

Moksha

The protagonist: you

The antagonist: your *desires*

Intent

Attachment leads to suffering. Religions preach this and most books in the world try to prove it. But we all individually figure this out the hard way nonetheless. I'd like to use this game to depict the same message. Basic values that are common to all religions and the basis of existence include compassion, solidarity, and respect.

Does it really matter what brand your cellphone is when they all are capable of getting you in touch with someone? Does a \$500 bag make you hold more things inside compared to a \$20 one? What's the point of having Nike Airs when we're both adhering to the same concept of getting from point A to point B without scabbing our feet? People need to question stereotypes, generalizations, and preconceptions and learn not to allow certain convictions to entirely dictate their realities. Media makes this much more difficult to do. Humans remain prisoners to their complaints, and to feelings of entitlement permitting themselves to hold on to certain experiences for a feeling of control or to create order among chaos. Our narratives have become our prison, paralyzing discussions or debates and hindering our understanding.

The goal of Moksha is to remain unphased by the myriad of choices and remain focused and strong-willed. In Hinduism, Moksha means liberation. The better we fulfill our aims of life, the higher are the chances of attaining moksha. Similarly, the more focused the player is to remain *unattached*, the higher are the chances of winning.

Strategy

You (the protagonist) will be tested to see how attached you become to the choices that come your way. In a utopia, you must find your way to explore the *loopholes* in order to win the game.

Rules are meant to be broken. But even breaking the rules has its own rules. *Some rules can be bent, others broken.* How you go on about it is entirely up to you. The fear of not following the rules is what leads to failure. It must however be done with compassion, elegance, and strength. Using the Golden Rule of "do as you would be done by", the choices in this game will allow you to either fall prey to the outcomes or to develop new perspectives of your own.

The protagonist *will be* provided with stereotypes, cliches, and shallow beliefs to see how grounded, aware, and non-attached he really is. The point of the game is to portray that stereotypes, cliches, and shallowness is something to stay away from. He will be constantly reminded of what he has lost, to second guess his choices, and to test his resilience.

The World of Moksha

A simulation where the choices that are provided test your every move. The World of Moksha is itself an "experiment" which you find out later on. Moksha subsists in a society where all sorts of desirable choices are presented every step of the way. Your interactions with people - the things you choose to say or not say - bring you closer to either attaining moksha or slipping up.

Implementation

The world of Moksha is crumbling - it will cease to exist in one year's time. This is inevitable. Do you choose to continue to play? If you do, you'll learn that there is still a way to survive - to keep your Soul alive. Your Soul gets stronger and stronger the better choices you make.

- People test you; activities test you; your own desires test you.
- For every point you make (choosing not to get attached to anything), you're becoming stronger.
- You must listen to what your best friend, Nat, tells you to do. He knows the neighborhood better than you. He's been around here longer.
- Some people will lure you in, others entice you to commit certain crimes. You must remain indifferent. But your curiosity is tested - you wanna know very badly what's happening.
- The rules? Listen to Nat and earn people's true Respect.

Terms:

- Soul: the thing you are trying to keep alive and make stronger. The Soul is a hungry thing - only for things almost unattainable.
- Language of Moksha: your Soul wants to make Itself stronger, which is why it has its own Language that only you can understand. Though there's a catch: it tells you many different things at once. You must choose what to ultimately trust.
- Respect: the *ultimate* form of respect that can be earned. This form of respect cannot be attained by one or two events - it can only be deciphered near the end.