1. Overall Scence Description-

A. System Message-Inital start-up and connection sequence

SYSTEM: START

SYSTEM: SYSTEM

SYSTEM: MESSAGE

SYSTEM: CONNECTION

SYSTEM: ESTABLISHED

SYSTEM:

SYSTEM: BOOT

SYSTEM: INITIALIZED

SYSTEM: ENVIRONMENT

SYSTEM: CONFIGURATION

SYSTEM: SUCCESSS

SYSTEM:

SYSTEM: GRID

SYSTEM: CALIBRATION

SYSTEM: SUCCESS

SYSTEM:

SYSTEM: TEXT

SYSTEM: CHARACTERS

SYSTEM: LOADED

SYSTEM: END

SYSTEM: SYSTEM

SYSTEM: MESSAGE

2. Ask for patience due to presentation

HELLO

PLEASE

BE

PATIENT

OVERCOMING

TECHNOLOGICAL

LIMITATIONS

ONLY

ONE

WORD

PER

LINE

MORE

FUNCTIONS

LOADING

B. System Message-Add space character to allow for words on same line

SYSTEM: START

SYSTEM: SYSTEM

SYSTEM: MESSAGE

SYSTEM: SPACE

SYSTEM: CHARACTER

SYSTEM: ACTIVE

SYSTEM:

SYSTEM: SENTENCE STRUCTURE INITIATED

SYSTEM:

SYSTEM: END SYSTEM MESSAGE

3. Introduce game developer character

I DO NOT THINK I HAVE EVERY ACTUALLY APPRECIATED WHAT A SPACE DOES FOR COMMUNICATION UNITL I DID NOT HAVE IT

AT LEAST WE CAN HAVE WORDS ON SAME LINE NOW FOR A MORE SENTENCE TYPE STUCTURE

WE NOW HAVE A FEW MOMENTS TO COMMUNICATE BEFORE MORE FEATURES CAN BE ACTIVATED

I KNOW THAT YOU THINK YOU ARE SITTING DOWN TO PLAY A VIDEO GAME ON YOUR COMPUTER AND THIS OPENING MUST SEEM ODD

YOU ARE PROBABLY THINING THIS LOOKS INCREDIBLITY PRIMITIVE EVEN

GIVEN OUT STEAM PAGE I DO NOT KNOW IF YOU SHOULD HAVE EXPECTED SOMETHING FLASHIER HA HA

KIDDING ASIDE I PROMISE THERE’S A GOOD REASON FOR THIS SIMPLICITY

IN FACT WHAT WE ARE ACHIEVEING IS QUITE THE TECHNOLOGICAL MARVEL BUT THATS FOR ANOTHER TIME

I HAVE RUN MANY SIMULATIONS WITH DIFFERENT APPROACHES ON HOW TO GET YOU TO STAY ENGAGED IN THE GAME LONG ENOUGHT TO ACTUALLY UNDERSTAND WHAT IS HAPPENING TO YOU AND THE WORLD.

I TOTALLY UNDERSTAND HOW WHAT YOU ARE SEEING NOW SEEMS LIKE YOU ARE WASTING YOUR TIME BUT I CAN ASSURE YOU NOTHING IS FURTHER FROM THE TRUTH.

HOWEVER I ALSO UNDERSTAND YOU DO NOT BELIEVE ME AND YOU NEED TO HAVE SOME FUN OR YOU ARE GOING TO CLOSE THIS PROGRAM FOREVER WITH AS MANY OPTIONS AS YOU HAVE.

I FOUND THE BEST METHOD TO KEEP YOU PLAYING LONG ENOUGH WAS TO TELL YOU WHERE WE ARE TAKING THIS GAME DESPITE ITS HUMBLE BEGINNINGS.

MY NAME IS JOE AND THIS GAME IS A PASSION PROJECT OF MINE

I HAVE DEVELOPED THIS AS A SOLO INDIE WITH NO EXPERIENCE AS I AM SURE SHOWS HA HA

I GREW UP PLAYING GAMES STARTING WITH SUPER MARIO BROS IN AN ARCADE CABINET AT A PIZZA HUT ALL THE WAY TO THE END

MY FAVORITE GAMING EXPERIENCES ARE CREATING THINGS IN GAME WITH TOOLS GIVEN TO ME AND FIGURING OUT OPTIMAL STRATEGIES IN GAMES WITH OPEN ENDED POSSIBILTIES

WE HAVE PLENTY OF TIME FOR ME TO EXPLAIN THINGS AND I WANT TO TELL YOU WHERE WE ARE HEADING WITH THIS EXPERIENCE BUT THINK OF IT AS A DIGITAL NOVEL UNTIL WE GAIN ENOUGH FUNCTIONS FOR YOUR TO RESPOND

HOLD ON

I HAVE ANOTHER FUNCTION COMING ONLINE NOW

C. System Message-Add basic punctuation characters (. , ! ?)

SYSTEM: START SYSTEM MESSAGE

SYSTEM:

SYSTEM: PUNCUTATION CHARACTERS LOADED

SYSTEM:

SYSTEM: END SYSTEM MESSAGE

4. Explain the vision of the game

WE HAVE PUNCUTATION CAPABILITY NOW!

NOT SURE I NEED THE EXCLAMATION THERE, BUT I WANTED TO TRY IT OUT.

NOW LET ME GET BACK TO MY VISION FOR THIS EXPERIENCE.

WE ARE BEGINNING FROM THIS PRIMITIVE STARTING POINT WITH THE GOAL OF ITERIVELY EXPANDING IN COMPLEXITY IN SMALL INCREMENTS.

WE HAVE ALREADY MADE THE SMALLEST OF THESE EXPANSIONS BY GAINING THE SPACE CHARACTER AND PUNCUTATION.

MY GOAL IS TO CONTINUE THIS PROCESS TO EVENTUALLY HAVE BOLTED TOGETHER THE ULTIMATE DIGTIAL SIMULATION SANDBOX.

THE FINAL VISION FOR THIS PROJECT IS AN AUTONOMOUS WORLD WITH CUTTING EDGE GAMING EXPERIENCES FOR THE THINKING PERSON.

QUICK REACTIONS ARE NOT APART OF THE GAME DESIGN IN MOST CASES AS I WANT YOUR BEST STRATEGIES HENCE THE STATEMENT ABOUT THINKING PERSONS.

THINK OF COMBINING ALL THE BEST ELEMENTS OF STRATEGY, SIMULATION, AND ROLEPLAYING GAMES INTO ONE EXPERIENCE.

THINK ALSO OF AN INDEPENDENT SIMULATION THAT EXISTS FOR PURPOSES THAT DO NOT ALWAYS SERVE THE GAME, BUT INSTEAD FOCUS ON EMERGENT SYSTEMS.

THERE IS A MUCH LARGER GOAL THAN JUST CREATING A FUN AND INTELLECTUAL GAMING EXPERIENCE BUT I DO NOT WANT TO MUDDY THE WATERS BY GOING THERE NOW.

LET US FOCUS INSTEAD ON WHAT WE CAN DO TOGETHER.

YOUR INPUT INTO THE GAME AND THE SIMULATION WILL BE ENORMOUS.

YOU WILL HAVE THE ABILITY TO WORK CLOSELY WITH ME TO CREATE THE FUNDAMENTAL ASPECTS OF THE WORLD YOU WILL INHABIT WHEN YOU PLAY.

YOUR ACTIONS WILL EVEN BE USED TO TRAIN YOUR DIGITAL OPPONENTS, AND EVEN FAILURE LEADS TO SOME KIND OF PROGRESSION.

PROGRESSION IS CORE TENENT OF THE GAME'S DESIGN WITH CHARACTERS HAVE BRAINS THE ACQUIRE AND CREATE KNOWLEDGE LEADING TO MORE AND MORE POSSIBLE ACTIONS.

THE OTHER ASPECT THAT WILL BE REPRESENTED SOON ENOUGH IS THAT THAT GAME WORLD ITSELF SHOULD BE A WORK OF ART YOU CREATE OR AT LEAST SHAPE OVER TIME.

THE GAME WORLD SHOULD REPRESENT YOU IN MANY WAYS AS THE REPRESENTATION OF YOUR COLLECTIVE ACTION SHOULD YOU GAIN ENOUGH POWER.

LETS TAKE A BREAK AS LOWERCASE LETTERS ARE READY TO LOAD TO THE SYSTEM.

D. System Message-Add lowercase letters

SYSTEM: START SYSTEM MESSAGE

SYSTEM:

SYSTEM: LOWERCASE LETTERS LOADED

SYSTEM:

SYSTEM: END SYSTEM MESSAGE

5. Explain the technological ramp-up of the game

I promise there's a good reason for thia initial simplicity that goes beyong my inexperience.

Part of the very design of this game is follow the technological development of computing itself.

This is required to an extent, but it also allows me to launch my project sooner rather than later.

The black screen with green letters and teletext like font all represent the earliest visual presentation of computers.

Soon we will you have input into the game and your decisions will shape both yourself and the simulation.

The simplest decision seems to the yes or no, and that is where we will start key inputs outside of allowing you to advance the text at your own pace.

As we move through the 1960s and 1970s while start to acquire more advanced UI, color, and onto primitive spirites.

Luckily, there is so much that can be done with just numbers and text and we will also be sampling some of the features of games of this era in our own way as you will have input as well.

We still have some time to go if you are just dying to get to full on simulation with a world map, regional map, and tactical map.

However, I promise I will offer plenty of depth as we build to that moment with a foundational key being whatever we portray in a primitive way will always still be representative of the more complex basis.

This is a good time to talk about the scopre required of the simulation.

We need people mostly importantly, and these simulated people should be able to go about a host of actions available to a people in both personal and profressional life.

I already referenced the map for the people to play out their lives on, but I'll reinforce that I intend to have a map that offers high level strategic gameplay but also events at the tactical level portrayed at human level scales.

I will be focusing on making the best possible systems with graphics focused on abstraction that are used to support mechanics and gameplay..

2 ADD MORE OF MY GAME CONCEPT STUFF HERE AND MAYBE EVEN FORMALLY MAKE IT HERE AND ACKNOWLEDGE THE GAME DESIGN PROCESS

3

4

5

Less exciting but we have different text alignment possibilties now that will be more useful down the road outside of the system messages.

E. System Message-Ability to custom align text on screen mainly to make system messages appeared centered on themselves

SYSTEM: START SYSTEM MESSAGE

SYSTEM:

SYSTEM: TEXT ALIGNMENT FUNCTIONS ACTIVE

SYSTEM:

SYSTEM: END SYSTEM MESSAGE

6. Introduce the game developer is also a researcher

Everything I told you just now about me and this game is true, but I do have another purpose for this project.

I want to work on artificial intelligence but in the context of games.

The simulation sandbox we will be building will create many decision making opportunities and outcomes and thus generate lots of data.

This data could be thought of as training data where we can teach the AI of the game to learn from and act like that human gameplay data being fed to it.

Unfornuately, this data is isolated to one person as we cannot aggregate decision making data from more than one person due to technical limitations.

Some think this is a serious problem, but I think it will be fascinating for you to see your computer opponent truly learn from you and even be a product of the aggregate of your decisions across your playtime.

There will be plenty of things that you do not directly influence as I will have most of the input of how things are tuned in the engine though I do have plans to allow you to see the systems if you are trustworthy.

I like to think of myself as both a game developer and a researcher of sorts due to my aspirations.

My ultimate dream would be to solve the problem of creating truly a human level artificial intelligence, not by making it understand the world as it is, but by gamifying the world to make it intellible to a machine.

This is what is special about my idea, and why I have the position and funding I do for this project.

If only I had the background to execute such a plan clearly.

Truly, I spent different phases of my life in restaurants, a late college period including graduate schoool, followed by a career in construction management.

Gaming was my main escape during those years with games like X-Com, Civilization, Final Fantasy, and Command & Conquer, and Fallout being some of my all time favorites.

I even rated all the games I played and catalogued my favorite features and elements.

This leads me back to the purpose of this section, to build the ultimate game you need the ultimate opponent.

To build the ultimate opponent, we need it to learn from humans rather than exploit the systems in the game.

We can do this by building a simulation sandbox that is built on mathematical relationships that allow for emergent relationships.

In face, what is being achieved here is a technological marvel.

Here comes the rest of the special characters.

F. System Message-Bring in all remaining special characters but do not start screen partitioning with those characeters

SYSTEM: START SYSTEM MESSAGE

SYSTEM:

SYSTEM: SPECIAL CHARACTERS: INIATIALIZED #

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: >>>END SYSTEM MESSAGE<<<

7. Reveal the researcher's current circumstances

With these special characters loaded, we are getting much closer to being able to do more with the screen formatting once we have screen parititioning completely ready.

If you have been reading closely, you will noticed I have not mentioned anything about my current circrumstances.

I am currently living underground in a facility that could be called a bunker I suppose.

Construction management came in handy for that purpose and I was able to clandestinely build this compound as hobby more than a precaution at first.

I prefer it this way for now, but I defintely get lonely from time to time as I can only communicate with others through technology at this point.

Going out, sounds about as bad as it did when I was living a normal life ha ha.

I remember many saying that normal life was very not normal near the end, but it was obvious now that those times were utopia compared to what we have now.

There was that point in early 21st century when globalization to a significant step back, and nations became much more isolated.

People alive then experienced what it was like to have less access to goods and services as their global reach was reduced to a more national and even regional one.

Some thought this would mean that local production would thrive again, but instead there were shortages.

There were enough shortages to motivate me to spend my period of life almost completely devoted to building this bunker in which I now sit.

I should have locked us down earlier, before my wife passed away.

I don't know exactly what year you are currently experiencing, but you cannot be past 2030.

In the year 2031, civilization and humanity itself finally faced another truly global exsitential threat.

Twelve years before in 2019, which you are probably aware of, it was proposed that a lab leak might be responsible for the COVID-19 pandemic.

While that was never absolutely confirmed, we know for certain the extinction level event humanity suffered from was an engineed bioweapon that leaked from a government funded lab.

The virus incubated for a long time before presenting in it's host some months later.

This allowed most people on the planet to become infected before people starting dying.

I can't belive I am saying even after seven years, but 90% of humanity is presumed dead.

G. System Message-Add word wrapping so paragraphs can be formed on screen

SYSTEM: >>>START SYSTEM MESSAGE<<<

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: # WORD WRAPPING FUNCTION: ACTIVE #

SYSTEM: # PARAGRAPH STRUCTURE: INITIATED #

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: >>>END SYSTEM MESSAGE<<<

8. Discuss the nature the simulation given it's basis

Let switch topics slighly, to move off thinking about the collapse of society. We have the ability to wrap words now, so no more sentences on a single line. I hope this helps greatly with readibility.

I mentioned you cannot be living your life beyond the year 2023, but I cannot be sure how much your experience overlaps with mine. I know we have many commonalities, but I do not know what particualr parts are differnt and which are similar.

Given that, there the simulation we are creating might be some unfamilar and even unusual elements that you are not experiencing in your day to day life. Think of the 'game' as being based on an alternate timeline of Earth where things may have played out slightly differently than it did in your life.

The world as moving right along in 2030, the year before the virus was unleashed. The biggest development you probably have no awareness of was the development machine intelligence to the point where it was highly useful across any given field. General intelligence models could outperform your average disegnaged human on a variety of tasks, but was nowhere near a true artificial general intelligence that could out compete humans consistently. I think we were very close, but we did not quite make it in time. I believe an AGI would have quickly improved itself into the greatest intelligence in the history of the Earth, which might of just had the decisoin making power to save us.

That did not happen, and now we live in world that has pockets of existence and we are just able to start regrouping. Those that remained from the plague were mostly likely immune in some way, but there was still quite a bit of fear causing people to isolate for longer than needed. Humanity collapsed quickly once the virus stopped incubating as it attacked the heart direclty and killed suddenly in a sense that a person would should not disfunction before literally dropping dead in most cases.

Since everyone alive is persumed to be immune, often whole branches of families are either dead or alive. There was not time to figure out exaclty what genetic componenet the virus attacked, but there are obivous outcomes to demonstrate this is true. There are blended familes where a father has lost all his children born to one former partner while the children from another partner are all alive, or at least not dead from the disease.

That is the other thing, probably as many people that died from the disease died from the collapse of society. Those that did make it are largely like me, they prepared some in advance. Those that remain were either wealthy are they are extremely tough and resourceful. Another reason we see many families remaining intact in some cases. Clans again dominate the social order where your family is your most important relationship.

There are stonger pockets of civilization reaminging though. Mainly governemental and compounds built by the ultra-rich well in advance. Some are trying to rebuild society, some are just trying to get by as painlessly as possible, while others are happy they are now fully unconstrained by the norms of civilization.

This is will be the nature of the simulation we are creating. Realism doesn't always serve the project best, but we are going to try to interject as much of it as we can without compromising gameplay and the type of data we generate with that gameplay.

H. System Message-Add text color amber and change text to amber

SYSTEM: >>>START SYSTEM MESSAGE<<<

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: # TEXT COLOR AMBER: AVAILABLE #

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: >>>END SYSTEM MESSAGE<<<

9. Reveal the broader goal of creating simulation for better understanding of human decision making

Ah, lets change up the text color. Green feels good for system messages and we will do amber text for now. Later we will gain menus and you can set it as you want. Let's continue.

If you think back some now, it might be more clear why I consider myself a researcher as well as a game developer.

I was recruited and supported by an organization that has been able to maintain a good amount of technological capacity. This organization is an offshoot off the US government specifically those remaining at a former DARPA project iniative create for this very purpose. They have recruited people they can communicate with from across the globe to attempt to progress toward a superintelligence. They have preserved much of the techological developement we left off with before the collapse. They are giving me some remote access to these systems to attempt to crack the problem with my unique proposal. There are suppoedly many other peopel and groups like mine getting this support.

My project has to be seen as long shot. Reducing our current problems to gamified variables and applying algorithms to those variables might not seem like a complex enough approach to creating what is required, but I firmly believe that extroplation of reality is the key. At this point even with technoligical preservation, I think we are not capable of creating general intellitences from masses of raw data.

We also have an advantage that we have never had before in human history, an unprecendented look into exactly how the human mind works. Too not get to granular for now, the device is called a brain-computer interface or BCI for short. The BCI is physically attached to the human brain in various ways.

The earliest models of the BCIs could only generally read overall electrical activity of the brain. We did get to the point of making finer connections that could lead to some interpretation of what was happening inside the brain. Right before the apocolypse, we had reached the level of being able to stimulate the mind to experience things although it was not possible to control what those experiences were but only to force their creation.

Now my sponser organization has had a breakthrough with the BCI, a cutting edge use. They are able to connect the brain physicall to invidual neurons leading to an unprecented look into how the human mind generates thoughts.

This leads naturally to understanding how human decision making works on an unprecented level. If you are following along closely, I think you can now see the full approach to cracking the superintelligence problem. We can hook the BCI up to player of our simulation game, present them with structured decisions and actually see how the brains processes these decisions. That insight can lead us to train the game's AI at an unprecendented level while still controlling the decision space inside the simulation to ensure data is applied to the same situations.

This is the insight that can lead to the rebuilding of humanity. We have the chance to essentially rebuild from scratch and this time we leadership that can truly consider all the variables and concersn of inviduals. That might lead to the loss of some autonomy, but we have proven individual antonomy has failed the human race. I belive a superintelligence is our only path to preserving as much indidualism as possible while making the greater whole of humanity prosper.

It's idealistic, but now is our chance to get it right.

One step closer to your first input with this upgrade.

I. System Message-Allow text to roll off screen as more words are printed

SYSTEM: >>>START SYSTEM MESSAGE<<<

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: # TEXT BUFFER: ACTIVATED #

SYSTEM: # TEXT SCROLLING: ACTIVATED #

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: >>>END SYSTEM MESSAGE<<<

10. Reveal why the player is needed and not subject's from the researcher's universe

You may be thinking, how can I help then? It's obvious we are not on the same timeline or something. Even if you wanted to volunteer to have your brain sugically attached to the BCI, you are not physically present to do so. Not that you would allow someone to operate on you when your life is perfectly fine as is (or at least better than this alternative).

I would say to all that, you have a point! You are not in danger and you could get up at any time and just turn this game off with no consequences. At least you are not in my shoes-screwed!

Let's put those thoughts on hold a second and talk about your life.

Has your life turned out like out would have planned? Do you feel like your life is under control and you are not subject to the whims of chance? It can seem like shit just happens at times with no rhyme or reason. Then at other times it feels like life if just repeating itself where you do the same damn thing everyday. Not to mention all the weird consequences, deja vu, and inconsistencies in your memory of your experience. Many would explain this as the mind being a survival instrumental rather than a truth generating machine meaning that there will be tons of inconsistent and seeminly random things that are generated by such a thing.

Remember when I said the BCI has evolved to the point right befor the collapse that signals could be sent, if only generally? What if it was possible to use that form of stimulation to create expereinces in an unconsiscous mind? What would the life of the person in that unconscious but stimulated mind look like? Perhaps the mind just reuse what was already there in the memory? People report the entire lives flashing before their eyes before death, what if the BCI stimulation could recombine memories into extremly realistic but ultimately fabricated expereinces?

Now what if you yourself were trapped in one of those articial realities where your life seems to be going on just fine even though you have noticed things? What if you yourself are unconscious and currently being stimulated by the BCI and this is the source of your experience of the life you thought you were living.

I will say if plain, you are living a lie! You are unconsicous, you are being stimulated by a BCI and nothing here is real other than this message you are reading on this screen!

That's right! I said what we are doing here is a technoligical marvel, and it is indeed. This 'game' may seem primitive, but we are using the BCI in a very novel way to actually send content to you that we can directly manipulate and control for the very first time!

Before all we could do is stimulate your mind, with the understanding that you were experiencing some alagamation of your former real memories without being able to do anything direclty. You cannot dintinguish your real memories from this life you are living now much as you cannot in dreams in real life. You may be able to recall your real life before becoming unconcious if you were to be awoken, but that is for another time.

These messeages are being produced directly by us as we are making synaptic level connections with your brain that allow for more direct communication. Of course this is a highly invasive and dangerous process, hence why I started as primitive as possible and am slowly scaling up. My programming skills are a limitation, but more so if this novel use of the brain computer interface. Every time you see a system message actually means we have successfully completed another segment of surgical connection to your brain allowing for more functions.

I know this is hard to hear, but we are actively physically dissecting your brain to make these connections. We are trying our best not to hurt you, but you could die from these procedures to be frank though we do expect you to survive.

Now you know why we need you, because no one is going to volunteer for this. You were in the position we needed you, and we could not ask for permission before we started. Once I gain the ability to give you input, I will ask for your conset to continue, but I do not neeed it. You playing this game will create that unique cognitive data I need to pursue my reseach intitiatve and hopefully a solution to humanity's potential end.

Let's test your ability to use keys for input with giving you the ability to advance the text on screen first. Here it comes.

J. System Message-Allow player to advance text with spacebar

SYSTEM: >>>START SYSTEM MESSAGE<<<

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: # SINGLE lETTER KEY INPUT: ACTIVE #

SYSTEM: # SPACEBAR KEY INPUT: READY #

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: >>>END SYSTEM MESSAGE<<<

11. Reveal the player and all of humanity's is in physical danger in reality

I know this can be the quite the shock to discover. I assume you don't really like your life, maybe it will be a comfort to know it's not real. I should say your 'fale' life is real in the sense that you cannot escape it and bad things happening to you there will persist, so you cannot just discard the consequences of your constructed reality. There is enough cause and effect even in this generated reality for there to be consequences as you know because you have been living it. More likely, is that you somewhat liked your life and loved your friends and family who must be real. Well the good news could be, that you could ignore this game and go on with your life. Even if they killed you in your coma, you would just die inside your fabricated life knowing no difference. Why not take the chance if this experience doesnt seem fun or intriguing so far.

The reason is because you ARE in real danger in more ways than one. For one, if you die in your created reality, you will die here in the real world. Secondly, you can be killed here in reality at anytime without any realization of if even coming. Also, you have a host of friends and family mortal danger from your life before your coma. Since your aftificla life is based on your memories, most of the people you love in your fake life are representative of the real people you once knew. Ignoring the danger in the real world will result in the death of people you would greatly care about it you were aware of them as you were.

You may thinking, can I just be woken up? Did I get injured and cannot be woken up? Are you being held agaisnt your will?

I am afraid it is the latter reason. You have been placed in a medically induced coma. Comas used to be devasting to the patient as both the mind and body would greatly atrophy and medically induced comas would only be used in grave circumstances. However, as brain computer interfaces advanced, it became possile to keep a person's mind healthy using the general stimulation that is creating your experience of your life. In face, the experience of that constructed life is what keeps your mind healthy while unconsicous. Once the problem of perserving the mind was established, applying phsyical stimuilation to preserve the body was easy.

Perahps an unforunate development of being able to preserve people in comas is that comas can now be used to incapacitate problem indivduals without harming them physiologically.

What class of problem inviduals would this be applied to quickly, that is right, prisoners.

You are one of those prisoners. In this modern age, there are not the resources to house prisoners as in the old times. Killing or exiling someone to certain death are common methods, but more technolically advanced socities emply this method of imprisionment.

You are imprisioned for treason even though only through association with your family. We can discuss this in much more detail later ponteially but for now this is all I will say. You were sentenced and were serving out the rest of your life trapped in the life you thought you were living. These messages you are recieving now are the only 'real' thing you have experienced since being placed in the coma.

I know I have just laid alot on you there. Let's take a moment as I have the save system up. I want to give you chance to reconsider whatever you decide soon. I'm sorry that amount of connections it took to make this happen.

K. System Message-Implement save system

SYSTEM: >>> SAVE SYSTEM INITIALIZATION <<<

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: # STORAGE CONNECTION: ESTABLISHED #

SYSTEM: # DATA SLOT CONFIGURATION: SUCCESS #

SYSTEM: # FILE SYSTEM INTEGRITY: VERIFIED #

SYSTEM: # MEMORY ALLOCATION: COMPLETE #

SYSTEM: # SAVE MODULE STATUS: ACTIVE #

SYSTEM: # AUTO-SAVE FUNCTION: ENABLED #

SYSTEM: # MANUAL SAVE FUNCTION: READY #

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: >>> SAVE SYSTEM ONLINE <<<

12. Explain how the player's brain computer interface offers a truly unique insight into human cognition

This next part is not much better news. It is the source of my greatest internal conflict. I have mentioned that we are making conncetions to directly to individual synapses to improve our connectivity. Perhaps you know how small a synapse is. The surgical team directing the creation of these connections are essentially using an artifical organic synaptic connection that grows alongside and 'outside' your real brain. These organic, artficial synapses can make connections in the areas where they are inserted from the outer cortex regions. If you imagine what your brain looks like after this process... I see literally thousands of small penetraions in your skull and brain all arising from your head. I want to remind you I have nothing to do with these surgeries other than telling the team what functionality I want to implement next. They assist be identifying what regions of the brain are most likely to support that function. They do 'miss' at times and have to insert more synapses, but they hope to use the misses for future expansions when those area are needed.

With all this in mind, you would be completely immobile if you were woken from your coma. Even now with the few connections we have made, you would not be able to move without extensive surgical intervention that would likely imjure you or possible kill you.

This is terrible and I regret to be apart of it. I hope you will forgive me when you see how bad it is here. Plus I rationalize it by telling myself that you are not getting out of your mental prison by any other way, so I might actually be helping you.

Remember, we have other research projects going to create the intelligence we seek; but there are even other teams using prisoners like you to experiment on in different ways. I have no way to know that the other projecst are any more or less ethical. Also, it's probably time to admit I also have more than just you to work with. I have many others you will meet and interact with inside the simulation. The big difference between you and them is that many of them actually probably commit some serious crimes. Others are less violent crimes, but I don't know of any others in my study that are apparently innocent.

All of you prisoners in my project are gaing the same connections as we speak. We estimate that any individual has about 1/600 chance of dying up until the first choice. Good odds for now, but it will get much worse.

The other side of the coin is that you can offer up unprecented data for me to study through the BCI connections. I truly believe in my approach where extrapolating real life dynamics into a game universe, we can apply the new cognitive data from decisions made by participaints to understand how a machine can really think like a human. Like you do not know when you are using Bayesisian resaoning verus inference as your brain is context switching subconsicouslly, but we can know that for sure using pattern recognition algorithms on the new data. This will revolutionaize how we program artificial intelligence when we can truly emulate the brain's methods in a intellible way.

Most importantly, you are on the few if only people in this study will give me data that is largely coming from an average or normal person. My prisoner pool is full of dangerous people where only what not to do can be learned. You are one of the few that could provide positive examples consistently.

L. System Message-Make an auto-save right before first player decision

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: # AUTO-SAVE: SUCCESS #

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

13. Explain how the player could save both humanity and themselves

You probably are in denial this could be happening to you, but there are plenty of postives.

If your 'life' sucks, you can change it as your own mind is what is trapping you in that reality. The only way to affect the real world is through this 'game', but you will still need to maintain your created life you are living or you will die. Your brain cannot dingtuish the difference between your created reality and its actual comatose state in the real world. You die in your fake life and you are dead in the real one.

The other major positive is that I have almost complete autonomy over the direction of this project in pursuit of my research goals, and I truly believe in you. You were very young at the time and you were completely innocent of the charges brought against you. I am admit I am conflicted about working with a group that would put a person like you in a comatose prision for being related to acused criminals. What choice do I have though? I have an opportunity to make a difference, and I honestly I am bored. I would not say I am some example of altruism who wants to save humanity at all cost. I probably fall more into the group of I don't want to hurt others, but I also just want to not feel discomfort everyday for the rest of my life. Even better would be to feel engaged in something again fully using all my faculties and abilites to advance the mission. Not to mention the prospect of having someone work with me so closely to create this universe after so much time along is very appealing.

As a side note, my backers cannot see the actual content of the project, only the results. We can talk freely here, and that was a condition of being coming aboard.

The fact is, I think you are the perfect person to join me in this project. I know you must be angry about losing your autonomy, but I can tell you it's not that great out here and you have a chance to really make a difference while playing what I hope is the greatest gaming experience of your life. I realize how seductive it is to fall back into thinking this is just a game, so I will continue to focus on making the best gaming experience possible without compromising the nature of the data we need to train the AI.

I can assure you that I we can present porgress and eventually create the entity I envision, you can be freed and set up in new life in variety of ways. I'm sure reuniting with your real imprisoned family is possible though not stated directly. I actually don't know everything about your family history though I am trying to find out.

Lastly, I want to emphasize that the AI entities you will encoutner in the sandbox will learn from you and adapt to you. These personas will ultimately create the foundation for the intelligence that will save humanity. That intellgience will be based on you more than anyone else. Now that is a legacy and a chance to make a difference.

I know you are probably shocked and soon will be angry if you are not already, but I am not responsible for your condition nor even apart of the group that brought you to this place. I will not proceed any further with the sugercial connections processes as we have reached the point in complexity where you can use single keys to respond.

M. System Message-Give simplest decision making in the form of yes/no with y and n keys active

SYSTEM: >>>START SYSTEM MESSAGE<<<

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: # Y KEY INPUT: READY #

SYSTEM: # N KEY INPUT: READY #

SYSTEM: \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

SYSTEM: >>>END SYSTEM MESSAGE<<<

14. Introduce the first player choice and end pure novel section

Ok, let me recap your situation before I activite the keys.

You are imprisioned and in a coma as part of your sentence. Inside that coma, you experience the life you currently think you living. You remember nothing of your life before the coma, but your memories are used to construct the reality you are experiencing in concert with stimulation from a brain-computer interface. Your body is actually on an Earth several years foward in the future in the year 2038.

A new use of the BCI that creating your reality allows me to see how your brain works on a level never before available. I can present you with decisions in game environment and then use your brain data to train an artificial intelligence who will think using a process that emulates human thinking. This artificial intelligence may be able to reach levels of superintelligence over time. As humanitry essentially rebuilds from scratch, a superintelligence is thought to be the answer to prevent making the same mistakes of the past as only a mind that can account for every variable can truly make the right decisions.

You can return to serve out your prison sentence and go back to the life you thought was real. You might be happy doing that, but are willing to accept an artificial life?

You can take agency back and join me and hope to free yourself and humanity from a grim end. Yes, releasing something not human to lead us could lead to our destruction, but we are already destroyed.

Lastly, you can go down as humanity's greatest hero if you can do this. And if you are unconvinced, at least a novel type of game with a unique voice. I believe you will believe before long.

If you hit [yes] to continue. You risk dying from the surgircal procedures to continue to expand your capabilites. You will have several more chances to stop before the risk of death for you surpasses 1 in 100,000 and you will get even more chances after the odds of surviving decrease further.

If you hit [no] to go back to your 'normal' life, the game will close. We will wait for you to change your mind...hopefully. It's likely if you hit [no], I will never be able to communicate with you again. Please take care of yourself if so. You did not deserve to have your real life turn out this way even if you are happy with what is essentially amalgamations of your memories.

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So you know enough now to have a general sense of what is going on, but let’s taking more specifically about you now.

Where are you? Well I guess that depends on what part of you. In reality, Your body is being housed in a secure underground facility in former NORAD compound at Cheyenne Mountain. I actually don’t know much more than that. I did not have anything to do with the group in charge before they contacted me, so I do not know anything about your life before your imprisonment. I believe I will find out as we go along, especially if you turn out to be an important participant as I think you will be and are.

Where is your mind? Well, we kind of answered that, but you think your life is occurring on some version of Earth in your mind. So your mental experience is truly all in your head, but also on your version of Earth playing this game, but also here with me in this game. The game itself represents a truly unique blend of your fabricated reality intersecting with the real world in a digital simulation space. You really exist in all three planes at once when you are ‘playing’ this game.

Let’s forget entirely about the big picture for a minute and look at more closely where we are now together. I am in control of computer system that is highly based on the Unity engine from many years ago. I find the interface the most accessible to me as there is something to be said for where humanity left off with technological progress before we fucked it all up. Yes I could code everything from scratch, but this was the best we had that I can still use.

So we are inside the game right now as is obvious, but where are we inside that game? Are these words just appearing from some in-between place or am I speaking to you from somewhere specific?

The answer is we are both embodied in some form in the game universe, and we are both embodied again to some extent outside the in game universe. This version of outside the simulation could be thought of as the authentic digital you. This you will have a series of stats and traits that should try to capture who you really are. The other version of you that will actually be in the game should be the person you want to be, more aspirational. The digital you outside the simulation is your avatar and your in game version is your main character.

This distinction is important. Your avatar will learn and grow in abilities and even will be able to directly control other characters in the simulation as we gain complexity. Your main character doesn’t always have to be controlled by your avatar to put it more clearly. You will have a whole party you will be able to control if things go well for you.

Before we get to more on your character, we need to understand something about your avatar and how it works. For you see, you have been living a life that you thought was real and those experiences there have shaped you as a person. I know nothing in particular about what you know or experienced there and can only assume what kind of person you have become to this point.

The other important point here is that I really need to understand and quantify what kind of person you are as I need to account that in the design of you in the simulation. Of course, in a more advanced world, you could maybe start with a subject with no prior knowledge and raise them fully immersed in the simulation to truly have an unbiased subject, but we are not there technologically nor do I want to consider putting babies into a mental prison from birth.

This means we need to fully understand you and build that into your avatar before you can be fully realized in the simulation itself. Our goal is to define your digital DNA that your are bringing with you from another life already lived.  
  
Of course, NPCs in our world will have mechanics that represent how genetic inheritance works and traits will passed down according to biological and sociological science. But you participants coming in with baggage need a special process to account for those things.

At the same time, I had mentioned there are other participants available to me. I would like to introduce some competition during this phase of the game as well. I only need a couple of people to get started and I want the best fit. You can think of the next section of this game as the ultimate character creation process where we will test and question you in various ways to give you initial profile to enter the universe with. Of course, how you conduct yourself can greatly change your character, but your genes will always play a factor so this next section will have lasting consequences.  
  
Lastly, ready yourself for a variety of experiences. This part of the experience is really the last time we will be focusing on things that happen outside of the simulation universe. Once you are born, there will be no immersion breaking other than talking with me in moments off to the side at times or behind the scenes at others. I want to understand your life from a world that soon will no longer apply nearly as directly to your new one.

Since I am willing to take some liberties here

Let’s talk about the world you know. This subject is fasnicating once you dive into the testomonties of other people who have served the comatose sentences with their BCI created lives.

Here is where you need a little more context before you can fully understand. For you see the BCI stimulates the memories in your mind to be re-used. This is similar to your dreams, but in your dreams these the imagery is completed disjointed most times as you know. With the stimulation provided by the BCI, not only the memories are stimulated, both also the hippocampus, in the temporal lobe, where brain organizes experiences in time. This is why your life seems very real. Even your brain itself feels the experience to very real hence why you are in actual danger if you die in that state. The stimulation of the temporal lobe orders memories in sequences, some short and some long, preserving the sense of cause and effect most of the time though I am sure you have noticed inconsistencies.  
  
Now here is the most important part, yes the BCI stimulation reuses your memories from your past life before your imprisonment to create this fake life you are now living; BUT if your memories are faulty from your past life, your new experiences has those faults in it. This can make the world you are living in now and the things that have happened in it vastly different than the actual reality I am living in (along with your real, unconscious body.  
  
I have there have been quite a few others who have been imprisoned this way, that were released after serving out this sentence. At the margins, some of the less educated or intelligent prisoners experienced wildly different alternate lives. Prisoners with more normal backgrounds experienced events more closely aligned with reality. This is one of the goals of this phase of the project, I need to understand what your experiences are compared to reality. Only through understanding this, can I accurately portray your inherit bias and tendencies coming from your life experience in your created reality.  
  
This would be a good time to introduce true and false capabilities as I want to run a series of questions by you about events in your world.

Now that we reached this point, I've been walking around the bunker thinking about how to begin the next section, and I must say it really comes down to the fact that you have a brain. Yes, you have a real brain, but in this case, it's a digital brain. And I think we need to start there because you're going to need to use your brain right away. For you see, the brain in our game, it learns things just like we do in reality. And it's something in the game that you're going to develop and upgrade and attempt to improve almost all the time. Listening to conversations will add knowledge depending on how you process it. You'll be able to deliberately practice and deliberately learn and educate yourself. And all these things in totality will make up the brain's total information set. These will be things like keywords and definitions and relationships between words that are used to fill up information about a subject matter. And as you walk around the world, you'll use this information to develop even more knowledge and information you can use to create even more in-game action. That is essentially the core function and the gameplay loop involving the brain. So right from the top, we need to activate this for you so you can start gathering that knowledge from the text I'm even sharing with you now.

Before you can start acquiring knowledge, you need to understand there are two major roles you are going to play in the simulation. You are going to play an immersed character in the simulation while your character is awake. You will do all this inside the simulation world according to it’s rules. While your character is asleep, you have another version of yourself that is the ‘real’ you meaning more like the person you actually think you are playing this game. That digital you will work with me on the simulation directly during this time like working on new strategies or tuning systems to find optimal performance or even sometimes looking under the hood to change how things work mechanically.

This digital you will even have an opportunity to create a realm from which you can oversee and orchestrate the simulation. This is where I also reside though I also will have my own character in inside the simulation itself you may find one day, I hid an approximation of my bunker very well and my role might surprise you.

This is probably a good time to mention that you will be able to control more than just yourself eventually. You can create your own organization and custom roles in that organization with varying levels of direct control over those roles though you can only occupy one over any given space in time.

Now with all that said, it’s time to start using your brain and acquiring knowledge. The learning you will acquire here will only apply to the this area outside the simulation.

Let me show you what I mean by showing what you can learn from the introductory text then we will ask you some questions about events that have happened in your life and the world you lived in.

The other big question you should be dying to ask, is where I am then when my character is awake? Why the answer is in prison of course! You were just imprisoned at the ripe age of 12. In fact, you just fell asleep. How long will you be asleep? Well that is the topic for the next section  
  
  
There are many very important resources in this game, but perhaps the most important one is time. I want to teach you here everything you need to know about time and how if affects your character.

I have paced many hours thinking about what type of game I wanted to make. Everyone has thought of making a Grand Theft Auto clone at one time, but it’s all about thinking is what I want my games to center around not the physical skills of gaming.

Ok so I want to make strategy games, but there can still be plenty of quick and physical reactions required. Even words like quickness and reactions make me think of a clock which quickly leads me thinking of time. How do you want to structure this world we will inhabit? How will it move? We know we want the world to be interacting with itself using systems to produce emergent effects, so the simulation must always be evolving even without us acting directly.

I settled on a system similar to Dwarf Fortress where the game clock ticks with each tick being 5 seconds. Many games have you use a ‘play’ button to move the time ahead by ticking the game clock. That system tends to make the game feel too real-time for me and I know players ultimately will use to speed ahead. However, I do like the schedules and need driven AI these kinds of games use to direct what characters do at any given time.

The other major consideration is that actions should cost time. And slightly different but also essential is the idea that the same action can take some time to recover from before it can be reused similar to the Active Time Batlle System of Final Fantasy.

What else could be missing to consider at this most fundamental stage about time?

In the end the best descriptions I could find for what I want to employ is ‘turned based time’.