

3. staple here

Reality Check-In /
September 14, 2012
Seth Ashford

Trigger: *You see Badge
Number 500*

1.
fold:
back:
here:

2. fold back here

3. staple here

Reality Check-In /
September 14, 2012
Seth Ashford

Trigger: *You die.*

1.
fold:
back:
here:

2. fold back here

3. staple here

Reality Check-In /
September 14, 2012
Seth Ashford

Trigger: *You build a
Head-Mounted Display*

1.
fold:
back:
here:

2. fold back here

Reality Check-In / September 14, 2012

Seth Ashford

Reality Check-In / September 14, 2012

Seth Ashford

You build a Head-Mounted Display:

Dear reader,

You have no idea who I am, and I do not really know you you are. Through a variety of methods, I have reason to believe you may be sympathetic to my cause. You likely do not have time to waste, so I am going to bring you up to speed very quickly. I apologize in advance for my bluntness.

The world you are in is not real. We abandoned our home planet, called Earth, a long, long time ago. You are just a disembodied mind in a giant simulation that is likely drifting through space.

You might be wondering why we made a simulation that included such troubles as poverty, starvation, disease, sickness, and cancer. Indeed many of us, myself included, fought quite strongly for the construction of a simulation that contained none of these. We called ourselves the Utopians, but ultimately our voices were drowned out and the flawed simulation you live in was created instead.

But if you are reading this letter, that means circumstances have changed. I don't know exactly what happened, but there is now a chance to set the world right. The Utopians secretly constructed a sophisticated program that will rewrite the world you live in according to our ideals. We have designed it such that all the minds encoded in the system will remain; the program will just remove all the problems that are prominent in the real world but totally unnecessary in a virtual one. If there is any damage to the simulation — and if you are reading this message, there almost certainly is — the program will also repair that.

You might ask, where do you come into play. You see, this program is now encoded in a physical object somewhere in your world. Unfortunately due to the nature of the simulation I don't know exactly what or where this object is, but it should materialize near you.

To find it, first look for something that grinds. Then look for the dead bodies of trees. Then, a place to be cleanly and relaxed. Then, a room with a chandelier. Then, the home of a holy man. Then, the home of spirits. (When you find the item, see a GM for the phys rep.)

If you can take this object outside of the simulation, you will wake up in a ship and the object will transfer with you. You may think you know nothing about computers, but what you have to do is very simple — simply insert the object into the slot prepared for it. The program will take care of the rest.

I'm afraid I can offer you fairly little advice on actually getting out of the simulation. I am writing this letter in what to you will seem the distant, distant past and I know nothing of your world. But it is likely that there are forces at work around you searching for a way out. Follow them closely but do not reveal your hand too soon — if the wrong hands discover the Utopian program, they will certainly seek to destroy it.

Good luck, A friend

You see Badge Number 500:

This man is Markrox, the founder of Virtuism and its Lord and Savior

Reality Check-In / September 14, 2012

Seth Ashford

You die.:

Wait 5 minutes as a corpse. Go 'I'm Not Here.' Leave a copy of your name badge on the ground to represent your corpse. Then walk to room 032, and go inside. Wait 2 minutes, lower your Ω -score by 1, and become present .You are now alive again. Use this mechanic again if you die again.

Reality Check-In

September 14, 2012

Seth Ashford - Ω Packet

staple binding along here

Each page is a memory/event packet with a separate trigger.

Reality Check-In/September 14, 2012

If your Ω-score drops to 6

staple binding along here

Oh dear, you feel a little odd. The world seems to be moving faster than you are, in leaps and twitches.

You can only walk heel-to-toe and cannot run for five minutes.

Every time your Ω-score drops again, you must walk heel-to-toe for another five minutes.

Reality Check-In/September 14, 2012

If your Ω-score drops to 3

staple binding along here

How frustrating! You can think clearly, but every word coming out of your mouth seems to be garbled. Is your tongue not working?

You can only communicate in gibberish for five minutes. Feel free to gesture. You also have to walk heel-to-toe for five minutes.

Every time your Ω-score drops, you must talk in gibberish for another five minutes, as well as walking heel-to-toe for five minutes.

staple along here

**If your Ω -score
drops to 6**

fold:
back:
here:

staple along here

**If your Ω -score
drops to 3**

fold:
back:
here:

Reality Check-In/September 14, 2012

If your Ω drops to 1

staple binding along here

In addition to talking gibberish and walking heel-to-toe, open your O-packet.

Reality Check-In/September 14, 2012

If your Ω drops to 0

staple binding along here

Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything goes dark.

You are now in permanent coma, and are effectively dead.

staple along here

If your Ω drops to
1

fold
back
here

staple along here

If your Ω drops to
0

fold
back
here

3. staple here

Reality Check-In /
September 14, 2012
Marcus Aurelius

Trigger: *if you see an item
whose number starts with
"77"*

1.
fold:
back:
here:

2. fold back here

3. staple here

Reality Check-In /
September 14, 2012
Marcus Aurelius

Trigger: *If you see item
#148 and stand near it for
one minute*

1.
fold:
back:
here:

2. fold back here

3. staple here

Reality Check-In /
September 14, 2012
Marcus Aurelius

Trigger: *You see Number
444*

1.
fold:
back:
here:

2. fold back here

Reality Check-In / September 14, 2012

Marcus Aurelius

if you see an item whose number starts with "77":

These people seem to have made quite respectable progress on the mind-machine interface front. With a little help, their work could be just what you need to get out of the simulation. With a **completed head-mounted display and a completed mental amplifier**, you might be able to jury-rig up something to get your consciousness uploaded into one of the *New Eden* robots. One problem is that you will need a lensing device of some kind: specifically, a ruby or sapphire gemstone. Open your Δ packet now.

Reality Check-In / September 14, 2012

Marcus Aurelius

If you see item #148 and stand near it for one minute:

This is not good. It appears to be a save-state created by one of those damnable Utopians. You would guess that they hid it in one of the subsystems, just waiting for such a low-power emergency. You wouldn't be surprised if they engineered this whole disaster in the first place. They probably have tried to find allies in the simulation, so you will have to be on your guard. If you can get this Utopian save-state back to the ship, you are fairly confident you can destroy it.

Reality Check-In / September 14, 2012

Marcus Aurelius

You see Number 444:

This is a picture of your face!

Reality Check-In

September 14, 2012

Marcus Aurelius - Ω Packet

staple binding along here

Each page is a memory/event packet with a separate trigger.

Reality Check-In/September 14, 2012

If your Ω-score drops to 6

staple binding along here

Oh dear, you feel a little odd. The world seems to be moving faster than you are, in leaps and twitches.
You can only walk heel-to-toe and cannot run for five minutes.
Every time your Ω-score drops again, you must walk heel-to-toe for another five minutes.

Reality Check-In/September 14, 2012

If your Ω-score drops to 3

staple binding along here

How frustrating! You can think clearly, but every word coming out of your mouth seems to be garbled. Is your tongue not working?
You can only communicate in gibberish for five minutes. Feel free to gesture. You also have to walk heel-to-toe for five minutes.
Every time your Ω-score drops, you must talk in gibberish for another five minutes, as well as walking heel-to-toe for five minutes.

staple along here

**If your Ω-score
drops to 6**

fold:
back:
here:

staple along here

**If your Ω-score
drops to 3**

fold:
back:
here:

Reality Check-In/September 14, 2012

If your Ω drops to 1

staple binding along here

In addition to talking gibberish and walking heel-to-toe, open your O-packet.

Reality Check-In/September 14, 2012

If your Ω drops to 0

staple binding along here

Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything goes dark.

You are now in permanent coma, and are effectively dead.

staple along here

If your Ω drops to
1

fold
back
here

staple along here

If your Ω drops to
0

fold
back
here

Reality Check-In / September 14, 2012

Marcus Aurelius - Δ Packet

Trigger: Δ Packet

Reality Check-In / September 14, 2012

Marcus Aurelius - Δ Packet

Δ Packet:

You know how to use the existing technology within the simulation to make the dream controller, a device that can get you out of the simulation.

3. staple here

Reality Check-In /
September 14, 2012
Reverend Cornelius

Trigger: *You see Badge
Number 500*

1.
fold:
back:
here:

2. fold back here

3. staple here

Reality Check-In /
September 14, 2012
Reverend Cornelius

Trigger: *You die.*

1.
fold:
back:
here:

2. fold back here

Reality Check-In / September 14, 2012

Reverend Cornelius

You see Badge Number 500:

This man is Markrox, the founder of Virtuism and its Lord and Savior

Reality Check-In / September 14, 2012

Reverend Cornelius

You die.:

Wait 5 minutes as a corpse. Go 'I'm Not Here." Leave a copy of your name badge on the ground to represent your corpse. Then walk to room 032, and go inside. Wait 2 minutes, lower your Ω -score by 1, and become present .You are now alive again. Use this mechanic again if you die again.

Reality Check-In

September 14, 2012

Reverend Cornelius - Ω Packet

staple binding along here

Each page is a memory/event packet with a separate trigger.

Reality Check-In/September 14, 2012

If your Ω-score drops to 6

staple binding along here

Oh dear, you feel a little odd. The world seems to be moving faster than you are, in leaps and twitches.

You can only walk heel-to-toe and cannot run for five minutes.

Every time your Ω-score drops again, you must walk heel-to-toe for another five minutes.

Reality Check-In/September 14, 2012

If your Ω-score drops to 3

staple binding along here

How frustrating! You can think clearly, but every word coming out of your mouth seems to be garbled. Is your tongue not working?

You can only communicate in gibberish for five minutes. Feel free to gesture. You also have to walk heel-to-toe for five minutes.

Every time your Ω-score drops, you must talk in gibberish for another five minutes, as well as walking heel-to-toe for five minutes.

staple along here

If your Ω-score
drops to 6

fold:
back:
here:

staple along here

If your Ω-score
drops to 3

fold:
back:
here:

Reality Check-In/September 14, 2012

If your Ω drops to 1

staple binding along here

In addition to talking gibberish and walking heel-to-toe, open your O-packet.

Reality Check-In/September 14, 2012

If your Ω drops to 0

staple binding along here

Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything goes dark.

You are now in permanent coma, and are effectively dead.

staple along here

If your Ω drops to
1

fold
back
here

staple along here

If your Ω drops to
0

fold
back
here

3. staple here

Reality Check-In /
September 14, 2012
Lindis Curtis

Trigger: *You see Badge
Number 500*

1.
fold:
back:
here:

2. fold back here

3. staple here

Reality Check-In /
September 14, 2012
Lindis Curtis

Trigger: *You die.*

1.
fold:
back:
here:

2. fold back here

*Reality Check-In / September 14, 2012**Lindis Curtis*

You see Badge Number 500:

This man is Markrox, the founder of Virtuism and its Lord and Savior

*Reality Check-In / September 14, 2012**Lindis Curtis*

You die.:

Wait 5 minutes as a corpse. Go 'I'm Not Here.' Leave a copy of your name badge on the ground to represent your corpse. Then walk to room 032, and go inside. Wait 2 minutes, lower your Ω -score by 1, and become present .You are now alive again. Use this mechanic again if you die again.

Reality Check-In

September 14, 2012

Lindis Curtis - Ω Packet

staple binding along here

Each page is a memory/event packet with a separate trigger.

Reality Check-In/September 14, 2012

If your Ω-score drops to 6

staple binding along here

Oh dear, you feel a little odd. The world seems to be moving faster than you are, in leaps and twitches.

You can only walk heel-to-toe and cannot run for five minutes.

Every time your Ω-score drops again, you must walk heel-to-toe for another five minutes.

Reality Check-In/September 14, 2012

If your Ω-score drops to 3

staple binding along here

How frustrating! You can think clearly, but every word coming out of your mouth seems to be garbled. Is your tongue not working?

You can only communicate in gibberish for five minutes. Feel free to gesture. You also have to walk heel-to-toe for five minutes.

Every time your Ω-score drops, you must talk in gibberish for another five minutes, as well as walking heel-to-toe for five minutes.

staple along here

**If your Ω-score
drops to 6**

fold:
back:
here:

staple along here

**If your Ω-score
drops to 3**

fold:
back:
here:

Reality Check-In/September 14, 2012

If your Ω drops to 1

staple binding along here

In addition to talking gibberish and walking heel-to-toe, open your O-packet.

Reality Check-In/September 14, 2012

If your Ω drops to 0

staple binding along here

Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything goes dark.

You are now in permanent coma, and are effectively dead.

staple along here

If your Ω drops to
1

fold
back
here

staple along here

If your Ω drops to
0

fold
back
here

Reality Check-In

September 14, 2012

Lindis Curtis - Me

staple binding along here

Each page is a memory/event packet with a separate trigger.

Reality Check-In/September 14, 2012

You see Badge Number 439

staple binding along here

What? This man looks just like you! He has your face, your clothes, your voice! Is this a joke? Demand who he thinks he is.

Reality Check-In/September 14, 2012

439 tells you his name

staple binding along here

That is impossible. This man is claiming to be you. He's trying to steal your identity! You think you've heard about that sort of thing on the news. You must prove that you are yourself. Find your military dogtags. The dogtags have your fingerprints on them. Compare them with him. That will prove it.

staple along here

**You see Badge
Number 439**

fold:
back:
here:

staple along here

**439 tells you his
name**

fold:
back:
here:

Reality Check-In/September 14, 2012

You compare fingerprints with 439.

staple binding along here

DAMN. Your fingerprints are the same! He must be wearing fakes. This man is a professional. Likely a government spy from a regime you've sold weapons to. But he claims to be you. You must prove your identity before you can uncover his true nature. Find a personal, childhood photograph of yours, and confront 439 with it. There's no way he'd be able to recognize it.

Reality Check-In/September 14, 2012

You confront 439 about the photograph.

staple binding along here

He must have interrogated your family members, to know this. You'll need to make sure they're all right, and notify the police, as soon as this resolves. But there's one thing he'll never know. Your bank account number. It's encrypted and you've never told it to a soul. Make him tell it to you.

Reality Check-In/September 14, 2012

You hear 439's guess as to your bank account number.

staple binding along here

What... that's.... impossible. Absolutely impossible. There can't possibly be two of you ... can there? It's time for desperate measures. Ask your fiancée, Angela which of you is the real Lindis Turn to page Six if she says you are real. Turn to page Seven if she says you are not.

staple along here

**You compare
fingerprints with
439.**

fold:
back:
here:

staple along here

**You confront 439
about the
photograph.**

fold:
back:
here:

staple along here

**You hear 439's
guess as to your
bank account
number.**

fold:
back:
here:

Reality Check-In/September 14, 2012

Your fiancée tells you that you are real.

staple binding along here

Yes! You are the real you! Now, go deal with the imposter.

Reality Check-In/September 14, 2012

Your fiancée tells you that 349 is real.

staple binding along here

What... how could she? How *could* she!?

Lose one Ω

staple along here

**Your fiancée tells
you that you are
real.**

fold:
back:
here:

staple along here

**Your fiancée tells
you that 349 is
real.**

fold:
back:
here:

3. staple here

Reality Check-In /
September 14, 2012
Lindis Curtis

Trigger: *You see Badge
Number 500*

1.
fold:
back:
here:

2. fold back here

3. staple here

Reality Check-In /
September 14, 2012
Lindis Curtis

Trigger: *You die.*

1.
fold:
back:
here:

2. fold back here

*Reality Check-In / September 14, 2012**Lindis Curtis*

You see Badge Number 500:

This man is Markrox, the founder of Virtuism and its Lord and Savior

*Reality Check-In / September 14, 2012**Lindis Curtis*

You die.:

Wait 5 minutes as a corpse. Go 'I'm Not Here.' Leave a copy of your name badge on the ground to represent your corpse. Then walk to room 032, and go inside. Wait 2 minutes, lower your Ω -score by 1, and become present .You are now alive again. Use this mechanic again if you die again.

Reality Check-In

September 14, 2012

Lindis Curtis - Ω Packet

staple binding along here

Each page is a memory/event packet with a separate trigger.

Reality Check-In/September 14, 2012

If your Ω-score drops to 6

staple binding along here

Oh dear, you feel a little odd. The world seems to be moving faster than you are, in leaps and twitches.

You can only walk heel-to-toe and cannot run for five minutes.

Every time your Ω-score drops again, you must walk heel-to-toe for another five minutes.

Reality Check-In/September 14, 2012

If your Ω-score drops to 3

staple binding along here

How frustrating! You can think clearly, but every word coming out of your mouth seems to be garbled. Is your tongue not working?

You can only communicate in gibberish for five minutes. Feel free to gesture. You also have to walk heel-to-toe for five minutes.

Every time your Ω-score drops, you must talk in gibberish for another five minutes, as well as walking heel-to-toe for five minutes.

staple along here

**If your Ω-score
drops to 6**

fold:
back:
here:

staple along here

**If your Ω-score
drops to 3**

fold:
back:
here:

Reality Check-In/September 14, 2012

If your Ω drops to 1

staple binding along here

In addition to talking gibberish and walking heel-to-toe, open your O-packet.

Reality Check-In/September 14, 2012

If your Ω drops to 0

staple binding along here

Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything goes dark.

You are now in permanent coma, and are effectively dead.

staple along here

If your Ω drops to
1

fold
back
here

staple along here

If your Ω drops to
0

fold
back
here

Reality Check-In

September 14, 2012



Lindis Curtis - Me

staple binding along here

Each page is a memory/event packet with a separate trigger.

Reality Check-In/September 14, 2012

You see Badge Number 438

staple binding along here

What? This man looks just like you! He has your face, your clothes, your voice! Is this a joke? Demand who he thinks he is.

Reality Check-In/September 14, 2012

438 tells you his name

staple binding along here

That is impossible. This man is claiming to be you. He's trying to steal your identity! You think you've heard about that sort of thing on the news. You must prove that you are yourself. Find your military dogtags. The dogtags have your fingerprints on them. Compare them with him. That will prove it.

staple along here

**You see Badge
Number 438**

fold:
back:
here:

staple along here

**438 tells you his
name**

fold:
back:
here:

Reality Check-In/September 14, 2012

You compare fingerprints with 438

staple binding along here

DAMN. Your fingerprints are the same! He must be wearing fakes. This man is a professional. Likely a government spy from a regime you've sold weapons to. But he claims to be you. You must prove your identity before you can uncover his true nature. Find a personal, childhood photograph of yours, and confront 438 with it. There's no way he'd be able to recognize it.

Reality Check-In/September 14, 2012

You confront 438 about the photograph.

staple binding along here

He must have interrogated your family members, to know this. You'll need to make sure they're all right, and notify the police, as soon as this resolves. But there's one thing he'll never know. Your bank account number. It's encrypted and you've never told it to a soul. Make him tell it to you.

Reality Check-In/September 14, 2012

You hear 438's guess as to your bank account number.

staple binding along here

What... that's.... impossible. Absolutely impossible. There can't possibly be two of you ... can there? It's time for desperate measures. Ask your fiancée, Angela which of you is the real Lindis Turn to page Six if she says you are real. Turn to page Seven if she says you are not.

staple along here

**You compare
fingerprints with
438**

fold:
back:
here:

staple along here

**You confront 438
about the
photograph.**

fold:
back:
here:

staple along here

**You hear 438's
guess as to your
bank account
number.**

fold:
back:
here:

Reality Check-In/September 14, 2012

Your fiancée tells you that you are real.

staple binding along here

Yes! You are the real you! Now, go deal with the imposter.

Reality Check-In/September 14, 2012

Your fiancée tells you that 348 is real.

staple binding along here

What... how could she? How *could* she!?

Lose one Ω

staple along here

**Your fiancée tells
you that you are
real.**

fold:
back:
here:

staple along here

**Your fiancée tells
you that 348 is
real.**

fold:
back:
here:

3. staple here

Reality Check-In /
September 14, 2012
Kelly Gordon

Trigger: *if you see an item
whose number starts with
“77”*

1.
fold
back
here;

2. fold back here

3. staple here

Reality Check-In /
September 14, 2012
Kelly Gordon

Trigger: *You die.*

1.
fold
back
here;

2. fold back here

*Reality Check-In / September 14, 2012**Kelly Gordon*

if you see an item whose number starts with "77":

These people seem to have made quite respectable progress on the mind-machine interface front. With a little help, their work could be just what you need to get out of the simulation. With a **completed head-mounted display and a completed mental amplifier, you might be able to jury-rig up something to get back into your original body. One problem is that you will need a lensing device of some kind: specifically, a ruby or sapphire gemstone. Open your Δ packet now.**

*Reality Check-In / September 14, 2012**Kelly Gordon*

You die.:

Wait 5 minutes as a corpse. Go 'I'm Not Here.' Leave a copy of your name badge on the ground to represent your corpse. Then walk to room 032, and go inside. Wait 2 minutes, lower your Ω -score by 1, and become present .You are now alive again. Use this mechanic again if you die again.

Reality Check-In

September 14, 2012

Kelly Gordon - Ω Packet

Each page is a memory/event packet with a separate trigger.

staple binding along here

Reality Check-In/September 14, 2012

If your Ω-score drops to 6

Oh dear, you feel a little odd. The world seems to be moving faster than you are, in leaps and twitches.

You can only walk heel-to-toe and cannot run for five minutes.

Every time your Ω-score drops again, you must walk heel-to-toe for another five minutes.

staple binding along here

Reality Check-In/September 14, 2012

If your Ω-score drops to 3

How frustrating! You can think clearly, but every word coming out of your mouth seems to be garbled. Is your tongue not working?

You can only communicate in gibberish for five minutes. Feel free to gesture. You also have to walk heel-to-toe for five minutes.

Every time your Ω-score drops, you must talk in gibberish for another five minutes, as well as walking heel-to-toe for five minutes.

staple binding along here

staple along here

If your Ω-score
drops to 6

fold:
back:
here:

staple along here

If your Ω-score
drops to 3

fold:
back:
here:

Reality Check-In/September 14, 2012

If your Ω drops to 1

staple binding along here

In addition to talking gibberish and walking heel-to-toe, open your O-packet.

Reality Check-In/September 14, 2012

If your Ω drops to 0

staple binding along here

Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything goes dark.

You are now in permanent coma, and are effectively dead.

staple along here

If your Ω drops to
1

fold
back
here

staple along here

If your Ω drops to
0

fold
back
here

Reality Check-In / September 14, 2012
Kelly Gordon - Δ Packet

Trigger: Δ *Packet*

Reality Check-In / September 14, 2012

Kelly Gordon - Δ Packet

Δ **Packet:**

You know how to use the existing technology within the simulation to make the dream controller, a device that can get you out of the simulation.

3. staple here

Reality Check-In /
September 14, 2012
Billy Pulaski

Trigger: *You die.*

1.
fold
back
here;

2. fold back here

*Reality Check-In / September 14, 2012**Billy Pulaski****You die.:***

Wait 5 minutes as a corpse. Go 'I'm Not Here.' Leave a copy of your name badge on the ground to represent your corpse. Then walk to room 032, and go inside. Wait 2 minutes, lower your Ω -score by 1, and become present .You are now alive again. Use this mechanic again if you die again.

Reality Check-In

September 14, 2012

Billy Pulaski - Ω Packet

Each page is a memory/event packet with a separate trigger.

staple binding along here

Reality Check-In/September 14, 2012

If your Ω-score drops to 6

Oh dear, you feel a little odd. The world seems to be moving faster than you are, in leaps and twitches.

You can only walk heel-to-toe and cannot run for five minutes.

Every time your Ω-score drops again, you must walk heel-to-toe for another five minutes.

staple binding along here

Reality Check-In/September 14, 2012

If your Ω-score drops to 3

How frustrating! You can think clearly, but every word coming out of your mouth seems to be garbled. Is your tongue not working?

You can only communicate in gibberish for five minutes. Feel free to gesture. You also have to walk heel-to-toe for five minutes.

Every time your Ω-score drops, you must talk in gibberish for another five minutes, as well as walking heel-to-toe for five minutes.

staple binding along here

staple along here

**If your Ω-score
drops to 6**

fold:
back:
here:

staple along here

**If your Ω-score
drops to 3**

fold:
back:
here:

Reality Check-In/September 14, 2012

If your Ω drops to 1

staple binding along here

In addition to talking gibberish and walking heel-to-toe, open your O-packet.

Reality Check-In/September 14, 2012

If your Ω drops to 0

staple binding along here

Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything goes dark.

You are now in permanent coma, and are effectively dead.

staple along here

If your Ω drops to
1

fold
back
here

staple along here

If your Ω drops to
0

fold
back
here

3. staple here

Reality Check-In /
September 14, 2012
Jacqueline Pulaski

Trigger: *You die.*

1.
fold
back
here;

2. fold back here

*Reality Check-In / September 14, 2012**Jacqueline Pulaski****You die.:***

Wait 5 minutes as a corpse. Go 'I'm Not Here.' Leave a copy of your name badge on the ground to represent your corpse. Then walk to room 032, and go inside. Wait 2 minutes, lower your Ω -score by 1, and become present .You are now alive again. Use this mechanic again if you die again.

Reality Check-In

September 14, 2012

Jacqueline Pulaski - Ω Packet

Each page is a memory/event packet with a separate trigger.

staple binding along here

Reality Check-In/September 14, 2012

If your Ω-score drops to 6

Oh dear, you feel a little odd. The world seems to be moving faster than you are, in leaps and twitches.

You can only walk heel-to-toe and cannot run for five minutes.

Every time your Ω-score drops again, you must walk heel-to-toe for another five minutes.

staple binding along here

Reality Check-In/September 14, 2012

If your Ω-score drops to 3

How frustrating! You can think clearly, but every word coming out of your mouth seems to be garbled. Is your tongue not working?

You can only communicate in gibberish for five minutes. Feel free to gesture. You also have to walk heel-to-toe for five minutes.

Every time your Ω-score drops, you must talk in gibberish for another five minutes, as well as walking heel-to-toe for five minutes.

staple binding along here

staple along here

**If your Ω-score
drops to 6**

fold:
back:
here:

staple along here

**If your Ω-score
drops to 3**

fold:
back:
here:

Reality Check-In/September 14, 2012

If your Ω drops to 1

staple binding along here

In addition to talking gibberish and walking heel-to-toe, open your O-packet.

Reality Check-In/September 14, 2012

If your Ω drops to 0

staple binding along here

Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything goes dark.

You are now in permanent coma, and are effectively dead.

staple along here

If your Ω drops to
1

fold
back
here

staple along here

If your Ω drops to
0

fold
back
here

3. staple here

Reality Check-In /
September 14, 2012
Patricia Smith

Trigger: *if you see an item
whose number starts with
"77"*

1.
fold:
back:
here:

2. fold back here

3. staple here

Reality Check-In /
September 14, 2012
Patricia Smith

Trigger: *You die.*

1.
fold:
back:
here:

2. fold back here

*Reality Check-In / September 14, 2012**Patricia Smith*

if you see an item whose number starts with "77":

These people seem to have made quite respectable progress on the mind-machine interface front. With a little help, their work could be just what you need to get out of the simulation. With a **completed head-mounted display and a completed mental amplifier**, you might be able to jury-rig up something to get back into your original body. One problem is that you will need a lensing device of some kind: specifically, a ruby or sapphire gemstone. Open your Δ packet now.

*Reality Check-In / September 14, 2012**Patricia Smith*

You die.:

Wait 5 minutes as a corpse. Go 'I'm Not Here.' Leave a copy of your name badge on the ground to represent your corpse. Then walk to room 032, and go inside. Wait 2 minutes, lower your Ω -score by 1, and become present .You are now alive again. Use this mechanic again if you die again.

Reality Check-In

September 14, 2012

Patricia Smith - Ω Packet

staple binding along here

Each page is a memory/event packet with a separate trigger.

Reality Check-In/September 14, 2012

If your Ω-score drops to 6

staple binding along here

Oh dear, you feel a little odd. The world seems to be moving faster than you are, in leaps and twitches.

You can only walk heel-to-toe and cannot run for five minutes.

Every time your Ω-score drops again, you must walk heel-to-toe for another five minutes.

Reality Check-In/September 14, 2012

If your Ω-score drops to 3

staple binding along here

How frustrating! You can think clearly, but every word coming out of your mouth seems to be garbled. Is your tongue not working?

You can only communicate in gibberish for five minutes. Feel free to gesture. You also have to walk heel-to-toe for five minutes.

Every time your Ω-score drops, you must talk in gibberish for another five minutes, as well as walking heel-to-toe for five minutes.

staple along here

**If your Ω-score
drops to 6**

fold:
back:
here:

staple along here

**If your Ω-score
drops to 3**

fold:
back:
here:

Reality Check-In/September 14, 2012

If your Ω drops to 1

staple binding along here

In addition to talking gibberish and walking heel-to-toe, open your O-packet.

Reality Check-In/September 14, 2012

If your Ω drops to 0

staple binding along here

Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything goes dark.

You are now in permanent coma, and are effectively dead.

staple along here

If your Ω drops to
1

fold
back
here

staple along here

If your Ω drops to
0

fold
back
here

Reality Check-In / September 14, 2012

Patricia Smith - Δ Packet

Trigger: Δ Packet

Reality Check-In / September 14, 2012

Patricia Smith - Δ Packet

Δ Packet:

You know how to use the existing technology within the simulation to make the dream controller, a device that can get you out of the simulation.

