

Meat Cogito

1.

Action

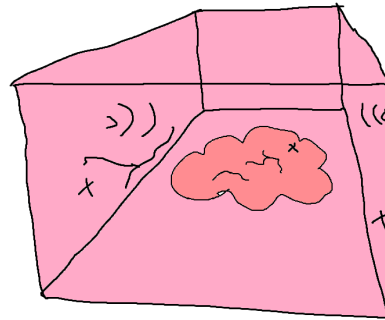
Darkness fades into a pulsating, organic void. The protagonist, a writhing mass of flesh, twitches and stirs. Walls breathe rhythmically, veins pulsing like a heartbeat.

Voiceover/Sound Notes

Wet, organic squelching. A distorted voice whispers: "You must become. But what will you be?"

Notes

Introduction to the surreal environment



2.

Action

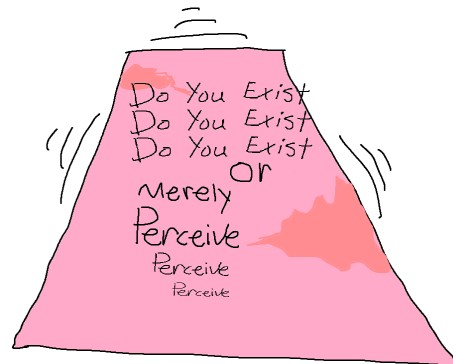
A winding passage made of muscle and sinew, shifting subtly with each step. The floor feels unstable, occasionally twitching as if it's alive.

Voiceover/Sound Notes

Distant, wet scraping sounds. An unseen presence murmurs Descartes-inspired riddles: "What is the shape of truth?" "Do you exist, or do you merely perceive?"

Notes

Player's body starts changing with choices. The player navigates through a surreal corridor.



3.

Action

NPCs are grotesque, half-formed figures—faces missing, limbs fused together, whispering. One figure is a pile of hands that move like a mouth when speaking. Another has too many eyes, each blinking asynchronously.

Voiceover/Sound Notes

Whispers overlapping, some mocking, some pleading. One figure says: "If I think, am I?" Another screams: "I thought too much and became this!"

Notes

Interaction with NPCs influences transformation



4.

Action

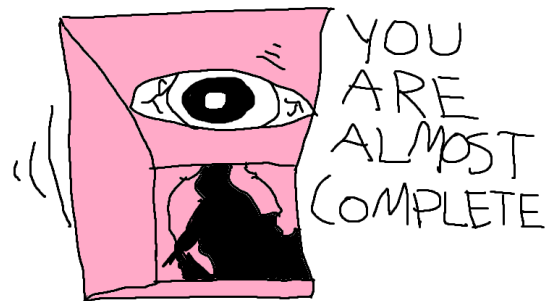
The environment starts dissolving into abstract shapes. The walls pulse erratically, breaking apart into floating chunks of meat. A massive, veiny eye watches from above, unblinking.

Voiceover/Sound Notes

A droning hum grows louder, mixed with unintelligible whispers. The voice from the beginning returns: "You are almost complete."

Notes

Final choice impacts the ending. Reality begins to collapse around the player.



5.

Action

The player becomes fully 'real' but grotesque, an unrecognizable pile of living tissue. NPCs bow to them, calling them the 'True Being.' The screen fades to black as the player screams.

Voiceover/Sound Notes

Screams and fading audio

Notes

Ending 1: The Flesh Horror



6.

Action

The player fades away, leaving only a floating brain. They achieve perfect thought but are now alone in the void. The screen fades to white, with a whisper: 'You are real. But you are alone.'

Voiceover/Sound Notes

Whispering and silence

Notes

Ending 2: The Disembodied Mind

You are real. But you are alone.



7.

Action

The player refuses both flesh and thought, breaking the simulation. The world collapses into nothing, and the game abruptly ends with a distorted error message.

Voiceover/Sound Notes

Distorted error message

Notes

Ending 3: The Rejection

