Creepypasta Zine

brought to you by

the RPGMAKER PILLED REBOOT community!

Creepypasta Zine

English

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🔒 VIEW SOURCE ⋮

Welcome to the Creepypasta Zine!

Proudly hosting 5 of your worst nightmares since 2023.

The Creepypasta Zine is a publication by artists and writers who enjoy internet horror. Within this zine's pages are original stories and illustrations that emulate the old creepypasta, internet horror aesthetic.

If you would like to contribute to future publications, please look to https://mer-mer.neocities.org/ or @mermers_zoo on Twitter for information.

Title of pasta here   CREATE

Random Story

Zine Authors

NEW STORIES

- Dr. Arth
- Dear Olivia
- The Notetaker
- SaliChan
- The logistic map as a behavior predictor: the increasing rate of information and the resulting "bifurcation" in people.

WORD FROM THE ORGANIZER

Introduction to the Zine...

by mermer

As the front cover suggests, this zine was made via the labour and love of the rpgmaker pilled community, hosted on discord. We are a group of very normal people who originally came together out of interest for rpgmaker classics like Yume Nikki, and not Yume Nikki.

Since then, we have formed a supportive and tight-knit friend group, which I am deeply thankful for. We hope to continue this Halloween tradition into the future. Thank you all for your hard work! and remember, the call is coming from outside the house, rpgmaker sleep experiment, slander man, door hand hook car door, notetaker...

NEW BLOGS

👤 ● 46 days ago   3
Tri0dy
Composer. I make friends wherever I roam. If you are one of them, hello!
https://www.youtube.com/@Tri0dy

EDITOR'S PICK

mysterious house

by shojivivo

The empty landscape began to churn -- and from its gaping maw, came a town. A spawn made of oxidized copper spires

This zine is dedicated to the rpgmaker pilled community

Dr. Arth

Who knocks on your door

And introduces himself

Beware of the man

As Dr. Arth.

Dear Olivia,

I hope life has been treating you well. I've wanted to reach out to you for a very long time and rekindle the bond we had as kids. Lately, it's been hard to sleep at night, and I haven't felt the same since we parted ways.

You might be wondering why I decided to write this letter.
The truth is, I can't exactly put into words how much I want to see you again. Along with my sleepless nights, the loss of my dearest sister has left a hole in my heart that nothing in the world can fill.

Do you still remember Grandma's house? We spent so much time there, gazing out at the fields and running around the oak tree by the lakeside. It watched over us, listening to our endless laughter and our shared joy. But the shade of the oak tree conceals more than just its roots.

I know you must have many questions about where I've been and why I haven't contacted you in so long, which is why I want to see you again. I want to meet you in person, in the same house where time seems to have stopped since the day we separated.

After all, our bond transcends time, blood, and distance.

The oak tree is waiting for us, and I'll be waiting for you.

> Has anyone seen the "Notetaker"?????

fed_1984
New Member
⭐
Posts: 2

Jan 13, 2009, at 11:11pm   *XD_69 likes this*   ⚙▾

I am an ex bureau of investigation officer; a long time ago I stumbled upon some secret files that had been forgotten. In almost every state in the united states, there are cases of people committing horrible crimes, with a written confession note discovered after the fact on their desks. The thing is, those notes always have the same cursive handwriting, written in the exact same dark teal ink.

I tried to convince my superiors to pursue the case, but they pushed me off. Then, I saw it, in the middle of the night, a shadow by my desk, scratching down words on a piece of paper in that damn blue ink. When I entered the room, it scurried out the window, I got some photos of it but I can't make it out properly on my crappy flip phone camera.
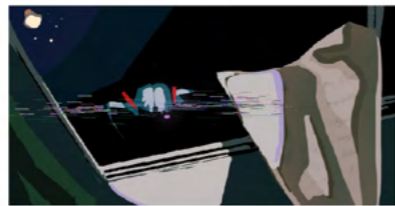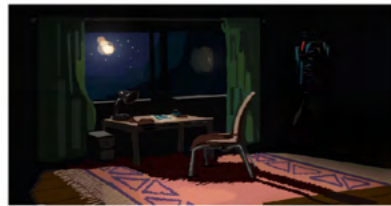
If you're curious, the note read:

"Dear Family,

      I have decided to murder my colleagues at the bureau of investigation. I know that this will come as a shock, but it's something I have been meaning to do for a while. You see, I just can't help looking at their stu- [ink splatter]"

Since then, I have seen it come into the house several times, always writing a note where I commit some terrible act... has anyone else seen the NOTETAKER????

P3ngu1n_PWN3R
Global Moderator
⭐⭐⭐⭐⭐
Posts: 72,455

Jan 13, 2009, at 11:12pm   *XD_69, x_deth, I<3cookies, and 342 others liked this*   ⚙▾

shut up man!

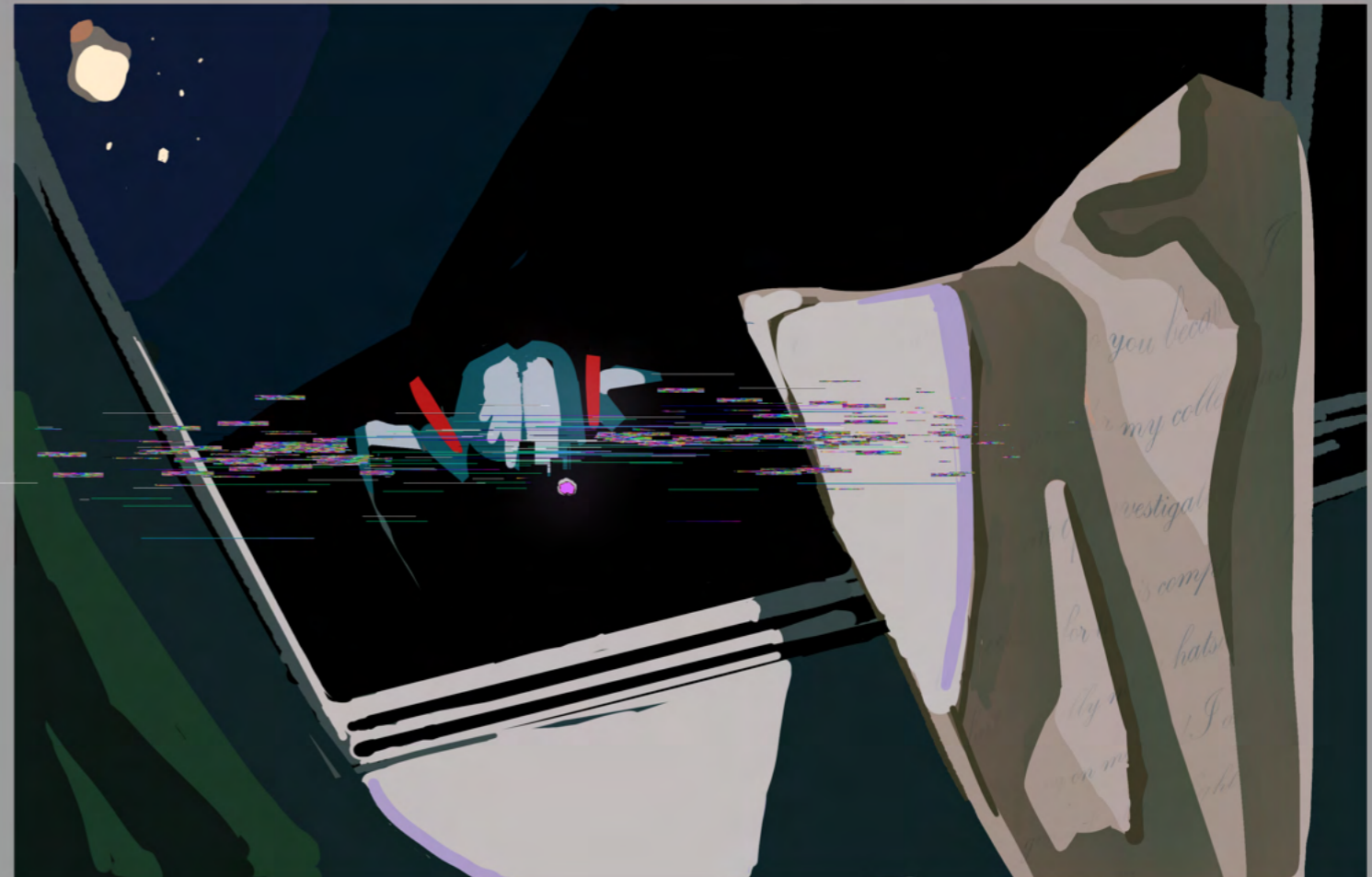*With love and grace, praise kindness wherever it may be.*

Jan 13, 2009, at 11:11pm   ~~~~~~ likes this

New Member

SaliChan's Site

The Beginning
(8/4/2011)

XD look at me making a website for this like a pretentious a-hole...
TY p3nguin_pwner for helping me set up my first blog -3-

SO, I've been having this super vivid dream a few nights in a row, so vivid that I don't think I can describe it in text. The only way I feel like I can properly explain it to everyone is by making it into a game, so that's what I'm gonna do! I bought RPG Maker VX a few days ago and have been fiddling around slightly (yes it's gonna be an rpg lolz, sorry herby I know u hate them) and plan to release it.. Whenever lol. Since I can't describe my dream to anyone, I'm gonna be making it totally by myself! I'll update soon~~~~

Progress I
(8/8/2011)

Finally got my first few assets done! I've been using the default placeholders for all my maps lol :P I'm kind of shaky on drawing, since I'm not the best artist... I don't think I wanna share any images yet cuz I don't like posting WIPS! When I'm more along in the process I'll totally post a demo or smthn tho:)

Progress II
(8/15/2011)

Ogh... I've seriously been slacking on this. I don't rlly have any dev experience so I'm feeling like I'm working at the rate of a snail. Sucks that I can't get anyone to help me tho. I'm gonna move in a few weeks btw, so I'm gonna try to get as much done before I have to take a forcible break!

Progress III
(8/22/2011)

Ahh I got so much done! I'm so happy >A<!!!!!! I finally did all the tileset shenanigans and got parallax backgrounds figured out~ Now that I have so much done, I think I'll share a bit of info? Basically, you play as a young girl who suddenly wakes up in an apartment complex that's totally unfurnished, save for her room which has a single computer, a bed, and some empty shelves!
I know, super vague, but I don't wanna share too much!

Progress IV
(8/30/2011)

Tomorrow I'm finally moving! I think I'm at a pretty good spot to pause development on my game to get settled into my new spot? I've been basically glued to my computer in the day and out like a brick at night, so it'll probably be good to look away from my screen for a little. Funny enough, though, my dreams have been gettin a bit longer and more detailed...

(9/3/2011)
I just moved in. There were a few days in which I did not work, and during them I got so sick I threw up. I don't know why. It was just so painful, it felt like my stomach was trying to crawl out from my esophagus in protest of god knows what I did wrong. I won't lie, I mostly just felt bad that I was postponing work on my game, even though I had a good enough excuse.

Progress V
(9/20/2011)

I'm sorry for taking so long to update! I promise I'm really trying. I've been getting some hate mail saying that this is a scam, and there's not really gonna be a game. I'm just... secretive with development, I promise I'll finish this game.

Progress VI
(9/29/2011)

I'm seriously trying. I'm only one person. I don't know how to do any of this. There's so much stuff I have to do, and I can't ask anyone for help. Nobody can understand.

(10/01/2011)
I still haven't unpacked. Every moment I'm not working, I'm sleeping. Dreams feel like they last for days. When I wake up I feel exhausted. I've had a fever for days now, and my nose keeps bleeding. I can't go to the doctor, because I have to keep working on this game. I feel watched. If I ask for help, if I stop working, if I do something else, I feel even sicker. Even though there's no deadline, someone expects something from me very soon.

Progress VII
(10/10/2011)

I got so much done today :) Please look forward to this project... I'm working very hard on it!

Moving EMails
(10/12/2011)

I'm changing my contact email and won't use the old one. Don't bother sending anything there.

Progress VIII
(10/20/2011)

I just realized, this *game looks a little bit like my apartment. And in the corner of my eye I can see*

Progress X
(11/10/2011)
my creation.

The logistic map as a behavioral predictor: the increasing rate of information and the resulting "bifurcation" in people

Monitoring Editor(s): Chrai O'Dee, Mer Meridian

Abstract

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During the 1960's and 1970's, Prof. John B Calhoun conducted an animal behavior study through a series of experiments that would come to be known as the 'Mice Utopia Experiment' that would be used to develop his theory on what he would describe as the behavioral sink--a collapse in behavior as a result of overcrowding and a gradually increasing rate of stimulus for the mice. In the experiment's time, it was primarily seen as a parallel to urban sociology, culminating in Calhoun's paper: *Death Squared: The Explosive Growth and Demise of a Mouse Population.*

However, it is the purpose of this paper to tie Calhoun's qualitative observations into quantitative graphs and equations, by highlighting the connection between the Mice Utopia, and the chaos within the Logistic Map and the Bifurcation Diagram. Just as the increased rate of interactions developed the behavioral sink in the Mice Utopia, the increased rate in the logistic map graphed into the bifurcation diagram demonstrates a chaotic emergence that can be analogous to the behavioral sink--and through this connection, we can use this concept to predict the collapses of individual minds, along with the mind of a culture or society as a whole--the collapse of a zeitgeist.

$$x_{n+1} = rx_n(1 - x_n)$$
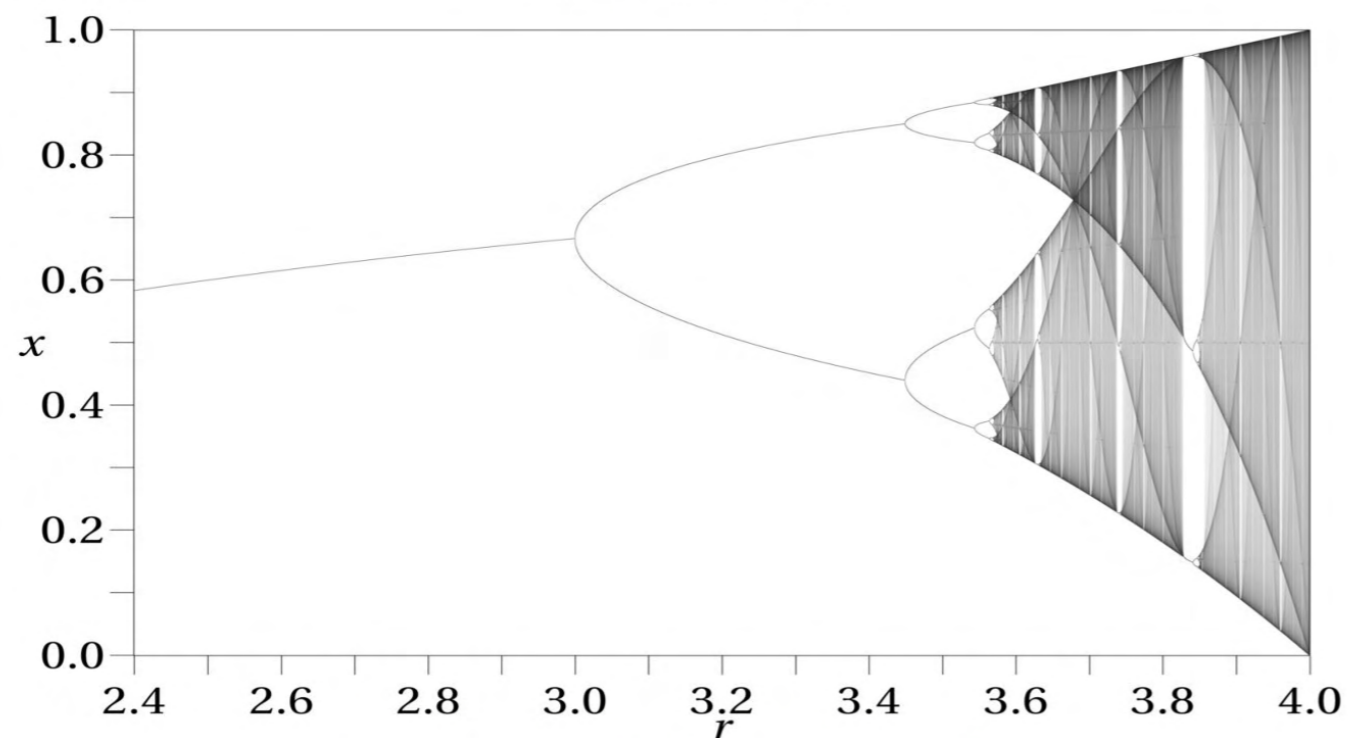
The bifurcation diagram of the logistic map.

*As the rate of change **r** reaches a certain value, chaotic behavior will emerge.*

Introduction

There is no doubt that the existing cultural landscape is evolving faster than ever. Many have a name for the abundance in communication and transmission of information we see today--the Age of Information. It is hard to ignore how quickly our minds consume all the information available to us through the technology we have access to. As people communicate with each other more, we reveal to ourselves the immediately evolving human condition through the lenses of various communities.

For example, the Diagnostic and Statistical Manual of Mental Disorders (DSM), a cumulative product categorizing research of mental illnesses in the United States since 1840, has seen some of its fastest and biggest upheavals within the last 5 years. In 1880, there were only seven broad categories for mental health patients: mania, melancholia, monomania, paresis, dementia, dipsomania, and epilepsy. In modern day, with the release of a revised 5th edition of the DSM in March 2022, we have diagnostic practices to identify and mend a total of 357 mental disorders, on top of a pending list of disorders still waiting to be studied and initiated into the DSM.

It is up to debate that our growth within the last century, the rapid increase of population, and new technologies that allow information to propagate exponentially, has been the genesis of many of these newly developed disorders. Just as the increased rate of 'interactions' created the behavior sink in the Mice Utopia, and just as a certain rate value generates chaos in the Bifurcation diagram, the increased rate of change in our own society poses a similar question--at what point will the chaos emerge?

The Bifurcated Mind

In the most literal and perhaps extreme example, the splitting of the mind, or schizophrenia, can be expressed by the bifurcation diagram. Schizophrenia's gradual development in people has been observed for centuries, and clinically examined since the late 1800s. Its nature, conditions, factors, and development in people have been a deep interest in psychologists and the general public for a long time, studied by many and understood by few. Although an extreme example, this and other mental disorders can be attributed to a bifurcation in one's mind, stressors increasing in rate over time, leading to psychosis and schizophrenia. The stacking of stressors can be analogous to the rate *r,* leading to chaotic behaviors.

The New Norm

In an study conducted on ██████ █, 2022, regarding the predictability of behaviors using the bifurcation diagram, in a sample containing 1,987 people aged █ to █, it was revealed that 98.2% of the sample had signs correlating to the future emergence of a bifurcated mind. In reference to Julian Jaynes's *The Origin of Consciousness in the Breakdown of the Bicameral Mind*, it is apparent that a new metamorphosis of human consciousness has taken root.

Once we were bicameral, but we now enter a new age of bifurcated thinking--reasoning beyond that is lateral or linear. Below are MRI imagery of brain scans of 3 different brains, left to right: a chimpanzee, a middle-aged man in 1986, and a teenager in 2023. Notate the distortion of the cerebrum.