Seth Ashford Memory/Event Packets

	3. staple here		3. staple here
	Reality Check-In /		Reality Check-In /
	September 14, 2012 Seth Ashford		September 14, 2012 Seth Ashford
	Trigger: You see Badge		
1. fold			
back here			
			Trigger: You build a
			Head-Mounted Display
	3. staple here		
	Reality Check-In / September 14, 2012 Seth Ashford		
	Trigger: <i>You die.</i>		
1. fold back	i		
here			
		1. fold back	
		here	

Seth Ashford Memory/Event Packets

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

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

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.

Reality Check-In/September 14, 2012

If your Ω -score drops to 3

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

octii Asii		Women's Event i donet
	Reality Check-In/September 14, 2012	If your Ω drops to 1
saple 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 go dark. You are now in permanent coma, and are effectively dead.	9\$

staple along here

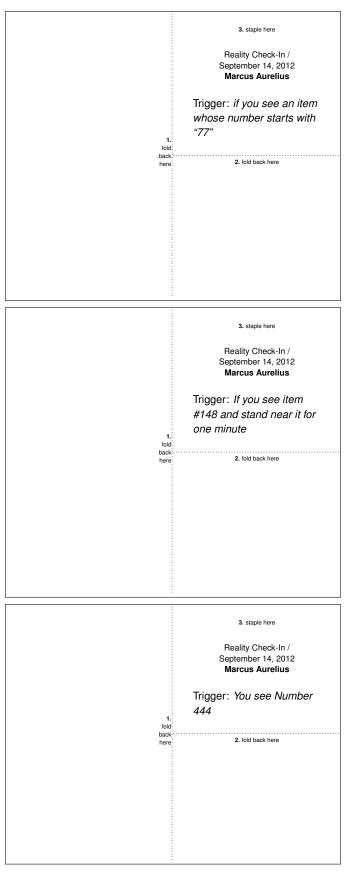
If your Ω drops to

fold back

staple along here

fold

If your Ω drops to $\mathbf{0}$



Marcus Aurelius Memory/Event Packets

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

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

Reality Check-In/September 14, 2012

If your Ω -score drops to 6

long 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

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.

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 ${\it Marcus Aurelius - } \ \Omega \ {\it Packets} \\ {\it Memory/Event Packets} \\$

staple along here

If your Ω -score drops to 6

staple along here

If your Ω -score drops to 3

Reality Check-In/September 14, 2012 If your Ω drops to 1 $\,$ 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 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.

 ${\it Marcus Aurelius - } \ \Omega \ {\it Packets} \\ {\it Memory/Event Packets} \\$

staple along here

If your Ω drops to

fold back

staple along here

If your Ω drops to $\mathbf{0}$

 ${\bf Marcus\ Aurelius\ -\ \Delta\ Packet}$ ${\bf Memory/Event\ Packets}$

Reality Check-In / September 14, 2012 Marcus Aurelius - Δ Packet

Trigger: Δ Packet

Reality Check-In / September 14, 2012

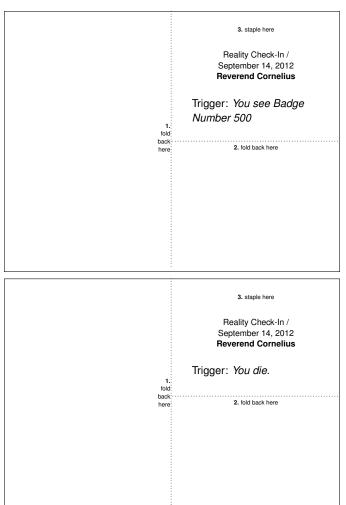
 $\textit{Marcus Aurelius} \textbf{-} \Delta \textit{ Packet}$

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

 ${\it Marcus Aurelius - } \Delta {\it Packet}$ Memory/Event Packets

Reverend Cornelius Memory/Event Packets



Reverend Cornelius Memory/Event Packets

Reality Check-In / September 14, 2012	Reverend Cornelius
You see Badge Number 500:	
This man is Markrox, the founder of Virt	uism 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 $\boldsymbol{\Omega}$ -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

ding along here

Reverend Cornelius - Ω Packet

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

Reality Check-In/September 14, 2012

If your Ω -score drops to 6

g along here

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Reality Check-In/September 14, 2012

If your Ω -score drops to 3

ng along here

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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.

 ${\it Reverend \ Cornelius - \Omega \ Packet} \\ {\it Memory/Event \ Packets}$

staple along here

If your Ω -score drops to 6

staple along here

If your Ω -score drops to 3



staple along here

If your Ω drops to

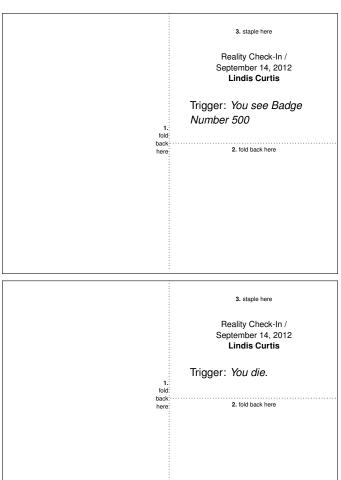
fold

staple along here

fold back

If your Ω drops to $\mathbf{0}$

Lindis Curtis Memory/Event Packets



Lindis Curtis Memory/Event Packets

You see Badge Number 500:		
This man is Markrox, the founder of Virtuism and	l its	Lord
and Savior		
Reality Check-In / September 14, 2012	Lind	is Curtis

Lindis Curtis

Reality Check-In / September 14, 2012

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

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

Reality Check-In/September 14, 2012

If your Ω -score drops to 6

ng nere

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

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Reality Check-In/September 14, 2012

If your Ω -score drops to 3

along here

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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

		,
staple binding along here	Reality Check-In/September 14, 2012 In addition to talking gibberish and walking heel-to-toe, open your O-packet.	If your Ω drops to 1
staple binding along here	Reality Check-In/September 14, 2012 Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything go dark. You are now in permanent coma, and are effectively dead.	If your Ω drops to 0

staple along here

If your Ω drops to

folbac her

staple along here

fold

If your Ω drops to $\mathbf{0}$

Reality Check-In September 14, 2012

Lindis Curtis - Me

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

Reality Check-In/September 14, 2012

You see Badge Number 439

aple binding alon

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

e binding along

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.

Lindis Curtis - Me Memory/Event Packets

staple along here

You see Badge Number 439 fold back

staple along here

439 tells you his name

Reality Check-In/September 14, 2012

You compare fingerprints with 439.

ple binding along

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.

le binding along

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.

binding along h

What... that's... impossible. Absolutely impossible. There can't possibly be two of you ... can there? It's time for desperate measures. Ask your fiancee, 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. staple along here You confront 439 about the photograph. staple along here

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

		•
	Reality Check-In/September 14, 2012	Your fiancee 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 fiancee tells you that 349 is real.
staple binding along here	What how could she? How \emph{could} she!? Lose one Ω	

Lindis Curtis - Me Memory/Event Packets

staple along here

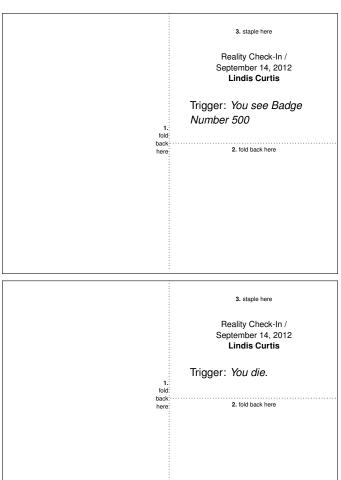
Your fiancee tells you that you are real.

fold back

staple along here

Your fiancee tells you that 349 is real.

Lindis Curtis Memory/Event Packets



Lindis Curtis Memory/Event Packets

You see Badge Number 500:		
This man is Markrox, the founder of Virtuism and	l its	Lord
and Savior		
Reality Check-In / September 14, 2012	Lind	is Curtis

Lindis Curtis

Reality Check-In / September 14, 2012

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

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

Reality Check-In/September 14, 2012

If your Ω -score drops to 6

ng nere

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

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?

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staple along here

If your Ω -score drops to 6

fold back here

staple along here

If your Ω -score drops to 3

		•
staple binding along here	Reality Check-In/September 14, 2012 In addition to talking gibberish and walking heel-to-toe, open your O-packet.	If your Ω drops to 1
staple binding along here	Reality Check-In/September 14, 2012 Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything go dark. You are now in permanent coma, and are effectively dead.	If your Ω drops to 0

staple along here

If your Ω drops to

folbac her

staple along here

0

If your Ω drops to

Reality Check-In September 14, 2012

Lindis Curtis - Me

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

Reality Check-In/September 14, 2012

You see Badge Number 438

ple binding alon

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

hinding along

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.

Lindis Curtis - Me Memory/Event Packets

staple along here

You see Badge Number 438 fold back

staple along here

438 tells you his name

back here

Lindis Curtis - Me Memory/Event Packets Reality Check-In/September 14, 2012 You compare fingerprints with 438 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. 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.

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real. Turn to page Seven if she says you are not.

Lindis Curtis - Me Memory/Event Packets

You compare fingerprints with 438

staple along here

You confront 438 about the photograph.

fold back

staple along here

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

	Reality Check-In/September 14, 2012	Your fiancee 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 fiancee tells you that 348 is real.
staple binding along here	What how could she? How $\it could$ she!? Lose one $\it \Omega$	

Lindis Curtis - Me Memory/Event Packets

staple along here

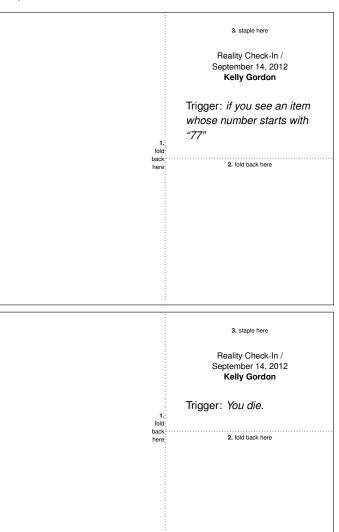
Your fiancee tells you that you are real.

fold back

staple along here

Your fiancee tells you that 348 is real.

Kelly Gordon Memory/Event Packets



Kelly Gordon Memory/Event Packets

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

ding along here

Kelly Gordon - Ω Packet

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

Reality Check-In/September 14, 2012

If your Ω -score drops to 6

ng along her

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

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

staple along here

If your Ω -score drops to 3

fold back

Reality Check-In/September 14, 2012 If your Ω drops to 1 $\,$ 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 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

fold back

staple along here

If your Ω drops to $\mathbf{0}$

Kelly Gordon - Δ Packet Memory/Event Packets

Trigger: Δ Packet

Reality Check-In / September 14, 2012

Kelly Gordon - \(\Delta \) Packet

∆ 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.

 Billy Pulaski Memory/Event Packets

	3. staple here
	Reality Check-In / September 14, 2012 Billy Pulaski
1. fold	
back here	

Billy Pulaski Memory/Event Packets

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

g here

Billy Pulaski - Ω Packet

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

Reality Check-In/September 14, 2012

If your Ω -score drops to 6

ling along her

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Reality Check-In/September 14, 2012

If your Ω -score drops to 3

along here

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 $\textbf{Billy Pulaski} \textbf{-} \ \Omega \ \textbf{Packet} \\ \textbf{Memory/Event Packets}$

staple along here

If your Ω -score drops to 6

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 $\,$ 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 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.

 $\textbf{Billy Pulaski} \textbf{-} \ \Omega \ \textbf{Packet} \\ \textbf{Memory/Event Packets}$

staple along here

If your Ω drops to

fold back

staple along here

If your Ω drops to $\mathbf{0}$

Jacqueline Pulaski Memory/Event Packets

	3. staple here
	Reality Check-In / September 14, 2012 Jacqueline Pulaski
1. fold	Trigger: You die.
back here-	2. fold back here
:	

Jacqueline Pulaski Memory/Event Packets

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

along here

Jacqueline Pulaski - Ω Packet

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Reality Check-In/September 14, 2012

If your Ω -score drops to 6

ling along her

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

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Reality Check-In/September 14, 2012

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staple along here

If your Ω -score drops to 6

staple along here

If your Ω -score drops to 3

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Reality Check-In/September 14, 2012 If your Ω drops to 1 $\,$ 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 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

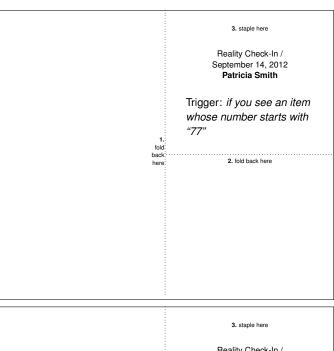
If your Ω drops to

fold back here

staple along here

If your Ω drops to $\mathbf{0}$

Patricia Smith Memory/Event Packets



Reality Check-In /
September 14, 2012
Patricia Smith

Trigger: You die.

1.
foldback
here:
2. fold back here

Patricia Smith Memory/Event Packets

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

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

Reality Check-In/September 14, 2012

If your Ω -score drops to 6

long 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

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.

Patricia Smith - Ω Packet Memory/Event Packets

staple along here

If your Ω -score drops to 6

staple along here

If your Ω -score drops to 3

fold back here

	-		, , , , , , , , , , , , , , , , , , , ,
staple binding along here	Reality	r Check-In/September 14, 2012 In addition to talking gibberish and walking heel-to-toe, open your O-packet.	If your Ω drops to 1
staple binding along here	Reality	Check-In/September 14, 2012 Oh no, this isn't supposed to happen. You hear a ringing, screeching drone, like a phone dial, and everything go dark. You are now in permanent coma, and are effectively dead.	If your Ω drops to 0

Patricia Smith - Ω Packet Memory/Event Packets

staple along here

If your Ω drops to

fold

staple along here

If your Ω drops to $\mathbf{0}$

Patricia Smith - △ Packet Memory/Event Packets

Reality Check-In / September 14, 2012

Patricia Smith - Δ Packet

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.