^Z
CTRL-ZINE

```
         _____
        /        \
       |   ~   |.25 |
       |        |
       |  __    |
       | /  \  xxx |
       | \  /  xxx |
       | |  |  xxx |
       | |  |  xxx |
       | /  \     .|
       | \__/  [$] |
       \__8_____/
          8   8
          8   8
           8   8
            8  8
             8
```
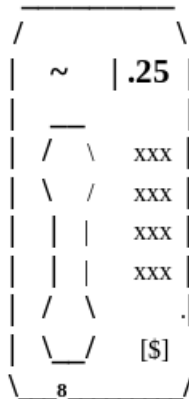
About ^Z

Ctrl-ZINE (^Z) is a Ctrl-c.club/Smol Web collaborative zine that celebratestech and the Smol Web. Started in March 2023, it runs a monthly issue, where anyone can download a PDF version and a pre-folded PDF version for home printing. No digital format of the content is maintained on a Website whatsoever. Some of the topics within these issues range from Smol Web protocols and communities (ActivityPub, Tildeverse), Web-adjacent protocols (Gopher, Gemini), alternative forms of communication (HAM radio, IRC), snippets of code, artwork, and anything tech-related that is an expression of self.

Those who contribute to ^Z are passionate about what they share. They want what is best for Us, the citizens of the Web. With that, anyone with that same passion is welcome and encouraged to contribute to future issues. Further info can be found in the Editorial section of this issue. May the Smol Web live forever!

INDEX

W3bK3rN3l radio outpost *by WebK3rN3l*

wbknl-000002

KG-84 encrypted MIL-STD 188-110B

Message made on an ISB circuit

--> Croughton (AJE)

--> Sigonella (NSY)

{

Several theorists suggest that this is a secret communication

station for a secret society, agency, or government, to be used

to communicate in an unbreakable, bizarre cipher. Several major

events and military exercises that have taken place during

intercepts of w3bk3rn3l's radio transmissions back the theory

}

1....<|.|>.......19..............35........|*...$!........%"..:wq

==> BEGIN ENCRYPTION

TOP SECRET / MAJIC EYES ONLY

EYES ONLY   COPY ONE OF ONE

PERCEPTION MANAGEMENT

[Reality is just something that you handle]

> BOT

I took a 20mg Prozac. The light in the radio room is dark and I can
barely read the transmission manual, where they describe all the
procedures we must adopt in case of emergency (I had heard some
strange noises coming from a ventilation grill of the building). On
the desk next to the radio table, there is a computer screen where
you can see Eliza's main menu, a program written by Joseph Weizenbaum
that I use daily to alleviate my loneliness. I feel safe when I see
myself reflected, as if replicated by a mirror. Eliza creates a
safety bubble where I protect myself.

The time has come to make my first call from Lagrange L73:

Message details:

887 887 887 1

9859 232 9859 232

30139 37291 50979 95472 29109 33688 59295 56010 88234 64242

23089 51020 58528 60840 61330 46136 14011 27496 32687 09923

79327 44932 81022 26505 52832 25200 13575 17647 16833 85018

10087 38518 34903 05366 79622 28274 27804 49604 18558 30935

52228 10869 43417 09600 39083 37344 90046 12901 24714 64368

55308 20633 07842 87087 52642 83041 36527 62336 73674 84693

49985 80084 92525 03019 26893 81678 10940 58291 64740 98791

72527 08460 03231 83280 02290 15788 63113 53665 27133 90911

42556 07255 98591 12446 44760 96220 51940 64309 82269 92814

44960 06234 74220 14240 73851 55998 10163 14234 21800 15602

95242 73780 69409 17500 25131 01349 98946 81281 07514 75802

30587 63069 75428 22901 55587 82575 28919 53008 37756 65900

67154 59108 21035 03192 37237 83582 93408 22141 03007 53879

41533 89256 91678 87914 74534 83666 94015 37916 41781 61817

93744 37078 37028 35747 40145 26578 72735 96116 95087 51348

81775 69374 76864 04985 77397 41703 50620 13889 57021 48828

55235 65312 88625 65942 37638 25467 16583 11356 81112 28162

91715 79608 88406 94638 17846 12749 78695 11736 15152 71939

35284 83027 12298 69714 81108 34585 02724 63429 40025 01409

16489 56537 66033 88901 45344 48483 82072 48075 89433 77765

65138 17501 95363 71939 89737 11336 58302 72574 72820 06833

37116 88595 03359 91334 74348 44831 32457 16334 55895 60603

41075 02943 81307 79176 64264 47859 83315 80524 18448 99566

11175 33402

000 000

[#$%&"/&&"%!$$ --> noise]

> EOT

==> END OF ENCRYPTION

I Believe In the Fediverse *by rootCompute*

In 2022, tech magnate and bombastic personality Elon Musk purchased Twitter for $44 billion, thumbing the scales of an already polarized social media website further toward censorship, misinformation and ideological warfare. Twitter once was—and arguably still is—the closest thing to an open forum on the internet with widespread participation among people of all social status, from A-list celebrities to run-of-the-mill crackpots. While this may be true, it hasn't stopped millions of people from completely abandoning the site as the quality of the user experience continues to degrade beyond our wildest imaginations.

The critical weakness of Twitter was exposed during the aftermath of this multi-billion dollar transaction: a forum cannot actually be open when it is owned and operated by a central authority with a transparent political agenda. Much digital ink has been spilled over when exactly Twitter was ruined, but it's hard to deny that it got there. People have begun to understand the need for an alternative, seeking it out in new and familiar destinations alike.

The new social web, in many ways, looks like the old social web. The kinds of people who were on Twitter, Facebook, Snapchat and Vine in the early 2010s are likely spending more time on Instagram, TikTok, Threads and Bluesky in the mid-2020s. We're still tapping out ten-second, hundred-character ephemera into our pocket rectangles, the parameters have just shifted slightly. While I'm glad to see people recognize the need to cut ties with a burgeoning hotbed of reactionary ideology in the case of Twitter, I worry that many have not learned the correct lessons from this saga and are setting themselves up to repeat the same mistakes.

As we continue down a path toward tech oligopoly and unfettered transfer of wealth to the upper echelons of society, it should be clear that another centralized, corporate platform cannot be the key cornerstone of a free and open internet. An alternative will always be necessary when the entire infrastructure of a communication service can be acquired with a cash transfer. Enter Mastodon: an open-source, decentralized Twitter equivalent that could be a viable solution to this growing problem.

Mastodon is part of a vast social networking platform known as the fediverse. This platform makes use of the ActivityPub protocol, a framework for seamless communication between various interlinked, disparate services. In practice, a Mastodon user can see content and interact with profiles from all over the fediverse, well beyond anything that exists under the Mastodon umbrella. Fediverse servers (referred to as "instances") are comparable to email servers, hosted by different kinds of people from around the globe and able to communicate with each other by design.

The fediverse is as much a part of the small web as your personal website or blog. Its utility in your life is as shallow or deep as you want; your experience will be the priority every step of the way. Fediverse services are never going to harvest your data, advertise to you or psychologically manipulate you into scrolling further—they only seek to connect you with other fediverse users. The fediverse is also literally a "small web" in the grand scheme of social media. Mastodon only has about 7,000,000 users, around half of the total Bluesky userbase and about thirty times smaller than the population on Meta's Threads app.

Threads is technically part of this federated network, though its users currently cannot follow or see replies from other fedizens, demonstrating Meta's lack of good faith commitment to the concept. Bluesky is another popular refuge for Twitter expats, developed on a similar protocol to ActivityPub. The Authenticated Transfer protocol is not linked to the fediverse or any other service outside of Bluesky, suggesting this for-profit service's touted openness could end up being more style than substance. It's possible to bridge profiles between Mastodon and Bluesky using hacky third-party methods, but this is not quite the same as the intercommunicability you'd find between fediverse instances.

Most people are not thinking too deeply about the technical minutiae, they simply go where other people are. Once you get used to a certain place, it's difficult to see the point of spending time anywhere else. Enmeshing yourself in any given service will eventually expose you to its limitations, there might be ways around them but you're going to be aware of them regardless. There's a certain Stockholm syndrome-like quality to social media partisanship; I can't

confidently say I've been above it in all my years of using the internet.

I've always been fascinated with the abundance of social media apps that all end up doing the same thing. If social media is supposed to be a place on the web to share shortform text, pictures, video and audio clips, why do we need so many places to do it? At a certain point after uploading videos to Twitter, posting a Notes app essay on Instagram or publishing an animated photo album reel on YouTube, how have we not discovered that this is all the same?

The beauty of the fediverse is a distinct recognition of this fact; the entire utility of social media has been flattened into one logical, streamlined plane of deployment. The services that make up the fediverse aren't deadlocked in competition, instead collaborating with each other to popularize the ActivityPub standard. Rather than being driven by market forces that funnel development efforts toward unwanted features, fediverse apps endeavor to provide the best possible experience for their intended use cases and nothing more.

Mastodon is the premier service, it's practically synonymous with the fediverse among the uninitiated. There are also several other federated Mastodon-likes offering comparable features and exclusive benefits, such as Misskey, Sharkey, Friendica and Pleroma. Pixelfed is the designated Instagram replacement, about as straightforward as it gets. A TikTok competitor called Loops was also recently made available by the Pixelfed developers. Peertube remains criminally underutilized as people clamor for a viable YouTube alternative, though it can be challenging to find a suitable instance. Lemmy successfully gained a foothold among disillusioned Reddit users, but it's still too niche to be useful for certain interests due to lack of engagement. WriteFreely is a solid, if bare-bones choice for blogging in my experience, seemingly lacking functionality offered by other free services.

The fediverse as it exists today is clearly a mixed bag. It's nice that all of these services can talk to each other, but the practical application of this is questionable at best from my vantage point. Further buy-in is required from wealthy, technically-skilled people

to keep the project sustainable. Prominent instances that serve a specific niche on the fediverse like botsin.space are forced to shut

down due to lack of support, exposing a weakness of this concept and demonstrating why it might not actually be the one-size-fits-all solution needed to fix social media altogether.

It's been a great service for my specific interests as a tech blogger, but I worry the evangelists can't see past their nose when it comes to clarifying the benefits of joining for other kinds of people. The sign up process is notoriously confusing for those who are more familiar with conventional social media. The actual usability of fediverse apps is almost never a clear upgrade over their mainstream counterparts. We've reached a point with computing—and every experience downstream from it—where the focus has shifted away from providing a quality product and more toward extracting value out of those who are too dug in to learn a new way of doing things. The alternatives don't currently have the infrastructure or cultural cachet to compete, requiring more effort and compromise than the average person may be interested in.

All I can do is share bits of personal experience in hopes that it resonates with people. I've enjoyed my time on the fediverse, but I'm just not as deep into it as other folks. While I think it would be a fun project to start my own instance from home, I don't exactly have the time, money, housing continuity and technical competence to get it done right away. Still, the act of remaining on a large general-purpose instance like mastodon.social does not make me less of a fediverse user in the same way that relying on a desktop environment does not make me less of a Linux user—yes, it's true.

I decided to join Mastodon in the summer of 2023 when I became fed up with the direction of Twitter under its new leadership. By this point, Twitter had become more of a news tool than a social media site for my uses. I was drowning in a sea of voices; nothing I shared had any amount of penetration, and the mutual acquaintances I once kept up with grew distant or dropped off completely. I chose mastodon.social because it seemed like the most logical starting point for getting into an ecosystem I knew practically nothing about.

It took a period of months to start coalescing around like-minded individuals on Mastodon. Posting in several hashtags, monitoring the various timelines, filtering out obnoxious keywords and vigilantly

muting obviously fake, spam-ridden and low quality accounts worked wonders for discovering people. I can proudly say I've made more genuine connections on Mastodon in under two years then I ever did on that Twitter account I made in 2009. Though I may not have the energy to post multiple times a day, every day, I'm likely to get something out of it when I do.

I believe in the fediverse as a Utopian concept for a social web unconstrained by corporate influence. I've been exposed to avant-garde ideas and artistic creations I wouldn't have encountered anywhere else. I've met some wonderful people who've encouraged me to be more creative, put myself out there, think in different ways and grow as an individual. There is a personal touch to the fediverse that can be difficult to describe. Fedizens appreciate your contributions in a way you won't find as easily in other communities focused on cultural narratives and clout chasing. It can be easy to forget how small Mastodon is when you're reaching an engaged audience without much barrier to entry.

That being said, it's important to recognize that the fediverse may never end up being a snug fit for everyone. It's not likely to win over anybody who is averse to using social media or those who struggle to find a healthy balance with online activities. While it's not as explicitly hierarchical and addicting-by-design as some of the other corporate services I briefly mentioned, the perverse incentive structures baked into the concept of social media are inextricably linked to fediverse apps as well. The ways that social apps shape our behavior are beyond the scope of this piece, but suffice to say, the fediverse won't likely be a panacea for anybody's social isolation or attention span issues. All the negative factors I've discussed add up to a potentially tough sell, hence why I don't normally extol the benefits of the fediverse to everyone I know.

The irony of this ambitious interlinked system of cooperative social media services ultimately having limited appeal beyond a thin slice of diehard enthusiasts is not lost on me, but at the same time, that

lack of reach might actually be a good thing. The small web is experiencing a revival, in part because previous attempts to create a central location on the internet for every kind of person to mingle have mostly proven to be a failure, a net negative for society at

large. The internet was always better when there were degrees of separation between demographics—the evolution of the new social web is bearing this out. It would be great if humans could get together, sing Kum Ba Yah and find ways to appreciate each others' differences, but that's simply not the world we live in. Until that day comes, I'll keep sharing periodical musings with the handful of people in my circle over here.

You Live, You Lurk *by ~loghead*

The Web is fast. Not just social-feed-too-much-toxic-fast, the Web has *always* been ffaasstt. But in a good way, at times. faster the better on some days, I'd say. How many finger-tapping boredom fests have I been a patron of to dive head-first into a feed, a thread on Mastodon (back when), series of blog posts, video playlist, or whatever else, only to later complain that "there's so much all the time(!), I need to nap under a tree with a paperback".

It's fast sometimes, slower others - it's fine.

These days, I am in 1000% lurk mode. I go to Ctrl-c and SDF and FOSStodon IRC channels (via Irssi in the commandline), and I watch the conversations, chiming in here and there. I read Sysadmin tips and ideas from the computer science vets of SDF, see server-related goings on about Ctrl-c(.club) and maybe a few words tossed around on FOSStodon. I see, read, say little, sometimes take notes. When not doing that, I am downloading YouTube videos. I believe strongly in the permacomputing, lofi computing, sustainable hardware/software movement that I see happening. Having downloaded a ton of videos from HundredRabbits (1oor.co) and reading up on the potential (I'd say high potential) of "Software Winter", I make an effort to download the videos, music, PDFs, books and other forms of media NOW, so should a disruption occur in infrastructure, or simply a long term power outage, I still have all (or most) of my favorite media right here, safe and offline on my hard drive (and SSD, and backup flash drives). Bringing my media to ME, and keep it a click or two away makes everything significantly better - less buffering, less Browser > Bookmark shortcut > playlist > select video > make diligent effort to avoid distraction - just pull it up from my local Documents folder and read, watch, listen, whatever.

Less blogging. More e-mail. Less browser. More commandline.

Malum Superesa: A Quarter of a Century with Diablo II, an Epic Game of Role-Playing Action & Adventure *by ttntm*

Both title (Latin for "Evil must be conquered") and subtitle are based on the game's box:

I was 12 years old in the summer of 2000, when   Diablo II was released. Back then, I'd stay informed about PC game news thanks to printed magazines, and I took one of them with me on a family holiday. In it was an extensive special feature about Diablo II, the full program with a test, class guides, early leveling builds and so on. It was easy to get obsessed over the new gold standard of ARPs, and being away from home (as in: any chance to buy or even play the game) made this a pretty challenging summer holiday.

But: there was a raffle in that magazine, a chance to win a copy of the game. I participated before we left for that holiday, and to my great surprise, there was a "pick up your parcel..." notification waiting in the post box when we returned - I'd actually won a copy

Diablo II in a raffle! Unbelievable, and also one of the reasons I was quite fond of the game from the very beginning.

That day, I took the game to a friend's place - we spent hours trying out the different classes, and eventually made it all the way to Andariel, the boss of the game's first Act. It was a terrific experience, the core gameplay loop was extremely engaging, and those hours flew away faster than we could've every realized.

Since then, I must have spent well above 1000 hours with the game - offline single player, LAN games with friends and family, and also on the Battle.net (when the family internet could handle that properly). Judging by my old saves (yes, I still have them, just in case...), I played more or less regularly until 2013.

My PC died back then, and priorities shifted a bit - I never replaced the PC, but committed to the PlayStation universe instead. That's also the where I picked up Diablo II: Resurrected recently, which took me right back to a truly timeless game. I suppose that I'm never really going to be done with D2 - unsurprisingly, 'cause I consider it one of the best (if not the best) ARPs ever made. The rest of this text will just be some personal highlights, aka the things that I believe make it such a great game.

Characters

The game includes a total of 7 playable character classes. It originally launched with 5, and 2 more were added with the expansion. All of them are distinctively different from each other, and the gameplay also varies accordingly. Each character has 3 different skill trees, and there is a huge variety of viable builds for all stages (and difficulties) of the game. In addition to a character's native skills, many items can unlock another class' skills and make them available to any character. A must-have for almost any character would be the Sorceress' "Teleport" spell - a huge benefit, and thus something that's best obtained early.

I think the game was designed in a way that facilitates playing all available characters. There's no character-based bias in loot drops (or I never heard of it), so you're bound to find items with one character that'd be extremely powerful for another one - and when you've found a couple of them, there's no reason not to switch things up and play another character for a while. Especially, when considering that different builds excel at different (endgame) activities, which almost makes playing multiple characters a necessity to experience everything D2 has to offer.

If I had to pick, my top 3 characters/classes would be:

1. Necromancer
2. Paladin (first character I played the game with)
3. Sorceress

Loot

Core element to many games for decades, but only a few ever managed to make their items feel truly special (a quick bow to From Software games here).

D2 was full of special items, some of them, often the so called "unique items", had build-changing potential ("Death's Web" for a Necromancer using poison skills, for example), while others were rather mundane, but memorable, due to their special function (i.e. "Wirt's Leg", an actual peg-leg of an NPC used to open a portal to the Secret Cow Level).

When the expansion, "Lord of Destruction", completed the game, Rune Words were gradually added (with patches, as far as I remember). Reading the patch notes, or checking The Arreat Summit (the official companion website that's been called the "grandfather of modern game wikis" somewhere - still online at https://classic.battle.net/diablo2exp/), was pretty much required to find out what items could be created. Me and my brother had probably memorized most of them before we'd even found the bases/runes to create them, haha.

Considering how hard it was to get certain items in offline/LAN play based on pure luck (RNG), and without using exploits, modded save games, or trainers, Rune Words quickly became important for any character/build. They're very powerful items with mostly fixed stats, and the required base items/runes are often easier to find (i.e. more common) than certain unique items that might never show up at all.

Thinking of my current time with D2R, remembering and creating Rune Words felt especially nostalgic. It somehow reminded me of how re-discovering beloved childhood toys feels like, for example when visiting your childhood home during holidays. But things can also get tedious, of course, as a recent case of hunting a "Monarch" (a medium shield with up to 4 sockets, and an ideal base for the "Spirit" Rune Word) proved - the damn thing just wouldn't show up anywhere it's supposed to drop and it felt forever until I finally managed to get one to drop from an armor rack in Lower Kurast. Before finding that damn shield, which I now hold very dear, I'd seen a total of 3 others in that playthrough: 2 were rather bad magic items, and the other one was ethereal (can not be repaired). No more showed up since then either.

Other than unique items and Rune Words, a further key aspect of D2's loot system is the Horadric Cube. It's a quest item, that every character obtains, and that's required to complete the game. The cube also serves as both an extension to the limited space in the inventory, and a device to magically transmute items into a new item, just like a portable crafting bench. That's also how crafting items work - they're basically a bunch of regular items and runes thrown into the cube together, and out comes a new item of usually superior quality. It's a slightly expensive procedure, but it's also a chance to obtain better gear when the RNG just won't produce anything useful.

Overall, I really like D2's loot system - most of the things you find can be useful in one way or another eventually, and while there's hardly any way to target-farm anything, there's a certain degree of

predictability in system that can be used to make your character stronger even when a specific piece of gear just won't be found.

The Game World

D2 takes place in a world called Sanctuary, and offers 5 Acts with vastly different environments:

1. A wilderness inspired by medieval central Europe, with villages, forests, marshes and a huge monastery
2. A desert, and the port city of Lut Gholein at the edge of it
3. A giant temple city, Kurast, that's been turned into a jungle in many parts, because a great evil caused the jungle to grow out of control
4. Pandemonium, a realm between the High Heavens and the Burning Hells
5. Vast frozen steppes, Mount Arreat, and the settlement of Harrogath

The player character travels from West to East, then to another realm close to Hell, and back to the Northwest of Sanctuary eventually.

All of the areas are surrounded with some kind of boundaries, and most of them have a random layout that resets whenever entering a new game (online play) or switching difficulties (offline play). There are optional areas too, which can offer additional rewards - some of the zones with the highest level monsters are optional areas, for example "The Pit" in Act I.

Playing through the game 2 times to reach Hell difficulty, and then doing it again, to unlock all of the best areas for farming the highest level gear and leveling efficiently, is something that has to be done per character. And it'd be a drag, if the whole world looked the same - fortunately it doesn't. So, Act I, for example, feels refreshing whenever you come back to it, both on existing characters in higher difficulties, or on entirely new characters that are just starting their journey through the game. The same holds true for the other Acts too - they really did a great job with the level design!

My favorite areas:

1. The Forgotten Tower (Act I)
2. Travincal (Act III)
3. Tristram (Act I)

And the ones I don't enjoy very much:

1. Arcane Sanctuary (Act II) - I just hate that place; there's a 1 in 4 chance of moving into the right direction from the start, and it seems like it always takes me 4 attempts to get it right
2. Kurast Sewers (Act III)
3. The fillers that I usually just run/teleport through, like Arreat Plateau, Frozen Tundra (both Act V), or Upper Kurast (Act III)

Atmosphere

In addition to the differences in the way the game's Acts look like, there's also other design choices that enhance the game's atmosphere. Sound design is just great - the soundtrack's a mixture between dark ambient/industrial influences and instrument samples. While in a town, there's usually a distinct theme that sounds rather peaceful, which gives the dark ambience that persists elsewhere some often needed rest.

Lighting and decorations enhance the dark, threateningly evil atmosphere as well. Corpses, gore and manifestations of the prime evils' influence are everywhere, and places like the monastery, or the ruins of Kurast, are really well done examples of map design that convincingly shows the horrible things that happened there.

Much like meeting the Butcher in Diablo I, discovering some of the areas in D2 for the first time could sometimes feel a little scary. Graphics weren't what they're now (with Resurrected) back then, but I do remember that crawling down into the "Durance of Hate" of the first time, for example, definitely wasn't a fun adventure.

D2 really stood out in the atmosphere department, it even had a day/night cycle and weather effects. Considering the sequels, Diablo III looked like a cartoon mostly, and Diablo IV tried to to take things back to evil again, but didn't quite get it right somehow, except for maybe a few areas (i.e. the cannibal areas).

The Rest

Even when playing offline single player, you character's never really alone. There are so called "Hirelings", various mercenary warriors that can be recruited for a bit of gold, who will then fight by your side. They are very loyal, fight to the death, and offer a significant advantage in any situation. It's a really cool feature, and I don't remember many other games having it - these NPCs have been turned into an important aspect of many builds over the years, and the game's perceived difficulty has probably also been designed in a way that expects players to make use of them.

Difficulty is a great keyword. In another person's words [1], making a truly great game requires it "to be difficult enough to be challenging, but doable enough to not be not be totally frustrating" - and I totally agree. It's something that D2 managed to achieve with great success, and also something that was kept the exact same way in D2R, along with all the other core systems of the game.

I might be lazy, but I really doubt I could find better words; so, continuing the above quote, leaving things the way they were in the original when working on D2R, does in fact prove that the original D2 "didn't need changing. They nailed it. Straight killed it. This game was originally made a quarter of a century ago and it's the best thing I've played in decades."

And yes, indeed, Diablo II is the best ARP I've ever played. I will keep coming back to it, even if it's only every 10 years, and always on another platform. It's simply that good, and it feels fresh every single time.

[1]: https://www.reddit.com/r/Diablo_2_Resurrected/comments/1fwh8re/diablo_2_is_a_master_class_of_game_design/

Bonus

A fun story about Larzuk, the blacksmith in Act V, and the only NPC in the game that can add sockets to items (it will probably only make sense to people that played the game, sorry for that):

> Larzuk: Hey thanks for literally saving our lives, in return I'll add sockets to an item.
> Player: Oh cool, can you add three sockets to this item?
> L: Nope
> P: What, why?
> L: That item can have four sockets, so I'll add four sockets.
> P: But if it can have four sockets it can also have three, right?
> L: Yep.
> P: So...you can add three?
> L: Nope, can't do it.
> P: Ok, well, here's an item with one socket, can you add three more to it?
> L: Nope.
> P: But it can have a max of four sockets, so it fits the rule...
> L: It's already got a socket, I ain't touching that.
> P: Geez, fine, Ok then I guess add the four sockets to the other one, and I'll be back later for some more.
> L: No, I only add sockets once.
> P: Once for free right? I'm happy to pay for it later.
> L: No, once period, never again.
> P: But seriously, I'll literally pay you.
> L: No way.
> P: So let me get this straight. You'll add the max number of sockets to an item...
> L: Right
> P: But only one that already has no sockets.
> L: Correct
> P: And only one single time per person, and only then if they manage to save you from a once-in-10000-lifetimes demonic invasion?
> L: Exactly
> P: Have you ever considered business school?

Concept of: Morse/binary BINGO *by ~loghead*

...because regular BINGO is for normies

```
   -...  |     ..    |    -.    |    --.   |    ---
------------------------------------------------------
   1     |    1001   |   1111   |   10100  |   11010
   11    |    1010   |   1101   |   10110  |   11101
   101   |    1000   |   FREE   |   11000  |   11110
   10    |    1011   |   10001  |   10111  |   11100
   100   |    1100   |   10010  |   10011  |   11011
```