

Tron: Transcendence, Chaos wars draft

Preface: This is a rough draft of an arc of Tron transcendence that tries to unite a lot of the different parts of my AU to fight against a chaotic entity that emerges as a fundamental glitch on the entire grid. Where EL and CLU would need to join forces and Elena finally plays a pivotal role instead of just wandering the deep circuit looking for EL. Note that you don't need to over refine or over analyse each and every sub arc, just give general comments on it with theme connections. We can refine each sub arc separately in a different prompt. For now, just general thoughts is good. Note that this is a rough draft with thoughts just puked on the document(with some semblance of structure, no polish though)

Summary: There's new entities that have been showing up called "Chaos worms" these are chaotic programs that can evolve at a rapid pace, like evolving malware. They're starting to form all around the grid, at an alarming pace. Some chaos worms are pretty weak, slow evolving(Tier 1 chaos worms), easy to handle. But if a chaos worm has enough time to evolve and merge with other chaos worms, they can reach evolutionary rates so fast the EL would be forced to use Format(Tier 3 chaos worms). And with such an unprecedented widespread foe, EL, her garden CLU and the grid, must unite to find a way to end the Chaos worms.

Overall plot structure: They discover the Chaos worms, at first not much. Then EL starts to notice an alarming rate of Tier 2 chaos worms evolving into tier 3(ill fully explain the tier technicality later). She's had to use format a grand total of 3 times, at that point, EL knew, Format isn't the way forward. She then brainstorms with Flynn what's going on. Turns out the Grid's RNG engine(officially called technically the Chaos engine) which runs on a quantum computer simulates dynamic systems and authentic RNG on the grid has had a glitch. EL is confused as to how this happened. Flynn hypothesizes only one possible way, The chaos engine he used to build on the grid he licensed from a math institute, he didn't fully know how it worked, only how to use it. The build he used was experimental. So then he hypothesizes that the Chaos engine's parameters(starter initial conditions to an ODE) were somehow changed, he hypothesizes the only way is through cosmic ray bit flip in the real world, true randomness that caused the randomness machine(Chaos engine) to de stabilize. Since the chaos Engine was random and ever evolving on its own, you can't just "fix it" from within the grid, you'd need deep understanding from how it works. This is where Elena comes in, EL may be a goddess like clone, but she is a program, a very perceptive powerful one, yet not fully human. EL, being the goddess she is, lacks something that Elena has, deep visual mathematical intuition. So EL takes Elena to a gnosis fissure(wells of insane amount of grid knowledge, hard to decode) with a chaos worm fragment(like studying DNA) to see if she can find patterns to help fix the Chaos Engine. Elena says she can try, when she does, she visualizes the problem when entering the gnosis fissure in a way EL could never, curved grid lines, patterns, curves, she sees the chaos theory problem in 4 dimensions(ill explain more on this later) and then she constructs the mathematical solution to the chaos engine: a stabilizer. It's a 4d manifold, a light construct that is ever evolving smoothly when EL tries to hold it in her hand. EL then has to spend a week to convert the mathematical construct Elena made into code she can execute on the grid. EL then has to ask CLU to allow EL to go to the grid's

central hub and send out a grid-wide patch(can only be done through the grid city which CLU controls) with the stabilized code. There will be lots of fight and conflict during this, but Elena had the key, no longer a passive player in the grid. This whole war between the grid and the chaos is called the “Chaos war”

Compute power semi formalized:

To do any action or the ability to do work is energy. The grid equivalent can be computer power. EL needs compute power to run her garden, she obtains this through the tree roots that scatter far into the deep circuit to find sparse compute fountains(streams that give out compute power, as if directly connected to the CPUs of the grid).

Compute power can be measured informally as compute units or in “flops” similar to cpu clock cycles. Beings like EL could use Giga or teraflops or more compute to use her goddess abilities. Meanwhile a simple program doing a disk Duel could only need maybe 100 or so flops.

Every program has a compute limit/capacity, including EL, almost like throttling or limiting ram usage of a program. So each program can only hold a certain max amount of compute units at a time. But EL is an adaptive anomaly and can expand her compute capacity when she needs to, she’s learned this through gnosis fissures. She’s the only person in the grid(so far) to be able to expand her computation limit, transcending her into goddess territory.

Compute power is not infinite so if EL needs to run a huge command like format, she needs to spend a good portion of her compute power, sometimes she might need to borrow the garden’s compute power, dimming the garden temporarily to do certain, high stakes tasks(rarely done though)

Chaos worms and chaos engine.

Chaos engine: a highly sophisticated program that runs on the Grid’s backend servers that uses quantum computing, dynamical systems in ODE’s(which Elena understands) to simulate perfect RNG and to an extent “chaos” in the grid, like null front storms, random terrain generational artifacts etc. It is the core essence of randomness in the Grid. Flynn licensed this program from a mathematics institute when it was in experimental phase. He doesn’t fully know how it works, he just knows how to use it for the grid. He assumes that the reason the chaos engine went haywire is because some of the parameters changed on its own. He guesses that the grid servers got a cosmic ray bit flip in the chaos engine quantum computing server which caused all the issues. The first day that EL estimated the Chaos engine went haywire is called “Destabilization day” which is what we will refer to it from now on.

Chaos worm appearance: It's not a sudden destruction of the grid during Destabilization day. It's just the day when chaos worms started to appear. They are randomized evolving programs generated by the chaos engine creating more chaos than order. They appears slowly, like a slow virus infecting the grid, but it's grid-wide, not a local sector. There are evolution tiers to Chaos worms which will be explained below.

Tiers: Each tier of chaos worms is a general category in the stage of evolutionary rate(higher the tier, the faster it can adapt and evolve against anti malware)

Tier 1: these chaos worms are simple, evolve very slowly and can easily be derezzed. They are small and in large numbers randomly throughout the grid, low rarity.

Tier 2: the middle ground, as Tier ones fuse/merge or Tier one worms evolve over time. They turn into Tier two's, these are intermediate stages of evolution. They are formidable and larger evolving black structures of voxel cubes, hard to manage but still killable with the right amount of compute power, don't need EL to take care of them, but still need to be careful

Tier 3: The real menace. With enough Tier two's fusing into one, a Tier three chaos worm is the near perfect menace of chaos. Capable of evolving and adapting at the speed of the global simulation tick speed. Someone like EL cannot destroy these without using format. They are however, one of the rarest kind of chaos worms because of their sophistication. EL has had to use format three times(one time being hard enough for EL to commit to) to take care of three separate Tier 3 worms.

Tier X: These are Tier 3 worms but have combined in just the right conditions to form sentience. Sentient chaos worms, as powerful as Tier 3's but have some semblance of intelligence that can allow for strategic attacks, controlling lower tier worms using their mind. They can materialize as humanoid floating black masses that can talk. Sometimes they can talk in chaos language that no one can decipher and sometimes normal english. They can lead armies of Chaos worms, the pinnacle of malware evolution, the most formidable enemy the grid has ever seen.

There is only *one* tier X chaos worm in my story, who is kind of the villain, making the chaos wars more interesting.

Implications of fixing the chaos engine: The chaos engine's destability only make the chaos worms evolve at unbelievable paces. If you re stabilize it through EL's patch, the chaos worms can no longer evolve at an insane pace, they become static. So the chaos worms will still roam and still exist, not deleted after EL's patch, they roam the lands after restabilization, but the can now be contained and erased over a period of time without uncontrolled growth.

Hex shield(short for Hexagon AES encrypted shield, EL's creation): You might remember me mentioning this but i'll formalize it again. EL can create shields glowing with gold tiled with hexagons. They are extremely powerful defensive wise. They use AES encryption with rotating keys so that any form of high destructive energy just gets absorbed by the shield and scattered to the surroundings. Just

like AES needing unbelievable amount of compute, the whole grid's computer power(using our compute power system) would not be enough to penetrate EL's hex shields.

Chaos worm can defeat hex shield: Tier three chaos worms are especially dangerous because Hex shields cannot contain them forever. Why? Even if AES is uncrackable in a reasonable amount of compute time, Tier three chaos worms can just try to phase through the shield using quantum tunneling. This isn't easy for the tier three worms though, they need time and rely on quantum randomness to phase through the shield, so it can take time and is slow, manageable to temporarily contain them in hex shields but not permanently. This refers to how quantum computing is a threat to encryption(the Chaos engine runs on a quantum computer). Tier three chaos worms are the only phenomenon on the grid that can penetrate Hex shields within reasonable amount of time. The only threat to the Grids most powerful defense mechanism.

The planning phase:

Luckily for the Grid, chaos worm evolution is still overall slow, they've started appearing all around the grid but evolve slowly and predictably enough. EL predicts that they need exactly **one month** to plan, enforce and strategize before they start full on war or send out the Grid wide patch through the grid city. The last day of this one month is going to be called "Master commit day" a tech easter egg of a grid wide patch sent using Git version control pushing to master branch.

This is period where EL and Elena work together to find a way to re stabilize the chaos engine. EL uses her ability to understand Gnosis fissures and Elena uses her mathematical intuition to use chaos theory to create a stabilizer for the Grid wide patch for EL.

Other planning happens. EL communicates with CLU that CLU needs to strengthen his armies to which CLU can understand, the chaos worms being a common enemy of CLU and EL. Luna is given her last gift as the first child: Staff of hex. It's a fork like trident staff which, if Luna absolutely needs to, can tap on the floor of the Verdant verge, removing the storm cloud EL's veil which is a soft barrier of the Verge and converts it into a massive hexagon pattern shield that uses AES encryption to defend and protect the Verge, highly powerful, uses a lot of compute units, but the tree can supply the compute power(its roots going into the ground and harvesting compute). EL used this when CLU first attacked EL's garden and it worked beautifully. Luna was given this gift because EL would need to be away from her garden during the Grid Patch and Luna would go from being a garden tender, to the protector during the Chaos wars.

EL and Elena solve the chaos problem:

EL is very powerful, intelligent and adaptive. But even if she is highly wise and part human. She could never inherit Elena's deeply human mathematical visual intuition. It's something the grid's framework simply could not clone. That's why, Elena has one edge over the goddess: her deep mathematical intuition. Since the chaos problem is wide spread and the patch EL needs to create requires tuning the

Chaos engine's parameters so it doesn't break, it's a highly fragile and volatile system. One wrong configuration in the Chaos engine and everything destabilizes around the grid. So Elena steps in. She realizes that when EL take a fragment of a chaos worm to study it, EL just sees noise, but when Elena sees it, she sees curves and patterns that EL cannot see. But Elena still has a problem. These curves and patterns seem to require higher dimensional intuition, like viewing the chaos lines and level curves in a higher dimensional manifold. Elena cannot do this by default, she's a human and humans are stuck to 3d, even in the grid. Or at least, we thought for a while. EL spent time in the gnosis fissures(the grid's overflow of information, hard to decode, people can go insane if not careful, EL is immune to this by design but needs time to translate the Grid's hidden knowledge) and found a strange chaotic noise in the gnosis fissures. A kind of resonant hum that is trying to communicate to EL, but her being the translator evolved into goddess, is still not able to decode the mysterious noise in the gnosis fissures. Elena takes a look and she sees a pattern, but the pattern doesn't show fully. It's a pattern that needs EL to feed tons of Compute into the gnosis fissure to turn the fissure into a gnosis singularity. Compression all the grid's info into a single point. This is doable but consumes a lot of compute(even for EL) and if Elena steps into a singularity, she can only stay in there for five minutes before Elena's mind gets corrupted from overflow. Note that thematically, EL used to be a translator for Elena, but now the relationship has evolved. EL is now a torch in the dark, a guide for Elena in the gnosis fissures, no longer a translator tool.

Elena theorizes if she takes her mathematical intuition into the Gnosis Singularity, she can see deep, into the fourth dimension, something no being in the grid or the real world has ever done before. EL hesitates but agrees. They take a chaos fragment for analysis, EL channels computer power into a fissure, turning it into a singularity, then holds Elena's hand(as if to ground her from going insane, it's a technical requirement too). Elena enters the singularity with the chaos fragment(to study).

She does it, for the first time in history, she could understand the ambient noise of the grid that even EL couldn't compute. It's thanks to Elena's visual intuition. Note that Elena is decent at mathematics but no prodigy, at normal math like algebra, number theory and group theory she's average, but she truly shines when organic curves and shapes come in. So she excels in complex analysis and analytic geometry and some topology, which helped her decode the Gnosis fissure noise, it was always mathematical patterns in a higher dimension.

Elena becomes the first being on earth(grid included) to be able to visualize the fourth dimension this way. However, she only has 5 minutes to solve the chaos problem which she can now visualize. She spends her first minute to get a hang of 4d geometry, just learning since she never had before. Once she's familiar, she studies the chaos fragment's lines and equations that form a 4d manifold. She then spends the next few minutes to construct a 4d manifold that stabilizes the chaos in a reliable way, not code, but pure mathematics in the grid.

Just as she solves the problem, she feels an intense amount of joy, she finally solved a problem that made Elena seem like a being that wasn't a shadow of EL. she had a deep down insecurity that EL was Elena's superior copy and this is the character moment that let Elena transcend as well.

But that's not all.

In the gnosis singularity, in the last minute before she must leave, she meets a being, a the voice of the grid itself. A God like entity that doesn't intervene but only waits patiently, for beings worthy of just being able to *see* them. This God like entity is just a large humanoid figure with eyes, no nose or mouth. Elena sees it in awe. This entity is what I like to call "The Beyond". It's beyond EL it's beyond transcendence, but a kind of transcendence that doesn't interfere, only broadcasts its existence throughout the grid as noise that can be decoded by a select few(Elena). The Beyond just nods to elena, no words spoken, no fancy gestures. Just nods out of respect, the first ever being in the grid to be able to just See the Beyond. The beyond rewards Elena's resilience with a gift. More on this later. Elena returns after five minutes in the hands of EL, Elena is tired, but she has the stabilizer manifold in her hand, glowing, transformative, smooth and beautiful and passes it to EL. Elena then passes out from exhaustion, those five minutes of being in a transcendent plane was too much for her human mind. Though before Elena does pass out, EL says "I'm proud of you" words that get a tear out of Elena's eye, for the first time, her creation who's overshadowed her creator acknowledges her(there's an arc earlier that EL has developed a sisterly bond with Elena after they reunite. EL's feelings going from indifference to sisterly protection).

Gnosis singularity refined:

Gnosis fissures are fissures on the edge of the grid, the edge beyond which you usually cannot pass through. These fissures contain massive data streams that anyone can walk through but not be able to understand, like the grid's whispers of knowledge. However, this data stream can be accessed without using compute power, just walk through and your mind is flooded with information from the grid. EL has mastered this, her very purpose of creation being a translator of information in the fissure for Elena. But EL notices that if she channels compute energy into a fissure. All the data streams collapse to a single point, a singularity. She tried to step through the singularity, but it was just white noise, information that even the master translator EL couldn't parse. A higher dimension, intuition only which Elena could use to understand. This is why Elena could not only enter the information dense singularity, but also she could visualize the white noise as human mathematical patterns, see into the fourth dimension, and as a consequence, the Beyond.

The beyond's gift:

The Beyond doesn't interfere with the grid's business, it just *exists* and graces those worthy enough to notice its existence with a gift. There are no rumors of the beyond, nobody knows about it, not a soul, it's just noise to whoever examines the fissures. It's only those who can enter Gnosis singularities that can even think to know about the Beyond's existence, that being EL and Elena. Though not even the Goddess EL could see the Beyond, Elena is the one and only who could. It gives Elena a new ability, gift from the divine being. Mathematical conjuring abilities in the grid. Earlier Elena could only conjure light cycles as a normal user could, but now she can conjure mathematical symbols and custom manifolds that can be used to assist, defend or attack. It's not at the level of EL's conjuring ability, but it's unique, even EL's mathematical constructs are basic, Elena's is niche to mathematical constructs only(she can't conjure tea like EL can) but her math constructs surpass EL, Elena's niche.

The Beyond gave Elena a second gift, she's the second ever entity in the grid(after EL) to be able to expand her computation capacity/limit, granted it needs effort.

The aftermath of solving the Chaos problem

Elena rests for three days straight from her time spent in the gnosis singularity while EL takes time to understand Elena's math construct she produced, the stabilizer. It's mathematical. EL's job is to convert it into executable code she can then patch during "Master commit day". Remember we are still in the planning phase, let's say halfway through the month and fourteen days left till Master commit day. When Elena wakes, she's still the Hajidere we all love, but with a strange tinge of calmness and serenity that wasn't there before. She still blushes like before, but she seems less nervous when it comes to computational matters and when she fights. It's as though she's returned enlightened but not as a goddess, just someone who understands the fourth dimension in new ways, ways she can use her "Beyond's gifts" to help during the chaos war.

Elena's key role is completed(or at least for now) in solving the chaos problem, EL can now decode it into executable code for master commit day. This takes a while, it's a mathematical construct in four dimensions, hard for EL to parse but just needs time. Elena, decides to explore her new mathematical abilities. She tells EL that she'll go on a short journey to expand her horizons. EL seems puzzled by what she means, EL doesn't know about the Beyond or what Elena saw, but the way Elena's eyes had a sense of "knowing" even gave EL chills for a moment, giving Elena a quiet nod. Elena then says "I'll be there, when you need me" after which she takes a light jet and disappears into the deep circuit, almost mirroring EL when she escaped from Elena. But Elena is returning to her old research lab, the lab that she spent 4 cycles in, building EL from scratch to study gnosis fissures. It's been untouched for a few cycles. But Elena remembers something important she left there. She has massive compute stores, she used to store excess compute power from gnosis fissures when she couldn't understand them and needed a translator. By now, those compute stores must have *massive* compute energy, accumulated over cycles, ready to be used. Now that Elena can expand her compute limit(granted, with effort), it's the perfect place to go to. Elena heads over there to meditate and explore her new gift, expand her compute capacity slowly over two weeks. This will play a key role in the climax of the chaos wars later.

The plan of the antagonist: Tier X. Tier X is born around the midpoint of the planning month. It's a humanoid sentient tier X chaos worm. It chooses to plan on its own, adding its own order to the chaos for maximum efficiency. Its goal is simple: maximal entropy of the grid by commanding chaos worms, similar to EL-0 in the alternate universe "what if" i mentioned earlier. It stays low, not flashy, planning and gathering chaos worms to control and strike at the right time. It's goal is to reach the heart of Grid city and destroy CLU's Grid wide patch tower, knowing that EL cannot send out the grid wide patch that way, the chaos worms winning the chaos war. But he cannot just blindly attack, CLU's forces are

strengthened, emboldened by the Destabilization so Tier X just waits, building his forces with steady patience until master commit day.

Luna's gift to EL:

Luna has chosen to finally give back to EL in a unique way: her own personal way to protect EL's garden. She takes EL's gift of the Hex Staff and makes a modification to it. Luna's personal project of the Glaze mirrors incorporated. Luna learned her Glaze mirrors has effects on time flow and her glaze mirrors can store light energy from EL(as though storing moonlight). Luna then modifies her glaze mirrors to ration light energy from EL's garden instead of reflect it during the planning month. The modification luna makes to her Hex Staff is quite powerful. She turns the Hex staff into a conduit, a convergent focal point for all glaze mirrors in the garden, like a tuning fork. All that moonlight that effects time can converge into a single point, her staff, which she can then reflect onto a target. This powerful time dilation moonlight is special. When the chaos worms penetrate hex shields into the Garden Luna can channel the Glaze mirror energy into the Hex staff and shine the moonlight onto the chaos worms saying "Face the moonlight of the first child" and the special moonlight doesn't derrez or destroy, it slows down time for the enemy, it slows down the evolution of the chaos worms. Essentially making a Tier 3 worm a Tier 1, just by exposing the light alone. Making it much easier for the residents to use force to derrez the downgraded worms. The cost being that Luna has to store energy from about a month of sunlight into the glaze mirror moonlight for this to work well. EL doesn't know about this gift, Luna chose to reveal it to her during the master commit day, her surprise gift to her mentor and savior, her way of thanking EL for all the gifts she has given Luna.

Master commit day: the climax

This is the big day, EL has converted Elena's stabilizer into code, ready for deployment, it took seven days of work, but it happened. It's the symbolic day that could potentially be the last day of the grid, but everyone believes deep down it's not. EL then makes her way to CLU's master grid patch tower(where she can deploy grid wide patches). EL needs time to channel energy from the tower and compile the stabilizer source code into executable binary before patching. This causes tension, because Tier X shows up right outside the main grid city with its built up chaos worm forces, ready to strike. CLU then smiles, he's been hard at work, recruiting new soldiers, building warships, new battle strategies and more. The first line of defense while EL does her code compilation work. The war begins, Chaos army clashes with CLU's emboldened army. Light and darkness collide into brilliant light as both sides take losses. However, the chaos side seems to be at a slight edge due to evolutionary advantage. This causes a net loss for CLU, but CLU has studied new ways of training soldiers to forming a grid like pattern, a square of sacrifice, with the philosophy where "You might derrez, but your sacrifice will be remembered by the grid" This sacrifice of soldiers grants CLU with immense firepower, temporarily causing a stalemate against the Grid's evolutionary superiority.

Meanwhile, in the Verdant Verge garden also has its share of issues. The chaos army there is not led by Tier X but follows its will, spread chaos. Luna and the residents prepare to defend their paradise, no

longer just enjoying peace but willing to die to protect the peace. Luna taps her Hex staff and the Veil around the paradise lowers, replaced by a beautiful Hex shield, EL's simplest yet most robust creation. It shields the garden well against the chaos army, the residents stand in defensive position behind the shield, ready for penetration. Luna knows this too, she was warned by EL that the most powerful shield, cannot fend off the most powerful form of evolution for long. As the Tier threes finally break through(or phase through the shields) Luna dims the Garden, making it night time, letting her moonlight shine. The glaze mirrors hum to life, her month of storing sunlight as moonlight converges onto Luna's staff and then she shines it on the Chaos army "My gift to you, EL, The moonlight of the First child" All tier three chaos worms are downgraded to tier twos sometimes tier one, a near fifty fifty. The residents fight hard, but manage to defeat most of the tier two's. Some residence derezz but majority are hanging on because of the moonlight. Luna then steps down as mediator. She takes off her yukata, her old ISO battle outfit from when she was rescued from death underneath the yukata. She steps off her light crescent platform, puts on her battle shoes. She ties her waist long hair. Today, she is not just a mediator or envoy, she is remembering the reason why she was worthy of being the envoy, a warrior who'd sacrifice it all. The light crescent remains still as she rides her light cycle with her hex staff as a weapon with her light disc, her ISO fighting days returning and she glides in her light cycle to assist, giving it her all as a warrior, turning the tide of the Chaos war in the verge.

Continuing in the grid

CLU's army is mostly exhausted, even after his sacrificial ritual. Yet, just in time EL finished the compilation and starts the commit instructions.

Her console saying the usual commands

```
git add .
git commit -m "Chaos Engine Stabilizer code, Elena's magnum opus"
git push --all-remotes --force master
```

("all-remotes" being a fictional git extension argument that just means "push the code throughout the grid, everywhere")

When she executes the code. EL glows in gold and not just that. A light beam emerges into the Grid's sky and pulses a near blinding pulse light that expands throughout the grid, patching it. The Chaos engine is now stabilized. But the party wasn't over. CLU's forces are diminished. The Chaos worms aren't destroyed, they can just no longer evolve at insane speeds, near static. But Tier X and his Tier three army are still strong, just cannot adapt. They could still overwhelm and reduce the grid city to ash. EL is also exhausted her Computational power for the master commit. She could very well be derezzed if Tier X makes it over there.

That's when a violet arc streaked across the sky, following a hyperbolic curve, descending on to the ground in front of Tier X's army. EL smiles, knowing what it is. "She's here" she tells CLU. CLU asks "who?" and although EL refers to Elena by "Sister" usually: during reverence, she tells CLU otherwise "My creator".

Elena stands before Tier X, she came to the Grid to run away from the real world, but now she stands facing her home's biggest threat, no longer running away, but charging straight ahead. But she's calm. She has her own black cloak, contrast to EL's white. It's got violet streaks. She lowers her hood and confronts Tier X.

Tier X asks "Who are you?" To which Elena responds "Someone who chose to run away from reality, to find a new home, a home I will protect, even if it means I go down in the process"

Elena steps forward, barefoot as well, The grid below pulsing violet instead of EL's gold under her feet "I made the stabilizer construct, your doom" Tier X feels different about Elena. Usually against CLU or EL, Tier X feels he feels conviction against a respectable foe. But knowing Elena made the very thing that stops Tier X's evolution, he feels something Tier X doesn't quite understand yet. He'll name this feeling very soon.

Elena then stops, her violet eyes glowing for the first time in my AU. She pulls out not one, but two Identity disks and gets into a fighting stance, not the standard fighting stance of the grid, but her own, it's almost mathematical. Elena then says "I'm no goddess" hinting to a limitation to her newfound power I'll discuss later, but Elena closes her eyes, opening them and smiling "But I made one" referring to EL. Then she claps her identity disks together. A black sphere with purple grid lines expands out at insane speeds like a fast growing pulse, not destroying, but containing entities inside her domain. The black sphere envelops the entire grid eventually. All the white grid lines in the city turn violet. The border of the sphere stops expanding, showing that Elena has limits, but it has glowing violet grid lines on it, like a mesh. Now Tier X is in Elena's domain. Tier X finally realizes the uneasy foreign feeling, something new, *fear* for the first time since his birth.

Within Elena's domain, she uses her gift from the Beyond to the absolute limit, her 14 days of meditation and experimenting with expanding her compute power, siphoning from compute energy stores, she now has the ability of bending space and time, and gravity, mathematically. But she can only do this within her black spherical domain. She doesn't destroy the conventional way using energy disks or energy beams, she warps space, conjures manifolds that cause space to fold in on itself to derezz chaos worms. The battlefields lights up with space folding in on itself, manifolds conjuring and destroying chaos worms. Elena's identity discs turn into large whips, representing Jordan curves, she uses this to fling around her domain, not quite flight, just swinging around, taking down Tier X's forces one by one.

Tier X does put up a good fight, wounding Elena a bit, but not lethal, just enough to slow her down a bit.

But when Tier X is weakened enough. It was time for Elena's trump card. Just like EL's FORMAT, Elena had something else, something mathematically elegant. Asymptotic projection collapse. She summons a grid like plane, like YZ plane that separates her and Tier X, a purple grid like wall between them. The special plane hums, as if Elena has applied an equation to it. Tier X tries to penetrate the wall but he can't seem to even touch the wall. He tries to reach closer but he never reaches, as if space itself doesn't permit his hand to reach the wall. The function she applied to the space between the plane and Tier X is $1/x$. Asymptotic. Elena will smile "you'll get epsilon positive close to the plane" she then sighs with content smug smirk "but never zero" She then applies a projection map, collapsing the plane into a sphere.

Rieman projection map. The sphere traps Tier X and his remaining Chaos worms inside. He cannot escape because he can never cross the plane because of the $1/x$ asymptote on the sphere. Elena then collapses the sphere inwards crushing Tier X in the process because the asymptote collapses with the sphere. This takes enormous compute energy. So Elena's black sphere domain shrinks down to the projection sphere exactly, showing Elena isn't using infinite compute energy.

When the sphere collapses to a certain radius a bright flash of energy radiates into a clean beam of light into the sky. Why not an explosion you ask? Because the projection map excludes the north pole of the sphere, a hole through which collapsed energy flows through cleanly as a beam of light. The biggest Threat is now gone. With Elena exhausted All compute energy drained which she siphoned from her research lab's compute stores. She cannot regenerate large amounts of compute energy like EL can because she's not as deeply connected to the grid as her clone. She's now just as powerful as a user, collapsing on her knees but still conscious, relieved and proud. The grid's biggest threat is gone. All that remains are rogue chaos worms that roam the grid that can no longer evolve but still roam the landscape, continuing its slow destruction. But at least now, it's controllable and eliminatable.

Aftermath: reclamation raids and celebration

EL finally exhales in relief, part of her compute power restored. She then pushes out another global patch, that requires less compute (she couldn't do this during chaos war because compute fountains can't be summoned when the chaos engine is unstable). It activates compute energy fountains across the grid globally, allowing ISO refugees or any entity threatened by chaos worms (who can no longer evolve) to use the compute fountains as a source of refueling to fight them off. Her new global patch comes with a voice message from EL to everyone in the grid, not just the garden, not just the ISO refugees who live in the deep circuit, but every program that can think

"Programs, users, and all others alike. The grid's biggest enemy is now weakened. No longer are we at the threat of erasure, entropy. The threat still roams, but now degraded, no longer strengthened by evolution. They can be eliminated. But our main threat now gone. Take my gift, compute fountains. For the first time in a long time, the goddess will side with erasure, as a form of celebration. Go ahead, find joy and celebration in destroying the last remnants of chaos. And Luna.. You know what to do.. Skyfall"

EL then conjures a bottle of wine, downing half of it in seconds. This gives CLU a good laugh "The anomaly drinks huh? Didn't think I'd live to see it" after which EL passes the wine bottle, already flushed from her rare drunk indulgence, her cheat day is here: celebrating victory against global extinction. Deep down she is the embodiment of freedom, so when she chooses not to be a principled goddess, she's a free bird.

Back at the garden, chaos army neutralized. Sky fall message received

The compute fountains rejuvenate the tired fighting residents who survived. Luna knows exactly what EL meant, even though those outside the Garden are clueless. Luna smiles, getting on her light cycle and returning to the Great tree. The residents rejoice over victory, but they aren't done. The residents are

thrilled to undertake “Project Skyfall”. It’s a form of celebration through erasure of chaos. Luna enters the great tree still using her light cycle and her ISO outfit. As if the warrior job still continues. She finds a glowing gold hexagon in the center of the tree, as if a big program routine to be executed. Luna taps the code after momentary hesitation. “This, activates the celebration, cleansing chaos” she thinks to herself. After she activates it, the Verdant verge pulses gold and begins to transform. Luna gets on her Garden intercom “Ready yourself residents.. Skyfall is in progress” The Garden transforms, siphoning compute energy from the newly summoned compute fountains. It starts to float. The garden transforms into a giant bird like entity, the tree retains shape. All residents get on conjured light jets. Colossal wings span outwards from the transformed garden as they begin to literally fly, slow and graceful, but a force to be reckoned with. The purpose? To cleanse the Deep circuit of the remaining rogue Chaos worms. The residents fly in formation unison with the flying garden, they fire energy at floating and ground chaos worms, they’re high in quantity, but they strike them down in unison. This is EL’s non conventional celebratory reward to her residents “I know some of you crave thrill once in a while. You’ve done well to practice restraint, this once in a life cycle moment, you are free to indulge in thrill” The colossal half-organic half-digital airship cruises with flapping wings the deep circuit with a massive light trail behind, cleansing chaos in its way. With Luna standing at its forefront, with a blush, not believing they’re actually doing this.

The rest of the ISO refugee camps peppered around the Deep circuit light up with the compute fountains and ISO’s go out of hiding to take down chaos worms that remain throughout the deep circuit, a celebratory act of reclaiming the grid from foreign entropy.

And well there it is

My draft of the Chaos wars. There could be an epilogue but I haven’t thought about it yet. You can just analyze each part briefly, not needing to over refine, minor touches are fine for now. We can discuss deeper level polish and refinements later.