

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"

H.O.C

You are not the protagonist.

You are a parasite inside their fractured mind.

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

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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
The logo consists of three letters: 'H', 'O', and 'C'. The 'H' is a tall rectangle with a small circle at the top. The 'O' is a circle with a horizontal line through it. The 'C' is a vertical rectangle with a curved bottom edge.
A stylized logo for 'H.O.C.' is positioned between the first two bullet points.
 - 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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I . C . C
INFORMATION CONTROL CENTRE
AI CORP - UNITED DIVISIONS

EGO EXPERIMENTS

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



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?

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EGO EXPERIMENTS



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?

H.O.C

What if Solace... was never yours?

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



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.