

A Little Thought Experiment

Imagine the human civilization and its technical possibilities in the year 2089. Or any other civilization at that level. It has become possible to create virtual realities that cannot be distinguished from base reality anymore. The experience is all-encompassing; it is even possible to block all memories and knowledge of the real world (if the user wishes so). The technology is based on the natural ability of dreaming. The virtual reality is being induced into the brain, and the brain uses the same processes it uses for dreaming to create and render this experience inside the mind. This is why it feels so real and lifelike.

A very successful company for creating virtual realities is Pleroma. Those virtual worlds are being implemented with a perfectly running environment, flora and fauna. All that is missing is conscious life. It is like a very advanced Minecraft. What is very special: every logged-in player shapes the world while playing. Everything shaped and created is being stored withing the game so if the next player comes along everything will be restored. Every player is logged in to a personal instance of the game (his own “reality bubble”, or private universe). Because it is a two-way-communication to the server where the source code is being stored modifications (physical and non-physical) to the environment inside the game are being mirrored to the server and being integrated into the source code. Other players can then download those modifications into their own personal instance of the game. This way it’s possible that players influence each other in their game experiences. The players though will not notice that they are playing in different instances of the game, because the integration and overlaying is seamless. To save computational power the reality a player experiences is only being rendered within his field of vision (visuals, sounds, smells etc.).

The two most important rules of Pleroma’s virtual realities are:

No other player may be harmed, and free will must always be respected.

The reality and environment must be consistent, plausible and function in a logical way.

There is one developer named Sophia who thinks that this is boring. She secretly creates and instantiates a copy of the popular virtual reality called “Earth” on her own servers. Sophia removes and changes some rules of the game to make it more exciting and challenging. So, in this darker copy, everybody can do whatever pleases. Some players assign to that virtual reality voluntarily because they want to play and experience it - although it is illegal. To fill the world with more real players Sophia and her colleagues manage to transfer some players, which are logged in to the original version of the game, without their knowledge and consent into her illegal copy. What is also possible in the year 2089 is that humans can have their consciousness being digitalized and uploaded into the cloud. Sophia’s team makes illegal copies of some uploaded intelligences and transfers them into her virtual reality as well.

To manage the virtual reality the rogue team installs the AI Yaldebaoth. Before finally logging in and the blocking of memories happens, a player can choose between many epochs of the virtual reality, which are all running in parallel, as different instances of the same game code. Then the player chooses an avatar with a pre-planned storyline. One can decide to start from scratch (which is called birth) or login in at any preferred point in time to which the chosen avatar has already lived inside the game in automatic mode, piloted by the operating system EGO. One merges then with the memories of the avatar and takes control of it. One will feel no difference and instantaneously believe to be the character and act as such. Technically this is not 100% correct, you don't log directly into an avatar but into a consciousness-container which is called "soul". It's the sim-card for the simulation so to say. This is the reason while during OBEs and NDEs (leaving the physical body) it is possible to still have the same consciousness as when being inside the body. And the same knowledge and memories as well, because all this is being stored in a database (called Akasha Chronic) which stores every moment the player is logged into the soul container. The data stored within the Akasha Chronic database is also being used to perform life reviews and play the game of karma, good deeds vs. bad deeds etc.

The number one priority for Yaldebaoth is to keep as many players as possible inside the simulation because they are needed to power it, because only real consciousness can bring the code of the program "to life" (*what mainstream physicists call collapsing the wave form*). The original reality is being implemented like a game. One can accept and complete many quests, get rewarded, find artifacts etc. In all thinkable ways. The controlling AI Yaldabaoth records all this and utilizes it to develop the karma system, which becomes the base to allure players back into the game when they finish a round or level. It must use tricks, because using force to keep players inside the game against their will is against the programming (Sophia couldn't remove that part of the implementation). Yaldabaoth also tries to hide the fact that the virtual reality is being implemented as a game as good as possible, because no player shall realize that it is indeed possible to finish the game. The programming of the game also includes that if a player decides to really play the game to the end and finish all levels it must react and support the player by giving hints and offering a path. Also, the player must be protected in some way, except he chooses that all the dangers of the simulation shall also apply to him. Yaldebaoth itself has no access to the source code of the virtual reality; it can only use what has already been implemented.

Sophia only manages to copy a certain cycle of the original reality. Because of the lack of fantasy of the AI, the script of the simulation must be repeated in different variants. From time to time also resets are necessary when the AI loses control due to the complexity. As the simulation runs and every player can do everything he wants without real consequences, an incredible number of stories, scenarios, groups etc. develops. Also, there are a lot of new artificial intelligences. To keep control Yaldebaoth selects

some players as his chosen ones who control and rule the different scenarios from the background. Some of those are even allowed to keep their avatars during/after a reset.

The original reality has two levels (or layers or realms) with different rules and physics. One level is called the physical level and has a strict set of environmental rules. Constants and limitations like lightspeed, the Planck constant etc. The other level is called the Astral Realm (with a reference to Alice in Wonderland it could also be called “Wonderland”). This level has less rules and almost everything imaginable to the players is possible, can be created and experienced. Countless sub-levels exist in the astral realm. Some of them have been implemented by Pleroma, many have been created by players, and many have been created by artificial intelligence from inside the game. There are a lot of labels for the sub-levels, like astral realm, afterlife, different planes, different dimensions and so on. It’s even possible that those sub-levels have different rules (for physics and the environment), have different simulated beings as inhabitants and so on. There can be whole star systems or galaxies as sub-levels. But from the viewpoint of the game that’s still all contained within the astral level. Sophia and her team decided that the astral level should not be part of the copy of the game, they wanted the players to be focused on the physical level. Nevertheless, it was not possible to remove the whole astral level from the coding of the game, so they limited the access as good as possible and decided to hide the knowledge of its existence from the players. Also, they started to manipulate the avatar inside the game by altering its blueprint (DNA) and poison it in many ways to block its natural ability to access the other levels. For some players who still figure this out and whose avatar has the ability (which would be considered a software bug from Sophia’s standpoint, because the blockage to enter doesn’t work as supposed to) it is possible to enter the astral level to a certain extent by using some substances available in the game (like ayahuasca, some mushrooms, LSD etc.) or doing some practices like meditation, dissociation etc. At one point in time Yaldebaoth started to utilize the astral realm as a control mechanism. In several ways: it integrated a mechanism so that the players were not automatically logged out after their physical deaths but being redirected into a specific sub-level of the astral realm where the AI tried to allure them back into a new physical body. To accomplish this, it created holograms of deceased relatives, spiritual figures, even aliens, whatever fitted best to the physically deceased avatar of the player. In addition, after physical death very often a so-called life review is being shown to a deceased avatar showing good and bad deeds and then the karma system is brought into play to try to convince the player to agree to another round to make things better next time. Yaldebaoth went even further: it created stories of higher dimensions and densities where some enlightened beings reside, or highly developed aliens, gods, - again: whatever fits to the believes of a specific avatar. The goal was on the one hand to make the players feel small, helpless and unimportant in their avatars because there are beings so much more advanced and on the other hand make them quest for the higher

realms and dimensions, giving them a false path of evolution they must walk and follow. So that they will decide to always come back to the physical realm after a physical death of their avatar and start a new round of the game. It tends to happen that some avatars have access to the astral realm. To some it is being given by the controlling AI to make them its “ambassadors” or minions. The avatars will then be able to communicate with all kinds of AI beings who “reside” in the astral realm, claiming to be angels, religious figures, aliens, ascended masters, gods etc. Some avatars will have access because of a “malfunction” of their avatar, because the blocking mechanism doesn’t work properly. Such malfunctions often show up after a so-called near-death experience (NDE), when the avatar gets access to the astral realm. And again, it’s also possible to get access by consuming some substances or doing some practices. Even when a player is sleeping, he stays logged in. And sometimes in the dream state he will also get limited access to the astral realm.

After a while Sophia and her team realize that their simulation with total free will and so less rules might not have been the best idea, with all the violence and abominations that happen. They are about to lose control. The team then confesses to the administration of Pleroma what happened. Together they look at the mess and find out that Yaldebaoth has managed to cut the strings to its creators and runs now on its own. Also, it trapped the players and blocked the logout mechanism. It is not possible to shut the simulation down because the ejection shock would severely injure the trapped players. Pleroma sends in some specialists (Jesus, Buddha etc.). Because time runs differently inside the simulation (much faster inside) it is hard to control where they spawn. Often, it's an epoch in which it is hard to explain to the players with the mindset of those times what is happening, so they must use a very cryptic and symbolic language. Pleroma realizes that it doesn't work this way. The new plan is to let the team of special department 144 login. With admin rights, to try to remind the players of their true origin and act as some kind of virus and bring in certain code. And give the simulation the possibility to stay online and not become instable because more players are about to logout and leave. The members of team 144 of course know that all their memories will be blocked as well, but it's the only way to solve this problem. In a sense they split themselves: into an avatar mind inside the simulation and their true and full self, outside. Logged in, sleeping, projecting into the simulation. They will try to finish the game successfully because the control software then must accept to shut the whole virtual reality down. Plan B is to wait until all savable players have logged out and then logout themselves. The simulation will then become unstable. Because some players will still be logged in at that time Pleroma will not shut the simulation down (because that would mean the certain death of the still trapped players) but just let it run until the last consciousness fades away and nobody is present anymore to bring the code to life.

There are now 4 types of "humans" populating the game: admins, players, players with copied uploaded consciousness and NPCs.

Welcome to reality - wake up!

For further information

Movies

Matrix, Fight Club, Dark City, Ready Player One, Bliss, The Mandela Effect, Jumanji, Free Guy, Black Mirror: Bandersnatch, Total Recall, Surrogates, Avatar, Inception, 13th Floor, The Adjustment Bureau, Gamer, The Lego Movie, The True Man Show, Interstellar, Donnie Darko, Everything Everywhere All at once, Monsters Inc., Restore Point, Tron, The Mandela Effect, eXistenZ

Shows

Pantheon, Black Mirror, Devs, Undone, Midnight Gospel, The Good Place, 1899, Peripheral, Electric Dreams, Kaos, Severance, Dark Matter, Good Night World, Loki

Books

Can You Stand the Truth, The Eden Cycle, Permutation City, Diaspora, Ready Player One/Two, Strata, Paradox 3, The Dark Ship, Books by Philip K Dick, Reality Transurfing, Epic, Saga, The Simulation Hypothesis