



(Blotsplotch only wants Infinite wishes.)

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Blotsplotch wrote a computer game called *Expectiminimaxus*. In the game, the player is put in the role of Stranger, who uses a special book (*Blotsplotch Only Wants?*) to travel to the insular Anotherness. There, the player uses additional books to travel to alternate worlds known as Pages. Clues found in each of these Pages help to reveal the back-story of the game's characters, including Stranger, who is revealed over the course of the game to be both the story's world-corrupting antagonist and its savior, responsible for penning the peculiar book that ultimately immortalizes the worlds' inhabitants.

Blotsplotch programmed the game with 175,616 distinct endings, depending on the course of action a player takes. After a few hours of gameplay, however, it becomes obvious that the program's astronomical size (512-bit architecture, 56-terabytes of information) will outperform any attempt to finish it. During its now infamous period of beta testing, multiple players suffered integer overflow long before completing the game's opening chapter. As a result, Blotsplotch wrote a patch: when the game's motion and thermal sensors detect integer overflow in a player, *Expectiminimaxus* will automatically call for an ambulance and display fifty-six rotating kill screens on its 360-degree projector.

