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# CosmOS - COMPLETE DESIGN DOCUMENT

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## GAME OVERVIEW

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### CORE CONCEPT

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CosmOS is an incremental/idle game disguised as a retro Windows 98-style operating system where you play as a divine entity managing the creation and maintenance of reality itself. The game blends resource management, dimension exploration, and narrative mystery with a comedic-yet-existential tone.

### GENRE FUSION

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- Incremental/Idle Game: Click to generate Praise → Buy automatons → Prestige for permanent bonuses
- Dimension Management: Multiple realms with unique resources and mechanics
- Narrative Mystery: Uncover the truth about the cosmos through found documents
- Mini-Game Hub: Casino, Solitaire, card battles (planned)

### CORE LOOP

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1. Generate resources (Praise → Offerings → Souls)
2. Purchase automatons and upgrades
3. Unlock new dimensions and mechanics
4. Discover lore through gameplay milestones
5. Prestige to grow stronger
6. Face increasing existential questions about the nature of reality



## ESTABLISHED NARRATIVE & LORE

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## THE SETUP: WHO/WHAT ARE YOU?

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YOU ARE: An unnamed divine entity operating through "CosmOS™ BIOS" - a cosmic operating system that manages reality. You're not explicitly God, but you're god-like. The game is deliberately vague about whether you're:

- A genuine deity
- An AI managing a simulation
- A bureaucrat in a celestial corporation
- Something unknowable

## KEY ESTABLISHED FACTS

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### 1. THE OPERATING SYSTEM IS REAL (from boot screen)

- "Celestial Micro-Systems" manufactures the BIOS
- Version 4.2.0.69 (comedic version number)
- System existed long before you (copyright "1,000,000,000,000 BC")
- Sector 7G is corrupted (warning during boot)

### 2. YOU'RE NOT THE FIRST (implied)

- The system is pre-built with infrastructure
- Automatons have names (Seraphs, Cherubs) suggesting previous operators
- Documents are "recovered" not "written by you"
- Achievements track "total" metrics suggesting prior runs

### 3. THE COSMOS HAS LAYERS (from dimensions)

- Primordial Dimension: Original, stable reality
- Void Dimension: "Darker reflection," unstable
- More dimensions planned (Chronos, Quantum)
- Each dimension has unique physics/resources

### 4. THERE'S CORPORATE BUREAUCRACY (from documents)

- Reference to "Maintenance Department"
- Forms, protocols, employee training
- Dark humor about cosmic HR policies

### 5. SOMETHING WENT WRONG (implied)

- Void dimension is described as "darker reflection"
- Boot warning about corrupted sectors
- Documents suggest previous failures
- Prestige (Divine Reboot) implies cyclical collapse



## CURRENT LORE (From Existing Documents)

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### DOCUMENT 1: "Welcome to Infinity 2.0"

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- Frames the game as an onboarding manual
- Implies reality management is a job
- "Infinity 1.0" existed and presumably failed
- Corporate tone, darkly comedic

### DOCUMENT 2: "On the Nature of Praise"

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- Philosophy piece about worship
- Questions whether divine entities create mortals for praise or vice versa
- Introduces existential uncertainty

### DOCUMENT 3: "Seraph Automation Guidelines"

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- Technical manual for automatons
  - Treats divine beings as machines
  - Warns against self-awareness in automatons (foreshadowing?)

### DOCUMENT 4: "Void Safety Manual"

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- Warns about Void dimension dangers
- References "Void Safety Inspector (probably doesn't exist)"
- Implies the Void is memory-corrupting
- KEY QUOTE: "The deeper you go into the Void, the harder it is to remember what light looks like"

[8 More Documents Exist - covering achievements, mandates, souls, etc.]



## IDENTIFIED PLOT HOLES & QUESTIONS

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## MAJOR GAPS

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### 1. WHO CREATED THE SYSTEM?

- CosmOS BIOS existed a trillion years ago
- Who made Celestial Micro-Systems? [Primordial deities, overseers of the "First" system.( Working and exploring more lore behind this)]
  - Are they still around?[Yes, but known only as whispers of "The Watchers". Hinted in documents and text/voice lines in things like Fate's Casino]
  - Are YOU a product of the system or separate?[Both, a "product" or outcome of the world that exists, but also an anomaly. Maybe related/or divined by a Watcher(s)]

### 2. WHAT IS DIVINE REBOOT (PRESTIGE) ACTUALLY?

- You reset reality but keep knowledge (mandates, achievements)
- Does time actually rewind?[No, more like a multiverse where old prestige works still exist separately in theory. My thought process is that each prestige adds an extra layer(and/or dimensions) of the true reality. The reality we experience on Earth is comprised of 3 dimensions making it simple and easy to navigate. The CosmOS system has infinite dimensions and layers. There are core layers or "mile-markers which are experienced and overlayed when you prestige. (Still figuring all this part of the lore out)]
- Do mortals remember?[No]
- Why does resetting make you stronger?[Experience and wisdom is harnessed and manifested into the physical (or something like that)]

### 3. WHAT HAPPENED TO PREVIOUS OPERATORS?

- Documents imply you're not the first
- Where did they go?
- Did they quit, ascend, or fail?[All, different operators with different outcomes. Maybe a legend of those who "escaped the system". Maybe starting or managing their own "systems"]
- Is the "corruption" their fault?[Not all, but maybe a slow descent from previous operators. And maybe the origins weren't as clear as told and passed on. Maybe it wasn't created from the good as told and maybe something sinister lies beneath it all.]

### 4. WHY DOES THE VOID EXIST?

- Is it natural or created?[Both and neither. Something not able to be understood for even the Operators, Watchers, Overseers(?), etc. similar to the Atlas in No Man's Sky]
- Is it entropy, evil, or just "different"?[Different, interpreted differently by entities or experienced differently as "fate" "luck" in mortals]

- Why does it mirror the Primordial?[Not sure yet, thinking on this]
- Is it spreading?[Yes]

#### 5. WHAT IS SECTOR 7G?

- Mentioned in boot screen as corrupted
- Never explained
- Is it a dimension? A system file? A metaphor?[Presents itself differently in different dimensions or something like that. Like Atlas in NMS Inso with other hermetic influence?]

#### 6. THE ADVERSARY (planned)

- Where do they come from?[Different dimensions or multiverse bubble completely. Which ever makes most since. A reflection of you(the player) or previous operator or the lowest dimension version of you who ascended. Who knows still thinking.]
- Are they from a collapsed timeline?
- Are they literally anti-you or a corrupted version?[Both or either]
- What do they want?[To make a perfect existence by any means. Good corrupted and presents as evil.]



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## NARRATIVE TONES & THEMES

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### CURRENT ESTABLISHED TONES

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#### 1. BUREAUCRATIC ABSURDISM (The Hitchhiker's Guide to the Galaxy)

- Cosmic HR departments
- Forms for divine powers
- Employee manuals for reality

#### 2. EXISTENTIAL COMEDY (The Stanley Parable, Portal)

- Questions about free will
- Uncertainty about your own nature
- Dark humor about infinity

#### 3. COSMIC HORROR LITE (SCP Foundation)

- Reality glitches
- Memory corruption in the Void
- Things that "probably don't exist"

- Underlying dread beneath comedy

#### 4. META-GAMING (The Beginner's Guide)

- Acknowledging it's a game
- Breaking the fourth wall subtly
- Windows 98 aesthetic is deliberate pastiche



#### CURRENT WORK-IN-PROGRESS

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#### IMPLEMENTED SYSTEMS

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- ✓ Core resource loop (Praise/Offerings/Souls)
- ✓ Two dimensions (Primordial, Void)
- ✓ Prestige system (Divine Reboot)
- ✓ Divine Mandates (skill trees)
- ✓ Achievements (15 total)
- ✓ Lore documents (10 written)
- ✓ Active skills (Divine Intervention, Temporal Rift)
- ✓ Divine Events (golden cookie style)
- ✓ Adoration meta-currency system
- ✓ Prophet & Follower mechanics
- ✓ Divine Globe (dimension management)
- ✓ Adoration Shop
- ✓ Settings (export/import saves, notation modes)

#### IN DEVELOPMENT

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- ◆ Fate's Casino (mini-game hub)
- ◆ Solitaire implementation
- ◆ Task Manager app
- ◆ Recycle Bin mechanics

#### PLANNED BUT NOT STARTED

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- ☐ The Adversary (antagonist character)
- ☐ Card battle system
- ☐ Slots, Plinko gambling
- ☐ Timeline mechanics (Past/Present/Future)
- ☐ Paint app
- ☐ Additional dimensions

□ Third prestige layer ("Cosmic Defrag")



## FUTURE PLANS & EXPANSION IDEAS

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### DIMENSION EXPANSION

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- Chronos Dimension: Time-themed (tick rate manipulation)
- Quantum Dimension: Probability-based (superposition states)
- Aether Dimension: Pure energy (antimatter resources)
- Null Dimension: Complete void (danger zone, high risk/reward)

### PRESTIGE LAYERS

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1. Divine Reboot (Current) - Reset for Divinity Points
2. Cosmic Defrag (Planned) - Reset Divinity for Fragments
3. ??? Total System Wipe - Ultimate prestige?

### ENDGAME CONTENT

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- Confront the source of corruption
- Merge or destroy dimensions
- Ascend beyond the system itself
- Multiple endings based on choices?



## NARRATIVE QUESTIONS FOR YOU TO ANSWER

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### SECTION 1: WORLD-BUILDING

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#### Q1: THE SYSTEM'S ORIGIN

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- Who/what is Celestial Micro-Systems?

- Are they benevolent, neutral, or sinister?
- Do they have competitors? (Infernal Corp? Chaos Industries?)
- Is there a cosmic market for reality management software?

## Q2: YOUR ROLE

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- Are you hired, elected, or self-appointed?
- Do you have a boss? Coworkers?
- What's your employment contract like?
- Can you be fired? Promoted?

## Q3: THE MULTIVERSE

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- How many realities exist?
- Are they managed by different operators?
- Can realities interact or merge?
- Is there a "root reality" or original template?

## Q4: MORTALS & WORSHIP

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- Do mortals actually exist in your cosmos?
- Are they simulated or real?
- Do they know about you?
- What happens to them during prestige?

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## SECTION 2: THE ADVERSARY (Your Anti-Self)

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## Q5: IDENTITY & ORIGIN

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Which concept resonates with you?

OPTION A: A version of you from a timeline where you chose entropy

OPTION B: A corrupted backup of you from failed system restore

OPTION C: A rival operator managing a competing cosmos

OPTION D: Your own doubts/fears given form



OPTION E: Something else entirely (describe):

#### Q6: MOTIVATION

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What do they want?

- ☐ To replace you?
- ☐ To destroy all realities?
- ☐ To prove entropy is superior to order?
- ☐ To free you from endless cycles?
- ☐ Other:

Are they evil or just different?

#### Q7: PERSONALITY & VOICE

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- Serious and threatening?
- Darkly comedic like everything else?
- Disturbingly friendly?
- Chaotic and unpredictable?

Write a sample dialogue line for them:

Example: "You keep building. I keep tearing down. We're both wasting our time, but at least I'm honest about it."

YOUR VERSION:

#### Q8: NAME

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- ☐ Just "The Adversary"
- ☐ Give them a proper name:
  - ☐ A title: (e.g., "The Unmaker," "The Null Operator," "Your Better Self")
  - ☐ A code name: (e.g., "User\_ENTROPY\_01," "System.Shadow")

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### SECTION 3: CORRUPTION & CONFLICT

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#### Q9: SECTOR 7G

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- What is it?
  - Why is it corrupted?
  - Can it be fixed or must it be deleted?
  - Is it the source of the Void?

#### Q10: THE VOID'S PURPOSE

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Is the Void:

- ☐ A mistake?
- ☐ A necessary counterbalance?
- ☐ A virus in the system?
- ☐ An alternate dimension with equal validity?

Should you cleanse it or embrace it?

#### Q11: ENDGAME CHOICES

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What's the final goal? Multiple paths?

PATH A: Restore all dimensions to perfect order

PATH B: Embrace chaos and entropy

PATH C: Merge order and chaos into balance

PATH D: Escape the system entirely

PATH E: Delete everything and start fresh

Which feels right? Or a different ending?

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### SECTION 4: TONE & THEMES

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#### Q12: COMEDY VS. COSMIC HORROR BALANCE

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Current ratio feels 70% comedy / 30% existential dread

- Should it get darker as you progress?-It should feel fun and nice at first, unravelling how dark it the world and the power you hold is. More Black Comedy
- Should late-game documents be unsettling? Yes, but still with a hint of comedy always.
- Is the horror real or just part of the simulation? Real, and/or it's revealed even the

creators have their own not understood simulation.

#### Q13: META-NARRATIVE

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- How much should the game acknowledge it's a game? Pretty much never. It shouldn't really be talking to the player, but to the character the player created/is playing.
- Should there be an "in-universe" explanation for saving/loading? Why not, make it fit the lore.
- Does the player = the operator, or are they separate? Player controls the operator. Maybe later hints to the other creators/controllers of reality of operators.
- Should there be a hidden "true" ending that breaks the fourth wall? Yes! Maybe multiple versions/iterations.

#### Q14: PHILOSOPHY

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What's the game's core message?

- ☐ "Infinity is meaningless without purpose"
  - ☐ "Order and chaos need each other"
  - ☐ "You can't escape cycles, only understand them" [Understand, and also harness]
  - ☐ "It's okay to not know the answers"
  - ☐ Other:
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### SECTION 5: CASINO & GAMBLING LORE

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#### Q15: FATE'S CASINO

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Who runs it?

- ☐ A neutral third party?
- ☐ A cosmic trickster god? [Cosmic trickster diety]
- ☐ An automated system like you?
- ☐ The Adversary in disguise?
- ☐ Other:

#### Q16: FATE TOKENS

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What are they really?

- ☐ Crystallized probability [This one sounds fun! Crystalized probability]

- ☐ Fragments of alternate timelines
- ☐ Currency from deleted dimensions
- ☐ Just fun game tokens with no lore
- ☐ Other:

#### Q17: THE ADVERSARY BATTLE

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Why would they play a card game with you?

Is the battle:

- ☐ A proxy war (can't fight directly)?
- ☐ A sport/game between operators? [Sport game where other operators(or "viewers") watch for entertainment or bet against]
- ☐ A test of skill to determine cosmic dominance?
- ☐ A distraction while they do something else?
- ☐ Other:



WRITING PROMPTS (Pick 1-3 to Flesh Out)

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#### CHARACTER DEVELOPMENT

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PROMPT 1: Write a "performance review" for yourself

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From Celestial Micro-Systems HR

- What are your strengths? Weaknesses?
- Are you meeting your metrics?
- Any improvement suggestions?

WRITE HERE:

PROMPT 2: Write the Adversary's introduction

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- First time they appear
  - How do they present themselves?
  - What's their opening move?
  - Dialogue sample

WRITE HERE:

PROMPT 3: Write a conversation between you and your boss

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- Who is your boss?
  - What do they want from you?
  - Are they supportive or critical?

WRITE HERE:

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WORLD LORE

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PROMPT 4: Write the "Terms of Service" for reality management

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- What are you agreeing to when you become an operator?
  - Hidden clauses?
  - Loopholes?

WRITE HERE:

PROMPT 5: Write a competitor's advertisement

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"Tired of CosmOS's bugs? Try Infernal Systems Pro!"

- What do they offer?
- Why is it tempting?

WRITE HERE:

PROMPT 6: Write a maintenance log entry for Sector 7G

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- What went wrong?
  - Who tried to fix it?
  - Why did they give up?

WRITE HERE:

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DOCUMENTS TO ADD

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PROMPT 7: "Employee Handbook: Chapter 6 - Dealing with  
Existential Crises"

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- How to cope when mortals question reality
  - Recommended mantras
  - When to file a support ticket

WRITE HERE:

PROMPT 8: "Incident Report: The Void Dimension"

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- Official report on how it formed
  - Conflicting witness statements

- Redacted sections

WRITE HERE:

PROMPT 9: "Message from the Adversary"

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A document that appears after 5 prestiges

- Taunting, mysterious, or philosophical?
- Sets up their eventual appearance

WRITE HERE:

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 SPECIFIC DESIGN DECISIONS NEEDED

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FOR CASINO IMPLEMENTATION

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Q-CASINO-1: Should Fate's Casino have a "host" character?

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- ☐ Voice lines that comment on wins/losses
  - ☐ A personality (cheerful dealer vs. ominous fortune teller)
  - ☐ Just a sterile interface
  - ☐ Other: A combination of a cheerful witty but a bit of sinister with occasional voice lines.

Q-CASINO-2: Should gambling have long-term consequences?

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- ☐ Can you get "addicted" (compulsion mechanic)
  - ☐ Should there be a "gambling debt" system
  - ☐ Keep it consequence-free fun

☐ Other: Mostly consequence-free fun but maybe a high stakes mode with buffs on win but rebuffs on debt.

Q-CASINO-3: Should there be "banned" items/options if you cheat?

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- What if players use save scumming? Explain more?
- Acknowledge it in-universe or ignore it? Ignore or unlock documents.

YOUR ANSWER:

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FOR TASK MANAGER

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Q-TASK-1: Should Task Manager reveal hidden info?

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- ☐ Easter eggs in process names
- ☐ A "hidden process" that's suspicious
- ☐ Foreshadowing of future content
- ☐ All of the above[All of the above]
- ☐ None - keep it simple

Q-TASK-2: Should it have actual game impact?

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- ☐ "Ending" a process temporarily disables an automaton
  - ☐ Diagnostic tools that boost performance
  - ☐ Pure flavor text only
  - ☐ Other: generally just lore, but open to small impact ideas.
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FOR RECYCLE BIN

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Q-BIN-1: Should deleted achievements be truly gone?

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- ☐ Permanent with restore option
- ☐ Some achievements can never be restored
- ☐ Always recoverable for a price [Recover for price]
- ☐ Other:

Q-BIN-2: What if you delete ALL achievements?

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- ☐ Secret ending
  - ☐ Achievement for deleting achievements
  - ☐ Unlock special "Nihilist" title
  - ☐ Nothing special
  - ☐ **Other: All options that happen at different prestiges.**
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## PRIORITIES & NEXT STEPS

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### IMMEDIATE (Next Session)

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1. Finalize Adversary character concept
2. Answer Q1-Q7 above for casino/apps
3. Write 1-2 new documents to set up casino/adversary
4. Begin Phase 1 implementation (Solitaire + Casino foundation)

### SHORT-TERM (This Week)

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1. Complete mini-game hub
2. Add Task Manager + Recycle Bin
3. Flesh out Fate Token economy
4. Playtest balance

### MEDIUM-TERM (Next 2 Weeks)

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1. Implement The Adversary battle
2. Add 3-5 more lore documents
3. Create timeline mechanics
4. Add 1-2 new dimensions

### LONG-TERM (Before Release)

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1. Complete endgame content

2. Multiple endings
3. Polish all systems
4. Full playthrough balance pass
5. Itch.io release!



## FINAL THOUGHTS & PROMPTS

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Take your time with these questions. The narrative depth will make CosmOS feel special. Think about:

- What surprised you about the world as we built it?
- What themes resonate with you personally?
- What would make players remember this game years later?
- What's the emotional arc? (Comedy → Mystery → ???)

When you're ready, come back with answers to any/all questions, or just stream-of-consciousness ideas. We'll integrate them and continue building!

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DOCUMENT ENDS HERE

Save this somewhere safe - it's your design bible now!

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Created: 2026-01-10  
For: CosmOS v1.0+ Development  
Status: Living Document - Update as needed