

So, when I first heard about PS, it was the small three emojis that were appended to the email...that led to the fragments page on the orientation website. Every 11 days starting on the 18th of May a new document would be released. Eventually we figured out that we could get Ana Mead's email and contacting her provided the 6th document. Eventually we met up with Ana on discord and she answered some of our questions and gave us the index. The index is what we used to get documents from the book, she asked for five but she usually brings us three. The other thing is that we got the archive index much later, which is the same thing but archived in boxes, and that's more recent. Eventually Reticulte 1 showed up in the discord, activated the bots, we solved the bots, and then there was the twitch account at PSC_Engineer. I've been spending most of my time curating but also doing the constructions for PSC_Engineer, which has been my main contribution I think. The stream also had riddles earlier on. There is also Penny's Facebook streams. She followed monks and then we learned more about the goings on and how important the 2017 parasite arrival is. After that there was an interview with seekers. Seeker profiles were sent out to three of our members and they met with representatives from each of the three sects, squirrels, serpents, owls, and a silent watcher which we presume to be a reticulite. The predominant dominant social media outlets at this time seemed to be twitter, twitch, tumblr, and discord. Twitter has ciphers coming out frequently. Twitch hosts the constructions. Tumblr has been typing the bulletins. And discord is obviously important because it hosts the bots and has been the primary means of communicating with PS. That is basically what I've been through.

It has definitely been very intriguing. Before this my summer was really boring, so this has been fun and taking up a lot of my time. I like the community aspect of it, it has been a great way to know the rest of the incoming class before meeting them face to face. I think it has a lot of outlets for every talent we've encountered so far, no matter what people's interests or skill levels are they have a place in here. I've had a lot of fun with the constructions because as a kid I played with circuit boards and it kind of reminds me with that, and when I grew up I got into programming so I have familiarity with that aspect.