

SOLACE - NARRATIVE FRAMEWORK

(Internal Use - Simplified Overview)

SETTING: LAKEVIEW

A remote town where reality bends and perception fractures. Think Lynchian suburbia soaked in MK-Ultra residue. Beneath its quiet surface lies a maze of psychological manipulation and suppressed truths.

ANTAGONISTIC FORCE: THE FOG

A decentralized secret society with ties to shadow government programs.

The Fog is the hidden machinery orchestrating psychological experiments on Lakeview's population.

They're watching, they're felt.

PLAYER ROLE: "THE VOICE"

You are not the protagonist.

You are a parasite inside their fractured mind.

Your influence alters memory, behavior, and ultimately, the ending.

H.O.C

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Portions of this work draw from declassified research and real-world events. Interpret accordingly. You are now part of the ARG.

THE PROTAGONIST

- Suffers from insomnia, paranoia, memory alteration
 - Victim of implanted memories and external control
 - Unreliable, unstable, navigating toward an elusive truth
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STRUCTURE: *NONLINEAR TIMELINE*

- Corrupted memory architecture
 - Dream sequences, flashbacks, hallucinations
 - Narrative fragments scattered across gameplay and ARG layers
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GAME LOOP

- Solve the mystery of Lakeview
 - Uncover The Fog's operations
 - Influence the protagonist toward clarity or collapse
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ARG COMPONENT

The player enters a direct clash with The Fog's disinformation.

Real-world clues, alternate media, and layered messages extend gameplay beyond the screen, bleeding into reality.

MECHANICS OVERVIEW

- Player dialogue steers protagonist thought patterns
- Environmental storytelling reveals psychological control
- ARG/metagame systems blur the boundary between player, character, and world

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CORE THEMES

- Mind Control - *Perception vs. Reality*
 - Conspiracy - *Truth as Subjective*
 - Psychological Operations - *The horror within the hive-mind is deeper than any monster*
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GATEWAY PROJECT - METAGAME FRAMEWORK

Inspired by the declassified CIA Gateway Process, Solace embeds a metagame mirroring real-world experiments in consciousness manipulation.

Players aren't just exploring a game—they're navigating a psychological simulation laced with redacted history.

MK-Ultra. The Monroe Institute. Psychic warfare. Government disinformation.

All real. All repurposed. All bleeding through the ARG.

The more you dig, the more you ask:

What part of this was ever fiction?

Solace is a virus of truth.

You would be in danger if you knew the whole truth.

How can you be sure someone isn't playing a parasite in your own fractured mind?

What if, in your Lakeview,

the Fog already has your compliance—

and you never noticed?



Solace (noun)

Comfort or consolation in a time of distress or sadness.

Solace (verb)

To give comfort or consolation to.

What if the virus is disguised as relief?

What if comfort is the final stage of control?

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What if *Solace*... was never yours?

Thank you for your time, now that you've witnessed Solace. You are now part of the ARG.

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Solace was developed using declassified documentation obtained through the Freedom of Information Act, including CIA programs such as MK-Ultra and the Gateway Process.

The Fog is a fictionalized force inspired by real-world psychological operations and (previously) black-budget government initiatives.

This game contains references to real-world documents and events. All CIA materials used were obtained from declassified sources through the Freedom of Information Act.

This work is a fictional narrative and is not affiliated with any government agency.

The developers of this game do not suffer from suicidal ideation. In the event of disappearance, assume noncompliance was detected.