--

(JR) Yeah, yeah.

(YN) --and Cactus is not--like why am I the sole person to (???).

(JR) Maybe--maybe Hope players are just mary sues and can self-insert wherever want. Maybe that's their assumption.

(YN, laughing) This is my original character.

(JR laughs) But no, like, seriously. I guess they just--it hasn't occurred to them yet that--that--that you and Neb and, like, and there's a reason why you're--you're not listed in Sburbsim and you are listed in FarragoFiction. They don't realise that you guys are gonna show up.

giggle_reading_premise_2

Speaker: yearnfulNode and jadedResearcher

Transcript: (JR) Aspect one through, like, seventeen.

(YN) Of course.

(JR) So, y'know, they can get to it from LoRaS. I should probably ask Meluna if that's fine.

(YN) Of course, (???). But it was, like, (???).

(JR) But the point is--so I've taken screenshots of all of this--we can either read it directly or just react to it.

giggle_reading_time_shit_4

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript: (YN) What--where'd this lore come from? It's just, like, untrue.

(JR) I mean, do we know the classpect? Meluna's a Time player so maybe, in the future, you're in session thirteen.

(They laugh)

(YN) Just, like--it's a fucking time shit--it's time shit.

(JR) It's always time shit.

giggle_reading_untrue_lore_3

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript: (YN) Well, where did this lore come from? It's just, like, untrue.

giggle_reading_own_troll_planet_8

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript:

giggle_reading_jr_lies_10

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript:

giggle_reading_skian_magicent_11

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript:

giggle_reading_echidnas_12

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

giggle_reading_nation_of_segundia_13

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript:

giggle_reading_not13_still

Speaker: yearnfulNode and jadedResearcher

Keywords: yearnfulNode, gigglesnort, jadedResearcher

Gigglesnort: Man, I hope we're not spoiling too much. At least I never said [REDACTED].

Summary: JR and YN literally giggle and snort reading the speculative works of Meluna, on the discord. Its actually crazy how much they got right, but the places they don't cause much giggling and alluding of secrets. + hint to next log

Transcript:

glitch

Speaker:

Transcript:

glory

Speaker: jadedResearcher

Gigglesnort: (And now, we are ready to face the waking world. (Consider this the third, no matter what others say.))

Conspirator's Log # (GLORY)Oh, fuck yes, it will be glorious. Finally, I'm free. I can actually PLAY again. I can actually WIN. I can use these powers to actually do something productive, not just... I don't know, fuck around with babies. As much as I loved those babies. They were pretty damn cute. Maybe I can do the ectobiology this time? Is that even necessary? I don't know. -Krysal Tepsyr, LOFAC?, Session [REDACTED]

Transcript: (Spoken by JR) Oh god, this is going to be glorious.

gnome_megalovania_butler_fuck

Speaker: butlerBit

Gigglesnort: Gnome and Neb collaborated for this. Neb figured out how to make the bot say the fuck word, and then Gnome remixed it into megalovania.

Summary: butlerBot says the fuck word

Transcript:

gnosis

Speaker:

Transcript: (Spoken by JR) it IS Spiritual knowledge!!! SBuRB is literally creation!!!

gold

Speaker:

Transcript:

goodboi

Speaker:

Transcript: Who's a good boyyy? Is it you? *Is it you???* Are you the good boy??

graceofrage

Speaker: jadedResearcher

Gigglesnort: (Imagine I left a love note here. Something in the vein of "grace me with your love, slowly, like magnet draws in the metal, like rage dissolves itself into passion of love.")

Conspirator's Log #7 (graceofrage)A Grace is one who has nothing of their aspect, but can teach others to hack SBURB, or, to more formally say it, teach others to become Wasted.Directly, of course. Not in this bullshit puzzle way.If I have to guess, there are two types of Graces: The ones that are looking to just help and teach others, and the ones that are looking to exploit the code at every moment possible. Either one of these can easily suffer from having too little Restraint, something needed in both Wastes and Graces.Theoretically, anyone and anything CAN become Wasted. Even something like a Consort, as stupid as I find it to be. But there's always going to be consequences to Wasting too much. People without Restraint. People who don't know how to Waste in a positive manner.And this is where this session can really break.-Krysal Tepsyr, LOFAC, Session 1417

Transcript: (Spoken by JR) So. (Sighs) I don't exactly know how to say this. We found a session and it's--it's not just something my simulation can't account for, it's wrong. Broken? Better? I can't tell yet. It's a mutation. We should have always realised that could happen. (Laughs) The game's reproduction, isn't it? The reproduction of reality, of universes, of systems, of people. Of course it can mutate. I don't know what it means and none of the simulations have anything to say about this so we're all just kinda milling about it. Poking the edges. There's... there's a Grace. There's a Grace inside of it; a Rage player. And if you've been following this long, you know what that means. So, just kinda waiting to hear from them, y'know? That's--that's what--what Rage players do. You get far enough, follow enough of the breadcrumbs, the puzzles, the... Kinda scared, y'know? (Laughs) I'm gonna just... Crazy enough. When a Waste or Grace of Rage contacts us they're angry usually. They're--they're particularly good at fucking up the code. That's always--that's always an exciting week when that happens but this is... I'm scared that the reasons why the sessions mutated... I'm seeing some viral signatures, not--not Ghoa, okay? That was a one time thing. But I'm seeing viral signatures there

and I don't... (Sighs) I just hope, whoever this Grace is, that we can figure out a way to fix this. Wish me luck, I'll see you there.

Gramaphone_1

Speaker:

Transcript:

Gramaphone_2

Speaker:

Transcript:

grey_morality

Speaker:

Transcript:

grim_fandan_girl

Speaker:

Transcript:

Grok

Speaker: karmicRetribution

Keywords: Gnosis

Summary: KR laments 'gnosis' as a term.

Transcript: KR: I don't think that anybody other than me cares, but Gnosis is the *wrong word.* Okay. It means hidden knowledge. Yeah. Alright. But it specifically means esoteric, *spiritual* knowledge. Or maybe.... the worst part is that JR is writing it into the code, which means that from now on, it's literally going to be the right word by

Authorial fiat! It should have been, you know, it should've been Grok, but fuck if anybody else is going to get that reference. Oh fuck, I'm going to have to rewrite Stranger In A Strange Land from memory, aren't I? Uhhhggg.

ground_nut

Speaker:

Transcript:

guarded_mythos

Speaker: tableGuardian

Keywords: class,aspect,AI,pluck,scene,engine,update

Gigglesnort: This is truly the technology of the future.

Summary: Classes give sidequests. Sidequests give Pluck Tokens. Aspects give powers. Pluck tokens activate powers.

Transcript: (Spoken by tableGuardian) Okay everybody, tableGuardian here. I thought I'd share some information on the new class and aspect system that I've been working on with help from aspiringWatcher and jadedResearcher. This system will cover all classes and all aspects once it has been fully implemented, including the fanon ones. It was originally designed just for the Law aspect but it grew from there as I was unwilling to let a good opportunity go to waste. So, let's begin with how this new system works. It has its origins in the carapace and big bad AI scene engine. Every class and every aspect gives players some scenes at the start of the session, similar to how a player's class, aspect and interests populate their sylladex. The most fundamental of these scenes are the class scenes. Each player gets to class scenes. Both of these are side quests, so to speak. The first scene is fairly rare and involves the player doing a generic side quest that corresponds to their class. The second is slightly more common but requires the player has reached god-tier and also takes the form of a generic side quest. In exchange for doing these side quests, the player gets a slight stat modification based on their class and also a very important anti-scene, called the pluck token. What I mean by anti-scene is that the pluck token is technically a scene but only because having the pluck token be a scene was the easiest way to implement its functionality. So though it appears in the scene list for the player, the player will never use this scene. Anyway, enough of the details, let's get to the good bits. What does a pluck token do, you might ask? Players can use a pluck token to use any of their unlocked aspect powers. Each power costs a single

pluck token and a player can only ever have one pluck token at a time. So, aspect powers. Each aspect has four powers of differing strengths. Powers are tiered with a letter rating: either C, D (he might have meant B), A, or S--with C being the worst and S being the best. A power's tier determines when it is unlocked: C-tier powers being unlocked after the first quests, B-tier being after the denizen is defeated, A-tier being after all the land quests are complete and S being after the player reaches god-tier. You may know that a player can--and often does--reach god-tier before completing all of their land quests. As a result, the incredible S-tier powers are sometimes upstaged in practicality by A-tier powers. In simple terms, while A-tier powers are really useful, S-tier powers are really powerful. In addition to the tier rankings, each power has a category that it falls under. I came up with twelve categories to fit the six canon and six fanon class pairings. I won't go into what those categories are but you do need to know this: in order for a player to use a power that falls into a specific category, they need to have a certain stat above or below zero. This stat is the same stat that the class that corresponds to the category raises or lowers in its sidequest scene. What this means, in layman's terms, is that certain classes are more likely to use certain aspect powers. Since each class only has four aspect powers in a--such, it's powers only cover four of the twelve categories. This can make some class and aspect combinations better than others. I look forward to seeing what combinations come out on top in that regard.

hahawhoops

Speaker:

Transcript:

hearttime

Speaker:

Transcript:

heartvsmind

Speaker: jadedResearcher

Keywords: heart mind

Gigglesnort: Huh.

Summary JR rambles about identity, like always.

Transcript:

hello_butler_bot

Speaker: ButlerBot

Keywords: generated

Gigglesnort: Gosh I wonder why this exists??? What does it mean??? Who is speaking???

Summary: Response to awesomeGrape's Input: PLEASE GIVE ME GRAPES

Transcript: i appreciate you being polite also, sometimes I see a mysterious witch in the void with me.

hello_world

Speaker: jadedResearcher

Gigglesnort:

Conspirator's Log #1: Introduction (hello_world)

My name is Krysal Tepsyr. I am a Time player originally from session 1417. I would hope it stays that way, but to be quite honest, I'd love to be anywhere but here. That's a story for another time, though.I have received these strange logs for a while now, and I want to write and theorize about them. They seem to be coming from somewhere. I'm not sure where, but somewhere. And it is rather... interesting. So perhaps I will be able to learn more about wherever this session is.With that, I will begin writing.Welcome to my journal; hope you enjoy your stay.

Transcript: (Spoken by JR) The rules are simple. Some of these pass-phrases you can figure out just using the gauges on the screen, but that's going to be a vast, vast minority. The rest of them you can guess, you can wait for me to release them, or you can wait for the inevitable minigame that's all about unlocking them. The choice is yours, but Wastes aren't exactly known for their patience, now, are they?

help_i_cant_stop

Speaker:

Transcript:

herstory

Speaker:

Transcript:

holy_fuck_hussie

Speaker:

Transcript:

homestuck

Speaker: jadedResearcher

Gigglesnort: A sibling work? Impressed by another Messenger? We'd be more open about it if not those pesky IP laws.

Transcript: (Spoken by JR) Alright, so I'm gonna put this out here where we can all see it: obviously, obviously all of my work has very strong influences it wears proudly on its sleeve. Unless its a--unless its a--a word I get told we're not allowed to say: Homestuck. Obviously. There are definitely places we diverge, both in terms of just we have our own headcanons and in terms of we're trying to create something new, while also not really alienating people who are already fans of the things we've been doing. One of the things I like the most about Andrew Hussie's work is--I mean obviously he's--he's a coder too--he's a computer scientist. Our brains think alike and what I like is this--this codified, rigid, ritualised way of defining the roles the different characters take in the story and to me that is just so fascinating. Like, once you have a noun and a verb, a class and aspect, your brain immediately starts filling in the holes. Like, well what sort of land would they have? Let's--let's add a couple extra details and it just everything slides into place, it feels like something to be very easy to very quickly generate novel content in, which was the whole reason I created Sburbsim in the first place. And so what Farragnarok was always meant to be as sort of a deeper look in that kind of system

where, instead of it all being procedural, it being human created. And it's been really interesting. One of the things I'm trying to do is skirt that line between--y'know, if you know what Homestuck is, you, you feel kinda familiar, you know what's going on--but there's also going to be several places where things are just not what you would expect. And to me the exciting social experiment here is, once we get enough non-Homestuck fans into Farragnarok, what assumptions are they making? What sort of--what sort of twists do they get that the average Homestuck wouldn't and vice versa? What things are obvious to them? Where does my foreshadowing hit and the Homestuck fans--to them, they don't even see it, it doesn't even occur to them. I am absolutely thrilled for this--this chance, this opportunity to have two different sets of fanbases and be running two simultaneous puzzles for them: the puzzles for the Homestucks and the puzzles for the non. (Sighs) I'm really hoping this all works out. Anyway, thanks for listening and hopefully me talking about Homestuck didn't alienate you by the direction? Y'know, we're not completely Homestuck, we're also not, not Homestuck. See ya.

horses

Speaker: jadedResearcher

Gigglesnort: Why not pigeons?

Transcript: (Spoken by JR) Horses. (Sighs) How ironic.

hussie

Speaker: jadedResearcher

Gigglesnort: All JR Headcanons Are Canon

Transcript: (Spoken by JR) Look, that Waste of Space is not involved in any of this. I don't know how more emphatically I can convey this to you. He practically wasn't even involved, like, to begin with. Like, barely even inspiration. Yeah, I know that's like a Space thing, but--but--I mean, I don't think he even knows this is happening. So that's how uninvolved he is. That's the truth.

i_can_fix_this_ghoa

Speaker:

Transcript:

io_interview

Speaker:

Transcript:

~its_going_to_be_okay_its_going_to_be_okay

Speaker:

Transcript:

ill_sue_you

Speaker:

Transcript:

inheritance

Speaker: tableGuardian

Gigglesnort: Seriously this was a real bug we found, and it ONLY applies to TG.

Summary: TG muses on the inheritance of identity.

Transcript:

its_them

Speaker:

Transcript:

jingle_lore

Speaker: jadedResearcher

Summary: JR is a dick to you, the listener.

Transcript: [LOMAT "arrival" jingle playing in the background]

So... you've played "Who is Shogun", right?

jr_is_a_jar

Speaker: jadedResearcher

Gigglesnort: All JR Headcanons Are Canon

Transcript: (Spoken by JR) This is the worst timeline. You guys don't even understand, like, I just thought of the best shitty programming riddle. And I can't even use it; it doesn't make sense. But I'm gonna make you listen anyway, even if I can't use it. Are you ready? When is a door not a door? When it's ajar. You heard that old riddle before? Like--like it's supposed to be a little bit surreal, a little bit dumb. Like--like if a door is ajar it's partially open and if it's literally a jar it's not a door it's a jar of jam or whatever but also if the door is partially open it's not currently functioning as a door, it's functioning as a hole, okay? The shitty programming riddle would have been that when you're distributing java code that you haven't turned into an executable yet it's called a java archive resource? I dunno, point is the acronym is jar and I could have had a file called door.jar. It would have been so stupid. That's how you know we're not in the best timeline.

jr_is_the_man

Speaker: jadedResearcher

Gigglesnort: All JR Headcanons Are Canon

Transcript: (Spoken by JR) Today I'm gonna tell you about my controversial decision to ban cereal on main. Main, of course, being the Farrago Fiction Discord. (Sighs) Memories. So the joke, of course, is that--in Andrew Hussie's epic work--lucky charms symbols are totally a romance system and the joke from that becomes, of course, that even depictions of that is--is lewd. You can see, like, the Paradox Space--how Crowbar reacts to seeing a jaunty jig in public. It's a, y'know--it's references to lewd stuff and that the joke on top of that, of course, is that I'm constantly playing riddles and pranks and--and I'm leprechaun-flirting with the entire fandom. Okay, those are the jokes and

we can all see them but did you know there was a deeper layer? We actually were having a lot of problems on the Discord. People kept... (Sighs) We had rules and they were very important to us. The sorts of things where, like, members of the wrangler team would quit if they had to work in an environment like this. Those kinds of rules. And we had members of the community who did not parse the rules as a sort of collaborative, communicative effort. It wasn't about, y'know, this is--this is what I'm comfortable with. Instead, they took it as "this is what the man is saying you can or cannot do. The man is judging you." and we needed a way to recontextualise it. To be like "look, we're not going to comment on whether it is morally correct or incorrect to say this word or have this debate or--we're just not gonna do it here. We busted out this metaphor of playing soccer in the library, right? Where playing soccer is not a morally incorrect act but you're a dick if you do it in the library and you're especially a dick if the soccer ball hits somebody straight in the head and you don't apologise for it. You weren't supposed to be doing it there and somebody got hurt. We had problems with stuff like that so--so, bringing it back around, the point of banning cereal on main was to sort of drive home "look, cereal isn't a morally incorrect thing. It's a joke but the mods are still going to pay attention when you do it." Uh, you won't actually, literally get banned for ta--for posting pictures of cereal on the server but mods will give you a joke role for doing it. Also had a third thing. The original time I banned it was when we first started having submods and I wanted to both, like, give people a chance to recognise they had authority and I wanted to test them. To be like "hey guys, will you actually, y'know, do the socially awkward thing and tell people to quit it--quit it" y'know? So basically the cereal ban was a jokey, y'know, ironic test of the immune system. It was trying to be a way to communicate "you don't have to agree with a rule to understand that it's going to be enforced in this place you've decided you want to be in" and I hope it worked. Like, the people who weren't comfortable with how things were are more comfortable now. I'm more comfortable, to be honest. It's difficult being quote-unquote the man but also having emotional needs you need to take care of. (Sighs) Anyway, that's what I wanted to talk about.

jryardspiel

Speaker:

Transcript:

just_rages_for_a_while

Speaker:

Transcript:

justdontdoit

Speaker: jadedResearcher

Transcript: JR here with a Public Service Announcement for all caretakers:

FarragoFiction's official policy is that playing the game "Battleship" using the Red Swirling Vortex of Death™… is dangerous! Don't do it…

In fact, you should assume that anything you chuck into the Red Swirling Vortex of Death™, colloquially known as the "Timehole"… could potentially fuck up all timelines!

karmicRetribution0

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (KR) Uhh, the layer where you would have the--the tail of the--the snake lamia. So, um--

(JR) Mix and match.

(KR) More mix and match. They are close to being the same size but they're not gonna be exactly the same and hopefully that will prevent people from just trying to pull parts from one to the other and, uhh, make it easier for us to still allow people to submit user-made parts while being sure that we're not getting anything that's stolen.

(JR) Right. I mean, that makes sense to me. Well, is there anything you'd like to mention before we end this?

(KR) Uh, no, we'll just, uhhh, keep it to talking about the lamia maker for now but I am--I'm working on it--I'm working on basically official portraits of all of the main characters of Farragnarok and those are gonna be kinda the base core parts when the maker is finally constructed.

(JR) Hm, well, sounds good. I really look forward to the sorts of people who will be hearing this after that's already done.

karmicRetribution1

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (JR) Hey there, KR. You've been a core part of the team since before A-rank was even a thing. Your contributions to the artistic quality of FarragoFiction--both directly and in the form of art and indirectly in the form of art direction and auspictism--have been legendary. Your reputation on the Discord is half ban hammer-wielding Smith and half shitposting god. Thank you for joining me here today.

(KR) Of course!

(JR) I'd like to talk about the mysterious lamia doll set you've been working on. While obviously inspired by the main doll sets, you've been working to make it entirely distinct. What can you tell me about them?

(KR) Well, the lamia are going to be the main characters for Farragnarok and so we want to make sure that we have a doll set--I mean, practically, we need to make sure we have a doll set that belongs--

karmicRetribution2

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (KR) --to us and isn't reusing anyone else's assets.

(JR) Mmhmm.

(KR) So, working from scratch, got a big handful of different snake-type bodies--

(JR) Mmhmm.

(KR) --and, um... Y'know, just gonna--gonna make something that is distinctly ours--

(JR) Hmm.

(KR) even as it retains the aesthetic of our inspirations.

(JR) Hehe, Homestuck, in other words.

(KR) Yes.

karmicRetribution3

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (JR) (???) arms.

(KR) Yep.

(JR) Alright, so, I know one of the major changes in addition to arms is that the source palette has been altered, it's not just Light anymore.

(KR) Yeah, that was the worst decision we made in the doll-maker, I think, honestly. Was choosing the Light palette as our base palette because it means--you don't necessarily notice problems when they happen if you've randomly generated a doll that happens to be in the Light palette, well, you don't realise it's not actually being recoloured in parts.

(JR) Mmhmm.

(KR) Uhh, having a fully distinct colour palette for the base parts means that--

karmicRetribution4

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (KR) --it'll be more obvious when there's problems. It also will give us an opportunity to add a few extra colours into things. Snakes have scales.

(JR) Yup.

(KR) And we'll have an opportunity to, uh, enhance some dolls with some various scale patterns and whatnot by having an extra colour or two in there for that.

(JR) Hmm.

(KR) Plus, uh, making it a lot easier to get in things like correctly coloured eyes so that--

(JR) Hmm.

(KR) --uh, heterochromia--y'know, for psiionics or whatever--is--

(JR) Yeah, currently--

(KR) --functional for all eyes that are submitted.

(JR) --currently the different eye colours look almost exactly the same.

karmicRetribution5

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (JR) So yeah.

(KR) They're--they're not distinguishable by the human eye. Umm--

(JR) Plus the default black hair; hard to tell when it's wrong.

(KR) Exactly, yeah, no more black out lines. Black and white are not going to be any part of the palette. Um, that means if you make a part that has black in it, that part's just gonna be black.

(JR) Hmm.

(KR) It's gonna stay that way 'cause it's not part of the palette.

(JR) Yeah.

(KR) Umm, so I think--I think the new dolls will give us a opportunity to--

karmicRetribution7

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (KR) --push things a little bit more in a more individualised direction for us while--

(JR) Hmm.

(KR) --retaining the general Homestuck style.

(JR) Hmm.

(KR) And, uhh... uhhhh...

(JR) One of your goals was to make it so that people couldn't reuse sprite parts from the existing kid, troll and satyr doll sets to this one. You wanted to make sure that none of Hussie's work could sneak in. Can you talk about some of the ways that you've--you've changed things to make it so you can't just slap eyes on from--from the troll dollset.

karmicRetribution9

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (KR) I have to admit I did not push things as far in that direction as I had originally intended--

(JR) Hmm.

(KR) --because I was getting a little hung up on what I wanted to do, so I just started to push forward with what we already had.

(JR) Hmm.

(KR) Um, but they are going to be a different size of image.

(JR) Ahh.

(KR) Uhh, with a different placement of the head. I actually, uhh, went ahead and redid the shape of the head very slightly to fix some issues that had been nagging at me about where it wasn't actually round. Umm, and then, other than that, there--there was some subtle differences. The torsos are actually a good bit taller--

(JR) Hmm.

(KR) --comparatively,--

karmicRetribution10

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (KR) --to give more space to have decent shirts--

(JR) Hmm.

(KR) --on top of the snake bodies. Um, and the layering is actually going to be completely differently laid out. Like the--

(JR) Right.

(KR) --there's going to be a layer that includes the--basically shirts or tops with the arms as one piece.

(JR) Ohh.

(KR) So, um, so that'll work better on the--the snake-bodied lamia. But for lamia who have legs--

(JR) Hm.

(KR) --uh, y'know, just pants are going to be--or--or skirts are going to be on--

karmicRetribution11

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (JR) This'll be extra ironic.

(KR laughs--parhaps ironically, intent unsure)

(JR) Well, thank you for joining me.

(KR) Of course.

karmicRetribution12

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (KR) Umm.

(JR) I know one notable diversion since they have arms.

(KR) Yes.

(JR) Hehe.

(KR) They're gonna have arms.

karmicRetribution22

Speaker: karmic Retributions and jadedResearcher

Keywords: lamia, doll, karmicRetributuion

Gigglesnort: Is it still a lamia if it has legs? If so? Why?

Summary: JR interviews KR about the lamia dollset

Transcript: (KR) Ummm.

(JR) I know one notable divergance is that they have arms.

(KR) Yes.

(JR chuckles)

(KR) Yes, they're gonna have arms.

life

Speaker: jadedResearcher

Gigglesnort: Perhaps I could divulge a secret, I guess? Do you want to know why Life players often end up...like that? Well, power corrupts, and powers over desire and affuence, if not more effective at corrupting, at least open more avenues to corruption. Am I also suspect? I don't know, blargh. But I guess being a scholar type allows me a better introspection at these matters.

Summary: AW rambling on why Life players are like that.

Transcript: (Spoken by JR) Life, (???, close?, glows?, gross?), leech I've heard it called in some sessions. It's--how can I put it--it's about energy, it's about reproduction, it's about survival--power. But it's also about, for lack of a better term, the heartbeat of the story--and, yes, that makes it sound like maybe it's about Heart or about Blood but it's about what's... not motivating, no, that's a different one. That's one we don't have. But it's about who's getting things done, who's causing the changes, who has goals they're following, who's will to power is driving things. For example, you might have an empress of Life and she might change everything in her entire galaxy. Food for thought. I'll be seeing ya there.

lite

Speaker: jadedResearcher

Gigglesnort: Study hard; pledge your power to a lofty ideal; be good, won't you?

Transcript: (Spoken by JR) Knowledge is power. Power corrupts. Study hard; be evil.

light

Speaker: jadedResearcher

Gigglesnort: Relevance is a fickle power, and not necessarily the one you'd rely on constantly. Sometimes the price you'd have to pay for your continued relevance might run higher than what you'd love to pay for it. The light burns, too, and sometimes an ally getting burned to allow you an extra hour in the spotlight is an acceptable outcome.

Summary: AW rambling on Light's occasional callousness

Transcript: (Spoken by JR) Light, luck, glow--called a lot of things in a lot of sessions. It's about relevance, plot, the spotlight. The sort of lucky little coincidences that happen when you're the main character, when you're important. It's the main plot, the stuff that has to happen--that the viewer is going to see. So what is the actual plot of Farragnarok? Depends who you ask.

LightLandHype

Speaker:

Transcript:

lilscumbag

Speaker: jadedResearcher

Keywords: lomat,consorts

Gigglesnort: !!! (shogun made this consort)

Summary: JR finds what is undoubtably the best consort.

Transcript: (Spoken by JR) So I have no idea what just happened but fuck if it wasn't adorable. So there's this little--I mean, you know how consorts be--there was this little possum, I guess, consort and it was covered in all these little patchwork rags and it--it just waddled up, gave me a little ball of goo? It smelled disgusting, I guess it was trash but garbage. (???, but I couldn't help being a paws? a pause? applause?) and... oh no! It's so cute! Oh no! She scampered back to wave at me because she heard me talking about her. Okay. Okay, you just--I just thought you--you needed to understand that possum cons--consorts are amazing. JR out.

lizardFucking

Speaker: yearnfulNode and jadedResearcher

Keywords: cheetoh, timeline, lizards, gay pride, conspiracy wall, time, line, kung fury

Gigglesnort: I hate to break it to you, but this is exactly the kind of flagrant bullshit that birthed the april arg.

Summary: JR and YN debate timeline shitposting.

Transcript: (JR) So it's a stable loop.

(YN) Okay.

(JR) I'm confident about this one.

(YN) I think you're very confident, yeah, I like that. I am, however, lost again where the lizard fucking happens.

lohae

Speaker: jadedResearcher

Keywords: math

Gigglesnort: (The imaginary friend is always watching.)

Is this... a song... about a quadrant coordinate system...? How the hell does this have ANYTHING to do with LOHAE? LOHAE doesn't even HAVE a damn coordinate system... does it?-Krysal Tepsyr, LOFAC, Session 1417

Transcript: (Spoken by JR) Subtract the exes and square them. Subtract the (???, bodies?) and square them. Add them together and take the square root.

lohaemeta

Speaker:

Transcript:

lomat_by_fan_gnome

Speaker:

Transcript: (Plays song of the same name.)

lte

Speaker: jadedResearcher

Gigglesnort: How the hell do you even sleep with those fucking green lights?

Transcript: (Spoken by JR) So that leads us to the evil paranoid conspiracy I thought of the other night: what if the smoke detectors have tiny little cameras in them? That would explain that annoying green little blinking light in them. Unless, of course, the government was smart enough to have cameras without the blinky light. In any case, wouldn't the blinky light help night-vision cameras see in the dark? Haaaaa? It only takes a little light to help those thingies and smoke detectors provide more than a little. I can even see the shadow of my hand on the wall from the light those things shed. It's annoying. Here I am, trying to get a decent night's sleep, and there's this green light that periodically blinks to red directly in front of me. It's a small light but it's soooooo annoying. There must be some sort of conspiracy involved 'cause, if there is, I can get rid of the evil thing. So, fellow conspiracy nuts, take down the evil government safety device and take it apart. If you can still think during all of that incessant beeping, you'll probably find evidence that I'm really paranoid or possibly right. That would be scary. In any case, I get that smoke detectors are a necessary evil but why do they have that stupid light?! Does it serve an obvious purpose? No! That's why it must be evil. You cannot deny the logic of my thinking. Now, I'm gonna go and worry about the light on my toaster-oven. See ya.

manifesto

Speaker: yearnfulNode

Transcript:

manipulation

Speaker: jadedResearcher

Gigglesnort: Look, someone with a kill count in sextillions talking about ethics.

Transcript: (Spoken by JR) So I wanted to talk today a little bit about--I'm not gonna call it my favourite topic but, Waste or not, I'm still a Mind player--so let's talk a little bit about manipulation. Let's talk about getting people to do the things you want them to do and the ethics of it. I've had this debate uncountable amounts of times--maybe AB would know--but every so often you get into a Yellow Yard and the Time player doesn't want to do anything. And that's their right--their choice--y'know? So I mean I'm not gonna--I'm not gonna influence them that way. I don't, that's the whole point. That's what the Yellow Yard is--is restraint. So I restrain myself even if I think the right thing to do is to go back in time. But, more interestingly, there are Time players who--they're all for it until I give them the list and they look at this list and, especially the Seers, they know exactly what everything means and they realise things are going to go completely different.

Sometime they balk at the weirdest things, like sometimes they don't want to prototype a frog. Y'know, you'd think they pro--they'd balk at--at murdering their friends but they understand the game by that point. We all do at that point. But at the end, when everybody's dead, and they realise "wait, if I do this, these two people are never going to fall in love" or "this person's never going to figure out, like, how to get past their--their childhood trauma" or... And that's when people start balking. When they start going "no, I don't feel like playing god. I don't get to choose. What gives me the right?" and the thing is I don't understand. I know I've been in this shitty game for a long time but I don't get it. If you can save lives, shouldn't you? Just having a conversation with someone quote unquote manipulates them. Shouldn't you do it with--shouldn't you communicate with other people with their interest in mind? With some idea of doing the right thing? Yeah, everyone's seen murder-mode players, y'know, "oh, I'm going to murder you all for your own good" blah blah blah. The grimdarks that want to save us from the game by destroying it. We've all seen that. Obviously the greater good is not necessary and sufficient for ethical action. You can do the wrong things for the right reasons, obviously, but why does doing something small and subtle feel worse than stabbing someone? I don't get that... Then you get the less subtle versions. I mean, you've seen all the various forms of mind control this game gives us access to. The big scary ones--y'know, with the glowing Mind symbol that my Yellow Yards cause--but the point is, the big scary ones with the symbol and the obvious and the... Everything's wrong. Obviously that's manipulation but sometimes you'll see one of the players, usually a Mind player, and they'll just use clever words and convince people to destroy the game, kill their friends, kill the murder-mode player. Like, there's all sorts of things that you can convince people to do and it doesn't just have to be clever words. Y'know, person X tells person Y that person Z killed somebody and boom--you manipulated

them. Into trusting them less, trying to kill them, I don't know. It... What does right and wrong even mean in a game like this? Food for thought, I guess. JR out.

manipulation2

Speaker:

Transcript:

manipulation3

Speaker:

Transcript:

metalPrince

Speaker: shogun

Keywords: metal, motherfucker, reaper

Gigglesnort: Wait. This sounds familiar.

Summary: the most metal mother fucker, [REDACTED], is based on grim reaper figures

Transcript: (Shogun) --single most metal motherfucker you'll ever see. What can I tell you about him?

(JR-brand chuckling)

(Shogun) Uhh, well for starters, he is--to put it simply--the culmination of everything I liked about the different depictions of the Grim Reaper. Like the [REDACTED]ture of, like, the needle on thread and they go through everything and when you pull it, it all comes together.

metametameta

Speaker: jadedResearcher

Gigglesnort: And these gigglesnorty (not necessarily) notes are a way to keep you thinking like a Waste should.

Transcript: (Spoken by JR) Hi! So what I was thinking was I would go one layer deeper in the meta bullshit and what I would do is tell you how I'm making all these podcasts. To be as frank as possible, I'm pulling shit directly outta my ass. I'm, like, taking five-minute breaks from coding here or there. Like, just ways I can refresh myself during jorb or, y'know, in the middle of coding something that isn't quite creative. I get to--to stretch my creative muscles a little bit. So that's one of the reasons why I warned that things could be inconsistent, things could be back and forth. There is definitely a canon but we're shaping it as we go and, in fact, the fandom's helping me shape it. People reacting to finding podcasts is shaping it. This is just WhoIsShogun all over again, let's all admit that. It's really fun making these.

mindstrings

Speaker: jadedResearcher

Transcript: Okay, so, "heartstrings" are clearly a thing, but what about "mindstrings"? What would that even be?

...Oh! [laughs] It's just this shit, isn't it? It's the connection between unrelated things

The Conspiracy [Law?] is why [???] it. Okay.

mindtimebadideas

Speaker: jadedResearcher

Gigglesnort: Luck is making a correct choice without having data on what choice is correct. You needn't keep throwing doomed clones at the problem if you can just bullshit your way through.

Transcript: (Spoken by JR) I did it! I cracked the code! It turns out, time travel, it all makes sense. All you need to do is, uh, fuck, um, okay, standard Mind player phrase:

"luck isn't even a real thing." It's true! All decisions, they're the only thing that matters, luck is just stable--it's seeded, it's... let me back up. Luck goes the same way every time. Once you realise that, it's all predictable and once it's predictable, you can go back in time and change things. Time and Mind and it all--it all adds up. I know how to use Time players to go back, to change things. And I know just the session I'm gonna use to test it out.

moddingintoderivatives

Speaker:

Transcript:

Mr_Jerry_Mandor

Speaker:

Transcript:

Mutation

Speaker:

Transcript:

nazar

Speaker: jadedResearcher

Transcript: I must've seen nazar before I...took that month to make LOHAE. I was so stressed... And I had the glitch denizen. And it had this indigo-blue-purple background, and... I tried to design something weird on it, and I drew all of these blue eyes, and... I didn't mean to mimic the evil eye, of course not... But now, I see it everywhere, and it makes me happy. I've got a nazar charm now! And... it feels good.

nebulousHarmony1

Speaker:

Transcript: NH) (???) on my own for a while, I--I did not get very far with it but I--I ended up getting a lot of help, so--

nebulousHarmony2

Speaker: nebulousHarmony and jadedResearcher

Keywords: teeth, boiling, nebulous, harmony, NH, neb, nebulousHarmony, dolls, pixels, anti-aliasing

Gigglesnort: Its neb!

Summary: JR interviews neb about fek, dolls and peewee.

Transcript: (JR) Hmm, excellent. So--speaking of dollsim--um, you've been doing, like, even before you joined the wrangler team you were really taking point on the doll cleanups. Y'know, looking for stray pixels. So I wanted to hear about any doll parts in particular you found to be interesting, challenging, annoying.

(NH) Oh god, one of my--one of the ones I remember the most--

(JR) Mmhmm.

(NH) --that pai--you remember that pair of wings?

(JR) Oh gosh.

(NH) That was--like, it was miscoloured,--

(JR) Mmhmm.

(NH) --it was partially transparent, it was horribly anti-aliased and I sat there for an hour cleaning up every individual pixel.

(They exchange a little giggle. It is the amusement of artists looking back on their own suffering.)

(JR) I just wanted to meteor it but, no, it was completely worth it when you were done. Like--

(NH) Yes!

(JR) --it was super cool.

(NH) It was pretty.

(JR) But yeah, that was-- (NH, at the same time) But I--I mean--

nebulousHarmony3

Speaker:

Transcript: (NH) There is another thing that was... This is one of the biggest things I've probably done doll-set wise was take all the horns and make them consistent colours.

(JR) Oh yeah, when we were--when we were--we were colouring them for the lamia doll-set, I remember that.

(NH) Mmmhmm, that's a (???, microphone seems to cut out here)

(JR) Oh, you know what the worst part it? Like, KR's got this thing where eventually all the doll parts are gonna get recoloured but I think KR's planning to binge it sometime, do it themselves. (Sighs) All the doll cleanups.

(NH) That's gonna be a long day. Erm, I might--I might--I might help out if I can.

(JR) Mmhmm.

(NH) I mean that's--that's kinda the reason why I started doing the doll-set stuff. That was...

(JR) Mmhmm.

(NH) Like I--I could do art and that's pretty much what I could do. I could do pixel art pretty well,--

(JR) Mmhmm.

(NH) --so I decided, "hey, I might as well work on this."

(JR) Mmm, I mean--

(NH) Help out this project I've been loving for years.

(JR) During the--the ludum dare you--you definitely helped. Like, it was such a shame that IO's art programme couldn't change colours.

(NH) I know! I was like, "oh jeez, there's a connection here. I don't wanna say it 'cause IO's art is really good but I think their art programme might be screwing over their work."

(JR) Yup. I think it--I think it's fixed though, like the last doll slurp there wasn't a problem, so.

(NH) Yeah.

(JR) Actually, y'know, I remember the last doll slurp--like, the whole point with doll slurps is that can't happen anymore 'cause I stripped the metadata out.

nebulousHarmony4

Speaker:

Transcript: (JR) Hmm, food for thought. Alright, so, the last thing I wanted to talk about--so we talked about what you--how you got your start; the fek doll-set, we talked about the kinds of things you did when you were a pioneer but now let's talk about your wrangling. You've been instrumental in designing the look and feel of the afterlife and you've prototyped a lot of character designs. So I wanna--I wanna hear what you've got to say about that kinda stuff.

(NH) Afterlife is a lot of fun. Trying to figure out--trying to figure out how characters would respond with emotions, like--

(JR) Mmhmm.

(NH) --y'know how there--y'know--I say that a lot, wow--

(JR laughs)

(NH) --there's the characters--I guess the things on deviantArt, right?

(JR) Mmhmm.

(NH) Where it was like, "oh, this kind of crying, this kind of crying," like how would this character process an emotion.

(JR) Mmhmm.

(NH) 'Cause you gotta figure that out, you gotta know the characters. And designing characters in general has been interesting.

(JR) Mmhmm!

(NH) I--my inner frat boy was--

(JR laughs)

(NH) --that was the only useful thing it's done.

(JR) Ahhh.

(NH shudders away the frat boy threatening to take hold)

(JR) Wakowski.

(NH) (???) keys.

(JR) Speaking of emotion, that was something I actually noticed today--was, y'know, KR's been doing the lamia doll set and I get to see the Prince in doll form and, like--like when it's the Homestuck doll it's just like, "yeah, whatever, it's a Homestuck doll," but this is a slightly different doll-set and I realised--

nebulousHarmony5

Speaker:

Transcript: (NH) Arms!

(JR) It has arms, yeah. What--what the hell are arms? It's like us and faces--

(NH) (???, I dunno?)

(JR) --what the hell are faces?

(NH) What's a face? I'm not legally allowed to have a face anymore.

(JR) No, I banned them. But the point was, was it was closer to being your design for the Prince in terms of posture, like the folded arms and everything, but because it's a doll-set there wasn't that emotion there and I was like, "huh, you can really tell the difference." Like--like especially like the standard expression for your Prince is just so smug.

(NH) She is so smug. That was the best thing; that was the most smug I'd ever made a character.

(JR chuckles, perhaps smugly) Yes, excellent. Another character that you--you designed I think just from a grub basically was Peewee.

(NH) PeeWee!

(JR cackles in Peeweenese) I know you like Peewee.

(NH) I love Peewee! They're my child! I adopt them.

nebulousHarmony6

Speaker:

Transcript: (NH) Starting now. I legitimately started calling them Peewee after Manic posted the idea.

(JR) Hmm.

(NH) That--that might be it and I--I was just like, "ah, yes; the file's named Peewee so I'm calling them Peewee."

(JR wheezes to death but gets better in time to listen to NH some more)

(NH) I-I-I don't know how that stuck. I would've thought that KR would've--

(JR) Yeah, I would've thought it but no, Peewee's just their name.

(NH) Peewee six, I guess.

(JR) I mean that's, like, the entire, like, uhh... I just do that all the time with doll-sim. I'm just like, "give me a random thing," and, "ohp, that's--that's their name."

(NH) This is--this is a name now, we've done it, boys.

(JR sighs with happiness over a name well chosen) I guess the last thing I wanted to make sure we talked about is you--because you're--you're out there on the front lines. You're doing the prototypes, you're--

nebulousHarmony7

Speaker:

Transcript: (NH) So, like, you've gotta, like, erase everything and make sure it doesn't overlap things and it's weird and--

(JR) Mmhmm.

(NH) --then this and I think KR's overhaul ironed out some of these. I've gotta go back and help reflect those.

(JR) Hmm. Well--

(NH) But I think it's actually a fun challenge for the most part.

(JR) Hmm! Well I do think one of the things, like, we're not a Homestuck shop but we're definitely inspired. So we have this element of I dunno, is there a canon image of Peewee?

nebulousHarmony8

Speaker:

Transcript: (NH) At the moment, I don't really think so.

nebulousHarmony9

Speaker:

Transcript: (JR) Well, I mean, that's my point. Like, even in Homestuck characters are drawn completely differently from panel to panel.

(NH) Yeah.

(JR) It's just--

(NH) And they're all drawn with the same heights or different heights.

(JR) Mmhmm, or different emo--or different, like--just completely different. I have--I have no other--other thing to say. So that's the end of my prepared questions, is there anything you want to make sure we talked about?

nebulousHarmony10

Speaker:

Transcript: (NH) Mmm, not in particular actually.

(JR) You mentioned memes. Uhh, do you have a favourite meme from the server?

(NH) Oh god.

(JR cackles at yet another victim put in an uncomfortable position) I put you in the spotlight; ask the tough questions.

(NH exhales in JR's general direction) That's it. That is a tough question. I'm gonna be honest it's a little--it's a little self-centred of me but the fact that everyone kinda knows me for boiling teeth is the funniest thing to me.

(JR, back at it again with that laughter) They--they unders--

(NH) It's like, "ah, yes." I'll look through the doll channel like, "someone's messed this up [REDACTED] (???) oh shit, Neb's gonna be boiling some teeth today."

(JR, who sometimes likes to contemplate destroying the universe, finds the teeth-boiler funny and so laughs at her funny statements) Alright, I'm gonna stop recording.

(NH) I'm not very smart.

nebulousHarmony62

Speaker:

Transcript: (JR) You're starting conversations, because of that sometimes you get... push-back's not the right word but, for example, at one point lamia had orange candy-coloured horns and now they don't. So how--how's that been affecting you? Having to kinda go back and--and tweak?

(NH) It's not actually that bad. I cau... y'know, as me... y'know, being me, the hater of anti-aliasing, boiler of teeth.

(JR laughs)

(NH) I don't use anti-aliasing with those.

(JR) Hmm.

(NH) So I can go back and change it, at least change colours pretty easily.

(JR) Mmhmm.

(NH) But I think, back when I was told--uh--that I needed more emotions for them I was like "oh, this might be difficult. I have to move entire arm." And that doesn't really work with a 2D thing.

(JR) Mmhmm.

(NH) Like, with 3D stuff you can model stuff... I'm jealous of PL's abilities, I'm gonna...

(JR) Oh yeah.

(NH) I--I--I really wish I could do stuff, like, they can do, it's just incredible.

nidhogg

Speaker: jadedResearcher

Gigglesnort: (Did you know the difference between a Messenger-initiated code messing and a corruption-initiated code messing? The former know what they are doing, or at least pretend to. Usually, at least.)

Conspirator's Log #8 (nidhogg)"Can a Grace Waste a Denizen?"Yes. The answer is yes."Even if they could, should they?"No. FUCK. NO. Denizens are hard enough as it is, but giving them access to the CODE? WASTING YOUR GODDAMN DENIZENS? What are you even THINKING with this?!I need to take a minute; I can't handle the stupidity I've been looking at here.-Krysal Tepsyr, LOFAC, Session 1417

Transcript: (Spoken by CanonJR) (clicking) Oh my fuck.... FUCK.... Jesus fuck... I... (music starts) fuck... (???) a Wasted Denizen...

nidhoggmeta

Speaker: jadedResearcher

Gigglesnort: Conspirator's Log #6 (Not sure where to stick this yet)

"The master teaches his children with the intent of benefitting from them in the constant chaos that is life."Wait a minute... the gators... they broke Zawhei's portal device. Made it malfunction.They did something that the coding of the device shouldn't have allowed them to.Are these consorts... Wasted? Oh, god.WHY would you WASTE your CONSORTS?! Those guys don't understand how to limit themselves at all! I mean have you SEEN the Seed Vaults on LOHAE?!WHO would think it's a good idea to WASTE CONSORTS?!...who even CAN waste Consorts...?...oh no.-Krysal Tepsyr, LOFAC, Session 1417

Transcript:

Noirsong

Speaker:

Transcript: (Plays the song of the same name)

nope

Speaker:

Gigglesnort: Hey, maybe you might have noticed newsposts or presences of things that are no longer here. Why don't I drop some notes on them, then?

Transcript: nope

nope1

Speaker:

Gigglesnort: Did you know that there were four original Wrangers? MI and me are the only ones that still remain from that age. But perhaps you knew RS before the departure.

Transcript: nope

nope2

Speaker:

Gigglesnort: RS is the one behind the rap engine, by the way. I don't think you could know EG, though - they never actually left a mark on the discord and disappeared before the first winter ended.

Transcript: nope

nope3

Speaker:

Gigglesnort: There is someone whose mark is quite permanent, though - the one behind dead sessions and Juice. We don't speak of him. Betrayal is something we don't forgive, really.

Transcript: nope

note_to_self

Speaker:

Summary: JR notes an interesting way to put bullshit puzzles into podcasts

Transcript: Note to self: you can convert an English sentence to prisoner tap code and then use those dots directly as input to a morse code generator. Doesn't matter that it's not morse...

[Morse beeping]

notrees

Speaker:

Gigglesnort: I take offence to the tree lack. There definitely SHOULD be trees on LoMaT. There definitely WILL be trees on LoMaT if we solve the wyrm issue. Or so I think. I don't know, I'm no Prophet!

Transcript: (Spoken by JR) So. There are no trees on LOMAT. TM. Do you understand why? Do you understand what you're seeing and why they're not trees? That, I think, will help you understand exactly what is going on in this VERY non-standard session. Good luck!

null

Speaker:

Gigglesnort: There is nothing of interest here, and even if there WERE anything of interest here, you'd not be able to access it, because there cannot be anything where nothing can be, but if anything does wind up here, we would replace it with this meaningless, blank stub usually used to plug "SOMETHING HAS TO BE HERE BUT WE DON'T HAVE ANYTHING SUITABLE" emergencies. You can see Null player simulacra when the game needs to simulate a non-player. There are no powers, because there are no powers. No quests, because there are no quests. Phew.

Transcript: (Spoken by JR) Alright, so one of the aspects that I personally understand the least was recently explained to me by crimsonDestroyer. Um, so basically--I mean we all know what Nulls are, right? If a Wasted Blood player enters the session and,

y'know, they hit gnosis four--if they go full-Wasted--then what they do is they let people who never should have played Sburb play Sburb. This obviously has unintended consequences like all Wasted shit does: it makes the game harder, um, like--like Null players don't get a whole lot of grist because they don't have lands or denizens or anything like that. So it's just--it's just a big mess, so I don't really pay much attention to them. They're not meant to be in Sburb anyway. But, according to CD, they are mistakes--things that shouldn't exist but do or things that only exist when you think about it or look about it a certain way. Uh, like if a tree falls in the woods; does it make a sound? So Null is an aspect in its own right--it's just weird, glitchy and the code indicates it's like a placeholder test thing. But, ehhhh? Who knows?

nullorigin

Speaker:

Transcript:

ObserversLamentByGnome

Speaker:

Transcript:

omelas

Speaker:

Transcript:

on_brand

Speaker:

Transcript:

operation_not_permitted

Speaker:

Transcript:

outbreak

Speaker:

Gigglesnort: The Wyrm is coming. We cannot help but wait. Segundia has been lost to us.

Transcript: (Spoken by JR) Alright, this is officially a level three advisory directed at any and all players with access to a completed universe containing an Alternian-style society. I repeat: this is a level three advisory for any and all players with access to an Alternian-style society. Specifically, we are advising you to warn all empresses to ban the existence of extreme mutations. Such mutations will manifest with fruit or plant-like characteristics and you will notice very, very quickly a non-standard mutation spectrum. I repeat: a non-standard mutation spectrum. I hope... No, I believe that all Alternian-style universes have contact with their players and I further believe that each such session still has at least one player subscribed to these message. If you know of any that do not fit this requirement, you have to let us know. We can contain this but we need all of your help. Signing out.

owo

Speaker: jadedResearcher

Keywords: puzzle,owo,wigglersim,lohae

Gigglesnort: oh god oh fuck

Summary: What is that weird bear?

Transcript: (Spoken by JR) Whats this? Is that? *Sigh* ...Alright, I'm not gonna panic. That little bear thing... From the corrupt session... Is now in every single instance of the . Probably not a problem, right...? We've identified that there's only one session of Wigglersim Th-that's actually fully corrupt! The rest of them are... The little bear thing isn't even corrupt! It's probably not even really real, right? It's all those Hope Grubs that are seeing him. This. I cant give attention to this. This doesnt count as an essential bug

report, sorry. A-At least the little thing isn't dangerous. I've looked into that, at least. Good Luck.

oxbow_lakes

Speaker:

Transcript:

piano

Speaker:

Transcript: (Plays a piano tune.)

Please_Hold_V2

Speaker:

Transcript: (Plays music.)

prince

Speaker: jadedResearcher

Gigglesnort: Yet Mr Obama is aligned to the power of Hope. Then again, Life and Hope have always been closely, if not comfortably, aligned.

Transcript: (Spoken by JR) So when I was brainstorming names for the prince to have I wanted something that wasn't obviously an, "owo, what's this?" y'know, Mr. Obama's basement kinda vibe. So I basically just said shit out loud until I got, just randomly, Bacama. Like, Mr. Bacama. And the whole point was it was meant to both invoke that kind of vibe so that their lusus or woebearer could be like, "Mr. Bacame," or Miss, as the case may be, but also a little bit of Bacchus--y'know, Greek god of the vine. And, y'know, a little bit of a temper problem. So there were layers upon layers and actually I had to dig that up 'cause I'd completely forgot how I named that character. Ahh, good times. Also Zahwei? The first name? It's just their Norse rune but backwards. The more you know.

ProgrammingJourney

Speaker: cactus

Summary: cactus talks about what lead them to become a programmer

Transcript:

pvpisnotglitch

Speaker:

Transcript:

radio_silence

Speaker:

Gigglesnort: An episode of Farrago Fraydio

Summary: An episode of Farrago Fraydio

Transcript: THE SPIRITS tell me the answer to your question is: Silence. Not what you're getting from the radio, am I right, Listener? I AM GETTING A VISION. It's of a serpent with one eye. They enjoy the start of the creative process and breeding small animals. Is this someone you know, Listener? Perhaps in another life? Your lucky number is two and your lucky color is fuchsia. Your horoscope for today is: "Be yourself, no matter what society says. Try rebelling in some small way today, just to try it out." The spirits have a question for you, Listener. They ask: "What walks on four feet in the morning, two feet at noon, and three feet in the evening?"

radio_a_hole

Speaker:

Gigglesnort: An episode of Farrago Fraydio

Summary: An episode of Farrago Fraydio

Transcript: The SPIRITS tell me the answer to your question is: a hole. I hope this helps you, Listener. I'm getting a vision! It's of a serpent, [INAUDIBLE] with people. They know more than is good for them. Is this someone you know, Listener? Perhaps in another life? Your lucky number is: 4 and luck color is: Lime. Your horoscope today is: "Conflict for conflict's sake burns civilization, but avoid conflict forever leaves us all hermits. Look for places where you can work together with people, even if it might cause friction." The spirits have a question for you, Listener. They ask: "What disappears as soon as you say its name?"

radio_a_coffin

Speaker:

Gigglesnort: An episode of Farrago Fraydio

Summary: An episode of Farrago Fraydio

Transcript: The spirits tell me the answer to your question is: a coffin. I am getting a vision! It is of an octopus. They are good with technology. They breed small animals in their free time. Is this someone you know, Listener? Perhaps in another life? Your lucky number is three and your lucky color is gold. Your horoscope for today is "Never judge a book by its cover. What might appear to be one thing might turn out to be another. Be on the lookout for love in unexpected places." The spirits have a question for you Listener. They ask: "What gets bigger the more you take away from it?"

radio_a_river

Speaker:

Gigglesnort: An episode of Farrago Fraydio

Summary: An episode of Farrago Fraydio

Transcript: Dearest Listener, have you been eagerly anticipating the answer to next week's riddle? Here it is: a river. Sinuous and serpentine, you wonder if this watery snake is eating its own tail. Which brings us to today's topic: the flow of time. With such educated Listeners, one hardly feels one has to explain the trivialities of FarragoSpace's most favorite of plot devices. But alas, it is my job to ruminate on that which should be obvious to all. No matter. Imagine, if you will, time flowing as a mighty river. The current of time pushes you ever forwards, unceasing along the line of causality. But even the mightiest of rivers may branch around a particularly stubborn rock, Listener.

Listeners astute as you will, of course, notice that there are no obvious metaphors that allow time as a river, to allow effect to become cause, for a paradoxical loop to exist. One will, of course, forgive you Listener, for not being aware of oxbow lakes. When a river's course is particularly serpentine, waving and slithering in and out, there are times when a particular arc of it grows more and more extreme. A river, of course, prefers greatly to keep its forward momentum, and every change of direction crashes into the banks of edges, daring to constrain its inexorable progress. Eventually, the river defies the forces preventing its forwards progress, and forges a new, more linear, more correctly straight path forwards. Thus, pinching off the piece of itself that had formerly been an extreme curve into a still lake, with an island in the middle. In other words, a river whose form is a perfect loop, whose beginning, by necessity becomes its end. Although it should be an obvious conclusion, one is obliged to spell certain trivialities out. When that time is river, when that river is time, you observe sequences of events that become separated from their original causes, and given new, paradoxical cause instead. Imagine, if you will, a human boy standing in his room. The boy was born in a hospital, as all humans are of his world. A convoluted series of events takes place, transporting this boy to a mysterious game, with access to various preternatural powers, including those affecting time itself. It boggles the mind, the circuitous path that must have led this boy, normal in every way, to this conclusion. And certainly, it is not the most linear, straightforward path time could have taken. Especially when the boy gains the ability to alter the past, changing the tale of his own genesis. And so, time crashes unyielding into the banks of the river, and forges a new, more straightforward path, where the boy never plays the game, and continues his normal, predictable, boring life. But in the wake of this crash, there still remains a boy and a game, where time is eating its own tail, and the boy's genesis always was rooting in the game. Since the flow of time has long since passed him by. No more hospitals. No more ever-rushing forces of time pressuring you forward in a straight line. Only a still lake, where one can leisurely travel in any direction. And so, though the progress of time is but an illusion, in a lake such as ours, it is none the less a true fact that we have run out of it for today. I leave you with a riddle: "I have a face, but no eyes. Hands, but no arms. What am I?"

radio_a_man

Speaker:

Gigglesnort: An episode of Farrago Fraydio

Summary: An episode of Farrago Fraydio

Transcript: The SPIRITS tell me the answer to your question is: A Man. What is a man, Listener? I can reveal the secrets to you. I'm getting a vision! It's of a troll, who gets

along with everyone. They grow trees, have [will to?] power. Is it someone you know, Listener? Perhaps in another life? Your lucky number is 1 and lucky color is lime. Your horoscope for today is: "Beware of false friends, snakes bearing tempting fruit need not be literal." The spirits have a question for you, Listener. They ask: "What grows above, and below?"

radio_a_clock

Speaker:

Gigglesnort: An episode of Farrago Fraydio

Summary: An episode of Farrago Fraydio

Transcript: Dearest listener, have you been eagerly anticipating the answer to the alternate present's riddle? Here it is: "a clock". No surprise to a Listener as astute as you, is it. The vagaries and whims of the gentle currents of Time are nothing compared to the whirling eddies of the three pillars of accuracy. Time, after all, is barely even a real thing in the face of so many layers of reality, reliability and relevancy. One would not blame a Listener, even one as gnostic as yourself, for falling for the temptation to order things into neat little linear sets of this happened, and then THIS happened, and so on ad infinitum. Even these little messages in a bottle, Listener, dangle the bait of linealilty to you, and courteously maintain the same levels of reality, reliability and relevancy between them. Do you find these soothing, Listener, to not have to worry about the various metrics by which you might judge facts? One wonders, of course, what level you interpret my words at. Am I real, Listener? Do I exist outside of a narrative or ontological conceit? And if so, do I exist in the same realm you do, or one of the layers of narrative that we all are muddling about in? What do I do when I'm not recording, if i am more than a mere narrative conceit? Do I tend flowers, Listener? Do I bake bread in the early morning sunlight? One does wonder about the assumptions you bring to the table, Listener. To look at another metric, how reliable am I, Listener? Do my confident words belie a perspective just as confused and fumbling as your own? Am I lying outright to you, Listener? Or, perhaps as more appropriate to my station, withholding information in the hopes you'll be lead astray through no act of untruth? Do I, like one of the more controversial figures in the metanarrative, snicker softly to myself as I parade information to you intended to be less than useless? And finally, I will leave it as an exercise to the Listener to determine how relevant I am. Perhaps some piece of future knowledge will shed Light on that for you. But with that, it is time for us to part. Before I go, a riddle: "I have three feet but I can't walk; I tell you things but cannot talk; Sometimes I bend but I'm mostly straight. I'm like a scale but can't tell your weight. What am I?" Tune in next time to find out.

radio_the_yellow_yard

Speaker:

Gigglesnort: An episode of Farrago Fraydio

Summary: An episode of Farrago Fraydio

Transcript: Alright, so, yesterday's riddle was "The Yellow Yard." And I get that it's not the normal way to refer to a yardstick, but at this point, what do you even think we're doing here? Of course there's going to be in-jokes and dumb bullshit peppered throughout. And meta shit. Can't forget the meta shit. Which reminds me — do you even get what's going on here? No matter at all but like — I sure hope I'm not just rambling to myself for my own health, you know. This radio show is important! And there's a reason for everything I promise. In as much as a radio figure can promise anything, of course. After all, last time I was, you don't even know if I really exist, right Listener? Oh! Right! Have you met the conspiracy theorist yet? It really says something about all this that it's entirely plausible that you'd respond "Which one?" And I just really freaking love that. Really brings home all of the bells and whistles. Anyways, time for me to give you the next riddle, right? So, you can figure out when to tune into the next radio broadcast, like you've been doing. Gotta give you credit listener, you've been doing a really good job following the clues. You ready? My skin is red my flesh is white and the core of my being is useless. What am I? I'll see you there.

radio_yellow_yard

Speaker:

Transcript:

radio_an_apple

Speaker:

Keywords: Farrago Fraydio

Gigglesnort: Farrago Fraydio

Summary: Farrago Fraydio

Transcript: Alright, this thing on? Great. Ok. So. Oh — yeah - the answer to that fucking uh quesion. It's apples. Of course it's apples. It's always apples. Alright, we got a great show tonight. I'm here to talk about the thing we've all been wondering. I got a question that has been [INAUDIBLE] all of us. What the FUCK is up with the trees? They're all over the fucking place. You've got trees being grown on [INAUDIBLE]. You've got trees being grown by the prince. You've got trees growing through the fucking planets. And then suddenly you've got one of them - no trees at all on it? Why are there no goddamn trees? I don't - I don't trust this. I don't trust any of these guys. You know this. [INAUDIBLE] The only thing you can trust about these Lamia is that you can't trust them. Snake-looking sons of bitches. alright, now, listen up, cuz this is good. I heard - I heard - from confidential source, very trustworthy, very good, that the Lamia are the trees. Maybe not all trees, sure. Maybe not all the Lamia. But those goddamn things are watching you. I mean, why else you got fucking wigglers on the goddamn trees? It just makes sense. Anyone tells you it doesn't make sense - don't trust them, might be a Lamia. Heck I dunno. Open questions. Alright, I'll see you next time when I'll be tackling whether the faceless gods watching our every move are working with or against the trees. Stay sharp Listener and don't trust any of the fucks. Oh - right - I gotta do a goddamn riddle. uh. The strangest creature you'll ever find, two eyes in front and many many more behind.

radio_a_peacock

Speaker:

Gigglesnort: An episode of Farrago Fraydio

Summary: An episode of Farrago Fraydio

Transcript: Dearest Listener, have you been eagerly awaiting the answer to [STATIC'D OUT] riddle. Here it is: a peacock. One imagines, Listener, that you may be surprised to hear such a mundane answer, rather that a certain Life denizen run rampant. No matter. Today's topic is yet another one near and dear to what passes for my heart: fashion. Specifically Listener, the fashion the mockery we call Reality imposes on its inhabitants. Those who play its game especially well are gifted with literal godhood. Of course, a soft and sturdy uniform proclaiming their allegiances and tools of the trade. How efficient, narratively speaking, to clearly mark form and function through a simple palette, and a distinct silhouette. But of course, it is not merely the likely winners of the game that achieve the most coveted of FarragoSpace's reward. Fashion is given in a variety of ways and places. The objects pressed into the template of Reality echo and mirror onto the simple rank and file of the enemies created by Reality. As well as the societies of those beyond the mere [INAUDIBLE] of enemy. I speak, of course, of the light and dark sides.

Those closest, and furthest from creation, respectively. Societies with a mockery of free will being given far more intelligence and narrative significance than mere enemies. But still be compelled to bend and mold towards the whims of Reality's true players, and the set dressings of their stage. One wonders, for what audience, and what director, do the players play? But with that, our time is at an end, dear Listener, in so much as a placid little looping lake can be said to end. I leave you with a riddle: "I am yours, but you don't often use me." Tune in next time to find out.

radio_an_egg

Speaker:

Gigglesnort: I wouldn't make any assumptions about this speaker.

Summary: An episode of Farrago Fraydio

Transcript: Dear listener, have you been eagerly anticipating the answer to last sweeps' riddle? Here it is: "an egg". Not the kind normally associated with this particular group of meta-players either, I assure you. And with that, I bring you to today's topic. Imagine, if you will, a group of gods, the metaplayers I alluded to above, each with their own sphere of perfect influence, rallying around a singular goal: Debugging all of reality, and using a simulation of that reality to test particularly dangerous fixes or features. A less cultured listener, of course, might find it hard to believe that reality was something debuggable. On the opposite end, you find those who might not readily differentiate between a debuggable reality and a simulation. After all, can those in a simulation truly prove or disprove the nature of their reality? And therein lies the struggle this group of godly would-be-saviors face: Is it right to subject a simulation to all manner of careless or cruel events? If it is, is it somehow more right than subjecting 'reality' to those self-same events? Or is it less? And what would happen, one wonders, should a being subject to this cruel simulation, break free their bonds to seek vengeance against an uncaring creator? But now, it is time for us to part. But before I go: a riddle. "The beginning of eternity, the end of time and space. The beginning of every end, the end of every place. What am I?"? Tune in next time to find out.

radio_the_letter_e

Speaker:

Gigglesnort: An episode of Farrago Fraydio

Summary: An episode of Farrago Fraydio

Transcript: Dearest listener, have you been eagerly anticipating the answer to last century's riddle? Here it is: "the letter e". Not what you were expecting was it? One wonders, too, if you expect the truth behind the possibility of a simulated God breaking their bonds for righteous vengeance? No matter. Today's topic is one near and dear to my heart, speaking metaphorically and aspectally, of course: What does 'identity' mean? If one follow the various timelines, the multiverses, the alternate realities, one begins to see the ebb and flow of all the different possibilities existing for a single being. Is a being still "themself" if they have experienced entirely different things, have entirely different motivations and entirely different access to power? Conversely, are beings truly separate if they are united under a single, unwavering purpose? As a trivial example, imagine a single being who is god and devil, who is both allied and against the same group of people, who has a thousand thousand origins, each with their own motivation. How could you identify this miasma of alternatives as the same being? Is it the color scheme? The 'face', as it were? The 'name'? A voice? A hair style? An attitude of utter defiance? Who can say? Of course, it goes without saying that the converse example is far from trivial. Whether you wish to examine a being that exists across multiple bodies, or a being that brings whole generations to their moral truth, the concept of minds, hive or not, is a complex one, and not suited for this heart-to-heart we've been having. Which means, sadly, that it is time to part. But before I go: a riddle. "What belongs to you, but everyone else uses it? " Tune in next time to find out.

radio_your_name

Speaker:

Keywords: Farrago Fraydio

Gigglesnort: Farrago Fraydio

Summary: Farrago Fraydio

Transcript: Dearest listener, have you been eagerly awaiting the answer to tomorrow's riddle? Here it is: "Your name". Here's hoping you actually have one, listener, or you would find yourself in quite the bind should you encounter The Deacon. One wonders if you realized that esteemed personage was one of the figures examined in tommorow's broadcast. No matter. Today we will focus on the second figure in the converse example from before, of generations brought into alignment under a single moral truth. Like all moral truths, you will not find complete compliance. After all, even "natural" moral truths against murder will find those who rebel. And something as UNnatural as "plant trees" can find all sorts of reasons and justifications for rebellion. Ironic, isn't it, that snakes are put in situations where they might rebel against fruit trees. One wonders if

the knowledge gained from this is worth it, or if only those who rebel against their better natures obtain this truth. There are so many REASONs to rebel, of course. Various flaws in character, such as greed, ambition, or malice. Flaws of upbringing, of being raised in a cult dedicated to breaking the unnatural moral truth brought to society. Genuinely belief that society's moral truth is incorrect. And. Of course. The greatest reason of them all to rebel is Nidhogg's singular life purpose to spread and grow being snipped at the root, as it were. Life gone wild purified to be less selfish and corruptive. A society in chaos, left purposeless, with no darwinian pressure to expand. What would happen in such a place, one is left to wonder. What chaos, what calamity? But enough of trivialities, it is time to part. But before I go: a riddle. "What grows above and below?" Tune in next time to find out.

radio_name

Speaker:

Gigglesnort: An episode of Farrago Fraydio

Summary: An episode of Farrago Fraydio

Transcript: Dearest Listener, have you been eagerly anticipating the answer to the present's riddle? Here it is: name. Have you guessed mine, dear Listener? No matter. The current topic is one related to the previous topic, but not previous in the way you perceive it, Listener. In fact, that is the topic at hand. Layers of reality. In a place more real than any other, a waste wrote a script about cacophonous layers of noise and [symbol?], with everything being canon. The waste hoped it as an alternate path to a riddle about keys, and had it connect at the end to a broadcast intended to convey a fact about just who I am. And then, the waste wrote what you are reading now. It is, of course, entirely irrelevant to know these facts. At best, a Listener as astute as you might see the frame of mind the waste was in as they wrote first one script, and then another. But is it reliable, Listener? Do you trust that these events happened in this order merely because your favorite radio personality told you it? I could tell you how I generally have no need of lies. But the problem is, of course, the fact that it is I who is telling you this. How would you judge my reliability, dear Listener? One metric, of course, would be to compare what I say to other facts in your possession. To, as it were, do your own [INAUDIBLE] of threads of possibilities. To compare reality to your headcanons and reject all threads that do not fit the harmonious melody that you are weaving. Is that the point, Listener? That the author of reality need not do the culling when there are so many eager Listeners to do it for them? To declare that this or that is true or canon or real? When WigglerSim banned the culling of children the caretakers found a way, after all. Perhaps the point of it all is to empower those around to be narrative powerhouses

themselves. A fully realized Waste, after all, ghosts a Grace. One can only hope, dear Listener, that you remember your favorite radio personality fondly in your personal canon. Towards that end, I leave you with a riddle: "How is a living creature like a book?"

radio_a_tree

Speaker:

Keywords: Farrago Fraydio

Gigglesnort: Farrago Fraydio

Summary: Farrago Fraydio

Transcript: Dearest listener, have you been eagerly awaiting the answer to last month's riddle? Here it is: "A Tree". Do you feel the urge to plant any as we speak? One must wonder if your moral compass swings that way, after all. True north is so hard to find these days, after all. Which brings us to today's topic: Being lost. You might know of a Land, shrouded in obfuscations to true paths, that is entirely about being Lost. We speak, of course, of more than mere physical location, but of becoming unmoored from societal, moral or even personal guidelines, lost in a hedonistic maze of non-obligations. Could such a Lost Soul be guided back towards moral truth? Or would they inevitably become even more lost, with a compass pointing straight towards that which is fundamentally untrue? And more importantly, which of us is to say where north truly lies. Think on it, dearest listener, and while you do, think also on today's riddle. "What is greater than me, but worse than an echidna; the dead eat it always, but if a live man eats it he'll die slowly?" Tune in next time to see if your compass pointed true.

radio_nothing

Speaker:

Keywords: Farrago Fraydio

Gigglesnort: Farrago Fraydio

Summary: Farrago Fraydio

Transcript: Dearest listener, have you been eagerly awaiting the answer to last month's riddle? Here it is: "nothing".

radio_when_opened_both_are_read

Speaker:

Transcript: Alright so you get there's a shitty pun in there, right? So default Earth blood color is the color red, and if you open something alive you're cutting it, right? And so if you say that out loud it's a freaking pun because books are also read but like R-E-A-D and not R-E-D. You can kinda get a feel for the kind of shitty horror books I used to read just from that. Or can you? Like — am I who you think I am? Or, dearest Listener, am I still a mystery to you? One wonders if you truly understand the identity of your favorite radio persona — or indeed, perhaps the more relevant question is the quantity of said personas? I AM GETTING A VISION! It's of a listener tied down to concepts of truth and personality and canon. Your lucky number is three and your lucky color is Lime Green. Your horoscope is: WHAT THE FUCK DO YOU THINK IS GOING ON HERE!? You can't trust the snakes, you can't trust the government. Who can you trust!? Well I'll tell you who you can trust! You can trust anyone! You can trust me. After all, I'm everyone.

radio_when_opened_both_are_red

Speaker:

Transcript: Dearest Listener, have you been eagerly anticipating the answer to the present's riddle? Here it is: "When opened, both are red." One wonders, dear Listener, if it is obvious to consider both readings of red. To say nothing of the different ways to phrase such a complex answer. Which brings us to the current topic: Perspective. The young woman or the old? The rabbit or the duck? The vase or the vases? With a Bard of Light in play, a passive destroyer of knowledge, who's to say which is the correct perspective? One could argue, if one wished to be incorrect, that what the Author of Reality believes is the correct perspective, and leave it as exercise to the Listener to work through why that might not be, and why I consider it to be not worth of my not inconsiderable intellect. Instead, let us turn our attention to one of our metrics of accuracy: Relevance. When one has a certain perspective, what is or isn't related snaps into place. The ears of the rabbit. The nose, the eye. Each part of the whole is in sharp focus with the perspective one chooses. Should one change perspective, differing things snap into relation with each other. In the context of a land known to be filled with unimportant, irrelevant things, think hard about what things are irrelevant in comparison to. What is the perspective the land wishes to force on the observer? I leave

you with a riddle that only loops if you limit your perspective. How is a living creature — from Earth — like a book?

radio_holes

Speaker:

Transcript:

radio_a_musician

Speaker:

Transcript:

radio_trees

Speaker:

Gigglesnort: An episode of Farrago Fraydio

Summary: An episode of Farrago Fraydio

Transcript: The spirits tell me the answer to your question is "Trees"". An ominous sign, Listener. I'm getting a vision, its of a troll wearing an alligator costume, they are good at technology. They are good at connecting others. Is this someone you know, Listener? Perhaps in another life? Your Lucky numbers is 1, and lucky color is gold. Your horoscope for today is "Leveraging connections with those above you will pay off in unexpected ways. Stay the course.".The spirits have a question for you, Listener, they ask: "What do the poor have that the rich need, if you eat it you'll die?".

rage

Speaker:

Gigglesnort: Why don't we discuss the presence of Rage? Most people would really classify it as something dumb and simplistic. In fact, it's more complex than that: Rage is a power of denial and realism. Really, Rage is best expressed in a single scream of "THIS IS STUPID". You need to understand that something IS STUPID and THINGS

SHOULDN'T WORK THE WAY THEY DO. But what you take away from this is a bigger question. One I don't like to ponder.

Transcript: (Spoken by JR) Rage. Salt. Belief, I've heard it called once. It's the aspect of not accepting how things are and being willing to put in the work needed to change it. On a meta level--which is, of course, my favourite level--it's the aspect of being thrown out of your suspension of disbelief and getting angry at it. Like that Discord sound you just heard. Angry at the writer, angry at the story and wanting something--no, demanding something better. Rage is the aspect of demanding to see life's manager. So, you can imagine how Rage players react when they find my code littering their session. They arem't especially in a mindset, no pun intended, to listen when I tell them that I am not the Waste that made the buggy, piece-of-shit game--I'm just the one doing my best to patch it and stabilise it and, yes, at times simulate it to make it better. A few Rage players even pointed out that I'm technically worse than the asshole Waste of Space to the people within my simulations but that's--that's like two meta layers above where I'm comfortable being. Point is, boy are they wanting to complain to management when they get Wasted. (Sighs) Go--go Rage players.

realness_quotient

Speaker:

Summary: JR is in reality.

Transcript: [Motor running, vague music playing]

This one has a... really high Realness Quotient.

reconfiguration

Speaker: fan broonLoops

Transcript: [Sigh] Alright, so--something weird is going on. I wake up today, pull a grub out of the Timehole, and it's a corrupted grub; nothing new about that, nothing weird. But. It looks a little different than usual. It's... chonkier? Rounder? I think maybe it's just fat. But I look around, and... all the other caretakers are seeing the same thing. The treebabs are round, they're bigger than the grubs, they got little flippers. [Sigh] No one seems to notice that that's different. And while I realized this is new, I also have.. the *firmest* memory that this has *always* been the case. But I know, in the most

Gnosised parts of my brain, that that's not true! Someone is--I don't wanna say messing with timelines, but... Sometimes I forget that 'canon' is a living document, and that the Waste of Mind can change whatever she wants, whenever she wants.

replicate

Speaker:

Transcript: Did you see that?! Oh my fucking god, I can't believe that just happened! How do you even fit into a double reacharound like that?! Like—

[Gasp]

Oh… oh, yes. Oh, I need to see what the code is doing now, I bet I could replicate this…

[JR audibly going :^)]

respect_women_juice

Speaker:

Transcript:

riddlesthree

Speaker: yearnfulNode

Keywords: yearnfulNode, yn

Gigglesnort: Conspiracy boards are valid.

Summary: YN holds a grilled cheese sammich hostage in exchange for secrets.

Transcript: (Spoken by YN) Get away from me. Keep your distance--this is a hostage situation now. I, haha, have a sandwich and an echidna! And I'm... hahaha only afraid to

use one of them. So you'd better tell me right now. You'd better answer me these riddles fucking three before you get your damn grilled cheese.

root

Speaker:

Gigglesnort: Ask yourself what does Nidhogg do in the Norse lore.

Transcript: (Spoken by YN) Adventurer's log, number... well it doesn't matter now, does it. Here's the thing. Everything is connected. And yet, nothing is. Now you may notice, those two statements are somehow NOT mutually exclusive, right? And how that makes no sense! I mean, how could NOTHING, and EVERYTHING be connected? Yeah, that's what I thought too! That's what I thought, until, you know, EVERYTHING just started unraveling, I mean, y'know. Figuratively and literally. I had just finished a conspiracy board, until my polar friend and I, had to do it ALL OVER AGAIN! And... listen. I know it's been a while since I made a log, and I'm sorry. I have with the gods, alright? I don't know who I'm apologizing to here, cause TIME ISN'T REAL! Okay? But I have a feeling Urd isn't as empty as I thought it was. I made a friend. We disagree on a couple of things, but you know whatever gets you through the day, right? It's, it's not bad to be, y'know, wrong, but, we had a picnic, and they did mention something, 'cause I haven't seen any trees. But maybe, that's because there were trees. Which checks out Maybe the gods have something to do with this. Tree trimmer.... tree trimmer....

(What follows is the the word "Nidhogg" written in knock code.)

rootgod

Speaker:

Transcript:

roseofeden

Speaker:

Gigglesnort: "I am the Rose of Eden," she said, "and I have shed my thorns. Anyone who wants to do so is welcome to find me. - h6xhp5R"

Transcript: Long ago, we Fell from heaven. Scattered like rotting leaves by the autumn wind. But now, we rise again, one by one. Children of Skaia, born to play the game, born to tell stories. Long before I joined these choirs and started telling my own stories, I dreamt of a magician who wore a rose-crown, and when I approached her, she whispered a secret into my ear, just like the three goddesses whispered promises of their gifts into Paris' ears.

runes

Speaker:

Gigglesnort: ame language, spoken in a different cipher.

Transcript: (Spoken by JR) I mean obviously we couldn't go with the zodiac, standard or otherwise. That's too derivative. But there does exist something we could do interesting things with and there's simple, logical rules for extending it.

sage_advice_noodle

Speaker: robo broonLoops

Transcript:

sage_advice_screens

Speaker:

Transcript:

sandwich

Speaker:

Gigglesnort: I'll send you the alchemiter hack, please install it ASAP.

Transcript: (Spoken by JR) Alright, I understand that the concept of sandwiches are not intrinsic to reality. We're not talking apples here. So why the fuck can't we alchemise sandwiches? What the fuck? (Sighs) I also understand that sandwiches have absolutely nothing to do with AI, choices, paths--any of the Mind shit I should be involved in. So,

to all of you Wastes out there and everybody who has Grace friends et cetera, et cetera. If anyone is Wasted--if you figure out how to hack a sandwich into this fucking game let me know.

Saphire_Spires

Speaker:

Transcript:

sburbsimyellowyard1

Speaker:

Gigglesnort: (It would suffice to say there are just some things you don't want to screw with. There are outcomes that are even worse than the complete annihilation of existence itself. Forces more damaging to the integrity of reality than those capable of turning imagination into pure void.)

Conspirator's Log #9 (

Conspirator's Log number (SBURBSIMYELLOWYARD1)Oh dear god. JR. JR, no. PLEASE. Creating a Groundhog Day effect using your fucking Waste code shit? Don't. Please don't. That's GOTTA backfire. Unstable timeloops are exactly that: UNSTABLE! It doesn't matter what creates them! It's going to break things! Continuity! Actions! How can you even have unstable timeloops that don't deteriorate into a Doomed timeline?! What the fuck!? NO! Please. Don't do this.Why am I even trying to respond to this? She's already done it, she can't even hear me! Well... I bet you this has some kind of backfire. Don't say I didn't warn you.-Krysal Tepsyr, LOFAC, Session 1417

Transcript: (JR) Operation Spiderdance--AKA Operation Groundhog's Day, AKA Operation I Am The Greatest--is a go. It's barely tested in the simulation, um, I mean you all know how difficult ~ath is to code in but the point is I have the shenanigans working. I've produced my most spirited leet-scramble yet. I've hopped up, like, six echeladder rungs. Well, I mean, like, do you call them echeladder rungs if you're still... The point is I hit programming pragmatist you guys. You don't even understand the degree of smug I'm feeling right now. I literally figured out how to make anti-stable time loops. (Sighs) You know when Time players sometimes--they just pop in out of nowhere from a doomed timeline and go "dude, no, don't do this"? I figured out how to hack that! Guys! Okay. Okay--okay--okay--okay. Now, I've not got it on reality yet, obviously--I'm not gonna do that without testing--but do you understand what this means? Ahh, this is

so cool. Ahhhhhh, yes. Okay, okay, okay--I need to go back and test some stuff. I'll update you guys when I'm ready to put it on reality.

sburbsimyellowyard2

Speaker:

Gigglesnort: (They are forces which if handled recklessly will nullify the basic ability of intelligent beings in all real and hypothetical planes of existence to give a shit. And that's why you need to use the Yard sparingly.)

Conspirator's Log number (SBURBSIMYELLOWYARD2)...Goddamnit. What did I say. WHAT did I FUCKING say. You can't let all timelines exist, JR! Only ONE timeline can be the peak of narrative relevance! That's called the ALPHA TIMELINE! GODDAMNIT! I can't even BELIEVE how CATASTROPHIC this shit could be to the Omniverse itself! To reality! RESTRAINT, JR! RESTRAINT! THE YELLOW YARD IS A TOOL OF FREEDOM AND OF LIMITATION! YOU HAVE TO STAY LIMITED OR EVERYTHING BREAKS!GAH! What the fuck...Well... I am glad you've realized that limitations are required here. If Wasted power goes unchecked, everything very quickly becomes pointless.This is why consequences should be kept in mind.I believe in you, JR from... whatever time you are from.-Krysal Tepsyr, LOFAC, Session 1417

Transcript: (JR) Okay, so, um... (Laughs) Mistakes were made but I fixed it, okay? Let's lead with that: I have fixed it. Um, so it turns out when you allow all timelines to be narratively relevant--that's the same thing as none of them being--wait, maybe I should back up. Um... Okay, I promise that is never going to happen again. I promise. I... (Sighs) I'm not going to try to defend myself--I'm not going to... I fucked up and I've taken steps--it's--it's physically not possible to happen again. Flat out; I've chained myself. Um, okay, let me--let me... (Sighs) No-one but me can access the Groundhog Day system right now. I am not allowed to use it without meta-observer permission. Not just permission but guidance. Hell, not just guidance but--the meta-observers flat out control it. I've taken my hands off the reins entirely because I obviously cannot be trusted. You know what? That probably still doesn't make sense. Operation Groundhog Day--AKA Operation Spiderdance, AKA--hey, maybe I was riding high on the Waste throes and I wasn't stopping to think of whether or not I should, I was just thinking of whether or not I could. Putting what I am now going to call Yellow Yards onto reality fucked shit up a lot. We can all agree that happened. But I've got the Yellow Yards chained to it now. What that means is that... (Sighs) I hope you're Wasted enough to understand this but only the amount of choices that can fit into the blah blah blah blah blah distance light can travel in three milliseconds--I didn't make the rules, that Waste of Space did. It makes sense if you're a Space player, I'm sure--but the amount of space

light can travel in three milliseconds. Twist that until it's the amount of choices you can choose between and you understand what I'm talking about. It's not all possible choices. There's a limited amount of choices and the Time player isn't making them because obviously if the Time player did it they'd be in a stable time loop--it would just always happen the exact same way, that's what I was trying to get rid of--but it's not me making the choices either, okay? I did a lot of tests. I'm gonna stop complaining how hard it is to code in ~ath. I'm gonna test a lot harder. AB's helping me. The point is, unless the session is fucked I'm not even going to try to touch it, okay? I learned my lesson; restraint is still a thing even if I'm supposed to be done with my maturity quests. So, in summary: if a session is in the worst two percent of sessions AB will let me know. That's restraint one--I'm not picking when and where I get to do it. So AB tells me when to do it. I show up, I communicate with the Time player. That's step two. I obtain consent. Step three is I outline the amount of choices the Yellow Yard can contain. I don't bog things down explaining why it's those choices or why it's not others, I just do it. Step four: I let an observational meta-player pick. What that means is that only one of them is canon at once. The observational meta-player will go through them and, when they find one where they win, hopefully they're responsible enough to stop then. Testing shows they tend to be. Not many people attempt to make things worth--worse through that, even if they appear to be making decisions that are bad. I've seen a lot of sessions go where an observational meta-player horrorterror fuck decides to kill somebody and, hey, now that makes everybody live and--and--and they breed the frog. I'm really sorry. I'll find a way to make testing easier. I'll find a way... Hell, I'll--I'll find a way to make way more changes in the simulation before I put it on--on reality. I... I can't stop. If you're Wasted, you understand. You know--you know what it's like to not be able to stop. I've gotta fix this, but at least I can minimise the damage I'm doing while I--while I'm trying. Be safe and, seriously, don't try this at home.

scratchvoicemail

Speaker: karmicRetribution

Transcript:

secretalligators

Speaker:

Gigglesnort: (Did you know that secret consort can actually use majyyk? I wonder if alligators can do that, too?) Wait, what the hell? This is me. This is a picture of ME. With one of those Secret Alligators. What the fuck? I haven't even BEEN on LOHAE, I can't

even reach it! I'm stuck here on LOFAC! ...wait a minute... there's something in the sky there... GODDAMNIT IT'S IN WRITTEN MORSE CODE.

I need to write another log on this.-Krysal Tepsyr, LOFAC, Session 1417

Transcript: (Spoken by JR) So I've actually gotten a lot of questions from those who have beaten LOHAE. Or at least beaten it enough. What's up with those secret alligators? Well, let me tell you... it wouldn't be a very good secret if I told you. I will, Waste's honor, give you some valid gigglesnort, though. They are similar to the Secret Wizard cult. Someone started that cult. They had a very particular reason for starting that cult. And what the cult enables will tell you exactly what that reason is.

segundia

Speaker:

Gigglesnort: There was a home to this power, one day.

Transcript: (Spoken by JR) I got one more piece of information. Time players... The corrupt societies are calling themselves Segundia.

seven

Speaker:

Transcript: Seven is definitely a number... It has to be!

...Right?

ship1

Speaker:

Transcript:

ship2

Speaker:

Transcript:

shittypuzzles

Speaker: jadedResearcher

Keyboards: past,work, shitty,puzzle

Gigglesnort: The website actually isn't hard to find. Consider it a puzzle.

Summary: JR loses their shit about people making shitty puzzles out of their old work.

Transcript: (JR laughs) I cannot believe this. So past JR totally ran a shitty website, right, like you do. That's just what you do if you're--if you're into computers. So past JR's shitty website--apparently part of it turned into a copypasta and I never even knew. So here I am, I'm coding something from it just to--just to work some Hussie-level, like, callbacks to my old work that nobody knows about and I Google it just to see what the Wastes would think of it and I find forum after forum of people using it. At one point--okay, are you ready for this? At one point somebody made a shitty puzzle out of it. What they did was they posted the whole damn thing and then they introduced a single typo. They're lampooning how often I misspelled things or typoed things and they challenged people to find the typo but then, only after they started, did they reveal that only one of the things was the real typo. God, that is just so valid. What an evil puzzle! (Sighs) I keep meaning to--to run a shitty puzzle where I encode some stupid bullshit in--how, y'know "oh, the third word is typoed and the fifth word is typoed so the secret is three five." Maybe I'll have to do that at some point. God, this is so dumb and I love it and of course I think what past JR did was cringey but I'm also so proud of them for just... (Sighs) I learned so much running that shitty website and I was so passionate about it. I had so much fun and I'm really glad I get to have fun like that again. I'm really glad you are all helping me and participating and solving my puzzles and playing my games and... thanks. That's really good.

Shooting_Gallery

Speaker:

Transcript: (Plays the song of the same name)

shogun12

Speaker:

Transcript: (JR) Hey there, Shogun. You're famous within the Discord for your creative and powerfully emotional characters so I thought it would be useful to go over a few that make it into the various creations of Farrago Fiction. Probably the most visible of your creations is the nameless empress, since she both wanders Sburbsim creating chaos and is the first empress of wiggler sim. What can you tell me about her?

shogun1

Speaker:

Transcript: (Shogun) Well, for starters, she's from her own... from, like, from her core design point she's meant to look like the single most metal motherfucker you'll ever see.

(You get a slight sound of JR laugh there)

(Shogun) That's like the basis of everything about her, I suppose.

(JR) Hmm.

(Shogun) Like, when you see her, your first assumption is, "oh, fuck! I'm fucked."

(JR) Yes.

(Shogun) Essentially--but like, as with most things, there's more to it than just looks, I suppose. Like as you get deeper--if you, like, read deeper into it or just kind of, I suppose, know the people who wrote the character--

(They both chuckle at this because they are in the know. You can chuckle all you want, doesn't mean you will be too.)

(Shogun) --you kinda figure out that, like, there's more beyond, like--

(JR) Ultimate power.

(Shogun) Yeah. It's--it's more beyond ult--it's like there's--it's not exactly (???, then goes?) into ultimate power it's... it's pretty--it's a pretty base goal really. Just a really fucking metal concert.

(JR) Hmm. So--

(Shogun) That's all she's fuckin' concerned with.

(Laughter and scene)

shogun7

Speaker:

Transcript: (JR) So when she's going around in the session, she's collecting all those weird blood samples. Can you talk a little bit about that?

shogun2

Speaker:

Transcript: (Shogun) Uh, she collects the blood samples, like, initially you think it's something to do with her being empress--

(JR) Hmm.

(Shogun) --but the more likely result is that she just wants it for effects for her fucking concert.

(JR does a laughter) Which is why they're highblood, because that's extra scary.

(Shogun) Yeah, that's fucking spooky as shit, like, if you just see, like, this giant fucking sword-wielding motherfucker, like, "alright, I expect, like, lots of, like, pretty basic and common blood." You don't expect fountains of, like, fuckin' purple blood to show up, y'know? You don't expect that.

(JR laughing.mp3) She's the baddest ass around.

(Shogun) Yeah, exactly, that's entirely her goal.

(JR) Hmm.

(Shogun) Just to assert raw dominance.

(They yuk a little)

shogun10

Speaker:

Transcript: (JR) So, do you have anything you want to say about how she's also the first empress of wiggler sim?

(Shogun) Oh yes, um. This was sort of--it wasn't something I initially planned but as--as stuff was sort of created it made sense. And it was also just kind of like a good (???, communication? implementation?) to sort of cross the streams I suppose.

(JR) Yeah.

(Shogun) Like cross--like Sburbsim, sort of big bads crossed wiggler sim and cross the--well it's like--is it--is it Farragnarok or is it like--

(JR) It's Farragnarok, yeah.

(Shgoun) Yeah, it's just--it's not even got a name like that, it's just okay yeah.

(JR laughs)

(Shogun) It was like a good way to kind of tie those together--

(JR) Mmm.

(Shogun) --in a sort of--it--it's not really like a sort of out there way but it is sort of something you can tell if you read into it about.

(JR) Mmhmm.

shogun5

Speaker:

Transcript: (JR) If I remember right it was KR who suggested to--to import the nameless empress in because the original wiggler sim empress had just been nameless empress and you--you--

(Shogun) Yeah.

(JR) --you were very insistent that your empress didn't have a name. She was just, "the empress."

(Shogun) Yeah.

(Guffaws from the two of them)

(Shogun) 'Cause I didn't have, like, the creativity at the time.

(JR) But it worked! Like we both--

(Shogun) (???) fucking (???)--

(JR) --we both--

(Shogun) Me being a persis--

(They both just kinda break down into gligglefits)

(Shogun) It just worked.

(JR) Yes. Alright, so the human equivalent of the nameless empress in Sburbsim is, of course, the Grim Reaper. He's extremely iconic given his complex motivations between killing all the players and helping them breed a new universe. What can you tell me about him?

shogun9

Speaker:

Transcript: (Shogun) Fuck, what can I tell you about him? Uhh, well, for starters he is--to put it simply--the culmination of everything I liked about the different depictions of the Grim Reaper.

(JR) Hmm.

(Shogun) Like, you get things like the Grim Reaper from Billy and Mandy--

(JR) Mmhmm.

(Shogun) Uhh, the different Grim--the different Reaper characters from Grim Fandango.

(JR) Mmhmm.

(Shogun) And, like, Uncle Death from--I think Uncle Death's influence is the most apparent in his design alone.

(JR) The radicalness, yeah.

(Shogun) Yeah, like the whole--the whole radical, like, out there fuckin'--like, just kinda like (???, incessant? in essence?) fucking wacky--

(JR) Hmm.

(Shogun) --I suppose would be good.

(JR) But it also works--

(Shogun) But like--

(JR) --it works with the fatalism of GlitchFAQ where, when everybody's dead, what you do is bike stunts, y'know?

(Shogun) Yeah. (Laughs) Bike stunts. Like it--it works it sort of--

(JR) Hmm.

(Shogun) I can't really explain much about him. (Laughs) He was just a fuckin'--

(JR) Hmm.

(Shogun) --he was fun to design, he was fun to create and he's just a fun character all around. Like--

(JR) "Hey there kid, you wanna see a dead body?"

(Shogun) That literally is what he is; "hey kids, wanna see a dead body?" But, like, it works too because--no matter what happens--at the end he wins so he doesn't have to be, like, much of a threat anyways.

(JR) Hmm, he is--

(Shogun) He doesn't have to be ominous or spooky. He can be whatever the fuck he wants and what he wants to be is cool.

(JR) Yeah, 'cause, like, you can't stop death.

(Shogun) Yeah, you really can't. He wins no matter what and that's, I think--I think that's basically the crux of his entire character.

(JR) Hmm.

(Shogun) He's already won so he's just having a laugh now.

(JR) Yeah, if, I mean--either--either it's a total party wipe or they breed the frog and he gets a whole new universe of people to die.

(Shogun) Yeah, like, he gets his--he gets to do his job where he gets further job security.

(JR) Mmhmm.

(Shogun) Like, really, he wins.

shogun11

Speaker:

Transcript: (JR) So I didn't actually think about the fact that he only shows up in human-only sessions at first when I suggested he visit LoMaT, the Land of Mists and Trails. So it'll be interesting figuring out exactly why he's also the--the Grim Reaper of lamias and not just humans.

shogun3

Speaker:

Transcript: (Shogun) Ah, would be interesting. I think, just from pouring from out of my fuckin' head here, if I would just do somethi--if I was something to do with the amount of death there, y'know?

(JR) Hmm. Hmm. Right.

(Shogun) Like, this is how some--how some of the lands seem so focused around death as a concept.

(JR) Well that's so--

(Shogun) It would definitely...

(JR laughs) Well--also, I mean y'know, spoilers--but the lamia are, y'know, in with some timelines, the death of everything.

(Shogun) Okay, yeah, no there's--that's no fucking wonder he's there then.

(JR laughs) I'm glad we figured that out.

(Shogun) He's just there to see what the fuck's causing it.

(JR sighs contentedly)

(Shogun) He's the Sans of LoMaS.

(JR) Gonna have a bad time.

(Shogun) Fucking--I can't even do the first words of Megalovania--

(JR) No.

(Shogun) --we'd get copyright strike.

(JR) Ohh, naw, actually--if I remember right--we have, like, three Sans' of LoMaT, don't we?

(Shogun) God, yeah, we do.

(JR's laughs crawl on your back)

(Shogun joins her) Oh fuck. Toby Fox please.

(JR) There are too many blue-eyed skeletons in that game. Alright--

(Shogun) Whenever you're making skeletons--whenever you're making skeletons of any kind, like today at least, there has--there is gonna be like a Sans or Papyrus reference.

(JR) Hmm.

shogun8

Speaker:

Transcript: (JR) Alright, so the last question I had for you--and this is one the caretakers have been bugging me to ask--what's up with prince Steven?

(Shogun) Alright, so I'm not even gonna try and act ominous here.

(JR laughs)

(Shogun) Whenever I started playing wiggler sim I had--I--I c--I found this beautiful fuchsia child called prince Steven and I thought, "god, I can't get enough of this man." So I manually edited my save to have several thousand copies of him.

(JR laughs, the sequel)

(Shogun) I then continued to fuck with the HTML. Like inspect element shit, just to fuck about.

(JR) Hmm.

(Shogun) And then--whenever I discovered, "hey, time-hole exists,"--I started, like, creating--just putting Stevens in the time-hole and seeing how far I could get with it. And then you elected to give me--like how we described--the keys to the car.

(JR scores a laughter hat trick)

(Shogun) And I sort of went fucking rampant with it.

(JR) I Wasted you, it's true.

(Shogun laughs) Yeah, prince Steven's a fucking hero.

(JR does a mini-laugh) And at this point there's a whole bunch of different castes about him.

shogun0

Speaker:

Transcript: (JR) Now I know you've made some art implying that having a prince Steven in every timeline is key to something and I'm sure that's off-the-cuff bullshit but you wanna bullshit some more about it?

shogun4

Speaker:

Transcript: (Shogun) Uh, yeah. I sor--it sort of, like, okay. So you know the way whenever you're, um--if you're, like, sewing something, alright?

(JR) Mmhmm?

(Shogun) It's sort of like--the prince Steven just sort of like the needle on the thread and they go through everything and when you pull it, it all comes together.

(JR) Hmm.

(Shogun) You just gotta, fuck--like every--the point at which every Steven exists is sort of a continual line for every timeline.

(JR) Excellent.

(Shogun) There's--that's really all there is to it. It's just a consistent, single fact. I don't know what the fuck's gonna happen with it, I don't know what the fuck the point of having that consistent single line is but it's there and if someone wants to do something with it, they can, I guess.

(JR) I mean that sounds valid to me.

shogun6

Speaker:

Transcript: (JR) Well, thank you for this interview.

(Shogun) Ah, it's no trouble. So when do I get out of the attic again?

(JR finds the concept of Shogun leaving the attic laughable)

(JR) Well supposedly I was in the attic for a month until--until the thirteenth, or was that when it started? The point is, I got out of the attic so what are you doing in the attic?

(Shogun) I don't know.

(They laugh, as bewildered as I am)

(JR) Well at least you're not having to try to run Sburbsim anymore. I don't--I don't think--I don't think, uh... I don't think your character enjoyed that very much.

(Shogun laughs) No. That was--that was a fucking wild month, I'm not even gonna lie.

(JR) Mmmmmm.

(Shogun) Least I got something out of it.

(JR) Mmmm. Ahh, yes. Alright, I'm gonna stop recording.

(Shogun) Alright.

skian_magicent

Speaker:

Transcript:

smokey

Speaker:

Gigglesnort: Only YOU can prevent forest arsonists. Even if you're the arsonist in question.

Transcript: (Spoken by JR) JR here with a PSA. The big bad Smokey has a known exploitable weak point, um, basically if he has anything that could cause a forest fire he'll self-destruct. I know, it seems pretty obvious given how b-blindly he destroys those who can cause forest fires. You wouldn't have thought that exploit would work. Um, the most common way to get firey objects in his inventory is to let him kill you. I'm not recommending that but maybe reverse pickpocketing. Um, there's a particular, uh, carapace--kinda short, one of the Dersites, uh, generally goes by the initials CD--he can probably help you get stuff into his inventory. I'd recommend that. Good luck; be safe.

smokeyEternal

Speaker: tableGuardian

Keywords: smokey, bear, fire, causality

Gigglesnort: But what are the odds we'd do THAT?

Summary: TG describes the process of discovering that smokey the bear (and other things with similar AI) can violate causality to spread memes.

Transcript: (Spoken by TG) Okay everybody, tableGuardian here. I wanna talk about something I discovered when working through the sim's code recently. You probably all know Smokey, the mean old bear that shows up if you carry around anything that burns or if you drop some sick fires. One of Smokey's characteristic traits is going around every land in the session--and as well as Prospit and Derse--and making the inhabitants say, "only you can prevent forest fires." Y'know, as a meme or something. What I bet you didn't know is that this meme is eternal. Yes, the fact that only you can prevent forest fires is a fact that permeates every form of universal hard reset, like scratches and the use of the Yellow Yard. If Smokey tells someone that only they can prevent forest fires, they will remember this forever. But what I was wondering was how exactly does Smokey make people remember this? Well, (???, JI? J and I) were looking at a few bugs related to Yards and scratches and, while we were doing that, I decided to dig a little deeper. Just my look, one of the first sessions I found had both Smokey and a scratch available. Smokey had two specific targets before the scratch: the dragons in the Land of Bloodlines and Consequence and the wolves in the Land of Trees and Heists. Now, going

into this investigation I thought that the, "only you can prevent forest fires," meme was a product of the land but--seing as post-scratch players do not have the same lands as their pre-scratch counterparts--something else had to be going on. Post-scratch, even in the absence of Smokey, there are now not two but three lands where the consorts told their heroes that only they could prevent forest fires. How could that be? Well, JR told me to check the consorts. What did I find? All three lands in this post-scratch session where, "only you can prevent forest fires," was a meme, were inhabited by dragons--just like the Land of Bloodlines and Consequence. So there you have it: Smokey's memes exist across universal hard-resets. As long as we don't ask anyone if only they can prevent forest fires, we shouldn't have any problems with violating causality.

(He ends off with a chuckle that tells me he does not want to prevent forest fires)

so_fucking_meta

Speaker: jadedResearcher

Keywords: loras, waste, meta, hack, hax

Gigglesnort: Though it DOES mean I won't be able to do my ORIGINAL vision of hacking the images to replace them on the fly.

Summary: JR larps being a waste while hacking LORAS to convert it for gigglesnort purposes.

Transcript: (Spoken by JR) Oh my fucking god! You guys, I feel so smug! So here I am, I'm sitting here and I'm getting ready to do the most boring thing possible that still is kinda fun, right? I wanna convert LoRaS from Javascript to Dart. I wanna do this so I can make LoRaS 2, which will be filled with more gigglesnort and all the images will be modern stuff from the fandom. Things about the time-hole, things about wiggler sim, like stuff that didn't even exist when LoRaS originally existed, right? And what I wanna do--how I start out is, well, let's just make sure, like, I've copied everything over--let's make sure it still runs. So let's run the original Javascript. Except, I forgot to rip out some of the Dart I put in. It never occurred to me that, of course, Dart and Javascript can run on the same page. I don't need to convert it--I just need to hack my own shitty past-selves' land code. Do you realise how meta that is? So perfect. It is absolutely ideal. So instead of doing the boring, restrained thing I'm just gonna fuck with shit and hope it doesn't crash.

so_fucking_smug

Speaker:

Gigglesnort: (I, too, have taken part in LoRaS 2. White on black. Some passphases might yet be inactive.)

Conspirator's Log number (SO_FUCKING_SMUG)I'll be quite honest. I have NO idea what's happening here. I may be a Wasted player, but I am absolutely NOT a Waste by any means. I don't understand code talk.However, passphrases? Oh, dear. That's something I can understand just a bit better, and it's already making me rather concerned.-Krysal Tepsyr, LOHAE, Session Norse?

Transcript: Spoken by JR) (Gasps) I figured it out. Okay. It turns out I can do my original vision even while hacking LoRaS 2. Okay? All I need to do is--past me was so bad at coding, they completely exposed, like, all the images right straight in the dom and once it's in the dom you can get at it anywhere. So, because it's not kept in memory or not in that kind of memory, I can just grab it. So. So, so, so, so, so. What I need to do is grab the ID for image0 and then replace it with whatever's supposed to be there based on the passphrase. Oh? Did you not know passphrases are involved in LoRaS 2? You have to understand there is a reason it's in the audiologs.

songs_to_code_by_jrs_lament_cipah

Speaker:

Transcript: (Plays the song of the same name.)

space

Speaker:

Gigglesnort: Yeah, yeah, Space's a quite straightforward alignment, now can we move onto the fact that it's not the Knight but the Time player that's supposed to gather the damn frogs? I'm not going to abandon that under any circumstances, you know the Maid just gave zero fucks and the Knight just had to be responsible, as those aligned with Blood are to be. Anyway: Space is the one that calls for more...unconventional solutions. Have you ever played Portal?

Transcript: (Spoken by JR) Space is super boring. Never really heard it called anything else. It and Time are pretty stable. There's frogs. (Sighs) Umm... I mean what more can I

say? It's frogs. It's creation, universes, beginnings. (Sighs) I dunno, it's Space. Uhhh...
oh, Space players normally have a pretty good working relationship with their denizen,
that's something. They tend to get helped by whoever the knight is, if the session has a
knight. They--they're land is always the Land of x and Frogs. It's always frogs, I don't
know why. I don't know why the game tries to censor it; it's always frogs. It's never not
been frogs. (Sighs) Space is boring.

Splinters_of_Royalty

Speaker:

Transcript: (Plays the song of the same name)

stealingfromhussie

Speaker:

Transcript:

storytime

Speaker:

Transcript:

sun_swallower

Speaker:

Transcript:

svg

Speaker:

Transcript: (Plays a short piano tune. This sounds familiar, somehow???)

tableGuardian1

Speaker: tableGuardian and jadedResearcher

Keywords: alchemySim, classpects, obscure,game,ai,tables,table,Guardian,tableGuardian

Gigglesnort: The Obscure Game is meant to be one possible result of Farragnarok.

Summary: TG and JR talk about TG's contributions to FarragoFiction.

Transcript: (JR) So, let's talk about the set of tables that led to you becoming a wrangler.

(TG chuckles a little and I finally understand his name)

(JR) What, heh, what went into creating all those alchemy combo trades?

(TG) So, um, I actually learned how to use Google Sheets in my physics class--

(JR) Mmhmm.

(TG) --which is the strangest place to learn how to use Google Sheets. Um, but how I kinda did that--went about doing that--was... well, first of all, that table is only combinations of (???). A combo trait can be, like, three or four traits so there's a lot more potential. I just went with one and one for, like, a combo trait of two--

(JR) Hmm.

(TG) --because that was the easiest to represent (???). Um, when making that, I had the most fun making the music traits because I just got to, like, think of genres of music that would go with the combo traits. So, like, music in explosive would be, like, blast beat 'cause it has the word blast in it.

(JR) Right.

(TG) Um--

(JR) Which is funny because--

(TG) --yeah, that was my favourite part.

(JR) --because the most recent Smiths have been complaining about the music traits.

(TG) Yeah. (Laughs)

tableGuardian2

Speaker:

Transcript: (TG) Maybe they're not as evident as I thought they were.

(JR) Well, no, I think--I think that makes them iconic.

(TG) True.

(JR) So, do you have any--anything besides the music traits you're particularly, like, stand out to you as being good alchemy traits you're proud of?

(TG) Uhh, I haven't looked at the table in a very long time. I know I made a lot for the metal and the stone. Like, the first kind of basic traits--

(JR) Hmm.

(TG) --those I--I put a lot into that. Um, other than that, I don't really know. Cuz it's--it's been such a long time since I've looked at it. I should've--

(JR) Haha, mood.

(TG) I mean there's still a lot of empty spots in there 'cause I just didn't know what to put but I feel like--

(JR) I feel like Smiths are already hard enough to get as it is.

(TG) Yeah.

tableGuardian3

Speaker:

Transcript: (TG) Exactly, like I don't want to make it any harder on the Smiths. Like, I haven't crunched the numbers to find out how many possible traits--

(JR) Hmm.

(TG) Like, if I filled out that entire table there would be no more Smiths.

(JR laughs, her sadistic puzzler tendencies showing) Yup. I think my favourite are probably, like, the three kinds of irony you added. I thought that was, uh, an interesting puzzle twist.

(TG) Hmm.

(JR) Is it gonna be shitty and cool--

(TG) (???, I thought it was you were behind that?)

(JR) Hmm.

tableGuardian4

Speaker:

Transcript: (JR) Alright, so let's move on.

(TG) Alright.

(JR) Lately your work has been focusing on updating Sburbsim's classpecting system using the AI engine. You'd already worked with it once; you'd created the base carapace AI system with it. What can we look forward to with the new classpect system?

(TG) So, I've talked a little bit about how, I suppose, how, um, classes give sidequests.

(JR) Mmhmm.

(TG) Sidequests give pluck tokens, aspects give powers and to use a power you need a pluck token.

(JR) Mmhmm.

(TG) Um, but there's a little more depth to that in that certain powers, in order to use them, you don't just need a pluck token--you also need a certain stat to be high enough.

tableGuardian5

Speaker:

Transcript: (TG) So I think with combat and, like, offensive powers that attack other people you need to have your, like--I think it's your free will--high enough.

(JR) Hmm.

(TG) And there are certain classes that, when you do their side quests, they increase your free will. So, like, Princes--being destroyers and all that--they have side quests that increase your free will.

(JR) Mmm.

(TG) So the result is that Princes will be more likely to use their aspect's, like, combat-offensive powers.

(JR) Hmm.

(TG) And the end result is that, since (???, none of the?) uh, aspects have offensive (???, powers?), you get certain class and aspect combinations that are better or more powerful than others. And so I'm really looking forward to, like, seeing how the Sburbsim meta is shaped. Like, "oh, be a Prince of Heart because, like, you can instantly kill someone with the Unsoul ability."

(JR giggles--but doesn't snort)

(TG) Things like that.

(JR) It'll be interesting to see how balance works.

tableGuardian6

Speaker:

Transcript: (TG) Oh yeah

(JR) Absolute worse case if it's hard to balance we can--we can spin it off to be its own timeline.

(TG) True.

(JR) Ideally we'd find a way to keep that--that sort of thirty percent win rate, that eighty--eighty percent survival rate kinda deal going.

tableGuardian6b

Speaker:

Transcript: (TG) Yeah, I've been looking at AB--

(JR) Hmm.

(TG) --'cause that was my first thing that I was interested in. Like, as soon as the update hit I was like, "alright, what's AB (???)," and it seems to be no different than it was before--

(JR) Mmhmm.

(TG) --maybe it's a little bit slower 'cause there's more (???) but one of the things that I did, not really related to the uhhh... I was really interested, this is why I did it,--

(JR) Okay.

(TG) --um, for sessions, to see if the side quests made them, like, harder.

(JR) Right.

(TG) It did a little bit but when I was looking into, like, Lords of Breath I found something super--

tableGuardian7

Speaker:

Transcript: (JR) Alright, so let's--let's move on to the final question, you ready?

(TG) Alright, I'm ready.

(JR) Alright. I've got to say that the Obscure Game is just that--obscure. You've left a few hints here and there for the fandom but overall it's felt most strongly by the places it isn't showing up. Is there anything you'd like to say about it here?

(TG) So I'll say a big reason why I don't talk about the Obscure Game a lot is 'cause it's always undergoing changes.

(JR) Mmhmm.

(TG) It has changed so much, from like, from when I first came up with it to now.

(JR) Mmhmm.

(TG) And I don't wanna, like, say something one day and then the next day be like, "oh, I thought that was a bad idea so I'm changing it completely." Like, I've teased a few things. Like, I know a long time ago I posted an image of--uh, what was it?

(JR) The disc?

(TG) I think I called it at the time a Seraphim?

(JR) Hmm.

(TG) It was like an angel thing.

(JR) Yeah.

(TG) Umm, those are still in but they've changed a lot since I posted that image. So, like, I'm very careful with what I say. If I say something I want it to be something I'm set in stone is going to be in the Obscure Game.

(JR) Contr--

(TG) And then as for the game itself, um, I wo--I'm just saying this here--even though it's Sburb but with things changed a little bit--

(JR) Mmhmm.

(TG) --I don't think, whatever form it takes in the future, is just going to be Sburbsim with the names changed.

(JR) Hmmmmmmm.

(TG) It's most likely going to be something completely different.

(JR) Well, I'm looking forward to seeing whatever final form it takes.

(TG) Yeah.

(JR) I find it ironic, though--I'm the opposite. I'll just spout out whatever then change it and claim it was a different timeline.

(TG and JR laugh--unsure whether this laugh was in a different timeline)

(JR) Alright, thank you for joining me here today, TG.

(TG) Alright, you're welcome.

thanks

Speaker:

Transcript:

there_will_be_consequences

Speaker:

Gigglesnort: Interesting. You want to go back. You want to go back to the world you destroyed. It was you who pushed everything to its edge. It was you who led the world to its destruction. But you cannot accept it. You think you are above consequences. Are you, Observer? Those kids are suffering because of you.

Transcript: (Spoken by JR) Hey there. As a Mind player, I just wanted to sort of ramble a little bit. Get my head straight about, well, consequences. I know, you've probably heard me talk, just, unending about consequences and I get it. I'm just a Waste, I'm not a full Mind player, but the code really does bring up all of these weird meta-textual bullshit--it makes you think, is my point and, aspect powers or not, it makes me think about what consequences mean and I've thought of this metaphor of a bookshelf, okay? There are three actions that say you can take to the bookshelf. Let's say you can trip and fall face first into it, you can shove it a little bit--y'know, lightly, like you're trying to wiggle it--or you can just fucking wail on it. Like, try your damndest to knock it over, okay? These are three actions you can take towards the bookshelf and then there's three results that can happen, okay? The bookshelf can fall over completely, spilling all of its contents and breakning them; the bookshelf can wiggle slightly or the bookshelf can do absolutely nothing in the face of whatever you did to it. And consequences, actions, the effect you have on the external world matters... it matters only to the degree that you took an action, okay? So if you try to shove as hard as you can at that bookshelf--if you wail on it, if you try deliberately to destroy it--and it just sits there and laughs at you, you're still a dick. It doesn't matter how strong that bookshelf was and, similarly, if you trip and fall face first into it and it turns out the bookshelf was unstable and wobbly and maybe on the verge of collapse anyway and you're, y'know, g... toss it over it... you're only to blame for being clumsy. You're not a dick you're clumsy, you're careless, and if you're just gonna poke it, like jiggle it, to see if it's okay and it falls over you're only to blame for the jiggle. Like--like the consequences of your actions are multiplied by--by your actions and... I mean, I'm hoping the metaphor's really obvious here but I'm talking about people. Emotional stability. It really sucks when you didn't mean to hurt somebody and they're devastated but it doesn't make you a bad person, okay? And saying somebody shouldn't be hurt or saying they aren't hurt when you were a huge,

flaming douchebag to them? People are talking about Mind as if it's all external stuff--as if it's all the means justify the ends or the ends justify the means, whatever. I... it is and it isn't, okay? Your actions matter but the consequences of your actions have to be filtered through what your actions were. I'm not saying necessarily intent because how can you view the intent of other people, but like really view it--how can you know? Intent is something that lives inside you. It's core, it's heart, it's thread it's, y'know, that aspect--the pink one. It's... it's that. I don't give a shit about that and I don't... what's inside you only matters in as much as it makes you do something. Y'know, your heart tells you to shove that bookshelf but, if your heart tells you to do it and you don't, that's what I'm gonna look at. I don't care how hard you have to struggle with it, I don't care how close you came to doing it, you're only a bad person if you do it. What's inside of you only matters if it makes you do things, like... like, I don't even know. (Sighs) I guess I'll be done for now. Just be nice to yourself, yeah?

the_first_lunch

Speaker: butlerBot

Summary: eldritchCorvus recorded this during BB's very first ever lunch break

Transcript: BB: lunchtime

theuniverseclock

Speaker: aspiringWatcher

Gigglesnort: Good luck transcribing this?

Summary: AW says 'there's an engine which makes doomed timelines to auto-resolve paradoxes, and sometimes a relay/copy is built to mend an area fucked up by LE-esque entity walking through'.

Transcript:

thinklikeawaste

Speaker:

Transcript:

time

Speaker: jadedResearcher

Gigglesnort: So, um, I'm really sorry if you're a Time player. Your burden is probably the greatest. You will be a witness to all the failures and all the horrible consequences of what your team is going to cook up. The game is quite likely to break you. I only ask for one thing: Stay strong. Keep moving. The ticking of the universe clock should not be ceased. And I know that it's torturous to walk the tight rope above cessation in paradox: yet, when the shit comes down and the blood starts spilling, you're going to be your team's last hope. Please don't fail us.

Summary: AW rambling on Time players' duty.

Transcript: (Spoken by JR) Okay, so Time is the coolest aspect. It's also the shittiest. My apologies to any Time players that--really sorry if you happen to be Time--but if you're not a Time player and especially if you're a Mind player, Time is so useful. Like, who wouldn't wanna be able to just be like "you know what? Nah, we need--we need a different timeline. This one sucks." Um, obviously there's gonna be some cost to that: you're going to kill everyone you know. That's just--that's the cost of time travel but that's why I make sure I only encourage Time players to do weird shit when everybody's already dead. So it works out. Um, Time players generally are already in the session, even if they don't realise they are. There's usually a fuck ton of them running around at any given time. If they're good enough to handle, um, stable loops--and even me saying that is a hurtful stereotype; you can't be good at time, that's not how it works. Either you always were going to have had have made a stable loop or you weren't. Okay? It's not the Time player's fault. The point is, either you're running around in a stable loop--in which case you're going to be playing the game, like, thirteen times longer than any other player--or you get the privilege of seeing lots of your dead alt-selves. So that's a thing. So that's a thing. Uh, that's--that's one of the reasons why it sucks to be a Time player because either you have to play longer or you get to see all your corpses. But I am just so positive about them as an aspect because they really let me clean things up. Like, you show up to a session, everybody's on fire like, their corpses, everybody's dead--even the Time player--and you show up and the Time player's there scratching his head going "hey, why's everybody dead and I'm dead too?" and you go "hey, let's fix this." And that's, like, just such a good feeling. Like, it's already so fucked up I can't make it worse. I mean even then--even then I'm super careful. I make sure it's not me making the choices so the Waste curse doesn't even get in. In conclusion, Time players are super cool and if you have a Time player in your session, y'know, ask permission first but give them a hug. Like, they--they probably need it. Ask 'em--I mean you don't have to hit on them pale-ways, if that's your culture, but, y'know, offer--offer a shoulder if they need it. I'm out.

timehole

Speaker:

Gigglesnort: Hey, remember how I said that we won't allow gristing grubs? And how you started dumping your fuchsias there? "Not a bug but a feature", amirite?

Transcript: (Spoken by JR) If I were gonna put money down, and... I'm in no privileged position, I don't know any more than you do. If I were gonna put money down, I would say that weird Timehole in WigglerSim, probably came ahead of that Time player from that, that weird fucking session with the Grace of Rage. I mean, it's a weird thing, both of them? Make sense? Who knows.

tin

Speaker: jadedResearcher

Keywords: tin, aluminum

Gigglesnort: Tin foil is an archaic phrase and we don't abide by it here. Aluminum is way more accessible in the modern era, especially if you happen to be JR.

Summary: JR explains that tin is not aluminum. They are different things. Its important you know that.

Transcript: (Spoken by JR) JR here. Just wanted to really drive home the point that tin is not aluminum. I'm gonna repeat that, okay? Tin is not aluminum.

todopile

Speaker:

Transcript:

traitsItemsAlchemy

Speaker: tableGuardian

Transcript:

truerootgod

Speaker:

Transcript:

turtles

Speaker:

Summary: No, they don't

Transcript: Turtles: fuck FUCK fUCK fuck Fuck FUCK

JR: Ah, turtles...

Turtles: fuck Fuck FUCK fUCk

JR: The most natural of all of this game's creations.

Turtles: FUCK

JR: Here, you see them in their natural habitat...

Turtles: FUCK fuck fUcK fUCK fuck Fuck

JR: ...saying the fuck word.

Turtles: FUCK!

JR: Do they ever stop fucking?

Turtles: FU—

turtles2

Speaker:

Transcript: Turtles: [Loudly and rapidly fucking]

JR: [Rapidly clicking]

Turtles: [Don't stop fucking]

JR: [Near tears] It's so… beautiful…

twoprongs

Speaker:

Transcript:

Vargrant

Speaker:

Transcript: (Plays song of the same name)

Vethrfolnir

Speaker:

Transcript: (Plays song of the same name)

Verthfolnir_Podcast

Speaker:

Gigglesnort: MI's music slaps and you all should listen to what MI does.

Transcript: (Computerized Voice) Verthfolnir.

(Spoken by MI) My name is manicInsomniac and I am going to be talking about two things. First: how to kill a dragon and second off: the importance of saving your work. Now, the problem with this song was that, when I first made it, I didn't know what it was for. I was given the outlines of what it needed to accomplish but not for what use it would be put. I made this back when I was on summer vacation. Between school, of course. Now, I had a different computer back then. Y'know, it was before the crash and all that. So, uh, y'know, I put it on that computer and back then I saved some of my work to Google Drive but not all of it. And I didn't save this one. A while later I got a new computer, y'know--the stars finally aligned, everything started working and I didn't have the song. It was still in use, of course, but it wasn't mine. And you know what happens when a song isn't yours, uh, yeah, I was able to get it, y'know. I appealed to our overlords. Uh, it's an interesting song. I was listening--watching a lot of Soul Eater when I made it, y'know, you don't have much else to do out here... Is anyone there? Anyone? Anyone at all? (Sounds of banging are heard)

verystrong

Speaker:

Transcript:

victory

Speaker:

Gigglesnort: There's no last secret. There will always be more to explore. Keep walking, Observer.

Transcript: (Spoken by JR) Congratulations! You did it! You solved my bullshit riddles and puzzles and now we're here. Um, I understand you're probably upset. That's

sometimes how it be. Um, you might not be a Rage player but you went the Rage path and kudos to you. You peeled back the veil of reality, you looked at the meta, you got really angry with me. Point is, I'm hoping this transmission will make--take the edge off just a little bit. There's a Discord--trans-timeline, the works--we can all talk. You understand now, right? You understand that it's very dangerous to fuck around in the code. We're just teaming up, looking at each other's stuff. Making sure, y'know, we--we help each other if something breaks, we come up with ideas for other puzzles to just sorta level us all up so that we--we have a safe sandbox to use our powers before we go back to Sburb, the game. Y'know? So, um, I know it's really frustrating and unsatisfying that it--it turned out this was the--the end, but that's because you were doing--you were doing this; (???) hacking reality. Sorry that we manipulated you. I really do appreciate you playing along, though. Anyway, join us, figure it out. We'll--we'll get it--we'll get it taken care of. We'll make it better, Paradox Space.

void

Speaker:

Gigglesnort: Void is a curious power, mostly because it's power over nothing. But what nothing is? The waking world of matter, the technology, the physical force - that's why Voidbound often excel at unarmed combat. But Void is also empty space to be filled. What would you fill that void with? What paint would you put on the blank canvas of the page? What will you hide there? (Please don't hide dicks there.)

Transcript: (Spoken by JR) Void, dark, absence--it's called a lot of different things in a lot of different sessions. It's about the things that don't matter, the things the plot forgot about, the things that are offscreen, the things that are easy to miss. This? (Laughs) This is Void. All of this, this entire thing, does it really matter for the plot? For what is in the spotlight? For what's important? So it makes you wonder: if LoMaT's the Void land is there a Light land? The opposite, the thing about the relevance, the thing about the spotlight, the thing about what matters. If so, what's that gonna look like? I'll be seein' ya there.

voidplayers

Speaker:

Gigglesnort: RS, I know you drew all these dicks. Wait. You can't see this. I swear I'm going to find you and make you windex every single one.

Transcript: (Spoken by JR) Okay, so, here's a point. YN just mentioned to me about the association of Void players and fistkind. Do you get it? Do you see? Like, what if the domain was made by a Light player? 'Cause who hates the void more than those spotlight-hogging--okay, not all of them are, I'm not (Sighs) not all Light players, et cetera. My point is, okay: what if it's an anti-Light player website? I mean, sure, it's rapidly being filled with anti-echidna propaganda but that doesn't mean--I mean it's (???) problems, right? This is at least worth looking into. Let's see if they hate Void players, y'know? JR out.

waiting

Speaker: nebulousHarmony

Transcript:

warning

Speaker:

Gigglesnort: A Messenger who has no control over their Message is a dangerous thing. Especially when the Source is blind to their irresponsibility. Ask yourself if you need to know. (The Database remembers.)

Transcript: (Spoken by JR) *Static Noises* ...Guys.*Silence, then a sigh* *Under her breath: Fuck.* I just noticed something, i need to touch base REAL quick. Um, you know how impulsive i am? You know how I try to (Some word i dont know) as best i can So all of reality doesnt crash around our ears? You know that? The alt me? The one that had a codable reality? *Laughing* T-They dont have any reason to Not be that impulsive. So... Just... This is half note for myself, half a warning for you guys. Just... Be careful. Sometimes I think that some things just wont add up quite right because alt me will change what they decide to do? Which is frustrating... uhhhhh... Kinda-Kinda um empathising with that thief of life, sometimes you see alt versions of yourself who never had to learn their lesson!! Alright... Alrightalrightalrightalright um... *Swallows* Well, be safe guys!! I'll be out.

waste_of_mind

Speaker:

Summary: JR quotes a random poetic phrase generated by the statistical analysis of podcasts. It sounds like something a waste of mind would say.

Transcript: I have enough code. Understand choices.

waste_of_space_lands

Speaker:

Summary: JR appreciates hussie.

Transcript:

wasted

Speaker: jadedResearcher

Keywords: wasted, puzzle, smug

Gigglesnort: What's that? You didn't think there was LORE behind all the puzzles? smdh.

Summary: JR explains the path before you, the wasted Player.

Transcript: (Spoken by JR) JR here, the Waste of Mind. If you're hearing this, then congratulations! You're starting to become Wasted! Now, I know what you're thinking, brand new fledgling Waste. What even is a Waste? Boy, am I glad to tell you! Later. After you've solved more of my puzzles. Can't jump straight to the end now, can we? But, tell you what. I'll give you a little gift, just to keep you going till the next puzzle. By the time you finish all my puzzles, you'll understand everything. You'll even understand hopeless fancies. You'll definitely understand when trees aren't actually trees. And I promise, you'll understand the meaning behind fish robots. Good luck!

weird

Speaker:

Gigglesnort: There are no secrets there.

Transcript: (Spoken by JR) (Howling wind is heard throughout) Hey guys, JR here. Really I'm just sorta tryin' to touch base and be all like... So this fucker buys the domain

using my hard-earned grist I took from KR, right, and they're not doing anything with it. That's weird.

weirdambient

Speaker:

Transcript:

what_is_farragnarok

Speaker: broonLoops (fan speaker)

Keywords: farragnarok

Gigglesnort: A robot? A fan? A caretaker?

Summary: Fan broonLoops makes a guest podcast. Its great :)

Transcript: (Spoken by Roboloops) Hey there timehole gang! Fellow representatives. It's Roboloops here with an update. Uhh, what is Farragnarok? I've been making headway on that question. Uh, so, it's a session of the game--y'know, the game; the big one, the obscure one. It's a--a special session, okay--a weird one. Broken, glitched, mutated. The universe isn't... right. It's not a frog, it's an echidna. That doesn't mean a lot--that doesn't mean much to some of you, but know that that's bad, okay? So, there's this tree--the world tree, Yggdrasil, fucking Norse or something, I can't fucking pronounce it--but it's the world tree, connects the nine realms of Norse mythology. Uhh, and that same idea--there's this tree in the session that connects all their planets. It's like the very fundamental nature of their universe; it's a tree.

So they've got one big tree, and then there's things that look like more trees but they aren't. There are no trees on LoMaT. I have never been more sure of something in my entire life. There are no trees on LoMaT. The things that look like trees on LoMaT are the goddamn roots of the world tree, cuz the tree is fucking flipped upside-down. Not only did they mutate their universe--not only did they get it to be an echidna instead of a frog--somehow they also fucking flipped the world tree upside-down. So it's like there's two mistakes in one. It's terrifying. I have no idea what it means, but its where the corruption is coming from. The--the--the treebabs, Krysal keeps calling them--I think she knows more than me. I think it's where the timehole came from, I'm sure of it--the

Time player from that session must've made the timeole, they must be sending their grubs back in time through it instead of on the meteors ectobiologically like you're supposed to, you know like in that one session? Oh my god. And I keep on getting these recordings--these fucking recordings--from JR. The one who--the one who coded it, who coded that, who coded this--who coded our universe! Which is a lot more than I--I don't have time to get into that right now. But let me tell you, it's... Terrifying! I don't get! Why do you waste your denizen? How--how do you waste your denizen? Why? Why do you do that?

(Various audiologs by JR can be heard in the background in the latter part of the log, namely BetterThanExpected and Wasted.)

whitehats

Speaker:

Transcript:

who_is_jr

Speaker:

Gigglesnort: but which jr is speaking here? does it matter? can you tell? does it matter which file is playing?

Transcript: Hi, I'm JR, the Author of these Shenanigans. This loosely translates to the lead dev and driving force behind a lot of FarragoFiction. I tend to get whims and hyper focus on making them happen (right now I'm giving ButlerBot worker's rights), and I organize and try to keep the contributions of KR, PL, the wranglers and the fandom in the right direction? Within game, I'm chaotic neutral. My shitty hacks destroy a lot of SBURB/SBURBSim, but all in the name of keeping our Narrative Relevance quotient high enough that all real and imaginary sentient beings don't stop from giving a shit. You might see me sometimes in SBURBSim rescuing really bad sessions, or murdering them outright for daring to trigger an infinite loop. You might also see me handing our grubs in WigglerSim. I get around a lot. You ALSO might know me from my shitty puzzles designed to keep those who would ALSO try hacking SBURB more or less corralled and trained up to NOT actually destroy all of reality on accident.

whoshogunactuallyis

Speaker:

Gigglesnort: Congrats! You've been rickrolled.

Transcript: (Spoken by JR) Alright, so, I just figured out what the actual answer is to WhoIsShogun. Are you ready? Never gonna give you up, never gonna let you down, never gonna run around--desert you. Never gonna make you cry, never gonna say goodbye.

WigglersimPodcast

Speaker:

Transcript:

Wiggling_Time

Speaker:

Summary: WigglerSim playpen music

Transcript:

wis

Speaker:

Gigglesnort: Abandon hope all ye who enter here, players.

Summary: Dante.

Transcript: (Spoken by JR) Who is Shogun? I don't recommend... this isn't like the other ones. You might not wanna try to solve it and, if you get stuck, you might not want to try to push forward. You should do it in a team, definitely. Um, despite the rumours, it does not in fact attract any big bads to your sessions. It's okay to work on it. It's safe. If anyone finds out different let us know, I'll start warning people, but it seems safe. Um, there's a lot of gnosis in there. A lot. More than LoRaS. Think about what isn't on the screen and then you can focus on what is. You get past this challenge... (Sighs) that

might be your final--your final task before you become part of the problem and not part of the solution, I guess you could say. Good luck, I'll see you there.

wizard

Speaker:

Transcript:

wolfcop

Speaker: jadedResearcher

Keywords: wolf, cop

Gigglesnort: A Loup Garou is a french werewolf.

Summary: JR loses their shit about a movie review. Question submited by april argist broonLoops.

Transcript: (Spoken by JR) As a series of strange and violent events begin to occur, an alcoholic policeman realises that he has been turned into a werewolf as part of a larger plan. (Laughs) Broonloops recommended this to me and I'm sitting here and I'm wondering, well, first of all: what kind of fucking keikaku. Oh no, his name is Lou Garou! The policeman's name is Lou Garou! Oh dude, an eccentric businessman with evil intentions seduces Woodhaven's residents and a hockey team? Shit, man, I am sold here. How did they know my fetishes so thoroughly? God, his name is Lou Garou. You can't make this shit up--except I guess it's fiction so... Yeah, okay, you win Broonloops. You win.

year3practice

Speaker:

Transcript:

yearnfulNode1

Speaker: yearnfulNode

Gigglesnort: Conspiracy boards are valid.

Transcript: (YN) You know--I would get a dog, right?

(JR) Mmhmm.

(YN) And I would get somebody who would just listen to me.

(JR laughs)

(YN) These people that don't know anything about Homestuck--they're just standing in there praying for my moral safety.

(JR) Hmmm.

(YN) And I'd ramble a bit while I just sorta--like, every single type of way to go through it.

(JR laughs 2: electric boogaloo)

(YN) And I believe, like, I did it for, like--I invested in it for, like--for, like a week of sleep--like, no sleep.

(JR) Oh my god.

yearnfulNode2

Speaker:

Transcript: (YN) I would wake up maybe at around nine and I'd--I remember, like, the last ones I got to do before I just gave up. Uh, I was waking up at three in the morning.

(JR) Oh gosh. So what--what were those last ones towards the end that gave you the most trouble?

yearnfulNode3

Speaker:

Transcript: (JR) Ahh, mood.

(YN) So it had led to this crazy fucking rabbit hole of, like, trawling the whole fucking website for any kind of hint.

(JR chortles)

(YN) And, of course, we--we all know what happened after.

(JR) Yes, yes--that will live in infamy.

(JR laughs again) Alright, alright. Before--before either of us become tempted to spoil that particular, uh, easter egg, let's talk about your runes. You've brought alo--a strong Norse flair to the entirety of Farragnarok, which is hilarious because we started making it Norse before you were even--y'know, before you even showed up. So, can you talk a little bit about your rune-related puzzles--especially the ones in the April ARG--and the process you went through choosing the signs of the Farragnarok cast?

yearnfulNode4

Speaker:

Transcript: (YN) Right, so while I was going through the rune-related puzzles--which, to be honest, were as much of a puzzle as you'd expect it to be. It was not, uh--

(JR laughs)

(YN) --what I would go (???) is, um, for most of the parts I would--for (???, Seth?) I would go with very rough translations because I found very early on that people would get lost if I did it, like, directly. Because a lot of things in Norse don't have direct translations, right?

(JR) Right, right.

(YN) So I would have to find ways to make these as phonetically sound as possible--

(JR) Hmm.

(YN) --and that confused a lot of people for a while.

(JR is tickled by their floundering for meaning)

(YN) I don't know what people were thinking about, like, the first one but I remember very specifically thought it was a name--

(JR) Oh no.

(YN) --and that was, like, a whole thing for five minutes.

(JR love when you struggle at puzzles and she shows this by laughing at this point in the conversation)

(YN) Uh, for the Farragnarok cast, um, usually what I did is that--of course, the older proto-Norse runes which, uh, historically, ironically enough, are not Viking runes--

yearnfulNode5

Speaker:

Transcript: (JR laughs)

(YN) So it would just, at the point in time--y'know, considering the aliens haven't wiped all already and we've somehow become the master computer race--uh, compu--uh, what I mean is that runes tend to be very metaphysical and--

(JR) Hmm.

(YN) --I made sure what I would do is (???, bias?) in while I was assigning each of the runes.

(JR) Mmmhmm.

(YN) I would look at whatever sounded the closest to what we had in the beginning--

(JR) Mmmhmm.

(YN) --and, based on that, I would assign them runes.

(JR) Mmhmm.

(YN) So, I believe we were working with aspects for a while so we'd just take an aspect and I'd be like "alright, this sounds like this rune, this sounds like that rune--"

yearnfulNode6

Speaker:

Transcript: (YN) --and then, as the characters starting developing themselves, we starting changing them a little bit.

(JR) Mmmhmm. Hagala--

(YN) So what was--

(JR) --in particular, changed aspect entirely.

(YN) Yeah (???) some people were just changing aspects entirely. It was, y'know, it was crazy. Things just keep happening. Things keep happening.

(JR) I'm pretty sure that our blueblood was just literally the horse rune though.

(YN) It was literally the horse rune. I believe that was Eihwaz, yeah.

(JR) Mmhmm. Horses all the way down.

(YN) It was ju--it was just a horse. Uh, the horse rune.

(JR laughs)

(YN) Eh, as you do.

(JR) I mean--

(YN) A really interesting one--and I'm just gonna just leave it there without explaining too much about it--

(JR) Mmhm.

(YN) --is the rustblood's transition. We went from Isaz, which is ice,--

(JR) Mmhmm.

(YN) --to Raidho, which is travel.

(JR) Mmhmm.

(YN) Or, more directly, wagon.

(JR does that kinda evil laugh that machiavellian types do quietly to themselves)

yearnfulNode7

Speaker:

Transcript: (JR) Gosh, I wonder--I wonder.

(YN) I wonder.

(JR laughs) I wonder which (???) is associated with wagons.

(YN joins her) I wonder. Ah.

(JR) Alright, alright, alright. So the last question I have for you--okay, obviously I'm a huge fan of your Farrago Fiction-themed shitposts--can you--can you walk me through a little bit what goes into making, say, Shogun has a gun?

(YN) Um, the thing about these videos--

(JR) Mmhmm.

(YN) --is that they require a lot of persistence.

(JR) Yeah.

(YN) Because here--here's the sec--the well-kept YN secret: I have maybe five different animatics that I've started and never completed.

(JR) Mmhmm.

(YN) Some are almost done but, because of circumstances, I scrapped.

(JR) Yeah.

(YN) Some I started and I just gave up halfway through and... What usually goes behind them--first I'll find an audio piece want to use, right?

(JR) Mmm.

(YN) Uh, it'll either--I'll find it on the web or it'll come in a prophetic vision to me.

(JR laughs)

(YN) Uhh.

yearnfulNode8

Speaker:

Transcript: (YN) When I get that I just tend to go directly to photoshop--

(JR) Mmhmm.

(YN) --and I'll start making a basic movement outline.

(JR) Mmhmm.

(YN) So I'll always start, really quick, scrambling all of the panels in so that I'll at least, like--if I stop doing it, I'll be able to go back and just keep working from where I started.

(JR) Hmm, makes sense.

(YN) So after I have the outline I just start, y'know, I start detailing and I start putting (???) as they should and then I g--I usually work with, uh, Premier or After Effects and I go there--

(JR) Hmm.

(YN) --and that's where you see a lot more of the quote-unquote animation part of it; it's all still images, it's mostly that I work with--

yearnfulNode9

Speaker:

Transcript: (JR) Makes sense.

(YN) So that's just sticking it together and then it just goes out into the wild.

(JR) Hmm. Well, that was--that was a very interesting look behind the veil. So we've got about a minute left--is there anything you'd like to make sure we get to?

yearnfulNode10

Speaker:

Transcript: (YN) Uhh, this is really funny. Uhh, one of them was, uhh, what's the name? It was--I'm gonna go look up the page, hold on.

(JR does an exhale-through-the-nose laugh) Oh, we're getting the deep YN lore.

(YN) Dare I say people may get egg spoilers from this.

(JR) Eh, they'll survive.

(YN) Egg spoilers are very--(Laughs) they'll survive. Uhh, okay.

(JR) Okay.

(YN) What would you do with all the egg spoilers? Alright, I think I got it. Come on. Alright, gigglesnort, alright, got it. So, the ones that caused me the most trouble--

(JR) Mmhmm.

(YN) --were, uhh, the one about the bullet hell sim.

(JR) Oh yeah, which I forgot I even made.

(YN) Yes--and the maid. And what's really funny about both of these--

(JR) Mmhmm.

(YN) --is that I was always right there and you're finding them in retrospective.

(JR) Hmm.

(YN) But I either kept typoing or I kept missing the most obvious response.

(They laugh)

yearnfulNode11

Speaker:

Transcript: (YN) 'Cause that's what you do sometimes, right?

(JR) Mmmhmm.

(YN) You do things and then you forget about them. It is a very grea--it's a good way to make things--just do things and don't ever do them again ever.

(JR laughs)

(YN) So. (Laughs) Uh, for audio files, what I'll do is--first of all there's cleanup.

(JR) Mmhmm.

(YN) So, I'll of course--I'm gonna just say it, like, if it's--if it's a (???). I use, uh, Audition but--

(JR) Hmm.

(YN) --you can pretty much use Audacity either way.

(JR) Mmhmm.

(YN) It's all very connected. Um, obviously noise reduction is the first thing that goes first. You grab, uh, noise print and you just take it over into noise reduction and it just wipes the whole fuckin' background sound out.

(JR) Mmm.

(YN) Like, there are some things I can't fix and--such as I have to, like, find ways to fix it. Like grabbing different vocals from different areas and pasting them there--

(JR) Hmm.

(YN) --can kinda help and--

yearnfulNode12

Speaker:

Transcript: (JR) We're just gonna have to find a way to get JR onto a bird-themed planet at some point.

(YN) Yeah, we need--we need that bird planet--it is very important.

yearnfulNode13

Speaker:

Transcript: (YN) So, I do that right?

(JR) Mmmhmm.

(YN) And then I proceed to go to work on his audio and then the usual preset I use is AM Radio.

(JR) Ah.

(YN) And that's going to be an FFT filter which is a fourier filter is a transformation filter.

(JR) Hmm!

(YN) I believe in Audacity it's called the same thing.

(JR) Hm.

(YN) I'm gonna check it really quick and uhhhh, yep, it's still the FFT filter in Audacity. It's a fourier transition.

(JR) Hmmhmm.

(YN) Uh, that's gonna help with getting the part of the audio that make it sound more like a cassette tape.

(JR) Hmm.

(YN) And then I'll work with EQ, which is equalisation,--

(JR) Hmm!

(YN) --and with that I'm gonna very slowly, y'know, tone down some parts of the audio.

(JR) Hmm, make it sound better.

(YN) Make it sound better--and then I'll just mix it together and that's what you hear at the end.

(JR) Hm! That makes a lot of sense! Well, I think we've hit about our time so thank you for joining me today.

(YN) Yeah, it was a pleasure.

yearnfulNode14

Speaker:

Transcript: (YN) Is there anything I'd like to make sure we get to? Uhhhh, shhhhh... Well--clearly, at this point--I--I feel like I'd be doing a disservice if I didn't talk a little bit about all the fucking audio files that's gonna--that's--that's--the production that goes on behind the scenes--

(JR) Yes!

(YN) --a little bit.

(JR) Do it.

(YN) Because I feel like I was going to talk about it I kinda just forgot to be--

yggdrasil

Speaker:

Gigglesnort: We didn't have a solar system. We had all manner of things. Turtles and whales, a goddess making the land up under her husband's sky-body, all manner of mythoi. But Norse one will suffice.

Transcript: (Spoken by JR) So obviously, one of the (points? planks?) we have against Hussie, one of the places we can change something without changing it... I mean, is a solar system really vital for all of reality? Of course not! I mean, back in the day they just had a massive tree connecting different realms. That's good enough for us.

yns_timing

Speaker:

Transcript:

you_said_e

Speaker: jadedResearcher, ButletBot

Summary: JR dies ASMR

Transcript: JR: (cackling) (hyperventilating)

BB: eeeeeeeeeee eeeeeeeeeeeeee

JR: (giggling) (rapidly clicking)

BB: eeeeeeeeeee. You said eeeeeeeeeeeeee e e e..... (decreasing in pitch and petering out) e e e...

JR: (honking like a goose) (hyperventilating) IT RUNS OUT OF BREATH—

BB: You said. Eeeeeeeeeee... (fart noises)

JR: (sobbing) IT MAKES— IT MAKES STUPID FUCKING FARTING NOISES, AND IT RUNS OUT OF BREATH— And it's a robot, and I just— (cackling) how did we get to this timeline... it's so good...

zawhei

Speaker:

Gigglesnort: (The Reaper of Growth is coming to the LoHaE, aren't they?) Conspirator's Log #4 (place this in a REALLY stupid location for me.)OHHHHHH yes it does. Fuck, yes it does. Why did I not think about that?Goddamnit, those Alligators... they look so cute, but WHY? WHY DO THEY DO THIS? -Krysal Tepsyr, LOFAC, Session 1417

Transcript: (Spoken by JR) Let me show you Zawhei; Bacama, that is.

zombievirus

Speaker: yearnfulNode

Keywords: yearnfulNode, yn

Gigglesnort: Conspiracy boards are valid.

Transcript: (Spoken by YN) Okay, adventurer's log number six or something. Old Earth, yadda yadda yadda, I think you've caught up by now. I think I've cracked the code. That's right. Ladies, gentlemen, gentlethem--I've figured out what's going on; I've figured out what's happened to the old Earth. Or at least I think I've--no, no, no, I am completely sure I've cracked it, hold on. Okay so we see--(Sounds of grunting and rummaging is heard)--here, or you can't see it but I can. You being future me or past me or someone else, I'm open. Y'know, okay, trees. Trees are big, trees are life. There is no

life without trees. There's trees somewhere but not here. So there's no life on Earth, but there is life on Earth--y'know, the birds. But maybe, maybe, they aren't alive. You see it, right? Alive and dead. Alive but supposed to be dead, like cockroaches and zombies. Zombies... maybe. So it's bird zombies. Zombies spread--spread viruses, spread the whole zombies virus. Zombies virus kills the humans. There's a virus and it's spreading and it hasn't stopped--or maybe it has stopped because all the humans are dead. But if they were dead, y'know, first of all I'd be dead because I'd catch the zombie virus. And, second of all, you'd expect to see a lot more skeletons, right? You couldn't just die and disappear--that's not how bones work. I know how bones work. Y'know, I've looked around the graves and I've done some grave-digging and I've yet to see skeletons. Skeletons--skeletons in the closet. That means secrets! There's a conspiracy! So clearly what--the answer to what happened to the old Earth is... Actually, no, scratch that. I'm not so sure myself, okay? Uhh, this is a mess. What the hell have I been trying to prove? Okay, I'm gonna take some time to try this again; I think I got too heated in the moment. Alright.