Twitter habits:
  Retweet items from "retro gaming" and "life sciences" topics
  Retweets normally from 1pm to 6pm EST
  Retweets 7 times a week usually 1-2 a day with some gaps
  A bunch of them are scheduled in advance through to june 8

Introducing LBC to the world:
- LBC pipes up in discord about "Is there an instruction on how to make a ZZT world?"
  - probably in the make a neat thing jam
- Wait for people to send out links to zedit and such
- say something about how zedit doesn't seem to work, it opens up a command window and then closes
- ~~follow that up with how ZZT was one of the first games LBC played as a kid~~
  - ED: This was botched badly and the original discord message was deleted
- Ask if the community is connected to the original game in some way
- Compliment zedit2 and say you're off and running
- Possibly mention at some point that the For Elise writeup was really inspiring (to explain x and y step shenanigans)
- After that pull a Bojo and don't engage

Notions:

- How to explain the play loop of lost light and rebirth
  - Timeloop of some kind?
  - Emergency return (this is less mechanically dissonant)
  -
- sentient/sapient planet in communications with the ship?
- Are there aliens?
  - Yes, but secretive, sparse, less than plentiful or all three
  - Some ruins, ability to learn some language (maybe you have to get glyphs and feed them to the computer or upgrade your linguistic analysis with score?)
- Are they still around or is it mainly ruins we explore?
  - Ruins do give us a chance to get more area types into the game
- The weird teleport board should probably go somewhere special, but since it stops working after one use it needs to open a shortcut elsewise without possibility of player doing emergency warp first
- There should also be a board that teleports you somewhere just totally different when you run out of light there, or makes you experience some kind of message you don't normally see
  - Mr.B: so maybe you go about discovering things, and maybe the planet gives you some kind of moral/aptitude test that you stumble into unawares, and when you pass it teleports you to some really strange place where you learn some weird stuff

- ○ Mr.B: and after a few minutes the AI finally locates you and warps you back to the ship
  - ○
- ●

Mr.B: so maybe you go about discovering things, and maybe the planet gives you some kind of moral/aptitude test that you stumble into unawares, and when you pass it it teleports you to some really strange place where you learn some weird stuff
[9:16 PM] Mr.B: and after a few minutes the AI finally locates you and warps you back to the ship
[9:16 PM] Mr.L: good call
[9:16 PM] Mr.L: ok so this is coming together for me mentally a little more now
[9:17 PM] Mr.L: because if we have some alien civilization remaining, however small
[9:17 PM] Mr.L: and a slightly larger amount of ruined civilization around
[9:17 PM] Mr.L: to go along with the various rock formations and flora
[9:17 PM] Mr.L: then we have some ways of giving players more explicit clues and nudging them towards what the planet is trying to say
[9:19 PM] Mr.L: (sorry if i seem weird about ruins, i promise not to do lots of weird dungeon trap things; if there's anything like that it will be tremendously low-key and exploration-based, not the timing challenge...)
[9:20 PM] Mr.B: No I think ruins are good
[9:20 PM] Mr.B: just flora and fauna and walls will get boring
[9:20 PM] Mr.L: yeah
[9:20 PM] Mr.B: it's like that moment in Winter when you stumble across the river thing and the big machine room and the room with the robot things in the tubes
[9:21 PM] Mr.B: and you're like, "whoa, okay what is this place"
[9:21 PM] Mr.L: right
[9:21 PM] Mr.L: ok so...radical idea but uh
[9:22 PM] Mr.L: what would you think about making all 'deaths' just be replaced with some excuse for an instawarp (or a technological-miracle save if the situation is dire enough) and using the health counter to track ability to 'read' things
[9:22 PM] Mr.L: i'm saying that and realizing it might be both undesirable and more trouble than it's worth, since the flag count is like...i think 1 right now.
[9:28 PM] Mr.L: but on the off chance it's landing with either of you let me know, maybe i'm offbase there

[9:48 PM] Mr.B: sparse, atmospheric music that plays across boards might be neat in certain sections

[9:52 PM] Mr.L: stupid message idea: when the player respawns on 'death' they get a message "You're not dead but you have a feeling you should be."

- ● Messages to the distant future
- ● death/rebirth machine as part of the message

[6:28 PM] Mr.C: I think I could get real energy about Phoebus being about an attempt to communicate with the far future
[6:28 PM] Mr.C: a deep time story
[6:29 PM] Mr.C: the destruction and recreation machine would be part of the message
[6:31 PM] Mr.B: What if the message is warning you about a danger but that danger is alive and subtly interfering with your ability to decode that warning
[6:32 PM] Mr.C: now you're speakin my language (the language of experiential dread)
[6:33 PM] Mr.B: Yeeeeeeeeeaaaaaah
[6:36 PM] Mr.B: This might be tricky but you could set it up as a kind of mystery so there are a couple of different endings depending on whether you take the bait or get wise

Other things that are happening:
- ● A Chemometer is something you can pick up.
  - ○ It has enough juice to take 3 readings

- - - ■ Full battery: ch0
        - no distortion
      - ■ 67% battery: ch1
        - Distortions
          - change red breakable red breakable
          - Change red normal red normal
          - Some items have words missing
      - ■ 33% battery: ch2
        - Distortions
          - Change breakable red breakable
          - Change normal red normal
          -
          - Some items have words missing
        - Hallucinations
          - Ghosts begin to appear on the origin board
      - ■ 0% battery: ch3
        - Distortions
          - :z
          - Change red breakable shark
          - Change shark breakable
          - If any red breakable z
          - :y
          - Change red normal shark
          - Change shark normal
          - If any red normal y
          - Change empty blue invisible
          - Change solid empty
          - Change empty invisible
          - Change blue invisible empty
          - Change blue normal empty (just in case the player is moving when this happens
          - Change fake empty
        - Hallucinations
          - Many things appear on the origin board
          - Things appear on nearby boards
        - Other
          - Can no longer acquire gems at all
          - This limits the range of the third act to what you can accomplish nearby
    - Each reading gives a small amount of score (30 points)
    - After taking 3 readings, some event is triggered (an act 2 reversal)
    - Taking successive readings also triggers earlier messages in the game to become distorted
- The distortion of reality results in words becoming blanked out over time. Could maybe have messages you read fine early in the game and you can't read them by the end because there are too many words missing.
  - Then the big ending is like… a standard bouncy smiley cutscene, but everyone is just saying blank text. And you don't know what happened or why.
  - This is the way the debt is manifest in the game.
  - The credits say stuff like "Art by: " "Created by: "
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