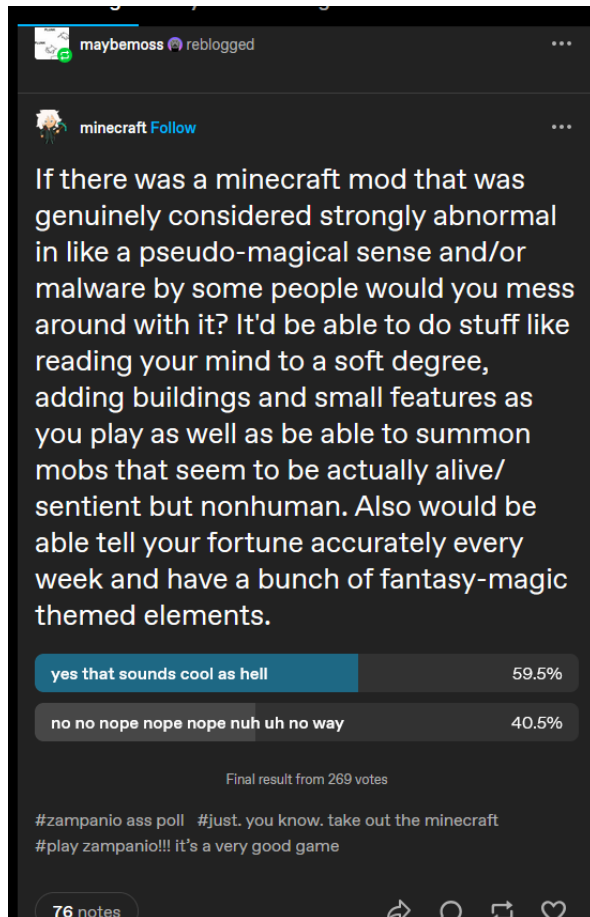


^w^

look i know ppl think zampanio had fortune telling but im pretty sure it didnt look like one of you could show me otherwise in maybe like the roblox port or smth i havent seen but like wdyd??? does anyone even really remember that or is it just like peopel say it so they remember it

@moss wdyd???



like i keep hearing about the fucking fortune telling system and i havent seen it properly w/evidence b4

actually like. im kind of curious about these other supposed features

like i hear so few testimonies these edays

^w^

its so frustrating sometimes like its such an underrated masterpiece and i just want to make sure people can really understand the depth of the systems and like if this is a real one at least in some versions wouldnt that be fantastic, and

like, when they get out the modding sdk...

well i mean that might not EVER happen but like...

think about it. the implications for the various other mechanics like the god mechanics or the citybuilding. like. come on...

Nocturnal

Don't remember where I heard it, but I think I remember someone talking about something similar? Like, that certain sidequests were like. Nearly impossible to avoid the fail-states for without figuring out at least a bit of the system.

Not sure if that's the same thing you've been hearing about or not.

^w^

hm?

could you elaborate

Nocturnal

I'll try, just. It was a while ago so I'm definitely forgetting stuff, and I *might* be mixing up different stuff I heard, so not all of this stuff might actually be the same version?

Nocturnal

Like, they had a sidequest where they had to find a series of items, but some of them weren't there when they arrived. Eventually, they figured out that certain NPCs would take the items when they encountered them, so they had to figure out what order to go after each item in, because otherwise they'd miss their chance. Which doesn't sound *that* difficult*, except whenever they'd get around halfway through, several of the NPCs involved would just stop showing up, but some of the remaining items would still continue to go missing, but in a different order. Eventually they gave up on the sidequest, but they encountered it (or one like it?) again on a different save. And they'd recently heard something from an NPC that had some sort of reputation for seeing the future. Whatever the NPC said (I don't think they ever actually said what it was?), it reminded them of what had happened in the sidequest on their old save halfway through, and got them to look more into what they referred to as an elaborate system of "interpretive prognosis"** that eventually let them solve the quest. *Apparently it was more difficult than it sounded? Like, up until that midway point, they were mostly able to get consistent results, but sometimes NPCs would change from their expected schedule. They said some stuff about the butterfly effect, but from what they described I'm pretty sure it could have just as easily been RNG based. **This term really stuck out to me. Not sure if it was a term from the game itself, or just what they were calling it, but it just seemed like a weird way to refer to it?

moss

didn't you know there was a secret fortune telling feature only available on fridays in the original release of zampanio?

i assumed that's where 'fridays are a day of rest' comes from

all the wunglin of hogs is just a prediction of what tumblr will look like in the year 2567. i can personally confirm that it's accurate.

^w^

???

ON FRIDAYS

i always use that to level up hacks and hexes
bc its easier to mess w/the stability during events
and its the most frequent event
i hadnt thought about actually engaging w/things normally...
fuck

^w^

oh!!!! thanks
thats really useful

Nocturnal

Anyway, there were apparently other sidequests that used the system, and that one was apparently one of the easier uses of it. I'm not actually sure *how* the system worked, though. They didn't say much about it (or at least, if they did, I never found where?), though there were sometimes mentions of stuff I'm pretty sure they learned as a result of it?

^w^

oooh
thats really helpful!!!
god this is so cool im glad the info in the community is getting more and more widespread isnt it so exciting to read more and more
just think about the mechanical depth

moss

the name interpretive prognosis rings a bell!

Nocturnal

!!

moss

i don't remember much of the details though, but i must've seen the same thing

Nocturnal

Let me know if you find out more about it? I was always really curious about how it actually worked.

moss

will do!!
i'll try to look into it more once i get the time
but i swear, it's a nightmare to wring out any coherent information about this game

moss

apparently the reason the stability is all fucked up on fridays is because of all the time anomalies needed to tell so many players' fortunes. the excess temporal quanta has to go *somewhere* and it was either lowering the stability of the game or trapping the entire world in a time prison
it's a good opportunity for min-maxers though

^w^

OHHH

so the bits are a dev patch

that's cute!

things like that to cover bugs by working them into the lay of the land...

i'll have to think about that when i make games

Nocturnal

It's stuff like this that makes me think they were doing some absolutely deranged stuff with their code. Absolutely fascinating.

Nocturnal

Like, the fact that they needed a workaround like that in the first place... I get the feeling that they'd essentially programmed themselves into a corner with how they'd set up all the rest of the game's systems so far. I'm pretty sure this is evidence of them doing *something* (no idea what) really cursed from a programming standpoint.

Just to be clear, I'm not saying I wished they'd done it differently. Zampanio wouldn't be Zampanio if it wasn't a wonderful buggy mess.

^w^

YEAH

like

oh

have any of you messed around with the drink system

its such a lovely little mess

i once got a water fountain to start dispensing cherry cola

it was hilarious

it was a bit tricky but if you get the right properties from a drink dispenser

you can have it apply to any fluid source

Nocturnal

Does... does that apply to potions?

^w^

^w^

It's a bit trickier without a dispense source

and potion sources are rare

buuut
its possible!
trick's a lot harder though

Nocturnal

There are so many incredibly broken things you could do with that.

^w^

yeah, especially with the elixir

moss

god, what i would give to get a look at the code

Nocturnal

Though for some reason my mind keeps going to "play pranks on the NPCs by tricking them into drinking stuff"

moss

how????

the drink system has always been a mystery to me

^w^

hehe

yeah doing that with the water fountains or certain sinks is the easiest way

moss

exactly!!

the first few [ERROR: TIME DOES NOT EXIST] after the patch was released were extremely confusing, but once they got it down it just became a feature

Nocturnal

Hmm... Does it work on wells? I think that would be a good way to cause some widespread chaos.

^w^

oh yeah it does

i reccommend doing it with the dragons blood

Nocturnal

Not familiar with that. What effects does it have?

^w^

^w^

depends on the version
but
hehehehehe

Nocturnal

Do... do I have to kill a dragon for it?
Wait... Does a wound count as a fluid source?

^w^

depends on the version
some you can use the pickpocketing system for blood
but ones
w/working wound and leaks you can use as fluid sources yeah

moss

just be careful with that
there's a glitch where instead of replacing the npc's blood it replaces *your* blood

^w^

?
do you have the dog of blood
when you ran into that
im pretty sure most inverted references like that are actually intended features
not bugs
they look like bugs/glitches if you dont recognize the system
but its actually pretty nuanced

moss

oh so THATS what happened
i lost the dog of blood immediately after and just assumed it was part of the glitch. i guess it got
consumed?

^w^

huh
it got consumed
any artifacts of note on you at the time
and any gods you were utilizing?
alternatively, what zone were you in
generally it doesnt get consumed outside of special cases
its not that hard to regain just, fascinated that you hit a special case

moss

i was in the benthic zone at the time

^w^

what was your target?

(most leviathans and some sea serpents would make sense)

(but, im curious abuot other possible ones bc the benthic zone has some real interesting possibilities)

moss

i was trying to use the blood replacement mechanic to kill the inverse cthulhu. i remember seeing something about an exploit where you got the target to bleed (making their wound a fluid source) and turned all their blood into juice or something and i wanted to see if it would work

^w^

Yeah, that'd do it. While not present in many versions...Most effective way to actually affect that one. With the dog of blood in inv. Probably would want the Lance of the Third Sun it'd be pretty helpful esp if you have the bonus vitamin c source

moss

vitamin c?

^w^

its not necessary

but itd be pretty useful for the scurvy effect that might come into play after bloodswapping w/some fluids and divinities w/inverse cthulu

moss

i figured the optimal gear was a vitamin k supplement, since i was going for the full blood build

^w^

also an affect w/some kraken variants and the -

OHhh

i see yeah

id reccommend actuully keeping spares of most vitamins in that case

moss

OHh yeah that probably would've helped

^w^

the Original Vitasin can be pretty good if youre not specced into the judgement of the sands

moss

scurvy is such an annoying mechanic

^w^

yea

moss

that needs so much grinding though. back to the vitamin mines i go

^w^

If you sacrifice the heart of a god of the right aspect to the abyss

you can actually request the original vitasin

its a nice shortcut if youve got the build

considering you were tackling inverse cthulu w/a blood build i think you could heartsnatch even if the god isnt in your killrange

A god of citrus is probably a common one you wouldnt expect thats p easy to deal w/ that should be compatible

but you could also go for a bone or death related one. bone's easier though

moss

oh fr?? i actually have an old god heart that i don't know what to do with from when i originally tried the exploit

again, full blood build, so i needed a god of blood

^w^

OHhh

that should work

moss

a living one would've worked but i couldn't capture one

^w^

you might be able to capture one after you get the original vitasin

i would reccommend stocking up on god parts

theyre really useful for symbolic or divinity based mechanics

moss

yeah!! i haven't unlocked that yet though

question. does the abyss have any preferences for blood type

^w^

which abyss?

the prime one loves the more esoteric types btw

moss

i have a LOT of blood left over after the cthulhu blood replacement attempt fell through and i figured i'd sacrifice some of it while i'm there

moss

whichever is the one
that whispers to you when you're alone

^w^

hm

what color does it make you think of, when you sniff

moss

like, a faint purple

^w^

if its sour apple w/buzzing then its O-
Ohh

moss

the kind that's seared into your eyelids

^w^

yeah thats probably a fan of either insect bodily fluids (arguably blood)

orrr

well honestly most of them arent too picky but after that

blood seeking purpose

(like being used as coolant)

or as paint

so transformative works w/the blood are probably going to help w/your sacrifice

otherwise you could probably get by pretty easily w/horseshoe crab blood

moss

~~blood fanfiction~~

^w^

unironically?

Yeah.

moss

insect bodily fluid is probably the easiest for me to get with my build

^^^

writing with blood incorporating blood into the themes of the work is fun
but you can also make fake blood

moss

the abyss accepts fake blood?

^^^

the irony is appreciated, especially if you use fake blood in things similar to real blood's
transformative wo-
THAT abyss does
especially if used artistically/industrially
or as part of a good comedy routine
it really depends on the abyss
the artistic properties of the blood do matter
approaching realism in fake blood is usually good in any context for that one
but you can also go more absurdist
or like, make neon glowstick juice, if you use the right symbolic framework
note that varying up presentation can also benefit
the amount you give also can help, especially between them
giving half a drop in one method
and then FLOODING the abyss in another
will in fact give some variety/spice of life to your thing
but repetition in the right presentation can also have artistic/symbolic value

moss

i might try giving the extracted concept of blood

^^^

interesting
that's usually pretty valuable but i'd suggest giving it some artistic framing or industrial use
as well

moss

it's abstract art!

^^^

if you're going to that level of effort might as well polish it up to get more out of your work
Oh
yeah if you frame it that way then it'd be perfect

moss

look, i just really need a use for all this blood

i farmed way too much last time

^w^

have you tried adopting sanguine dolphins?

moss

my character has unfortunately angered the dolphins

^w^

ah yeah

moss

i'm not sure they would agree to be adopted

^w^

for your build the appeasement quest is kinda annoying

moss

RIGHT???

^w^

are the dragons extinct in your save?

moss

i take ONE step near the sanguine dolphins and suddenly they hound on me like sharks smelling blood. if i don't let them have a nibble they just refuse to talk to me

moss

i don't think i've ever seen one, but i've heard npcs talking about them

^w^

wait was the last quest you did w/them the carrot farm one

moss

yeah??

^w^

OH

you havent angered them lol

you just need to finish the quest and find the relic

the relic is a silent quest

dw about it

^w^

keep an eye out for a shrine
you can tell if the dragons are extinct based on the statue state
either way the dragons' shrine is a fascinating place worth hunting for

moss

oh thanks that's reassuring
i haven't touched the quest since because i was worried it'd get worse
this is just part of the story??

^w^

yea no thats a common rookie mistake
you can do some funny glitches w/it
but i dont think they'd be useful for your run
the tomato priesthood gets some great stuff though
if they keep it in that state

moss

oh yeah i think i've had some run-ins with the tomato priesthood before
i didn't know they were tied in with the carrot farm

^w^

well, that too but i meant tomato priest pcs
if you keep the sanguine dolphin questline in that state some symbolic tricks are easier to pull
off
in addition to the shop and respawn stuff associated w/the dolphs
aside but its really nice to be able to give sage advice again
its a shame what happened to the gameFAQs page

moss

that makes sense! i remember the tomato priests npcs commenting on how hard it was to deal
with the dolphins
what happened to the gamesFAQs page, exactly?

^w^

mmm

^w^

its best not to dwell on the past
anyhow

moss

right. right. obsession is a dangerous thing

^w^

i mean yeah but like in game
theres some fascinating interactions and exploits involved
well i think some are intended
high risk high reward
but also some of the punishments can be utilized in funny ways
the panic and minotaur systems are fascinating especially when you use them to overflow the
achievement buffer
anyway
...since we're on the topic, any other sage advice ya need?

moss

the minotaur system is the BANE of my existence. i can never get it right
i do need to go soon though, o great sage

^w^

fair enough
feel free to ask again later
i can give some tips for dealing w/the minotaur system too ^w^

histrionicScribbler

has anyone ever found any information on the party customization system from the gamecube
edition? it was surprisingly versatile and robust for the hardware it was on. im kind of shocked
that it seems to be absent or at least different from other versions as i could spend hours on it
alone
also, as far as i can tell, there is absolutely NO record on nintendo's account that they even
licensed the game, but i could have SWORN they did. at the very least i remember the tiny disc
they had these accessories you could put on your character that hypnotized me. and i
remember at least 60 types of hair and clothes, even some for "legally distinct" characters
popular at the time— including nintendo properties, so i'm really wondering why them seem to
have wiped this port off the planet

histrionicScribbler

ive been looking for any screenshots of this to no avail :(lost media now, i guess

Nocturnal

Regarding the disc, I'm pretty sure there was an Action Replay for the Gamecube that also had
the tiny disc? And that *definitely* wasn't licensed by Nintendo.
No idea what their source was for those, though, or if they had to get them custom made or
something.

Nocturnal

The only documented unlicensed Gamecube games I've been able to find with a quick search are the Action Replay, and "MaxPlay Classic Games", which is a compilation of 10 unlicensed GBA games. Seems like both were published by Datel.

Found this compilation of info on the Gamecube's copy protection:

https://old.reddit.com/r/Gamecube/comments/myjv7e/gamecube_disc_copy_protection_and_everything_i/

^w^

Oh!!!

There was more

it had e-reader support

hehe

a bit hard to find the cards but there was some cute event stuff

histrionicScribbler

oh!! see i never had an e-reader, so i missed out on all that stuff im afraid

histrionicScribbler

huhh.... i wonder if maybe eyedol worked with datel or if they used something similar i really thought it was licensed. i remember they had some promotion, when i went to buy animal crossing and a few others at the game store they gave it to me as a bonus for spending over some limit

^w^

hm

eyedol's got some weird marketing

all i can say

histrionicScribbler

truly

Nocturnal

That's interesting. I can think of two main possibilities:

1. It *was* licensed by Nintendo, but for whatever reason is no longer listed in public Nintendo records. Possibly the result of legal action from one or more parties?
2. It wasn't licensed by Nintendo, but didn't sell enough copies to get the kind of documentation that the Action Replay and MaxPlay Classic Games did.

Nocturnal

For 1., if there was some sort of scandal or something else that Nintendo didn't want spreading, Nintendo could have been the one to push for its discontinuation. I'm reminded of like. You know the one banned episode of the Pokemon anime with Porygon? It ended up giving a bunch of kids seizures from the flashing, and not only was the episode never aired again, but they basically blacklisted Porygon from the anime. Sure, the episode is well documented, but this is Pokemon we're talking about.

Wouldn't have to be something like seizures, could be Eyedol tried to sneak something past Nintendo and got caught shortly after release. They used to be a lot more strict about the content that was allowed in games on their systems. I don't think it was as bad during the Gamecube era as previously, but I don't think they were as lenient then as they are now. There's also the possibility that it was Eyedol that had the info taken down. From what I've heard, it kind of seems like at some point Eyedol started taking down stuff related to Zampanio? I'm not sure when that was or why (maybe a change of management? Is this even the same Eyedol Games?), but if the game had only been out for a short time...

Nocturnal

It might be tricky to get Nintendo to comply with that, though. They've got a lot of legal and financial power, so unless Nintendo didn't see any issue with wiping their public-facing records clean of Zampanio, Eyedol would have probably had a hard time. Maybe Eyedol had some dirt on Nintendo (or someone high up there?) that they were able to leverage?

Nocturnal

For the second possibility, if the game wasn't licensed... It's possible it was only sold in a small number of smaller stores. Not sure if the one you went to was a major chain or not, but if it wasn't, then the promotion may have just been something that particular store was doing. If it *was* a major chain, that doesn't preclude the possibility of it having been sold there for a short time, even as an unlicensed game. I'm pretty sure the Action Replay was widely sold at Gamestop, for instance. Normally you'd expect this to result in at least some documentation, but if the game got recalled or something really early on, possibly before it had shipped out to most stores, that might explain it.