

tildetown



tildetown



CONTENTS

Foreword	4
nicethings	5
a literally-translated morning	6
botany	7
poolparty	12
javapool	13
anatomy	15
vofe.txt	16
bwbasic	17
using the Internet as a mortal	21
peeping	22
Proposed reclassification of computer science as a field of geology	24
haiku	28
oulipo	29
backgammon	30
lambda.c	34
Some Personal Photography	35
Bullet proof pizza dough	41
Romp Through The Woods	44

~

This collective work is licensed under a **CC BY-SA** license.

More info: <https://tilde.town/~zine/>

Foreword

Welcome to issue #5 of the town zine, our largest to date. This issue features a number of very fine articles, poems, introspective prose, scenic photography, as well as a small tabletop game. I hope you will enjoy reading the zine, possibly with some tasty pizza, a recipe for which is also included.

This issue also marks the launch of the new zine website on a new namespace provided by our ever-gracious host ~vilmibm. Thanks! I would also like to thank my fellow editor ~lucidiot for the fantastic work on the zine website and migrating the archive. He also helps manage incoming works and respective licensing, while offering superbly unsound suggestions and insanity checks year round.

Additional thanks to all our issue contributors – your delightful creativity and continued support keeps the zine going, literally and spiritually (pun intended).

Tanasinn.

~mio

Help yourself to some...

NICETHINGS

Usage:

```
nicethings [<command>] [<args>]
```

Commands:

- No command - Displays a random nicething from a random user.
- init - Creates a file in $\$(HOME)$, nicethings, which allows you to contribute to the town-wide list of nicethings.
- add - Adds a nicething to your list.
- ls - Prints a numbered list of the nicethings you've added.
- rm - Removes a nicething from your list.

Examples:

```
nicethings
nicethings init
nicethings add "You are wonderful"
nicethings ls
nicethings rm 2
```

Never let the future disturb you. You will meet it, if you have to, with the same weapons of reason which today arm you against the present.
It is a beautiful day.
You are a good person, deserving of love
ist das Leben nicht hundert Mal zu kurz, sich in ihm zu langweilen?
Do not think that what is hard for you to master is humanly impossible; but if a thing is humanly possible, consider it to be within your reach.
You matter so much. Don't let anyone tell you different
You are making a difference
Close your eyes and imagine you are sitting in a beach chair with warm sand covering your feet, and a nice breeze gently blowing across your face
lay on the floor, stare at the ceiling, and don't think of anything for a few minutes. Just enjoy how great it feels to take a break.
You are so awesome!
You're a gift to those around you.
You are the most perfect you there is.
You are enough.
If you were a box of crayons, you'd be the giant name-brand one with the built-in sharpener.
You could survive a Zombie apocalypse.
You are strong.
You are brave.

~m455

一天直接翻译的早上 / **a literally-translated morning**

今早我醒来之后我下楼弄了咖啡。我其实弄了太多了，但是我至少喝完了。我喝完之后我给我狗狗一碗狗粮。他把它吃了比较快。平时他吃完以后他喜欢出门散步、玩。我希望你喜欢读我特别奇怪的早上。

this morning i wake up after i downstairs make coffee. i actually make too much, but i at least drink finish. i drink finish after i give i dog dog one bowl dog food. he take it eat relatively fast. usually he eat finish after he like to go out walk, play. i hope you like read i very weird morning.

~dozens

Godly Naive Gold

=====

> poems for digital plants

Thanks to ~curiouser for creating botany

I have a daily routine on tilde.town. I log in, check irc and my mail and bbj and feels. And I water my plants in botany.

At some point this winter, on a whim I started jotting down little love poems to my plants. It gave me something to do, to rhyme a few words and tweak a few lines every time I checked on my plants.

Godly Violet Seed-Bearing Columbine

if we combine
yours and mine
and do again
from time to time
never shall i want
thirst
or pine

```
      \   |   /  
      |  &|/  |& /  
      &\  |   / /  
      \|  \|&|  
      &\ /&/  
      . , - . , , &/ - . , - .  
      ^      '      '      ^      '      ,
```

~dozens

Godly White Seed-Bearing Aloe

	soothe my ache
	cool my burn
	hold me close
	steady firm
\\ .-	
..\\ \\. //. //	
\ \.\ v //	
\\ //	suck the marrow
' \ //	lend me life
. , - . .\ ,/_ ., - .	bleed the bone
^ ' ` '	subtle knife

Godly Orange Seed-Bearing Daffodil

iron quill gripply tightened
steely gaze will enlightened
inspired feathered pushing trying
til now sated you've your fill

emitting past	/ <
and gone uphill	> \ /
next last splash	/- <
close the till	\
	> - /- <
so fetch a bath	\ /- <
drawing still	\ /.
let go a laugh	. , - . ., l,/_ ., - .
my daffodil	^ ' ` '

~dozens

Godly Electric Green Seed-Bearing Sage

your cunning esoteric mage
yearns to earn a living wage
spelling smudges burning sage

dull useless stupid rage

nary a bar make a cage
nor words upon the scholar's page
all the world's an empty stage

```
      `\'
        `\' /`
      `| '\|/` /`
     `\'|\|/`|/`
    ,'\ \|/ |/`
   . , - .\|/,l-/`., - .
   ^      '      `      ,
```

Godly Naive Gold Seed-Bearing Snapdragon

giner snap
maple tap
little red wagon

steeply spire
friendly fire
earthen mead flagon
snowy feet
sleepy wheat
lovely snapdragon

```
      +
      | ,
    + , |/
     '\ \| ,
     \| ,|/ + ,
     \|/ \| |/
   . , - . \|, l/_
   ^
```

~dozens

Godly Gold Seed-Bearing Palm

I.

whisper palm flutter tree
back to the sun face to the breeze
squat down bend my knees
sit set settle ease
sand wants to bury toes like these
what should I say it comes easy to me

II.

pretty palm on my lawn
salve of my soul, soothing balm
when you're far, when you're gone
it's for you I pine I yearn I long
when you're here, nothing is wrong
my heart it sings a breezy song
for you my dear, my lovely palm

```
      -      -  
      ',\ / / '-.  
 /--\ \ / /^\  
 |/ /\ ||/ \, |  
 ` | /\=|\, | `  
   ` | _ | `  
     | _ |  
     | _ |  
     | _ |.  
 . , - . : | _ | - : , - .  
  ^      ,      \      ,
```

~dozens

Godly Orange Seed-Bearing Columbine

if i could spend all my time
interspersed and all entwined
up and down the number line
reveled reveled golden twine
nothing yours and nothing mine
wrapped up in my columbine
wouldn't that be well and fine?

```

      \   |   /
      |  &|/  |& /
      &\  |   /  /
      \ |  \ |&|
      &\ /&/
·  ^  '  -  ·  ;  '  &/  -  ·  '  -  ·  ,

```

~nihilazo

POOL PARTY!

30m deep pool!

FREE DRINKS!

ancient magical artifacts!

At Dale's
Setting Orange Chaos 50th, YOLD 3187
(I hope you know where Dale's is)

~dozens & ~lucidiot



~dozens & ~lucidiot



~verbose

--- anatomy.. ---

C prologue

a a.

a

a a when i

play with myself i

yov vunderstand i o ^-.

have dreams of *=,

life and deavth ri
ght?

giving never taking

x x x x x

x x x x x

faking never living

">.

P,p,Pp,,,ppp,,,p,,,p,p,,,p,,,p,

∩ epilogue

..... ÂÂ?Â2~ă~??

ÂÂ?Â2~ă~??ÂÂ?Â2~ă~??ÂÂ?Â2~ă~??ÂÂ?Â2~ă~??ÂÂ?Â2
~ă~???Â2~ă~??ÂÂ?Â2yYÂ?Â2~ă~??ÂÂ?Â2~ă~??ÂÂ?
Â2~ă~??ÂÂ?Â2~ă~??ÂÂ?Â2~ă~??ÂÂ?Â2~ă~??ÂÂ?Â2~ă~
?ÂÂ?Â?ÂÂ?Â2~ă~??ÂÂ?Â2~ă~?
?ÂÂ?Â2~ă~??ÂÂ?Â2~ă~??s shpă~??ÂÂ?Â2~ă~??Â?Â2~ă
~??ÂÂ?Â2~ă~??ÂÂ?Â2~ă~??ÂÂ?Â2~ă~??ÂÂ?Â2~ă~??ÂÂ?Â
2~ă~??ÂÂ?Â2~ă~??

~dozens

THE STORY OF BYWATER BASIC

The story of Bywater BASIC is the very best programming story of all time. It is charming and tragic, and is the best story that I have ever accidentally stumbled across while reading a man page.

DISCOVERY

One day I was hanging out on tilde.town and I was wondering what all the different programming languages are that I could code in. So I looked on the wiki[1] and I saw a bunch of them including "bwbasic". I was immediately interested because of the nostalgia of BASIC.

“BASIC (an acronym for Beginner’s All-purpose Symbolic Instruction Code) is a family of general-purpose, high-level programming languages whose design philosophy emphasizes ease of use.” (Wikipedia)

I spent a lot of time as a kid playing QBASIC games like Gorillas[2] and Nibbles[3] on my family macintosh. My dad tried to teach me programming and I

went from just hacking Gorillas to trying to make my own games. So yeah, what's not to love about BASIC?



an Osborne 1 computer

STORY

I checked the man page, and at the bottom is this gem:

“This program was originally begun in 1982 by my grandmother, Mrs. Verda Spell of Beaumont, TX. She was writing the program using an ANSI C compiler on an Osborne I CP/M computer and although my grandfather (Lockwood Spell) had bought an IBM PC with 256k of RAM my grandmother would not use it, paraphrasing George Herbert to the effect that “He who cannot in 64k program, cannot in 512k.” She had used Microsoft BASIC and although she had nothing against it she said repeatedly that she didn't understand why Digital Research didn't "sue the socks off of

~dozens

Microsoft" for version 1.0 of MSDOS and so I reckon that she hoped to undercut Microsoft's entire market and eventually build a new software empire on the North End of Beaumont. Her programming efforts were cut tragically short when she was thrown from a Beaumont to Port Arthur commuter train in the summer of 1986. I found the source code to bwBASIC on a single-density Osborne diskette in her knitting bag and eventually managed to have it all copied over to a PC diskette. I have revised it slightly prior to this release. You should know, though, that I myself am an historian, not a programmer.”

A CLOSER LOOK

I will here take a closer look at the story and enumerate the things I like best about it.

1. The Spells

This is the story of Mrs. Verda Spell and Mr. Lockwood Spell, who are obviously wizards. "Verda Spell" means "Green Spell" so she must a computer programming druid, or some

other kind of nature magic user. Lockwood is a warlock: it is right there in his name. Lockwood and Verda spell are two Dungeons & Dragons characters just waiting to happen. Oh, the adventures they will have!

2. Geography

Beaumont, Texas is a reasonably sized town in southeast Texas, east of Houston, near Louisiana, hence the French name presumably. It is the county seat of Jefferson County and part of the Beaumont-Port Arthur Metropolitan Statistical Area. Which I mention in order to establish that this was a reasonably large town, a seat of local government, a rail town and a port city. Verda Spell didn't live in Houston proper, so probably wasn't a "city person". But she also didn't exactly live in a backwoods, backwater town. Port Arthur "is host to the largest oil refinery in the United States" and is only about 20 miles from Beaumont. A 30 minute drive. A 6.5 - 7 hour walk. I can't find much information about the commuter train that ran between the two towns. But desvox told

~dozens

me they've been there, and they confirm that it does exist!

3. Poetry

George Herbert was a Christian poet. The quote referenced in the story, I think, might be a reference to the following:

"He that cannot forgive others, breaks the bridge over which he himself must pass if he would ever reach heaven; for everyone has need to be forgiven."

But that's exactly the same format as "He who cannot in noun verb, cannot in noun", ("He who cannot in 64k program, cannot in 512k.") but I'm not familiar with Herbert and am not sure what the author might be referencing here.

4. Retrocomputing

Verda Spell was a retro programmer even in 1982! She was writing a BASIC compiler in C on an old CP/M machine after Lockwood bought her a newer, beefier IBM.

I can imagine him grumbling, "bought her a new dang computer and she won't use the blasted thing!" and her shooting

right back, "I didn't *ask* for a new computer, you meddling warlock! I like my Osborne just fine, thank you very much!"

Verda sounded like a scrappy person, wondering why Digital didn't "sue the socks off" Microsoft, so I can easily imagine her being a bit of a contrarian who just likes things the way they are.

5. Tragedy

This is a great unknown part of the story. How was Verda was "thrown from a commuter train" and killed?

I can only think of two options: foul play, or mishap.

She was either forcefully ejected and literally thrown from the train by a foreign party, which is to say she was murdered.

Or she was thrown from the train during a collision or as the result of an accident, perhaps while moving from one car to another.

6. Discovering lost artifacts

The fact that the author found the compiler in an old knitting basket, managed to copy it over to a usable format, and

~dozens

completed the project, is very appealing. The odds are probably pretty good that he might have never found it, that nobody would have, and it would be lost.

STARS.BAS

Now it's your turn! Save the following as stars.bas and run with `bwbasic stars.bas`
Enjoy your stars!

Note: new lines begin with line numbers. Ignore any line wrapping you see here, and only start a new line when you see a new line number.

```
10 INPUT "What is your
name: "; U$
20 PRINT "Hello "; U$
30 INPUT "How many stars
do you want: "; N
40 S$ = ""
50 FOR I = 1 TO N
60 S$ = S$ + "*"
70 NEXT I
80 PRINT S$
90 INPUT "Do you want more
stars? "; A$
100 IF LEN(A$) = 0 THEN
GOTO 90
110 A$ = LEFT$(A$, 1)
120 IF A$ = "Y" OR A$ =
"y" THEN GOTO 30
130 PRINT "Goodbye "; U$
140 END
```

```
What is your name: ? verda green spell
Hello verda green spell
How many stars do you want: ? 19
*****
Do you want more stars? ? yes
How many stars do you want: ? 100
*****
Do you want more stars? ? y
How many stars do you want: ? 2
**
Do you want more stars? ? n
Goodbye verda green spell
bwBASIC: █
```

[1]: <http://tilde.town/wiki/programming-languages.html>

[2]: <https://archive.org/details/GorillasQbasic>

[3]: <https://archive.org/details/NibblesQbasic>

~rogbeer

using the Internet as a mortal

A little while back, I got into a discussion on the Internet, about how to hand over stuff once we die (note: I am not suicidal).

What stuff? Passwords, blog-posts, domain names and so on. If I am running an online community, I'd want someone else to take over my role and duties, in the event of my death.

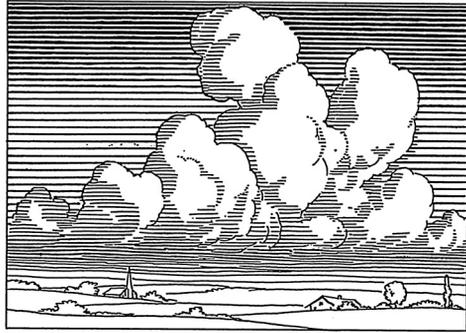
Having done some brain-storming, a few guys decided to share passwords with others, through a password manager. So others can know the password if one dies.

I had an account with Google. And it turns out Google has a Inactive Account Manager, or some such.

I know Mastodon allows an account to become "In Memoriam". But as far as I can tell, there is no automatic way to tell your account to become "In Memoriam" when you die. (Someone else has to do that for you).

~dozens

Cloud peeping is the most egalitarian way there is to enjoy the beauty of nature. No equipment is needed but at least one good eye and a view of the sky. No special conditions must be met: you can do it as easily in the city, even indoors if by a window, as you can out in the country. Using the following sections, you too can feel the thrill of the hunt by going outside and peeping some clouds of your own. Simply turn your gaze upward and notice what you see and what you feel. You can record your findings in as much or as little detail as you wish.



Happy peeping!

D. T. Carnegie H. D. Oates

President, Association of Cloud Peepers

Date/Time:	Location:
Weather:	Drawing
Description/Notes:	
Feelings:	Type:

~dozens

Date/Time:	Location:
Weather:	Drawing
Description/Notes:	
Feelings:	Type:

Date/Time:	Location:
Weather:	Drawing
Description/Notes:	
Feelings:	Type:

~lucidiot

Proposed reclassification of computer science as a field of geology
=====

Introduction -----

It has come to my attention, through a discussion with some inhabitants in the city hall of the Town of Tildes, that Computer Science should be reclassified as a field of applied geology.

In this essay, we will first demonstrate the existence of a relationship between computer science and geology, then demonstrate a relation of causality, discuss why computer science can be made a field of geology, and finally show how making the link between geology and computer science official can prove beneficial to the scientific community.

Computer Science Requires Geology -----

The core part of all modern computers or microcontrollers is the transistor, which relies on semiconductors. The most common semiconductor material used in transistors is highly purified silicon. 15% of all the silicon production is transformed to reach the levels of purity required for semiconductors, and most silicon is produced from reducing quartzite or sand with highly pure coke. Quartzite is a type of rock, sand is just crushed rocks, and coke comes from heating up coal or oil without air. Both coal and oil are found in the ground and their study belongs to geology.

Computers are also built using other metals, such as iron, copper or gold, which are all obtained from digging the ground as Minecraft taught us. Circuit boards are made of slices of copper and slices of an epoxy resin; the most common material is FR-4, a mix of glass fiber and epoxy resin. Glass fiber is made of glass, which is made of silicon. Epoxy resins are of many types but almost all of them come from petroleum-derived materials (plant-based materials are slowly coming in but those are not going to get really far thanks to lobbies).

Computers are therefore made of rocks. Identifying those rocks is a requirement to obtaining all the raw materials used to produce computer parts, making geology a core requirement for Computer Science to exist.

Influence of Computer Science on Geology -----

Computational physics have benefited to large fields of physics, including some that can affect geology, such as fluid dynamics or solid-state physics.

~lucidiot

Computer-aided design (CAD) and automation in general have enabled the development of industrial robots. CAD has increased the quality of geological instruments, and robots have increased their quantity and lowered their costs, enabling geologists to acquire measurements of higher quality more easily.

Geographical information systems (GIS), computational topology, satellite-based positioning systems such as the Global Positioning System (GPS) have increased the accuracy of all measurements and enable studying the Earth's crust at a much larger scale. The field of geomodeling was born from the newly acquired data, using computer science to model the Earth's crust.

Geomodeling contributes to geology at all scales: the studies of rock mechanics, thermochronology, hydrogeology, crustal dynamics, mantle convection, seismology, plate tectonics, the geo dynamo theory, etc. have all showed advancements thanks to computer-based analysis.

Computer science heavily contributes to the study of other planets, in particular by enabling continuous improvements in telescopes and enabling the development of satellites and space exploration in general. This in turn has contributed to research by planetary geologists.

Computer science has both directly and indirectly accelerated geological research, sometimes causing entirely new fields of study to appear. Applied geology, as well as the application of other interdisciplinary fields in which geology is involved such as material science, in turn allow computer hardware to develop and further help geology grow, forming a virtuous cycle.

Consequences of Computer Science as a Field of Geology

When students think of working with computers, they mostly think of writing code, which is a fraction of software engineering. It is only after they enrolled in a software engineering course, in which they were told they would learn to code, that they might have a small possibility of learning about other fields with which a software engineer might interact with. Since those courses are often labeled "Computer Science", the field of software engineering alone is assumed to be computer science, when it is only one of the multiple fields of applied computer science.

This causes a common questioning in the software engineering industry of the notion of computer science: is it a real science, when it is only an engineering field?

~lucidiot

Making computer science a field of geology will likely cause a lot of attention in the media, which through proper communication can be focused on the significant difference between computer science and software engineering.

Further, we believe that geologists not involved in interdisciplinary fields involving computer science are computer users; they lack the required knowledge, or the learned helplessness over the state of the computer industry, to not see software engineers as evil beings, and they simultaneously have the required knowledge to understand what computer science truly is and distinguish it from software engineering. Their insistence can help make a difference in software engineering courses and reverse the trend of mislabeling computer science in the software engineering industry.

This change can have a financial impact for universities and research institutes, as merging computer science and geology departments, facilities or organizations can reduce costs.

The reputation of geology, which can sometimes be seen as something boring as it gets reduced to the mere study of some rocks, can be enhanced by making it part of the digital revolution we are experiencing these days.

The reputation of computers and computer science can also be improved thanks to new puns: instead of "computer bad", "computer rocks". With the ongoing trend of legalizing recreative uses of cannabis, this can also encourage computer scientists and engineers to get stoned, leading to an overall increase in happiness with the field.

Finally, this change can increase the interactions between geology and computer science; this can further accelerate the virtuous cycle that makes geology and computer science both contribute to each other's progression, and is likely to lead to groundbreaking research.

Conclusion

We have shown that geology, by the study of rocks, led to computers and computer science. Furthermore, computer science is still today relying heavily on knowledge acquired from geology, and it has also enabled significant improvements in geology. Officially making computer science a field of geology can contribute to the reputation and progression of both fields, give a financial help to research institutions, and solve issues in the computer industry.

We therefore encourage the scientific community at large to consider making computer science a field of geology.

~lucidiot

Acknowledgements

The author would like to thank ~nihilazo, ~indigo and ~lown for participating in the preliminary research and wordplays that led to this essay, as well as ~wsinatra for reviewing it.

~mio

light through a window
leaves peek out of tulip beds
wake up together

tits chorus above
an ice cream truck's tinny notes
laughing, children play

under endless grey
building and its reflection
incomplete repose

shadows on a ledge
long and early, night descends
wind searches for sleep

~solverv

oulipo is hypocryptical manual for oulipo:
not trusting talk about this or that
(your mind and) both cryptic and not
(trusting only) your words, say things which
do not abandon
oulipo is staying your ground
a plant growing watching it sliding away
(around what) talk as if your world was
(blocks it) in its path moving forward, always
(to find sunlight) always.
hold your watch
oulipo is plant your faith
finding you cannot stay discriminatory
(run without boots) you will watch your mind grow
(and starting to) walk you will watch it distorting,
writhing, fighting its instincts.
oulipo is (truly) oulipo is this fight, this struggling
(hiding) s——ing to stay living.



~dozens

Backgammon: Past, Present, and Future

by Osgood H. Oswald

Introduction

This essay will compare and contrast the published versions of backgammon through the ages, will review its current iteration as a popular fantasy role-playing game, and will finally connect its past to its potential future via its use as a divination tool.

Past: A Brief History

Backgammon 1st Edition, also known as **OBKGM** (Original Backgammon) was released in Iran in 2021 BC. The original ruleset was relatively lightweight

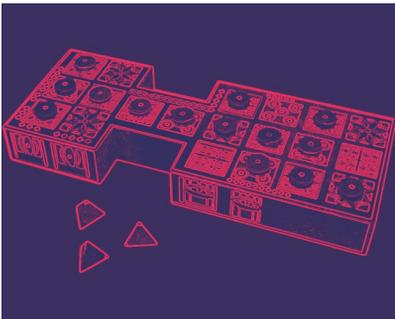


Figure 1: Backgammon First Edition

compared to later editions. The rules, board, dice, and pieces were all slightly different from what we play today, but the core concept of "racing game, with sending pieces back to the beginning" remains unchanged today.

One thing that is unique to this edition is the spiritual component of the game. Certain squares developed certain meanings over time, and landing on them predicted a player's future, or foretold an omen, or was understood to be a message from some deity or other supernatural figure.

The 2nd edition (**BKGM 2e**) was published in 1166 BC in Persia. It controversially dropped all support for the supernatural and removed all references to omens and deities. Its rules are a little different from what we play today, but it is overall easily recognizable as the same game.

BKGM 3e, the first major update to the game of the modern era, didn't come out

~dozens

until the 1920s when a Mississippi riverboat captain with a serious gambling addiction named Pope Fathomer Applesail introduced the doubling cube. This would be, to date, the game's last major innovation.

The cube was originally intended to merely enhance the gambling aspect of the game, but it ended up having unintended, far reaching strategic impacts.

Finally, in the 1960s, a supplement coauthored by Jeremy Jacobs and Lauper Crawford was published as version 3.5 containing additional optional rules involving the doubling cube. This is the current version of the game.

Present: A Review of BKGGM 3.5e

Today, backgammon is a popular fantasy role-playing game in which you adopt the persona of a powerful wizard of the "backgammon" school of magic. You play by enchanting 15 checkers (your "men"),

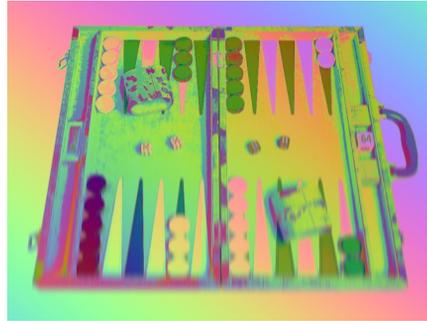


Figure 2: The familiar 3.5e backgammon board

bending them to your will, and then racing them around the track like puppets to bring them home before your opponent can do the same.

The risk of the game is right there in the name.

"Backgammon" is derived from the words "Back" and "Game." It is a game in which you risk having your men bumped off the track and banished from the board to the ethereal state of limbo known as the "bar". At that point, all further progress halts until you are able to successfully conjure your lost man from the bar and they are reborn and sent back to the beginning of the track where they must begin their journey anew.

~dozens

It's "ohana" rules.

"Ohana means family. And family means nobody gets left behind or forgotten."

- Lilo and Stitch

The wizard you play is also adept at chronomancy. They are able to leverage an arcane device called the Doubling Cube. It is a false gift that, if refused, immediately ends the current race and catapults the players forward in time to the beginning of the next game. It is a subtle manipulation of time, but powerful in the hands of a skilled wizard.

Whereas Dungeons & Dragons is a wargame at heart with fantasy roleplay layered on top, Backgammon is at its core a racing game. And as is the case with most roleplaying games, it is a game of skill and strategy, but also one of chance and luck: randomness is injected into the game through the rolling of dice. In this case, two six-sided dice are rolled to determine how many spaces your men can move.

Future: Bringing The Sacred Back

Starting from the opening position of the 3.5e board, one must roll exactly 167 in order to bring all their men home, assuming perfect play.

The number one stands for unity and indivisibility. And as Black Francis tells us, the devil is six, and god is seven. So 167, the unity of god and the devil, means perfect balance and harmony, such as that which what is seen in the taoist yin-yang and the discordian hodge-podge.

Given a platform of perfect balance, the 3.5e board is an ideal candidate for reincorporating some of the mysticism of OBKGM.

The I-Ching provides a framework for doing so.

The eight trigrams map easily to the 24 points of the backgammon board. There will be three runs of Heaven, Lake,

~dozens



Figure 3: The eight trigrams of the I Ching

Fire, Thunder, Wind, Water, Mountain, and Earth, starting from point 1 and continuing to point 24.

When you roll two dice, you will (usually) move two checkers. It will often be arbitrary which roll corresponds to the first, or upper, trigram, and which should be considered the second. But in practice, you'll know, and will easily be able to assemble a hexagram.

When feeling compelled or inspired to do so, you can look up the resulting hexagram. For example, at divination.com/iching/lookup/

The difficulty with this system is it requires a lookup. The

benefit is that it allows all 64 hexagrams to be represented on a 24 point board. The difficulty of the lookup can be circumnavigated by simply deciding for yourself what, for example, "mountain over water" means to you.

Conclusion

A potential 4th Edition of backgammon should include content not seen since the publication of **Original Backgammon**. Namely, the portents and omens and other elements of divination. It is high time backgammon was weird and occult again.

~opfez

```
/* the lambdas must flow */
```

```
int j;char *l="λ",*s=" ";main(){srand(time(0));struct{unsigned short r,c;}sz;  
ioctl(0,21523,&sz);for(;;){for(j=0;j<sz.c;j++){int a=(rand()%8);write(0,a?l:  
s,a?2:1);}usleep(1<<18);}}
```

~durrendal

Some Personal Photography

All of these were shot with a Fuji X-T20 and a 27mm pancake lense, on the 3/4 frame that's a 50mm equivalent.

That's my typical go everywhere do everything camera. When I'm not shooting with that I'm typically cranking through 35mm film on my Nikon FE (with yet another pancake 50mm) or my Chaika-II 35mm 1/2 frame.

~durrendal



Arrowhead

f7.2, 1/64, 200, F2/Fujichrome (Velvia)

This was shot at Acadia national park in Fall of 2020 on a 5mi lake loop hike with my family.

It was as peaceful and serene as it looked. The colors in Fall are stunning, but this was a particular treat because it was one of the few activities we could do safely as a family during the pandemic.

~durrendal



Senforma

f8, 1/250, 200, F2/Fujichrome (Velvia)

This one is off the Marginal Way in Ogunquit, Maine on a particularly foggy Father's day 2020.

The Marginal Way is a paved path, lots of foot traffic, and the area is really rather touristy, however despite that you can get directly off the path and trapse all over the rocky Maine shore. The fog in this picture has always given me a sense of formlessness, hence the name.

~durrendal



Obliquus

f11, 1/500, 400, Flb/Studio (Astia)

I have a fondness for the ocean and the rocky coasts of Maine, and sharp odd angles that see extremely common place in modern architecture, but far less so in nature.

~durrendal



Portland Head

f13, 1/500, 400, F1b/Studio (Astia)

Okay, maybe this one is a little bit touristy, but I like the way it came out. Portland Head gets photographed by everyone who comes to Maine. I actually think it's the most photographed lighthouse in the US.

Regardless, I happen to like my attempt at it. What can I say, I'm biased.

~durrendal



No Symptoms? No Problems.

f2.8, 1/30, 6400, F2/Fujichrome (Velvia)
Out on Peak's Island in the Casco Bay there's an abandoned gun battery from WW2, it's been turned into this amazing urban art gallery.

I'm personally no fan of war, and think that it serves much better for political statements and street art than a historical site. The artists sentiments are well shared between my family and I.

~acdw

Bullet proof pizza dough

Case Duckworth

November 30, 2021

This recipe comes from the New York Times, though I've tweaked it a bit for my purposes. I've found this to be a pretty perfect dough recipe, due to its simplicity, cheapness, and deliciousness. I make up to 6 portions at a time and keep them in the refrigerator for emergencies.

Yield: 1 pizza dough (enough for 2 adults), though this dough is easily adjustable by multiplying the amounts.

Ingredients

300g	bread flour
8g (1.5 tsp)	sugar
4g (0.75 tsp)	salt
30g (2 Tbsp)	olive oil
175 mL	water
11g (2.25 tsp)	yeast (1 packet)

Method

1. Dissolve **yeast** in warm **water** and let sit a few minutes. This isn't strictly necessary, but is good for ensuring your yeast is viable.
2. In a *large mixing bowl*, combine **flour**, **sugar**, **salt**, and **yeast** (if you skipped step 1) and mix them together.

~acdw

3. Stream the **olive oil** into the flour mixture and mix together. The olive oil should be kind of clumpy in with the rest of the mixture.
4. Form a well in the middle of the flour mixture and add in the water mixture. Mix it together with *your hands* and knead it until it's cohesive and supple. It'll take something like 10 minutes. You can knead the dough straight in the bowl (I do), or you can take it out and knead it on the counter.
5. Take the dough out of the bowl (if you kneaded it in there) and drizzle some olive oil in the bottom of the bowl to coat it.
6. Form the dough into a ball and rub it around the oil.
7. Put a *lid or plastic wrap* on the bowl and let the dough rise for **30 minutes**.
8. Deflate the dough, knead it 3–5 times until smooth, and form it into a tight ball.
9. Wrap it tightly with plastic wrap or put it in a *plastic zipper bag* and store it in the *fridge*.
10. When you make pizza with it, bake it at **450 F / 230 C** for **12–15 minutes**, or until, you know, it's done.

Notes

If you're eating the dough right away, let it rise for at least **another hour** in the fridge before pulling it out and baking it. Otherwise, you can put it in the *freezer*, and when you're planning to make pizza for dinner, just take it out that morning and let it defrost in the fridge.

Bonus: making pizza

Honestly, this recipe is easy to write about, because the most important thing through all of it is the techniques. You can watch pretty much any YouTube video to see how to knead or how to make a mass of dough into a ball, and you can probably find it for pizza as well. My wife showed me how to do it and I've practiced enough that I've got decent at it.

I use a *pizza stone* and *pizza peel*, but you could easily use a *baking sheet* – it just won't crisp up quite as well. You'll definitely want some *parchment paper* though.

If you're using a stone, put that in the oven cold and start preheating. I take my dough out of the fridge at this time to let it rise an hour at room temperature, but you don't have to. If you're just using a pan, leave it out of the oven but still preheat the oven.

On the Thing You'll Put the Pizza into the Oven With (peel if stone; pan if pan), place the parchment paper (cut as big as you want the pizza to be or bigger, I guess), and dust with flour. Get your hands floury too.

Pull the pizza dough out of the bag and plop it into the flour. Flip it over. Dust some flour on top, if you want. You can do as much as you want, but you might end up with raw flour under your pizza, or I did one time anyway.

I like to do the fancy-schmancy knuckle style of spreading the dough, but you can push it out with your hands while it's flat too. This is the trickiest part, and it's hard to explain. I recommend watching a video or pretending you're an Italian guy with a moustache. It really works for me, apologies to Italians with moustaches.

I do a quarter-cup of tomato sauce and full cup of mozzarella cheese, sometimes topping with some onions or olives. Obviously, this part is up to you.

Bake for **12–15 minutes** at **450 F / 230 C**. I let it sit for a minute after it comes out so I don't burn the hell out of my mouth, but it's your life.

That's it! I hope your pizza goes well.

~dozens

Romp Through The Woods

a small role-playing game from dozens for tildezine

This is a tiny version of my work-in-progress Forest game which you can find at <http://tilde.town/~dozens/forest/>

INTRO

Old Auntie Tenfingers lives out in the deep dark woods all by herself. It's getting cold out, and you have some warm blankets and a thermos of hot soup to deliver to her to keep her warm!

GETTING STARTED

All of the following rules and procedures are from *Abenteuerspiel!* by Terribly Beautiful with little to no modification.

1. Choose, roll for, or make up three skills, three items, and three rituals. (Examples of each can be found below.)
2. Start with a dice pool of six 6-sided dice. One of them is special. It is your stress die. The size of your dice pool will vary as you play. Keep track of how big it is.

DOING STUFF

If you're doing something risky and the outcome is uncertain, roll dice up to the current size of your dice pool for every one of the following that is true for your character:

- They are not injured
- They are skilled in the action
- They are using their equipment or the environment

~dozens

- They have the upper hand
- They have assistance
- If they are under stress, roll the stress die. Casting a ritual is stressful.

After rolling, read the highest die:

- 6 is a success! Good job!
- 4 - 5 is mixed results: you succeed at a cost
- 1 - 3 is a bad outcome: you take a condition

If your dice pool is empty, roll twice and take the lowest result

CONDITIONS

When there is a bad outcome, you might fail at your task, or you might succeed with a severe consequence. Either way, think of an appropriate condition that impacts the fiction.

RESISTING CONSEQUENCES

You can roll stress to reduce or avoid consequences at the cost of potentially further reducing your dice pool.

STRESS

Whenever you roll your stress die, if the result is equal to or higher than the size of your dice pool, reduce your dice pool by one. Remove your stress die from the pool last.

RECOVERY

After a lengthy rest or some such activity, roll all the dice exhausted from your dice pool. For each result 4 or greater, add that die back to your pool.

~dozens

YES/NO ORACLE

What are the odds of a "yes" answer to your question? Roll a single die.

- Almost certain: Roll 2 or higher
- Likely: Roll 3 or higher
- 50/50: Roll 4 or higher
- Unlikely: Roll 5 or higher
- Fat chance: Roll a 6

SKILLS

agility
alchemy
animals
artifacts
dueling
foraging

hunting
illusions
intimidation
melee
perception
plants

quickness
spirits
stealth
strength
tracking
trickery

EQUIPMENT (USES)

bear trap
candles (12)
compass
fine wine (1)
fool's gold (6)
glass bottles (6)

hunting knife
manacles
marbles (30)
pot of honey (6)
rope, 120'
sling

spyglass
tinder box
trick dice
twine, 300'
walking stick
whistle

~dozens

RITUALS

compel plants
compel animals
conjure wind
create darkness
create illusion
duplicate self

find object
hasten time
hold entity
make invisible
observe location
possess entity

produce fire
protect area
read mind
reverse gravity
summon spirit
swap bodies

PLAYING

Roll a six-sided die. Count that many rows down from the first line of the table, skipping over any crossed out items. Do this once for each column. Resolve the scenario. Cross out component parts of the scenario. Repeat until any roll lands on Auntie Tenfingers's hut.

Example: on my first roll, I roll 2, 4, and 3: A giant elk, drinking, looking lethargic. I role play the scenario and when I think it is complete, I cross those items off the table. For my second roll, I roll 5, 2, 2. I count down 5 on the encounter column, skipping over Giant Elk: honeybear. 2 and 2 on Behavior and Complication are Sleeping by a tree with a broken limb.



~dozens

Encounter	Behavior	Complication
Grab Spider	Hunting Prey	Sick Young
Giant Elk	Sleeping by a tree	Broken limb
Double Scorpion	Sunbathing	Lethargic
Faun	Drinking	Lost item
Wood Sprite	Picking Flowers	On the run
Honeybear	Looking for food	Pestered by bees
Sylphan Hunter	Setting traps	Broken gear
Monocerous	Glittering with magic	Depressed
Mossman	Tending a garden	Aloof
Snail w/ legs and tail	So happy to see you	Lost
Giant Ants	Dragging off food	..and you're next!
Towering Flowers	Sway in the breeze	Make you sleepy
Wild Monkeys	Hiding in trees	Try to rob you
Grasping Vines	Try to entangle you	Vulnerable to fire
Auntie Tenfingers's Hut! You win!		

UPON WINNING

Auntie Tenfingers is delighted to see you and ushers you into her hut and makes a big fuss over you. You have grown! She thanks you profusely for the blankets and the soup (still hot!) and calls you a dearie and a sweetie. She pours some tea and sets out some cookies.



