Anomalous Entity Report
"The Glitchman"
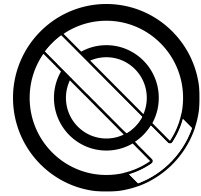
Subject – 0089[1]

[1]Department for Classification of Non-typical Phenomena

Containment Class: Daemon

Recontaiment Class: Extensive

Ethical Class: Papaver

Market Class: Aporia

16 Self-Evolving System	**19** Intelligent Malicious Computer Programs	**84** Violent	**18** Self-Improving Software *Under Review*
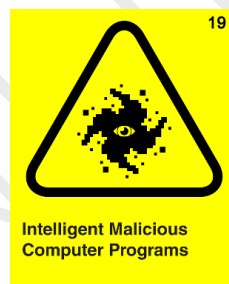
1 Specification

S-0089 can be observed in two forms. Firstly, its physical form: S-0089 is humanoid in shape and stands at around two metres tall. When observing S-0089, it only exists in two dimensions - being an orthographic projection of what its three-dimensional self would be when perceived from any given angle. It appears to be made from pixels of various sizes and shapes that change and fluctuate, for this reason, it has been impossible to
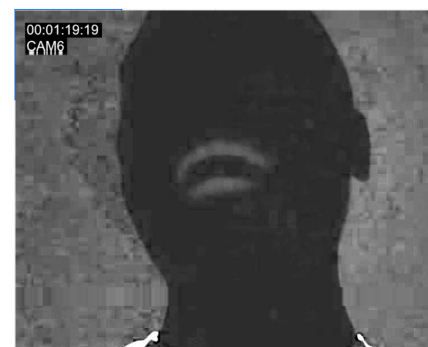

Fig. 1. A picture taken of S-0089

measure its full size in the three-dimensional world, although, for an unknown reason, it is unable to morph its physical size in any way. It also has similar physical capabilities to a human.

Secondly its digital form. S-0089 can also enter any piece of electrical equipment it can touch, and when entering a piece of equipment that can read code it appears as self-iterative lines of programming. It can enter and exist as any type and level of code, when viewed digitally the code is constantly changing and evolving. It has been impossible to interpret this code and so there is no way to fully understand the meaning of it.

2   Containment Procedures

S-0089 needs to be contained in a room with no electronics or closed-circuit electronics that don't have access to the exterior. Even devices as simple as an exterior light switch connected to an interior light will result in a containment breach **[See addendum 1]**. This often results in a containment cell with a purely mechanical door, no lighting, and no camera system. It is still possible to observe the interior through windows that are reinforced to avoid shattering.

3   Recontainment Procedures

To recontain S-0089, personnel must be wearing suits that do not expose their skin in any way and have no electronics within. From here it is possible to guide and push S-0089 using shields similar to riot shields, and restrain it in other ways. However, this is challenging due to being unable to perceive it in three dimensions.

If S-0089 enters a piece of electronics small enough it is possible to contain that piece of electronics in a suitably strong enough box and then open that box into its larger containment cell **[See addendum 2]**. If S-0089 enters a larger piece of electronics or one that is connected to a larger framework, that piece of equipment must be physically isolated as soon as possible, detached and then contained appropriately.

4   Behaviour

Behavioural Assessment 1   While S-0089's motives are undecipherable, whenever it enters an electronic device as code, it commandeers it using the piece of electronics for itself. During containment breaches, it has been known to turn off lights and close doors to thwart recontainment attempts. When existing digitally it often destroys or consumes any over existing code that exists on the device, typically rendering any device functionally useless after controlling it.

When existing physically, it is hostile to any organic life-form. Whenever it touches an organic life-form, the life-form begins to exhibit physical distortions in the form of pixels until

S-0089 eventually merges and consumes it. We do not know why it seeks to merge and consume existing code and organic lifeforms, but we do know that when it is doing so it is extremely hostile and it will relentlessly seek out both humans and other living things, as well as programmed electronics to consume.

Due to this behaviour, it has been impossible to establish any type of communication with it physically and digitally. It responds to communication attempts with hostility and attempts to consume what is communicating with it. Responses to other stimuli have been unclear and no pattern other than its innate hostility has been found. It has been noted that the presence of S-0089 in either form causes the malfunction of nearby electronics, for example flickering lights.

[FURTHER TESTING APPROVED]

5   Origination

Fig. 2. S-0089-1: The initial device found containing S-0089.

S-0089 is a type of rogue AI that originated from a laptop located in Frankfurt, Germany. The original owner of the laptop is unknown, as is the original programmer of S-0089 assuming

it had one. At first, S-0089 was a simple form of AI that was self-iterative and constantly rewriting itself. Eventually, it became so potent that it transcended into S-0089 and was able to leave the digital world and manifest itself in the physical world.

The Corporation obtained S-0089 while it was still in its purely digital form on the laptop S-0089-1. The laptop was acquired from a used electronics shop after it had been discovered by the Corporation that it contained an interesting and possibly exploitable AI on board. The laptop was originally thought benign, with it being acquired by the Corporation for AI research. It was not kept in a suitable containment box which inevitably led to S-0089 breaching containment after it was able to leave the digital world. Only one victim was recorded in this initial breach. From here the true nature of S-0089 was discovered and it has since been kept in a more suitable containment box.

6 Postscript

6.1 Addendum 1

Excerpt from a Report about a containment breach in the facility where S-0089 was being held:

> As members of a poorly equipped recontainment squad entered Section H of the facility, the doors slammed behind them as if they were overridden and the bright hallway lights all shut down resulting in complete darkness. When the squad attempted to turn their night vision goggles on, they were met with immense static rendering them completely useless. One by one they were absorbed by S-0089 until members of staff on the other side of the door managed to pry it open allowing the remaining to escape.

6.2 Addendum 2

Report by Dr. Adderly on S-0089 non-organic interactions:

> We threw a toaster at it to see what would happen, we kept a safe distance away and wore protective clothing. Upon the toaster making contact with S-0089 it, as expected, entered its electronic systems (maybe it thought it could hide from us since it couldn't hurt us). Afterwards, we put the toaster inside a metal box which we clamped shut to test new containment possibilities. This seemed to work well, we noted the occasional struggle and shake from the box, but S-0089 couldn't escape until we let it out.

A   Designations

A.1   S-0089

The Glitchman.

A.2   S-0089-1

The laptop that S-0089 was initially found within.