

# Themes for Crooked Wings

RELEVANT LINKS TO OTHER R&D DOCUMENTS:

<https://docs.google.com/document/d/1vBQqxie9rsL5yc2GR7xUe8qArSGf4PcoxaKyCgFawQs/edit>

## TODO:

- add/remove/edit elements on the document
- WEIGH elements on the document
- how can the protagonists and other characters push these elements?
- how can events and choices push these elements?

Frequency is roughly done as a percentage score but that's not very necessary

STATEMENT	IMPORTANCE	FREQUENCY	DIRECTNESS	Q&T notes (to process)
ideals that stray from reality can no longer be meaningfully applied	Much More Important	27	Very Direct	
socioeconomic class is not divinely (or morally) fated	Much More Important	13	Direct	
mental health IS health	More Important	20	A Little Direct	
oligarchs attack laborers with 'despair, fear, division, and confusion', which unionists try to fight back with 'righteousness, hope, unity, and knowledge'	Important	11	Very Direct	
your worth transcends a paycheck	Important	4	A Little Subtle	

"free" unregulated markets allow actors with power to limit freedoms of others	Less Important	12	Subtle	
existing institutions create regulatory sub-institutions NOT to stop their depredations, but rather as a 'bandaid' (like Glass-Steagal    the New Deal)	Less Important	11	A Little Subtle	
passing down wealth without property taxes just creates an aristocracy (??)	Much Less Important	2	A Little Direct	

QUESTION	IMPORTANCE	FREQUENCY	DIRECTNESS	Q&T Notes (to process)
when can an individual throw up their hands and say 'this is not my problem'?	Much More Important	13	Very Direct	THIS. I think this is one of the strongest parts of your story: complicated calculation of "should I act". heroism vs. complicity.
the real enemy isn't some individual person as much as it is 'institutions and structures (regulatory bodies, elected offices, nonprofit organizations), without regular upkeep, becoming corrupted over time'?	More Important	42	A Little Subtle	
How does one want their society to react to 'disabled' people?	Important	20	Direct	

<p>WHAT'S WITH PRIVATE PROPERTY, ANYWAY?!</p> <p>property as refuge</p> <p>property as 'I can kick you out'</p> <p>property as 'I get access to the resources here'</p>	Important	8	Direct	<p>I have a podcast for you on this: It's the socialism series by Matt Breunig. Podcast is the Breunigs. In fact his writing might be the best guide to property arguments. (I'll give away the end: It's philosophically indefensible, if you're premises are "liberty" or "utility" or "just desserts"...We can talk more.</p>
<p>what is the difference between luxuries and goods?</p>	Less Important	5	A Little Direct	<p>It depends what you mean by luxuries and by goods. Anything bought and sold on the marketplace can be a commodity. Even a luxury good. It follows commodity logic. ( <a href="https://www.marxists.org/archive/marx/works/1867-c1/commodity.htm">https://www.marxists.org/archive/marx/works/1867-c1/commodity.htm</a>)</p> <p>Where non-luxury commodities differ from luxury is in how they are priced, and how they are viewed.</p>
<p>IN A CAPITALIST ENVIRONMENT: is the literal possession of money/capital INHERENTLY not-good? [does the money corrupt them?]</p>	Less Important	3	Subtle	<p>Yes. Bad. Accumulation of wealth bad...for an individual or cadre. For the public, accumulation is quite good. Can't have bridges without accumulation.</p>

What is 'disability'?	Much Less Important	6	A Little Direct	I like this. I don't know how to answer.
'usury' might be a useful financial technology, but... when do we 'kill Godzilla'?	Much Less Important	2	A Little Subtle	The interesting thing about usury, is it is NOT a positive technology. At a certain level of debt in the population, return on investment goes to zero anyway. That's why Jubilee.
Is property theft?	Much Less Important	1	Very Subtle	Yes. But whyyyyy?

THEME	IMPORTANCE	FREQUENCY	DIRECTNESS	Q&T notes (to process)
ABSURD/SLAPSTICK HUMOR	Much More Important	30	Very Direct	
Satirical humor	More Important	14	Direct	
moral complexity! [exploring how institutions influence and coerce individuals]	Important	26	Moderate?	
Hope! [WE CAN DO <SOMETHING> [and we want to fight to keep hope alive]]	Important	20	A Little Direct	
HEROISM [you just know that some things are right (slavery was bad)]	Less Important	10	Subtle?	

...do 'themes' need to be ranked ordinally with each other?

Unsorted notes:

-people second-guess themselves about their difficulties?

Q NOTE ABOUT CAPITALISM AS AN INSTITUTION: 'This question is CRUCIAL. Unfortunately, I don't

believe it actually has much depth, as a question. What makes it interesting, to me, is that our society tends to view problems with Capitalism itself, as problems with institutions not working as they should.

My firm position is that institutional rot is never the deep problem within capitalism. The problem is that "rot" is built in. Take Wall Street circa 2008....Can we say that it was institutional rot, or that the institutions were functioning as they tend to function over time? So, I would say that all the things that LOOK like institutional rot are in fact features of the whole system. There is no parallel universe with an ethical wall street, or even one where there aren't giant devastating crashes. Capitalism is fueled by disaster. '

## EXEMPLIFICATION SPREADSHEET

CHARACTER(trait) OR INTERACTION OR EVENT OR STORY-FEATURE OR GAME MECHANIC OR DESIGN-FEATURE	THEME  QUESTION  STATEMENT TO EXEMPLIFY	HOW IT IS DONE	Q&T notes (to process)
Veezal's problems with ADHD	'What is 'disability'?'		
Kaiyara's problems with depression and burnout	'What is 'disability'?' and 'mental health IS health'		
Zelrik's problems with being exiled and physical malformations	'What is 'disability'?'		
Tawnette's problems with aphasia	'What is 'disability'?'		
Sedrin's wariness of how slow institutions are to change (which leads him to erroneously pessimistic conclusions)	'ideals that stray from reality can no longer be meaningfully applied' AND 'moral complexity!'		
Salamin's zeal and connection to the emotions of popular (which leads him to erroneously theory-driven conclusions)	'ideals that stray from reality can no longer be meaningfully applied' AND 'moral complexity!'		

Rrajak's promotion to a leadership role due to his excellence in engineering, in spite of his lack of interest (and incompetence) in management	'Satirical humor'		
Lornix's ???			
Pryden's absentminded	'Satirical humor'		
Kechi's extreme distrust of civic government power	'moral complexity!'		
Kechi's belief that inequality is not only inevitable, but also, NOT immoral			
Ahamefula's interest in not losing his job so he can buy his disabled son a good life	'when can an individual throw up their hands and say 'this is not my problem'?' AND 'moral complexity!'		
Onyeka's buying in to a system that does not benefit her.			
Khanda's disinterest in moral harm, compared to his own financial interests			
Khanda's belief that concepts like 'justice' and 'compassion' are instilled in children because it is convenient for society as a whole (and useful for those who can take advantage of them), not because they have any inherent worth.			
Zikora's complete disinterest in shame or guilt			

Arudow's lack of interest in asking tough questions			
Vritak's enormous, spherical body	'ABSURD/SLAPSTICK HUMOR'		
Gritak's lack of speaking in full sentences, instead screeching inarticulately in rage	'ABSURD/SLAPSTICK HUMOR'		
Tomil's ???			
Alondr's ???			
Jiwa's ???			
Huitzi's ???			
Zephyx's ???			
GAME MECHANIC: the players must manage the resources of 'hope' and 'knowledge' which the enemy attacks via 'fear' and 'confusion'	'oligarchs attack laborers with 'despair, fear, division, and confusion', which unionists try to fight back with 'righteousness, hope, unity, and knowledge'		

GAME MECHANIC: During the night cycle, different resources (such as 'attention from corporations', 'morale', 'sanity', 'exhaustion') can be exchanged for others	'moral complexity!'		
DESIGN-FEATURE: Chasing one 'ending' (either extreme anarchy or extreme change-within-the-existing-system) results in not achieving the explicit goal	'moral complexity!' AND 'ideals that stray from reality can no longer be meaningfully applied'		
STORY-FEATURE: The public understands the flourishing of Blight Elementals as an unfortunate consequence of Violet Fulgurite production. However, the truth of the matter is that a nonzero amount of industrialists and politicians find this 'unfortunate thing' as an actual boon.	""free" unregulated markets allow actors with power to limit freedoms of others'		is idea may have been jettisoned. I'm not sure. If not, I think it could be a good vector for exploring your themes. This touches on the institutional rot question. This is also a great historical reference. Many of the things that people have seen as unintended by capitalism are, in fact, intended...or at least the worst things are ignored. Homelessness, alcoholism, war environmental disaster....
STORY-FEATURE: The players watch as the labor movement's attempts to create institutional reform are corrupted  sabotaged already from the start			






(repeats of any item in the spreadsheet are okay)

## **MECHANICS for NIGHT PHASE**

PHASE 1: pick 1 of 4

- Selfcare
  - Take A Nap
  - Read A Book
- Socialize
  - Target Location
  - Target Person [NPCs]
- OVERTIME
  - get money
- Activism
  - Identify problem!
  - Write a speech!
  - Organize a rally!
  - Boots on the ground!
  - Fight demons out of license(?)
  - WE RIOT!!
- building 1-on-1 relationships
- building a media/communication network
- building large group relationships (creating spaces)
- research

From Labor Notes: <https://labornotes.org/secrets>

- Take a Nap
- Socialize at (Location)
- Socialize with (target person)

[Link to general theme page](#)

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