Pass: The Truth is Layered

[[Titled: JR Rambles]]

Do not be overeager to believe there is only one path. Right now you are sitting at a computer watching a fake cctv screen that displays a fake television screen that pretends to be on the site you're already on. Except do you recognize the site you're seeing? Do you know the Truth?

Pass: Beware Oblivion is at Hand

[[Titled: JR Rambles]]

[[ASCII Art of a Piano]]

Pass: Dodge this Moist Pimp

[[Titled: Other Branches]]

I just want you to understand that even "original" JR wasn't exactly blameless.

Here is a selection of their crimes. Less than 10% of their audio logs.

http://www.farragofiction.com/AudioLogs/?passPhrase=cheetoh\_timeline

http://www.farragofiction.com/AudioLogs/?passPhrase=cheetohTimeline13

http://www.farragofiction.com/AudioLogs/?passPhrase=cheetohTimeline1

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=sorry%20about%20the%20buttons

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=thebrocode <-- if AB were in zampanio, things would be very different

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=operation\_not\_permitted <--same

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=tin

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=wasted

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=Mutation

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=gigglesnort

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=storytime

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=shittypuzzles

Zampanio is anything that calls itself Zampanio. Never forget that.

You could connect a branch of Zampanio to anything you want. Your own work. Your own passions.

You should.

Pass: THE MIND IS A TERRIBLE THING TO WASTE

[[Titled: Dionysus and the Pirates]]

JR here.

It's...

weird?

Knowing that I've put so much of myself into this work?

It's blatantly self indulgent, of course.

All the things I like about creation and very little of the things that got me so burnt out at Farrago.

I even got to work collaboratively with people?

The key is, I've found, over the years, to not look for help until you have a solid foundation? Until you can \*prove\* to other people "I have the skills to do this. I am commited to this.". It lowers the barrier to entry for others. Lowers the risk that they'll put energy in only for me to flake on them, I think?

It helps that I tend to do broad concepts and then refine it iteratively? So theres plenty of room for people to influence the things I create.

I think if I were the type of person to plan everything out to the last detail, I wouldn't WANT to collaborate with others?

People change you. Change the things you create.

Change the things you WILL create.

The media I've consumed, big and small indelibly changed me.

And I'm so glad for it. I'm glad I can say "here are my influences" in respect to media, and I'm glad I can say "these are the marks the people I've met, both irl and online, left on the things I create". Sometimes literally? Sometimes they contribute text or art or music. Sometimes they contribute a vibe, like on the Zampanio discord server path. And sometimes its just people that, for having met them, I am forever changed.

For good, or for bad.

And that bad is where the weirdness at how much of myself I've put into this work comes in?

I've kind of...more or less stepped back from 'public life', as it were? I'm not going back. Not going to try managing some community. Not going to try to be a big boi game dev.

And for like, the first year of covid I just Did Not Create in any meaningful way. Well.

I take that back. I created entirely for me in a physical space. Sometimes as gifts for friends but still things people couldn't...influence me on?

I coded as well, but it was all to support incredibly personal things I only showed a handful of people. The InfoToken system and the PuzzleBox are examples of that.

And that made me happy?

But being exposed to the Magnus Archives stirred something in me. I wanted to create FOR an Audience again? And WITH an Audience?

I guess I'd finally healed enough to try again?

But ZampanioSim is explicitly sort of...me dipping my toe back in.

It's something intetionally hard to get into. Something intentionally only for the people who enjoy experiencing the same things I enjoy creating.

And the only "community" I've built for it is intentionally...well, either you know or you don't, I won't spoil it for you.

I guess the point I'm making here, if there can even be said to have a point is just...

Thank you? Thank you for finding my secrets. Thank you for engaging with this weird art project I've made and put so much of myself into. I hope you enjoyed it :) I hope if you find some kind of community as a result of it, it leads you to happiness.

I'd love to hear what you think of the game! You can email me at jadedResearcher (or justifiedRecursion) on gmail, and I'm on Tumblr and kinda on reddit. I enjoy pretending there will be an Audience one day, but it would also be nice to Know.

JR out.

Pass: 217

[[Titled: JR Rambles]]

Original JR tried to have a conscious. Programmed it themselves and everything. Dear sweet precious AB.

Can you REALLY code something you don't understand? I suppose tower of hanoi is a thing.

My POINT :) :) :) is that when you think about it, original JR and I are practically the same person!

They trapped people in unending mazes and puzzles "for their own good". To "keep the wastes from destroying reality". To "teach them to control their bullshit hacks".

While \*I\* trap people in unending mazes and puzzles because it FEELS good. I don't need that thin veneer of pointless justification. MY recursion comes prejustified :) :) :)

Don't believe me? Hear it in jadedResearchers own words:

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=betterthanexpected

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=wasted

http://www.farragofiction.com/AudioLogs/index.html?passPhrase=victory

Don't worry if you don't understand the context :) :) :)

Oh, and before I forget?

http://www.farragofiction.com/AudioLogs/loras2.html?passPhrase=litrpg

I thought you might be interested in the origin of this sim. Things sure have changed since that origin!!!

And you know what, as a gift, just for you:

http://knucklessux.com/InfoTokenReader/?mode=loop

This is a fun tool for creation, though it won't help you learn anything new.

Pass: THINK LIKE A SMITH

[[Titled: KR Warning]]

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.

http://farragofiction.com/AudioLogs/?passPhrase=Backrooms

http://gigglesnort.info/magicant/

Pass: TOY

[[Titled: JR Rambles]]

When you get right down to it, none of ZampanioSim is a tool. It's play.

Play is useful because it gives us a context to practice, to create, to ENGAGE without consequences.

People forget that.

They try to make each thing they create be heavy with import. To be Perfect.

Your goal shouldn't be "I make a thing.".

Your goal should be "I find a way to learn/practice/explore that is sustainable and fun.".

Because that's how you keep at something long enough to get GOOD At it.

Those who are likely to find these messages already know to look in the source code.

They already know about doom duet.

I wonder what they are missing by only looking there?

Not only things missed to SEE. But things missed to do. The Weaver knows how things connect, but can they create a tapestry from it?