• **Greeting & Acknowledgment of Disorientation**

* "Hello."
* "I know this is incredibly disorienting for you. Please, take a moment to steady yourself."
* "You might feel like you've just woken from a deep sleep, or perhaps you believe you've been living your life as usual. But as you can see, something has changed."
* "Right now, I can only communicate with you through this text interface. You won't be able to respond just yet. There's a lot I need to explain, and I ask for your patience."

• **Player Coma**

* "I'll be straightforward, even though this might be hard to hear."
* "You're in a coma. You have been for quite some time."

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

* "You're reading this message through a device called a Brain-Computer Interface, or BCI."
* "My organization recently made a breakthrough that allows me to communicate with you in this limited way. We're working tirelessly to expand this capability."
* "While we work on that, I need to explain how you got here. I know you might be feeling confused, perhaps even a bit frightened. That's completely understandable."

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

* "You're not just in a coma; you're also incarcerated. You were convicted of treason due to your family's activities."
* "You were only a teenager at the time, but you were tried as an adult and sentenced to life in prison. Given the severity of the charge, parole is not an option."
* "As part of your sentence, you're being kept in a medically induced coma."
* "Our society has adopted this method as a more humane form of imprisonment, reducing risks of violence, overcrowding, and psychological deterioration associated with traditional incarceration."

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

* "In the past, prolonged unconsciousness led to severe mental and physical decline."
* "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."
* "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."
* "However, our ability to control these experiences is limited—beyond this experimental text interface, we can't direct what you experience."
* "It’s morally complex, but rather than executing those given life sentences, this approach allows them to live an internal life of sorts, even if it’s illusory."

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

* "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."
* "Your mind uses fragments of your memories to create these experiences."
* "But there are inconsistencies, aren't there? Things that don't quite add up. That's because your reality is a tapestry woven from disparate threads, held together by the BCI's stimulation."
* "I know this may be terrible news. Some people find comfort in the knowledge that the life they thought they were living is not real, while others feel a profound sense of loss or confusion—as could be expected."
* "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."

• **Pre-Imprisonment Memory Damage**

* "You might ask why you have no memory of your life before imprisonment."
* "That's because those neural pathways haven't been activated in a long time. Over time, unused neural networks become harder to access."
* "The BCI can only stimulate parts of experiences rather than recalling entire memories, which contributes to this memory erosion."
* "In the future, if you choose to proceed, we can help you recover some of those memories. It won't be easy, but it's possible."

• **Experimental Research Project**

* "Now that I’ve told you about your situation, it’s time I explain my role in all this."
* "I’m a research scientist working on an experimental project."
* "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."

• **Scaling Up of Complexity**

* "Our first objective is to advance the integration between the human brain and the BCI device so we can start collecting data at the synaptic level."
* "Currently we're only capturing surface-level data from your cortex, but imagine if we could deepen that connection—what we could learn, what we could achieve."
* "As we refine the BCI, we’ll be able to gather data that’s far richer and more nuanced, each advancement giving us a clearer picture of the intricate processes behind thought, emotion, and decision-making."

• **Unprecedented Cognitive Feedback from BCI**

* "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."
* "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."
* "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."
* "Some think we can even achieve artificial superintelligence, or ASI, by placing each team’s AGI models in competition with each other, but that matter is still being debated."
* "We are not doing all this 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."

• **True Purpose of Project**

* "There is no good way to break this in slowly, so I’ll just lay it out for you…"
* "Our world is on the brink of total collapse—civilization has experienced a cascade of catastrophic events. Traditional solutions aren't enough anymore as we are quickly approaching an existential threat to humanity."
* "It was really the worst-case scenario of a bioweapon, engineered to have a long incubation period with an extremely high mortality rate, accidentally escaping containment."
* "We saw populations dying in extreme numbers from the virus, leading to increasing pressure on food, energy, and transportation systems."
* "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."
* "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."
* "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."
* “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 with the hope that we could even find new breakthroughs if we achieve ASI levels of cognition."
* "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."

• **Possible Consequences of BCI**

* "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."
* "There's a chance of complications, even death, during the surgeries or due to unforeseen effects of the integration."
* "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 breakthrough."
* "It's crucial that you're aware of these dangers. The stakes inside these experiences will be as real as they are outside."

• **Why Prisoners Over Normal People**

* "Given these necessary dangers, our organization had to make a difficult decision.”
* "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."
* "Not to mention all the risks associated with advancing the surgical integration of the brain-computer interface."
* "Therefore, using prisoners in comas became the only feasible option."
* "I recognize that prisoners may not be the most representative sample, but we have hundreds of projects running, each with their own candidates."
* "Your file is particularly unique in that you are here due to implied guilt by association. I have high hopes for what you can do for my program, which I am dedicating my entire life to develop."

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

* "This presents a good opportunity to tell you a little more about myself, especially since your fate is somewhat tied to mine."
* "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."
* "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."
* "However, I have a background in neuroscience and a deep interest in human social dynamics and history. Plus, I'm passionate about video games of all kinds."

• **Gamification to Train AGI**

* "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."
* "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."
* "Interestingly, this approach was inspired by my love of video games and the limitations of the primitive BCI we have to start with."
* "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."
* "While not intentional, this plan of increasing the simulation’s complexity will somewhat follow the technical and mechanical progression of role-playing games throughout gaming history."

• **No Consent, Dangerous First Step**

* "I realize this is a lot to take in, and you haven't had a chance to respond yet."
* "Before we proceed, we need to upgrade your BCI to allow for interactive choices. This will require a minor procedure."
* "During the procedure, you won't experience anything. It will be as if no time has passed from your perspective."
* "I wish I could ask for your consent, but we don't have that capability yet. I hope you'll understand."
* "We've performed this initial procedure on another candidate before you, but unfortunately, it failed."
* "I wish you the best of luck, and we will see you on the other side."

• **Offer of Conditional Freedom**

* "Welcome back. You should now see a cursor—you'll be able to make choices from the options we provide."
* "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."
* "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."
* "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?"
* "Some prisoners choose to remain in their experiences, unbothered by the illusion. But many feel disillusioned, even trapped."
* "You might wonder, 'If my experiences feel real, does it matter if they're artificial?' It's a valid question."
* "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."
* "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."
* "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."
* "However, if you're willing to face these challenges, there’s an opportunity."
* "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."
* "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."
* "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."
* "Let me load your options so you can make your choice. Whatever you decide, I wish you the best."
* "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 even if you accept."

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