3. staple here

Reality Check-In / May 25, 2013
Seth Ashford

Trigger: *You see Badge Number 520*

1. fold back here

2. fold back here

---

3. staple here

Reality Check-In / May 25, 2013
Seth Ashford

Trigger: *You die.*

1. fold back here

2. fold back here

---

3. staple here

Reality Check-In / May 25, 2013
Seth Ashford

Trigger: *You build a Head-Mounted Display, or 1 hour passes in-game.*

1. fold back here

2. fold back here

You build a Head-Mounted Display, or 1 hour passes in-game.:

You hear the following, quite clearly, though no one is speaking:

Dear listener,

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 drifting aimlessly through space.

You might be wondering why we made a simulation that included such troubles as poverty, starvation, disease, death, and war. 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 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. What you have to do is very simple — just 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 520:

This man looks just like Markrox, the long-dead founder of Virtuism and its Lord and Savior.

You die.:

Wait 3 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 A Broom Closet full of junk, 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   May 25, 2013

Seth Ashford - Ω **Packet**

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

staple binding along here

Reality Check-In/May 25, 2013   If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple binding along here

You feel disoriented and a little sick. Maybe you shouldn't do that again.

You have a sudden, splitting headache for the next **two minutes. Roleplay accordingly.**

Reality Check-In/May 25, 2013   If your Ω-score drops to 6

staple binding along here

Oh dear, you feel 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 along here

fold
back
here

If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple along here

fold
back
here

If your Ω-score drops to 6

Reality Check-In/May 25, 2013   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.

Reality Check-In/May 25, 2013   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/May 25, 2013   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-score
drops to 3**

staple along here

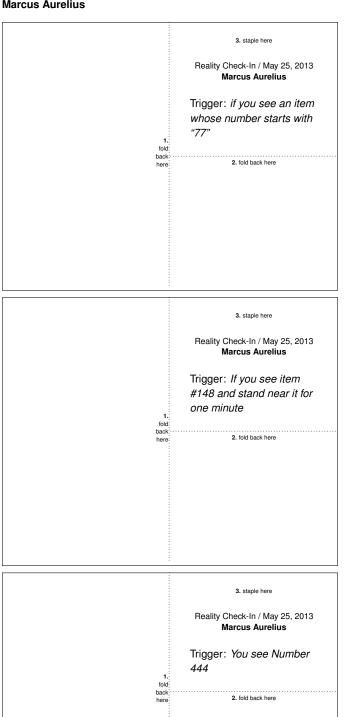**If your Ω drops to
1**

staple along here

**If your Ω drops to
0**

3. staple here

Reality Check-In / May 25, 2013
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 / May 25, 2013
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 / May 25, 2013
Marcus Aurelius

Trigger: *You see Number 444*

1. fold back here

2. fold back here

Reality Check-In / May 25, 2013   **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 / May 25, 2013   **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 / May 25, 2013   **Marcus Aurelius**

You see Number 444:

   This is a picture of your face!

Reality Check-In   May 25, 2013

Marcus Aurelius - Ω Packet

staple binding along here

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

Reality Check-In/May 25, 2013   If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple binding along here

You feel disoriented and a little sick. Maybe you shouldn't do that again.

You have a sudden, splitting headache for the next **two minutes. Roleplay accordingly.**

Reality Check-In/May 25, 2013   If your Ω-score drops to 6

staple binding along here

Oh dear, you feel 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 along here

fold
back
here

If your Ω**-score
drops to 9 (If you
start below 9, open
at start of game.)**

staple along here

fold
back
here

If your Ω**-score
drops to 6**

Reality Check-In/May 25, 2013   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.

Reality Check-In/May 25, 2013   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/May 25, 2013   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

fold
back
here

**If your Ω-score
drops to 3**

staple along here

fold
back
here

**If your Ω drops to
1**

staple along here

fold
back
here

**If your Ω drops to
0**

Reality Check-In / May 25, 2013
Marcus Aurelius - Δ Packet

Trigger: Δ *Packet*

Reality Check-In / May 25, 2013   ***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 / May 25, 2013
Reverend Cornelius

Trigger: *You die.*

1.
fold
back
here
2. fold back here

---

3. staple here

Reality Check-In / May 25, 2013
Reverend Cornelius

Trigger: *You you see Nava's name written someplace*

1.
fold
back
here
2. fold back here

---

3. staple here

Reality Check-In / May 25, 2013
Reverend Cornelius

Trigger: *One hour passes in-game*

1.
fold
back
here
2. fold back here

---

3. staple here

Reality Check-In / May 25, 2013
Reverend Cornelius

Trigger: *1 hr passes in-game*

1.
fold
back
here
2. fold back here

Reality Check-In / May 25, 2013   **Reverend Cornelius**

You you see Nava's name written someplace:

This was your drug dealer from Li Timpeh; your source of Bite. You haven't been able to find him anywhere. So many people have vanished into thin air. It looks like he has too. Where are you going to get your fix now? Maybe he has a stash in the hotel somewhere?

Reality Check-In / May 25, 2013   **Reverend Cornelius**

You die.:

Wait 3 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 A Broom Closet full of junk, 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 / May 25, 2013   **Reverend Cornelius**

One hour passes in-game:

You're beginning to feel a bit ill. It's time to take some Bite, to fend off the withdrawal symptoms. Until you take some Bite (which is a powder that you mix with water and inject), you will be weak (CR= 1) and your skin will itch. Roleplay accordingly. If you fail to take it within 15 minutes, you will additionally suffer from headache, nausea, and tremors. Roleplay accordingly.

Every hour after taking Bite, this packet activates again.

Reality Check-In / May 25, 2013   **Reverend Cornelius**

1 hr passes in-game:

You hear a voice in your head suddenly:

Dear listener,

You have no idea who I am, and I do not really know you you are. But I am a friend.

You must know that the man who resembles your God Markrox is not who he appears to be. He is a powerful demonic force, the source of all suffering, anguish, and death in the world. He is here to make sure that Paradise on Earth never comes.

But not all is lost, my friend! We can bring an eternal Heaven to everyone, and very simply. You have already visited Limbo, though briefly. Now, you must go back, and bring with you a representation of innocence, not ferocity.

To find its nature, 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. Once you know what you are looking for, you must find it! (When you find the item, see a GM for the phys rep.)

Once you are in Limbo, take the representation and put it into the prepared altar. Then, all will be well. No one will suffer and no one will sin.

Godspeed.

Reality Check-In   May 25, 2013

Reverend Cornelius - Ω **Packet**

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

Reality Check-In/May 25, 2013   If your Ω-score drops to 9 (If you start below 9, open at start of game.)

You feel disoriented and a little sick. Maybe you shouldn't do that again.

You have a sudden, splitting headache for the next **two minutes. Roleplay accordingly.**

Reality Check-In/May 25, 2013   If your Ω-score drops to 6

Oh dear, you feel 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 along here

fold
back
here

If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple along here

fold
back
here

If your Ω-score drops to 6

Reality Check-In/May 25, 2013   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.

Reality Check-In/May 25, 2013   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/May 25, 2013   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

fold
back
here

**If your Ω-score
drops to 3**

staple along here

fold
back
here

**If your Ω drops to
1**

staple along here

fold
back
here

**If your Ω drops to
0**

3. staple here

Reality Check-In / May 25, 2013
Lindis Curtis

Trigger: *You see Badge Number 520*

1. fold back here

2. fold back here

3. staple here

Reality Check-In / May 25, 2013
Lindis Curtis

Trigger: *You die.*

1. fold back here

2. fold back here

You see Badge Number 520:

This man looks just like Markrox, the long-dead founder of Virtuism and its Lord and Savior.

You die.:

Wait 3 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 A Broom Closet full of junk, 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   May 25, 2013

Lindis Curtis - Ω **Packet**

staple binding along here

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

Reality Check-In/May 25, 2013   If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple binding along here

You feel disoriented and a little sick. Maybe you shouldn't do that again.

You have a sudden, splitting headache for the next **two minutes. Roleplay accordingly.**

Reality Check-In/May 25, 2013   If your Ω-score drops to 6

staple binding along here

Oh dear, you feel 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 along here

fold
back
here

**If your Ω-score
drops to 9 (If you
start below 9, open
at start of game.)**

staple along here

fold
back
here

**If your Ω-score
drops to 6**

Reality Check-In/May 25, 2013   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.

Reality Check-In/May 25, 2013   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/May 25, 2013   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

fold
back
here

**If your Ω-score
drops to 3**

staple along here

fold
back
here

**If your Ω drops to
1**

staple along here

fold
back
here

**If your Ω drops to
0**

3. staple here

Reality Check-In / May 25, 2013
Lindis Curtis

Trigger: *You see Badge Number 520*

1. fold back here

2. fold back here

---

3. staple here

Reality Check-In / May 25, 2013
Lindis Curtis

Trigger: *You die.*

1. fold back here

2. fold back here

Reality Check-In / May 25, 2013   **Lindis Curtis**

You see Badge Number 520:

This man looks just like Markrox, the long-dead founder of Virtuism and its Lord and Savior.

Reality Check-In / May 25, 2013   **Lindis Curtis**

You die.:

Wait 3 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 A Broom Closet full of junk, 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   May 25, 2013

Lindis Curtis - Ω Packet

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

staple binding along here

Reality Check-In/May 25, 2013   If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple binding along here

You feel disoriented and a little sick. Maybe you shouldn't do that again.

You have a sudden, splitting headache for the next **two minutes. Roleplay accordingly.**

Reality Check-In/May 25, 2013   If your Ω-score drops to 6

staple binding along here

Oh dear, you feel 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 along here

fold
back
here

**If your Ω-score
drops to 9 (If you
start below 9, open
at start of game.)**

staple along here

fold
back
here

**If your Ω-score
drops to 6**

Reality Check-In/May 25, 2013   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.

Reality Check-In/May 25, 2013   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/May 25, 2013   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-score
drops to 3**

staple along here

**If your Ω drops to
1**

staple along here

**If your Ω drops to
0**

3. staple here

Reality Check-In / May 25, 2013
Kevin 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 / May 25, 2013
Kevin Gordon

Trigger: *You die.*

1. fold back here

2. fold back here

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.**

You die.:

Wait 3 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 A Broom Closet full of junk, 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   May 25, 2013

Kevin Gordon - Ω Packet

staple binding along here

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

Reality Check-In/May 25, 2013   If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple binding along here

You feel disoriented and a little sick. Maybe you shouldn't do that again.

You have a sudden, splitting headache for the next **two minutes. Roleplay accordingly.**

Reality Check-In/May 25, 2013   If your Ω-score drops to 6

staple binding along here

Oh dear, you feel 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 along here

If your Ω-score drops to 9 (If you start below 9, open at start of game.)

fold
back
here

staple along here

If your Ω-score drops to 6

fold
back
here

Reality Check-In/May 25, 2013   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.

Reality Check-In/May 25, 2013   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/May 25, 2013   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

fold
back
here

**If your Ω-score
drops to 3**

staple along here

fold
back
here

**If your Ω drops to
1**

staple along here

fold
back
here

**If your Ω drops to
0**

Reality Check-In / May 25, 2013
Kevin Gordon - Δ Packet

Trigger: Δ *Packet*

Reality Check-In / May 25, 2013   **Kevin 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 / May 25, 2013
Bailey Pulaski

Trigger: *You die.*

1.
fold
back
here

2. fold back here

You die.:

Wait 3 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 A Broom Closet full of junk, 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   May 25, 2013

Bailey Pulaski - Ω Packet

staple binding along here

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

Reality Check-In/May 25, 2013   If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple binding along here

You feel disoriented and a little sick. Maybe you shouldn't do that again.

You have a sudden, splitting headache for the next **two minutes. Roleplay accordingly.**

Reality Check-In/May 25, 2013   If your Ω-score drops to 6

staple binding along here

Oh dear, you feel 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 along here

fold
back
here

If your Ω**-score
drops to 9 (If you
start below 9, open
at start of game.)**

staple along here

fold
back
here

If your Ω**-score
drops to 6**

Reality Check-In/May 25, 2013   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.

Reality Check-In/May 25, 2013   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/May 25, 2013   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

fold
back
here

If your Ω-score drops to 3

staple along here

fold
back
here

If your Ω drops to 1

staple along here

fold
back
here

If your Ω drops to 0

Reality Check-In / May 25, 2013
Jacqueline Pulaski

Trigger: *You die.*

You die.:

Wait 3 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 A Broom Closet full of junk, 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　　　　　　　　　　　　　　　　　　May 25, 2013

Jacqueline Pulaski - Ω Packet

staple binding along here

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

Reality Check-In/May 25, 2013　　　　　　　　　If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple binding along here

You feel disoriented and a little sick. Maybe you shouldn't do that again.

You have a sudden, splitting headache for the next **two minutes. Roleplay accordingly.**

Reality Check-In/May 25, 2013　　　　　　　　　　　　　　　　　　　　If your Ω-score drops to 6

staple binding along here

Oh dear, you feel 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 along here

fold
back
here

**If your Ω-score
drops to 9 (If you
start below 9, open
at start of game.)**

staple along here

fold
back
here

**If your Ω-score
drops to 6**

Reality Check-In/May 25, 2013   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.

Reality Check-In/May 25, 2013   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/May 25, 2013   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

fold
back
here

**If your Ω-score
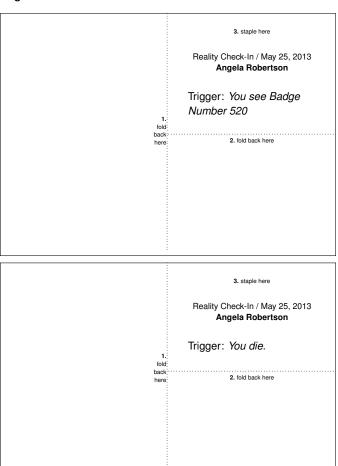drops to 3**

staple along here

fold
back
here

**If your Ω drops to
1**

staple along here

fold
back
here

**If your Ω drops to
0**

3. staple here

Reality Check-In / May 25, 2013
Angela Robertson

Trigger: *You see Badge Number 520*

1.
fold
back
here

2. fold back here

---

3. staple here

Reality Check-In / May 25, 2013
Angela Robertson

Trigger: *You die.*

1.
fold
back
here

2. fold back here

Reality Check-In / May 25, 2013   ***Angela Robertson***

You see Badge Number 520:

This man looks just like Markrox, the long-dead founder of Virtuism and its Lord and Savior.

Reality Check-In / May 25, 2013   ***Angela Robertson***

You die.:

Wait 3 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 A Broom Closet full of junk, 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   May 25, 2013

Angela Robertson - Ω **Packet**

staple binding along here

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

Reality Check-In/May 25, 2013   If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple binding along here

You feel disoriented and a little sick. Maybe you shouldn't do that again.

You have a sudden, splitting headache for the next **two minutes. Roleplay accordingly.**

Reality Check-In/May 25, 2013   If your Ω-score drops to 6

staple binding along here

Oh dear, you feel 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 along here

fold
back
here

If your Ω**-score
drops to 9 (If you
start below 9, open
at start of game.)**

staple along here

fold
back
here

If your Ω**-score
drops to 6**

Reality Check-In/May 25, 2013

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.

Reality Check-In/May 25, 2013

If your Ω drops to 1

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

Reality Check-In/May 25, 2013

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-score
drops to 3**

staple along here

**If your Ω drops to
1**

staple along here

**If your Ω drops to
0**

3. staple here

Reality Check-In / May 25, 2013
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 / May 25, 2013
Patricia Smith

Trigger: *You die.*

1. fold back here

2. fold back here

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.**

You die.:

Wait 3 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 A Broom Closet full of junk, 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   May 25, 2013

Patricia Smith - Ω Packet

staple binding along here

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

Reality Check-In/May 25, 2013   If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple binding along here

You feel disoriented and a little sick. Maybe you shouldn't do that again.

You have a sudden, splitting headache for the next **two minutes. Roleplay accordingly.**

Reality Check-In/May 25, 2013   If your Ω-score drops to 6

staple binding along here

Oh dear, you feel 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 along here

fold back here

If your Ω-score drops to 9 (If you start below 9, open at start of game.)

staple along here

fold back here

If your Ω-score drops to 6

Reality Check-In/May 25, 2013   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.

Reality Check-In/May 25, 2013   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/May 25, 2013   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

fold
back
here

**If your Ω-score
drops to 3**

staple along here

fold
back
here

**If your Ω drops to
1**

staple along here

fold
back
here

**If your Ω drops to
0**

Reality Check-In / May 25, 2013
Patricia Smith - Δ Packet

Trigger: Δ *Packet*

Reality Check-In / May 25, 2013   **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.