

Reality Check-In/September 14, 2012

Not Transferable

Emotions

This notebook is out-of-game. You may start with the first page open. You may only open pages when directed to.

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Reality Check-In/September 14, 2012

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This notebook is not transferable. You may open it thirty minutes into the game.

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In observing these humans you have noticed a small number of them holding hands. You do not believe this process is directly involved in transferring genetic material, but it still seems to serve some important purpose. To find out exactly what purpose, you suppose you will just have to experiment. Hold hands with two different humans for at least five seconds. When you complete this step, you may turn to **3**.

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Reality Check-In/September 14, 2012

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That sensation was very odd but also strangely . . . pleasant. Raise your Ω score by 1. Xenids have something similar to emotions as well but there are definitely some important differences. You decide to explore more human emotions. You pick one at random: embarrassment. You are not sure how to induce this emotion, but the tutorial you went through on the ship provided a video suggestion. Spin in circles with your arms extended for at least five seconds while another human observes you. When you are done, you may turn to **4**.

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That was very embarrassing! This emotion has none of the pleasant properties of the previous one. You will have to select emotions to explore more carefully. You pick "peacefulness" next. Go meditate quietly on the universe in a room by yourself for one minute. You may not talk to anyone and need to avoid any significant distractions. Then you must have a two minute discussion regarding the topic of your meditation with a human. When you are done, you may turn to **5**.

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That was much better! Although you found your mind wandering and starting to ponder frustratingly unanswerable questions such as "why do I exist?", "what is the meaning of life?", "what is the difference between a physical brain and a simulated consciousness?", and "perhaps my real body is also inside a simulation the way this one is?". You will have to try this "meditation" back in your real body sometime. In fact, you can feel your real physical body responding positively to this meditative practice — raise your Ω score by 1. The next emotion you intend to explore is "spirituality", which seems to be quite uniquely human. You need to receive a blessing from a religious figure or participate in a religious ceremony. When you do so, turn to turn to **6**.

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That was very enlightening! You have never experienced anything quite like it. Raise your Ω score by 1. This emotional process seems to have duplicated some of the much-needed maintenance on your physical body. Tear up your "Mental degradation" ability.

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Play With Your Dad!

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This notebook is not transferable and explains how to play with dad. You may open it immediately upon start of game.

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You are so excited about meeting your dad and getting to play with him. But first you need a toy. Find a **ball**, then play catch with Lindis for 3 minutes. Roleplay accordingly. Once you're finished playing catch, you may turn to **3**.

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That was so much fun, but playing ball isn't the only thing you'd like to do with your dad. You love to color in school, so why not spend some time drawing with dad? Acquire a set of **crayons** and then color with Lindis for 5 minutes. Roleplay accordingly. When you are done, you may turn to **4**.

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That was great, but now you have to play your all time favorite game ever, tic-tac-toe. Find your dad and play with him until you have each won 3 games. Better not tell him though or he might lose to you on purpose! Afterwards, you may turn to **5**.

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Yay for playing thinking games like that. But you are restless again. I wonder if dad is into playing sports and running around? Play tag with dad and one other adult for 2 minutes. Once you are done you do so, turn to **6**.

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Hanging out with dad is so much fun. If only he weren't going to marry that other lady. He really ought to get back together with mom. Spend 5 minutes in conversation with Lindis and try to convince him not to marry that lady and get back together with mom instead. Once you've tried to convince him, turn to **7**

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Congratulations, you have successfully played with dad! You are so excited that you just can't keep it to yourself. Tell everyone you see for the next 2 minutes (you only need to tell someone once) that you had such a great time playing with your dad!

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Important Questions

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You are mostly aware of the details of procreation, but the tutorial provided no idea as to how humans actually go about finding a mate. Acquire two perspectives on this topic from two different humans. When you complete this step, you may turn to **3**.

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Well that was enlightening. Raise your Ω score by 1. The humans around you appear to be engaged in a religious ritual related to finding a compatible partner. What purpose does a wedding serve? Interview two people participating in the wedding on this topic for at least 2 minutes. When you are done, you may turn to **4**.

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The wedding is interesting, but it seems to be a small part of a broader religion, and there appear to be multiple religions within the society. Given the existence of multiple religions, how does a human determine which one is correct? Gather at least two different perspectives on this subject. When you are done, you may turn to **5**.

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Your sister loves studying religious rituals, if you manage to get out of here this will make for some great dinnertime conversations. Raise your Ω score by 1. The cultural basics out of the way, Now the really tough question: Why is the technology level inside the simulation so primitive compared to the host ship? As far as you can tell, both were constructed by humans. When you have the answer to this question, turn to the next page.

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Humanity certainly has the potential to be an dominant species in the galaxy, once you teach them the basics of making interstellar engines. Gain 5 Ω , but not past your maximum value.

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