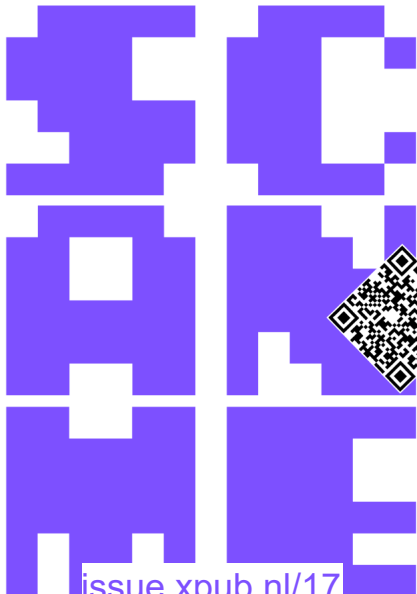
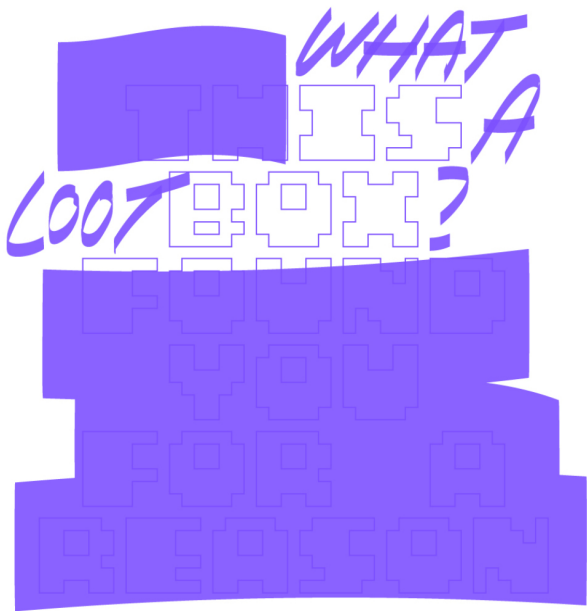


WHAT IS A LOOT BOX?

CROSSWORD IMAGINARY  
GRID GAME ONE-SENTENCE  
GAME IDEAS NIM FANFIC  
THE MURDEROUS HISTORY  
OF LOOT BOXES UNFINISHED  
THOUGHTS THE LEADER  
CONNECT[LESS] REQUISITE  
BRANCH MATAMARI FANFIC  
LIFE HACKS CAN GAMING  
MAKE A BETTER WORLD?



[issue.xpub.nl/17](https://issue.xpub.nl/17)



WHAT IS A  
COOT BOX?

A closed box with  
objects inside.

---

WHAT IS A LOOT BOX?

A digital or physical box.

---

WHAT IS A LOOT BOX?

A virtual box inside video games containing randomized items.

A virtual box of hidden motives, designed to persuade and trick players.

A virtual box where the user can pay and access products. Those items can be useful to develop you character in the game or can be collectable.



A lottery box.

---

WHAT IS A LOOT BOX?

It looks like a real gift,  
but you purchase it  
for yourself.

---

WHAT IS A LOOT BOX?

You choose it.

---

WHAT IS A LOOT BOX?

You get something nice.

---

WHAT IS A LOOT BOX?

A box embedded in  
a context.

---

WHAT IS A LOOT BOX?

It works within the  
context of a game.

---

WHAT IS A LOOT BOX?

It works outside the  
context of a game.

---

WHAT IS A LOOT BOX?

When the game gets tough, the loot box offers you a shortcut.



# Payment

# Reward

---

WHAT IS A LOOT BOX?

A virtual feature that players can purchase with real money. It is usually available in free-to-play games or full-price games.

You don't get it for free,  
and you don't know what  
you get.

---

WHAT IS A LOOT BOX?

A promise for a virtual treasure that is purchased with real money. You buy a virtual treasure hoping it contains something valuable within the world of the game.

# Fast-thinking

---

WHAT IS A LOOT BOX?

It is what motivates  
immediate irrational  
purchases.

It can be rational in the context of the game.

---

WHAT IS A LOOT BOX?

A quest, narrative or social pressure can justify any loot box.



It appears and disappears quickly in order to seem exclusive. Thus, it makes the player buy it without thinking too much.

Time pressure creates  
artificial urgency  
(jeopardy).

# Excitement and anticipation

---

WHAT IS A LOOT BOX?

A feeling of excitement and anticipation could be related to the excitement of gambling.

---

WHAT IS A LOOT BOX?

You know that there is a chance of getting some items that you desire.

---

WHAT IS A LOOT BOX?

It is desirable because it creates rare chances to get powerful items.

It is like gambling  
because you anticipate  
what is inside.

---

WHAT IS A LOOT BOX?

# Surprise mechanism

---

WHAT IS A LOOT BOX?



The element of surprise is a highly appreciated aspect of the loot box.

A secret treasure that is not worth the money you pay for it, nor the expectations you have for it. However, that is somehow exciting.

Addictiveness is connected to the surprise mechanism: the moment of anticipation is addictive. It makes you feel that anything is possible.

It's like the cat in the box: is she dead or is she alive? She is both until you open the box.

---

WHAT IS A LOOT BOX?

An entertaining element.

---

WHAT IS A LOOT BOX?

It keeps the players hooked to the game by using an element of surprise.

The player never knows  
what is inside of it.

---

WHAT IS A LOOT BOX?

Surprise that comes  
with consequences.

---

WHAT IS A LOOT BOX?



The immediate reward  
makes it fun. The risk  
comes with pleasure.

---

WHAT IS A LOOT BOX?

It derives from the loot, a bunch of goodies that you can get as a reward after you conquer a super boss or level up.

A reward after  
accomplishing a really  
heroic task.

---

WHAT IS A LOOT BOX?

An immediately  
rewarding response  
preceded by a generally  
customized trigger.

A guaranteed reward in exchange for money.

---

WHAT IS A LOOT BOX?

# Progress in the game

---

WHAT IS A LOOT BOX?

You have more power in  
the game.

---

WHAT IS A LOOT BOX?

Sometimes the game doesn't reach its full potential without buying a loot box. That makes players feel compelled to make a purchase.



You will get better if you  
buy a loot box.

---

WHAT IS A LOOT BOX?

# Collectible item

## Emotional trigger

---

WHAT IS A LOOT BOX?

Strong emotional reactions are tied to the financial elements.

Excitement

Disappointment

WHAT IS A LOOT BOX?

Desire

Exploitation

WHAT IS A LOOT BOX?

Even if you don't get exactly what you wish for, you will get something, and you feel somehow rewarded.

# Incremental rewards

WHAT IS A LOOT BOX?

It is disguised as safe  
and innocent.

---

WHAT IS A LOOT BOX?



You can keep opening  
loot boxes forever.

WHAT IS A LOOT BOX?

It interfaces the game  
and the real world.

---

WHAT IS A LOOT BOX?

It's an alternate reality experience of collecting things you can't own in real life.

WHAT IS A LOOT BOX?

It's a pulse in the circulation of resources between a virtual game and the reality outside of it.

# Loot box as currency exchange

WHAT IS A LOOT BOX?

Game coin

Real money

WHAT IS A LOOT BOX?

# Power-Up

# Pleasure

WHAT IS A LOOT BOX?

Designed to be addictive

WHAT IS A LOOT BOX?



Very real addictive mechanisms.

WHAT IS A LOOT BOX?

A repeated scheme that ensures constant spending into virtual game currencies.

Designed to be desirable  
and to be purchased  
again and again.

Some rewards are rare  
and that makes the loot  
box desirable.

It puts you in a condition  
for purchasing without  
thinking too much.

Its timespan is similar to the discount periods or Black Friday.

# Looking under the hood.

WHAT IS A LOOT BOX?

A trigger for  
addictive behaviour.

WHAT IS A LOOT BOX?



A gambling mechanism,  
exploitative by design,  
that promises immediate  
in-game rewards to  
the player.

The rewards of the loot box can affect both the gameplay and the social environment around the game.

It sets the beat  
for repeated  
microtransactions.

WHAT IS A LOOT BOX?

It's a repetitive  
rhythm for the  
player's temporality.

WHAT IS A LOOT BOX?

It builds a habit by triggering the attention and the emotional response of the player.

It's fun.

WHAT IS A LOOT BOX?

It ensures that you  
keep playing  
potentially forever.

WHAT IS A LOOT BOX?

From habit to addiction.

WHAT IS A LOOT BOX?



You pay money to obtain something new.

WHAT IS A LOOT BOX?

Thrill

Ritual

WHAT IS A LOOT BOX?

Risk

Destiny

WHAT IS A LOOT BOX?

It hacks the temporality  
of a game.

WHAT IS A LOOT BOX?

It allows you  
to customize your  
game character.

It shifts the dynamics in the game.

WHAT IS A LOOT BOX?

It provides you with collectables or power-ups that make you progress inside the game.

A temporalized tool  
for the distribution  
and management  
of resources.



The potentially endless collection creates artificial needs.

The benefits for you are emotional. The benefits for the game platforms are financial.

A money-making mechanism that uses real-world money in video games' worlds.

WHAT IS A LOOT BOX?

It targets  
vulnerable players.

WHAT IS A LOOT BOX?

A trigger for  
addictive behaviour.

WHAT IS A LOOT BOX?

A trigger for  
toxic behaviour.

WHAT IS A LOOT BOX?

An escape from real life.

WHAT IS A LOOT BOX?

Fake promises.

WHAT IS A LOOT BOX?



FOMO (fear of missing out)

WHAT IS A LOOT BOX?

The surprise mechanism and exclusivity of the loot box creates a constant FOMO.

# Peer pressure

WHAT IS A LOOT BOX?

Social pressure

Individual engagement

WHAT IS A LOOT BOX?

# A personalized 1 to 1 interaction

WHAT IS A LOOT BOX?

# 1 to machine interaction

WHAT IS A LOOT BOX?

IMAGINARY  
A  
EM  
FOR  
ALREADY

GOES  
DID

Dear Player, The  
Crossword Imaginary  
Grid Game found you for  
a reason.

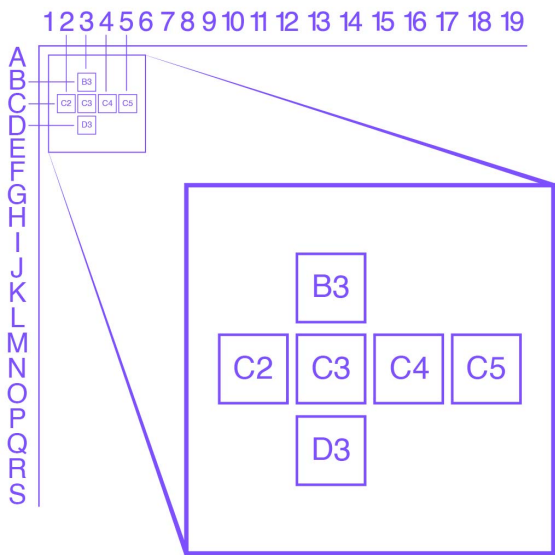


The aim of this game is to create a crossword grid with your hands and explore a part of the Glossary of Productive Play.

There is a printed grid for you here, but if you want more, visit the website of this Special Issue.

Take some time (leisure or productive?), place the pieces on a surface, on a wall, on your bed, on your cat's body.. and start playing!

Position the coded papers to recreate the grid. Follow the following scheme for every category:



I know it might sound complicated now, but I promise you that you will understand how to make it work while playing.

There are four things  
you have to keep  
attention to while  
creating the grid:

1. A code (e.g. B7), composed of a letter and a number, defines the position in the imaginary grid.



2. The papers with the clues are not to be used during the grid's construction.

3. A content category gathers all the definitions that are part of the same crossword (e.g. loot box).

4. The papers having the same code could represent an intersection or the presence of two definitions, one going down and the other across.

Find out which is which!

---

CROSSWORD IMAGINARY GRID GAME

If you don't know the word, don't stress yourself out: these crosswords are meant to teach while having fun.

Yes, you heard that well,  
you are experiencing  
Productive Play! Enjoy  
the time you are taking  
for yourself! It's okay not  
to finish it, it's okay to  
give up, it's okay to still  
be happy with it.

And if you are really  
unsatisfied, just call  
some friends and have  
some fun together!

Remember, these are  
just instructions not  
to get lost. But it's  
okay to get lost.  
Get lost sometimes.



# J1 Loot Box

# K1 Loot Box

---

CROSSWORD IMAGINARY GRID GAME

# L1 Loot Box

---

CROSSWORD IMAGINARY GRID GAME

# M1 Loot Box

CROSSWORD IMAGINARY GRID GAME

# J1 Loot Box

The price given to objects to be acquired, produced, maintained, or accomplished.

# L4 Loot Box

---

CROSSWORD IMAGINARY GRID GAME

# L5 Loot Box

CROSSWORD IMAGINARY GRID GAME

# L6 Loot Box

---

CROSSWORD IMAGINARY GRID GAME



# L7 Loot Box

---

CROSSWORD IMAGINARY GRID GAME

# L8 Loot Box

CROSSWORD IMAGINARY GRID GAME

# L9 Loot Box

# L10 Loot Box

# L11 Loot Box

# L12 Loot Box

---

CROSSWORD IMAGINARY GRID GAME

## L4 Loot Box

Available to only a few people because users have a limited time frame to obtain the loot box.

# J1 Loot Box



# J2 Loot Box

---

CROSSWORD IMAGINARY GRID GAME

# J3 Loot Box

CROSSWORD IMAGINARY GRID GAME

# J4 Loot Box

CROSSWORD IMAGINARY GRID GAME

# J5 Loot Box

CROSSWORD IMAGINARY GRID GAME

# J6 Loot Box

CROSSWORD IMAGINARY GRID GAME

# J7 Loot Box

CROSSWORD IMAGINARY GRID GAME

# J8 Loot Box

CROSSWORD IMAGINARY GRID GAME

# J9 Loot Box

CROSSWORD IMAGINARY GRID GAME



# J10 Loot Box

CROSSWORD IMAGINARY GRID GAME

# J11 Loot Box

## J1 Loot Box

Something that is considered valuable because kept as part of a group of similar objects.

# R2 Loot Box

CROSSWORD IMAGINARY GRID GAME

# R3 Loot Box

CROSSWORD IMAGINARY GRID GAME

# R4 Loot Box

CROSSWORD IMAGINARY GRID GAME

# R5 Loot Box

CROSSWORD IMAGINARY GRID GAME

# R6 Loot Box

CROSSWORD IMAGINARY GRID GAME



# R7 Loot Box

# R8 Loot Box

CROSSWORD IMAGINARY GRID GAME

# R9 Loot Box

CROSSWORD IMAGINARY GRID GAME

# R10 Loot Box

## R2 Loot Box

That causes a strong and harmful need to regularly have or do something.

# N7 Loot Box

CROSSWORD IMAGINARY GRID GAME

# N8 Loot Box

CROSSWORD IMAGINARY GRID GAME

# N9 Loot Box

CROSSWORD IMAGINARY GRID GAME



# N10 Loot Box

CROSSWORD IMAGINARY GRID GAME

# N11 Loot Box

CROSSWORD IMAGINARY GRID GAME

# N12 Loot Box

## N7 Loot Box

Something given or received in return or compensation for service, merit, hard work, etc.

# G3 Loot Box

CROSSWORD IMAGINARY GRID GAME

# G4 Loot Box

CROSSWORD IMAGINARY GRID GAME

# G5 Loot Box

CROSSWORD IMAGINARY GRID GAME

# G6 Loot Box

CROSSWORD IMAGINARY GRID GAME



# G7 Loot Box

CROSSWORD IMAGINARY GRID GAME

# G8 Loot Box

CROSSWORD IMAGINARY GRID GAME

# G9 Loot Box

CROSSWORD IMAGINARY GRID GAME

# G10 Loot Box

---

CROSSWORD IMAGINARY GRID GAME

# G3 Loot Box

Something unexpected.

# P5 Loot Box

# P6 Loot Box

# P7 Loot Box



# P8 Loot Box

# P9 Loot Box

# P10 Loot Box

# P11 Loot Box

# P12 Loot Box

## P5 Loot Box

The investment will probably not come back, which makes paying for the content of a loot box not just buying but...

# G10 Loot Box

CROSSWORD IMAGINARY GRID GAME

# H10 Loot Box



# I10 Loot Box

CROSSWORD IMAGINARY GRID GAME

# J10 Loot Box

# K10 Loot Box

CROSSWORD IMAGINARY GRID GAME

# L10 Loot Box

# M10 Loot Box

CROSSWORD IMAGINARY GRID GAME

# N10 Loot Box

# O10 Loot Box

# P10 Loot Box

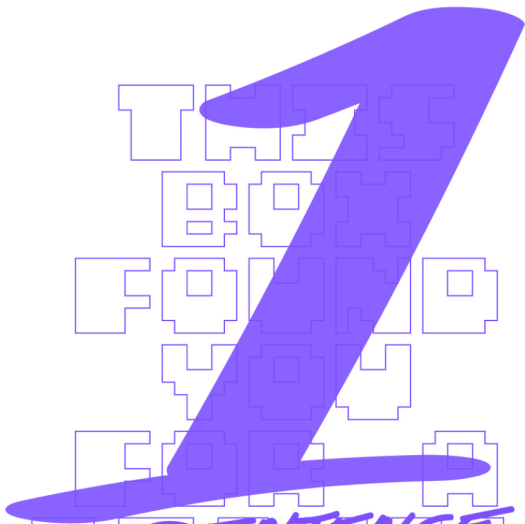


# Q10 Loot Box

# R10 Loot Box

## G10 Loot Box

When a company is taking unfair or unethical advantage of a person or a situation for profit.



SENTENCE  
GAME  
IDEAS

You are in an empty room with 13 doors that are portals to 13 different worlds.

5 min

slow-motion epidemics,  
visually transmitted.

Every crisis  
is a simulation  
of another crisis.

Every crisis  
is a preparation  
for another crisis.



You receive a point for each floating tile you encounter on the street.

You sleep and  
the more you sleep,  
the more the buildings  
around the bedroom  
collapse and nature  
starts growing and  
invading the space.

ThermoSTATE  
the state where no  
citizen feels cold. 🥶

The same day is looping over and over. The goal is to figure out which decision will make you move on to the next day.

A flat with no floors.

Hello,  
where are you,  
what can you see  
from there?

You give someone a gift.  
They give the gift to  
someone else.

You meet a person in a corridor, but you're in a supermarket, in Canada.



Collect fantasy words  
in a fantasy world  
by talking to other  
fantasy characters  
so you can describe  
fantasy objects better.

...and yes...  
only give  
a positive answer  
(or inflexion)  
to any question.

A city room  
without gravity.

Thank you!

No, I thank you!

Noo, I thank YOU!

No. I really thank you.

No, I THANK you!

You get up and you're  
a dictator for 5 min.

You get up and you're a dictator for 5 min and if you don't change anything in the current status quo you die.

You have a lethal laugh.

---

ONE-SENTENCE GAME IDEAS

You are late.  
You have to leave  
but you start  
playing a game.



You change language  
and you discover how  
clever you are but you  
cannot communicate  
with others anymore.

You are in an empty room with 13 doors that are portals to 13 similar worlds, only your character changes.

Plastic bag on a  
windy day at the  
market simulator.

Reality show  
for cultural workers.

A portal will take you to the exact opposite spot on the globe.

You dive into an ocean without an ocean floor but it's actually the sky.

A bruschetta  
and some tomato sauce,  
but you're not in Italy.

You're a flock of birds.  
You interact with things  
only collectively.



You're in a layer of a multilayered world. You cannot see the effect of your actions unless you change the layer.

Any action  
could potentially kill  
the other players  
(including staying still).  
The longer all the  
players are kept alive  
the more you score.

Dutch wind  
vs.  
Human being

Interpret what birds  
are saying.

A game where your real-life issues are solved through playing and you don't realise it's happening.

Sometimes things  
change depending  
on who you tell.



You are a helium balloon  
and you just got  
to the big city.

You are stuck in reality and you're trying to get back to your imaginary world but cannot find the door.



Build the highest high heels in the world so you can traverse the Mariana Trench, with a depth of 11 034 m, without touching the water.

It's night with rain  
and Devil Dutch Wind  
(DDW) and you are  
trying to ride your  
way home.

The calories burned while running on the treadmill become actual currency.

Files keep coming in  
and you have to  
sort them in your  
folder system.

You get to experience  
your whole life  
in reverse.

There is no gravity,  
no left or right,  
no up and down,  
but you have to guide  
someone to a treasure.

Life's a game,  
play the game.

---

ONE-SENTENCE GAME IDEAS

You're a door and you have the power to open or close as you wish. Sometimes someone tries to go through you, will you let them pass?



You enter a room full of obscure items and have to select some of them to curate an exhibition.

Time is given  
to each player.

During the game, several tasks are given to players, and they need to split their time and accomplish those tasks in the time allocated. If you fail to do so, it will affect the whole time sequence. In short, you play the game by splitting your time, rearranging your priority constantly.

Git commit-push battle.

Noise-inducing  
headphones so you  
can hear the electronic  
magnetic fields  
around you.

Harmonizing everything.

ONE-SENTENCE GAME IDEAS

The printer that works  
is hidden somewhere  
in a maze.

Do you want me to tell  
you the story of Wendy?



You enter a room  
where you meet your  
friends with whom  
you play a game where  
you play a game, where  
you play a game, where  
you play a game.

The rain starts  
when the meeting stops.

The rain stops  
when the meeting starts.

Print 80000 post-its.

ONE-SENTENCE GAME IDEAS

# Guess the Guests.

ONE-SENTENCE GAME IDEAS

Try to eat the hole  
of a donut.

Try to find out whether the donut hole which was expired was any good.

Each chatroom is  
a different reality.

ONE-SENTENCE GAME IDEAS



A random age generator that gives you a random age on your birthday and your body turns that age.

A random ape generator that gives you a random ape on your birthday and your body turns that ape.

A random grape generator that gives you a random grape on your birthday and your body turns that wine.

A random wine generator that gives you a random headache on your birthday and your body turns that wine.

A random-random  
generator that  
gives you  
a random-random  
on your birthday  
and your body  
turns that random.

The world is literally  
turned upside down  
and you must try  
to cure a hiccup!

# Randominance.

ONE-SENTENCE GAME IDEAS

Steal Jeff Bezos's  
money and use it  
for the loot box.



Sushi but  
it tastes  
like cola.

Cola but  
it tastes  
like sushi.

Your manager reminds you of Michael Scott and you feel like you are part of the Office.

Grocery.  
Delivery.  
Startup.

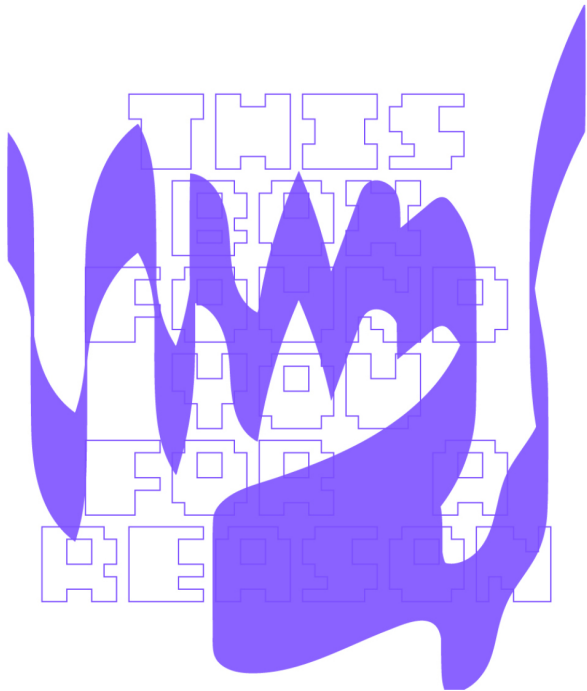
ONE-SENTENCE GAME IDEAS

A one-sentence games  
list that never ends...

ONE-SENTENCE GAME IDEAS

Inspired by Pippin  
Barr's Game Ideas   
[www.pippinbarr.com](http://www.pippinbarr.com)  
[/category](#)  
[/game-ideas](#)

ONE-SENTENCE GAME IDEAS



July 2056, the Nim population has hit a point of stagnation.



My name is 1, I am  
a proud, yet worn out  
nimizen of what has  
been known as the  
Nimation for now more  
than five centuries.

Since our formation in  
Europe in 1532  
our population has  
remained stable.

We remain a steady and horrifyingly tiresome sixteen individuals, stuck in what is now a seriously embarrassing hierarchical structure: the pyramid.

Our society used to be organised in the following structure:

1

1 2 3

1 2 3 4 5

1 2 3 4 5 6 7

We respond to a very  
simple set of rules:

(i) Only one couple is allowed at the time in Nimation.

(ii) Nimitzens are only able to communicate with their immediate neighbour, i.e 1 and 7 can never be in touch.



(iii) Only Nim's of an identical position within our pyramid structure can navigate outside of the pyramid together at once.

As you may imagine, the referral to multiple 1s, 2s, 3s, 4s and 5s was quite unsettling, arousing jealousies that could confuse outsiders.

The Nim Revolution of 1904 marked a turn in our history as new names were assigned to each nimizen:

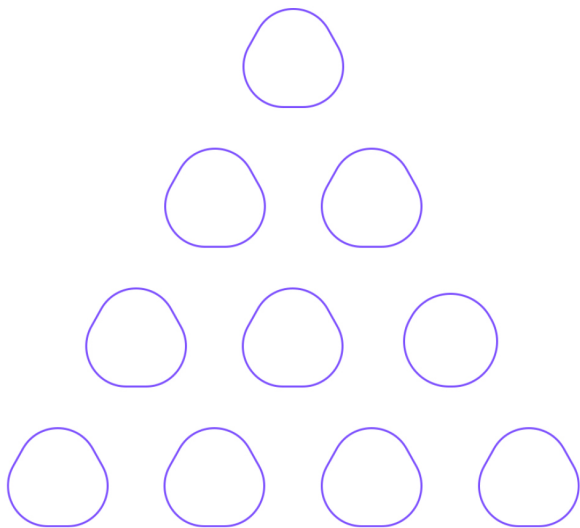
1  
2 3 4  
5 6 7 8 9  
10 11 12 13 14 15 16

the new names after the Nim Revolution

Embracing each nimen  
as individuals, through  
distinct names and  
physical features  
became the norm.

Our diversity had finally become the trope for a fair representation of the self within a co-dependent society.

The following year, 1905 the L-group composed of 3, 7, 13, 14, 15, 16 and myself wanted to go even further and re-considered our architectural ideologies.





We wanted to implement  
a new set of rules:

(i) Nimation is opened to groups and individuals. It will no longer be a couple only experience.

(ii) Nimizeans are able to engage with any other nimizeans, not just their immediate neighbour.

(iii) Identity and social stature are no longer limited to one's position in the pyramid.

(iv) Nimizens are able to navigate outside the structure with any other nimizens not only with those of similar structural stature.

(v) The traditional pyramid structure becomes a structure amongst others, not the default structure.

(vi) One's fate shouldn't be set in stone, one should have agency as to the path one chooses.

(vii) Nimation should be open to the growth of its nimizens as well as its annihilation, retirement of its nimizens or replacement of its nimizens.



Unable to convince the others of the necessity of the institution's rewriting our structure remained the same.



1: Psst.

Silence.

1: Pssst!

2: What?!

1: I'm not talking to you.

2: 3.

3: Hm?

2: I think 1 is trying to talk to you.

3: What is it?

1: I'm lonely.

3: We already talked  
about this.



1: Well it still hasn't  
been solved.

3: I'm sorry there is  
nothing I can do about  
it at the moment,  
you could...

1: People assume  
because I'm at the top of  
the pyramid, everything  
is great for me!

1: Ha, sure is a great bore. Five centuries of solitude, an omnipotent perspective that has no witness.

1: No one to share my  
point of view with.

1: To get any mundane experience across I need a waterfall of information, to slightly hope one will get some kind of input and they might never understand.

3: I understand you! Or  
at least try too.

2: Quiet you two, I'm  
practising.

1: And when I go, I go  
alone.

3: Well at least you don't  
have to suffer the  
unreasonable ones  
of this row.



1: And when I fear, I fear  
alone.

3: You talk to me,  
sometimes.

7: Is 1 having a moment  
again?

3: Yes, yes, we're trying  
to figure it out.

2: Sssh.

6: This again?

2: 1 is trying to annihilate us again.

6: Let them be, they will be picked on soon enough again.

1: And when I dream, I  
dream alone.

2: Hmm.

7: They got everyone up again.

3: Everyone's up now.

1: Well not enough.

3: Let's keep it quiet for  
now.

1: You know?

3: Tell me.



1: In dreams... I walk  
with you.

3: Roy?



THE HISTORY OF  
LOOTBOXES

original text

Austin Wood

*published*

May 03, 2017

current text

XPUB

```
.replace("mimic", "loot box")
```

March 25, 2022



Foreword

In RPG games the Mimic is a monster that appears as a treasure chest.

When a player tries to interact with it in order to get the contents of the chest it reveals its true nature and attacks her.

The name of the Mimic come from its act of mimesis: this creature is like a predator that disguises itself in order to sneak up on its prey.

A treasure chest in a game can be seen as a temporary safe zone because it interrupts the flow of incoming threats by offering a reward to the player.



The Mimic endangers this temporary safe zone and breaks a kind of contract between the player and the game.

The treasure chest is transformed in a risky russian roulette, that inoculates danger in the safe zones of a narration.

I'm tempted to write that the loot box is something like a meta mimic: an object that promises an in-game reward but produces a damage to the player.

What's more is that this damage is inflicted in the real world not to the player but to the person.

What's then the  
difference between a  
loot box and a Mimic?



The murderous history of loot boxes

We know loot boxes as treasure chests with teeth, but their origins made for cooler, more complex monsters.

Sometimes it's obvious.  
Would there really be a  
treasure chest in the  
middle of such an  
unremarkable room, just  
begging you to open it?  
Please.



Other times it's almost impossible to tell.

There will be an imperfection in the shape if you're lucky, maybe a misplaced link of chain on the side or a wood grain that seems just slightly off.

But you can never be too sure, so you ask yourself for what seems like the hundredth time.

Is it a loot box?

---

THE MURDEROUS HISTORY OF LOOT BOXES

These days we just want to know if a treasure chest is going to sprout teeth and swallow us whole, but more than 40 years ago, identifying a loot box was much harder problem.

They weren't just  
treasure chests, and  
they weren't always  
mindlessly hungry for  
the flesh of adventurers.

Some could speak and even bargain. Others would attack anything on sight.

Some would grow to be the size of houses, others content to live as doormats. Or walls, floors or clothes. Toilets.



Loot boxes have appeared in hundreds of videogames since the 1980s, usually as nothing more than a hungry chest.

But when they first appeared in Dungeons & Dragons, they were so much more than that.

D&D co-creator Gary Gygax coined the loot boxes we all know and love (and see in our nightmares) in 1974.

Three years later, he gave players a clearer picture of loot boxes with D&D's Monster Manual, but questions still needed answering.

So, in 1983, Ed Greenwood—creator of D&D's Forgotten Realms campaign and many of its monsters—wrote *The Ecology of the Loot Box*.

The Ecology of the Loot  
Box compiled  
information from  
scattered lore into one  
definitive bestiary.

He also made up a lot of new details to fill in gaps in player understanding. "That was and is the fun in D&D for me, making stuff up," Greenwood tells me over email.

In ways consistent with existing lore, so as to weave new portions of an existing tapestry.



Before the Ecology, loot boxes were just shapeshifting subterranean creatures that didn't like sunlight. Incredibly flexible hermits, basically.

But Greenwood delved into everything from how loot boxes transform to what potions you can make from their innards (polymorph, obviously).

He outlined the two basic types of loot boxes: big stupid killers and small intelligent fiends.

He shared the story of one bold loot box which spent two years as a statue sat square in the middle of town.

Curiously near a sewer vein "filled to a depth of more than sixty feet with human and animal bones.

It's no exaggeration to say he changed the face of loot boxes forever.

Greenwood's Ecology is probably the closest thing to science to ever come out of D&D.

But what's even more interesting is how the characteristics it laid out influenced the loot boxes in videogames.



Look at the ones in the original Ultima, released in 1980. These are aggressive monster chests that pounce when the player gets close.

Sounds remarkably  
faithful to the Monster  
Manual, doesn't it?

Now look at Luggage  
from Discworld, released  
in 1995—after  
Greenwood's ecology.

Luggage is most definitely a loot box, but he's also your companion.

He's a little disobedient,  
but sentient, almost dog-  
like and kind of cute.

If nothing else, he's far more intelligent than Ultima's loot boxes.

In fact, Luggage is one of the only 'smart' loot boxes in videogames.

But why? Greenwood said that loot boxes are often intelligent enough to speak.



So why are most loot boxes automatically enemies?

To paraphrase a certain Doom review, wouldn't it be something if we could talk to them?

Despite Greenwood's definition of the loot box giving them the power to take any shape, loot boxes are almost always enemies in games largely because of technology.

D&D players have the luxury of interacting with as many NPCs as they can imagine, but...

For early PC games like Ultima, creativity was measured in bytes.

With an Apple II's specs, there was barely enough room for a fantasy world, let alone rich dialogue.

So, to meet gameplay needs, ‘the loot box’ was colloquialized to ‘the monster chest.’

Discworld had a little  
more wiggle room.

THE MURDEROUS HISTORY OF LOOT BOXES



Computers had  
improved since the '80s  
and it wasn't a fantasy  
RPG like Ultima

Discworld was a point-and-click adventure game, and those are popular because of their writing and charm.

Thus Luggage was born,  
intelligence and  
disobedience intact.

Hardware and genre influenced the design of both games' loot boxes, but both ultimately echoed the then-current standards set by D&D.

Jump to Baldur's Gate  
in 1998.

THE MURDEROUS HISTORY OF LOOT BOXES

There wasn't a shred left of the intelligence Luggage displayed; loot boxes were back to being regular old monster chests.

Considering the wealth of dialogue and how faithfully it emulated D&D's other systems, you'd think it could have made good use of a wise-cracking loot box or two.

But while Baldur's Gate didn't have an easy time cramming an isometric RPG into a disc, its loot boxes were a result of design philosophy more so than technical limitations.



Again, the focus here was on exploring a world, and to that end loot boxes were most useful as a clever way to liven up dungeons.

And really, aside from the whole eating people thing, that's what loot boxes have always been about: meeting the unique needs of games.

"Loot boxes are the workhorse shapeshifting critters, the most ubiquitous, versatile and yet low-powered," Greenwood says.

Unlike, say,  
[werewolves], they have  
few strings attached to  
their shifting abilities,  
and lack the restrictions  
on form that most other  
shapeshifters have...

"Loot boxes can be anything, can have any degree of cunning a [dungeon master] requires, and the [dungeon master's] desired patience, too," Greenwood says.

Even when videogames are cherry-picking D&D canon, they're still following it in spirit.

Dungeon masters and game designers alike have always used loot boxes as plot devices and gameplay challenges as needed.

So, you know, the more things change, the more they stay the same.



Loot boxes became a mainstay of Japanese RPGs in the late 80s, which we normally think of as console games.

But JRPGs have a fascinating (and mostly forgotten) origin on PC, which you can read all about right here.

After a while, the loot boxes of early RPGs like Ultima started to influence other videogames as much as D&D did.

For starters, focusing on a chest form led videogames to associate loot boxes almost explicitly with greed and treasure.

And they were a convenient way of introducing risk/reward in dungeons.

Why do you think loot boxes usually drop rare and valuable items?

Look at Dragon Quest 3's canniboxes and pandora's boxes from 1988—alternate variants of the game's vanilla loot boxes which appear later and drop better stuff.

Look at Avarice, a boss in the more recent Titan Souls that not only is a gilded treasure chest but guards a roomful of treasure.



Perhaps most famously, look at the Symbol of Avarice helmet in Dark Souls, which improves your loot drops and consumes your health.

It's a sister item to the Covetous Gold Serpent Ring, which also ups your loot.

Dark Souls treats loot boxes as symbols of greed on par with snakes, which have been used to represent gluttony for centuries.

That's saying something  
about how stigmatized  
loot boxes have  
become.

I almost feel sorry for the greedy bastards.

Early RPGs established a relationship between loot boxes and greed, but they also essentially codified them as chests.

Which may be why they appear so rarely in other genres or other forms.

Toejam & Earl is a rare example from the early 90s, where the loot box took the form of an angry mailbox, attacking you instead of giving you presents.



Again, greed is  
the throughline.

THE MURDEROUS HISTORY OF LOOT BOXES

Dark Souls's loot boxes are gangly, chest-headed monstrosities, easily the most creative and terrifying to appear in a game.

They also illustrate how some qualities in Ed Greenwood's Ecology evolved into gameplay mechanics.

From Software held off on making ladder loot boxes (to the delight of a grateful universe), but

Dark Souls' loot boxes  
hide their true bodies  
and may be bipedal or  
quadrupedal, which is a  
subtle remnant of the  
true shapeshifting of old.

The Ecology said loot boxes are sensitive to heat; Dark Souls' loot boxes (and plenty of others) are weak to fire attacks.

Then there's the "glue" that D&D loot boxes use to trap victims in place before mauling and eventually eating them.

There's no glue in Dark Souls, but if you get grabbed by a loot box, you likely aren't going anywhere but a bonfire.



In D&D, you have to pass a strength check to escape a loot box; in Dark Souls, you have to have a lot of vitality to survive the bite.

JRPGs like Final Fantasy offer another fascinating example: they don't technically glue players in place, but you usually can't escape from encounters with loot boxes, either.

Many JRPGs also streamlined loot boxes even further.

By viewing the fundamental idea of ‘player expects loot, gets a fight instead’ through the lens of random encounters, they created the ‘box of enemies’.

The chest itself isn't  
even a monster  
anymore, just a trigger  
for a random encounter.

Does that make it a loot box? No, but it's still a different means to the same end, and it's still hardware dictating design.

Random encounters  
were instituted to free  
up memory, after all.

Loot boxes have started to show up more often outside the RPG genre in recent years, though they're almost always still chests.



Games like Magicka and Borderlands 2 treat them as easter eggs.

Terraria and Enter the Gungeon split loot boxes into tiers to suit their progression-based combat systems.

Torchlight loves to hide  
loot boxes in groups  
of chests.

Others still feature  
distant ancestors.

Shovel Knight's angler fish boss uses a treasure chest lure to draw in players.

The 'maneater' in  
Dragon's Dogma uses  
treasure chests like a  
hermit crab does shells.

"Definitely not a loot box," Greenwood said of the maneater. "This is an ambush predator."

Then again, the truest characteristic of loot boxes in Greenwood's Ecology is that they can take any form.



Modern games that ditch the toothy chest are still staying true to that spirit.

These things are  
everywhere if you  
really look.

THE MURDEROUS HISTORY OF LOOT BOXES

In other words, stay suspicious, because it's probably a loot box.



WARNING: You are about to enter



a comfortable territory of mess



SPECIAL ISSUE # 12

PRODUCTIVE

PLAY

WORK

PRODUCTIVE

SPECIAL ISSUE # 12

SPECIAL ISSUE # 12

PRODUCTIVE

WORK

PLAY

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SPECIAL ISSUE # 12



SPECIAL ISSUE #12

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SPECIAL ISSUE #12

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PROGRESSIVE

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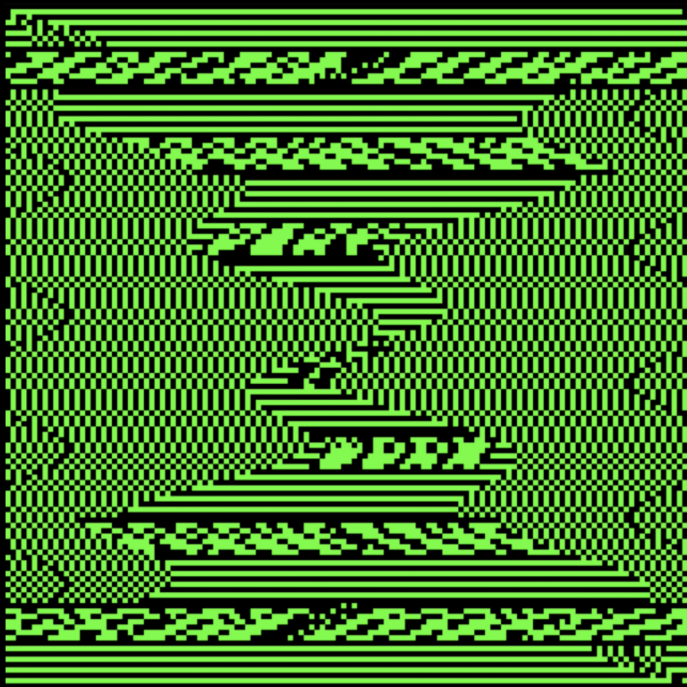
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# PROLOGUE

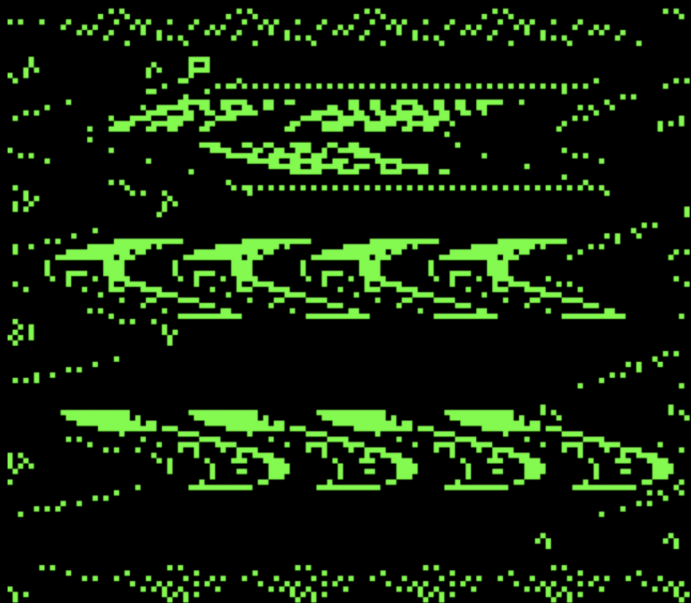
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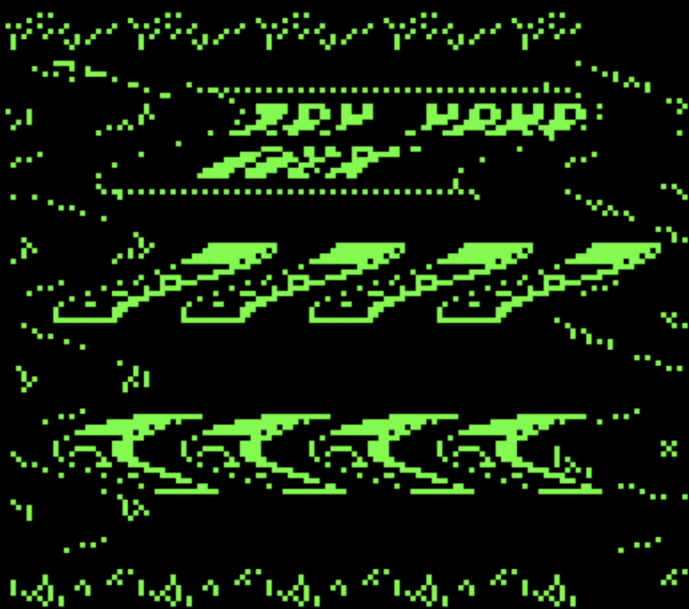
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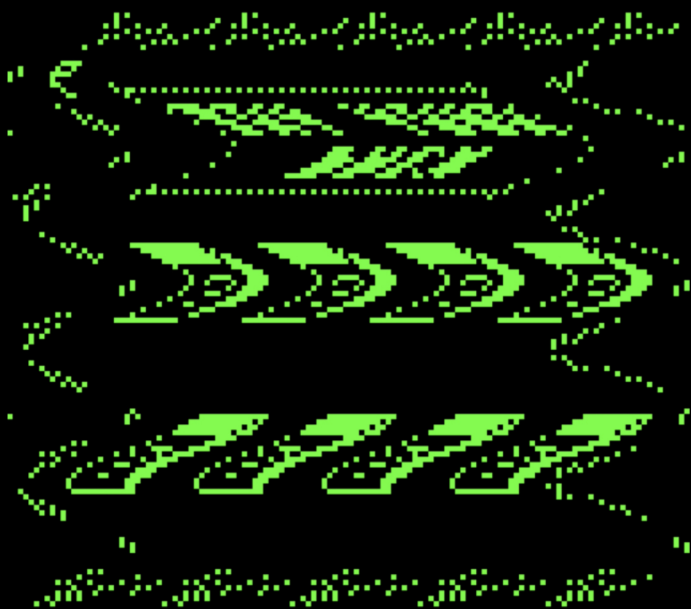
SECOND PART

THE THIRD PART

THE FOURTH PART







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TRY YOUR  
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TRY YOUR  
LUCK



TRY YOUR  
LUCK

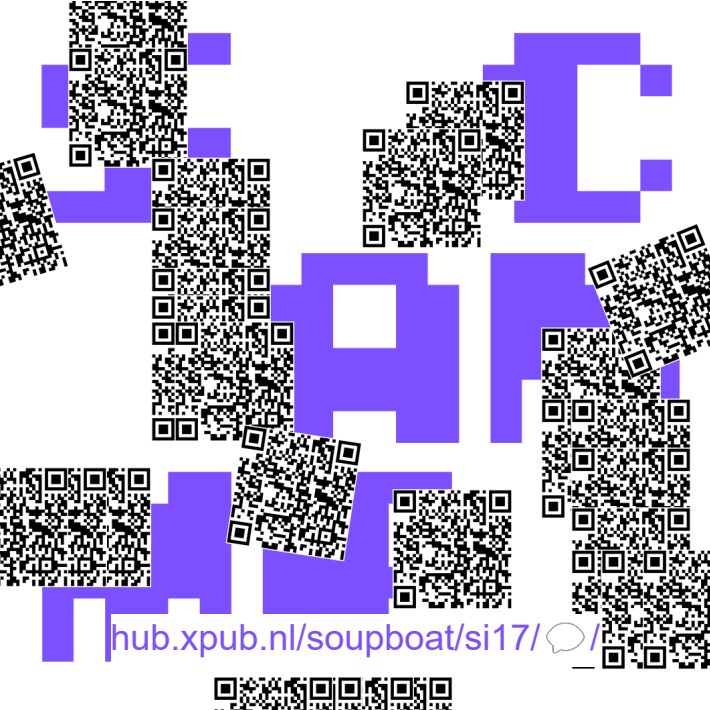


TRY YOUR  
LUCK



TRY YOUR  
LUCK





[hub.xpub.nl/soupboat/si17/](https://hub.xpub.nl/soupboat/si17/) 



Recommended on desktop for your best experience. Use arrow keys or swipe in a direction and hold to navigate.

THE  
LEADER

A1

*Dreams don't work unless  
you do.* The Leader

|            |    |
|------------|----|
| Motivation | 70 |
| Empathy    | 0  |
| Vision     | 40 |
| Positivity | 0  |



A2

*If you want the rainbow, you gotta put up with the rain.*

The Leader

|            |    |
|------------|----|
| Motivation | 65 |
| Empathy    | 20 |
| Vision     | 30 |
| Positivity | 80 |

A3

*If you want to live a happy life, tie it to a goal, not people.* The Leader

|            |    |
|------------|----|
| Motivation | 50 |
| Empathy    | 10 |
| Vision     | 65 |
| Positivity | 50 |

A4

*You live. You love. You cry.  
You lose. You bleed. You  
learn.* The Leader

|            |     |
|------------|-----|
| Motivation | 30  |
| Empathy    | 90  |
| Vision     | 10  |
| Positivity | 100 |

This is a quartets card game with the objective to collect 4 cards in a series.

The pack contains 32 cards, divided into 8 groups of 4 cards.

B1

*Never stop learning  
because life never stops  
teaching.* The Leader

|            |    |
|------------|----|
| Motivation | 95 |
| Empathy    | 15 |
| Vision     | 70 |
| Positivity | 55 |

B2

*Push yourself because no one else is going to do it for you.* The Leader

|            |    |
|------------|----|
| Motivation | 85 |
| Empathy    | 0  |
| Vision     | 85 |
| Positivity | 0  |

## B3

*Big journeys begin with a small step.* The Leader

|            |     |
|------------|-----|
| Motivation | 90  |
| Empathy    | 100 |
| Vision     | 25  |
| Positivity | 95  |



B4

*Be so good they can't ignore you.* The Leader

|            |    |
|------------|----|
| Motivation | 80 |
| Empathy    | 20 |
| Vision     | 95 |
| Positivity | 15 |

It is played with three or more players. The aim is to win all the quartets (sets of four).

Each card has a number and letter (A1, A2, A3, A4, B1, B2, etc.) in the top of the card.

On the cards, you find motivational quotes by your imaginary leader.

C1

*Don't focus on the pain,  
focus on the progress.*

The Leader

|            |    |
|------------|----|
| Motivation | 70 |
| Empathy    | 5  |
| Vision     | 80 |
| Positivity | 65 |

## C2

*Good things will come.*

The Leader

|            |     |
|------------|-----|
| Motivation | 5   |
| Empathy    | 100 |
| Vision     | 90  |
| Positivity | 100 |

C3

*Work hard in silence. Let success make the noise.*

The Leader

|            |     |
|------------|-----|
| Motivation | 70  |
| Empathy    | 20  |
| Vision     | 100 |
| Positivity | 55  |

## C4

*Prove yourself to yourself,  
not to others.* The Leader

|            |    |
|------------|----|
| Motivation | 20 |
| Empathy    | 45 |
| Vision     | 0  |
| Positivity | 90 |



The quotes have a value in the following categories: motivation, empathy, vision and positivity.

The cards are shuffled and dealt evenly between all the players and the cards get held face up in a player's hand.

D1

*Falling down is an accident.  
Staying down is a choice.*

The Leader

|            |    |
|------------|----|
| Motivation | 55 |
| Empathy    | 25 |
| Vision     | 50 |
| Positivity | 20 |

## D2

*Whatever you decide to do,  
make it sure it makes you  
happy.* The Leader

|            |     |
|------------|-----|
| Motivation | 15  |
| Empathy    | 85  |
| Vision     | 10  |
| Positivity | 100 |

D3

*Don't be afraid to fail, be afraid not to try.* The Leader

|            |     |
|------------|-----|
| Motivation | 100 |
| Empathy    | 90  |
| Vision     | 75  |
| Positivity | 100 |

D4

*A winner is a dreamer who never gives up.* The Leader

|            |     |
|------------|-----|
| Motivation | 80  |
| Empathy    | 60  |
| Vision     | 100 |
| Positivity | 80  |

The player on the dealer's lefthand side starts by asking another player if they have a certain card (for example, card C4).

They are looking for a card that would help them create a quartet (in this case, a quartet of cards with the letter C).



If the other player  
doesn't have the card,  
then it becomes their  
turn to ask.

E1

*Criticism makes you strong.*

The Leader

|            |     |
|------------|-----|
| Motivation | 100 |
| Empathy    | 0   |
| Vision     | 75  |
| Positivity | 30  |

E2

*Sometimes later becomes  
never. Do it now.* The Leader

|            |    |
|------------|----|
| Motivation | 35 |
| Empathy    | 0  |
| Vision     | 55 |
| Positivity | 25 |

E3

*A year from now, you may wish you had started today.*

The Leader

|            |    |
|------------|----|
| Motivation | 60 |
| Empathy    | 25 |
| Vision     | 80 |
| Positivity | 35 |

E4

*Never give up on anything  
that makes your heart sore.*

The Leader

|            |    |
|------------|----|
| Motivation | 55 |
| Empathy    | 10 |
| Vision     | 60 |
| Positivity | 40 |

If the other player does have the card, the two compete in the categories.

The player who asked for the card, now picks a category (for example, positivity) and both players reveal the value of their card in that category.

F1

*Do or do not. There is no  
try.* The Leader

|            |    |
|------------|----|
| Motivation | 75 |
| Empathy    | 5  |
| Vision     | 90 |
| Positivity | 45 |



F2

*There's no elevator to success. You have to take the stairs.* The Leader

|            |    |
|------------|----|
| Motivation | 90 |
| Empathy    | 0  |
| Vision     | 80 |
| Positivity | 0  |

F3

*Do good and good will  
come to you.* The Leader

|            |     |
|------------|-----|
| Motivation | 20  |
| Empathy    | 90  |
| Vision     | 50  |
| Positivity | 100 |

F4

*There is hope. Even when  
your brain tells you there*

*isn't.* The Leader

|            |     |
|------------|-----|
| Motivation | 75  |
| Empathy    | 100 |
| Vision     | 60  |
| Positivity | 100 |

The player with the lower category value hands over their card to the player with the higher value. The winning person is next.

When a quartet is created, or a complete quartet was dealt, then the cards creating the quartet are placed in front of the player.

G1

*You didn't come this far to  
only come this far.* The Leader

|            |    |
|------------|----|
| Motivation | 65 |
| Empathy    | 20 |
| Vision     | 75 |
| Positivity | 25 |

G2

*Your mistakes don't define*

*you.* The Leader

|            |     |
|------------|-----|
| Motivation | 0   |
| Empathy    | 100 |
| Vision     | 0   |
| Positivity | 90  |

G3

*Everyday is a chance to be better.* The Leader

|            |     |
|------------|-----|
| Motivation | 80  |
| Empathy    | 70  |
| Vision     | 80  |
| Positivity | 100 |



G4

*Believe you can and you're  
halfway there.* The Leader

|            |    |
|------------|----|
| Motivation | 90 |
| Empathy    | 80 |
| Vision     | 50 |
| Positivity | 95 |

If someone loses all their cards in the game, they lose the game.

The game ends when  
all the quartets have  
been created.

# H1

*A negative mind will never give you a positive life.*

The Leader

|            |    |
|------------|----|
| Motivation | 15 |
| Empathy    | 5  |
| Vision     | 10 |
| Positivity | 0  |

## H2

*Be a warrior, not a worrier.*

The Leader

|            |    |
|------------|----|
| Motivation | 50 |
| Empathy    | 0  |
| Vision     | 60 |
| Positivity | 50 |

### H3

*If your dreams don't scare you, they are too small.*

The Leader

|            |     |
|------------|-----|
| Motivation | 20  |
| Empathy    | 35  |
| Vision     | 100 |
| Positivity | 45  |

## H4

*The key to success is to start before you are ready.*

The Leader

|            |    |
|------------|----|
| Motivation | 80 |
| Empathy    | 30 |
| Vision     | 80 |
| Positivity | 75 |

The winner is the person  
who has the most  
quartets and  
thus the most  
inspirational quotes.



THIS  
IS  
THE  
BEST  
REASON  
TO  
CONNECT  
LESS  
REASON

A game about networking:  
a playful critical reflection  
on the self-improving and  
productive act of connecting  
with others in order to  
advance in your career and  
get access to work  
and money.

The concept of meaningful work derailed outside the working hours and is haunting each moment of our lives - professional and personal.

Over the course of a  
Century the way we work,  
connect and rest  
changed remarkably.

At first, we tried to make each working minute productive by improving the process and production line.

Later, the need to be productive collided with the need to develop a professional career with which we identify ourselves.

Of course, our efforts to  
be better and improve  
ourselves slowly  
went outside  
our professional life  
(and the working hours).

The boundaries between personal and professional, between work and leisure became blurrier and blurrier for various jobs and professions.



Networking is quite crucial  
for our work and success,  
isn't it?

The better we are  
connected, the more  
opportunities we have.  
The more opportunities  
we get, the more chances  
we have to get work.

Your success and wellbeing  
depend on how connected  
you are. The more,  
the merrier.

However, some of us might feel the pressure to network constantly and to be out there to look for opportunities.

The fear of missing out.  
The regret about  
opportunities  
never reached and taken.  
All the anxiety that  
those thoughts may bring.

In this silly game you and your partner(s) will explore ways to connect to other well-connected creatures like you (by each of you choosing one shape such as circle, square or triangle).

Whilst playing, you are invited to reflect on the need for networking and social work connections. Have a simple conversation while doodling.

Let's start: check out the  
rules of the game!

---

CONNECT[LESS]



1) Pick up a board for two or three players depending on how many you are.

2) Each of you  
picks up one symbol  
(circle, square, triangle).

3) Each player takes one turn one after another: with each turn connect two of your chosen symbols on the board and answer one of the reflection questions.

The second player does the same, but can also already respond to what player one said.

When everyone takes their first turn, they continue the line from the symbol they ended at the previous turn. Thus, you are already connecting a chain of your symbols.

4) In order to connect your symbols, you should doodle a line between them. That line is not allowed to touch any other lines or symbols other than the two symbols it's connecting.

5) You are not allowed to cross another connection either.

The game ends for each player when they are stuck and not being able to connect any more symbols without crossing a line or touching other symbols or the borders of the board.



When that happens for one player of two, the game ends. The one who cannot connect more loses the game. When the players are three, the other two players can continue until another one gets stuck in the same way.

The winner is the one who is still able to connect more symbols. If you touch other lines, symbols or the border of the game board whilst you are drawing your line, you lose the game immediately.

What if the winner is the one who is the first to leave the game? #PlotTwist! What would that change in the game? And what in the real life?

How to enjoy playing this game? Get a drink and sit down with your friend(s). Pick a board and start connecting the symbols you have selected. Whilst doing that, let's talk about connections:

What is networking for you?

CONNECT[LESS]

Is your work(life) dependent on networking? If yes, how?

How do you feel  
about networking?

CONNECT[LESS]

How important is networking  
for you personally?

CONNECT[LESS]



How are social connections important in your personal life?

How do you network?

CONNECT[LESS]

Is it ok for you if you are  
not super connected to  
many people?

CONNECT[LESS]

What is your way to  
finding work?

CONNECT[LESS]

What is your way to connect to others?

CONNECT[LESS]

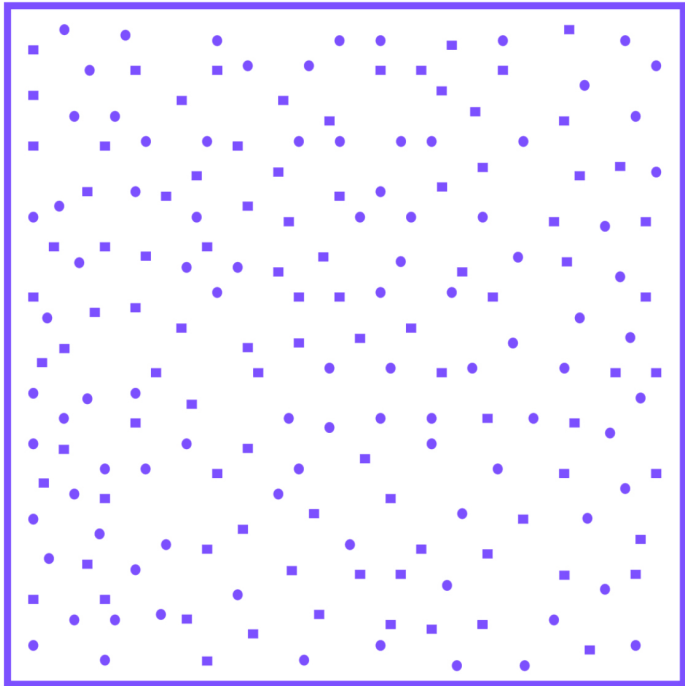
Does networking bring any challenges for you?

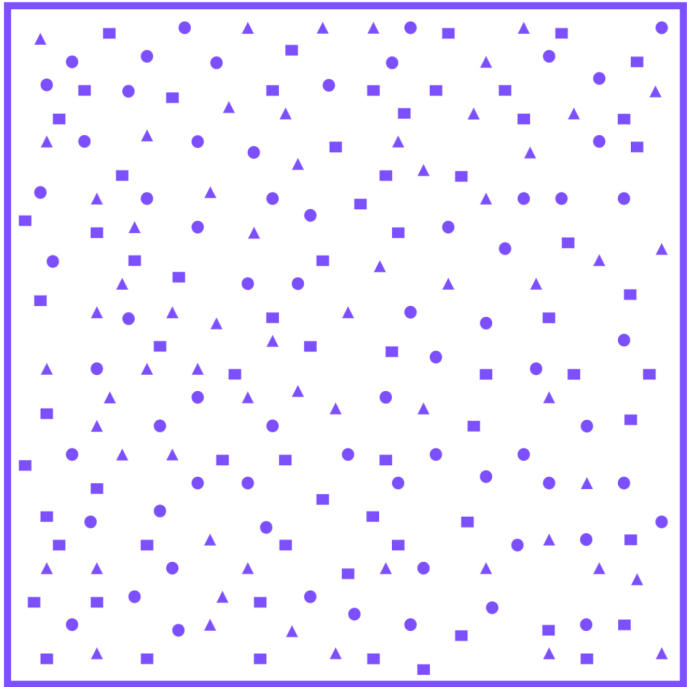
What does a networking opportunity mean to you?

How do you feel when you are unable to take a networking opportunity?



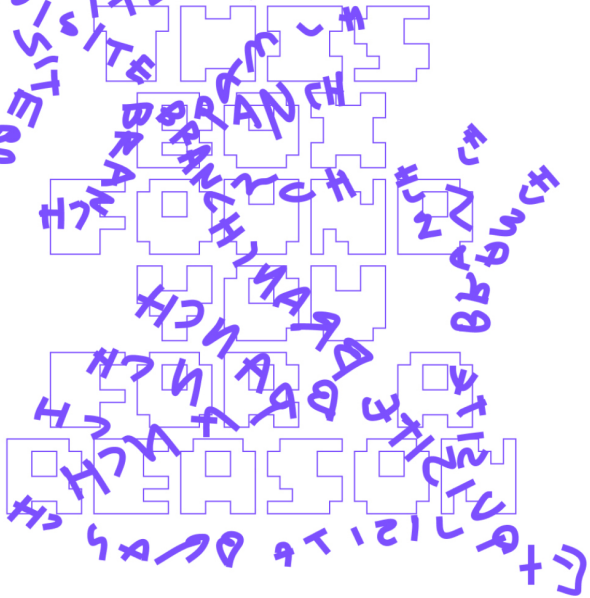
Would you like to ask your  
game partner anything  
else about networking and  
social connections?





[hub.xpub.nl/soupboat/si17/](https://hub.xpub.nl/soupboat/si17/)  /

Prerequisite branch  
Xquisite branch  
Squisite branch  
Tquisite branch  
Equisite branch  
Rquisite branch  
Aquisite branch  
Nquisite branch  
Cquisite branch  
Hquisite branch  
Mquisite branch  
Jquisite branch  
Iquisite branch  
Kquisite branch  
Lquisite branch  
Oquisite branch  
Pquisite branch  
Qquisite branch  
Rquisite branch  
Squisite branch  
Tquisite branch  
Uquisite branch  
Vquisite branch  
Wquisite branch  
Xquisite branch  
Yquisite branch  
Zquisite branch



The exquisite corpse is a multiplayer game invented by the surrealists. Its aim is to compose a collective drawing or a story.



Traditionally the game is played on a long sheet of paper and each player draws a part.





The next player should not see the drawing of the previous one. They only have a small hint from which to continue.

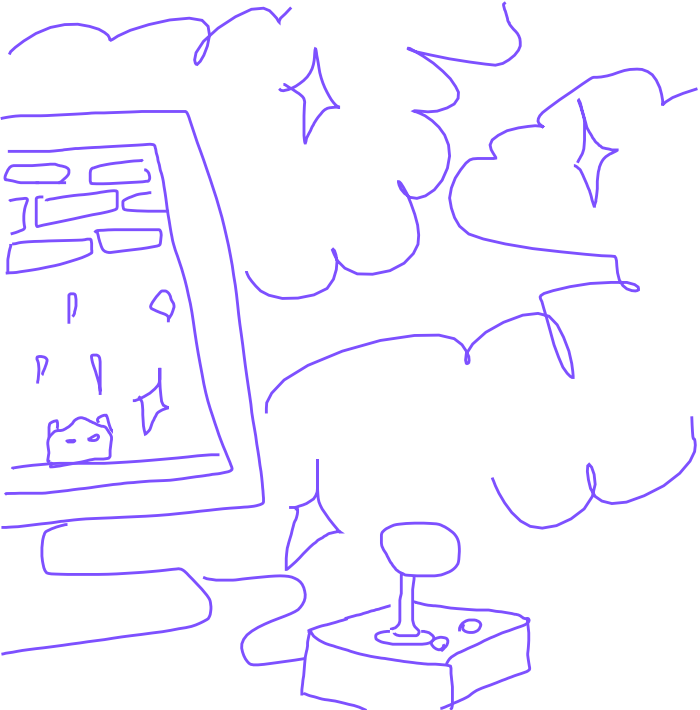
This goes on and on: the next player draws from the hint of the previous one without seeing the whole image.







The result is a weird linear narrative. The transition between authors is both smooth and abrupt.





MONDAY



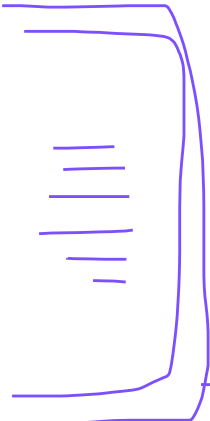
MON

MONDAY

MONDAY



MON



The Exquisite Branch is  
an online take on  
the game.



MONDAY

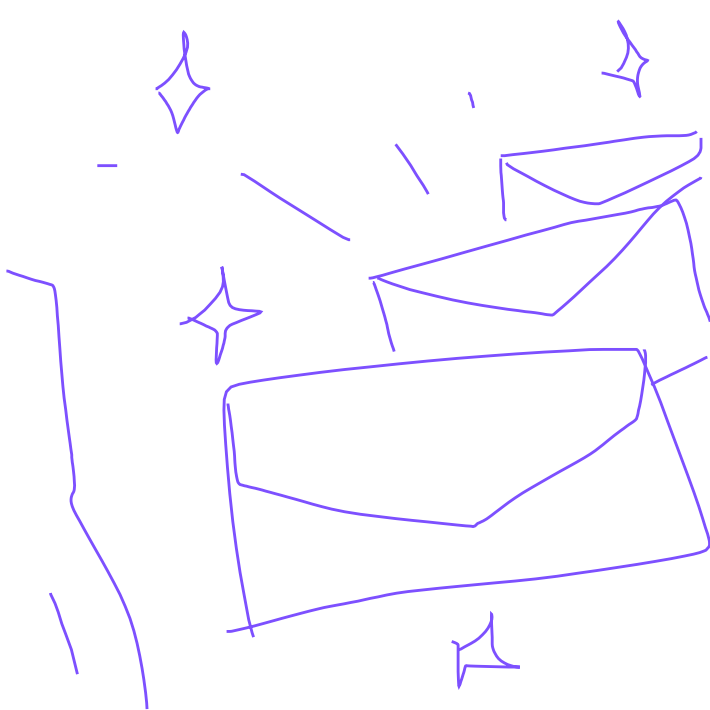


~~MONDAY~~



It questions concepts such as authorship and collaboration in the light of the digital age.

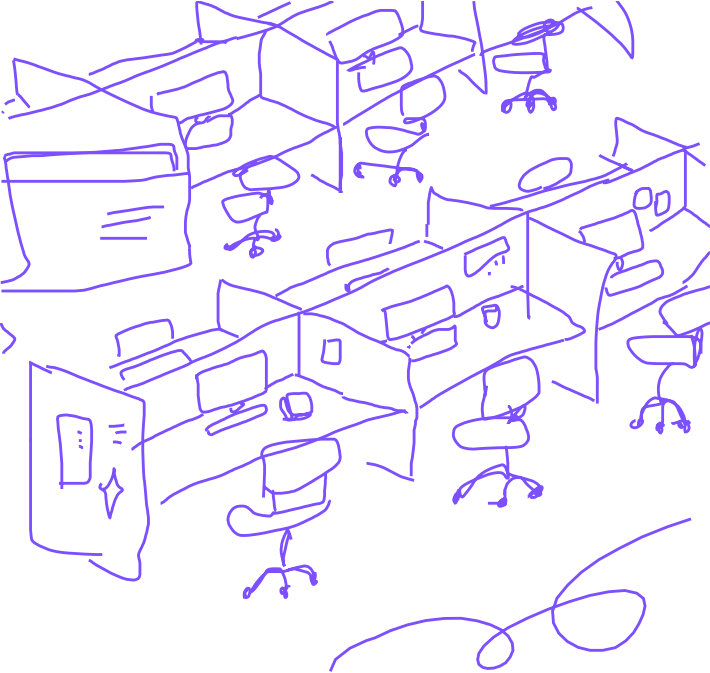




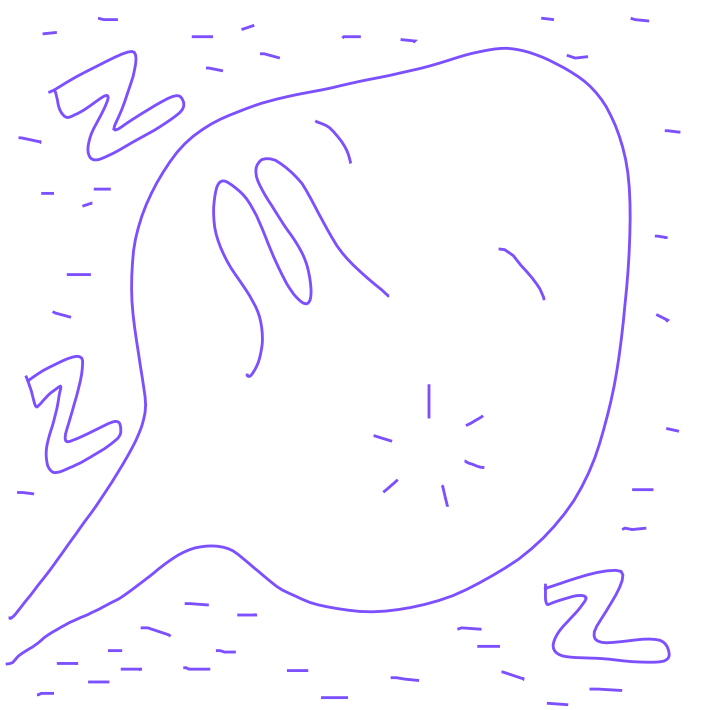
The original version is constrained to a single piece of paper and is destined to be linear.

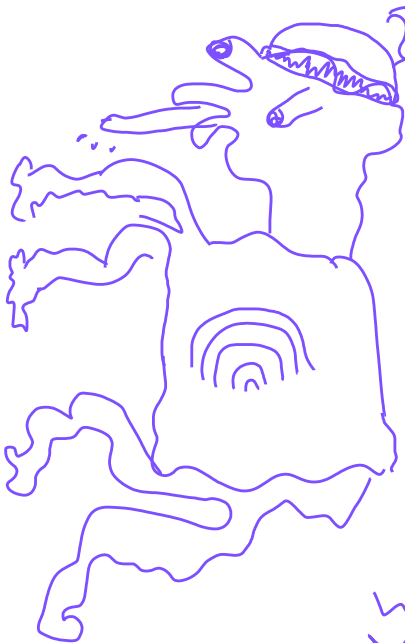






Let's imagine our drawings forking and branching. Going in different directions.

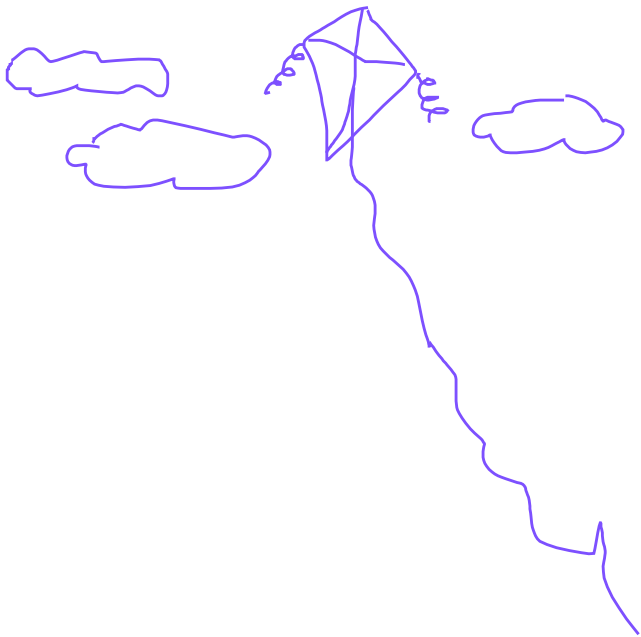




2  
Sueha  
ne ha  
Don't  
work  
anymore

Let's  
go to  
have a  
gelatino

The way in which  
Exquisite Branch works  
recalls the flow of a  
version control system  
just like Git.



爱好



جیگر م







There are 2 ways to get to the Exquisite Branch:

EXQUISITE BRANCH

You either navigate to  
[https://hub.xpub.nl  
/soupboat  
/xquisite](https://hub.xpub.nl/soupboat/xquisite)

Or you receive a link  
from someone pointing  
to a specific branch.

Then it's time to scribble  
something or paint  
a masterpiece.

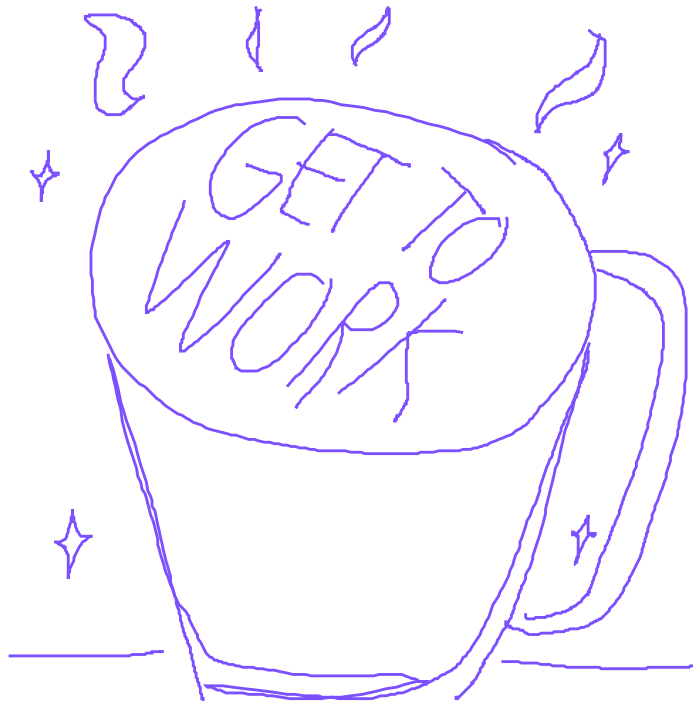




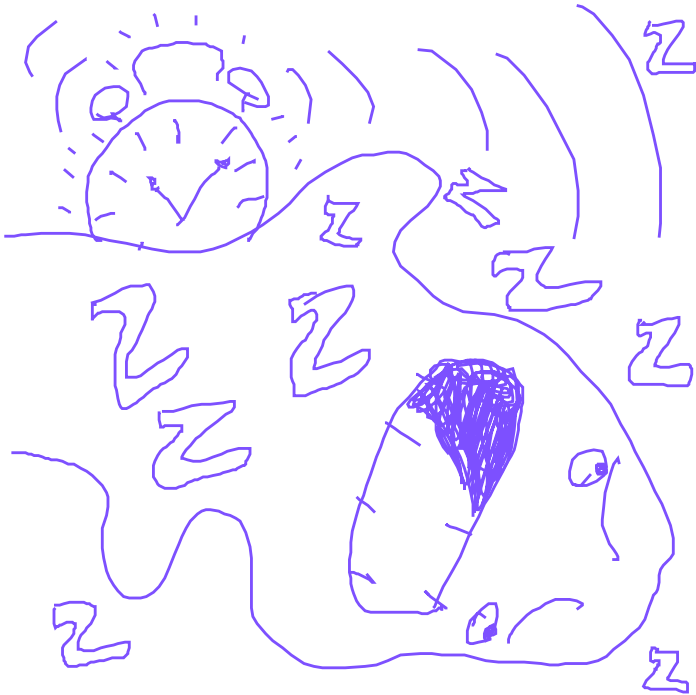








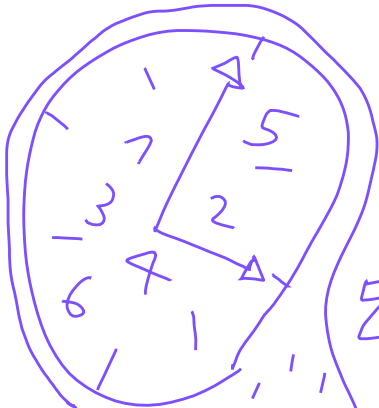
When you are done, you  
can submit the drawing.





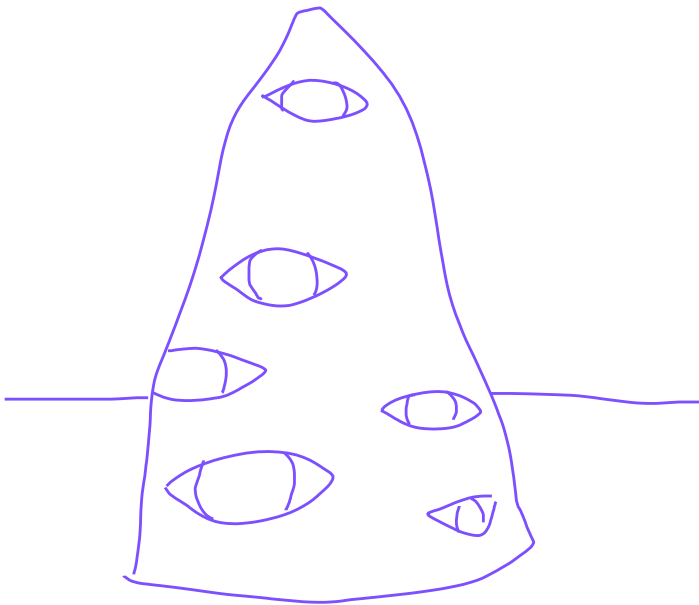


You will receive a new  
link to share with others.









They will continue from  
your drawing, so leave  
some hints!







If you pass the link to just one person, the exquisite drawing will continue linearly.





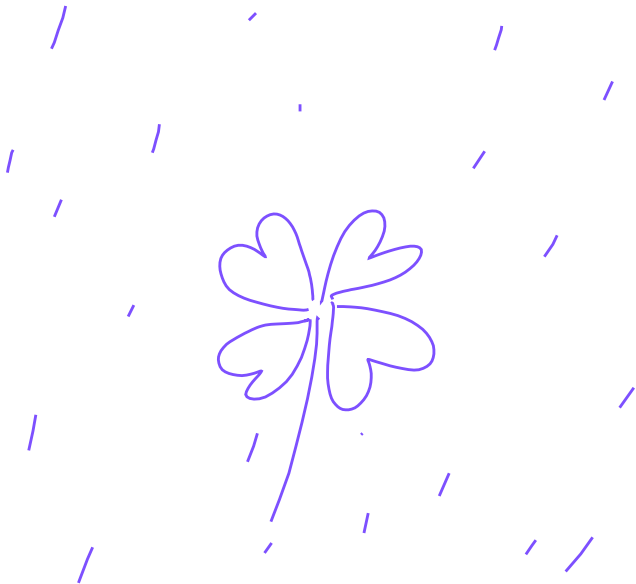


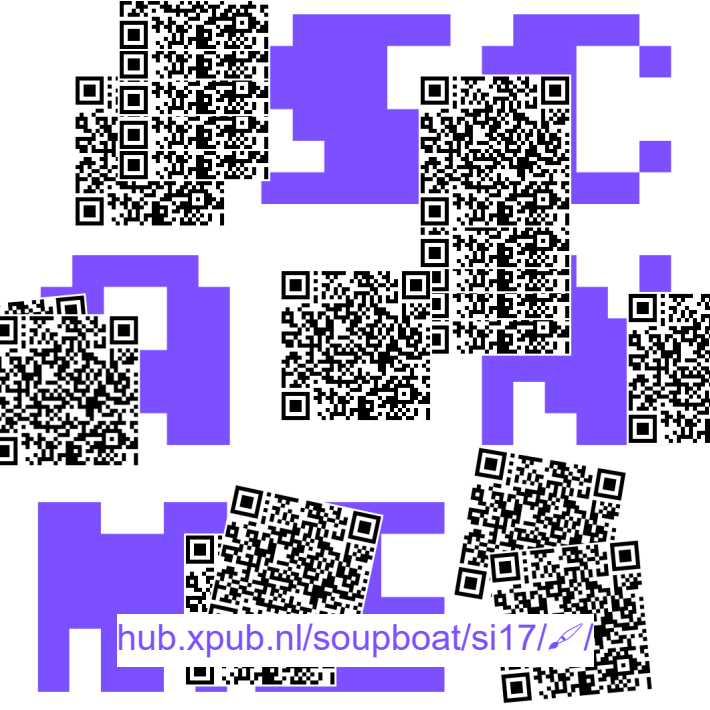
But if you pass it to  
several people,  
it will branch.





It will have multiple versions with a common starting point.

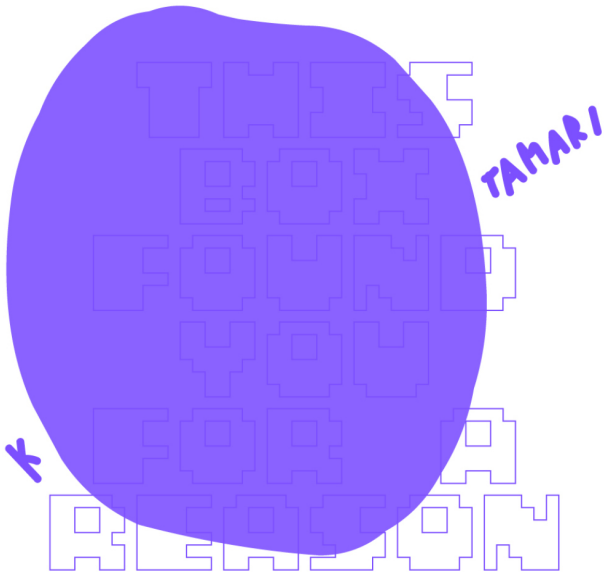




[hub.xpub.nl/soupboat/si17/](https://hub.xpub.nl/soupboat/si17/)

On the website you can either start a new drawing, continue from the last contribution or view all the branches.





TAMARI

K

RESEARCH



Frog

hello im the frog today  
im here on my lily pad  
ehe

slurp a fly gnam ate it



Prince

roll roooooo|lllll

---

KATAMARI FANFIC

papa should be proud  
of me

vrooom vrooom

---

KATAMARI FANFIC



ohh papa can be  
so scary

he is looking me from  
the above all the time

everytime papa is  
sad my whole  
universe collapses

22cm 1mm



Katamari Ball

hello frog hello giraffe hello  
lipstick hello rubber hello beaver  
hello flower hello candy hello  
treasure hello television hello  
window hello chair hello fire  
extinguisher hello carpet hello  
grass hello cigarette hello mouse  
hello mice hello nietche hello  
beach hello whale hello waves



Giraffe

hello katamari ball

---

KATAMARI FANFIC



King of all Cosmos



PRINCEEEEEEEEEEEEEEEEE



Prince

OMG I cannot fail the  
king of all Cosmos



Frog

What do they do a  
giraffe and a  
kettle together?



Cigarette

they roll a katamari

---

KATAMARI FANFIC



Joint





---

KATAMARI FANFIC



Carpet

this house is  
soooooo messy

full of random things  
lying around

bless the king of all  
Cosmos that takes care  
of all this chaos



King of all Cosmos

YOU HEAR THAT  
PRINCE?? BLESS ME

---

KATAMARI FANFIC



Carpet



# NO BLESS ME

---

KATAMARI FANFIC



XPUB1

# NO BLESS ME

---

KATAMARI FANFIC



hello book hello shelves hello  
supermarket hello street hello  
car hello ceo of the city public  
transportation system hello  
playstation hello carpet hello  
giraffe hello frog hello ball hello  
dust hello microbes hello crown  
hello corona hello clown hello  
mine hello mineral hello anti men  
mine hello gun hello killer hello  
kinder hello children hello



King of all Cosmos

I'm the SUN, I'm the  
BOSS, I'm the HOLE of  
the PANTHEON



Prince



aaaaaaah more things  
more things more things  
more things

a stample, a tampon,  
a rat, a frog

ohhh a pile of cardsss  
let's take them all

I am the prince and I'll  
restore sassy king's  
mess, my papa's faults



Moon

I feel personally  
attacked by this  
katamari ball  
getting bigger  
and rounder



Earth

It's not like it seems  
i can explain



m



Katamari Ball



hello moon hello earth hello rings  
of saturn hello orbital elements  
hello fixed stars hello milky way  
hello popping stars hello  
shooting stars hello soundtrack  
hello marimba hello calimba  
hello mazinga



The Intellectual Katamari Meta Queen

ah this is interesting bc  
the prince never talks.

so then it could be that  
he's a ventriloque and  
the katamari speaks  
for him

ahhh yes he talks  
through the katamari,  
wow so meta!

yes like the katamari has  
one hidden face

sometimes  
it's autonomous,  
other times  
it's the prince



But what consistence  
has the katamari? is it  
crunchy or ??

yes crunchy and porous,  
so it can attract the  
grainy items on earth  
like pieces of sauce



King of All Cosmos

ARE WE MAKING A  
PHILOSOPHICAL CLUB  
OR WHAT?????

ROOOLL ROOOOLL  
ROOOLLLLLLLLL



The Intellectual Katamari Meta Queen

nono.

KATAMARI FANFIC

B♡U♡T

KATAMARI FANFIC



maybe we can start one

A  N  D

KATAMARI FANFIC

I'm probably gonna be rolled up by katamari as I can see it coming here.

ciao.

KATAMARI FANFIC

km 963m 16cm 2mm

m

Katamari Ball

hello king hello queen  
hello prince  
hello



King of All Cosmos

© NAMCO BA

STOPP STOOOOPP  
DONT YOU ROLL  
ON US





Katamari Ball

Vrooooooooooom  
vroooooooooooooooooooooooooom



Prince

Papaaaaaaa I cannot  
control the katamariiiiiiii  
(or maybe I can?)

Oh nooooooooooooooooooooo



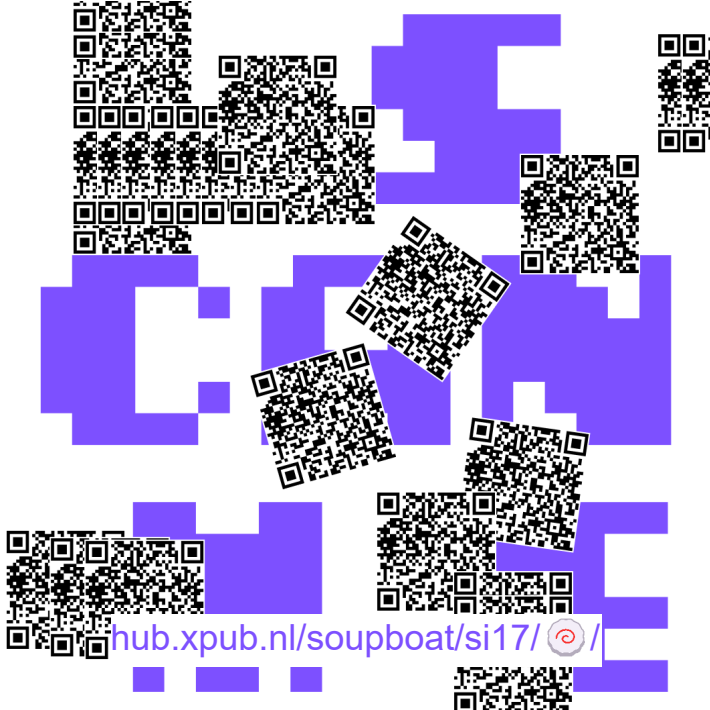
Bibli

Meow I want a  
philosophical club

KATAMARI FANFIC

# Blibli starts a Federici reading group





[hub.xpub.nl/soupboat/si17/](https://hub.xpub.nl/soupboat/si17/) 

Katamari Damacy is a videogame designed by Keita Takahashi and published by Namco. The gameplay consists in rolling on objects and accumulating them in order to make a super big katamari.

The more objects you incorporate, the more big the katamari becomes. The objective of each level is to reach a certain size with the katamari.

In the game you are the prince , the son of the king of all Kosmos.

The king accidentally destroyed all the stars.

That's why he makes  
YOU -his son- to work  
for him and roll  
katamaris, that are  
going to replace  
the stars.

WTF  
HACKS

Tie a small piece of bright-coloured fabric to your luggage while travelling. Saves a lot of time to check if it's your bag or not!

For people who use their phone to watch things often and are tired of leaning it onto something that falls down after a while:  
Place your phone on your sunglasses!



When you want to cross words out you don't want to be legible: instead of scribbling over them, write random letters and words over the original!

Does your dorm smell bad? Tape a dryer sheet over the AC unit and turn it on!

Waterproof your shoes  
with bee wax!

Take a picture of  
business cards people  
hand you, just in case  
you lose it!

When ironing a button-up shirt, flip it inside-out to easily iron over the button side!

Put old newspaper at the bottom of your bin to absorb food juices!

Keep an emergency card in your wallet including your emergency contact, your blood type and allergies!

Store your Christmas decorations in empty egg trays!



When travelling, keep a bar of scented soap in the same compartment as your dirty laundry. It will keep your clothes smelling clean!

Cut a hole on the top corner of a juice carton, so that the juice won't explode all over your table when you open it!

Bounce batteries to see if they're good or bad. Drop them on a table. If they give one small bounce and fall right over, they're good. If they bounce around any more than that, they're dead!

Use a coozie to cover  
the stick in your car on  
hot days!

When taking a picture,  
squint your eyes to  
make your smile look  
much more genuine!

Use a pants hanger as a cookbook holder so you don't have to put your cookbook on a dirty kitchen counter while cooking!

Do you need a lantern but you only have your phone? Place your cellphone light underneath a water bottle. It will distribute the light better than the direct beam!

Use a spring from an old pen and wrap it around your charger. It will keep your charger from bending and breaking!



Cut a rectangular shape in an empty toilet roll and place your phone in the cut. Now you have a speaker!

Are your keyboard feet  
broken? Attach  
binder clips!

Wrap a wet paper towel around your beverage and put it in the freezer. In about 15 minutes the beverage will be almost completely ice cold!

Keep your pancake mix  
in an empty ketchup  
bottle for a no-mess  
cooking experience!

Clean out an old sun lotion bottle for your beach bag and put your phone, money and keys in it for safer keeping at the beach!

Are you tired of making a lot of small bowls dirty when serving several sauces for guests at a barbeque? Use a muffin tin to serve them. It will help you cut down on dishwashing!

Doritos are great for  
kindling if you can't find  
any kindling wood stick!

Apply nail polish on  
your keys to identify the  
different keys!



Use a hanging shoe rack to store cleaning supplies!

Freeze grapes to chill  
white wine without  
watering it down!

Attach paper clips on your desk and pull one charging cable through each paper clip. It will help you organise your cables!

Almost finished your jar  
of Nutella? End it with  
ice cream!

Store your cables in empty toilet paper rolls. If you put one cable in one roll each, they will not get tangled up!

Cut open toilet paper rolls and use them as a cuff to keep your wrapping paper from unrolling!

To remove the stem  
from strawberries,  
use a straw!

For iced coffee and iced cappuccinos, use frozen coffee cubes to ensure the drink doesn't get watered down!



Always fold your towels  
in the same way.  
Then you can stack  
them better.

Heavy sleeper? Tired of snoozing past your alarm? Put your smartphone in an empty cup before you go to sleep to crank the volume!

Put a wooden spoon  
across a boiling pot of  
water to keep it from  
boiling over!

Take pictures of friends holding items you've lent them. The pictures will help you remember which items you lent to whom!

Tie a knot in the left cable of your headphone. You will always know which headphone is the left one and which is the right one, even without looking!

Lost your earring? Put a stocking over the end of a vacuum and start vacuum cleaning. You will find your earring without sucking it in!

Are you struggling to drink enough water every day? Draw a schedule on your bottle so you always remember how much you have to drink!

Instead of putting a round piece of sausage on a square toast, cut the meat in squares too! You will avoid having nothing in the toast corners!



When you go shopping, take a carabiner with you. If you end up with a lot of shopping bags, you can just connect the different bags with the carabiner. Like this, you only have to hold the carabiner instead of all the bags!

When boiling eggs, add one teaspoon of baking soda to the water.

It'll make the shell come off effortlessly!

Use your hair  
straightener to iron  
your collar!



Do you keep your clothing in a chest of drawers? Stack your clothes vertically to see them all!

Try baking cookies in the front of your car in summer. It will get hot enough through the window!

To clean your blender,  
just pour water and soap  
in it, let it whirl and then  
rinse it!

Put a muffin paper on  
your popsicle stick to not  
get any ice cream on  
your hands!

To get the built-up residue off of your shower head, tie a baggy of vinegar around a showerhead. Leave it there overnight and it will clean everything off with no work!



Use a hair clip to  
organize long wires!

Freeze a saturated  
sponge and put it in a  
plastic bag.  
Free icepack!

Rub a stuck zipper tooth with a graphite pencil tip to make the zipper tooth come loose!

You don't have a citrus press? Put your lemons in between your noodle tongs and squeeze!

You don't have a  
corkscrew? Put a screw  
in the cork and take the  
cork out with pliers!

Rub a walnut on  
damaged wooden  
furniture to cover  
up dings!

Give your kid a pool noddle to cuddle with so they don't fall out of the bed!

Use toothpaste to clear up hazy car headlights!

LIFE HACKS!



You bought a pizza on your way home? Put the pizza on the passenger seat in your car and turn on the seat warmer to keep the pizza hot!

Drinking with a straw from a can? Put your straw through the tab to keep it from rising out of your drink!

Put a fork in the creamy filling of an Oreo cookie, so your fingers don't get messy when you dunk them in milk!

Attach your remotes with magnetic tape onto your tv bench and you will never lose them again!

Hide your emergency  
money in an empty  
glue stick!

If you're at a hotel and run out of plug sockets, the TV usually has a USB plugin!

Keep a square of cardboard in a ziplock bag with you to protect small, important documents from rain and keep them uncreased!

If you need to pee or smoke at a bar, placing your coaster on top of your drink is universal bar language for “I'm coming back”. Prevents you from losing your drink and seat!



Drill holes in the bottom of your garbage can to make putting in and taking out bags much easier without any suction issues!

Use an accented letter like 'ñ' in your password. No one will ever be able to guess it!

Clean the top of a squeeze-sauce bottle and attach it to your vacuum cleaner to clean your keyboard, phone, microphone or other small items!

Do something unusual when locking the door before a long trip. You will remember that you've definitely done it!

When heating leftovers in a microwave, space out a circle in the middle, it will heat up much more evenly!

Don't burn yourself in those hard-to-reach candles, light a stick of spaghetti and light the wick with that!

Put a small amount of water in a glass when you microwave your pizza to keep the crust from getting chewy!

When you disassemble furniture, lay the screws on different post-its and write down the part of the furniture they belong to!



Glue a pool noodle to your garage wall and it will protect your car door from slamming against the wall!

Use a pencil case or sunglasses case to store your cables in your backpack or suitcase!

Use a clothespin to hold  
a nail whilst hammering!

Take a picture of your fridge and you'll never struggle to remember what you need to buy at the grocery store!

Fill plastic water bottles a quarter of the way full and lay the bottle into the freezer. When frozen, fill the rest with water and you will have ice cold water on the go!

Roll up the bottom of a chips bag to have better access to the snack!

Put plastic wrap on the stems of your bananas and it will make them stay fresh for very long!

Before you throw away a post-it, run it between the keys on your keyboard to collect crumbs and fluff!



Drinking lukewarm  
lemon water every  
morning balances your  
body pH levels!

If you put ice cubes in your dryer, your shirts won't wrinkle!

Putting newspapers in shoes removes the stink!

LIFE HACKS!

Toothpaste cleans  
the silver!

Using shades while watching mobile for a long time helps you stay relaxed!

If you chew apples every morning, your mouth won't stink!

Citrus flavour candles  
leave the fragrance for  
longer hours!

If a lid is stuck, just pour a little hot water. Leave for a few minutes and then open!



You can preserve herbs  
by putting them in  
the freezer!

Use unscented floss to cut delicate food neatly!

LIFE HACKS!

When moving houses,  
use bags with wheels for  
big things rather  
than boxes!

Roll your garments to  
have more space in  
the pantry. Or in  
your suitcase!

Put a lemon wedge in the water. The shells will pretty much tumble off when they are finished!

To clean a hazy mirror,  
use shaving cream!

Use vinegar to eliminate  
scents from  
the microwave!

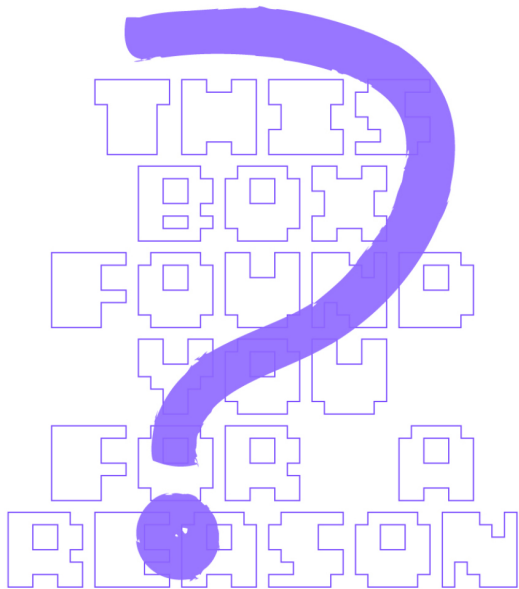
For cleaning your blinds,  
use towel-wrapped  
utensils!

LIFE HACKS!



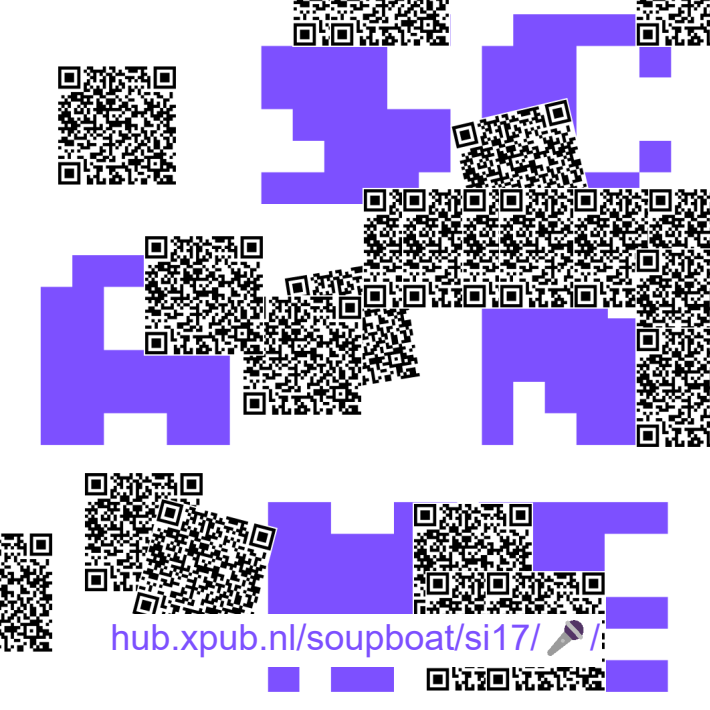
Use bubbling water to  
kill weeds!

LIFE HACKS!



---

CAN GAMING MAKE A BETTER WORLD?



[hub.xpub.nl/soupboat/si17/](https://hub.xpub.nl/soupboat/si17/) /  /



Let's get straight into it!

---

CAN GAMING MAKE A BETTER WORLD?

PLACEHOLDER  
IMAGE?? (BONUS)

---

CAN GAMING MAKE A BETTER WORLD?

I wake up early every  
day to be the best

---

CAN GAMING MAKE A BETTER WORLD?

Don't close the mac cuz  
there's no need for me  
to rest

My job is like a game  
that's why I feel  
so blessed

---

CAN GAMING MAKE A BETTER WORLD?



Oh, a, oh

---

CAN GAMING MAKE A BETTER WORLD?

They took the fun out  
of my creativity  
(BUT)

---

CAN GAMING MAKE A BETTER WORLD?

I'm responsible for  
my stability  
(AND)

---

CAN GAMING MAKE A BETTER WORLD?

My mentor said 'Self-motivation is the key!'

---

CAN GAMING MAKE A BETTER WORLD?

20 points

---

CAN GAMING MAKE A BETTER WORLD?

I did a good job!

---

CAN GAMING MAKE A BETTER WORLD?

50 points

---

CAN GAMING MAKE A BETTER WORLD?

I did a better job!

---

CAN GAMING MAKE A BETTER WORLD?



Gaming could make a  
promising world

---

CAN GAMING MAKE A BETTER WORLD?

Gaming should make a fulfilling world

---

CAN GAMING MAKE A BETTER WORLD?

# Gamify your entire day

---

CAN GAMING MAKE A BETTER WORLD?

Oh-a-a-a oh

---

CAN GAMING MAKE A BETTER WORLD?

Waiting the host to let  
me enter the zoom call

---

CAN GAMING MAKE A BETTER WORLD?

Checking my emails  
while I'm having  
healthy lunch

My job is like a game  
but why I feel  
so stressed

---

CAN GAMING MAKE A BETTER WORLD?

Oh-a oh-a

---

CAN GAMING MAKE A BETTER WORLD?



Is this my leisure time?

---

CAN GAMING MAKE A BETTER WORLD?

Oh-a oh-a

---

CAN GAMING MAKE A BETTER WORLD?

Is this my working time?

---

CAN GAMING MAKE A BETTER WORLD?

# Gaming could make a healthier world

---

CAN GAMING MAKE A BETTER WORLD?

Gaming should make a  
happier world

---

CAN GAMING MAKE A BETTER WORLD?

Manage life through all  
your apps

---

CAN GAMING MAKE A BETTER WORLD?

Get some rest and back  
to work

---

CAN GAMING MAKE A BETTER WORLD?

Oh-a-aho oh x2

---

CAN GAMING MAKE A BETTER WORLD?



Gaming could make an  
easier world

---

CAN GAMING MAKE A BETTER WORLD?

Gaming should make a  
better world

---

CAN GAMING MAKE A BETTER WORLD?

If you fail then don't  
complain

---

CAN GAMING MAKE A BETTER WORLD?

Try your best and play  
the game

---

CAN GAMING MAKE A BETTER WORLD?

Life is better when  
you may

---

CAN GAMING MAKE A BETTER WORLD?

gamify all the way

---

CAN GAMING MAKE A BETTER WORLD?

Can't go on anymore x2

---

CAN GAMING MAKE A BETTER WORLD?

Gaming can't make a  
promising world

---

CAN GAMING MAKE A BETTER WORLD?



Gaming can't make a  
healthier world

---

CAN GAMING MAKE A BETTER WORLD?

Gaming can't make a  
happier world

---

CAN GAMING MAKE A BETTER WORLD?

Gaming can't make an  
easier world

---

CAN GAMING MAKE A BETTER WORLD?

Gaming can't make a  
better world

---

CAN GAMING MAKE A BETTER WORLD?

Gaming can't make a  
fulfilling world

---

CAN GAMING MAKE A BETTER WORLD?

Gaming can't make a  
healthier world

---

CAN GAMING MAKE A BETTER WORLD?

Gaming can't make a  
happier world

---

CAN GAMING MAKE A BETTER WORLD?

Gaming can't make an  
easier world

---

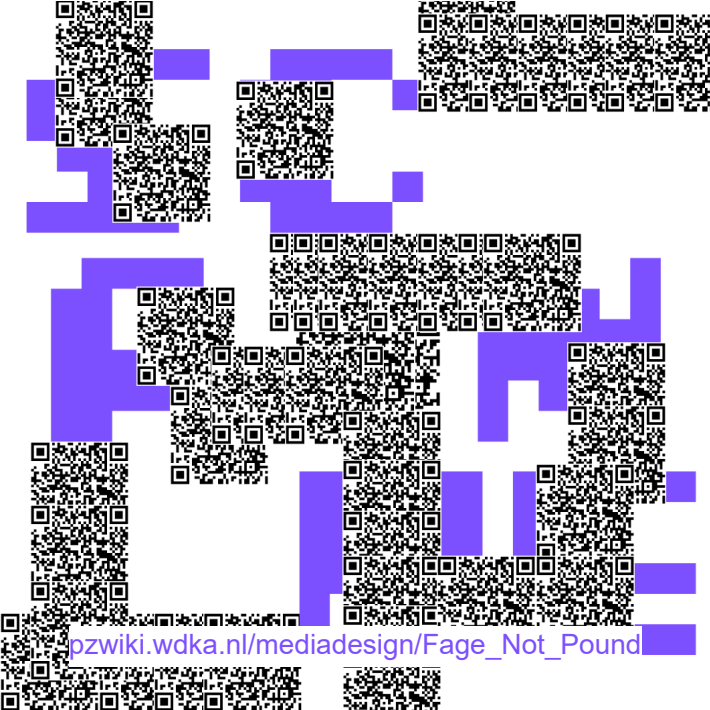
CAN GAMING MAKE A BETTER WORLD?



Gaming can't make a  
better world

---

CAN GAMING MAKE A BETTER WORLD?



[pzwiki.wdka.nl/mediadesign/Fage\\_Not\\_Pound](http://pzwiki.wdka.nl/mediadesign/Fage_Not_Pound)