

Mysteries of “A Rope of Chalk”

1. The map you explore in §1 and §2 is very similar to the setting of a Ryan Veeder game from several years ago.
2. The map of §3 looks like the map of §1/2/4 rotated 180 degrees.
3. “III. THE FORTRESS” in §3 is unusually detailed.
4. In the “Curling Flower Space” of §4, there are multiple references to colors “sinking into the earth.”
5. “Halloween Town” in §4 is the single most thoroughly-implemented location, representing almost 10% of the source code text.
6. The office where the appendix takes place is a location that appeared in another Ryan Veeder game several years ago.
7. Hina's note to the editor mentions an “intriguing proposal” that it was “too late in the semester” to act upon as of September 2019.