

modo de ámbar user manual



Welcome to **modo de ámba**,
a text adventure game based in
the limbo of memories.

You have entered a space of recollection.
Dark and tumultuous, convoluted and
circular, golden and prime, this place is
only welcoming.

You are currently holding the manual that
has been designed to aid your journey into
this amber mode. Check back here for
help with directions, type-commands, and
an unchanging introduction.

By deciding to engage with this amber
monitor, you have found yourself in a
dungeon of memories. Golden yellow text
motions you through four vignettes on a
loop. You seek to move through these four
spaces by making directional commands
(north, west, south, east) and you seek
to use your senses to better understand
where you are (the past). To better under-
stand what the past has instilled in you,
you “take” objects and you “look” at where
you are. You are digesting parts of your

past that have been affected by previous explorers. With each player, the environment learns and adapts. Who knows who has been here before you, and who will come after you? Your actions and interactions with the space affect those that will remember after you.

How did you end up here?

We do not know how you have ended up here. Memories are a mystery, are they not? What will you do with these memories? We ask, How will they change over time? And: Whose Memory is it Anyway? We are only the medium for memories to flow from person to person, four memories at a time. It may not be much longer before they change entirely.

Wouldn't it be nice to have the tools to adjust our memories as we please? Well, in this game we do not have this perfect capability. Instead, we have the means to observe memories and obliquely affect them. Within each dungeon of memories, you are free to move, look around, and address objects written in **bold**.



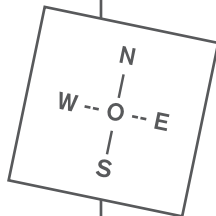
Navigate through the vignettes by typing **north**, **south**, **east**, or **west** when you are given options (N,S,E,W). Expect to progress and to regress, but always consider checking out where you are at. Type **look** to examine your surroundings, and pick up objects if they are presented. If you desire to take an object, type **take**, followed the bolded object name: i.e. "take pen," and you will store objects in your **bag** of sensory understanding. Your objects are stored in your bag which you can access at any point in the game. But in order to move from memory to memory, you have to travel light. If you have more than two objects in your bag, the game will prompt you to leave items behind when you reach the end of each vignette. Type **drop** followed by the object name to leave it behind. Only then will you be light and porous enough to engage with a new past.

To seek help within the game, type **help**. Type it and yell it out loud as you do.

To exit the game (don't do this), type **exit**. Try if you dare.

What is going on?

What do your senses tell you? There is text, and there is sound. And there are the machines that power these devices. Did you notice? The sound changes after every progression into the next memory.



The soundtrack of **modo de ámbar** adapts to your in-game interactions using an audio-generating neural network. modo de ámbar observes your in-game interactions and changes the soundtrack accordingly. By interacting with items and characters, you alter how the neural network is trained, including what learning rate, loss function, and corpus are used.

Throughout the course of play, the neural network is taught abstract representations of specific sounds using only a handful of values. For instance, the neural network can be trained to understand the harmonic qualities of a Greek lyre by picking up the music box.

By the time you reach the end of a memory, the neural network's understanding of sounds will have changed. Upon entering a new memory, the neural network generates a new soundtrack based on this new understanding.

