

Reality Check-In/December 1st, 2012

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Badge 500

This notebook is out-of-game. You may start with the first page open.
You may only open pages when directed to.

Reality Check-In/December 1st, 2012

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This notebook is not transferable. You may open it to the first page when you see Badge Number 500.

Reality Check-In/December 1st, 2012

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This man looks like Markrox, the long-dead founder of Virtuism... but how can that be? Interrogate him about the prophecy scriptures. Make him recite it. If he cannot answer correctly, turn to **3**.

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Reality Check-In/December 1st, 2012

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This is not Markrox! This is a demon, come to hasten the world's demise! He and all those he associates with must be shunned, lest he corrupt your soul.

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Reality Check-In/December 1st, 2012

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Badge 439

This notebook is out-of-game. You may start with the first page open.
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Reality Check-In/December 1st, 2012

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This notebook is not transferable. You may open it when you see badge number 439.

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Reality Check-In/December 1st, 2012

Not Transferable

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. When he tells you his name, you may turn to **3**.

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Reality Check-In/December 1st, 2012

Not Transferable

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. Quick, you must find as many of these items as possible:

1. Your military ID because it has an image of your fingerprints on it . *item#0192*
2. A childhood photo of you. There is no way the impostor could recognize it. *item#0156*
3. Your cellphone. You haven't seen it all day. Maybe you misplaced it at the rehearsal dinner last night. *item#0185*
4. A tin soldier. This was a treasured family heirloom, but you haven't seen it in years – not since Jacqueline left you. *item#0270*
5. Your high blood pressure medication. Must be taken with water. *item#0263*
6. Your pocket watch. Your sense of time is terrible once you've had something to drink. *item#0134*
7. Your binoculars. You lent them to some guy in a hard hat the other day. *item#0280*

At any time, you may choose to confront the impostor and demand that he identify the items you have obtained, then after his attempt, turn to **4**.

If you have more items than the impostor at this time, increase your Ω score by 1.

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He knows so much about your past. He must have done an incredible amount of research and interrogated your family. You'll have to see if they are okay later. But now, challenge him to recite your back account number. There's no way he's found that out. If he answers correctly, turn to **5**.

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He knows everything. In all of these material ways, he seems exactly like you. But your fianc, Angela must surely know that you are the real one. After all, you love each other. Surely she will identify you as the real Lindis if you ask her. Turn to **6** if she says you are real. Turn to **7** if she says you are not.

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

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Not Transferable

staple binding along here

How could she? How could she pick the impostor over you? Lose one Ω.

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

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Lose one Ω

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Reality Check-In/December 1st, 2012

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Important Questions

This notebook is out-of-game. You may start with the first page open. You may only open pages when directed to.

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Reality Check-In/December 1st, 2012

Not Transferable

This notebook is not transferable. You may open it to the first page at the start of the game.

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You are both frustrated and fascinated with the apparent limitations of these human bodies. Test how much one body varies from the next by having a jumping contest with someone. See who can jump higher. When you complete this step, you may turn to **3**.

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Well that was enlightening. Raise your Ω score by 1. The humans around you appear to be engaged in a religious ritual of some sort. Does it have anything to do with exerting rights over property or territory? Interview two people for five minutes each on how humans stake their claim on a place or object. When you are done, you may turn to **4**.

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How strange. So this religion doesn't seem to have much to do with territory. It seems like humans aren't naturally very aggressive. It's time to provoke one. Insult a human verbally - try to initiate what is called an 'argument' and observe the response. When you are done, you may turn to **5**.

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Perhaps there is hope for the human race. Raise your Ω score by 1. It appears they can be persuaded to become aggressive with the proper stimulus. But a verbal attack won't help you in your war. It is time to determine a human's effectiveness in combat. Initiate combat with a human and successfully knock them out. Observe their response, and that of any witnesses or someone who finds the unconscious human. When you have learned how humans respond to physical aggression, turn to **6**.

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Not Transferable

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Humanity certainly has the potential to be an valuable ally, once you teach them the basics of making interstellar engines. Gain 5 Ω , but not past your maximum value. This knowledge quest, besides being very enlightening, seems to have duplicated some of the much-needed maintenance on your physical body. Tear up your "Mental degradation" ability.

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Reality Check-In/December 1st, 2012

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Play With Your Dad!

This notebook is out-of-game. You may start with the first page open.
You may only open pages when directed to.

Reality Check-In/December 1st, 2012

Not Transferable

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This notebook is not transferable and explains how to play with dad. You may open it immediately upon start of game.

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Not Transferable

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You are so excited about meeting your dad and getting to play with him. But first you need a toy. Find a **ball**, then play catch with Lindis for 3 minutes. Role play accordingly. Once you're finished playing catch, you may turn to **3**.

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Reality Check-In/December 1st, 2012

Not Transferable

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That was fun. Dad is so much better at catch than mom. It's so nice that he's spending time with you. Maybe you should get him a gift? Find a cookie and give it to dad. Once you've given dad a cookie, you may turn to **4**.

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Playing ball isn't the only thing you'd like to do with your dad. You love to color in school, so why not spend some time drawing with dad? Acquire a set of **crayons** and then color with Lindis for 5 minutes. Role play accordingly. When you are done, you may turn to **5**.

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Playing with dad is great. He's so much fun. But always being around adults is boring. Slip off and go check out the construction site all alone. The adults seem to think it might be dangerous, so it must be fun.

When you've investigated the construction site for 2 minutes, you may turn to **6**.

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Reality Check-In/December 1st, 2012

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Enough of being on your own, lets find dad again. It is definitely time to play your all time favorite game ever, tic-tac-toe. Find your dad and play with him until you have each won 3 games. Better not tell him though or he might lose to you on purpose! Afterwards, you may turn to **7**.

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Yay for playing thinking games like that. But you are restless again. I wonder if dad is into playing sports and running around? Play tag with dad and two other adults for 2 minutes. Once you are done you do so, turn to **8**.

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Hanging out with dad is so much fun. If only he weren't going to marry that other lady. He really ought to get back together with mom. Spend 5 minutes in conversation with Lindis and try to convince him not to marry that lady and get back together with mom instead. Once you've tried to convince him, turn to **9**

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Reality Check-In/December 1st, 2012

Not Transferable

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Congratulations, you have successfully played with dad! You are so excited that you just can't keep it to yourself. Tell everyone you see for the next 2 minutes (you only need to tell someone once) that you had such a great time playing with your dad!

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Emotions

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Reality Check-In/December 1st, 2012

Not Transferable

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This notebook is not transferable. You may open it thirty minutes into the game.

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In observing these humans you have noticed a small number of them holding hands. You do not believe this process is directly involved in transferring genetic material, but it still seems to serve some important purpose. To find out exactly what purpose, you suppose you will just have to experiment. Hold hands with two different humans for at least five seconds. When you complete this step, you may turn to **3**.

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Reality Check-In/December 1st, 2012

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That sensation was very odd but also strangely . . . pleasant. Raise your Ω score by 1. Xenids have something similar to emotions as well but there are definitely some important differences. You decide to explore more human emotions. You pick one at random: embarrassment. You are not sure how to induce this emotion, but the tutorial you went through on the ship provided a video suggestion. Spin in circles with your arms extended for at least five seconds while another human observes you. When you are done, you may turn to **4**.

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Not Transferable

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That was very embarrassing! This emotion has none of the pleasant properties of the previous one. You will have to select emotions to explore more carefully. You pick "peacefulness" next. Go meditate quietly on the universe in a room by yourself for one minute. You may not talk to anyone and need to avoid any significant distractions. Then you must have a two minute discussion regarding the topic of your meditation with a human. When you are done, you may turn to **5**.

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That was much better! Although you found your mind wandering and starting to ponder frustratingly unanswerable questions such as "why do I exist?", "what is the meaning of life?", "what is the difference between a physical brain and a simulated consciousness?", and "perhaps my real body is also inside a simulation the way this one is?". You will have to try this "meditation" back in your real body sometime. In fact, you can feel your real physical body responding positively to this meditative practice — raise your Ω score by 1. The next emotion you intend to explore is "spirituality", which seems to be quite uniquely human. You need to receive a blessing from a religious figure or participate in a religious ceremony. When you do so, turn to turn to **6**.

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Reality Check-In/December 1st, 2012

Not Transferable

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That was very enlightening! You have never experienced anything quite like it. Raise your Ω score by 1. This emotional process seems to have duplicated some of the much-needed maintenance on your physical body. Tear up your "Mental degradation" ability.

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Important Questions

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Not Transferable

You are mostly aware of the details of procreation, but the tutorial provided no idea as to how humans actually go about finding a mate. Acquire two perspectives on this topic from two different humans. When you complete this step, you may turn to **3**.

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Reality Check-In/December 1st, 2012

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Well that was enlightening. Raise your Ω score by 1. The humans around you appear to be engaged in a religious ritual related to finding a compatible partner. What purpose does a wedding serve? Interview two people participating in the wedding on this topic for at least 2 minutes. When you are done, you may turn to **4**.

Reality Check-In/December 1st, 2012

Not Transferable

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The wedding is interesting, but it seems to be a small part of a broader religion, and there appear to be multiple religions within the society. Given the existence of multiple religions, how does a human determine which one is correct? Gather at least two different perspectives on this subject. When you are done, you may turn to **5**.

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Your sister loves studying religious rituals, if you manage to get out of here this will make for some great dinnertime conversations. Raise your Ω score by 1. The cultural basics out of the way, Now the really tough question: Why is the technology level inside the simulation so primitive compared to the host ship? As far as you can tell, both were constructed by humans. When you have the answer to this question, turn to the next page.

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