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## Think Tank Easter Eggs Guide

### Overview

Think Tank includes hidden easter eggs that provide fun, alternative interaction modes for users. Easter eggs are **Think Tank only** features - they are not available in the Radiant Admin dashboard except for administrative configuration.

### Enabling/Disabling Easter Eggs

#### User Settings

Users can enable or disable easter eggs in Think Tank Settings: - Navigate to **Settings** → **Delight Preferences** - Toggle **Enable Easter Eggs** on/off

Easter eggs are enabled by default for users with **expressive** or **playful** personality modes.

## Admin Configuration

Administrators manage easter eggs via: - **Admin Dashboard** → **Think Tank** → **Delight** → **Easter Eggs** - Individual easter eggs can be enabled/disabled - Discovery statistics are tracked per easter egg

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## Available Easter Eggs

### Keyboard Triggered

Easter Egg	Trigger	Description	Duration
<b>Konami Code</b>	↑↑↓↓←→←→BA	Classic gaming mode with retro arcade theme	60 seconds

**How to Activate:** Press the arrow keys and letters in sequence: Up, Up, Down, Down, Left, Right, Left, Right, B, A

**Activation Message:** Cheat codes activated. +30 lives.

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### Text Command Triggered

Type these commands in the Think Tank chat input to activate:

Easter Egg	Command	Effect	Duration
<b>Chaos Mode</b>	/chaos	Models debate openly, disagreements visible	Until deactivated
<b>Socratic Mode</b>	/socratic	AI responds with questions instead of answers	Until deactivated
<b>Victorian Gentleman</b>	/victorian	Formal, Victorian-era speech style	Until deactivated
<b>Pirate Mode</b>	/pirate	Arrr! Pirate-speak responses	Until deactivated
<b>Haiku Mode</b>	/haiku	All responses in haiku format (5-7-5)	Until deactivated
<b>Matrix Mode</b>	/matrix	Green code rain visual effect	30 seconds
<b>Disco Mode</b>	/disco	Disco lights and music	30 seconds

Easter Egg	Command	Effect	Duration
<b>Dad Jokes Mode</b>	<code>/dadjokes</code>	Every response includes a dad joke	Until deactivated
<b>Emission Mode</b>	<code>/emissions</code>	Fun sound effects for events	Until deactivated

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## Detailed Easter Egg Descriptions

### `/chaos` - Chaos Mode

**Purpose:** Let the AI models argue openly about their answers.

**Activation:** Type `/chaos` in the chat input

**Effect:** - Shows disagreements between models - Displays which models favor which approaches - More “raw” multi-model output

**Deactivation:** Type `/chaos` again or `/normal`

**Message:** Chaos Mode engaged. May the best model win.

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### `/socratic` - Socratic Mode

**Purpose:** The AI asks probing questions instead of giving direct answers.

**Activation:** Type `/socratic` in the chat input

**Effect:** - Responses are primarily questions - Encourages user to think through problems - Great for learning and exploration

**Deactivation:** Type `/socratic` again or `/normal`

**Message:** Socratic Mode. I'll ask the questions now.

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### `/victorian` - Victorian Gentleman Mode

**Purpose:** Formal, eloquent responses in Victorian-era style.

**Activation:** Type `/victorian` in the chat input

**Effect:** - Highly formal language - Victorian idioms and expressions - Polite, elaborate responses

**Deactivation:** Type `/victorian` again or `/normal`

**Message:** Indeed, good sir/madam. How may I assist?

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### **/pirate - Pirate Mode**

**Purpose:** Responses delivered in pirate-speak.

**Activation:** Type `/pirate` in the chat input

**Effect:** - “Arrr” and nautical terminology - Pirate idioms and phrases - Fun for casual conversations

**Deactivation:** Type `/pirate` again or `/normal`

**Message:** Ahoy! Ready to sail the seven seas of knowledge!

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### **/haiku - Haiku Mode**

**Purpose:** All responses formatted as haikus.

**Activation:** Type `/haiku` in the chat input

**Effect:** - 5-7-5 syllable structure - Poetic, condensed responses - Great for creative exploration

**Deactivation:** Type `/haiku` again or `/normal`

**Message:** Five, seven, then five / Syllables mark the rhythm / Nature finds its voice

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### **/matrix - Matrix Mode**

**Purpose:** Visual transformation with matrix-style code rain.

**Activation:** Type `/matrix` in the chat input

**Effect:** - Green falling code visual effect - Matrix-themed interface - Automatically ends after 30 seconds

**Duration:** 30 seconds (auto-deactivates)

**Message:** You took the red pill. Let’s see how deep this goes.

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### **/disco - Disco Mode**

**Purpose:** Party atmosphere with lights and music.

**Activation:** Type `/disco` in the chat input

**Effect:** - Disco ball visual effects - Optional background music (if sounds enabled) - Automatically ends after 30 seconds

**Duration:** 30 seconds (auto-deactivates)

**Message:** Let’s groove while we think!

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### **/dadjokes - Dad Jokes Mode**

**Purpose:** Every response includes a groan-worthy dad joke.

**Activation:** Type /dadjokes in the chat input

**Effect:** - Responses include related dad jokes - Puns and wordplay throughout - Warning: may cause eye-rolling

**Deactivation:** Type /dadjokes again or /normal

**Message:** Warning: Side effects include groaning and eye-rolling.

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### **/emissions - Emission Mode**

**Purpose:** Fun sound effects for various Think Tank events.

**Activation:** Type /emissions in the chat input

**Effect:** - Playful sound effects for: - Synthesis complete - Model agreement - Confirmations - Uses the “emissions” sound theme

**Deactivation:** Type /emissions again or /normal

**Message:** Emissions enabled. This is going to be fun.

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### **Deactivating Easter Eggs**

#### **Method 1: Toggle Off**

Type the same command again to toggle off: - /pirate → enables → /pirate → disables

#### **Method 2: Return to Normal**

Type /normal to return to standard mode and deactivate all active easter eggs.

#### **Method 3: Automatic Timeout**

Some easter eggs (Matrix, Disco) automatically deactivate after their duration expires.

#### **Method 4: Settings**

Disable all easter eggs via Settings → Delight Preferences → Enable Easter Eggs → Off

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### **Achievement Integration**

Discovering easter eggs contributes to achievements:

Achievement	Requirement	Reward
<b>Curious One</b>	Find 1 easter egg	20 points
<b>Easter Hunter</b>	Find 5 easter eggs	50 points

First-time discoveries are tracked and contribute to the discovery count displayed in admin analytics.

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## Admin-Only Notes

Easter eggs are managed exclusively through the Radiant Admin Dashboard:

- **View all easter eggs:** Admin Dashboard → Think Tank → Delight → Easter Eggs
- **Enable/disable individual eggs:** Toggle the enabled status
- **View discovery statistics:** See how many users have found each egg
- **Create custom easter eggs:** Add new triggers and effects

Easter egg functionality is **not exposed** in the main Radiant admin interface beyond configuration. They are a Think Tank consumer feature only.

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## API Reference

### Trigger Easter Egg

POST /api/thinktank/delight/easter-egg/trigger

```
{
  "triggerType": "text_input" | "key_sequence" | "time_based" | "random" | "usage_pattern",
  "triggerValue": "/pirate"
}
```

### Response

```
{
  "easterEgg": {
    "id": "pirate",
    "name": "Pirate Mode",
    "effectType": "mode_change",
    "effectConfig": { "mode": "pirate", "responseStyle": "pirate" },
    "activationMessage": "Ahoy! Ready to sail the seven seas of knowledge!",
    "effectDurationSeconds": 0
  },
  "isNewDiscovery": true,
  "achievementUnlocked": null
}
```

## Deactivate Easter Egg

```
POST /api/thinktank/delight/easter-egg/deactivate
{
  "easterEggId": "pirate"
}
```

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## Database Schema

Easter eggs are stored in the `delight_easter_eggs` table:

Column	Type	Description
<code>id</code>	<code>VARCHAR(50)</code>	Unique identifier
<code>name</code>	<code>VARCHAR(100)</code>	Display name
<code>trigger_type</code>	<code>VARCHAR(30)</code>	How it's triggered
<code>trigger_value</code>	<code>TEXT</code>	The trigger pattern/command
<code>effect_type</code>	<code>VARCHAR(30)</code>	What type of effect
<code>effect_config</code>	<code>JSONB</code>	Effect configuration
<code>effect_duration_seconds</code>	<code>INTEGER</code>	0 = until toggled off
<code>activation_message</code>	<code>TEXT</code>	Shown on activation
<code>deactivation_message</code>	<code>TEXT</code>	Shown on deactivation
<code>is_enabled</code>	<code>BOOLEAN</code>	Admin toggle
<code>discovery_count</code>	<code>INTEGER</code>	Total discoveries