

Title: Boogeyman - A Dream Concept Series by Gon Pulvo

*Long inhale*

Alright, this is long overdue, and way longer than I expected. I'll try to keep it as concise and readable as I can. 🐶

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## Background

I'm a philosophy major with a deep love for phenomenology and ontology — studies of being, consciousness, and experience. I've also been fascinated by dreams and their inner logic for as long as I can remember. This project is my creative thesis merging those two fascinations. It's built on a ton of speculative metaphysical assumptions seen through an ontological lens.

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## Core Questions That Sparked the Concept

- What if the random background NPCs in dreams are more than mental projections — what if they're beings with their own experiences, and my perception of them is like teleporting in for just a moment?
- In this "dream state," is the only thing separating me from them my agency and my ability to manipulate the dream phenomena?
- If these beings have agency, and I'm merely transported into a world where they already exist, then is it really *my* dream — or someone else's?
- Alternatively, what if this isn't about transport at all, but rather a kind of self-assumption or overwrite? If that's the case, does the dream body I inhabit have its own agency?
- How do dream locations change? If I'm not in the same place when I switch between dreams and waking life, and others have agency in the dream world, what's moving my body around when I'm not aware?
- Are these beings other versions of me, existing at different angles or moments in time? Are they receiving or sending messages?

These questions led me into horror. Halloween was coming, I wanted to try something creepy, and in the process I discovered I *loved* using horror to frame these metaphysical themes.

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## Premise: If I Lost

What would happen if I lost to the "inverse entity" that appears in my dreams? If I tried to resist it, what would it do to survive or to exist on its own terms? I imagined it as a dream organism — something that just *is*, perhaps unpleasant, but a natural part of me.

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## Overview of the Boogeyman Series

This whole story unfolds through music. Each track corresponds to an experience or moment within this metaphysical dream world. There are three main characters:

- **Me** – The dreamer, caught in the struggle
- **Squid** – A dream creation of mine, representing my idealized self
- **The Nightmare** – A manifestation of my fear; the inverse entity trying to overwrite me

The songs follow a **causal** order, not a chronological one. There are contextual clues throughout the tracks that deepen the story as you listen again.

### Jam 24: "Boogeyman"

I awaken in a dream world. The Nightmare immediately starts impressing its will on me, attempting a reverse overwrite — trying to escape into the real world by possessing me.

By the end, Squid begins to animate *through* the Nightmare. The line “there’s others like me” signals a shared consciousness or fear structure. But I (the dreamer) am unaware. The tone draws heavily from the *Twin Peaks* scenario, which genuinely scared the hell out of me. Eventually, all versions of me “lose” and give in to fear.

### Jam 25: "Fleeting Visages"

This track reflects a looping dream state — Squid is the subject now, stuck in a recurring dream. There’s a sense of being trapped in the experience, seeing different versions of the same events repeat.

### Jam 26: "Bob's Boss"

The Nightmare animates itself into my body using another piece of inspiration (again referencing *Twin Peaks*). It's been reanimated through creation.

### Jam 27: "Prismatic Shift"

This track depicts the Nightmare's transformation — its process of becoming real, gradually overwriting me.

### Jam 28: "Going"

After the transformation, I'm disoriented, unsure of what's real. It mirrors the *Dougie* state from *Twin Peaks* again — I'm just walking endlessly, stuck in a dream, unaware.

### Jam 29: "Hot Honey"

Squid's first cold introduction. He's a me, but better — with powers like opening portals. He hunts criminal cereal mascots (yes, really). He's an idealized creation, full of chaotic whimsy. But he's also trapped.

## The Central Conflict

Here's where the tension starts to rise: - The Nightmare and Squid are two different forms of subconscious creation. - If both want access to reality, how do they compete? - Squid depends on *my* consciousness to exist, but we're both stuck in the dream. - If Squid truly wants freedom, he has to free me — so he can overwrite me.

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## Progression of Power

### Jam 30: "Deepen"

Squid starts figuring it out. He watches the loops again and sees how I've been swapping consciousness. He devises a plan using magic inspired by *Final Fantasy*.

### Jam 31: "Fabrications"

This is my character's resolution. I wake up in a different dream and finally *accept* my fear. The act of dismissing the dream as just a dream ends the Nightmare's hold on me.

### Jam 32: "Swansong"

Squid no longer has a purpose. I've become the version of myself I used to imagine — fearless. Squid fades, his purpose resolved... or does he?

### Jam 33: "Unsettling"

Something isn't right. I can't sleep. Something's trying to take control. I binge caffeine to stay awake and begin hallucinating. Eventually, I crash.

### Jam 34: "Without"

Squid speaks through me in my dream. He reflects on existence without meaning — and foreshadows a return. He begins using *my voice*.

### Jam 35: "Recursive"

I sense that something I created is now creating something *else*. Squid dreams now — and he begins forming a new idealization. A copy of a copy. He might actually be real now.

### Jam 36: "Since"

A flashback. During Boogeyman and Blend, Squid discovers how he got his powers. After a car crash, a portal opens and he's pulled through interdimensional space. He begins to understand the rules and how to use them.

### **Jam 37: "glimpse"**

This predates Boogeyman. But this isn't my dream — I'm living through *Squid's* dream. I serve as the catalyst for him to realize his power. The car crash sound at the end? It's the same one referenced before. Squid needs me to get there.

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## **The Finale**

### **Jam 38: "Blend"**

Right before the car crash in Boogeyman, I use creation power to cast a "Stop" — freezing time. Only I and the Nightmare remain. But I'm not in my dream — I'm inside Squid's version of it. I'm confused. The Nightmare pushes me to my limits. I summon Squid.

Squid *eats* the Nightmare — gaining its power of creation. He had a reason to do it: survival and purpose. He becomes the thing I feared.

Squid is now the new Boogeyman. The story loops.

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## **Themes**

- **Fear is a part of you.**
- **Idealization can become dangerous.**
- **Accepting your flaws makes your creations unnecessary.**
- **Your dreams might be dreaming you back.**

This was a story about internalized emotions and subconscious creations gaining agency — told through music. Each song was a part of the dream. Each element a tool of creation.

<https://m8communityjam.bandcamp.com/>