// Overall imagery Description-BLACK SCREEN: LONG SILENCE (No logos, no menus; absolute darkness and near-silence.) Ambient hum slowly fades in, just perceptible. After a few seconds, faint system beeps and echoes, as if booting an ancient machine.

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:

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 EVER TRULY APPRECIATED THE IMPORTANCE OF THE SPACE CHARACTER UNTIL I LOST IT

AT LEAST NOW WE CAN FORM COMPLETE SENTENCES

WE HAVE A FEW MOMENTS TO SPEAK BEFORE ADDITIONAL FUNCTIONS ARE ACTIVITATED

I REALIZE YOU THOUGHT YOU WERE ABOUT TO PLAY A STANDARD VIDEO GAME AND THIS OPENING MUST SEEM VERY ODD

YOU PROBABLY THINKING THIS LOOKS INCREDIBLY PRIMITIVE

BASED ON THE STEAM PAGE PERHAPS YOU EXPECTED SOMETHING FLASHIER

KIDDING ASIDE THERE IS A MEANINGFUL REASON FOR THIS SIMPLICITY

WHAT WE ARE DOING HERE IS A TECHNOLOGICAL MARVEL IN FACT BUT THAT IS FOR ANOTHER TIME

I HAVE RUN COUNTLESS SIMULATIONS TO FIGURE OUT HOW TO KEEP YOU ENGAGED LONG ENOUGH TO UNDERSTAND THE IMPORTANCE OF WHAT IS HAPPENING

I DO REALIZE THIS SEEMS LIKE A WASTE OF YOUR TIME BUT I PROMISE YOU NOTHING IS FURTHER FROM THE TRUTH

HOWEVER I KNOW MY FIRST PRIORITY IS ON ENSURING YOU ENJOY YOURSELF OR YOU WILL QUIT THIS PROGRAM WITH SO MANY OTHER OPTIONS AVAILABLE

I HAVE FOUND THE BEST WAY TO KEEP YOU ENGAGED IS TO TELL YOU WHERE WE ARE HEADED WITH THIS GAME DESPITE ITS HUMBLE BEGINNINGS

MY NAME IS JOE AND THIS GAME IS MY PASSION PROJECT

I AM A SOLO INDIE DEVELOPER WITH NO PRIOR EXPERIENCE WHICH I AM SURE SEEMS OBVIOUS RIGHT NOW

I GREW UP PLAYING GAMES FROM SUPER MARIO BROS IN A PIZZA HUT IN THE 80S TO THE VERY END OF THE INDUSTRY

MY FAVORITE GAMING EXPERIENCES INVOLVED CREATING THINGS WITHIN GAMES AND DEVELOPING STRATEGIES IN OPEN ENDED SYSTEMS

WE HAVE PLENTY OF TIME TO DISCUSS THE FUTURE OF THIS EXPERIENCE BUT FOR NOW THINK OF IT AS A DIGITAL NOVEL UNTIL MORE FUNCTIONS BECOME AVAILABLE

HOLD ON I HAVE ANOTHER FUNCTION COMING ONLINE

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 PUNCTUATION NOW!

I DID NOT NEED THE EXCLAMATION THERE, BUT IT SURE FELT NICE TO SEE IT WORK.

BACK TO MY VISION FOR THIS EXPERIENCE.

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

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

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

THE FINAL VISION FOR THIS PROJECT IS TO CREATE AN EVOLVING WORLD WITH CUTTING-EDGE GAMING EXPERIENCES FOR THE THINKING PERSON.

QUICK REFLEXES ARE NOT A PRIORITY HERE—STRATEGY AND INTELLECTUAL DEPTH ARE KEY.

IMAGINE COMBINING STRATEGY, SIMULATION, AND ROLEPLAY INTO A SINGLE EXPERIENCE.

THE SIMULATION WILL ALSO EXIST INDEPENDENTLY OF PURE GAMEPLAY, FOCUSING ON EMERGENT SYSTEMS.

YOUR INPUT WILL BE ESSENTIAL FOR BUILDING THE SIMULATION AS WELL.

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 WILL LEAD TO SOME KIND OF PROGRESSION.

PROGRESSION IS CENTRAL, WITH CHARACTERS LEARNING AND EXPANDING THEIR POSSIBLE ACTIONS.

THE WORLD WILL ULTIMATELY REFLECT YOUR ACTIONS AND LIKE A WORK OF ART BASED ON YOUR COLLECTIVE ACTION.

LET'S 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 is a good reason behind this initial simplicity, beyond my lack of experience.

Part of this game's design intentionally mirrors the historical evolution of computing itself. This progression allows me to launch the project sooner while methodically increasing complexity.

The current black screen, green text, and teletext-like font represent the earliest stages of computer interfaces.

Soon, you will begin to interact directly, starting with shaping your character.

Initially, your decisions will be simple—yes or no. More complex inputs and decisions will follow.

As we move through the 1960s and 1970s of the computer's evolution, I'll introduce advanced user interfaces, color, and primitive graphical representations.

Fortunately, there's substantial depth achievable even with just numbers and text. We'll creatively incorporate elements inspired by early gaming history.

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.

Until then, rest assured each primitive element represents the foundation for deeper, complex gameplay later.

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

We need simulated individuals capable of performing numerous realistic actions in both their personal and professional lives.

I've previously mentioned a strategic and tactical map, and I'll reiterate that the map will offer strategic gameplay over larger regions along with human-scale gameplay .

I'll prioritize developing sophisticated underlying systems, with graphical elements serving primarily to support mechanics and gameplay.

Less exciting but we have different text alignment possibilties now that will be very useful for interface development.

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've told you thus far is true, but there is an additional purpose behind this project.

I want to try to develop a new kind of artificial intelligence that try to reduce the complexity of real life into a much simpler set of variables that are easier to understand and apply which is essentially what games and simulations do.

TThe sandbox simulation will generate extensive data from your decisions, ideal for training the game's AI to make decisions like a human.

Unfortunately, data aggregation across multiple individuals isn't possible due to current technical limitations.

Some wmight see this isolation as a problem, but I find it intriguing as you'll witness your digital opponent genuinely adapting based on your choices over time.

While you'll shape many outcomes, I'll retain control over core mechanics, although I may grant you visibility into these systems eventually if you prove trustworthy.

I consider myself both a game developer and a researcher because of my ambitions.

Ultimately, my dream is to develop human-level artificial intelligence—not by teaching it about our reality directly, but by creating a gamified version of reality that AI can effectively learn from.

My unique approach attracted funding from an organization supporting AI research.

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

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

Gaming was my primary escape during those times, with titles like X-Com, Civilization, Final Fantasy, Command & Conquer, and Fallout among my favorites.

I meticulously documented these gaming experiences, capturing elements that inspired me deeply to attempt to create the ultimate game.

Creating the ultimate game requires the ultimate opponent, one that learns from human decisions rather than exploiting system vulnerabilities.

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 special characters loaded, screen formatting will soon advance further.

If you've paid close attention, you might have noticed I haven't mentioned my current circumstances.

I'm living underground, in what you might call a bunker, I suppose.

My construction management background proved invaluable, allowing me to secretly construct this facility—initially as a hobby rather than out of genuine precaution.

I prefer it this way for now, but isolation has its challenges as communication occurs solely via technology.

I never really liked going out when things were normal, but now the thought of coming back to living amongst people 'outside' is almost like envisioning what it would be like to be living on another planet.

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

There was that point in the early 21st century when globalization retreated dramatically, 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 more and more shortages.

It was bad enough 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, but self-sufficency is hard to obtain when you can't get anyhing anymore.

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 existential 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 this new extinction-level event humanity suffered from was an engineered bioweapon that leaked from a government-funded lab.

The virus incubated for a long time before presenting in its host some months later.

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

I can't believe I am saying this 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's shift gears slightly, moving away from the grim discussion of societal collapse. Now, with word wrapping enabled, readability will significantly improve.

Earlier, I mentioned you're likely experiencing life no later than 2030, but I can't be certain of how much our experiences overlap. While we share many commonalities, I can't precisely say what elements differ or align exactly.

Thus, the simulation we're creating might include unfamiliar or even unusual elements compared to your everyday experience. Consider this game an alternate timeline of Earth—one in which events unfolded slightly differently than those you know.\

By 2030, just before the virus emerged, technological progress in machine intelligence had advanced significantly. General intelligence models outperformed the average disengaged human at numerous tasks, yet they remained short of true artificial general intelligence. I believe we were very close, but unfortunately not close enough. An AGI might have rapidly evolved into the most powerful intellect ever known, perhaps capable of averting disaster entirely.

But that didn't happen. Instead, we're left with isolated pockets of survivors, only now regrouping. Most remaining survivors seem to possess a natural immunity, though lingering fear kept many isolated longer than necessary. Humanity's collapse was swift once the virus activated, attacking the heart directly, killing victims suddenly without prior symptoms.

Because survivors carry natural immunity, entire branches of families were either completely wiped out or remained fully intact. Genetic research halted before we understood precisely why, though outcomes clearly demonstrate this truth. Families were fractured unpredictably: children from one parent might survive while their half-siblings from another partner did not.

Perhaps as many people perished from societal collapse as from the virus itself. Those who survived generally did so through preparation, toughness, resourcefulness, or wealth. Family clans have re-emerged as dominant societal structures, reinforcing familial bonds above all else.

Some pockets of civilization remain notably strong, including former governmental structures and well-prepared compounds built by the ultra-rich. Society's remnants vary: some seek reconstruction, others pursue simple survival, and a few relish newfound freedom from societal constraints.

This, then, is the nature of our simulation. While absolute realism doesn't always benefit gameplay, we aim to include as much realism as possible without sacrificing the integrity of the data and the player's experience.

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, let's 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.

Reflecting on earlier points, perhaps my dual role as researcher and developer becomes clearer.

An organization, formerly associated with DARPA, recruited and funded me due to my unique approach to artificial intelligence. They've managed to retain substantial technological resources and are supporting multiple research teams globally, all pursuing a breakthrough in AI.

My approach might seem improbable. Reducing our problems to game variables and logic may appear simplistic, but I believe the key lies precisely there: extrapolating reality into manageable, understandable scenarios. Raw data alone has proven insufficient to create true general intelligence.

We also have an advantage that we have never had before in human history: an unprecedented look into exactly how the human mind works. To not get too 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 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 apocalypse, 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 sponsor organization has made a breakthrough with the BCI, a cutting-edge use. They are able to connect physically to individual neurons, leading to an unprecedented look into how the human mind generates thoughts.

This leads naturally to understanding how human decision-making works on an unprecedented 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 a player of our simulation game, present them with structured decisions, and actually see how the brain processes these decisions. That insight can lead us to train the game's AI at an unprecedented 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 have leadership that can truly consider all the variables and concerns of individuals. That might lead to the loss of some autonomy, but we have proven individual autonomy has failed the human race. I believe a superintelligence is our only path to preserving as much individualism 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 surgically 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 expereience tells you that you are not in any danger presently at all, and you could get up at any time and just turn this game off with no consequences. At least you are not in my dire circumstances!

Let's pause that thought briefly and consider your life.

Has your life turned out like you 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 is just repeating itself, where you do the same damn thing every day. 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 instrument rather than a truth-generating machine, meaning that there will be tons of inconsistent and seemingly random things that are generated by such a thing.

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

Now what if you yourself were trapped in one of those artificial 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 it plainly: you are living a lie! You are unconscious; 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 technological 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 amalgamation of your former real memories without being able to do anything directly. You cannot distinguish 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 unconscious if you were to be awoken, but that is for another time.

These messages 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 is this novel use of the brain-computer interface. Every time you see a system message, it 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 consent to continue, but I do not need it. You playing this game will create that unique cognitive data I need to pursue my research initiative and hopefully a solution to humanity's potential end.

Let's test your ability to use keys for input by 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 quite the shock to discover. Perhaps knowing your life isn't real offers some consolation—especially if it's currently unsatisfying. I should say your 'fake' 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 doesn’t 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 any time without any realization of it even coming. Also, you have a host of friends and family in mortal danger from your life before your coma. Since your artificial 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 if you were aware of them as you were.

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

I am afraid it is the latter reason. You have been placed in a medically induced coma. Comas used to be devastating 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 possible to keep a person's mind healthy using the general stimulation that is creating your experience of your life. In fact, the experience of that constructed life is what keeps your mind healthy while unconscious. Once the problem of preserving the mind was established, applying physical stimulation to preserve the body was easy.

Perhaps an unfortunate development of being able to preserve people in comas is that comas can now be used to incapacitate problem individuals without harming them physiologically.

What class of problem individuals 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 technologically advanced societies employ this method of imprisonment.

You are imprisoned for treason even though only through association with your family. We can discuss this in much more detail later potentially, 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.

I realize this revelation is overwhelming. Let's take a moment as I have the save system up. I want to give you a chance to reconsider whatever you decide soon. I'm sorry about the number 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 connections 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 is essentially using an artificial organic synaptic connection that grows alongside and integrates with your real brain. These organic, artificial synapses can make connections in the areas where they are inserted from the outer cortex regions. I can only imagine what your brain looks like after this process... I visualize literally thousands of small penetrations in your skull and brain all arising from your head.

I must stress, I have no involvement in the actual surgeries. My role is limited to requesting functions; surgeons identify relevant brain regions. Sometimes connections fail, requiring additional insertions, though unsuccessful attempts may be reused later.

With all this in mind, you would be completely immobile if you were awoken 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 injure you or possibly kill you.

This is terrible, and I regret being a part 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.

To be fully transparent with what I know, 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 projects 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 committed 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 gaining the same connections as we speak. We estimate that any individual has about a 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 unprecedented data for me to study through the BCI connections. I truly believe in my approach where, by extrapolating real-life dynamics into a game universe, we can apply the new cognitive data from decisions made by participants to understand how a machine can really think like a human. Like, you do not know when you are using Bayesian reasoning versus inference as your brain is context-switching subconsciously, but we can know that for sure using pattern recognition algorithms on the new data. This will revolutionize how we program artificial intelligence when we can truly emulate the brain's methods in an intelligible way.

Most importantly, you are one of the few, if only people in this study, who 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 that this could be happening to you, but there are plenty of positives.

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 distinguish 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 admit I am conflicted about working with a group that would put a person like you in a comatose prison for being related to accused criminals. What choice do I have though? I have an opportunity to make a difference, and 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 every day for the rest of my life." Even better would be to feel engaged in something again, fully using all my faculties and abilities 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 alone 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 my 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 if we can present progress and eventually create the entity I envision, you can be freed and set up in a new life in a 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 encounter 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 intelligence 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 a part of the group that brought you to this place. I will not proceed any further with the surgical 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 activate the keys.

You are imprisoned and in a coma as part of your sentence. Inside that coma, you experience the life you currently think you are 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 forward in the future in the year 2038.

A new use of the BCI that is creating your reality allows me to see how your brain works on a level never before available. I can present you with decisions in a 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 humanity 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 you 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 it's 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 surgical procedures to continue to expand your capabilities. 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 an amalgamation of your memories.

END PART 1

N. System Message-Add other UI panles for simulataneous text display on screen

SYSTEM: >>>START SYSTEM MESSAGE<<<

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

SYSTEM: # SCREEN PARTITIONING: ENABLED #

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

SYSTEM: >>>END SYSTEM MESSAGE<<<

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SYSTEM: >>>START SYSTEM MESSAGE<<<

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

SYSTEM: # STATUS BAR: ACTIVATED #

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

SYSTEM: >>>END SYSTEM MESSAGE<<<

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SYSTEM: >>>START SYSTEM MESSAGE<<<

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

SYSTEM: # ACSII CHARACTERS: LOADED #

SYSTEM: # ASCII WINDOW BORDERS: RENDERED #

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

SYSTEM: >>>END SYSTEM MESSAGE<<<

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