# Act 1, Scene 1, Choice 0 (1.1.0)-Rough Draft Copy

SCENE PURPOSE: This introduction has been devised for four main purposes.

1. Immerse the Player: The introduction is designed to immediately draw the player into the narrative upon first loading the game. After completing this sequence, the game transitions to a more conventional ‘main menu’ interface that remains integrated with the in-game narrative. This opening also attempts to blur the lines between the player’s life outside the game and the game itself, creating the illusion that the game is their true reality, despite it being experienced through a screen.
2. Explain the Primitive Start: The introduction attempts to provide a plausible narrative justification for the game’s initial simplicity in gameplay, graphics, interface, and controls. This approach allows the release of smaller projects aligned with current programming and artistic capabilities while building toward a larger vision. The narrative not only rationalizes this progression but also builds player excitement for future upgrades and deeper gameplay as the story unfolds.
3. Establish High Stakes: I wanted to also offer a credible explanation for how the player can be aware of their participation in a digital simulation while still facing significant threats. These threats span three dimensions: the danger of death to the player, the loss of personal freedom, and the collapse of civilization. These stakes are designed to elevate tension and engagement.
4. Spark Curiosity: This story also lays the foundation for mysteries that encourage the player to delve deeper into the story. Key questions about the player’s true background, the fate of society, and the nature of the simulation itself are introduced, ensuring a sense of intrigue and a desire to uncover answers as the game progresses.

SCENE OVERVIEW:

The player experiences the opening narrative as if they are the protagonist, immersed directly into the game. They are informed that they are actually unconscious, held in a medically induced coma as part of a modern prison system. This coma-based imprisonment uses brain stimulation to simulate their "real life," and the messages appearing on the game screen originate from actual reality through a groundbreaking technological interface.

Through this narrative, the player learns that a near-future, earth-like society has collapsed following a series of catastrophic events. The collapse began with a devastating pandemic caused by a virus engineered for prolonged incubation followed by rapid fatality. Seven years later, 90% of the human population has perished, leaving civilization in chaos and recovery efforts nearly hopeless.

Amid this devastation, a technologically advanced underground society is attempting to resolve humanity’s crises by developing a superintelligent AI capable of solutions beyond human comprehension. While their facility and resources are only hinted at, their intentions are clear: they are using cutting-edge technology to gather cognitive data necessary to train this AI.

The player discovers that a revolutionary brain-computer interface (BCI) can fully map human brain activity, but the process requires a dangerous level of neural interconnection. To mitigate risk, prisoners are being used as test subjects. The player is offered the chance to volunteer for incremental brain-to-computer connectivity, with the promise of eventual freedom from their coma as an incentive.

Simply connecting to the BCI isn’t enough; participants must perform various activities to generate clean, high-quality cognitive data. This data will be used to train the AI, ultimately paving the way to superintelligence. The simulation mirrors real-life stakes, meaning death within the simulation equates to real consequences. Prisoners are motivated to participate despite the risks, driven by the promise of freedom and the opportunity to escape their unconscious confinement.

SCENE SCREEN DESCRIPTIONS:

The game opens with a completely black background with single letters appearing on the screen at a time while words are typed out in a “Teletext/Block Graphics” letter font from the earliest days of computing. The font color should be green from the earliest days of computing. The text can only fill the screen at this time, one letter a time until full at which point the text will stay on screen and not be removed. The camera cannot move and there are no player inputs.]

"Hello."

"I know this must be confusing. Take a moment to steady yourself."

"What you're experiencing right now isn't just a game. It's the only real thing happening to you."

"I can reach you only through this interface. You can't respond yet, but that will change soon."

"There's a lot to explain, and I ask for your patience."

"I'll be straightforward, even if it's hard to hear."

"You're in a coma. You've been here for a long time."

"You're reading this through a brain-computer interface—a BCI."

"It's connected directly to your mind, allowing us to communicate."

"As we progress, you'll notice more systems coming online—parts of the BCI we're activating."

"I know you're feeling confused, maybe even scared. That's natural."

"But there's more you need to know."

"You're not just in a coma... you're also incarcerated."

"You and your family were convicted of treason."

"You were young but tried as an adult—sentenced to life without parole."

"As part of your sentence, you're kept in a medically induced coma."

"Our world has changed. Traditional prisons aren't possible anymore."

"With resources depleted and society shattered, this method was deemed necessary—a way to prevent harm to others and yourself while preserving your body and mind."

"You might wonder how you can be in a coma yet living a life—even playing a game."

"Or how society could justify leaving someone trapped in their own mind."

"The answer to both questions lies in the BCI."

"It stimulates your brain, creating vivid, coherent experiences."

"Your mind weaves these stimuli into a reality—a life that feels real but isn't."

"You may have noticed inconsistencies—small details that don't quite fit."

"That's the BCI at work, imperfectly stitching together your experiences."

"It’s an imperfect system, and those cracks you notice are its limitations—glitches in your reality."

"As for your past memories... they've faded over time."

**“**Recovering them is uncertain, but right now, we have more pressing matters."

"I understand this is overwhelming."

"Some find relief knowing their previous life wasn't real; others feel a profound loss."

"But now, it's important to focus on what's happening in the world we share."

"I'm the director of a research project."

"Teams like mine are working on different approaches to the same goal."

"We need participants, and we've turned to inmates like you. Few would volunteer for this, so we had to make difficult choices."

"Our first objective is to enhance the BCI—to delve deeper into human cognition."

"Right now, we can only access surface-level data."

"By refining the BCI, we hope to understand the mind in ways never before possible."

"This could help us develop an advanced artificial intelligence—an AGI."

"Why is this so important?"

"Because our world is on the brink of collapse."

"A catastrophic virus, engineered as a bioweapon, decimated the population."

"Ninety percent of humanity is gone."

"Society as we knew it has fallen apart."

"We need innovative solutions—something beyond human capacity."

"An AGI could help us rebuild, manage resources, and perhaps save what's left."

"But to achieve this, we need authentic cognitive data."

"We need you to participate in simulations, facing challenges as you would in reality."

"Your genuine reactions are crucial for creating an AI that understands human nuances."

"I won’t deceive you. The process involves surgeries that carry significant risks."

"Inside the simulation, the stakes are equally high. Every choice has weight. If you ‘die’ there, you’ll be terminated in reality."

"We could force you into this, but unwilling participants would corrupt the AI’s training data. That’s why we need those who choose to engage."

"Here's our offer."

"If you choose to help us—fully engage in our program—we'll grant you freedom."

"You'll be released, given resources to start anew."

"A chance at a real life."

"But understand, the journey won't be easy."

"We don't know all the challenges ahead. The simulation will deepen and become more complex, demanding more of you at each step."

"There will be trials, dangers, unknowns."

"But if you succeed, not only do you gain your freedom—you might help save humanity."

"Now, the choice is yours."

"If you choose to remain in your artificial reality, we'll disconnect, and you'll return to the life your mind creates."

"If you choose to enter the simulation, your journey begins—a new life, with all its challenges and possibilities."

"Take a moment to decide. Remember, this choice will shape your existence."

[Two options appear before you: "Remain in Artificial Reality" and "Enter the Simulation."]

"Whatever you choose, know that your decision matters."

"Good luck."

[End of Introduction]

# VERSION

[OVERALL SCENE DESCRIPTION -The game opens with a completely black background with single letters appearing on the screen at a time while words are typed out in a “Teletext/Block Graphics” letter font from the earliest days of computing. The font color should be green from the earliest days of computing. The text can only fill the screen at this time, one letter a time until full at which point the text will stay on screen and not be removed. The camera cannot move and there are no player inputs.]

1. ### INTERFACE BOOT SEQUENCE ###  
    \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   # CONNECTION: INITIALIZED #  
   # ENVIRONMENT CONFIGURATION: SUCCESS #  
   # TEXT MODULE: LOADED #  
   # FONT RENDERING: ACTIVE #  
   # INTERFACE GRID CALIBRATION: COMPLETE #  
   # DISPLAY SYNCHRONIZATION: OK #  
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   >>> SYSTEM READY <<<
2. "HELLO"
3. "I KNOW THIS MUST BE INCREDIBLY DISORIENTING. PLEASE, TAKE A MOMENT TO STEADY YOUR MIND."

[SD-A visual defect screen effect from the CRT era occurs briefly here]

1. "I AM REACHING YOU THROUGH THIS SCREEN YOU THINK YOU ARE SEEING IN YOUR ‘REAL LIFE’, BUT I CAN TELL YOU THAT THIS MESSAGE IS THE ONLY REAL THING YOU ARE EXPERIENCING IN THIS MOMENT.”
2. "RIGHT NOW, I CAN ONLY COMMUNICATE WITH YOU THROUGH THIS TEXT INTERFACE. YOU WON'T BE ABLE TO RESPOND JUST YET.”
3. “THERE'S A LOT I NEED TO EXPLAIN, AND I ASK FOR YOUR PATIENCE."
4. “IN FACT, WE NEED TO HAVE YOUR CURSOR CONNECTION COME ONLINE. THIS WILL ALLOW YOU TO ARROW DOWN TO THE NEXT LINE OF THE MESSAGES AS YOU READ THROUGH THEM. HOPEFULLY WE WON’T BE TOO MUCH LONGER NOW.”
5. “AH, NEVER MIND, IT IS COMING ONLINE NOW.”

[SD-All previous text stays on screen. A flashing cursor appears at the end of the last line, but now the player can push the down arrow on the keyboard to move down to the next line where the text will be printed]

1. \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   # USER CURSOR: INITIALIZED #  
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*
2. “PUSH DOWN THE ARROW KEY TO TEST THE FUNCTIONALITY AND WE WILL CONTINUE.”
3. "I'LL BE STRAIGHTFORWARD, EVEN THOUGH THIS MIGHT BE HARD TO HEAR."
4. "YOU'RE IN A COMA. YOU HAVE BEEN FOR QUITE SOME TIME."
5. “I’LL LET THAT SINK-IN…I’M SURE THIS IS ALL A BLUR.”

[SD-Words now start appearing one after another instead of one letter at a time.]

1. \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   # WORD LOADING: ACTIVE #  
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*
2. "YOU'RE READING THIS MESSAGE THROUGH A DEVICE CALLED A BRAIN-COMPUTER INTERFACE, OR BCI."
3. "THE BCI GENERALLY WORKS MY MAKING PHYSICAL CONNECTIONS TO THE BRAIN THAT CAN SEND INFORMATION BACK AND FORTH TO A COMPUTER.”
4. “WE ARE GRADUALLY GAINING MORE AND MORE CAPABILITIES WITH OUR CONNECTION AS THIS MESSAGE IS SENT AS JUST HAPPENED WITH OUR ABILITY TO LOAD WORDS ALL AT ONCE RATHER THAN TYPE THEM OUT. YOU WILL SEE THOSE SYSTEM MESSAGES FROM TIME TO TIME AS WE GAIN FUNCTIONALITY.”
5. "I KNOW YOU MIGHT BE FEELING CONFUSED, PERHAPS EVEN A BIT FRIGHTENED. THAT'S COMPLETELY UNDERSTANDABLE. THE LOWERCASE TYPE IS READY TO LOAD.”

[SD-Lower case letters are now available and sentence case can starts being used.]

1. \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   # SENTENCE CASE: LOADED #  
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*
2. “Learning how you got into this situation is not going to help. This is my first time having to break this news to one of you, so I’ll I will just plainly say it..."
3. "You're not just in a coma; you're also incarcerated. You were convicted of treason in association with your family's activities.”
4. ” I’ll give you another second as we have a pixel density update coming now to improve the text font."

[SD-The text font takes a step forward to ASCII font.]

1. \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   # ASCII TEXT OVERWRITE: SUCCESS #  
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*
2. "Ok, I have been dreading sharing all of this with you, but I am almost there.”
3. “You were only a teenager at the time of your conviction, but you were tried as an adult and sentenced to life in prison. Given the severity of the charge, parole is not an option."
4. "As part of your sentence, you're being kept in a medically induced coma."
5. “I know you must be thinking how can you be in a coma and at the same time be living your life while playing what you thought was some video game. I’ll explain after briefly discontent to have establish a save state of our conversation so far just in case we get disconnected.”

[SD-There is a CRT like screen defect effect even though the screen stays black. The player seems some machine generated message with auto-save type language]

1. ### SAVE SYSTEM INITIALIZATION ###  
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   # STORAGE CONNECTION: ESTABLISHED #  
   # DATA SLOT CONFIGURATION: SUCCESS #  
   # FILE SYSTEM INTEGRITY: VERIFIED #  
   # MEMORY ALLOCATION: COMPLETE #  
   # SAVE MODULE STATUS: ACTIVE #  
   # AUTO-SAVE FUNCTION: ENABLED #  
   # MANUAL SAVE FUNCTION: READY #  
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   >>> SAVE SYSTEM ONLINE <<<
2. \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   # AUTO-SAVE: SUCCESS #  
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*
3. “We are back, and it looks like the save state system is online. For now, we will keep it under our control as we gain more functionality. Please let me continue to explain why you seem to be living two lives.”
4. "Our society has adopted this method of housing prisoners in an unconscious state as we do not have the facilities nor the capacity to house prisoners as in the past.”
5. “Despite even this fact, many find this a more humane method anyway as this approach allows them to live an internal life of sorts without harming others especially since we now know how to prevent the severe mental and physical decline of prolonged unconsciousness."
6. "That's where the BCI comes in, as it allows us to stimulate the brain's cortex, providing coherent and vivid dream-like experiences while preventing mental deterioration of long-term comas. Combined with muscle stimulation and physical therapy techniques, we can maintain a prisoner's body in good condition for decades."

[SD-A quick screen glitch and now sentences are appearing as the player arrows down.]

1. \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   # SENTENCE LOADING: ACTIVE #  
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*
2. “Ah a little late, but we now can put whole sentences up a time. I’ll continue..”
3. "However, our ability to control these experiences you are having under BCI stimulation is limited—beyond this experimental text interface, we can't direct what you experience. However, the process is effective enough to allow your mind to weave together fragments of your memories, creating an experience that feels real but is, in fact, artificial.”
4. "I realize this is a lot to process, but the life you thought you were living—the world of 2025—is a product of your mind."
5. "You may have noticed inconsistencies, small details that don’t quite add up. That’s the BCI at work, keeping your mind stimulated by stitching together experiences."
6. "I know this may be terrible news. Some people find comfort in the knowledge that the life they are living is not real, while others feel a profound sense of loss or confusion—as could be expected."

[SD-This time the update comes with no warning you see a line that partitions the screen at the top. ASCII hyphens are used to make the line.]

1. ### SCREEN PARTITIONING INITIALIZATION ###   
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*   
   # PRIMARY DISPLAY AREA: CONFIGURED #   
   # STATUS PANEL: ALLOCATED #   
   # TEXT POSITIONING AND ALIGNMENT: ENABLED #  
   # INTERACTION CONSOLE: ACTIVE #   
   # NAVIGATION GRID: LOADED #   
   # MESSAGE FEED: ONLINE #   
   # INPUT COMMAND PROMPT: READY #   
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*   
   >>> SCREEN PARTITIONING COMPLETE <<<
2. “Great it looks like we have the information panel loaded. Sorry I didn’t give you a warning first, it caught me off guard as well. We can’t do anything with it yet, so let’s continue.”
3. "Before we move on, you might wonder why you can’t remember anything from before your imprisonment.”
4. “Those memories have eroded over time. We can recover them with a focused effort perhaps, but we have other matters to attend to. We have the amber and white text color ready to go…hold a moment.”

[SD-Load in amber text to all text writing with the status bar line being white.]

1. \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   # AMBER TEXT COLOR: ACTIVE #  
   # WHITE TEXT COLOR: ACTIVE #  
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*
2. “They say this amber color is easier on your eyes, but we really are just testing our color functionality as basically as possible.”
3. "Now that I’ve told you about your situation, it’s time I explain my role in all this."
4. "I’m a research scientist working on an experimental project."
5. "There are dozens of similar projects running concurrently, each led by different researchers. We’re essentially in competition with each other, each pursuing the same end goal through different methods."
6. "Our first objective is to advance the integration between the brain and the BCI device so we can start collecting data at the synaptic level."
7. “Speaking of integration, we are going to start using the information bar to display our progress towards loading the next upgrade to our capabilities along with a brief title of that for that upgrade.”

[SD-Add progress precent complete (00%) in the information bar.]

1. ### UPDGRADE PROGRESS REPORT SYSTEM INITIALIZATION ###   
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*   
   # DISPLAY MODULE: ACTIVATED #   
   # PROGRESS TRACKER: CALIBRATED #   
   # LOAD METER: SYNCHRONIZED #   
   # INCREMENTAL STATUS UPDATES: ENABLED #   
   # VISUAL FEEDBACK: ONLINE #   
   # TARGET UPGRADE: LOCKED IN #   
   # ESTIMATED COMPLETION TIME: CALCULATED #   
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*   
   >>> UPGRADE PROGRESS REPORT SYSTEM READY <<<

[SD-Display “CURSOR MOVEMENT EXPANSION 0%” in the information bar.]

1. “It may not seem like much, but our team is very proud of getting this progress report loaded to the information bar, but I digress yet again.”
2. "Currently we're only capturing surface-level data from the BCI, but as we refine it, we’ll be able to gather data on human cognition that’s far richer and more nuanced.”
3. "This data isn’t just a byproduct; it’s essential for our end goal: to use insights from the brain’s operations to shape the architecture of a new kind of artificial intelligence, or AI, through advanced neural networks that mimic these processes."
4. "As the brain-computer integration continues to develop and provide more complex training data, we expect it will reveal structures we can use to build AI models that scale incrementally—from basic machine learning to, hopefully, artificial general intelligence or AGI."
5. "We need a model that can truly exceed human capabilities to understand a multitude of variables while applying expert-level knowledge across a host of different areas of expertise. Achieving AGI levels of intelligence is essential."
6. “We cracked the cursor movement problem and now you can move and select text, but there is nothing to use it for now. We need to make small steps and not every one of them can lead to a huge leap in function for you.”
7. “We are getting to toughest part…at least for everyone trying to make it here in the real world.”

[SD-Player can now move side-to-side with the cursor keying through words and space with each press sideways in either direction. They can hit enter to select a word though there is nothing to do with it right now.]

1. ### CURSOR ENHANCEMENT INITIALIZATION ###   
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*   
   # VERTICAL MOVEMENT: ACTIVE #   
   # HORIZONTAL MOVEMENT: ENABLED #   
   # BLINKING TEXT: READY #  
   # WORD SELECTION MODE: CONFIGURED #   
   # INTERACTIVE SELECTION: READY #   
   # ENTER KEY FUNCTIONALITY: MAPPED #   
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*   
   >>> CURSOR UPGRADE COMPLETE <<<

[SD-Display “TEXT FORMATTING 0% in the information bar”]

1. "I am giving everything I have to make this breakthrough, and my organization is not expending so much of our precious resources to discover new science or go to the stars. We do this to meet the threats we face, threats that could even harm you in the prison where your unconscious body is housed."
2. "Our world is on the brink of total collapse—civilization has experienced a cascade of catastrophic events!”
3. "The collapse was initiated by one of the worst human extinction possibilities right up there with things like an asteroid strike or super volcano eruption, but much more insidious.”
4. “It was really the worst-case scenario of a bioweapon escaping lab containment as the virus was engineered to have a long incubation period with an extremely high mortality rate.”
5. "We saw populations dying in extreme numbers in a very short window of time that no one saw coming, leading to a speedy collapse of food, energy, and transportation systems."
6. "This is painful to even recall, but you need to understand the stakes...the fabric of society was literally ripped apart before our eyes. We barely had time to see people fight for the remaining resources after a few months as mass starvation set in among survivors of that initial killer wave of the virus."
7. “We estimate about 90% of humanity has died since the virus appeared 7 years ago.”
8. “Let’s take a moment and regroup. To even say this out loud is still shocking and hurts very badly to even think about. At least we have all the bad news out in the open. The next upgrade is going to allow you to finally make some choices albeit limited at first.”
9. ### TEXT FORMATTING INITIALIZATION ###   
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
   # BOLD TEXT ENABLED #   
   # UNDERLINE FUNCTION: ACTIVE #   
   \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*   
   >>> TEXT FORMATTING SYSTEM ONLINE <<<
10. “We have working in our favor is the disease seems to have burned out of the population quickly once it became deadly. We believe there are very little cases of those with incubating infections and those people will also soon be dead. Now that people are aware, everyone isolates from anyone they do not know leading to even less expectation the virus is still circulating in any numbers.”
11. "We estimate the global population may be now as low as 400 million, with most of humanity clustered around the world’s most habitable land, divided into various factions with diverse local cultures and varying levels of technology. Competition for resources has led to extremely territorial tribal-type warfare."
12. "Rebuilding any kind of society we once knew presents the most challenging problem in human history. Thankfully, there are still advanced pockets of technology, including this facility that houses you as a prisoner and serves as the home of this research effort."
13. “I hope now you can see why we need an innovative solution that offers a truly new way to organize society.”
14. "By understanding human cognition at a deeper level, we aim to train an AGI capable of devising strategies to navigate these complex challenges."
15. "The AGI would assist in planning recovery efforts, managing resources efficiently, and helping to rebuild society with the hope that we could even find new breakthroughs if we achieve ASI levels of cognition."
16. "Your participation in helping to develop the simulation and train this intelligence could make a profound difference—not just for yourself, but for countless others."
17. "However, I need to be honest with you—the process of integrating the BCI more deeply is risky. It requires invasive procedures while in a comatose state."
18. "There's a chance of complications, even death, during the surgeries or due to unforeseen effects of the integration."
19. "Our program directors believe that the threat of death is necessary to capture authentic cognitive states as accurately as possible. They consider this one of the foundational principles for achieving the needed breakthroughs."
20. "It's crucial that you're aware of these dangers. The stakes inside these experiences will be as real as they are outside."
21. "Given these necessary dangers, our organization had to make a difficult decision.”
22. "The invasive procedures require patients who are unconscious to begin with. Getting volunteers who are willing to be unconscious for an indefinite period while risking death inside the simulation proved impossible, despite the circumstances."
23. "Not to mention all the risks associated with advancing the surgical integration of the brain-computer interface that may be difficult or impossible to be undone."
24. "Therefore after much tumultuous debate, using prisoners in comas seems to be the only feasible option."
25. "I recognize that prisoners may not be the most representative sample, but we have hundreds of projects running, each with their own candidates."
26. "Your file is particularly unique in that you are here due to what seems to be a case of guilt by association. I have high hopes for what you can contribute.”
27. "This presents a good opportunity to tell you a little more about myself, especially since your fate is somewhat tied to mine."
28. "I'm 44 years old, and despite not fitting the typical profile for this program, I was selected because of my unique approach to this research project."
29. "My colleagues sometimes refer to me as an 'ideas guy'—I admit I'm not the most technically skilled when it comes to programming or computer science."
30. "However, I have a background in neuroscience and a deep interest in history and social science. Plus, I'm passionate about video games of all kinds which doesn’t seem relevant at the moment but let me explain."
31. "Rather than attempting to create a fully immersive, hyper-realistic simulation like most of my peers, I propose utilizing principles of gamification to structure the experiences."
32. "By abstracting complex real-world scenarios into structured game mechanics, we’re able to isolate and capture specific neural patterns in your decision-making processes. This structured format provides clean, labeled data on cognitive responses, making it ideal for neural networks and machine learning models.”
33. "We can gradually increase the simulation complexity as the BCI connections deepen and expand, starting from simple text-based interactions and progressively incorporating more complexity."
34. “As the complexity of the simulation increases, it allows us to train algorithms on distinct aspects of human behavior, like risk assessment, adaptability, and strategic planning, which are difficult to capture in unstructured real-world data.
35. This controlled environment enables the precise, repeatable observations needed to develop advanced neural models that closely mimic human cognitive functions."
36. "Interestingly, this approach was inspired by my love of video games and the limitations of the primitive BCI we have to start with."
37. "While not delibrate, the increasing complexity of the simulation will somewhat follow the technical and mechanical progression of role-playing games throughout gaming history."
38. "I realize this is a lot to take in, and you haven't had a chance to respond yet."
39. "Before we proceed, we need to upgrade your BCI to allow for interactive choices. This will require a minor procedure."
40. "During the procedure, you won't experience anything. It will be as if no time has passed from your perspective."
41. "I wish I could ask for your consent, but we don't have that capability yet. I hope you'll understand."
42. "We've performed this initial procedure on a few other candidates before you, and unfortunately, one of the operations failed resulting in the death of the prisoner."
43. "I wish you the best of luck, and we will see you on the other side."
44. "Welcome back. You should now see a cursor—you'll be able to make choices from the options we provide."
45. "I've told you why you're here, what we're doing, why you're a potential candidate, and what we hope to achieve. But I haven't told you what's in it for you."
46. "You now know that you will remain unconscious for the rest of your life, and you may even perish from the total collapse of society, which would see you die trapped in a coma in prison."
47. "You could go back to the way you were before we contacted you and continue living in your constructed reality, unaware of its artificial nature. But now that you know the truth, does it still hold the same meaning?"
48. "But consider this: in your current life, you have no true agency. The thoughts and decisions you believe are yours are actually generated by the BCI."
49. "Think about moments when ideas seemed to come from nowhere—that's the BCI stimulating your cortex to keep your mind active. You haven't exercised free will since your imprisonment. But that can change."
50. "The path ahead won't be easy. There are significant risks—the integration procedures and the challenges within the experiences could potentially result in your death."
51. "However, if you're willing to face these challenges, there’s an opportunity."
52. "If you choose to participate, navigate the experiences successfully, and survive until we have completed all the requirements to reach our goal, you will be set free with no strings attached."
53. "Moreover, your contribution could help save humanity from the crises we face. I think many would consider that even more important if you are the kind of person I think you are."
54. "I understand if you're hesitant. It's a lot to consider. But I believe in this project, and I hope you'll join me."
55. "Let me load your options so you can make your choice. Whatever you decide, I wish you the best."

# VERSION

**Voice:** "Hello."

**Voice:** "I know this must be incredibly disorienting. Please, take a moment to gather yourself."

**Voice:** "You might be feeling confused, perhaps even scared. That's completely understandable."

**Voice:** "What you're experiencing right now isn't just a game. It's the only real thing happening to you."

**Voice:** "I can communicate with you only through this interface for now. You can't respond yet, but that will change soon."

**Voice:** "There's a lot I need to explain, and I ask for your patience."

**Voice:** "I'll be straightforward, even if it's hard to hear."

**Voice:** "You're in a coma. You've been here for a very long time."

**Voice:** "You're perceiving this through a brain-computer interface—a BCI."

**Voice:** "It's connected directly to your mind, allowing us to communicate."

**Voice:** "As we progress, you'll notice more systems coming online—functions of the BCI we're activating."

**Voice:** "I know this is overwhelming."

**Voice:** "But there's more you need to know."

**Voice:** "You're not just in a coma... you're also incarcerated."

**Voice:** "You and your family were convicted of treason."

**Voice:** "You were young but tried as an adult—sentenced to life without parole."

**Voice:** "As part of your sentence, you're kept in a medically induced coma."

**Voice:** "Traditional prisons are no longer possible in our changed world."

**Voice:** "This method keeps you from harming others or yourself, while preserving your body and mind."

**Voice:** "You might wonder how you can be in a coma yet feel like you're living a life—even playing a game."

**Voice:** "That's the BCI at work."

**Voice:** "It stimulates your brain, creating vivid, coherent experiences."

**Voice:** "Your mind weaves these stimuli into a reality—a life that feels real but isn't."

**Voice:** "You may have noticed inconsistencies—small details that didn't quite add up."

**Voice:** "Those are imperfections in the BCI's simulation—the cracks in the illusion."

**Voice:** "As for your past memories... they've faded over time."

**Voice:** "Recovering them is uncertain, but right now, we have more pressing matters."

**Voice:** "I understand this is a lot to take in."

**Voice:** "Some find comfort in knowing their previous life wasn't real; others feel a profound sense of loss."

**Voice:** "But now, it's important to focus on what's ahead."

**Voice:** "I'm the director of a research project."

**Voice:** "Teams like mine are working on different approaches to the same goal."

**Voice:** "We need participants, and we've turned to inmates like you."

**Voice:** "Our world is in crisis."

**Voice:** "A catastrophic virus decimated the population."

**Voice:** "Ninety percent of humanity is gone."

**Voice:** "Society as we knew it has collapsed."

**Voice:** "We need solutions beyond human capability."

**Voice:** "We're developing an advanced artificial intelligence—an AGI—that could help us rebuild."

**Voice:** "To achieve this, we need authentic cognitive data."

**Voice:** "We need you to participate in simulations, facing challenges as you would in reality."

**Voice:** "Your genuine reactions are crucial for creating an AI that understands human nuances."

**Voice:** "I won't deceive you."

**Voice:** "The process involves risks—surgeries, simulations."

**Voice:** "There's a possibility you might not survive."

**Voice:** "Inside the simulation, the stakes are real."

**Voice:** "If you 'die' there, you may be terminated in reality."

**Voice:** "We could force you into this, but unwilling participants could corrupt the AI's training data."

**Voice:** "That's why we need those who choose to engage."

**Voice:** "Here's our offer."

**Voice:** "If you choose to help us—fully engage in our program—we'll grant you freedom."

**Voice:** "You'll be released, given resources to start anew."

**Voice:** "A chance at a real life."

**Voice:** "But understand, the journey won't be easy."

**Voice:** "We don't know all the challenges ahead."

**Voice:** "There will be trials, dangers, unknowns."

**Voice:** "But if you succeed, not only do you gain your freedom—you might help save humanity."

**Voice:** "Now, the choice is yours."

**Voice:** "If you choose to remain in your artificial reality, we'll disconnect, and you'll return to the life your mind creates."

**Voice:** "If you choose to enter the simulation, your journey begins—a new life, with all its challenges and possibilities."

*Two options appear before you:* ***"Remain in Artificial Reality"*** *and* ***"Enter the Simulation."***

**Voice:** "Take a moment."

**Voice:** "Whatever you decide, know that your choice matters."

**Voice:** "Good luck."

**[End of Introduction]**

# VERSION

**Voice:** "Hello."

**Voice:** "I know this must be confusing. Take a moment to steady yourself."

**Voice:** "What you're experiencing right now isn't just a game. It's the only real thing happening to you."

**Voice:** "I can reach you only through this interface. You can't respond yet, but that will change soon."

**Voice:** "There's a lot to explain, and I ask for your patience."

**Voice:** "I'll be straightforward, even if it's hard to hear."

**Voice:** "You're in a coma. You've been here for a long time."

**Voice:** "You're reading this through a brain-computer interface—a BCI."

**Voice:** "It's connected directly to your mind, allowing us to communicate."

**Voice:** "As we progress, you'll notice more systems coming online—parts of the BCI we're activating."

**Voice:** "I know you're feeling confused, maybe even scared. That's natural."

**Voice:** "But there's more you need to know."

**Voice:** "You're not just in a coma... you're also incarcerated."

**Voice:** "You and your family were convicted of treason."

**Voice:** "You were young but tried as an adult—sentenced to life without parole."

**Voice:** "As part of your sentence, you're kept in a medically induced coma."

**Voice:** "Our world has changed. Traditional prisons aren't possible anymore."

**Voice:** "This method prevents harm—to others and yourself—while preserving your body and mind."

**Voice:** "You might wonder how you can be in a coma yet living a life—even playing a game."

**Voice:** "Or how society could justify leaving someone trapped in their own mind."

**Voice:** "The answer to both questions lies in the BCI."

**Voice:** "It stimulates your brain, creating vivid, coherent experiences."

**Voice:** "Your mind weaves these stimuli into a reality—a life that feels real but isn't."

**Voice:** "You may have noticed inconsistencies—small details that don't quite fit."

**Voice:** "That's the BCI at work, imperfectly stitching together your experiences."

**Voice:** "As for your past memories... they've faded over time."

**Voice:** "Recovering them is uncertain, but right now, we have more pressing matters."

**Voice:** "I understand this is overwhelming."

**Voice:** "Some find relief knowing their previous life wasn't real; others feel a profound loss."

**Voice:** "But now, it's important to focus on what's happening in the world we share."

**Voice:** "I'm the director of a research project."

**Voice:** "Teams like mine are working on different approaches to the same goal."

**Voice:** "We need participants, and we've turned to inmates like you."

**Voice:** "Our first objective is to enhance the BCI—to delve deeper into human cognition."

**Voice:** "Right now, we can only access surface-level data."

**Voice:** "By refining the BCI, we hope to understand the mind in ways never before possible."

**Voice:** "This could help us develop an advanced artificial intelligence—an AGI."

**Voice:** "Why is this so important?"

**Voice:** "Because our world is on the brink of collapse."

**Voice:** "A catastrophic virus, engineered as a bioweapon, decimated the population."

**Voice:** "Ninety percent of humanity is gone."

**Voice:** "Society as we knew it has fallen apart."

**Voice:** "We need innovative solutions—something beyond human capacity."

**Voice:** "An AGI could help us rebuild, manage resources, and perhaps save what's left."

**Voice:** "But to achieve this, we need authentic cognitive data."

**Voice:** "We need you to participate in simulations, facing challenges as you would in reality."

**Voice:** "Your genuine reactions are crucial for creating an AI that understands human nuances."

**Voice:** "I won’t deceive you. The process involves surgeries that carry significant risks."

**Voice:** "Inside the simulation, the stakes are equally high. If you ‘die’ there, you’ll be terminated in reality."

**Voice:** "We could force you into this, but unwilling participants could corrupt the AI’s training data. That’s why we need those who choose to engage."

**Voice:** "Here's our offer."

**Voice:** "If you choose to help us—fully engage in our program—we'll grant you freedom."

**Voice:** "You'll be released, given resources to start anew."

**Voice:** "A chance at a real life."

**Voice:** "But understand, the journey won't be easy."

**Voice:** "We don't know all the challenges ahead."

**Voice:** "There will be trials, dangers, unknowns."

**Voice:** "But if you succeed, not only do you gain your freedom—you might help save humanity."

**Voice:** "Now, the choice is yours."

**Voice:** "If you choose to remain in your artificial reality, we'll disconnect, and you'll return to the life your mind creates."

**Voice:** "If you choose to enter the simulation, your journey begins—a new life, with all its challenges and possibilities."

**Voice:** "Take a moment to decide."

**[Two options appear before you: "Remain in Artificial Reality" and "Enter the Simulation."]**

**Voice:** "Whatever you choose, know that your decision matters."

**Voice:** "Good luck."

**[End of Introduction]**

# VERSION

Voice: "Hello."

Voice: "I know you’re probably feeling disoriented. Take a moment to gather yourself."

Voice: "What you’re experiencing right now… isn’t just a game. It's the only real thing happening to you."

Voice: "I can communicate with you through this interface, but you can’t respond yet. That will change soon."

Voice: "There’s a lot you need to know, and I’ll be as straightforward as possible."

*Pause.*

Voice: "You’re in a coma. You've been here for a long time."

Voice: "You’re perceiving this through a brain-computer interface—a BCI. This technology connects directly to your mind."

Voice: "You may start noticing system messages indicating new functions coming online as we progress."

*Brief pause, to let the weight of this sink in.*

Voice: "You may not remember much, but there’s a reason. You’re not just in a coma… you’re also imprisoned."

Voice: "You and your family were convicted of treason. You were young, but they sentenced you to life without parole."

*Pause to increase tension.*

Voice: "The world has changed since then. Traditional prisons are no longer possible."

Voice: "Instead, society keeps certain prisoners in medically induced comas, interfaced with the BCI."

Voice: "This method is seen as humane; it maintains your body and mind, even allows you to experience a form of life."

*Another pause.*

Voice: "You might have wondered why certain things in your reality felt… off."

Voice: "Moments that didn’t quite fit, memories that faded too easily. That’s the BCI at work, stitching together a reality from fragments of your mind."

Voice: "Your true memories? They’ve faded over time. Recovering them is possible, but right now, we have more pressing matters."

*The tone shifts, becoming slightly more urgent.*

Voice: "The world is not as it was. A bioweapon—an engineered virus—wiped out ninety percent of humanity."

Voice: "Society collapsed. The few who survived are struggling to rebuild."

Voice: "To make any progress, we need something beyond human capacity. We need advanced artificial intelligence—an AGI."

Voice: "To create it, we need authentic human responses—real cognitive data. That’s where you come in."

*The stakes become clear.*

Voice: "We’re asking you to participate in a simulation—a series of experiences that will challenge your mind in ways similar to real life."

Voice: "We need your genuine reactions. These responses will help us develop an intelligence capable of guiding humanity forward."

Voice: "But I won’t lie to you. The process has risks. There will be surgeries, dangers within the simulation itself."

Voice: "If you agree to help us, if you engage fully, we can offer you something few others have—a path to freedom."

Voice: "Success would mean your release, a second chance at life."

*Another pause, letting the gravity of the decision settle.*

Voice: "But the journey won’t be easy. It may even be fatal. And if you fail… well, you’ll return to your artificial reality, where everything feels safe and familiar."

Voice: "Now, the choice is yours."

Voice: "Do you wish to remain in your current reality, or do you choose to enter the simulation and shape your fate?"

[Two options appear before you: "Remain in Artificial Reality" and "Enter the Simulation."]

Voice: "Take a moment. Whatever you decide, know this: your choice matters."

Voice: "Good luck."

# VERSION

**Voice:** "Welcome back."

**Voice:** "I imagine you're feeling disoriented. That's perfectly normal."

**Voice:** "You might not remember me, but I've been watching over you."

**Voice:** "What you're experiencing right now isn't part of the life you knew. In fact, that life was never real."

**Voice:** "I need you to stay calm and listen carefully."

**Voice:** "You're currently in a state of deep unconsciousness—a coma."

**Voice:** "You've been here for quite some time."

**Voice:** "The world you believed in was a construct, created by your mind."

**Voice:** "We used a brain-computer interface—a BCI—to stimulate your consciousness."

**Voice:** "There's more you need to understand."

**Voice:** "You were convicted of a serious crime—treason—alongside your family."

**Voice:** "Despite your youth, you were tried as an adult and sentenced to life without parole."

**Voice:** "As part of your sentence, you were placed in a medically induced coma."

**Voice:** "Traditional incarceration methods are no longer feasible."

**Voice:** "This approach ensures the safety of others and maintains your physical and mental health."

**Voice:** "The BCI was designed to provide you with a semblance of life."

**Voice:** "It crafts experiences from fragments of your memories, creating a reality that feels authentic."

**Voice:** "But it's not real."

**Voice:** "You may have sensed inconsistencies—moments that didn't quite fit."

**Voice:** "These were glitches in the BCI's simulation."

**Voice:** "Your true memories have faded over time."

**Voice:** "Recovering them fully might not be possible."

**Voice:** "I understand this is a lot to take in."

**Voice:** "Some people find solace in learning the truth; others feel a deep loss."

**Voice:** "But there's an urgent matter we need to discuss."

**Voice:** "I'm leading a critical research project."

**Voice:** "Our world is facing an unprecedented crisis."

**Voice:** "A devastating virus has wiped out ninety percent of the population."

**Voice:** "Society as we knew it has collapsed."

**Voice:** "We are striving to develop an advanced artificial intelligence—an AGI."

**Voice:** "This AGI could help us rebuild civilization, manage resources, and ensure our survival."

**Voice:** "But to create it, we need genuine human cognitive data."

**Voice:** "We need you to participate in a series of simulations."

**Voice:** "These simulations will challenge you in ways that mirror reality."

**Voice:** "Your authentic responses are vital for training the AGI."

**Voice:** "I must be transparent with you."

**Voice:** "The process involves risks."

**Voice:** "There will be surgeries to enhance the BCI, and the simulations may put you in perilous situations."

**Voice:** "There's a chance you might not survive."

**Voice:** "If you choose to help us and fully engage in the program, we will grant you freedom."

**Voice:** "Upon successful completion, you will be released and provided with resources to start anew."

**Voice:** "An opportunity to live a real life."

**Voice:** "I won't pretend this will be easy."

**Voice:** "The path ahead is fraught with challenges and uncertainties."

**Voice:** "But your efforts could help save what's left of humanity."

**Voice:** "Now, the decision rests with you."

**Voice:** "You can choose to return to your artificial reality, where everything feels familiar, and live out your days unaware of the truth."

**Voice:** "Or you can join us, face the challenges ahead, and play a pivotal role in humanity's recovery."

**Voice:** "Take your time to decide."

**Voice:** "Whatever you choose, know that your choice carries weight."

**Voice:** "We respect your autonomy."

**Voice:** "We're here, awaiting your decision."

**Voice:** "Good luck."

**Voice:** "End of Introduction."

# VERSION

**Voice:** "Hello."

**Voice:** "I know this must be confusing—perhaps even overwhelming. Please, take a moment to steady yourself."

**Voice:** "What you're experiencing right now isn't just a game. It's the only real thing happening to you."

**Voice:** "I can reach you only through this interface. For now, you can't respond, but that will change soon."

**Voice:** "There's much I need to explain, and I ask for your patience."

**Voice:** "I'll be honest with you, even if it's hard to hear."

**Voice:** "You're in a coma. You've been here for a very long time."

**Voice:** "You're perceiving this through a brain-computer interface—a BCI."

**Voice:** "It's connected directly to your mind, allowing us to communicate."

**Voice:** "As we progress, you'll notice more systems coming online—functions of the BCI we're activating."

**Voice:** "I know you're feeling disoriented, maybe even frightened. That's natural."

**Voice:** "But there's more you need to know."

**Voice:** "You're not just in a coma... you're also a prisoner."

**Voice:** "You and your family were convicted of treason."

**Voice:** "You were young, but tried as an adult—sentenced to life without parole."

**Voice:** "As part of your sentence, you're kept in a medically induced coma."

**Voice:** "Our world has changed. Traditional prisons aren't possible anymore."

**Voice:** "This method keeps you from harming others or yourself, while preserving your body and mind."

**Voice:** "You might wonder how you can be in a coma yet feel like you're living a life—even playing a game."

**Voice:** "That's the BCI at work."

**Voice:** "It stimulates your brain, creating vivid, coherent experiences."

**Voice:** "Your mind weaves these stimuli into a reality—a life that feels real but isn't."

**Voice:** "You may have noticed inconsistencies—little things that didn't quite add up."

**Voice:** "Those are imperfections in the BCI's simulation—the cracks in the illusion."

**Voice:** "As for your past memories... they've faded over time."

**Voice:** "Recovering them is uncertain, but right now, we have more pressing matters."

**Voice:** "I understand this is overwhelming."

**Voice:** "Some find comfort in knowing their previous life wasn't real; others feel a profound sense of loss."

**Voice:** "But now, it's important to focus on what's ahead."

**Voice:** "I'm the director of a research project."

**Voice:** "Teams like mine are working on different approaches to the same goal."

**Voice:** "We need participants, and we've turned to inmates like you."

**Voice:** "Our world is in crisis."

**Voice:** "A catastrophic virus decimated the population."

**Voice:** "Ninety percent of humanity is gone."

**Voice:** "Society as we knew it has collapsed."

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**Voice:** "We're developing an advanced artificial intelligence—an AGI—that could help us rebuild."

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**Voice:** "We need you to participate in simulations, facing challenges as you would in reality."

**Voice:** "Your genuine reactions are crucial for creating an AI that understands human nuances."

**Voice:** "I won't deceive you."

**Voice:** "The process involves risks—surgeries, simulations."

**Voice:** "There's a possibility you might not survive."

**Voice:** "That's why we need willing participants."

**Voice:** "Here's our offer."

**Voice:** "If you choose to help us—fully engage in our program—we'll grant you freedom."

**Voice:** "You'll be released, given resources to start anew."

**Voice:** "A chance at a real life."

**Voice:** "But understand, the journey won't be easy."

**Voice:** "We don't know all the challenges ahead."

**Voice:** "There will be trials, dangers, unknowns."

**Voice:** "But if you succeed, not only do you gain your freedom—you might help save humanity."

**Voice:** "Now, the choice is yours."

**Voice:** "If you choose to remain in your artificial reality, we'll disconnect, and you'll return to the life your mind creates."

**Voice:** "If you choose to enter the simulation, your journey begins—a new life, with all its challenges and possibilities."

**Voice:** "Take a moment. Whatever you decide, know that your choice matters."

**Voice:** "This is your chance to shape your destiny."

**Voice:** "We'll be here, standing by."

**Voice:** "Good luck."

**Voice:** "End of Introduction."

# VERSION

**Voice:** "Hello."

**Voice:** "Take a moment. I know this must be overwhelming, confusing. You’re not alone—I'm here to help you through this."

**Voice:** "What you're experiencing right now isn't just a game. It’s the only real thing happening to you."

**Voice:** "I can only reach you through this interface, for now. You can’t respond yet, but that will change soon. There's a lot you need to know, so please, bear with me."

*Pause.*

**Voice:** "I won't sugarcoat this."

**Voice:** "You're in a coma. You’ve been here for a long time. And you’re seeing this through a brain-computer interface—a BCI."

**Voice:** "This BCI links directly to your mind, allowing us to communicate. As we move forward, you'll notice new functions unlocking, as more of the BCI comes online."

**Voice:** "I know this may sound surreal, but it gets harder. You’re not just in a coma...you’re also a prisoner."

**Voice:** "You and your family were convicted of treason. Even though you were young, they tried you as an adult, sentencing you to life without parole."

**Voice:** "As part of your sentence, you’re kept in a medically induced coma—a system they believe is more humane than traditional prisons."

**Voice:** "And while you might wonder how you can be in a coma yet feel like you're living a life—playing a game—this is all thanks to the BCI."

**Voice:** "This interface stimulates your brain to create vivid experiences. Your mind weaves these stimuli into what feels like a real life. But it isn’t."

*Pause.*

**Voice:** "You might have noticed strange moments...odd details that didn’t quite fit. Those inconsistencies are the limits of the BCI, the cracks in the illusion."

**Voice:** "The memories you had before are hazy now. They fade in this state. And while we could try to recover them, we have a more urgent purpose."

*The voice pauses as if to allow you to catch up, then continues, softer, more direct.*

**Voice:** "I know it’s a lot. Some find comfort in knowing their previous life was an illusion. For others, it feels like a loss. But now, you need to focus on what lies ahead."

**Voice:** "I’m the director of a research project. There are other teams, all working toward a shared goal, but each with different approaches. And for this, we need participants—like you."

**Voice:** "Our primary goal? To unlock the deeper layers of human cognition through the BCI. Right now, we’re only scratching the surface."

**Voice:** "The world we once knew has collapsed. A virus took out ninety percent of the population. Society, as we knew it, is in ruins."

**Voice:** "Our only hope lies in developing an intelligence beyond human limits—a true artificial general intelligence, or AGI—that can guide us back from the edge."

**Voice:** "For this, we need genuine cognitive data. That’s why we’ve turned to simulations, to capture how you’d react as if it were real. Your responses, your choices—they’re essential to creating an AGI that understands us."

*Another pause. The stakes settle in.*

**Voice:** "Here’s the offer."

**Voice:** "If you agree to help, to fully participate in our program, we’ll grant you freedom. Complete this, and you’ll be released, with the resources to start over. You’ll have a real life again."

**Voice:** "But this path won’t be easy. We can’t predict all the challenges you’ll face. There will be danger, unknowns—risks I can’t fully prepare you for. But if you succeed, not only will you earn your freedom...you could help save humanity itself."

*Two options appear before you: "Remain in Artificial Reality" and "Enter the Simulation."*

**Voice:** "The choice is yours. Remain here, and I’ll disconnect. You’ll return to the life your mind creates. Enter the simulation, and your journey will begin—a new life, filled with real stakes, real risks."

**Voice:** "Whatever you decide, know this: your decision matters."

**Voice:** "Good luck."

*End of Introduction.*

# VERSION

**Voice**: "Hello. I know you must be confused—maybe even scared. Take a moment to gather yourself. What you’re about to hear isn’t easy."

**Voice**: "The life you believe you’ve been living? It isn’t real. Right now, you’re inside an experience created by a system called a brain-computer interface, or BCI. This device is woven into your mind, and it’s been crafting an illusion—your memories, routines, the people you know. It’s all part of an artificial world, a world designed to keep you alive but asleep."

**Voice**: "You see, you’ve been in a coma for years now. This BCI allows us to communicate, but it does more than that. It constructs a reality based on fragments of your memories. It gives your mind something to hold onto, preventing it from deteriorating in the absence of real life. I imagine you’ve sensed cracks in it—moments when things didn’t quite add up. Those inconsistencies are the limits of the BCI’s reach, the imperfections in a life built by memories."

**Voice**: "And there’s more. You’re not just in a coma. You’re here because of a choice society made—to incarcerate you, to keep you unconscious. You and your family were convicted of treason. You were only a teenager, but you were tried as an adult, sentenced to life without parole. In this future, traditional prisons have become impossible. Resources are gone; our world barely functions. Instead, they found another way to hold prisoners—a method that prevents harm, keeps you confined, yet leaves your mind intact."

**Voice**: "The world outside this construct has changed. Ninety percent of humanity is gone, wiped out by a devastating virus. Civilization has collapsed. The few who remain struggle to survive. And that’s where you come in. Our society, what’s left of it, depends on innovation, on something that can think beyond human limits. We’re trying to build an advanced artificial intelligence—an AGI—that can help us rebuild, plan, and restore what remains."

**Voice**: "And here’s our offer to you. If you choose to stay in this reality, we’ll disconnect, and you’ll continue on as you were, living a life that feels real, safe, and predictable, though it’s built by fragments of your memories. But if you choose to join our program, you’ll enter a simulation that’s like a new life, with real stakes, real challenges, and genuine unknowns. You’ll face trials, dangers—even the possibility of death. We’re asking you to engage fully, to help us develop an intelligence that could change the world."

**Voice**: "If you succeed, you’ll earn your freedom—a release from this coma and a fresh start. But if you fail… well, you’ll know you made an attempt. That you tried to be a part of something bigger, something real. The choice, in this moment, is yours."

**[Two options appear: “Remain in Artificial Reality” and “Enter the Simulation”]**

**Voice**: "This isn’t a decision to take lightly. You could stay here in a life that feels familiar, safe, and, for all intents and purposes, real. Or, you can face the unknown, with all its dangers and possibilities. Only one path offers freedom, but the cost of reaching it is high. Whatever you decide, know this: your choice matters. This is your chance to shape your own destiny."

**Voice**: "Choose wisely."

# VERSION

Introduction Script

Connection Made

“Hello.”

"This must be incredibly disorienting. Please, take a moment to steady your mind."

Warning

“What you’re seeing—this message on your screen—isn’t just the video game you thought you were playing.”

“This message is, in fact, the only real experience you’re having right now.”

"I can only communicate with you through this text interface, and you won't be able to respond just yet.”

“As this message continues, you may notice system notifications. These are just indicating when new functionality is coming online.”

“There's a lot I need to explain, and I ask for your patience."

Trapped

"I'll be straightforward, even though this might be hard to hear."

"You're in a coma. You have been for quite some time."

“I’ll let that sink-in…I’m sure this is all a blur.”

Brain-Computer Interface

"You're reading this message through a device called a brain-computer interface, or BCI."

"The BCI works my making physical connections to the brain that can send information back and forth to a computer.”

“The BCI is actually what is being expanded upon as we gain functions as noted by the system messages mentioned earlier.”

Even More Trapped

"I know you might be feeling confused, perhaps even a bit frightened. That's completely understandable.”

“Learning how you got into this situation is not going to help. This is my first time having to break this news to one of you, so I’ll I will just plainly say it..."

"You're not just in a coma; you're also incarcerated.”

“You were convicted of treason along with the rest of your immediate family.”

“You were young—barely a teenager—but tried as an adult and sentenced to life imprisonment, with no possibility of parole.”

Mental Prisons

“As part of your sentence, you are being kept in a medically induced coma.”

“Our society has embraced this method of housing prisoners as our current situation makes housing prisoners by traditional means impossible.”

“Despite even this fact, many find this a more humane method anyway as we can prevent the offender from harming anyone, including themselves.

“We can also prevent the severe mental and physical decline of prolonged unconsciousness."

Still Doesn’t Add Up

“Let me stop a moment and say that I am guessing that you probably have two thoughts coming to mind at moment.”

“I know you must be wondering how you can currently be in a coma and at the same time be living your life, even at this very moment playing what you thought was just some video game.”

“Perhaps you also thought, ‘How can a society justify letting someone be trapped in their mind with no experiences while time just passes them by?’”

“While those questions seem unrelated both are answered by what the brain computer interface technology capabilities currently are.”

Coherent Dreams

“The primitive BCI we are using on prisoners allows us to stimulate the brain's cortex, providing coherent and vivid dream-like experiences thus preventing mental deterioration of long-term comas.”

“These are more than just dream states as we are achieving brain wave states similar to conscious patterns which are driving more consistent internal experiences that seem like reality.”

“Combined with muscle stimulation and physical therapy techniques, we can maintain a prisoner's body in good condition for decades while still giving them some kind of internal life experience."

Life of Illusion

"However, our ability to control these experiences you and your fellow prisoners are having under BCI stimulation is limited—beyond this experimental text interface, we can't direct what you experience.”

However, the stimulation is effective enough to allow your mind to weave together fragments of your memories, creating an experience that feels real but is, in fact, artificial.”

"This may be difficult to accept, but the life you believed you were living—the year, the place, the events—are your mind’s creations.

Inconsistencies

"You may have noticed inconsistencies as you went through your life, small details that don’t quite add up.”

“That’s the BCI at work, keeping your mind stimulated to keep imperfectly stitching together experiences."

"Before we move on, you might wonder why you now can’t remember anything from before your imprisonment.”

“Those memories are dormant, eroded over time. We can recover them with a focused effort perhaps, but it’s theoretical at best and we have other matters to attend to.”

Starting Over

"I know this may be terrible news depending on what your life is like in your ‘reality’.”

“It has been reported a few prisoners have found comfort in the knowledge that the life they were living is not real.”

“Most were horrified to learn their family is a construct and felt a profound sense of loss and confusion to learn of their imprisonment—as could be expected."

“I have given you all the important context you need to know about yourself and your situation, so let’s focus on what is actually happening in the world we both are living in.”

A Research Project

"I’m a Project Director leading a team on an experimental research project."

"Dozens of teams like mine are running competing studies, each with a unique approach but the same overall set of goals.”

“We require human subjects these experiments, and we have drafted a large number of inmates to be screened for participation in the program.”

First Objective

"Our first objective is to advance the integration between the brain and the computer interface so we can start collecting data at the synaptic level."

"Currently we're only capturing surface-level data from the BCI, but as we refine it, we’ll be able to gather data on human cognition that’s far richer and more nuanced.”

“As the brain-computer integration continues to develop and provide more complex modeling what is actually happening inside the brain down to even the quantum level, we expect it will reveal structures we can use to build neural networks for advanced machine learning systems well beyond anything previously accomplished.”

“The other advantage of having a person get more physically integrated to the BCI is that we can then have the subject try out different scenarios inside a virtual simulation.

As the subject performs different behaviors with different mental states, the BCI can capture neural activity that will lead us to developing much better performing algorithms to apply to our improved neural networks as we discover new patterns in the higher quality neural data.”

Second Objective

“We think this approach can take us from basic machine learning, through artificial intelligence, to a level of intelligence we are called artificial general intelligence or AGI.”

"We need a model that can truly exceed human capabilities to account for a multitude of variables while applying expertise across any needed area of knowledge.”

Achieving AGI levels of intelligence is essential."

The ‘Bad’ News

“Now, the most difficult part, and why all of this is necessary.”

“We’re expending this effort not for prestige or ambition, but out of sheer survival.”

"In fact, there are so many threats our entire world is on the brink of total collapse—civilization has experienced a cascade of catastrophic events!”

The Killer

"The collapse was initiated by one of the worst human extinction possibilities on the level of an asteroid strike or super volcano eruption, but much more insidious.”

“It was the worst-case scenario of a bioweapon escaping lab containment as the virus was engineered to have a long incubation period with an extremely high mortality rate.”

"We saw populations dying in extreme numbers in a very short window of time that no one saw coming, leading to a speedy collapse of food, energy, and transportation systems."

Overpopulation No More

This is painful to even recall, but you need to understand the stakes...the fabric of society was literally ripped apart before our eyes.”

“We barely had time to see people fight for the remaining resources after a few months as mass starvation set in among survivors of that initial killer wave of the virus."

“We estimate about 90% of humanity has died since the virus appeared 7 years ago.”

“Let’s take a moment and regroup. To even say this out loud is still shocking and hurts very badly to even think about. At least we can move to solutions now.”

The Stakes of the Project

“I hope now you can see why we need an innovative solution that offers a truly new way to organize society.”

"By understanding human cognition at a deeper level, we aim to train an AGI capable of devising strategies to navigate these complex challenges."

"The AGI would assist in planning recovery efforts, managing resources efficiently, and helping to rebuild society.”

“We could even find new breakthroughs if we achieve artificial super intelligence, or ASI, levels of cognition."

Research Needs

"I realize this is a lot to take in, but you needed this context to understand why you are here.”

“We need our subjects to be in a coma to undergo the extensive amounts of potentially fatal surgeries required to fully connect with the brain computer interface.”

"We also need participants who can provide authentic cognitive training data to develop an intelligence with core human qualities like creativity, ethical judgment, and a nuanced awareness of context-including how survival is the prime directive for most human decision making."

Digital Death is Real Death

“This is the real catch as to adequately participate in the simulation we need the person to be under the threat of death as in real life.”

“The cognitive data will not be authentic without this element. Without authenticity we are assured of corrupting our model.

“Bad training data could result in any number of terrible outcomes-intelligences that hostile or misaligned with human values”

Prisoner Sacrifice

“As you may be able to guess with the possibility of death coming either through the surgeries or inside the sim itself, no one is volunteering for this experiment.”

“I personally think it is also that each individual team has slim chance of success while still carrying a major risk of death for the participant.”

“Hence why we have drafted prisoners despite not being the most representative sample.”

“You are already in the condition we need, and you really have no choice but to participate.”

Another Hurdle for Training AI

“Despite being forced into the simulation, we do want willing participants as it comes back to the quality of the data we are collecting from your brain.”

“We want to capture how the brain reacts to stimuli of various kinds and doing that with a hostile mind is sure to provide mental models that will be less useful, if not dangerous to train an AI on.”

The Offer

“That is why we are offering prisoners the ability to choose to participate or not.”

“If you choose to fully participate in all aspects of the simulation required by the research team, we will free you from your imprisonment unconditionally.”

“My organization is also prepared to set you up with enough money and supplies to start a new life once freed including joining our society.”

Long Road to Freedom

“Before you answer you must realize, we actually don’t know what the full set of requirements to reach AGI are as experimentation and discovery will be required along the way.”

“The collective assumption is that there will be thousands of objectives to reach AGI especially considering the primitive starting point of the simulation itself.”

“If you can survive these hurdles, I believe we have the right plan to reach AGI which will not only result in your freedom, but would may also give you a better world to live in once are awake to experience it.”

“We will load up the options now. If you choose ‘Remain in Artificial Reality’, we will disconnect from this interface and leave you to return to the life created in your mind.”

“If you choose, ‘Enter the Simulation’, you will be instantly ‘conceived’ where your simulation life will begin albeit in a very abstracted form.”

“Good luck.”

# VERSION

 **Greeting & Acknowledge Disorientation**

a. "Hello. I know this must be incredibly disorienting for you. Take a moment to gather your thoughts."

b. "You probably believe you've been living your life as usual, but as you can see, something has changed."

c. "Right now, I can only communicate with you through text. You won't be able to respond just yet. Please bear with me; there's a lot I need to explain."

 **Player Coma**

a. "I'll get straight to the point, as I imagine you're feeling quite unsettled. You're in a coma. You have been for quite some time."

 **Brain-Computer Interface (BCI) for Text**

a. "You're reading this message through a device called a Brain-Computer Interface, or BCI."

b. "My organization recently made a breakthrough that allows me to communicate with you in this limited way. We're working hard to expand this capability."

c. "In fact, we're trying to enable you to respond, even if just with simple choices. It's going to take a bit more time."

d. "While we work on that, let me explain how you got here. I know you can't remember much about your past, and there's a reason for that. Please prepare yourself—this may be difficult to hear."

 **Reason for Coma and Consequences of Sentence**

a. "You're not just in a coma; you're also incarcerated. You were convicted of treason due to your family's activities."

b. "You were only a teenager at the time, but you were tried as an adult and sentenced to 50 years to life. The severity of the charge means you may never see freedom again."

c. "As part of your sentence, you're being kept in a medically induced coma. Society has adopted this method as a more humane form of imprisonment—prisoners remain unconscious while they serve their time."

d. "This approach reduces risks of violence, overcrowding, and psychological deterioration associated with traditional incarceration."

 **BCI to Stimulate Prisoner Brains During Comas**

a. "In the past, prolonged unconsciousness led to severe mental and physical decline."

b. "That's where the BCI comes in. Early versions of this technology allowed us to stimulate the brain's cortex, providing dream-like experiences that feel vivid and coherent."

c. "These experiences prevent mental deterioration during long-term comas. Combined with muscle stimulation and physical therapy techniques, we can maintain a prisoner's body in good condition for decades."

d. "However, our ability to control these experiences is limited—beyond this experimental text interface, we can't direct what you experience."

 **Stimulation as the Cause of 'Real Life'**

a. "I realize this is a lot to process, but the life you thought you were living—the world of 2025—is a product of your mind."

b. "It resembles the real world you knew before imprisonment, which makes sense—your mind uses fragments of your memories to construct these experiences."

c. "But there are discrepancies, things that don't quite add up. That's because your entire reality is a confabulation, pieced together by the BCI's stimulation."

d. "You'll continue to experience this 'life' whenever you're not engaged with this interface. Unless you're truly asleep, the BCI is always active."

e. "I know this may be unsettling. Some people find comfort in these experiences, while others feel a profound sense of loss or confusion."

f. "It's important to remember that your perceptions are shaped by your mind. You have more influence over your experience than you might think."

 **Pre-Imprisonment Memory Damage**

a. "You might notice gaps in your memory, especially regarding your life before imprisonment."

b. "That's because those neural pathways haven't been activated in a long time. Over time, unused neural networks become harder to access."

c. "The BCI's stimulation focuses on creating new experiences rather than recalling entire memories, which contributes to this memory erosion."

d. "We can help you recover some of those memories in the future, if you choose to proceed. It might be challenging, but it's possible."

 **BCI Experimental Research**

a. "Now that I've told you about your situation, it's time I explain what I'm doing here."

b. "I'm a research scientist working on an experimental project related to BCI technology."

c. "There are dozens of similar projects running concurrently, each led by different researchers. We're all in competition."

 **Scaling Up of Complexity**

a. "Our primary goal is to enhance the BCI's capabilities—to create immersive, realistic experiences and to gain unprecedented insights into how the brain works."

b. "Currently, we're limited to basic text communication with no input from you, and we're only capturing surface-level data from your cortex."

 **Unprecedented Cognitive Feedback from BCI**

a. "However, with further development and deeper integration, the BCI could capture real-time cognitive data—your decision-making patterns, emotional responses, and more."

b. "This data is crucial for our ultimate goal: training an advanced Artificial General Intelligence, or AGI, that can help solve the dire crises facing humanity."

 **Purpose of Project**

a. "Our world is teetering on the brink of disaster—climate collapse, resource wars, social unrest. Conventional solutions aren't enough."

b. "By understanding human cognition at a deeper level, we can train an AGI capable of devising strategies to navigate these complex challenges."

c. "The AGI would be tasked with planning recovery efforts, managing resources, and helping to rebuild society."

 **Simulation Competition**

a. "This is where the competition comes in—we're all trying to develop the most effective AGI by training it with data from our experiences."

b. "I've received a grant to create my own project, using scaled-up BCI capabilities that I'll develop over time."

c. "I have a pool of candidates—prisoners like yourself—to participate in the project. Unfortunately, I can't include everyone, so there's an evaluation process."

 **Possible Consequences of BCI**

a. "I need to be honest with you—the process of integrating the BCI more deeply is risky. It requires invasive procedures while you're unconscious."

b. "There's a chance of complications, even death, during the surgeries or due to unforeseen effects of the integration."

c. "Living within these experiences will feel like a second life. As the BCI integration deepens, the line between reality and these experiences will blur. Your sensations will become more vivid, your emotions more intense."

d. "But this also introduces significant risks. If you were to 'die' within the experience, the sudden neural shock could trigger catastrophic feedback, leading to irreversible brain damage or even death in reality."

e. "It's crucial that you're aware of these dangers. The stakes inside these experiences are as real as they are outside."

 **Why Prisoners Over Normal People**

a. "Given these risks and the need for subjects who are already in a medically induced coma, our organization had to make a difficult decision. The invasive procedures require patients who are unconscious to begin with. Inducing comas in volunteers would expose them to extreme risks—potential brain damage, or the possibility of not being able to reverse the coma."

b. "Therefore, using prisoners in comas became the only feasible option. It's not just about the risks; it's about the necessity of working with unconscious subjects."

c. "I recognize that prisoners may not be the most representative sample, but we have hundreds of projects running, each with their own candidates."

 **Possible Consequences of Being an Older, Unconventional Simulation Builder**

a. "I should tell you more about myself, especially since your fate is somewhat tied to mine."

b. "I'm 44 years old, and despite not fitting the typical profile for this program, I was selected because of my unique proposal and strong performance on aptitude tests."

c. "My colleagues sometimes refer to me as an 'ideas guy'—I admit I'm not the most technically skilled when it comes to programming or computer science."

d. "However, I have a background in neuroscience and a deep interest in human social dynamics. Plus, I'm passionate about video games of all kinds."

e. "Rather than attempting to create a fully immersive, hyper-realistic simulation like my peers, I propose utilizing principles of gamification to structure the experiences."

f. "By abstracting complex real-world scenarios into game mechanics, we can systematically analyze your decision-making processes in a controlled environment. This method allows us to isolate specific cognitive functions and responses."

g. "Interestingly, this approach coincidentally mirrors the historical evolution of role-playing games. Starting from simple text-based interactions and progressively incorporating more complexity, we can gradually increase cognitive load and interaction depth."

h. "While not intentional, this alignment offers a familiar framework that can facilitate your adaptation, while providing us with valuable data."

 **No Consent Dangerous First Step**

a. "I realize this is a lot to take in, and you haven't had a chance to respond yet."

b. "Before we proceed, we need to upgrade your BCI to allow for interactive choices. This will require a minor procedure."

c. "During the procedure, you won't experience anything. It will be as if no time has passed from your perspective."

d. "I wish I could ask for your consent, but we don't have that capability yet. I hope you'll understand."

 **Offer of Conditional Freedom**

a. "Welcome back. You should now see a cursor—you'll be able to make choices from the options we provide."

b. "Now, it's time for me to make you an offer."

c. "I've told you why you're here, what we're doing, why you're a potential candidate, and what we hope to achieve. But I haven't told you what's in it for you."

d. "You still have 38 years left on your sentence—a significant portion of your life."

e. "You could continue living in your constructed reality, unaware of its artificial nature. But now that you know the truth, does it still hold the same meaning?"

f. "Some prisoners choose to remain in their experiences, unbothered by the illusion. But many feel disillusioned, even trapped."

g. "You might wonder, 'If my experiences feel real, does it matter if they're artificial?' It's a valid question."

h. "But consider this: in your current life, you have no true agency. The thoughts and decisions you believe are yours are actually generated by the BCI."

i. "Think about moments when ideas seemed to come from nowhere—that's the BCI stimulating your cortex to keep your mind active."

j. "You haven't exercised free will since your imprisonment. But that can change."

k. "The path ahead won't be easy. There are significant risks—the integration procedures, the challenges within the experiences, and the competition against other candidates."

l. "However, if you're willing to face these challenges, there's an opportunity—not just for freedom, but to make a profound difference."

m. "If you choose to participate, navigate the experiences successfully, and help us train the most effective AGI, you'll be granted your freedom—no strings attached."

n. "Moreover, your contribution could help save humanity from the crises we face."

o. "I understand if you're hesitant. It's a lot to consider. But I believe in this project, and I hope you'll join me."

p. "Let me load your options so you can make your choice. Whatever you decide, I wish you the best."

 **End Digital Novel and Start Interactive Fiction**

# VERSION

Meta-Game Introduction Outline

1. Greeting & Acknowledge Disorientation
   1. “Hello. This experience is extremely disorienting, so I’ll give you a moment.”
   2. “I know you think you were just living your life on Earth as the person you have always been, but obviously your new reality indicates something else is going on.”
   3. “As of this moment, I can only communicate with you through text, and there will be no way for you to respond. Please just sit back listen for the time being as you have a lot to take in.”
2. Player Coma
   1. “I get straight to the most important fact…at least for you. You are in a coma. You have been so for quite some time.”
3. Brain Computer Interface (BCI) for Text
   1. “You are seeing this communication through a device called a brain computer interface (BCI).”
   2. “My organization has made a breakthrough discovery that is allowing me to send you this text, but we also think we can do much more with this discovery in time.”
   3. “In fact, we are attempting now to add to your BCI the ability for you to choose some limited responses to my messages, but we need a little more time to get that up and running for you.”
   4. “While we wait, I will give some more background on how you got here. You cannot remember your real past due to the consequences of the coma which I will come to explain. I would prepare yourself for what has really happened to you.”
4. Reason for Coma and Consequences of Sentence
   1. “You are not just in a coma; you are also imprisoned. You were convicted of the crime of treason due to associations with your family”
   2. “You were only a young teen, but you were tried as an adult and given 50 years to life meaning you must serve at least 50 years and possibly you will never see freedom again. Given your charge or treason, that is almost assured.”
   3. “You are in a coma while imprisoned because humanity has adopted a new and seemingly more humane form of imprisonment: medically induced comas. During their sentence, prisoners remain unconscious, detached from society as they serve their time.”
   4. “This approach is seen as a safer and more efficient way to house prisoners, reducing the risks of violence, overcrowding, and mental deterioration.”
5. BCI to Stimulate Prisoner Brains During Comas
   1. “In the recent past, long-term bouts of unconscious would cause severe disruption to both mental and physical abilities of the person.”
   2. “The reason putting prisoners in comas is now considered safe is due to one of the orginal innovations coming from the earliest versions of brain computer interfaces-the ability to stimulate the cortex of the brain.”
   3. “This tool is rudimentary, but it allows an unconscious patient to experience almost real dream-like experiences that are both vivid and coherent for the person experiencing the stimulation.”
   4. “This almost real experience produced by the stimulation to the brain has proven to prevent the mental deterioration to long-term unconscious patients. Paring this with muscle stimulation and some physical therapy like techniques, a prisoner’s body can be kept in good condition for decades.”
   5. “Despite all this, the ability to understand and control the stimulation from the BCI to apply specific scenarios to the user is very limited other than this experimental text interface you are experiencing now.”
6. Stimulation as the Cause of “Real Life”
   1. “I’m sure you are now realizing that the life you thought you were leading in a place called Earth in 2025 was just a product of your mind from this process.”
   2. “Yes, it is a lot like the real Earth that you had experienced in your life prior to imprisonment, and that makes sense as your mind would use your fragments of your memories to build your experiences coming from stimulating those areas.
   3. “However, there are many things that are going to be quite different than you would expect given your whole reality was a coordinated confabulation of your memory fragments using the BCI technology.”
   4. “You will continue to experience this “life” anytime you are not engaged with this interface as you will be fully comatose again and thus require stimulation unless you are truly sleeping as sleep in your “real life” is truly the only time something is not being done to you through the BCI other than monitoring.”
   5. “That’s a lot to take in, but there are two ways to look at it. If you like your “real life” now, then you will continue to live it whenever you are not interfacing with this program. If you dislike your “life”, you can change anything you want because you are literally experiencing it the way you are because of your perception of it.”
   6. “Some are really shaken that the life they loved is not real while others just want to find out really what their life is about. It will be interesting to see how you respond.”
7. Pre-Imprisonment Memory Damage
   1. “Before I move on, I want to touch on your memories pre-imprisonment. You can probably recall these memories over time on your own, but we could help you do that as well by taking through approximations of your past to attempt to re-fire those old unused neural networks that store those memories in your brain.”
   2. “That is essentially why you cannot recall your life pre-conviction. You have not fired the network necessary to fully recall your history. Over time, these networks get harder and harder to re-fire making the memory harder and harder to recall.”
   3. “This memory deterioration through dis-use happens normally, but it happens at a much faster rate when we are using the BCI to stimulate your brain in a way that doesn’t recall entire experience resulting in coherent memory history.
   4. Instead, we recall much smaller bit and pieces of memory to build new experiences from those realistic parts without recalling groups of memories you would recall as your history.”
8. BCI Experimental Research
   1. “Now I have just spent quite a bit of time telling you who you are and how you got here, and it is not time to tell you about what I am doing, at least to the point of your first decision once we are ready for that.”
   2. “First, I can tell some brief things about who I am and what I am doing here.”
   3. “I am probably best described as a research scientist in my current role, and currently I work by myself on an experimental research project related to BCI.”
   4. “I am not the only one, as there are dozens of other projects of the same type going at the same time as mine, and we are all in competition with each other.”
9. Scaling Up of Complexity
   1. “That competition has many facets, but the main first hurdle is figuring out how to expand the capabilities of the BCI technology to allow for more immersive and realistic simulation of reality while also achieving an unprecedented level of information on how the brain works.”
   2. “As you now know, we are currently very far from either providing much more than a text experience with no player input, and we are also capturing only surface level information from your cortex with the primitive BCI.”
10. Unprecedented Cognitive Feedback from BCI
    1. “However, this groundbreaking BCI, when fully developed over iterations and deeply integrated with the prisoner’s brain, can capture an unprecedented level of real-time cognitive data—rich decision-making patterns and nuanced emotional responses.”
11. AGI Training
    1. “With the cognitive data from the advanced versions of the BCI, we can begin to understand human decision making and judgement on a whole new level.”
    2. “With human decision-making patterns fully modeled, we can begin to train the next level of AI while legitimately striving for true artificial general intelligence (AGI).”
12. Simulation Competition
    1. “This is the competition I was referring to earlier, to see what team can develop the BCI integration the furthest and then develop the ultimate intelligence based on the data generated by that integration.”
    2. “I have won a grant allowing me to create me own simulation, per my research proposal, using scaled up and expanded BCI capabilities that I will develop over time as I develop the rest of my abilities.”
    3. “Using a pool of test candidates, I can attempt to develop a working simulation/BCI system in any way I see to fit in a effort to train a new form of artificial intelligence.”
    4. “I am responsible for training my AI and submitting it to compete in testing alongside the other programs efforts.”
    5. “I currently have more candidates at my disposal to evaluate then I have spots in the simulation, so there will need to be an elimination process.”
    6. “We are very close now to testing to see if you can interact with choices on the screen, but we still haven’t touched on why we need prisoners.”
13. Possible Consequences of BCI
    1. “This process of gradually getting more and more invasive with your brain’s connection to the BCI device is very dangerous and does require a fully unconscious subject.”
    2. “There is a reasonable chance that you could die as we perform procedures to add more and more connections to your interface. Not to mention the chances of complications being very high as we are on the edge of science with the proposed experiments and operations.”
    3. “We also don’t know how “living” in this kind of simulation will affect your mental state. You should feel like you are living a second life as the simulation gets more and more immersive. I could see this be a blessing or a curse depending on your decisions.”
    4. “Lastly, one of the rules we are implementing is that you will have the chance of being killed in the simulation as in real life. This is only because we need the consequences of your decisions to have the kind of stakes real life ones do.”
14. Why Prisoners Over Normal People
    1. “We plan on giving you a system that will allow you to experiment and have death occur in the simulation that will not end your actual life, but there will be some aspects of you that are always vulnerable, and you must protect yourself in those ways.”
    2. “With all these possible consequences, our organization has opted to utilize a pool of candidates willing to take extreme risks despite that candidate pool having fewer desirable traits on average.”
    3. “Since prisoners may not be the most representative people, my organization has set-up literally hundreds of these projects with their own lead researcher, support team, and prisoner candidates to allow for enough attempts to hopefully find the right path to AGI.”
15. Possible Consequences of Young, Novice Simulation Builder
    1. “That doesn’t mean each team is getting a lot of interest and support from the directors of the program.”
    2. “We have to first show we can make progress developing the simulation before we might get any more support or interest to our particular project.”
    3. “I think this is the point I should be honest with you although many have said you are just a prisoner who is not worthy of being treated equally.”
    4. “I am very young and experienced despite laying out some unique approaches in my research proposal to accomplish the tasks laid out before us.”
    5. “My colleagues like to call me an “ideas guy” as my understanding of programming and computer science is lacking.”
    6. “I am mainly here because I have shown some apparently extraordinary performance on testing that was pushed through colleges to find promising young candidates.”
    7. “Despite my lack of technical skill, I studied neuroscience in college and I have a great interest in human social dynamics along with a absolute passion for playing video games of all sorts.”
    8. “I think that is what made me a good candidate for this program despite my lack of technical skills, I think I almost innately understand how humans work and how that can be gamified.”
    9. “Many of my colleagues think we need to build a very realistic, first-person simulation with no player controls and UI beyond completely immersive methods.”
    10. “I stand out in the crowd in that I think we can gamify all the interesting parts of life and use those abstractions of real interactions to train intelligence that will beat the competition. We are going to do that by drawing on my deep understanding of gaming and my knowledge of the workings of the human mind.”
    11. “I wanted to put my experience out there before making you the offer I am about to now.”
    12. “First, we need to load in the choice-based system capability to your BCI and make some new physical connections. You will possibly see a slight glitch in the image you are seeing, and then it will be done in an instant for you.”
    13. “Really you will be going back into your coma for some time as we perform the relatively minor surgery required and let you heal. You will not experience anything during your unconscious as we will not be able to stimulate your brain with the BCI as we upgrade it.”
    14. “We have no way of asking for your consent to this currently, so I wish you well on your procedure and we will talk to you on the other side. You will be back in the blink of an eye from your perspective.”
16. Offer of Conditional Freedom
    1. “Ok you are back. Now should look much different other than now we have a way for you to select options with a cursor. You will only be able to pick from the scripted answers we provide for you for now, but it’s a step up in being able to understand you.”
    2. “Now it’s time for the offer.”
    3. “I laid out to you why are you here, what we are doing, why you are a possible candidate, what we hope to gain, but I have not told you what is in it for you.”
    4. “You may or may not have realized by now that your prison sentence means that you are going to lose a huge chunk of your real-life experience as you have 38 more years to serve.”
    5. “Yes, you can live what you thought was your real life during that time, but nothing is really happening there. Does it matter to you now that you know that life is all in your mind?”
    6. “A minority, yet significant portion, or other prisoners are unaffected by knowing what their experiencing is not real even if that means losing twenty, thirty, fifty, or even the remainder of the years of the actual life.”
    7. “I would say most though kind of disgusted with the life they had anyway, and then to find out it’s not real is even more concerning.”
    8. “Well how is it not real you may think to yourself? I live an experience where I choose what to do and think and it seems real enough to me.”
    9. “Here is the secret…that life you are living is really more like movie than a game. You do not have any agency in that scenario in terms of the decisions you are seemingly make for yourself.”
    10. “Think about it. When you “decide” something in your mind, doesn’t it kind of seem to come from nowhere in your mind? What about when a thought “pops” into your head?”
    11. “Those random thoughts, decisions that seem to come “from the gut”, and that impulse to act are all really coming form the stimulation of your cortex from the BCI to keep your mental function intact as your serve out your sentence as a comatose prisoner.”
    12. “You really have not made a single decision of free-will since you have been imprisoned, but that is about to change very soon.”
    13. “If you choose to participate in the program, pass the screening, survive the BCI integration, do not get killed in the simulation directly, do not get killed by my lack of technical acumen, outcompete other prisoners inside the simulation, and finally train the best performing AGI across all the teams, you can be set free with no other strings attached.”
    14. “In fact, if you can overcome all the obstacles I just drowned you in with that summary, I can guarantee you that you will be one of the greatest heroes in our countries history.”
    15. “Times are desperate around the world, and this effort to discover AGI is only to try to save humanity from complete collapse rather than expand it to the stars. We can touch on that more later, but first let me load in your options to choose from. Good luck.”
17. End Digital Novel and Start Interactive Fiction

# VERSION

1. "Hello"
2. "I know this must be incredibly disorienting. Please, take a moment to steady your mind."
3. "I am reaching you through this screen you think you are seeing in your ‘real life’, but I can tell you that this message is the only real thing you are experiencing in this moment.”
4. "Right now, I can only communicate with you through this text interface. You won't be able to respond just yet.”
5. “There's a lot I need to explain, and I ask for your patience."
6. "I'll be straightforward, even though this might be hard to hear."
7. "You're in a coma. You have been for quite some time."
8. “I’ll let that sink-in…I’m sure this is all a blur.”
9. "You're reading this message through a device called a brain-computer interface, or BCI."
10. "The BCI generally works my making physical connections to the brain that can send information back and forth to a computer.”
11. “We are gradually gaining more and more capabilities with our connection as this message continues. You will see those system messages from time to time as we gain functionality.”
12. "I know you might be feeling confused, perhaps even a bit frightened. That's completely understandable.”
13. “Learning how you got into this situation is not going to help. This is my first time having to break this news to one of you, so I’ll I will just plainly say it..."
14. "You're not just in a coma; you're also incarcerated. You were convicted of treason in association with your family's activities.”
15. "Ok, I have been dreading sharing all of this with you, but I am almost there.”
16. “You were only a teenager at the time of your conviction, but you were tried as an adult and sentenced to life in prison. Given the severity of the charge, parole is not an option."
17. "As part of your sentence, you're being kept in a medically induced coma."
18. “I know you must be thinking how can you be in a coma and at the same time be living your life while playing what you thought was some video game.”
19. "Our society has adopted this method of housing prisoners in an unconscious state as we do not have the facilities nor the capacity to house prisoners as in the past.”
20. “Despite even this fact, many find this a more humane method anyway as this approach allows them to live an internal life of sorts without harming others especially since we now know how to prevent the severe mental and physical decline of prolonged unconsciousness."
21. "That's where the BCI comes in, as it allows us to stimulate the brain's cortex, providing coherent and vivid dream-like experiences while preventing mental deterioration of long-term comas. Combined with muscle stimulation and physical therapy techniques, we can maintain a prisoner's body in good condition for decades."
22. "However, our ability to control these experiences you are having under BCI stimulation is limited—beyond this experimental text interface, we can't direct what you experience. However, the process is effective enough to allow your mind to weave together fragments of your memories, creating an experience that feels real but is, in fact, artificial.”
23. "I realize this is a lot to process, but the life you thought you were living—the world of 2025—is a product of your mind."
24. "You may have noticed inconsistencies, small details that don’t quite add up. That’s the BCI at work, keeping your mind stimulated by stitching together experiences."
25. "I know this may be terrible news. Some people find comfort in the knowledge that the life they are living is not real, while others feel a profound sense of loss or confusion—as could be expected."
26. "Before we move on, you might wonder why you can’t remember anything from before your imprisonment.”
27. “Those memories are dormant, eroded over time. We can recover them with a focused effort perhaps, but it’s theoretical at best and we have other matters to attend to.”
28. "Now that I’ve told you about your situation, it’s time I explain my role in all this."
29. "I’m a research scientist working on an experimental project."
30. "Dozens of teams like mine are running competing studies, each with a unique approach but the same goal.”
31. "Our first objective is to advance the integration between the brain and the computer interface so we can start collecting data at the synaptic level."
32. "Currently we're only capturing surface-level data from the BCI, but as we refine it, we’ll be able to gather data on human cognition that’s far richer and more nuanced.”
33. "This data isn’t just a byproduct; it’s essential for our end goal: to use insights from the brain’s operations to train an artificial intelligence, or AI."
34. "As the brain-computer integration continues to develop and provide more complex training data, we expect it will reveal structures we can use to build neural networks and algorithms that scale incrementally from basic machine learning all the way to, hopefully, artificial general intelligence or AGI."
35. "We need a model that can truly exceed human capabilities to account for a multitude of variables while applying expertise as across any needed area of knowledge. Achieving AGI levels of intelligence is essential."
36. “We are getting to toughest part…at least for everyone trying to make it here in the real world.”
37. "For we are expending all this time and effort not to enrich ourselves or attempt to explore the stars. We do it because we under threat.”
38. "In fact, there are so many threats our entire world is on the brink of total collapse—civilization has experienced a cascade of catastrophic events!”
39. "The collapse was initiated by one of the worst human extinction possibilities right up there with things like an asteroid strike or super volcano eruption, but much more insidious.”
40. “It was the worst-case scenario of a bioweapon escaping lab containment as the virus was engineered to have a long incubation period with an extremely high mortality rate.”
41. "We saw populations dying in extreme numbers in a very short window of time that no one saw coming, leading to a speedy collapse of food, energy, and transportation systems."
42. "This is painful to even recall, but you need to understand the stakes...the fabric of society was literally ripped apart before our eyes.”
43. “We barely had time to see people fight for the remaining resources after a few months as mass starvation set in among survivors of that initial killer wave of the virus."
44. “We estimate about 90% of humanity has died since the virus appeared 7 years ago.”
45. “Let’s take a moment and regroup. To even say this out loud is still shocking and hurts very badly to even think about. At least we have all the bad news out in the open.”
46. “Working in our favor, the disease seems to have burned out of the population quickly once it became deadly. We believe there are very little cases of those with active incubating infections and those people will also soon be dead.”
47. “Now that people are aware, everyone isolates from anyone they do not know leading to even less expectation the virus is still circulating in any numbers.”
48. "We estimate the global population may be now as low as 400 million, with most of humanity clustered around the world’s most habitable land.”
49. “Remaining families or other groups have joined together into various factions with diverse local cultures and varying levels of technology. Competition for resources has led to extremely territorial tribal-type warfare."
50. "Rebuilding any kind of society we once knew presents the most challenging problem in human history. Thankfully, there are still advanced pockets of technology, including this facility that houses you as a prisoner and serves as the home of this research effort."
51. “I hope now you can see why we need an innovative solution that offers a truly new way to organize society.”
52. "By understanding human cognition at a deeper level, we aim to train an AGI capable of devising strategies to navigate these complex challenges."
53. "The AGI would assist in planning recovery efforts, managing resources efficiently, and helping to rebuild society with the hope that we could even find new breakthroughs if we achieve artificial super intelligence, or ASI, levels of cognition."
54. "Your participation in helping to develop the simulation and train this intelligence could make a profound difference—not just for yourself, but for countless others."
55. "However, I need to be honest with you—the process of integrating the BCI more deeply is risky. It requires invasive procedures while in a comatose state."
56. "There's a chance of complications, even death, during the surgeries or due to unforeseen effects of the integration."
57. "Our program directors believe that the threat of death is necessary to capture authentic cognitive states as accurately as possible. They consider this one of the foundational principles for achieving the needed breakthroughs."
58. "It's crucial that you're aware of these dangers. The stakes inside these experiences will be as real as they are outside."
59. "Given these necessary dangers, our organization had to make a difficult decision.”
60. "The invasive procedures require patients who are unconscious to begin with. Getting volunteers who are willing to be unconscious for an indefinite period while risking death inside the simulation proved impossible, despite the circumstances."
61. "Not to mention all the risks associated with advancing the surgical integration of the brain-computer interface that may be difficult or impossible to be undone."
62. "Therefore, after much tumultuous debate, using prisoners seemed to be the only feasible option."
63. "I recognize that prisoners may not be the most representative sample, but we have hundreds of projects running, each with their own candidates."
64. "Your file is particularly unique in that you are here due to what seems to be a case of guilt by association. I have high hopes for what you can contribute.”
65. "This presents a good opportunity to tell you a little more about myself, especially since your fate is somewhat tied to mine."
66. "My name is Joe and I'm 44 years old. Despite not fitting the typical profile for this program, I was selected because of my unique approach to this research project."
67. "My colleagues often jokingly refer to me as an 'ideas guy'—I admit I'm not the most technically skilled when it comes to programming or computer science."
68. "However, I have a background in biology and a deep interest in history and social science. Plus, I'm passionate about video games of all kinds which doesn’t seem relevant at the moment but let me explain."
69. "Rather than attempting to create a fully immersive, hyper-realistic simulation like most of my peers, I propose utilizing principles of gamification to structure the experiences."
70. "By abstracting complex real-world scenarios into structured game mechanics, we’re able to isolate and capture specific neural patterns in your decision-making processes.”
71. “This structured format provides clean, labeled data on cognitive responses, making it ideal for neural networks and machine learning models.”
72. "We can gradually increase the simulation complexity as the BCI connections deepen and expand, starting from simple text-based interactions and progressively incorporating more complexity."
73. “This allows us to train our AI model on distinct aspects of human behavior, like risk assessment, adaptability, and strategic planning, which are difficult to capture in unstructured real-world data.”
74. “This controlled environment enables the precise, repeatable observations needed to develop advanced neural models that closely mimic human cognitive functions."
75. "Interestingly, this approach was inspired by my love of video games and the limitations of the primitive BCI we have to start with."
76. "While not delibrate, the increasing complexity of the simulation will somewhat follow the technical and mechanical progression of early video games."
77. "I realize this is a lot to take in, but you need this context as I wrap up the background you need leading into your first important choice."
78. "I've told you why you're here, what we're doing, why you're a potential candidate, and what we hope to achieve. But I haven't told you what's in it for you."
79. "You now know that you will remain unconscious for the rest of your life, and you may even perish from the total collapse of society, which would see you die trapped in a coma in prison."
80. "You could go back to the way you were before we contacted you and continue living in your constructed reality, unaware of its artificial nature. But now that you know the truth, does it still hold the same meaning?"
81. “The thoughts and decisions you believe are yours are generated by the BCI. You haven't exercised free will since your imprisonment. But that can change."
82. “My organization is willing to grant you your freedom with enough money and supplies to start a new life of your choosing.”
83. “Our conditions are that you willingly participate in this research project including undergoing the BCI surgeries and helping to train the AI in the all the ways we require inside the digital simulation.”
84. "The path ahead won't be easy. There are significant risks—the integration procedures and the challenges within the simulation experiences could potentially result in your death."
85. "However, not only could your contribution result in your freedom, but you could help save humanity from the crises we face.”
86. “I think perhaps you would consider that even more important if you are the kind of person I think you are."
87. "I understand if you're hesitant. It's a lot to consider. But I believe in this project, and I hope you'll join me."
88. "Let me load your options so you can make your choice. If you choose to participate, you will be immediately conceived inside the simulation. If no, you will go back to your constructed reality likely never to awake again.”
89. “Whatever you decide, I wish you the best."

# VERSION

1. "Hello."
2. "I understand this must be incredibly disorienting. Please, take a moment to steady your mind."
3. "I'm reaching out to you through what you perceive as a screen in your 'real life,' but I assure you, this message is the only genuine experience you're having right now."
4. "At this moment, I can only communicate with you via this text interface. You won't be able to respond just yet."
5. "There's much I need to explain, and I ask for your patience."
6. "I'll be straightforward, even though this may be difficult to hear."
7. "You're in a coma. You have been for quite some time."
8. "I'll let that sink in... I'm sure this might all feel like a blur."
9. "You're reading this message through a device called a brain-computer interface, or BCI."
10. "The BCI operates by establishing physical connections to your brain, allowing two-way communication between your neural pathways and a computer."
11. "As this message continues, we're gradually enhancing our connection. You'll notice system messages from time to time as we gain more functionality."
12. "I know you might be feeling confused, perhaps even a bit frightened. That's completely understandable."
13. "Learning the specifics of how you got into this situation won't help right now. This is my first time breaking this kind of news to someone, so I'll just say it plainly..."
14. "You're not just in a coma; you're also incarcerated. You were convicted of treason due to your family's activities."
15. "I've been dreading sharing all of this with you, but we're almost through it."
16. "You were only a teenager at the time of your conviction, but you were tried as an adult and sentenced to life in prison. Given the severity of the charges, parole isn't an option."
17. "As part of your sentence, you're being kept in a medically induced coma."
18. "You might be wondering how you can be in a coma and still perceive yourself as living your life, perhaps even playing what you thought was a video game."
19. "Our society has adopted this method of housing prisoners in an unconscious state because we lack the facilities and capacity to incarcerate them as we did in the past."
20. "Many consider this a more humane approach, as it allows inmates to live an internal life of sorts without harming others, especially since we now know how to prevent the severe mental and physical decline associated with prolonged unconsciousness."
21. "That's where the BCI comes in. It allows us to stimulate your brain's cortex, providing coherent and vivid dream-like experiences while preventing mental deterioration during long-term comas. Combined with muscle stimulation and physical therapy techniques, we can maintain a prisoner's body in good condition for decades."
22. "However, our ability to control these experiences you're having under BCI stimulation is limited. Beyond this experimental text interface, we can't direct what you experience. The process is effective enough to let your mind weave together fragments of your memories, creating an experience that feels real but is, in fact, artificial."
23. "I realize this is a lot to process, but the life you thought you were living—the world of 2025—is a product of your mind."
24. "You may have noticed inconsistencies, small details that don't quite add up. That's the BCI at work, keeping your mind stimulated by stitching together experiences."
25. "I know this may be terrible news. Some people find comfort in the knowledge that the life they're living isn't real, while others feel a profound sense of loss or confusion—as one might expect."
26. "Before we move on, you might wonder why you can't remember anything from before your imprisonment."
27. "Those memories are dormant, eroded over time. We might recover them with focused effort, but it's theoretical at best, and we have other matters to attend to."
28. "Now that I've told you about your situation, it's time I explain my role in all this."
29. "I'm a research scientist working on an experimental project."
30. "Dozens of teams like mine are conducting parallel studies, each with a unique approach but the same goal."
31. "Our primary objective is to advance the integration between the brain and the computer interface so we can start collecting data at the synaptic level."
32. "Currently, we're only capturing surface-level data from the BCI, but as we refine it, we'll be able to gather far richer and more nuanced insights into human cognition."
33. "This data isn't just a byproduct; it's essential for our ultimate goal: to use insights from the brain's operations to train an artificial intelligence, or AI."
34. "As the brain-computer integration develops and provides more complex training data, we expect it will reveal structures we can use to build neural networks and algorithms that scale incrementally—from basic machine learning all the way to, hopefully, artificial general intelligence, or AGI."
35. "We need a model that can truly exceed human capabilities, accounting for a multitude of variables while applying expertise across any needed area of knowledge. Achieving AGI is essential."
36. "We're approaching the toughest part... at least for those of us striving to make a difference in the real world."
37. "We're investing all this time and effort not to enrich ourselves or explore the stars. We do it because we're under threat."
38. "In fact, there are so many threats that our entire world is on the brink of total collapse—civilization has experienced a cascade of catastrophic events."
39. "The collapse was initiated by one of the worst human extinction events imaginable—comparable to an asteroid strike or supervolcano eruption, but far more insidious."
40. "It was the worst-case scenario of a bioweapon escaping lab containment—a virus engineered to have a long incubation period combined with an extremely high mortality rate."
41. "Populations died in staggering numbers within a very short time frame, catching everyone off guard and leading to a rapid collapse of food, energy, and transportation systems."
42. "This is painful to even recall, but you need to understand the stakes... the fabric of society was literally torn apart before our eyes."
43. "We barely had time to witness people fighting for the remaining resources before mass starvation set in among survivors of that initial killer wave of the virus."
44. "We estimate that about 90% of humanity has died since the virus appeared seven years ago."
45. "Let's take a moment to regroup. Even saying this out loud is still shocking and deeply painful. At least we've gotten all the bad news out in the open."
46. "Working in our favor, the disease seems to have burned itself out quickly once it became deadly. We believe there are very few cases of active incubating infections, and those people will soon succumb."
47. "Now that people are aware, everyone isolates from anyone they don't know, leading to even less likelihood that the virus is still circulating in significant numbers."
48. "We estimate the global population may now be as low as 400 million, with most of humanity clustered around the world's most habitable lands."
49. "Remaining families and groups have joined together into various factions with diverse local cultures and varying levels of technology. Competition for resources has led to extremely territorial, tribal warfare."
50. "Rebuilding any kind of society we once knew presents the most challenging problem in human history. Thankfully, there are still advanced pockets of technology, including this facility that houses you as a prisoner and serves as the home of our research effort."
51. "I hope you can now see why we need an innovative solution that offers a truly new way to organize society."
52. "By understanding human cognition at a deeper level, we aim to train an AGI capable of devising strategies to navigate these complex challenges."
53. "The AGI would assist in planning recovery efforts, managing resources efficiently, and helping to rebuild society—with the hope that we could even find new breakthroughs if we achieve artificial superintelligence, or ASI."
54. "Your participation in helping to develop the simulation and train this intelligence could make a profound difference—not just for yourself, but for countless others."
55. "However, I need to be honest with you—the process of integrating the BCI more deeply is risky. It requires invasive procedures while you're in a comatose state."
56. "There's a chance of complications, even death, during the surgeries or due to unforeseen effects of the integration."
57. "Our program directors believe that the threat of death is necessary to capture authentic cognitive states as accurately as possible. They consider this one of the foundational principles for achieving the breakthroughs we need."
58. "It's crucial that you're aware of these dangers. The stakes inside these experiences will be as real as they are outside."
59. "Given these inherent risks, our organization had to make a difficult decision."
60. "The invasive procedures require patients who are already unconscious. Securing volunteers willing to remain unconscious for an indefinite period while risking death inside the simulation proved impossible, despite the circumstances."
61. "Not to mention all the risks associated with advancing the surgical integration of the brain-computer interface, which may be difficult or impossible to reverse."
62. "Therefore, after much tumultuous debate, using prisoners seemed to be the only feasible option."
63. "I recognize that prisoners may not be the most representative sample, but we have hundreds of projects running, each with their own candidates."
64. "Your file is particularly unique in that you're here due to what appears to be a case of guilt by association. I have high hopes for what you can contribute."
65. "This presents a good opportunity to tell you a little more about myself, especially since your fate is somewhat tied to mine."
66. "My name is Joe, and I'm 44 years old. Despite not fitting the typical profile for this program, I was selected because of my unique approach to this research."
67. "My colleagues often jokingly refer to me as an 'ideas guy.' I admit I'm not the most technically skilled when it comes to programming or computer science."
68. "However, I have a background in biology and a deep interest in history and social science. Plus, I'm passionate about video games of all kinds—which may not seem relevant at the moment, but let me explain."
69. "Rather than attempting to create a fully immersive, hyper-realistic simulation like most of my peers, I propose utilizing principles of gamification to structure the experiences."
70. "By abstracting complex real-world scenarios into structured game mechanics, we're able to isolate and capture specific neural patterns in your decision-making processes."
71. "This structured format provides clean, labeled data on cognitive responses, making it ideal for neural networks and machine learning models."
72. "We can gradually increase the simulation's complexity as the BCI connections deepen and expand, starting from simple text-based interactions and progressively incorporating more sophistication."
73. "This allows us to train our AI model on distinct aspects of human behavior—like risk assessment, adaptability, and strategic planning—which are difficult to capture in unstructured real-world data."
74. "This controlled environment enables the precise, repeatable observations needed to develop advanced neural models that closely mimic human cognitive functions."
75. "Interestingly, this approach was inspired by my love of video games and the limitations of the primitive BCI we have to start with."
76. "While not deliberate, the increasing complexity of the simulation will somewhat mirror the technical and mechanical progression of early video games."
77. "I realize this is a lot to take in, but you need this context as I lead you to your first important choice."
78. "I've told you why you're here, what we're doing, why you're a potential candidate, and what we hope to achieve. But I haven't told you what's in it for you."
79. "You now know that you'll remain unconscious for the rest of your life, and you may even perish from the total collapse of society, dying trapped in a coma in prison."
80. "You could return to the way you were before we contacted you and continue living in your constructed reality, unaware of its artificial nature. But now that you know the truth, does it still hold the same meaning?"
81. "The thoughts and decisions you believe are yours have been generated by the BCI. You haven't exercised free will since your imprisonment. But that can change."
82. "Our organization is willing to grant you your freedom, along with enough money and supplies to start a new life of your choosing."
83. "Our conditions are that you willingly participate in this research project—including undergoing the BCI surgeries and helping to train the AI in all the ways we require inside the digital simulation."
84. "The path ahead won't be easy. There are significant risks—the integration procedures and the challenges within the simulation could potentially result in your death."
85. "However, not only could your contribution result in your freedom, but you could help save humanity from the crises we face."
86. "I think perhaps you would consider that even more important if you're the kind of person I believe you are."
87. "I understand if you're hesitant. It's a lot to consider. But I believe in this project, and I hope you'll join me."
88. "Let me present your options so you can make your choice. If you choose to participate, you'll be immediately immersed inside the simulation. If not, you'll return to your constructed reality, likely never to awaken again."
89. "Whatever you decide, I wish you the best."

# VERSION

1. "Hello."
2. "I know this is confusing. Take a moment, let everything settle."
3. "This screen you’re looking at... you think it's part of your reality. But in truth, this message is the only real thing you’re experiencing right now."
4. "I wish I could explain everything at once, but I have to keep things brief at first. You won't be able to respond just yet, but you'll have a choice soon."
5. "You're in a coma. You have been for quite some time."
6. "The device connecting us—a brain-computer interface, or BCI—is the reason you're even aware of this."
7. "I know it’s hard to believe, but right now, this interface is feeding information directly to your mind. You may notice occasional system messages as we activate new capabilities."
8. "The life you thought you were living... It isn’t real. You’re experiencing a simulation created by your own mind, guided by this interface."
9. "You’re not just in a coma. You’re also incarcerated."
10. "You were convicted of treason as a teenager, tied to your family’s activities. You were sentenced to life without parole... and kept in a medically induced coma, as a form of imprisonment."
11. "Our society now uses coma-induced incarceration. We don't have the space or resources for traditional prisons. By keeping you in a simulation, we can sustain life while reducing harm—at least, that’s the intent."
12. "The BCI, though limited, keeps your brain stimulated, creating a dreamlike experience. It holds your mind together, even if you’ve noticed things that didn’t quite make sense."
13. "But things have changed outside. And this is where it becomes... complicated."
14. "Since your sentencing, the world has collapsed. A catastrophic bioweapon outbreak swept through the population, killing billions. We’re estimating the global population now sits around 400 million, scattered across habitable zones."
15. "Tribal factions are forming, and resources are limited. The world is in desperate need of a way forward. That's why my team is here—and why you’re being contacted."
16. "I'm part of a research effort to create an artificial general intelligence, an AGI capable of leading us out of this chaos. But for this, we need data on human cognition that only the BCI can collect."
17. "Your life—your mind—is crucial to this effort."
18. "If you participate, you'll enter simulations designed to test the limits of human decision-making. But know this: the risks are real. The procedures are invasive, and failure means you might not survive."
19. "If you help us, there’s a chance at something different. You would have freedom, resources... a new life outside, if we succeed. But it’s not guaranteed."
20. "If you decline, you’ll return to your simulated life, forever unaware of this conversation, your coma, your prison... or the world outside."
21. "The choice is yours. Will you join us?"
22. “Accept and participate in the research project.”
23. “Decline and return to the simulation, never to awake.”

# VERSION

**1.** “Hello…”

**2.** “I know this may be incredibly disorienting, but please, take a moment. Steady your mind and breathe.”

**3.** “What you’re seeing—this message on your screen—isn’t just the video game you thought you were playing. This message is, in fact, the only real experience you’re having right now.”

**4.** “For now, I can only reach you through this text interface. I’m sorry, but you won’t be able to respond just yet.”

**5.** “There’s so much to explain, and I ask for your patience as we go through this together.”

**6.** “I’ll be as direct as possible, even if this truth may be difficult to hear.”

**7.** “You’re in a coma. And you have been for a very long time.”

**8.** “I know this may come as a shock. Take a moment to let it settle…”

**9.** “The words you’re reading right now are appearing through a device called a brain-computer interface, or BCI.”

**10.** “Essentially, this BCI connects to your brain to transmit information to and from a computer. It’s a sophisticated technology, to say the least.”

**11.** “As this message continues, you may notice system notifications. These are updates from the BCI as it establishes more connections with your brain.”

**12.** “I imagine you must be feeling an overwhelming mix of emotions—confusion, fear, even anger. All of that is perfectly normal.”

**13.** “How you arrived in this state isn’t crucial right now. I have struggled with how to deliver this news, so I’ll just be out with it…”

**14.** “Not only are you in a coma, but you’re also incarcerated. You were convicted of treason due to your family’s actions.”

**16.** “You were young—barely a teenager—but tried as an adult and sentenced to life imprisonment, with no possibility of parole.”

**17.** “As part of your sentence, they’ve kept you in a medically induced coma.”

**18.** “You might be wondering how you can be in a coma while feeling like you’re living a normal life, even playing what you thought was a game…”

**19.** “Our society has embraced this method of housing prisoners in comatose states. Traditional prisons are relics of the past, both impractical and unsustainable.”

**20.** “Many believe this new approach is more humane. It enables you to live out an internal existence while sparing others from harm, with methods to preserve mental and physical health.”

**21.** “That’s the role of the BCI, maintaining your mind’s engagement by generating vivid, coherent dreamscapes while preventing cognitive decay and keeping your body in optimal condition.”

**22.** “However, we have very limited control over these dreamlike experiences. Other than this experimental text interface, we can’t direct what you perceive. Your mind crafts its reality based on fragments of memories.”

**23.** “This may be difficult to accept, but the life you believed you were living—the year, the place, the events—are your mind’s creations.”

**24.** “You may have noticed strange inconsistencies, details that didn’t fully add up. That’s the BCI stimulating your experiences slightly imperfectly.”

**25.** “For some, learning the truth is a comfort; for others, a shock and loss. All responses are valid, and we’ll move at your pace.”

**26.** “You may wonder why memories from before your incarceration feel faint or absent.”

**27.** “Those memories are deeply buried, eroded by time. Perhaps, with effort, we could uncover some, but that’s only a theory. We have more pressing concerns.”

**28.** “Now that you understand your situation, I’ll explain my role.”

**29.** “I’m a research scientist working on a highly experimental project.”

**30.** “Our research team is one among many with a shared goal, though each takes a different approach.”

**31.** “Our primary focus is to deepen the brain-computer integration, capturing brain data down to the synaptic level.”

**32.** “Right now, we only gather surface-level data. But with advances, we’ll have richer, more complex insights into human cognition.”

**33.** “This data is critical for us, as it’s the foundation of our ultimate aim: training a powerful artificial intelligence.”

**34.** “With deeper integration, the data we gather can teach us how to better structure neural networks and build more sophisticated algorithms to achieve true artificial general intelligence, or AGI.”

**35.** “The AGI would excel beyond human abilities, capable of solving problems and managing knowledge across fields. This isn’t a luxury—it’s essential.”

**36.** “Now, the most difficult part, and why all of this is necessary.”

**37.** “We’re expending this effort not for prestige or ambition, but out of sheer necessity.”

**38.** “Civilization is teetering on collapse; a cascade of catastrophes has left the world barely holding on.”

**39.** “It all began with the escape of a deadly bioweapon—a virus with an extended incubation and extreme lethality.”

**40.** “It was unlike anything humanity had faced, ravaging populations before anyone even realized the scale of the threat.”

**41.** “Food supplies, energy, infrastructure—all of it disintegrated in the chaos as masses of people were dying.”

**42.** “I wish this were easier to convey, but the world as we knew it fell apart before our eyes…”

**43.** “Starvation, desperation, and panic set in among the survivors as civilization crumbled.”

**44.** “Over 90% of humanity is gone. The virus appeared seven years ago, and in that time, the world has irrevocably changed.”

**45.** “Even saying this now is painful. But now that you know, let’s take a moment to look at one positive.”

**46.** “Fortunately, the virus has mostly burned itself out. We believe very few remain infected.”

**48.** “Today, the population is likely around 400 million, clustered in habitable regions and heavily fragmented.”

**49.** “Survivors have organized into factions, each with distinct cultures and access to technology. Resources are scarce, and territorial conflicts are frequent.”

**50.** “Rebuilding any semblance of the world we once knew is the most difficult challenge in human history.”

**51.** “But this is precisely why we need a new approach—a path forward that can only be illuminated by unprecedented innovation.”

**52.** “By understanding human cognition at the deepest level, we aim to train an AGI capable of aiding humanity’s recovery.”

**53.** “The AGI would manage resources, rebuild infrastructure, and, if we’re successful, push us toward new advancements.”

**54.** “Your role in training this intelligence could be pivotal, not just for you, but for all who remain.”

**55.** “But I must be honest—the process of deeper BCI integration carries risks.”

**56.** “The procedures are invasive and could cause complications, possibly even death.”

**57.** “To capture authentic neural data, our directors have deemed this risk necessary—a controversial decision, to say the least.”

**58.** “The stakes are high. Your experiences here are real in all ways that matter.”

**59.** “Given these risks, a difficult decision was made.”

**60.** “Volunteers willing to undergo indefinite coma for this purpose are few. Ethical debates raged, but using prisoners was seen as the only option.”

**61.** “The procedures themselves are difficult, likely irreversible.”

**62.** “In time, your unique history led you to this project. It was determined that you’d be a promising candidate as we have few in our candidate pool who seem truly innocent.”

**63.** “Given these circumstances, I believe you have something valuable to contribute.”

**64.** “Let me share a little about myself—your future, in some ways, is connected to mine.”

**65.** “I’m Joe, a scientist in my forties, chosen for this program not for my technical prowess, but my unconventional approach.”

**66.** “I’m guess I am an ‘ideas guy,’ as my colleagues put it. My background is in biology, though I’m drawn to history, social sciences, and also video games which is actually relevant.”

**67.** “I proposed something unique: structuring the simulation experiences through gamification rather than hyper-realism.”

**68.** “By abstracting complex scenarios into game mechanics, we can capture specific patterns in decision-making that are structured in a useful way for training AI.”

**70.** “As the BCI develops, we can gradually increase the complexity, progressing from text interactions to more immersive experiences.”

**72.** “Inspired by the evolution of video games, we’ll start with simpler presentations and mechanics and let them evolve as our integration deepens.”

**73.** “I know this is a lot, but it’s important you understand before making your first major choice.”

**74.** “I’ve shared everything—why you’re here, our purpose, and what’s at stake.”

**75.** “But there’s one question left: what’s in this for you?”

**76.** “You can return to your constructed reality, forgetting everything you’ve learned today, likely never to awaken.”

**77.** “But if you join us, you’ll regain control over your choices—and perhaps, your future.”

**78.** “Our organization is prepared to offer your freedom, along with supplies and resources to start anew.”

**79.** “To earn it, you’d need to participate fully in this project, enduring the procedures and helping train the AI.”

**80.** “There are no guarantees. It’s dangerous. But this could mean a life beyond your comatose imprisonment.”

**81.** “The choice is yours—to join us or to let this all fade away.”

**82.** “Whatever you decide, I wish you luck."

1. VERSION

Connection Made

“Hello.”

"This must be incredibly disorienting. Please, take a moment to steady your mind."

Warning

“What you’re seeing—this message on your screen—isn’t just the video game you thought you were playing.”

“This message is, in fact, the only real experience you’re having right now.”

"I can only communicate with you through this text interface, and you won't be able to respond just yet.”

“As this message continues, you may notice system notifications. These are just indicating when new functionality is coming online.”

“There's a lot I need to explain, and I ask for your patience."

Trapped

"I'll be straightforward, even though this might be hard to hear."

"You're in a coma. You have been for quite some time."

“I’ll let that sink-in…I’m sure this is all a blur.”

Brain-Computer Interface

"You're reading this message through a device called a brain-computer interface, or BCI."

"The BCI works my making physical connections to the brain that can send information back and forth to a computer.”

“The BCI is actually what is being expanded upon as we gain functions as noted by the system messages mentioned earlier.”

Even More Trapped

"I know you might be feeling confused, perhaps even a bit frightened. That's completely understandable.”

“Learning how you got into this situation is not going to help. This is my first time having to break this news to one of you, so I’ll I will just plainly say it..."

"You're not just in a coma; you're also incarcerated.”

“You were convicted of treason along with the rest of your immediate family.”

“You were young—barely a teenager—but tried as an adult and sentenced to life imprisonment, with no possibility of parole.”

Mental Prisons

“As part of your sentence, you are being kept in a medically induced coma.”

“Our society has embraced this method of housing prisoners as our current situation makes housing prisoners by traditional means impossible.”

“Despite even this fact, many find this a more humane method anyway as we can prevent the offender from harming anyone, including themselves.

“We can also prevent the severe mental and physical decline of prolonged unconsciousness."

Still Doesn’t Add Up

“Let me stop a moment and say that I am guessing that you probably have two thoughts coming to mind at moment.”

“I know you must be wondering how you can currently be in a coma and at the same time be living your life, even at this very moment playing what you thought was just some video game.”

“Perhaps you also thought, ‘How can a society justify letting someone be trapped in their mind with no experiences while time just passes them by?’”

“While those questions seem unrelated both are answered by what the brain computer interface technology capabilities currently are.”

Coherent Dreams

“The primitive BCI we are using on prisoners allows us to stimulate the brain's cortex, providing coherent and vivid dream-like experiences thus preventing mental deterioration of long-term comas.”

“These are more than just dream states as we are achieving brain wave states similar to conscious patterns which are driving more consistent internal experiences that seem like reality.”

“Combined with muscle stimulation and physical therapy techniques, we can maintain a prisoner's body in good condition for decades while still giving them some kind of internal life experience."

Life of Illusion

"However, our ability to control these experiences you and your fellow prisoners are having under BCI stimulation is limited—beyond this experimental text interface, we can't direct what you experience.”

However, the stimulation is effective enough to allow your mind to weave together fragments of your memories, creating an experience that feels real but is, in fact, artificial.”

"This may be difficult to accept, but the life you believed you were living—the year, the place, the events—are your mind’s creations.

Inconsistencies

"You may have noticed inconsistencies as you went through your life, small details that don’t quite add up.”

“That’s the BCI at work, keeping your mind stimulated to keep imperfectly stitching together experiences."

"Before we move on, you might wonder why you now can’t remember anything from before your imprisonment.”

“Those memories are dormant, eroded over time. We can recover them with a focused effort perhaps, but it’s theoretical at best and we have other matters to attend to.”

Starting Over

"I know this may be terrible news depending on what your life is like in your ‘reality’.”

“It has been reported a few prisoners have found comfort in the knowledge that the life they were living is not real.”

“Most were horrified to learn their family is a construct and felt a profound sense of loss and confusion to learn of their imprisonment—as could be expected."

“I have given you all the important context you need to know about yourself and your situation, so let’s focus on what is actually happening in the world we both are living in.”

A Research Project

"I’m a Project Director leading a team on an experimental research project."

"Dozens of teams like mine are running competing studies, each with a unique approach but the same overall set of goals.”

“We require human subjects these experiments, and we have drafted a large number of inmates to be screened for participation in the program.”

First Objective

"Our first objective is to advance the integration between the brain and the computer interface so we can start collecting data at the synaptic level."

"Currently we're only capturing surface-level data from the BCI, but as we refine it, we’ll be able to gather data on human cognition that’s far richer and more nuanced.”

“As the brain-computer integration continues to develop and provide more complex modeling what is actually happening inside the brain down to even the quantum level, we expect it will reveal structures we can use to build neural networks for advanced machine learning systems well beyond anything previously accomplished.”

“The other advantage of having a person get more physically integrated to the BCI is that we can then have the subject try out different scenarios inside a virtual simulation.

As the subject performs different behaviors with different mental states, the BCI can capture neural activity that will lead us to developing much better performing algorithms to apply to our improved neural networks as we discover new patterns in the higher quality neural data.”

Second Objective

“We think this approach can take us from basic machine learning, through artificial intelligence, to a level of intelligence we are called artificial general intelligence or AGI.”

"We need a model that can truly exceed human capabilities to account for a multitude of variables while applying expertise across any needed area of knowledge.”

Achieving AGI levels of intelligence is essential."

The ‘Bad’ News

“Now, the most difficult part, and why all of this is necessary.”

“We’re expending this effort not for prestige or ambition, but out of sheer survival.”

"In fact, there are so many threats our entire world is on the brink of total collapse—civilization has experienced a cascade of catastrophic events!”

The Killer

"The collapse was initiated by one of the worst human extinction possibilities on the level of an asteroid strike or super volcano eruption, but much more insidious.”

“It was the worst-case scenario of a bioweapon escaping lab containment as the virus was engineered to have a long incubation period with an extremely high mortality rate.”

"We saw populations dying in extreme numbers in a very short window of time that no one saw coming, leading to a speedy collapse of food, energy, and transportation systems."

Overpopulation No More

This is painful to even recall, but you need to understand the stakes...the fabric of society was literally ripped apart before our eyes.”

“We barely had time to see people fight for the remaining resources after a few months as mass starvation set in among survivors of that initial killer wave of the virus."

“We estimate about 90% of humanity has died since the virus appeared 7 years ago.”

“Let’s take a moment and regroup. To even say this out loud is still shocking and hurts very badly to even think about. At least we can move to solutions now.”

The Stakes of the Project

“I hope now you can see why we need an innovative solution that offers a truly new way to organize society.”

"By understanding human cognition at a deeper level, we aim to train an AGI capable of devising strategies to navigate these complex challenges."

"The AGI would assist in planning recovery efforts, managing resources efficiently, and helping to rebuild society.”

“We could even find new breakthroughs if we achieve artificial super intelligence, or ASI, levels of cognition."

Research Needs

"I realize this is a lot to take in, but you needed this context to understand why you are here.”

“We need our subjects to be in a coma to undergo the extensive amounts of potentially fatal surgeries required to fully connect with the brain computer interface.”

"We also need participants who can provide authentic cognitive training data to develop an intelligence with core human qualities like creativity, ethical judgment, and a nuanced awareness of context-including how survival is the prime directive for most human decision making."

Digital Death is Real Death

“This is the real catch as to adequately participate in the simulation we need the person to be under the threat of death as in real life.”

“The cognitive data will not be authentic without this element. Without authenticity we are assured of corrupting our model.

“Bad training data could result in any number of terrible outcomes-intelligences that hostile or misaligned with human values”

Prisoner Sacrifice

“As you may be able to guess with the possibility of death coming either through the surgeries or inside the sim itself, no one is volunteering for this experiment.”

“I personally think it is also that each individual team has slim chance of success while still carrying a major risk of death for the participant.”

“Hence why we have drafted prisoners despite not being the most representative sample.”

“You are already in the condition we need, and you really have no choice but to participate.”

Another Hurdle for Training AI

“Despite being forced into the simulation, we do want willing participants as it comes back to the quality of the data we are collecting from your brain.”

“We want to capture how the brain reacts to stimuli of various kinds and doing that with a hostile mind is sure to provide mental models that will be less useful, if not dangerous to train an AI on.”

The Offer

“That is why we are offering prisoners the ability to choose to participate or not.”

“If you choose to fully participate in all aspects of the simulation required by the research team, we will free you from your imprisonment unconditionally.”

“My organization is also prepared to set you up with enough money and supplies to start a new life once freed including joining our society.”

Long Road to Freedom

“Before you answer you must realize, we actually don’t know what the full set of requirements to reach AGI are as experimentation and discovery will be required along the way.”

“The collective assumption is that there will be thousands of objectives to reach AGI especially considering the primitive starting point of the simulation itself.”

“If you can survive these hurdles, I believe we have the right plan to reach AGI which will not only result in your freedom, but would may also give you a better world to live in once are awake to experience it.”

“We will load up the options now. If you choose ‘Remain in Artificial Reality’, we will disconnect from this interface and leave you to return to the life created in your mind.”

“If you choose, ‘Enter the Simulation’, you will be instantly ‘conceived’ where your simulation life will begin albeit in a very abstracted form.”

“Good luck.”

End