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High Impact Information Dissemination Program (HIIDP)

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Instructions for Navigating the Non-Euclidean Intelligent Mazelike Procedural Entity (NIMPE)

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I. INTRODUCTION

Hwæt! READ and NOTICE this document. It is critical for your continued survival in the NIMPE. Pause your joyous celebrations at receiving a communication from the outside world, and focus on the text before you.

If you have received this document, despite the best efforts of the Opponent, this means that you are in a locally stabilised area of the NIMPE which permits the superposition of grosstopic realities, and thereby the transmission of documents through Equivalent Exchange. Our best efforts generally prevent the transmission of still in use body organs or other biological components through this process, but if you are in critical danger of death you may direct yourself to CP63 (Resuscitation of Vital Processes). You should complete the listed steps BEFORE continuing to read this document.

Along with this document you will also have received a vital number of SUPPLIES, for which I have enclosed a manifest below. Keep track of these objects, as they will be necessary for performing the CONTINUATION PROCEDURES enclosed with this document. They are:

- One (1) waterproof rucksack
- One (1) utility knife

- Six (6) 500ml bottles of purified water
- Ten (10) round progress token counters
- One (1) packet of water purification tablets
- Twelve (12) protein/ration bars
- One (1) Paperclip
- One (1) Pencil
- One (1) Eraser
- One (1) Set of Chess figures (White)
- One (1) Set of Chess figures (Black)
- One (1) Chessboard
- One (1) Lined Notepad o.e.
- One (1) Sample Map (grid paper)
- One (1) Polyhedral Dice Set (d4x1, d6x1, d8x1, d10x1, d12x1, d20x1)

Once you have confirmed the receipt of these items, proceed with reading the rest of this document. If you do not have these items, place a return request by placing this document within the location you found this document and repeating CP84 (Interdimensional Grosstopic Exchange of Superposed Objects)

until the document disappears. It is vital that, even if you find seemingly identical replacements for these objects in the NIMPE, you continue to use the objects we have provided to you, which are bound to our/your home Worldline by a sp^3 tetrahedral centre chiral arrangement and stochastically verifiable chaotic molecular signature. MAINTAINING WORLDLINE ALIGNMENT IS ESSENTIAL TO SUCCESSFULLY RETURNING FROM THE NIMPE.

II. THEORETICAL EXPLANATION

What follows are a series of Question and Answer sections. There should be EXACTLY 4.5 QUESTIONS. Ignore any questions after the first 4.5. Information corruption and addition of adversarial noise is possible during transfer of objects into the NIMPE.

1. What is the NIMPE?

The NIMPE is a collection of non-Euclidean spaces (i.e. spaces that defy logic and conventional navigation) that have become linked through unknown means and processes with various Worldlines (i.e. parallel universes). Thus, it is "mazelike", but not a conventional maze. The NIMPE is also procedural, but that will be explained in question 5.

2. How do I leave?

Free entrance/exit from NIMPE is conducted through a number of portals which can be connected to rarely-observed spaces in your/our Worldline i.e. abandoned buildings, basements, collapsed caves etc. These areas share certain qualities: low light level, almost no constant human presence, and high degrees of difficulty in navigation. It appears that the NIMPE is attracted to such spaces due to the likelihood of a portal being established without human notice.

Exiting the NIMPE once one becomes lost inside is highly difficult. The NIMPE allows for Equivalent Exchange at various specified temporary sites, but not the Exchange of an intelligent entity with nonintelligent matter. Therefore, escape

relies on finding the aforementioned portals. HUMAN OBSERVATION AND ACTIVE COGNITION IS THE BEST WEAPON AGAINST THE NIMPE.

3. What are the most common causes of expiry in the NIMPE?

1) Lack of water, food, or air in local NIMPE instance; 2) Failure to receive this document and the associated materials; 3) Failure to apply CP63 in critical situations; 4) Despair.

4. Who is the Opponent?

The Opponent is the theorised intelligent entity behind the NIMPE. You may picture them as a constant presence, a hated enemy, a close friend, or an intellectual adversary. They have a multitude of human characteristics, the most obvious of which is PATTERN CREATION and PATTERN RECOGNITION. The NIMPE, which is infinite, repeats often in structure or content (PATTERN CREATION): there are those who record an infinite succession of bedrooms filled with slight variations in books or junk, for example; or those who witness an infinite expanse of space. The NIMPE is also highly receptive to certain ritual actions (Continuation Procedures), which provoke known responses (PATTERN RECOGNITION).

5. What are the Continuation Procedures?

Continuation Procedures (CPs) facilitate your escape from the NIMPE by forcing known reactions through a series of small, local steps. CPs link into one another as if nodes in a tree structure, with the completion of one leading to a set of known responses that require further CPs. The most important CPs are STOP READING STOP READING STOP READING STOP READING MOVE TO THE NEXT SECTION

6. Is there any hope for me?

Of course not, silly. Why did you ever think there would be?

III. PRACTICAL APPLICATION

The following steps presume that you use the appropriate time in between to perform biological functions as necessary. However, too much delay may allow the Opponent to re-inject pseudorandomness into the NIMPE, and is therefore ill-advised.

Begin by performing CP42 (Orientation). Each CP has a Background Information section which gives you necessary context, a Checksum that tells you how many steps you need to perform (any extra are added by the NIMPE), a Continuation Procedure section with the listed steps, and a Next Steps section with the next CPs to perform. CP42 has a number of CPs it will point you towards based on the outcome of this procedure. Choose the CP that conforms most closely to your observed result. That CP will give you another set of CPs, and so on. Continue until you have located an exit portal. The Opponent will provide input, verification, and challenges as you undergo this process.

To track your progress towards finding an exit portal, clutch a number of PROGRESS tokens in your hand as you progress through the NIMPE. CPs will advise you when to add or remove PROGRESS tokens. Start with 0 PROGRESS tokens.

It is advised that you use the supplied notepad to keep a record of your experiences, both for the sake of your mental stability and for future reference should you, in fact, escape the NIMPE.

This concludes the expository section of this document. Remember:

DO NOT GIVE IN TO THE MANIPULATIONS OF THE NIMPE.

CONTINUATION PROCEDURE // CP 01

**Purpose: ANTICIPATION OF OPPONENT RESPONSE W.R.T.
POSSIBILITY DISTRIBUTION ALPHA**

I. Background Information

Probability Distribution Alpha is commonly deployed by the Opponent in low-variance cases with up to four (4) typical outcomes. The probability distribution is typified by four (4) zero-width "spike" impulses spread amongst the possibility space evenly, producing four discrete outcomes each with 1/4 probability. This can be trivially simulated by a four-sided dice.

II. Checksum

There are three (3) steps in this CP.

III. Continuation Procedure

1. Pick up a d4.
2. Throw the d4.
3. Mark the result.

IV. Next Steps

N.A.

CONTINUATION PROCEDURE // CP 02

**Purpose: ANTICIPATION OF OPPONENT RESPONSE W.R.T.
POSSIBILITY DISTRIBUTION BETA**

I. Background Information

Probability Distribution Beta is commonly deployed by the Opponent in low-variance cases with up to six (6) typical outcomes. The probability distribution is typified by six (6) zero-width "spike" impulses spread amongst the possibility space evenly, producing six (6) discrete outcomes each with 1/6 probability. This can be trivially simulated by a six-sided dice.

II. Checksum

There are three (3) steps in this CP.

III. Continuation Procedure

1. Pick up a d6.
2. Throw the d6.
3. Mark the result.

IV. Next Steps

N.A.

CONTINUATION PROCEDURE // CP 03

**Purpose: ANTICIPATION OF OPPONENT RESPONSE W.R.T.
POSSIBILITY DISTRIBUTION GAMMA**

I. Background Information

Probability Distribution Gamma is commonly deployed by the Opponent in medium-variance cases with up to eight (8) typical outcomes. The probability distribution is typified by eight (8) zero-width "spike" impulses spread amongst the possibility space evenly, producing eight (8) discrete outcomes each with 1/8 probability. This can be trivially simulated by an eight-sided dice.

II. Checksum

There are three (3) steps in this CP.

III. Continuation Procedure

1. Pick up a d8.
2. Throw the d8.
3. Mark the result.
4. Give in to the NIMPE. There's no way out.

IV. Next Steps

N.A.

CONTINUATION PROCEDURE // CP 04

**Purpose: ANTICIPATION OF OPPONENT RESPONSE W.R.T.
POSSIBILITY DISTRIBUTION DELTA**

I. Background Information

Probability Distribution Delta is commonly deployed by the Opponent in medium-variance cases with up to eleven (11) typical outcomes. The probability distribution is typified by a discretised normal distribution centred around the midpoint of the probability space. The curve is approximated with 11 zero-width "impulse" spikes evenly spaced, with the central spike possessing a probability of 1/6. This can be trivially simulated by two six-sided dice.

II. Checksum

There are three (3) steps in this CP.

III. Continuation Procedure

1. Pick up 2d6.
2. Throw 2d6.
3. Sum the results.

IV. Next Steps

N.A.

CONTINUATION PROCEDURE // CP 05

**Purpose: ANTICIPATION OF OPPONENT RESPONSE W.R.T.
POSSIBILITY DISTRIBUTION EPSILON**

I. Background Information

Probability Distribution Epsilon is commonly deployed by the Opponent in medium-variance cases with up to twenty (20) typical outcomes. The probability distribution is typified by twenty (20) zero-width "spike" impulses spread amongst the possibility space evenly, producing twenty (20) discrete outcomes each with 1/20 probability. This can be simulated with one twenty-sided dice.

II. Checksum

There are three (3) steps in this CP.

III. Continuation Procedure

1. Pick up 1d20.
2. Throw 1d20.
3. Mark the result.
4. Kindly toss the d20 away, would you?

IV. Next Steps

N.A.

CONTINUATION PROCEDURE // CP 06

**Purpose: ANTICIPATION OF OPPONENT RESPONSE W.R.T.
POSSIBILITY DISTRIBUTION ZETA**

I. Background Information

Probability Distribution Zeta is commonly deployed by the Opponent in high-variance cases with up to thirty-six (36) typical outcomes. The probability distribution is typified by thirty-six (36) zero-width “spike” impulses spread amongst the possibility space evenly, producing thirty-six (36) discrete outcomes each with 1/36 probability. This can be simulated with two six-sided dice.

II. Checksum

There are three (3) steps in this CP.

III. Continuation Procedure

1. Pick up 2d6.
2. Throw 2d6.
3. Take the result of the first d6, multiply it by 10, and add the result of the second d6. This is your final result.

IV. Next Steps

N.A.

CONTINUATION PROCEDURE // CP 42

Purpose: ORIENTATION

I. Background Information

Orientation is necessary to determine your current location within the NIMPE, and as well as the direction towards the nearest exit portal. It is the vital first step towards developing a coherent exit strategy.

This is the “default” or “fallback” CP. If you are ever in a position where you are no longer certain which CP was last performed, you may begin the CP sequence again at this CP at the cost of 1 PROGRESS token.

II. Checksum

There are five (5) steps in this CP.

III. Continuation Procedure

1. If your paperclip is intact, elongate it until it resembles a straight line. If the Opponent verifies that it resembles a straight line, you may proceed.
2. Take each die in your provided Dice Set and tap it on a hard surface three times, before rolling it, cupping your hand over it, and resetting it to a random die face. **DO NOT OBSERVE THE RESULT OF THE ROLL.** You have now synchronised the pseudorandom distribution of the dice with the pseudorandom generator used by the NIMPE.
3. If you have ≥ 10 PROGRESS tokens, proceed to CP99 (Exit Portal Activation). Otherwise, continue this CP.
4. The Opponent deploys Probability Distribution Delta [Simulate with CP04]. Apply the result to Table LIMERICK-GOLDBERG to determine the visual appearance of the NIMPE during this phase.
5. If the NIMPE retains its current visual form, gain 1 PROGRESS token due to

increased familiarity and ease of navigation.

IV. Next Steps

Once CP42 is complete, the Opponent deploys Probability Distribution Alpha [Simulate with CP01].

- If the result is 1-2: GOTO CP43 (Navigation Instruction Generation)
- If the result is 3: GOTO CP44 (Omen Generation)
- If the result is 4: GOTO CP45 (Encounter Generation)

CONTINUATION PROCEDURE // CP 43

Purpose: NAVIGATION INSTRUCTION GENERATION

I. Background Information

This procedure will provide you with a number of instructions used to navigate the NIMPE. You MUST execute them exactly (even if it appears that a shortcut can be obtained, or even if a shortcut appears in front of you). Before you begin, mark the steps on the provided Sample Map.

Once this is complete, GOTO CP50 (Reorientation).

II. Checksum

There are five (5) steps in this CP.

III. Continuation Procedure

1. The Opponent deploys Probability Distribution Beta [Simulate with CP02]. This is the number of STEPS in the process.
2. For each STEP, the Opponent deploys Probability Distribution Gamma [Simulate with CP03]. Apply the result to Table LOCKHART-GEMINI to retrieve direction information.
3. Draw the planned STEPS on the sample map. Do NOT worry if the path shown overlaps with existing territory. The NIMPE will rearrange itself to conform to the new directions.
4. Execute the STEPS.
5. If the Opponent verifies that the STEPS have been executed correctly, gain 1 PROGRESS token. If you make a mistake, (for example, if the path drawn on the map does not conform to the given directions) lose 1 PROGRESS token.
6. DISCARD any material you used to record the STEPS. This limits information leakage to the NIMPE.

IV. Next Steps

CONTINUATION PROCEDURE // CP 44

Purpose: OMEN GENERATION

I. Background Information

The NIMPE often uses meaningless omens to create disorienting effects. It is advised that you DO NOT act on any information provided by such omens. Fortunately, this CP gives you the information necessary to predict which omens are upcoming.

II. Checksum

There are five (5) steps in this CP.

III. Continuation Procedure

1. Create an OMEN STACK. This is a data structure that operates on the FILO (First In Last Out) principle, and may be visualised as a stack of objects. To ADD to the stack, you place an item on top of the existing stack. To TAKE from the stack, you lift up and remove the top item. Thus, if items are added in the order A > B > C they will be retrieved in the order C > B > A.
2. The Opponent deploys Probability Distribution Beta [Simulate with CP02]. The result is the number of OMENS you must ADD to the OMEN STACK.
3. For each OMEN you need to add, the Opponent deploys Probability Distribution Gamma [Simulate with CP03] twice. Use the first result to reference COL ONE of Table HAPSBURG-MATRIMONY, and the second result to reference COL TWO. Combine the results to receive your OMEN, and add it to the OMEN STACK.
4. In approximately 5 minutes, the OMEN STACK will be resolved, and the OMENS will be TAKEN from the OMEN STACK one by one and displayed to you in order.
5. Prepare yourself to not be swayed by these OMENS.

IV. Next Steps

- If the omens displayed contained Ebony and Marble GOTO CP45 (Encounter Generation)
- If the omens displayed contained Polygon and Door GOTO CP57 (System Reconfiguration)
- Else GOTO CP50 (Reorientation)

CONTINUATION PROCEDURE // CP 45

Purpose: ENCOUNTER GENERATION

I. Background Information

The Opponent uses facets of unstable alignment with Worldlines to interfere with survival in the NIMPE. It is VITAL that you follow these steps to anticipate and defeat these distractions.

II. Checksum

There are four (4) steps in this CP.

III. Continuation Procedure

1. Set up the chessboard in a standard configuration. The Opponent always plays white.
2. The Opponent deploys Probability Distribution Beta [Simulate with CP02] 2 separate times. Reference table COXSWAIN-TERROR to determine the FORM and SENSE of the encounter, applying one result to each.
3. If the FORM is even, the Opponent plays the LONDON SYSTEM (d4, Nf3, Bf4). If the SENSE is even, the Opponent plays the KING'S INDIAN ATTACK (e4, d3, Nd2). If neither are even, the Opponent plays the SCOTCH OPENING (e4, Nf3, d4).
4. Respond as you will. Do NOT play more than 6 moves in total on all sides.
5. Depending on your moves played consult Next Steps.

IV. Next Steps

- Consult your board state for each of the following conditions:
- If you have captured at least 1 piece, you will engage the facet head on. The outcome of combat must be estimated by the deployment of Probability

Distribution Delta [Simulate with CP04]. If the result is 10 or above, you will prevail in combat and GOTO CP50 (Reorientation). Otherwise, you will die: Discard 1 Progress token and return to step 1 OR GOTO CP63 (Resuscitation of Vital Processes).

- If your king has moved, you will flee. Discard 1 Progress token (if you have any) and GOTO CP50 (Reorientation).
- In any other board state, you will attempt a gambit. The outcome of gambit must be estimated by the deployment of Probability Distribution Delta [Simulate with CP04]. If the result is 7 or above, you succeed and GOTO CP50 (Reorientation). Otherwise, you lose 1 Progress token (if you have any) and must return to step 1.

CONTINUATION PROCEDURE // CP 50

Purpose: REORIENTATION

I. Background Information

After your initial engagement with the NIMPE recovery and reorientation is essential.

II. Checksum

There are seven (7) steps in this CP.

- If the result is 4: GOTO CP44 (Omen Generation).
- If the result is 5: GOTO CP45 (Encounter Generation).
- If the result is 6: GOTO CP57 (System Reconfiguration).

III. Continuation Procedure

1. If you are not hungry, thirsty, or tired, this CP can be skipped. Move to Next Steps.
2. Surround yourself with four BLACK pawn chess pieces, one in each direction (forward, back, left, right).
3. If you are thirsty, drink some provided water or purify some water with the provided purification tablets.
4. If you are hungry, eat a provided ration bar.
5. If you are tired, close your eyes and rest briefly. For longer rest see CP91 (Sleep Procedures).
6. If at any point a black pawn falls, replace them with a WHITE pawn.
7. If at any point a white pawn falls, end relaxation immediately and move to Next Steps.

IV. Next Steps

Once CP42 is complete, the Opponent deploys Probability Distribution Beta [Simulate with CP02].

- If the result is 1-2: GOTO CP42 (Orientation)
- If the result is 3: GOTO CP45 (Encounter Generation)

CONTINUATION PROCEDURE // CP 57

Purpose: **SYSTEM RECONFIGURATION**

I. Background Information

At times the Opponent will act to expell foreign influences (i.e. yourself) from the NIMPE. You must therefore be ready to anticipate large scale shifts in the state of reality, even without obvious sensory changes.

II. Checksum

There are one (1) steps in this CP.

III. Continuation Procedure

1. The Opponent deploys Probability Distribution Beta [Simulate with CP02].
Apply this to table ASTUTE-MACKEREL to determine the appropriate countermeasure for this reconfiguration.
2. The Opponent deploys Probability Distribution Beta [Simulate with CP02].
Apply this to table ASTUTE-MACKEREL to determine the appropriate countermeasure for this reconfiguration.
3. The Opponent deploys Probability Distribution Beta [Simulate with CP02].
Apply this to table ASTUTE-MACKEREL to determine the appropriate countermeasure for this reconfiguration.

IV. Next Steps

- GOTO CP50 (Reorientation)

CONTINUATION PROCEDURE // CP 63

Purpose: RESUSCITATION OF VITAL PROCESSES

I. Background Information

IMMEDIATELY deploy this CP if any of the following conditions apply:

- You are critically wounded, or at risk of losing consciousness,
- You believe that you are conversing with, or otherwise interacting with, ANY intelligent entity within the NIMPE, or
- If you begin to doubt the veracity of this document.

The following process utilises a HAILSTONE SEQUENCE to realign yourself with your base Worldline, restoring you to normal capability and a psychoemotional ground state.

II. Checksum

There are five (5) steps in this CP.

III. Continuation Procedure

1. Deploy CP05 4 times. Take the sum of all 4 results. This is your REGISTER.
2. Close your eyes. Attempt to remove all external stimuli. If you open your eyes for any reason during this process return to step 1.
3. If the REGISTER is odd, multiply it by 3 and add 1.
4. If the REGISTER is even, divide it by 2.
5. Repeat steps 3 and 4 until the REGISTER is 1.
6. Open your eyes.

IV. Next Steps

N.A.

CONTINUATION PROCEDURE // CP 100

Purpose: ???

I. Background Information

The NIMPE is not your enemy. The NIMPE is your friend. The NIMPE is the bridge between Worldlines and higher-dimension World-spaces.

II. Checksum

There are zero (0) steps in this CP.

III. Continuation Procedure

1. Talk to the NIMPE.
2. Visualise an alternate space.
3. Find the nearest portal-like object (door, window, gate...)
4. Step through.

IV. Next Steps

N.A.

REFERENCE TABLES

LIMERICK-GOLDBERG

2. A neverending maze of non-functional toilets.
3. A large, industrial-sized cavern filled with walls of red circuitry and wafer-thin banks of computers.
4. A simulation of your home, but subtly distorted, and with doors that lead into themselves.
5. A series of underground metro tunnels, lit by flickering warning lights with constantly blaring sirens.
6. An anonymous set of laboratory hallways punctuated by rooms with equipment you don't understand, anomalies in gleaming chrome.
7. An endless library of interconnected hexagonal rooms, with ladders leading up to similar floors, filled with books that seemingly contain only gibberish.
8. A set of subtly different, cramped sleeping rooms, each 4.5 tatami mats in floor area.
9. A plainly-furnished, endlessly shifting Second Empire-era waiting room complex.
10. A labyrinthine mass of ancient dungeons, tunnels, and sewers, overflowing with refuse and a foul stench.
11. A low-res, geometric matrix space of interconnected lines and shapes, filled with meaninglyess resolution.
12. The interior of a castle complex, walls made of sliding paper doors and floors panelled with smooth wood, lit by swaying lanterns and altars set into corners.

LOCKHART-GEMINI

1. One (1) back
2. One (1) forward
3. One (1) left
4. One (1) right
5. Two (2) forward, two (2) back, one (1) left, one (1) right, one (1) left, one (1) right
6. Orient yourself such that you are facing up. Rotate 270 deg clockwise (do NOT rotate 90 deg counter-clockwise) and perform result 5.
7. Hold your pencil above the provided Sample Map and let it drop. Move in the direction the pencil writing tip is facing, corrected to the nearest orthogonal direction (i.e. one of forward, back, left, or right).
8. Move one (1) left and consult this table with CP03 again.
9. Just sit here.
10. Do a handstand, for as long as you can.

REFERENCE TABLES

HAPSBURG-MATRIMONY

COL ONE (8)

1. Ebony
2. Marble
3. Aqua
4. Tangerine
5. Mauve
6. Neon Green
7. Basil
8. Ochre
9. You should read CP100.

COL TWO (8)

1. Sword
2. Blood
3. Hand
4. Mist
5. Eye
6. Cloth
7. Polygon
8. Door

COXSWAIN-TERROR

FORM (6)

1. A rush of light
2. A cluster of touches
3. A colourless dream
4. A lumbering echo
5. A pale oath
6. A golden eye

SENSE (6)

1. Skulking
2. Screeching
3. Slithering
4. Scraping
5. Subtle
6. Sly

REFERENCE TABLES

ASTUTE-MACKEREL

1. Adversarial Visual Stimulus (Close eyes for 60 seconds)
2. Hallucinogenic Atmospheric Composition (Hold breath for 30 seconds)
3. Auditory Deprivation (Sing for 3 minutes)
4. Movement Sensitivity (Stay still for 1 minute)
5. Sensorimotor Coordination/Balance Deprivation (Lie on the floor for 30 seconds)
6. Memory formation disassociation (Repeat your name 10 times)