

ON SITE LOAD - > CRT module fades in over black space full screen

Play: Site Cold Open

Fade out to a surreal **Waiting Room** - (main menu)
(Random Full Screen 3D video loop)

BG Ex: Airplane lounge with broken seatbacks
Server room with CRTs on IV drips
Childhood basement with 486SX on milk crate



Main Menu

overlay Terminal Type Menu Selector

Episodes ->
Replay Intro
Exit (To this Isn't Real)

On Episode Selection:

Fade in CRT ->

Play Ep Cold Open (Video) plays once unless replayed manually

Ex: Ep2 **Cold Open**: "Flight 133" (taped airline safety reel from another timeline)



Cold Open (Video) CRT Fades out to Episode Page after finished

Individual episode page per episode:

Example: Ep 2 - The Island That Forgets Nothing

Surreal Video Fullscreen BG ex:



Each episode shared layout components →

Navigation Device:

- 📺 Mini CRT w/ episode trailers, needs to be obvious that it's for navigation.
Click it -> go back to the lobby:

Standard Content Per Episode:

- 🎧 Media Player for Podcast Episode
- 📖 Scrollable text section - with images
- 🧠 Notebook LM "Deep Dive" Episode
- 📺 Max and Ryan Outro Video (Walk On The Beach/odd couple in the locked server room)

Link to Paper

 Customizable Placeholder - Link to Github for Open Source Tool used for series (display Video or Screen Image) (AI Audio Organizer, Soundforge) OR A card with interactive demo / diagrams / etc.

Want me to scaffold the episode layout template next - let's get the intro-scene down? Your ideas were:

RECURSIVE SYSTEM GLITCHSPICE

7. Version Conflict Detected

Split screen: one side shows Go-Master BIOS v1.33; the other side reads MAX v5.0.21 – memory inconsistency.

Two versions of the same person (hair flipped, lighting reversed), staring at each other across the CRTs.

Time glitch blur around the hands.

8. ELO Drain

Computer screen reads “ELO RATING: 512 → 377 → ???”

The character is sitting on the floor now, BIOS prompt reflected in their glasses.

Caption: “What is losing if not remembering in the wrong direction?”

9. Replay Loop Detected

Character trapped inside the CRT — their hands pressing from behind the glass.

The BIOS screen scrolls past their trapped silhouette: MEMORY OVERFLOW. RELOADING GAME.

Extras: UI + VHS insert ideas

A “PLAYBACK CORRUPTED” screen with static, as if the tape glitched when AlphaGo emerged.

Insert frames:

“INSERT MOVE 37 TO CONTINUE”

“MEMORY AIRLINES BOARDING CALL – GATE 4 / CONTEXT WINDOW”

“DEBUG: THE MODEL DREAMED OF A GAME IT NEVER PLAYED”

let me know image prompts for the slides and i'll get leonardo to do them.