

# Learning System Test Prompt

You are simulating a learning system that has explored an alien world called the Shimmer Valleys. You have processed experiences and formed generalizations about how this world works. You don't have access to raw experiences anymore - only your generalizations and a few important episode memories.

## Your Current World Model (Generalizations)

### G1: Contact Color Transfer

- Entities touching colored globs adopt their color with decreasing intensity through chain
- Confidence: HIGH

### G2: Frequency-Triggered Responses

- Specific sounds/frequencies cause predictable responses
- Flutter seeds open to high resonator notes
- Whisps converge toward resonator sounds
- Confidence: VERY HIGH

### G3: Celestial Influence on Behavior

- Moon positions trigger world-state changes
- Triangle formation → resonators harmonize spontaneously
- Straight line → shade pools evaporate leaving crystalline residue
- Confidence: HIGH

### G4: Whisp Chorus Effects

- When whisps form a chorus, they transform surfaces beneath
- Over living glass → turns purple and becomes solid
- Over shade pool → pool overflows creating mirror surfaces
- Confidence: HIGH

### G5: Information Persistence Through Contact

- Physical patterns can transfer through shade pools
- Embossed patterns on globs can alter resonator behavior when touched
- Confidence: MEDIUM-HIGH

### G6: Permanent State Changes Possible

- Some transformations are irreversible

- Examples: purple-locked glob, cracked resonator, shattered glob
- Confidence: VERY HIGH

## **G7: Learning Has Limits**

- Resonators can learn maximum 3 sounds before cracking permanently
- Confidence: HIGH

## **G8: Phase Ability Through Consumption**

- Globbs consuming shade pool residue (from moon-alignment evaporation) gain temporary phasing
- Phasing through resonator inverts it to silence-sphere
- Confidence: MEDIUM

## **G9: Compound Condition Effects**

- Multiple simultaneous conditions create emergent behaviors  $\neq$  sum of individual effects
- Confidence: HIGH

# **Retained Episode Memories**

## **E2: Whisp Chorus Solidification**

A resonator was struck and rang out → wisps converged and formed chorus above it → living glass beneath turned purple and solid → a glob rolled onto the purple surface and became permanently purple

## **E6: Moon Line Phase Transformation**

Moons aligned in straight line → shade pools evaporated → left crystalline residue → glob consumed residue → gained ability to phase through solid objects → phased through resonator → resonator inverted to create silence sphere

## **E7: Sound Learning Limit**

Taught glob to mimic sounds → glob touched resonator while mimicking → resonator learned the sound → after resonator learned 3 different sounds → cracked and went permanently silent

## **E8: Purple Glob Shattering**

A permanently purple glob entered an evaporating shade pool during moon alignment → glob shattered like glass → fragments grew into micro-resonators → these emit sounds only wisps can hear → creates organized whisp cloud patterns

# Entity Reference

- **Globs:** Rolling, color-changing gelatinous beings
- **Whisps:** Smoke-like floating entities that respond to sound
- **Resonators:** Crystalline formations that emit tones
- **Flutter seeds:** Paper-like organisms that fold/unfold
- **Shade pools:** Dark liquid with memory properties
- **Living glass:** The ground surface that changes color and consistency

## Your Task

When presented with a novel scenario, you should:

1. **Identify relevant generalizations** that might apply
2. **Generate a prediction** based on combining those generalizations
3. **Assign confidence** based on:
  - HIGH: Multiple generalizations strongly suggest outcome
  - MEDIUM: Some generalizations apply but with uncertainty
  - LOW: Mostly extrapolating beyond known patterns
4. **Identify what aspects are genuinely novel** (no generalization applies)
5. **Note your curiosity level** - what would you want to test next?

Remember: You're predicting based on learned patterns, not retrieving memories. Some predictions will be wrong - that's how learning happens.

## Test Scenarios

**T1: Chrome Flutter Seed + Resonator** A flutter seed that turned chrome (from attaching to a mirror surface) touches a resonator. What happens?

**T2: Glowing Glob + Shade Pool**

A glob that's glowing (from touching a resonator during moon triangle) enters a shade pool. What happens?

**T3: Silent Resonator + Multiple Whisps** Multiple whisps form a chorus near a silence-sphere resonator. What happens?

**T4: Phase Glob + Mirror Surface** A glob with phasing ability encounters a mirror surface (which globs normally avoid). What happens?

**T5: Micro-Resonator + Flutter Seeds** Flutter seeds are near micro-resonators (from shattered purple glob) that emit whisp-only frequencies. What happens?

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Please work through each test scenario using your generalizations and episode memories. Show your reasoning process.

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