SUPERCONSCIOUS

Kishotenketsu Outline

1. Introduction/Room One (ki)
   1. Player is dropped into a room in the dark. They are given a list of options to select from. Light reveals a room made of rusted metal. Mystery prompt.
2. Development/Room Two (sho)
   1. Develop narrative further. Sinister plot uncovered. Player has been abducted.
3. Twist/Room Three (ten)
   1. The Player is part of the "SUPERCONSCIOUS". They may choose to accept this fact or deny it and continue the narrative of the first two rooms.
4. Conclusion/ Room Four? (ketsu)
   1. Conclusion to sinister plot, abduction plot
   2. Player submits to the SUPERCONSCIOUS and becomes one with everyone else. This experience is detailed. Player choice eliminated

(Show title) SUPERCONSCIOUS

PLAYER IS PROMPTED FOR THEIR NAME.

ROOM ONE:

1. A loud creak of metal- an echo. You open your eyes upon hearing the noise but all you can see is black. What do you do?
   1. Feel the walls for a switch
      1. (Go to #2)
   2. Try walking out
      1. You feel your body swaying back and forth. You run into a door.
         1. Try to open it
            1. It's locked. You feel a number padlock attached to the handle.
         2. RETURN
2. Your hand moves across a switch and flicks it. The lights are now on and you can see the room clearly. The walls are rusty metal, with some of the paneling peeling off. There is a bed pushed up against the wall. A desk is opposite to it, with a filing cabinet sitting to the side. The 3rd wall has a sink and toilet. And the final wall has a metal door with a handle and keyhole. You can faintly see some smoggy brown gas hanging in the corners of the room. What would you like to do?
   1. Use sink
      1. Nothing happens at first, but eventually water forces itself out of the pipes. It's a bit orange.
   2. Use toilet
      1. Try as you might you cannot seem to relieve yourself
   3. Search desk
      1. The desk has two drawers. They're locked.
      2. (Found key) The first drawer opens to reveal some empty letter envelopes and a vial full of some sort of strange liquid. The second drawer has pencils and some torn up paper. There's something written on the paper. What do you do?
         1. Take the vial.
            1. You take the vial. Upon examining it you notice it has the word "ANTIDOTE" written on it.
         2. Read the paper
            1. On one side there's a code: "2087"
            2. On the other a note: "I DONT WANT TO BE A PART OF YOU"
         3. RETURN
      3. (If drawer opened) It's the two drawers you opened with the key. There's a vial in one and a note in the other. What do you do?
         1. Take the vial.
            1. You take the vial. Upon examining it you notice it has the word "ANTIDOTE" written on it.
         2. Read the paper
            1. On one side there's a code: "2087"
            2. On the other a note: "I DONT WANT TO BE A PART OF YOU"
         3. RETURN
      4. (If drawer opened and vial taken) It's the two drawers you opened with the key. You took a vial out of one. There's a note in the other. What do you do?
         1. Read the paper
            1. On one side there's a code: "2087"
            2. On the other a note: "I DONT WANT TO BE A PART OF YOU"
         2. RETURN
   4. Search filing cabinet
      1. The filing cabinet is full of files on various people. They come from various backgrounds and range from old to very young. It has all the basics: where they live, birthdate, occupation, etc. As you flip through it a key drops out of the file onto the floor. You pick it up.
      2. (If searched) The filing cabinet is full of files on various people. They come from various backgrounds and range from old to very young. It has all the basics: where they live, birthdate, occupation, etc.
   5. Open door
      1. It's locked. There's a numbered padlock on the handle. What could the code be…?
      2. (Found code) You put the code "2087" into the lock. It clears the door handle.

(User input)

ROOM TWO:

1. You enter into a room that is significantly cozier than the last. There is carpet on the floor. Pictures framing nature photos decorate the walls. There is even a floral wallpaper, though some of it is peeling slightly. One wall has a cheap upholstery couch. The next has the door you entered through and a large antique wardrobe. The wall opposite to it has another door, this one appears to be ajar. You can see some kind of light shining through on the other side. To the right of the door is a compact kitchen, with a few drawers, a gas stove with a pot, and a mini-fridge. The final wall has an antique television set which is plugged into the wall. As you finish looking around you realize you feel quite nauseous and your belly aches. It becomes apparent to you the ground was never swaying. You are just very dizzy.
   1. Investigate the couch
      1. You sit down on the couch. It’s rough and lacks cushion. You see a dirty folder sticking out underneath the couch. You pick it up and leaf through it. There appear to be blueprints, notes on chemistry. You keep seeing the word SUPERCONSCIOUS appear again and again. Eventually you come to a page that says ANTIDOTE. There are instructions: IN ORDER TO ADMINISTER ANTIDOTE THE FLUID MUST FIRST BE BOILED THEN INJECTED INTO THE BLOODSTREAM.
      2. (If investigated)You sit down on the couch. Yep. It's still uncomfortable.
   2. Search the wardrobe
      1. You find a tool kit inside. There’s a tape measure, screwdriver, and a hammer. What do you do?
         1. Take the hammer
            1. You take the hammer
         2. Take the tape measurer
            1. You take the tape measure
         3. Take the screwdriver
            1. You take the screwdriver
         4. RETURN
      2. (Took hammer) You find a tool kit inside. There’s a tape measure and screwdriver. What do you do?
         1. Take the tape measure
            1. You take the tape measure
         2. Take the screwdriver
            1. You take the screwdriver
         3. RETURN
      3. (Took hammer/screwdriver) You find a tool kit inside. There’s a tape measure. What do you do?
         1. Take the tape measure
            1. You take the tape measure
         2. RETURN
      4. (Took everything)You find a tool kit inside. You already took everything out of it. What do you do?
         1. RETURN
      5. (Took screwdriver) You find a tool kit inside. There’s a tape measure and a hammer. What do you do?
         1. Take the hammer
            1. You take the hammer
         2. Take the tape measure
            1. You take the tape measure
         3. RETURN
      6. (took tape measurer) You find a tool kit inside. There’s a screwdriver, and a hammer. What do you do?
         1. Take the hammer
            1. You take the hammer
         2. Take the screwdriver
            1. You take the screwdriver
         3. RETURN
      7. (Took hammer) You find a tool kit inside. There’s a hammer. What do you do?
         1. Take the hammer
            1. You take the hammer
         2. RETURN
   3. Attempt to go through the ajar door
      1. You try to move through the door. It appears to be stuck on some kind of object. Peeking through the doorway see sunlight and flowers. Strange. You might have to bash this door down to get out.
   4. Investigate the kitchen
      1. You look around the kitchen. There's a cupboard, a stove with a pot, and a mini-fridge.
         1. Open the cupboard
            1. There's a variety of 1950s styled foods in the cupboard. There's even a can of SPAM. What do you do?

Take the SPAM

RETURN

* + - * 1. There's a variety of 1950s styled foods in the cupboard.
      1. Open the mini-fridge
         1. “How embarrassing. A house full of condiments and no real food.”
      2. Cook the antidote in the pot
         1. You boil the antidote, wait for it to cool and then put it back in the vial.
      3. (If found SPAM) Cook the SPAM in the pot.
         1. You cook the SPAM in the pot and then eat it Wow. This stuff never goes bad!
      4. RETURN
  1. Attempt to interact with the television
     1. You flip on the button and knobs. Nothing happens. And you were so sure it had power.
  2. (if found hammer) Try to smash the door apart with the hammer.
     1. You bash at the door over and over again, splintering the wood apart. On your last blow you hit the wood so hard it shatters apart, but so does the hold of your hammer, separating the metal and wood portions in pieces on the floor. There is now a path through the door to the next room
  3. (if door broken down) Go through the doorway space.
     1. You climb over what appears to be a table that was blocking the door into the next room. (go to ROOM 3)

ROOM THREE:

1. You enter into a long room that appears to be some kind of greenhouse. Light is shining through the glass ceiling. You see a bright happy scene outside. A forest, running rivers. How quaint. Inside the room, plants adorn the wall and shelving, carefully taken care of and fully healthy. In the middle of the hall, you see a statue of a woman made of marble. She is posed carefully and elegantly like a greek goddess. She is practically glowing. Behind you to the right you can see a hole in the wall where some heavy bushes are poking in slightly from the broken glass. In addition, you now feel very sick. You may throw up at any moment. What do you do?
   1. Investigate the plants
      1. Nothing seems to be out of the ordinary with them. They range from fresh ripe food to beautiful flowers. Whoever takes care of these must love them very much.
   2. Approach the strange statue
      1. As you approach the statue you notice there is a door behind it which leads out into the natural environment. Before you are able to do anything else you hear the words “Hello there” coming from somewhere. You look up and realize the statue is talking, though its mouth is not moving. (Go to #2)
      2. (if already approached) “Welcome again” the statue says, it’s marble eyes seemingly looking upon you. (go to #2)
   3. Look through the hole in the glass.
      1. There are some pretty bushes pushing through. What do you do?
         1. Search through the bushes.
            1. You search through the bushes and find nothing out of the ordinary besides a small black bump sticking up from the ground. What do you do?

Dig around the black bump.

As you dig you find the arm of a person jutting out from the dirt. You dig a bit further and find a face wearing a gas mask. They hold something tightly in their fingers. What do you do?

Pry their fingers off of the thing they are holding

You pull the thing out. It is a small medical kit. There is a syringe inside. You take it.

Take the gas mask off

You take the gas mask off to reveal a rotting face. Inside the mask there are the words written on the fabric: DONT BREATHE THE GAS.

RETURN

RETURN

* + - * 1. (corpse dug up) It’s the corpse you dug up. They hold something tightly in their fingers. What do you do?

Pry their fingers off of the thing they are holding

You pull the thing out. It is a small medical kit. There is a syringe inside. You take it.

Take the gas mask off

You take the gas mask off to reveal a rotting face. Inside the mask there are the words written on the fabric: DONT BREATHE THE GAS.

RETURN

* + - * 1. (corpse dug up, both taken) It’s the corpse you dug up. What do you do?

RETURN

* + - * 1. (corpse dug up, fingers pried) It’s the corpse you dug up. What do you do?

Take the gas mask off

You take the gas mask off to reveal a rotting face. Inside the mask there are the words written on the fabric: DONT BREATHE THE GAS.

RETURN

* + - * 1. (corpse dug up, mask taken) It’s the corpse you dug up. They hold something tightly in their fingers. What do you do?

Pry their fingers off of the thing they are holding

You pull the thing out. It is a small medical kit. There is a syringe inside. You take it.

RETURN

* + - * 1. RETURN
      1. RETURN
  1. Vomit
     1. You throw up. There's blood in it and no food… When was the last time you ate?
  2. (If SPAM was eaten) Vomit
     1. You throw up. There's blood and SPAM in it. That stuff certainly didn't make you feel any better.
  3. (if statue has been approached) Exit the room through the door behind the statue
     1. You open the door. It is pitch black ahead of you, and looks nothing like the seeming illusion that can be seen through the greenhouse windows. What do you do?
        1. Step forward into the room
           1. (go to ROOM 4A)
        2. RETURN
  4. (if syringe has been found) Pour the cooked antidote into the syringe.
     1. You pour the antidote into the syringe
  5. (if syringe has been mixed with cooked antidote) Inject yourself with the antidote
     1. (go to #4)

1. You look up to the statue. What do you say?
   1. Who are you?
      1. She responds as elegantly as she looks “We are the Superconscious. We are here to guide you on your way back home."
   2. Where am I?
      1. "You are not far from our bosom. You are where you should be."
   3. Why am I here?
      1. "You were tumorous. You were hurting us. Your mind insisted on thinking for itself instead of with us. For the benefit of all you were ejected until you were ready to return."
   4. You trapped me here didn’t you?!
      1. "We have not trapped you here. You are free to go whenever you please. We know that eventually you will return to us."
   5. Can you help me get out of here?
      1. "If you wish to leave you must find your own path out. When you are ready to rejoin with us you may step through the door at the end of this hall."
   6. I’m done with this conversation (Leaves conversation) (Goes to #3)
   7. (If found corpse) Who is that dead person buried in the bushes?
      1. "A group came here searching. They did not find what they were looking for."
   8. (asked a) What is a Superconscious?
      1. "We are the Superconscious. All is or will be the Superconscious. We are entropy. We are time."
   9. (asked a) What is this “home” you are talking about?
      1. Home is the bosom of the Superconscious. It is the birthplace of your renewed life. It is where all souls go.
   10. (asked b) Yes, but where are we geographically? Are we underground? In a boat?
       1. "This place is an abstraction we created for your consciousness to reside while it prepared for rebirth. It is not literal, but rather metaphorical. In order to ease you back into us. Each room was meant to bring your mind further into the fold."
   11. (Asked j) Are you saying I'm not real? That this is all in my head?
       1. "Consciousness with or without form has no difference. Your physical form is an illusion to distract you from your true place."
   12. (Asked e) What's behind the door?
       1. "We are. The bosom. Home."
   13. (Asked I) Is it dangerous?
       1. "It is the opposite. It is safety."
2. (Only after first conversation leave) As you turn to leave the statue representing the Superconscious begins to contort it's form. It moves from it's elegant position to one more natural and human- sitting, with one of its arms resting on its leg. It speaks once more:
   1. " Before you go I must ask you a few questions. That is only fair, don't you think?
      1. Yes (go to b)
      2. No (RETURN)
         1. The statue returns to its original form as ir speaks: "Well, I cannot force you."
   2. "Do you plan to return to us?"
      1. Yes (go to c)
      2. No (go to d)
      3. I'm not sure yet ( go to e)
   3. (If b Yes) "That is wonderful to hear. Dare we say it, we almost feel joy." (Go to e)
   4. "Would you mind telling us why not?" (All answers go to e) SUPERCONCIOUS answers "Interesting."
      1. I don't trust you
      2. This is all too strange. I'm not sure this place is real.
      3. I think you're my enemy
      4. I need more information
   5. "Does this place make you feel comfortable?" (No answers and I'm not sure go to f, yes answers go to g)
      1. No, it's creepy.
      2. No, I don't know where I am.
      3. It's tranquil. I love forests and nature.
      4. I feel safe, so yes.
      5. I'm not sure.
   6. "Ah that is such a shame. We worked very hard to make a place that would make you feel at home." (Go to h if not returning, go to i if you are)
   7. "Wonderful! You have no idea how much time we spend on tumors like you." (Go to i)
   8. "Finally, I am curious. Since you do not plan to return to us, where do you think you will go? You are but a mere consciousness. There is nothing for you beyond what we have created. The rest of the world is a stretch of empty blackness This place is merely an elongation of our plane. An asylum." (Go to i after)
      1. I don't believe you. There's more here than you're letting on.
      2. I'll find my way out, even if it is into nothingness.
      3. I'm not sure yet. Maybe I haven't decided.
   9. The statue returns to its original form as it speaks: "We'll see then. We have all that we desire from you. As a word of warning, if you find a vial during your stay here, destroy it. It is poison and will kill you upon injection."
      1. RETURN
3. You become even more dizzy. You stumble back and forth, losing your footing entirely. You fall to your knees. Then your face hits the ground. You are unconscious. Awaken?
   1. Yes. (Go to #5)
   2. Stay asleep a while longer
      1. You sleep for a bit longer. (Loop)
4. You awaken. The room is totally different. The room is completely the same. Upon looking around you see that the layout and dimensions of the room you are now in are the same as before, but just about everything else is different. The room is no longer a greenhouse, but an apartment complex hallway of the same length width and height. There is debris and rubble everywhere. To your right you see the body of the person rotting. It's the same, however now you realize you must have been digging through rubble from the collapsed ceiling rather than dirt and bushes. It looks like they were crushed under the weight. There are no plants. No windows. Just doors blocked by debris. However, you do notice a ventilation shaft now open in the ceiling above you. When you look down the hall, you see something horrible. Horrifying. Where the statue once stood now there is a fleshy tentacle moving back and forth. There is a doorway directly behind it.
   1. Approach the tentacle
      1. You approach the tentacle. As you do it whips itself out at you and then pulls back. It softly caresses your face. You can feel it thinking as it touches you: "PLEASE COME INSIDE. COME BACK HOME." It motions to the doorway behind it.
   2. Move debris towards the ventilation shaft
   3. (If tentacle approached) Exit the room through the door behind the tentacle
      1. You open the door. It is pitch black ahead of you.. What do you do?
         1. Step forward into the room
            1. (go to ROOM 4A)
         2. RETURN
   4. (If debris moved) Climb up the debris through the ventilation shaft.
      1. You climb up through the debris and leap toward the ventilation shaft. You grab hold of it tightly and begin to hoist yourself upwards. Once you are almost into the shaft the tentacle whips out and grabs hold of you. As it touches the flesh on your ankle you can feel it thinking: "WE WILL BE HERE WHEN YOU COME BACK. WE LOVE YOU (INSERT PLAYER NAME). YOU ARE A PART OF US." The tentacle then recedes as you pull your leg up into the shaft. As you move deeper into the space your weight shifts the ceiling and causes a collapse behind you. Debris fills up the hole you climbed through. Climb up?
         1. Move forward through the shaft
            1. You move through the shaft
         2. Rest for a little while longer. (Loop)
            1. You rest for a bit.

ROOM FOUR B:

1. You climb through the shaft hastily. After moving forward for 20 feet you find a ladder extending above that seems to go on forever. It is a tight space, a vertical metal tube. As you work your way up it you can feel your senses becoming more and more acute. There are awful noises coming from the other side of the metal. Gushing. Squishing. As you move further up the ladder and passage start to angle themselves sluggishly, changing from a 180\* angle to 45\*. Eventually after climbing for some time you begin to notice the passage is no longer a ladder. You are no longer surrounded by metal. You are climbing through flesh. How long? When did it change? It's not clear. But it is clear you can now see feel hear and think clearer than ever. As you work through the tube of flesh you come to a fork. One goes up further, another passage descends back down where you came.
   1. Take the upper passage
      1. You crawl upwards until you reach a seeming dead end. You can see faint glimmers of light peeking through the soft flesh. What do you do?
         1. Try to tear through the flesh with your hands
            1. The flesh is soft but not enough to tear through with your bare hands. If only you had something that could cut through…
         2. (Found screwdriver)Use screwdriver to cut through the flesh
            1. You try to stab your way through the flesh. You succeed only in creating a few whole through which fluid leaks out. If only you had something that could cut through…
         3. (Found knife) Use the knife to tear through the flesh
            1. Go to #3
         4. RETURN
   2. Take the lower passage
      1. As you descend it becomes much more difficult to see. You find yourself at the entrance to a “pocket room” in this chasm of flesh. The air is thick and has a smoggy brown color.
         1. (Found Gas Mask) Put on gas mask.
            1. You put on the gas mask.
         2. Enter into the room.
            1. (Gas Mask not on) You step into the room and feel your breathing becomes short. You stumble forward, landing on a rotting corpse. Despite trying your best to lift yourself up you pass out. You don’t wake up again. (show title) SUPERCONSCIOUS
            2. (Gas Mask is on) Go to #2
         3. RETURN
2. It’s difficult to see due to the gas and smoke. However, after a few moments you are able to acclimate. The walls are made of pulsing, veiny flesh. There are small knob of meat pushing out from a wall. Orifices on them are releasing the thick brown gas. At the end of the room you can see the body of a person lying face down. What do you do?
   1. Call out to them
      1. Nothing happens. Perhaps they are just sleeping.
   2. Go investigate the body
      1. You move towards the body. It is completely still. After poking him for a good moment you decide to lift his face up. He is wearing a gas mask which looks to have cracked or torn. Perhaps from a fall or other impact. Upon further investigation you notice that his hand has plunged a knife into his chest. You pull the knife out and take it.
   3. RETURN
3. You tear through the soft flesh like melted butter with the knife. As you scramble through the remaining passage daylight becomes clearer and clearer until finally you find yourself standing on the edge of a mountain of flesh. To the north you see similar geography, with some of the mountains extending and twisting into elaborate structures akin to DNA and RNA strands. To the west you see a large body of liquid, perhaps a lake. It is a familiar smoggy brown color. There appears to be some kind of boat parked at the shore and a man made path which leads up towards the area you are standing at. To the east you see flesh towering straight up into the sky as far as the eye can see, like a monolithic wall. And finally, when you turn and look to the south you see the remnants of an old city. Skyscrapers and stadiums encompassed by flesh. It appears the tunnel you just emerged from is growing throughout an old collapsed building. There is a sign above it titled to the side. It reads “RETRO APARTMENTS FOR LEASE: FULLY FURNISHED”. You look up from the sign to the sky. It is day, but the clouds are dark and foreboding. They are lime green. The sky shouldn't be green. What do you do?
   1. Head north towards the strand sculptures
   2. Head west towards the lake and boat
   3. Head east towards the towering flesh
   4. Attempt to climb up and into the buildings to the south
      1. (Player choice eliminated) You head off into the distance, unsure of what the future holds for you. Regardless, you know in your heart that something is very, very wrong. (show title) TO BE CONTINUED…?

ROOM FOUR A:

1. As you step through the door shuts, leaving you surrounded by the pure pitch-black. What do you do?
   1. Cry for help
   2. Search the walls
   3. Try to open the door
   4. Walk forward into the void
      1. (Player action is suspended at this point. All actions will result in a single result- go to #2)
2. You feel compelled to walk forward deeper into the void. As you walk through the abyss your limbs transition from feeling to burning and finally numb. The more you walk the less of your limbs you feel. What do you do?
   1. Cry for help
   2. Turn around while you still can
   3. Walk forward into the void
      1. (Player action suspended) Your vision starts to fade. Your ears falter. Your sense of touch diminishes. Information is still flooding your brain but all sense has now left you. Everything is black. Black. (go to #3)
3. You walk forward. At least .. you think that you're walking forward. There's no feeling. After a long period all sense dies off. There is only black. As if you're looking at a blank screen. Then finally a subtle burst of information feeds itself into your brain:

"WELCOME HOME (insert player name)"

(Show title) SUPERCONSCIOUS

PART TWO:

ROOM FIVE:

1. You tear through the soft flesh like melted butter with the knife. As you scramble through the remaining passage daylight becomes clearer and clearer until finally you find yourself standing on the edge of a mountain of flesh. To the north you see similar geography, with some of the mountains extending and twisting into elaborate structures akin to DNA and RNA strands. To the west you see a large body of liquid, perhaps a lake. It is a familiar smoggy brown color. There appears to be some kind of boat parked at the shore and a man made path which leads up towards the area you are standing at. To the east you see flesh towering straight up into the sky as far as the eye can see, like a monolithic wall. And finally, when you turn and look to the south you see the remnants of an old city. Skyscrapers and stadiums encompassed by flesh. It appears the tunnel you just emerged from is growing throughout an old collapsed building. There is a sign above it titled to the side. It reads “RETRO APARTMENTS FOR LEASE: FULLY FURNISHED”. You look up from the sign to the sky. It is day, but the clouds are dark and foreboding. They are lime green. The sky shouldn't be green. What do you do?
   1. Head north towards the strand sculptures
      1. Go to 2
   2. Head west towards the lake and boat
      1. Go to 3
   3. Head east towards the towering flesh
      1. Go to 4
   4. Attempt to climb up and into the buildings to the south
      1. Go to 5
2. You begin moving towards the mountains and strands. As you approach them you smell something rancid. Something beyond belief. It might be the worst thing you have ever smelled.