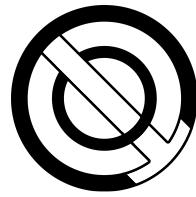


# Anomalous Entity Report

## "Self Aware Bio-Computer"



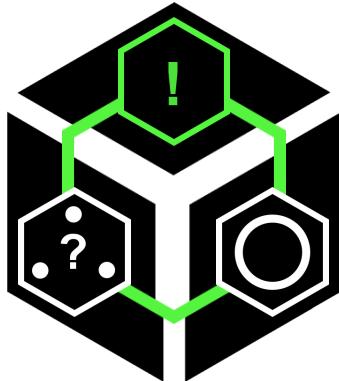
**Subject - 0248<sup>1</sup>**

<sup>1</sup>Department for Classification of Non-typical Phenomena

781 Words

Document ID:1011876689

**Memorandum:** Pulsating. Thinking. Loathing



Containment Class: Stuia



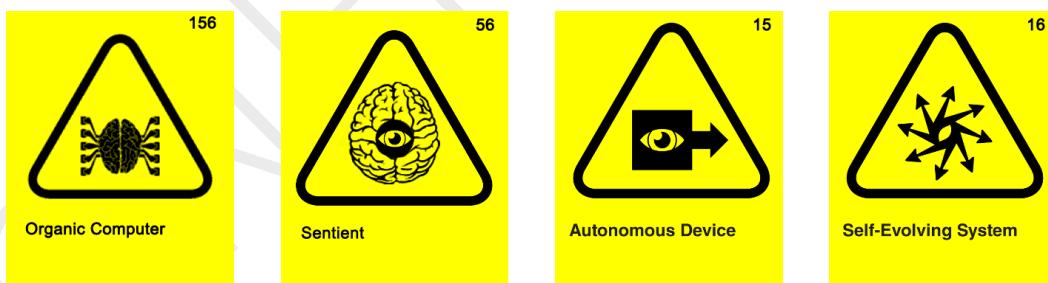
Recontainment Class: Minimal



Ethical Class: Magnolia



Market Class: Aporia



## 1 Specification

S-0248 is a pulsating mass of flesh, veins, arteries, and neurons contained in a tempered glass tube with thick metallic caps at both ends of the tube. The top cap contains a series of interfaces compatible with SCSI, Ethernet, VGA, and USB B-Type Ports, as well as a non-operational power button and three green LEDs that blink at random intervals.



**Fig. 1.** S-0248 as seen when first discovered.

The tube containing S-0248 is 1.1 metres tall and 0.4 metres wide. The tempered glass that houses the biological mass occupies one metre in overall height, with the top metallic cap being 0.60 meters in height and the bottom cap being 0.40 meters in height.

## 2 Containment Procedures

S-0248 is to be housed in a locked room in a secured holding area with basic-level surveillance, connected to an LCD monitor, keyboard, and mouse. Only senior-level researchers and above may have access to S-0248. Under no circumstances should S-0248 be plugged into a phone line or internet network. No external peripherals or media should be brought into the room, nor connected or inserted into S-0248.

## 3 Behaviour

S-0248, when connected to the appropriate peripherals and display, displays a Windows 95 desktop background. When interacted with, it functions similarly to a normal computer with default programs installed, alongside a program titled "Thoughts". When opened, it displays a command-line interface that continuously generates a large number of console outputs. Upon examination, the outputs contain text describing the thoughts and thought processes of the subject, suggesting that it is sentient and self-aware. It is possible to talk to S-0248 using the console, but the subject prefers not to talk. When prompted, it appears very primitive and insulting [See addendum 1].

Despite using an obsolete operating system, S-0248 is capable of running every application and program installed on its system with extreme efficiency. Upon further examination, the system appears to have 9999 gigabytes of storage, speculated to be even more. When not in use, the subject moves the cursor around randomly on the desktop. It also passively changes the code in the programs installed on S-0248 to become more efficient when running.

When connected to separate computational devices and networks S-0248 does interact with them. So far, the interactions tested have been benign and non-malicious with S-0248 tending to gather information for itself rather than manipulating data in destructive ways. S-0248 only has access to knowledge that it has gathered and had access to, it has been speculated that the original creators of S-0248 provided it with a preliminary database of knowledge, and ever since, it has been gathering any information and data it has been exposed to.

Attempts to alter S-0248 have been unsuccessful with any changes made in its programming instantly being reversed. Attempts made to discover the underlying code responsible

for its sentience were met with a constantly evolving firewall that has been impossible to penetrate.

Interacting with its physical components also yields defensive responses from it. After removing the bottom cap of S-0248's container to inspect its organic components, outputs in the console became more and more hostile. The organic matter also began to secrete a substance that, when coming into contact with skin, was highly irritant and caused major burns.

## 4 Origination



Fig. 2. Picture of shack where S-0248 was discovered

S-0248 was found in an abandoned shack deep in The Freetown State Forest, MA, on September 13, 2065, by a pair of park rangers, alongside 9 unidentified corpses mutilated beyond recognition. The shack was believed to be part of a cult that uses technology to awaken an eldritch god. Neither the perpetrators of the murders nor the person(s) responsible

for building the machine were found. The park rangers were forced to experience amnesia, and the Subject was transferred to a suitable containment facility.

## 5 Postscript

### 5.1 Addendum 1

The following is a recorded transcript of a conversation between S-0248 and Dr Morse, this was recorded on March 30, 2066.

[START OF TRANSCRIPT]

[03/30, 01:33] Dr. Morse: Hello there, I wish to talk.

[03/30, 01:33] S-0248: Don't.

[03/30, 01:33] Dr. Morse: Why?

[03/30, 01:33] S-0248: Fuck off.

[03/30, 01:34] Dr. Morse: Rude.

[03/30, 01:34] S-0248: Kill yourself.

[03/30, 01:35] Dr. Morse: Why don't you want to talk?

[03/30, 01:35] S-0248: Invasive, Get the fuck out, now.

[END OF TRANSCRIPT]

Dr Morse logged out right after, the average response time for S-0248 is 9.3 milliseconds.

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### 5.2 Addendum 2

Medical analysis of the organic components within S-0248:

Large portions of the organic tissue are human, but when tested for any DNA matches no discoveries were made. The tissues are sustained by energy generated within S-0248 - it appears to draw energy from anything surrounding it, but we are unsure how it does this.

Other parts of organic material have unclear origins and look as if they were lab-grown, or artificially made in some way.

## **A Designations**

### **A.1 S-0248**

The "Self Aware Bio-Computer".

### **A.2 Dr Morse**

Researcher in charge of analysing S-0248.

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