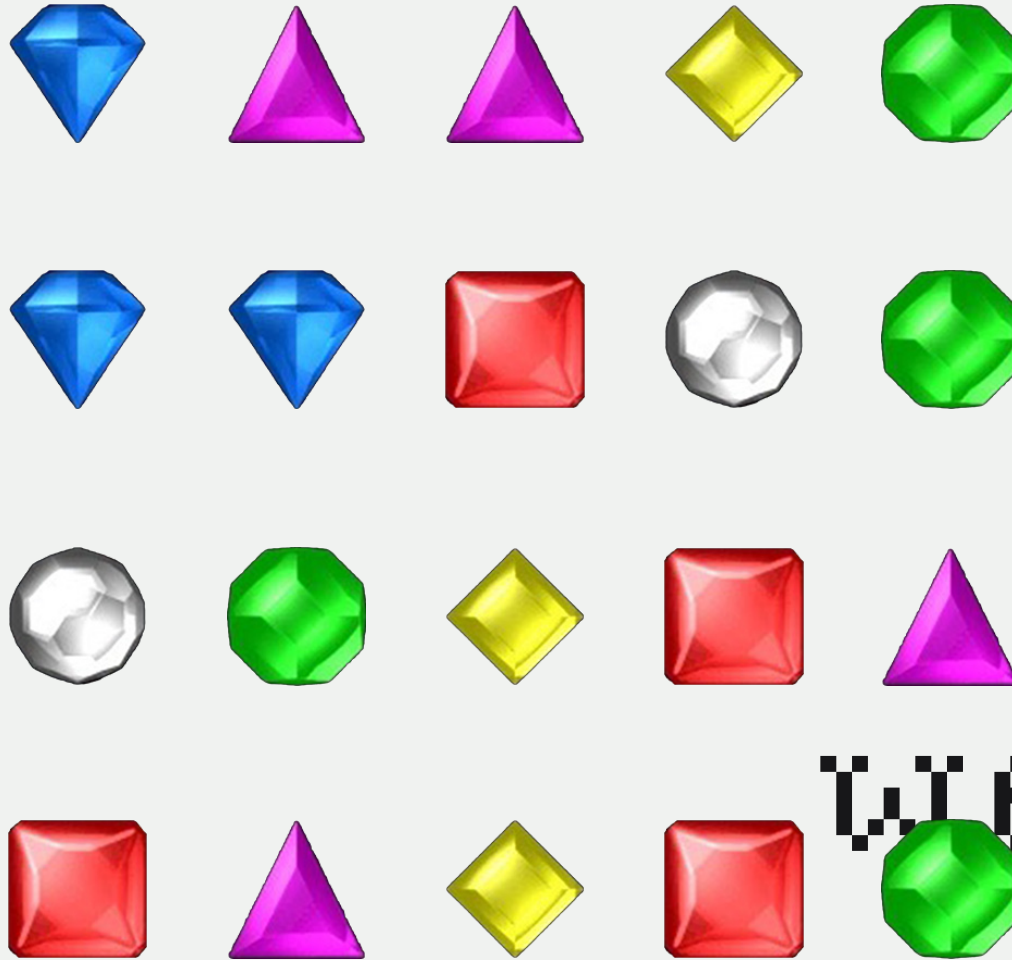
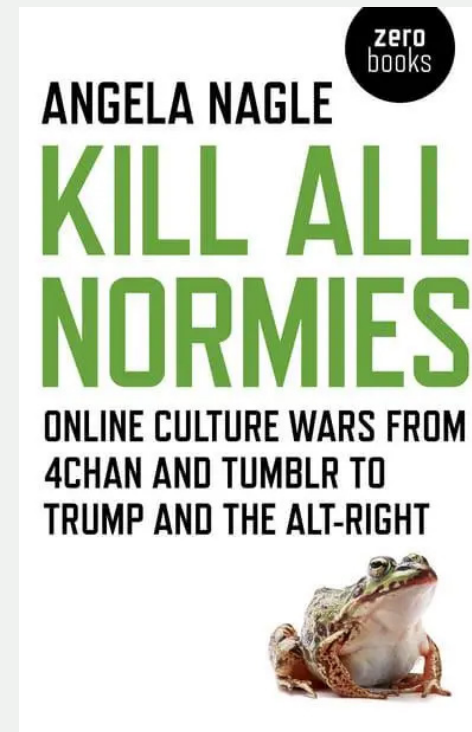


match 3



week 2



All women want are games about thoughts and feelings. No thanks.

‘geeks vs feminists’

spreading the tactics of chan culture to the broad online right. Gamergate brought gamers, rightist chan culture, anti-feminism and the online far right closer to mainstream discussion and it also politicized a broad group of young people, mostly boys, who organized tactics around the idea of fighting back against the culture war being waged by the cultural left. These included all kinds of people from critics of political correctness to those interested in the overreach of feminist cultural crusades. These brought in to the fold people like Christina Hoff Sommers, the classical liberal who

The Hack: A match-3 (?) game about “thoughts & feelings”

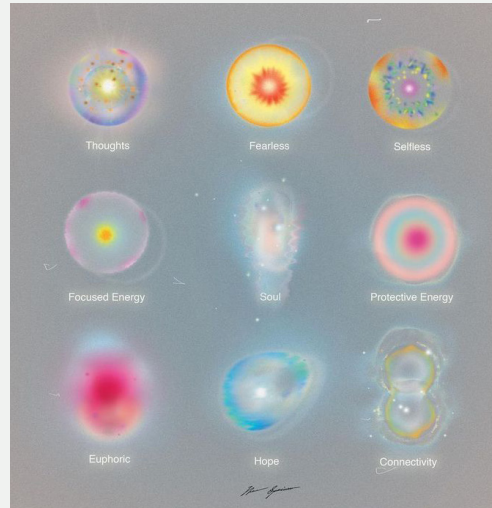
This game will frame thoughts and feelings as a response to spaces that have been hijacked and claimed as masculine, saturated with testosterone-friendly fantasies of bombing, murder, and hypersexualised spectacle. Rather than escalating heavy emotions through violence, it uses **softness and abstraction** to slow them down. The game treats emotion as something to be examined rather than acted out, activating a process closer to psychoanalysis, where anger and anxiety are acknowledged, held, and understood rather than discharged through force.

You're free to call it a feminist approach.

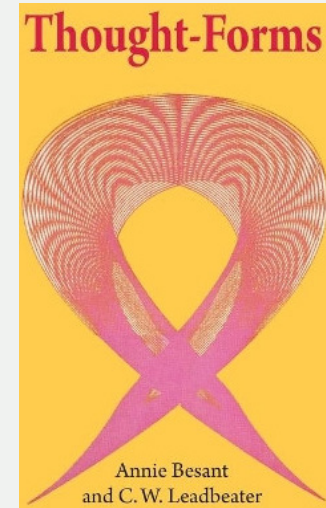
RESEARCH AND VISION BOARD



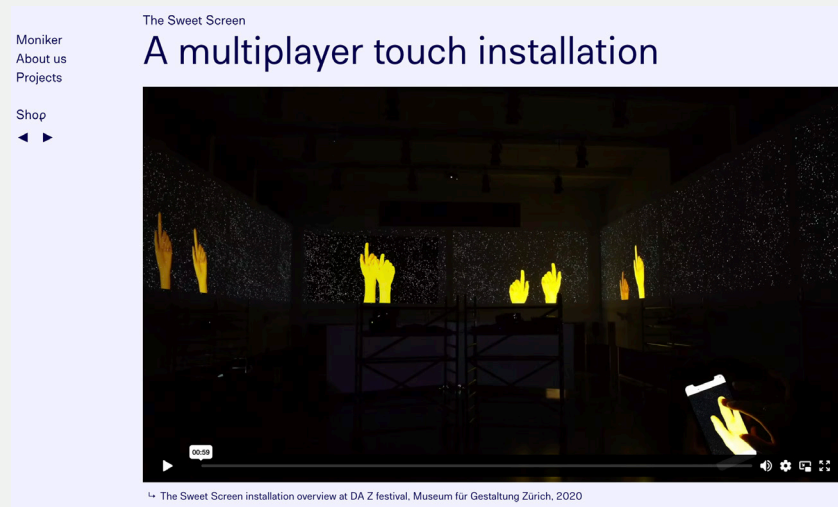
Thought Forms, Egregores and Magic
Peggy Heubel



New Specimen



Thought-Forms
Annie Besant
& C. W. Leadbeater

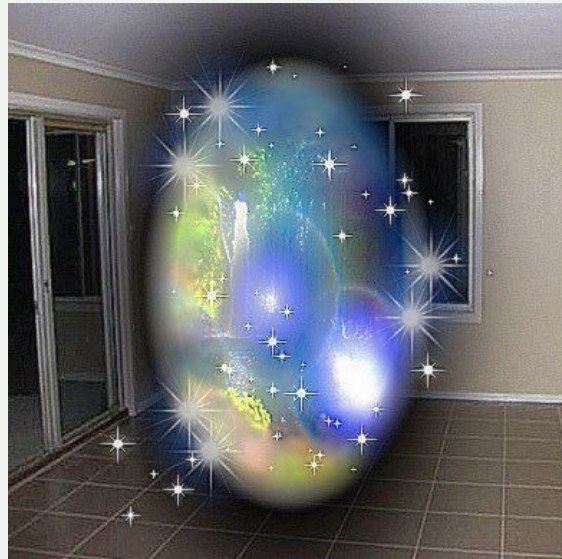


The Sweet Screen
Moniker

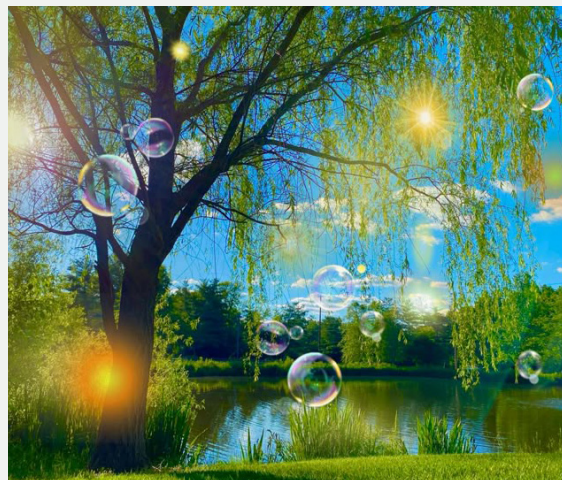
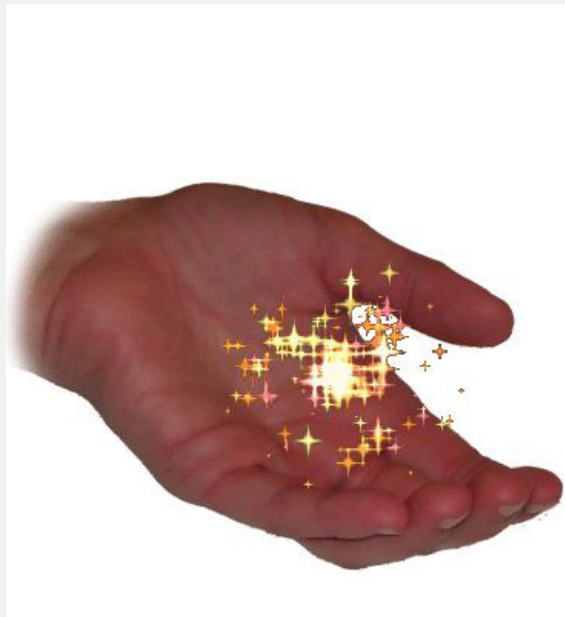


Inside Out

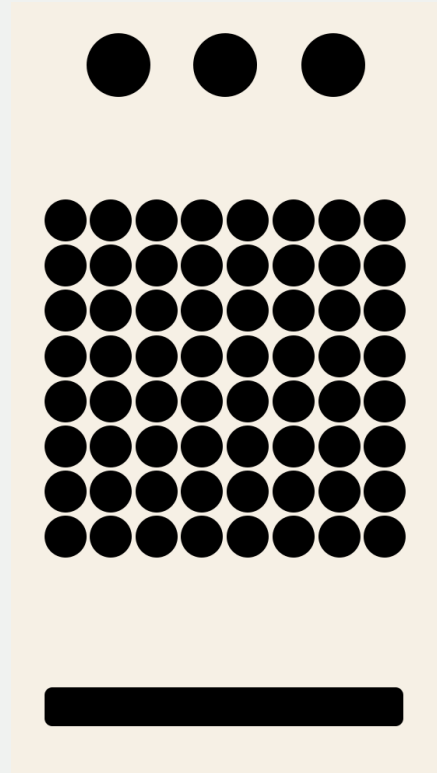
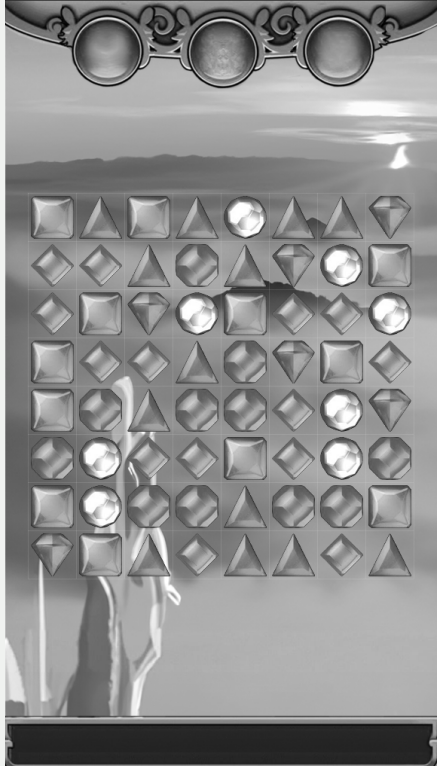
MOOD



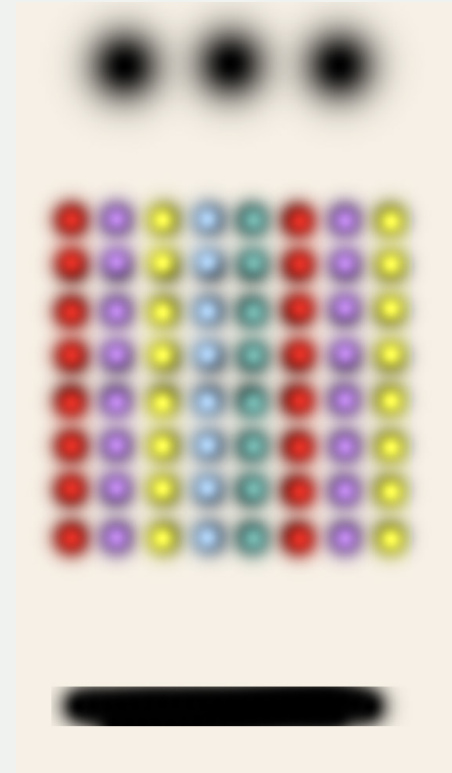
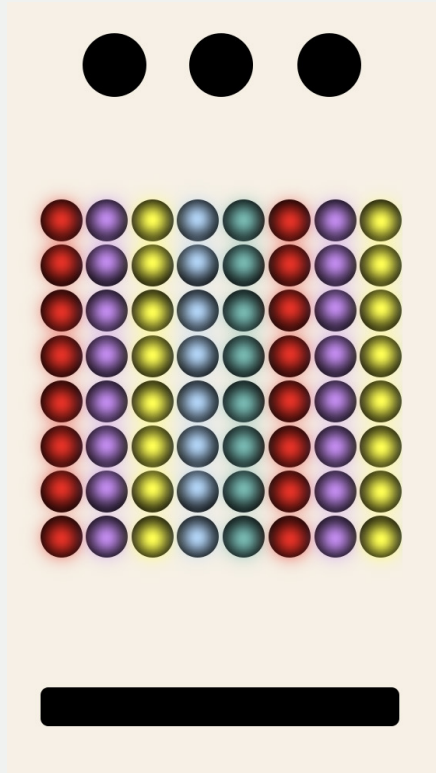
The etheric or astral aesthetic resonates with a generation shaped by constant stimulation because it slows perception without demanding interpretation. The abstraction, soft glows, and liminal spaces reduce cognitive load so the mind is not asked to read, decide, or perform, only to drift. To me, it feels like this gently regulates an overstimulated nervous system that is otherwise trained by social media to stay alert, reactive, and comparative, while also creating a reflective state similar to being alone in one's room or walking through a forest in daylight, spaces that feel safe, enclosed, and quiet enough for thoughts to surface, overlap, and unfold without pressure.



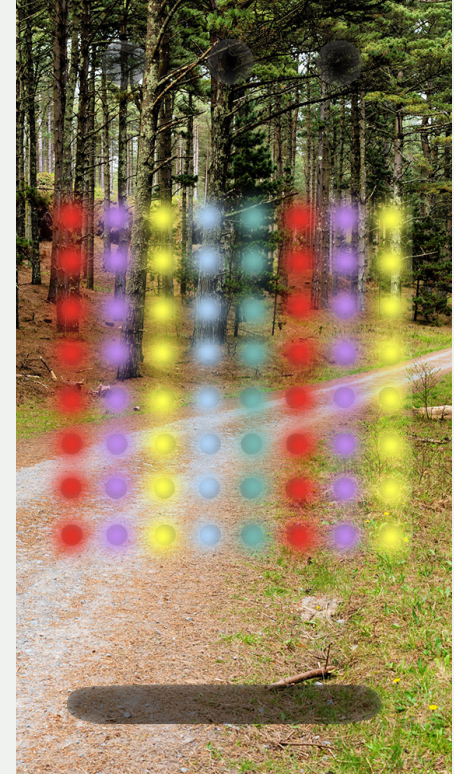
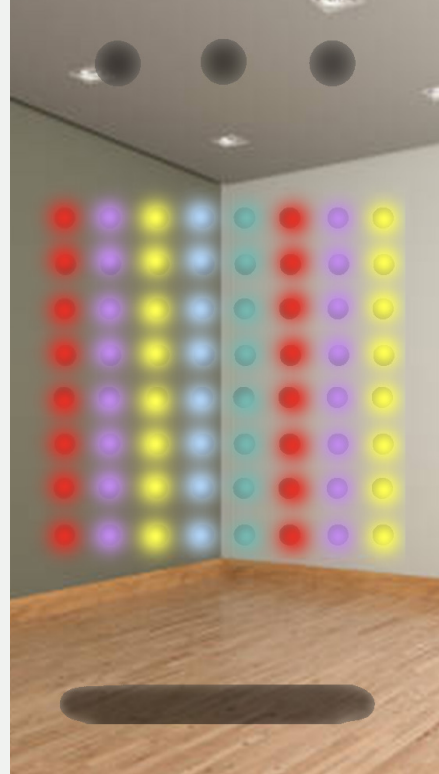
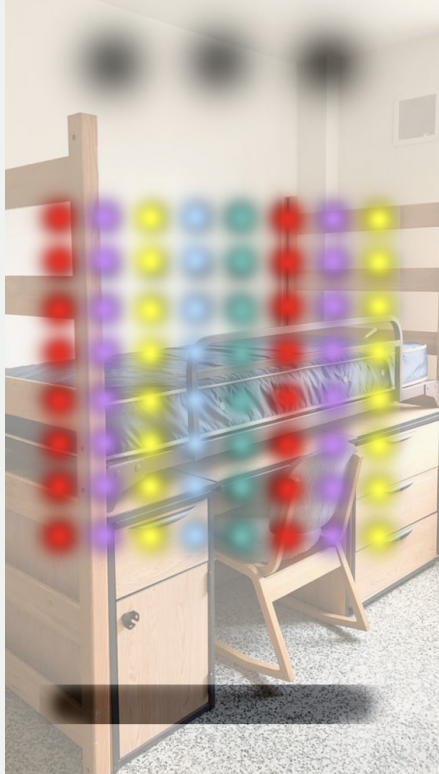
ITERATIONS



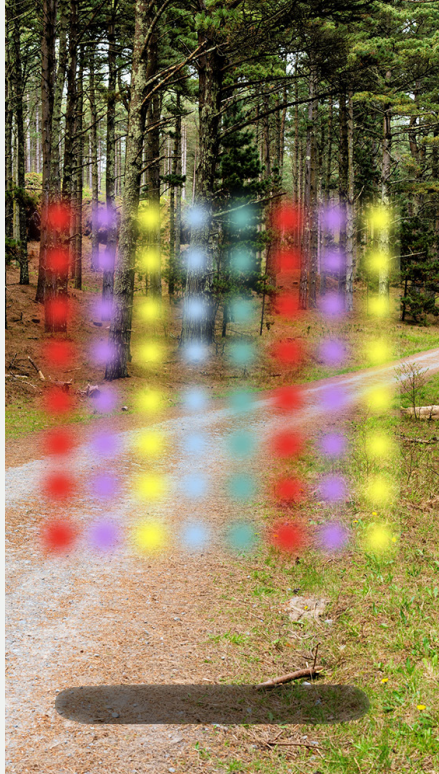
ITERATIONS



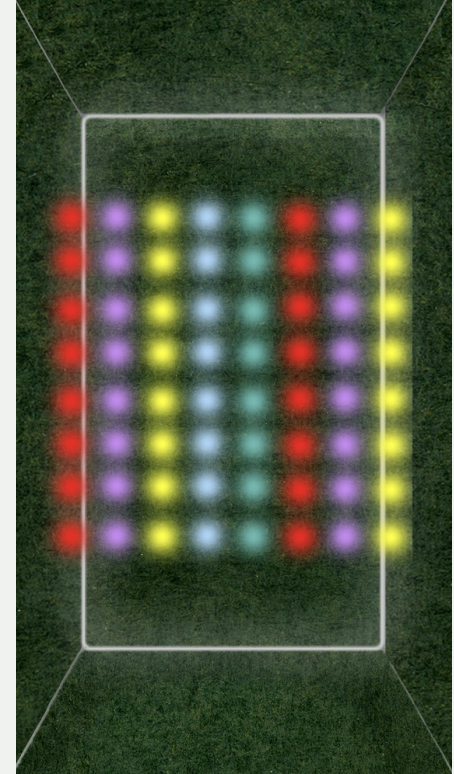
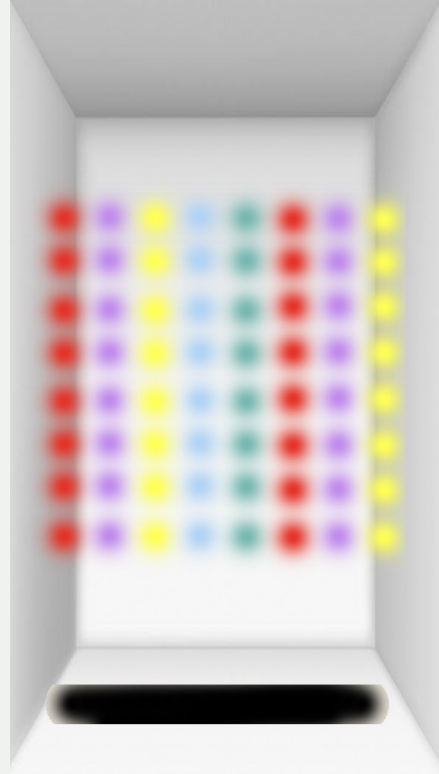
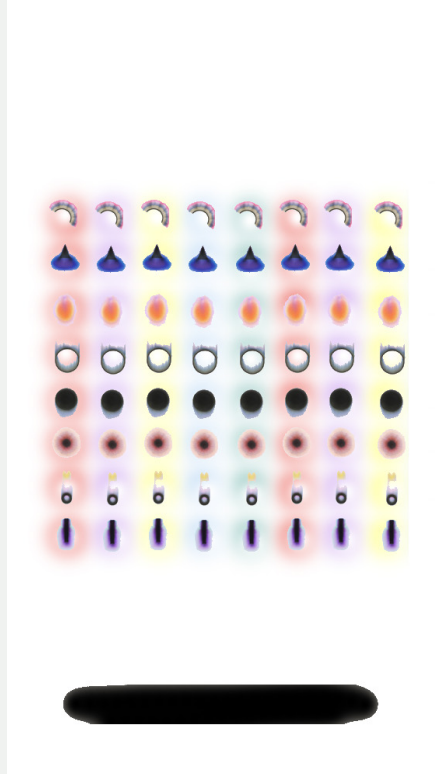
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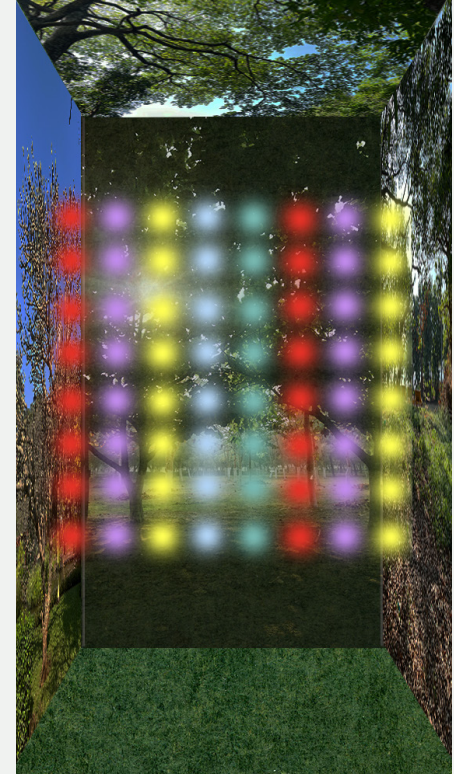
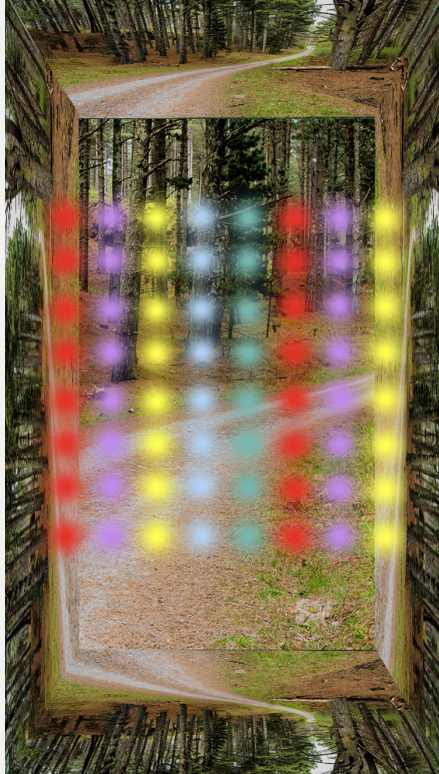
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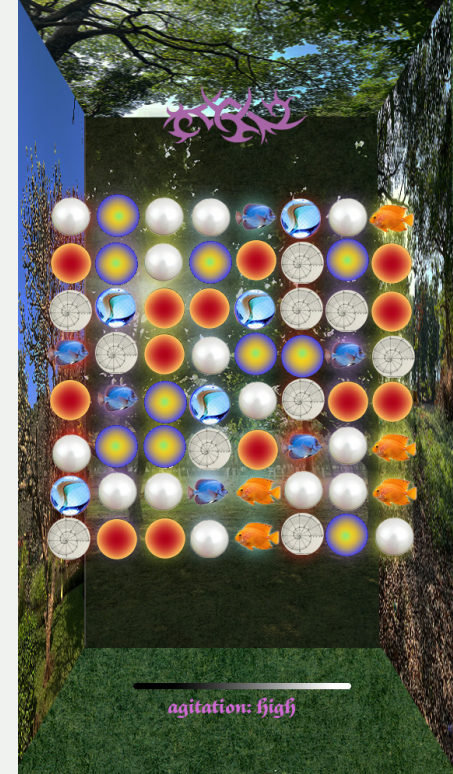
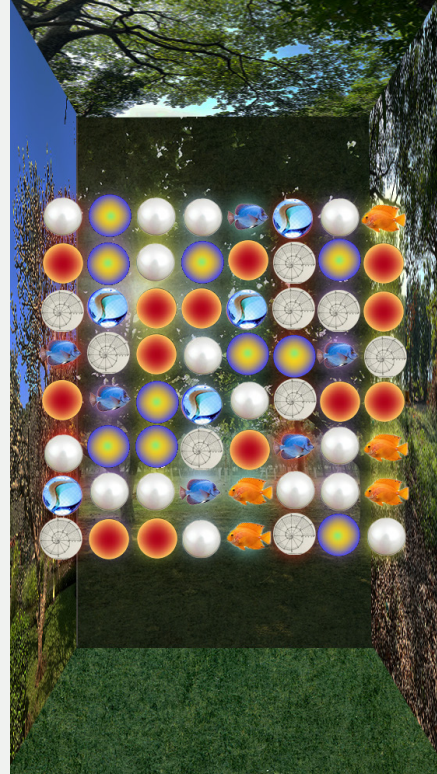
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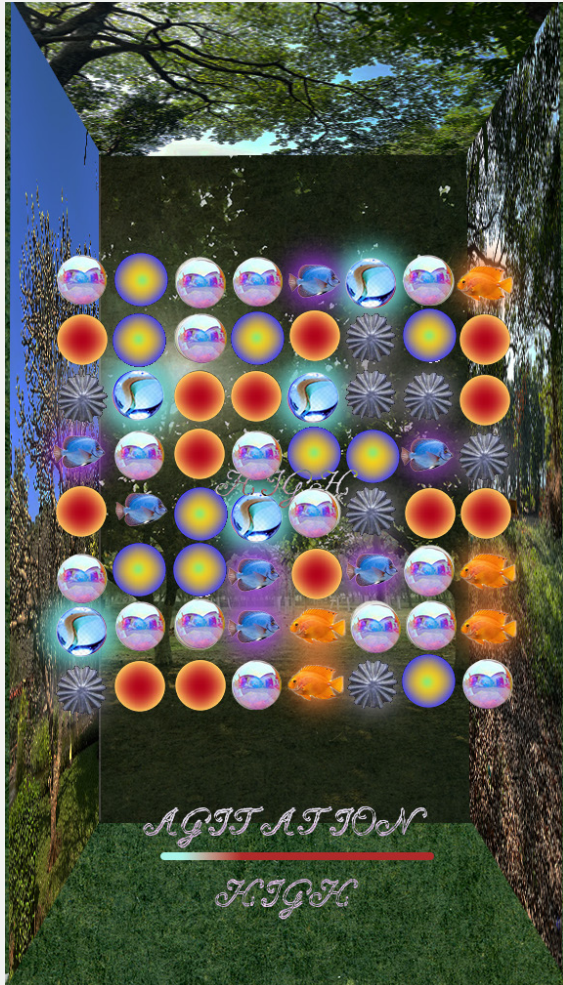


ITERATIONS



ITERATIONS





WARM TO COLD

Agitation: Unrest

The core state the player is trying to reduce. It cannot be cleared by matching with itself and spreads if ignored, increasing pressure and limiting available moves.

Pearl: Containment

When matched with agitation, it traps it in place and stops it from spreading. The agitation dissolves over the next few turns, creating temporary calm zones.

Artefact: Reflection

When matched with agitation, it converts it into a neutral tile instead of clearing it. This slows escalation and gives the player space to reposition and plan.

Friend Circles: Connection

They do not act alone but strengthen nearby matches. When included in a match near agitation, they amplify the effects of pearls, diagrams, or fish.

Fish: Materialistic Relief

When matched with agitation, it clears it immediately. New agitation tiles appear elsewhere at the same time, making relief fast but unstable.

Magic Marble: Intervention

A very rare tile that removes whatever it is swapped with instantly. It bypasses all other rules and cannot be generated or chained.

Win condition

You do not clear the board.

The aim is to keep the agitation meter as low as possible by managing how agitation spreads and settles over time.

Success is measured by how long you can maintain a low level of agitation, rather than by completion or total removal.