

Games, Minds, and Mind Games

The Whorl list — 1 messages, 1 voices, 26 Feb 1997

<https://urth.darkrealm.vip/thread/whorl/134>

Exported from an unofficial mirror of a public mailing list. Copyright in each message remains with the person who wrote it. Email addresses are obscured as `user at host`, the form the original archive published. This file was rebuilt from parsed fields rather than retained headers, so it is faithful in content but not byte-exact.

David_Lebling — 26 Feb 1997, 11:09

mantis,

I co-wrote _Zork I_, _Zork II_, _Zork III_, and _Enchanter_ with Marc Blank. I wrote _Starcross_, _Spellbreaker_, _Suspect_, _The Lurking Horror_, and _Shogun_ on my own. All were published by Infocom (which I was a founder of).

I'm glad you liked _Starcross_. I had a lot of fun writing it, and tried to get the physics right. The ship in it was a _lot_ smaller than the _Whorl_, though. Other than end-cases like ringworlds and Dyson spheres, I think the _Whorl_ is the largest generation ship I know of.

alga,

If I read you correctly, you think my quote from Marble supports mantis's triune M/M/R. I think it's just the opposite, but shows how thoroughly mixed Marble and Rose are, like a left brain/right brain thing. Marble is saying, "without you I would have been left alone with Rose," and Rose is saying, "without you I would have been left alone with that chem." It gets mixed together so she says both, and adds "_We'd_ have gone mad!" You have to work to tease out what's a Marble thought from what's a Rose thought.

There's a surprising amount of Multiple Personality Disorder going around. I think Henry Rathvon is right when he says _Long Sun_ is about Mind (among other things). There's a very interesting comment (in _Exodus_, I think) where Silk wonders if chems actually _do_ have souls (they obviously have Minds), and there's the ongoing dichotomy between chems, who are very humanlike, and taluses, who are less so.

-vizcacha

(david_lebling at avid.com)

Questions or problems to whorl-owner at lists.best.com