Act 1, Scene 1-Rough Draft Copy

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[1.1.0-Scene Summary]

SCENE PURPOSE

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.

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.

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.

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 Protagonist’s Perspective: 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.

A Collapsed Society: 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.

Underground Efforts to Save Humanity: 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 Brain-Computer Interface (BCI): 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.

The Simulation and Its Stakes: 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 DIALOGUE SECTIONS [SDS]

These sections represent the on-screen text-based dialogue. At this stage, there are no spoken lines. The dialogue is delivered by a single character referred to as the “Researcher.” System messages will also appear in these sections, enclosed in quotation marks. These messages will appear in a standard format, detailing the new capabilities being added to the game at each stage.

[1.1.1-Contact Made] READERS START HERE

[SDS: 1] Initial System Set-up Message

START  
SYSTEM  
MESSAGE

CONNECTION  
ESTABLISHED

BOOT  
INITIALIZED

ENVIRONMENT  
CONFIGURATION  
SUCCESS  
  
INTERFACE  
GRID CALIBRATION  
SUCCESS

BLOCK  
TEXT  
CHARACTERS  
LOADED

FONT  
RENDERING  
ACTIVE

STATIC  
LINE  
NAVIGATION  
READY

END  
SYSTEM  
MESSAGE

[SDS: 2] Greeting

HELLO

PLEASE  
BE  
PATIENT

MORE  
FUNCTIONS  
LOADING

[SDS: 3] Space Character Added

START   
SYSTEM   
MESSAGE

SPACE  
CHARACTER  
ACTIVE

END SYSTEM MESSAGE

[SDS: 4] Text Only Interface Introduced

I DO NOT THINK I HAVE EVERY ACTUALLY APPRECIATED WHAT A SPACE CAN DO FOR COMMUNICATION UNTIL I DID NOT HAVE IT

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

I KNOW THIS MUST BE CONFUSING SO PLEASE TAKE A MOMENT TO STEADY YOURSELF

I CAN REACH YOU ONLY THROUGH THIS INTERFACE

YOU CAN NOT RESPOND YET BUT THAT WILL CHANGE SOON ENOUGH

YOU HAVE A CHOICE TO MAKE BUT THERE IS MUCH TO EXPLAIN BEFORE YOU CAN

HOLD ON

WE HAVE MORE COMING FUNCTIONS COMING ONLINE NOW

[SDS: 5] Special Characters Added

START SYSTEM MESSAGE  
SPECIAL CHARACTERS LOADED  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
>>> END SYSTEM MESSAGE <<<

[1.1.2-Trapped]

[SDS: 6] Introduce Coma and Brain Computer Interface

WE HAVE PUNCTUATION CAPABILITY NOW.

I WANTED TO DELIVER THIS NEXT DIFFICULT PART ONCE THE MESSAGES WERE MORE READABLE.

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.

THE SYSTEM MESSAGES YOU HAVE BEEN SEEING ARE ACTUALLY PARTS OF THE BCI WE'RE ACTIVATING.

SPEAKING OF THAT, LOWERCASE LETTERS ARE READY.

[SDS: 7] Lowercase Letters Added

>>> START SYSTEM MESSAGE <<<  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
# LOWERCASE LETTERS: LOADED #  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
>>> END SYSTEM MESSAGE <<<

[SDS: 8] Introduce Life in Comatose State

I’m sure 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 being 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, at least for us.

This method offered a way to prevent harm to others and yourself while preserving your body and mind.

I’ll let that sink in a moment as we load a faster text printing method than letter-by-letter.

[SDS: 9] Word Printing Added

>>>START SYSTEM MESSAGE<<<  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
# WORD PRINTING: ACTIVE #  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
>>>END SYSTEM MESSAGE<<<

[1.1.3-Immediate Questions]

[SDS: 10] Cause of ‘Real Life’ by BCI

You might wonder how you can be in a coma yet living a life or 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 making a life that feels real but isn't.

You may have noticed inconsistencies and 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 and glitches in your reality.

[SDS: 11] Screen Scrolling Added

>>>START SYSTEM MESSAGE<<<  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
# CONTINUOUS SCROLLING: INITIALIZED #  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
>>>END SYSTEM MESSAGE<<<

[1.1.4-Turning Point]

[SDS: 12] Lost Memories of Your Real Past

As for your past memories before imprisonment... 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.

We have hit a turning point technologically as well.

We have established an ability to save our message progress perhaps think of it like an auto-save for now.

[SDS: 13] Save System Added

>>> 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 <<<

[1.1.5-The Project]

[SDS: 14] Research Project Competition Introduced

I'm the director of a research project.

Others 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.

[SDS: 15] Auto Save Message

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
# AUTO-SAVE: SUCCESS #  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

[SDS: 16] Surgical Brain Connection to BCI Device

Our first objective is to enhance the BCI to be able to obtain a deeper understanding of human cognition.

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

By connecting your brain to the BCI at the synaptic level, we hope to understand the mind in ways never before possible.

This could help us develop an advanced artificial intelligence or an AGI.

The process involves surgeries that carry significant risks however, so we plan and implement each advancement in capability with great care.

It looks like we are finally getting a new screen grid formation allowing us to display in paragraph format.

[SDS: 17] Paragraph Format Added

>>>START SYSTEM MESSAGE<<<

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# PARAGRAPH LINE FORMAT: ACTIVE #

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

>>>END SYSTEM MESSAGE<<<

[1.1.6-The Purpose]

[SDS: 18] Pandemic Kills 90% of People

Why is building this intelligence 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. That is still hard to comprehend, even seven years after it happened. I’ll give you a moment to process.

We are really close to giving you some input now that we have all of the text printing capabilities coming online.

[SDS: 19] Sentence Printing Added

>>>START SYSTEM MESSAGE<<<  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
# SENTENCE PRINTING: ACTIVE #  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
>>>END SYSTEM MESSAGE<<<

[1.1.7-High Stakes Simulation]

[SDS: 20] Authentic Cognitive Data Requires Possibility of Death

So, as I was stating, society as we knew it has fallen apart. We need innovative solutions to stitch back together civilization with 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 simulated universe, facing challenges to gather the best quality training data. Your genuine reactions are crucial for creating an AI that understands human nuances. I won’t deceive you. The stakes within the simulation mirror those of real life, and life and death decisions can lead to your actual death.

Let’s stop there as we finally have the command line interface ready to go. This is a big moment for us, and for you. So far, the progress we have made with the BCI integration has been of little risk to you. Keep in mind we are making physical connection to your mind and that means surgery. To allow you to have input is going to require more connections than all the ones we have made to this point combined.

[SDS: 21] Command Life Interface Added

>>> COMMAND LINE INTERFACE INITIALIZATION <<<

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# CLI MODULE: LOADED #

# TERMINAL CONFIGURATION: SUCCESS #

# SYNTAX SYSTEM: VERIFIED #

# COMMAND PARSER: ENABLED #

# CLI WINDOW: LOADED #

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

>>> COMMAND LINE INTERFACE ONLINE <<<

[1.1.8-The Choice]

[SDS: 22] Choose to Enter Simulation or Not

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, so here's our offer. If you choose to help us—fully participate in our program—we'll grant you freedom once have what we need. 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. You know that death is a real possibly, 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. Whatever you choose, know that your decision matters.

Good luck.

(END SCENE)