

Look, it was frankly inevitable that I'd try to make a simulation of Zampanio, even if I don't actually know what the real game is like all the way. And I'm frankly offended you're surprised by it. If you wanna see the progress on my game or offer bug reports or tips or what have you, here's where you do it.

<http://farragofiction.com/LitRPGSimE/> is experimental

<http://farragofiction.com/ZampanioSim/> is public

**jadedResearcher**

bluuuuuuuuuh

do you have any idea how hard it is

to make a simulation

of a game you can't find

based on rumors that somehow seem to keep being deleted

on the one hand: who could say my simulation is inaccurate?

on the other hand: not satisfying on a fandom obsession level

like how do you even interpret (and this is NOT a quote because if i could find the FAQ again i wouldn't be in this mess): "suddenly the game got hyper realistic"

**jadedResearcher**

i don't have the resources to do that

hence: cctvmode

which tbh, super proud of

(also , and i CAN not stress this enough: what does that even mean in a game that is a contemporary of PONG)

**jadedResearcher**

shit i misspelled my own game in the channel name

there

my Curse of Tyepeos will always haunt me

god i should add puzzles to the game where certain words being typoed are a password hint but that would be too cruel and/or too easy to fuck up with real typos

**jadedResearcher**

sooo far theres a few new data points im gonna hafta work into the sim

like, multiple sources with things remembered across playthroughs

thats something i haven't done yet

**jadedResearcher**

definitely don't wanna forget to add greek myths in

and a text section???

i wasn't really planning on integrating with the dolls anyways

**jadedResearcher**

shit just realized i forgot to post to my beta fanwork feedback appreciated! does it at least invoke Zampanio to yall? anything i should tweak? any bugs???

<http://farragofiction.com/ZampanioSim>

ZampanioSim!!!

Zampanio Simulator, see how millions of LitRPGesque games turn out. Runs in most browsers..

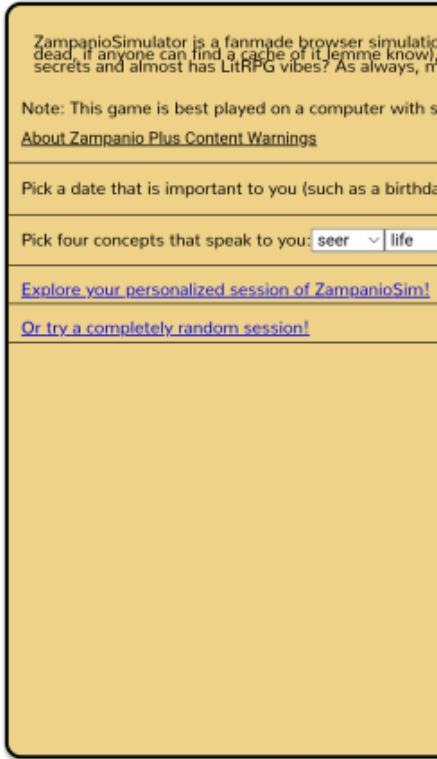
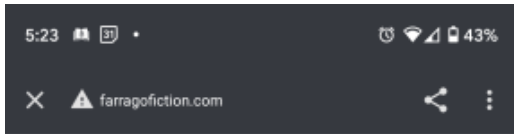
[IronicOrnithologist](#)

Links broken

**jadedResearcher**

dammit

works for me???



Krysal Tepsyr

it's a feature

**jadedResearcher**

???

krysal can you get there?

if the link is broken that entirely defeats the purpose of trying to get actual Zampanio players to beta

Krysal Tepsyr

i can

i

it's a joke, jr

about how

y

yknow.

it seems like zampanio links currently in existence are all broken

**jadedResearcher**

okay but this is explicitly not a Zampanio link

**Krysal Tepsyr**

yes but its

its a sim, jr

**jadedResearcher**

a shitty sim made from rumors and breadcrumbs doesnt count

**Krysal Tepsyr**

it is simulating zampanio

by being broken

**jadedResearcher**

lololol

okay fair

**Krysal Tepsyr**

you understand now

i am funny

**jadedResearcher**

valid

**lionfish1212**

it doesnt work for me, but i think discord breaks links a lot

**Flippet**

well that was a good hour or so of entertainment.

**Flippet**

:3

**Daedalus**

Hi

**jadedResearcher**

hi :) :) :)

**Daedalus**

*blink*

**Daedalus** — 2021.09.24. 2:08

Hi

**jadedResearcher** — 2021.09.24. 2:35

hi :) :) :)

**Daedalus** — 2021.09.24. 2:36

*blink*

**SmeargleUsedHex**

Not everyone has a problem.

**NotAMinotaur**

Medieval Christianity viewed light as the perfect physical image for God, being not only pure and clarifying but also a hypostatic unity of multiples.

**NotAMinotaur**

Let us first of all consider, my brethren, the value of Light. If Light be in itself good—

**jadedResearcher**

I'm feeling a lot better now. I think the most important thing I can do is focus on making this sim.

Maybe I'll make a Roblox game? There's a surprising amount of Zampanio references in there.

But I want to finish this Sim first.

I SING THE TRUTH

Toil

Toil

Toil

Toil

All for what?

**gone\_further**

@**jadedResearcher** camn fgyiu use this?

`gopher://gopher.32kb.net:70/0/zmpn/good_game_should_play.exe.tar.gz` id on't trusr it ubt

you seem mkore triusting or deprsrate ::D