

## 1. Alexander | Art

### Message

(May, 21)

For me, creative work comes down to this: Trusting the process. Don't wait for inspiration, move and create. Whether you embrace or reject the results, you'll funnel towards something more worthwhile. You may find an uneasy companion in the feeling of losing control every once in a while. Embrace it as long as you can bear it. Often enough it leads to surprising treasures. Keep your eyes peeled.

398/400

## 2. Alexandru | Programming

### Message

(May, 22)

Congratulations, you made it to the end! I hope you enjoyed the journey just as much as I enjoyed working on the game. Whenever you want to do something and you don't know how or if you can, just start, many things will fall into place and you'll be surprised how easy and enjoyable they were. Never delay them or avoid them, it will just cause more problems. Applies to both programming and life.

397/400

## 3. Lars | Design

### Message

(May, 21)

Thank you for making it all the way to the end! I'm Lars, a manager and game designer on this project. I was responsible for the developer comments. There are Bonnies, Nikolais, Sandras, Alejandros, and Ivers behind every game you play. No matter how insignificant it may seem to you, someone put their heart and soul into it. And this someone might've quit their job at a bakery to create it...

393/400

## 4. Moony | Design

### Message

(May, 22)

Dear player,

Thank you very much for playing our game. I hope you enjoyed your time here :D! I also hope you'll continue to support me and the games I'll make in the future. Te extraño Tia, ojalá estes bien. See you in about a blue moon,

- Moony ☺

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## 5. Robert | Art

### Message

(May, 22)

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I have one sentence in mind when it comes to creating something new: Finished, not perfect. Finishing something is way more important than having something perfect that is unfinished. That's how you improve and become better in the things you do. The best way to learn is to make mistakes and embrace them. An important part of becoming an artist is having the ability to finish something.

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