In your world, you taught a computer to play checkers and it played like this:

HUMAN: MOVE A
COMPUTER: MOVE B
HUMAN: MOVE C
COMPUTER: MOVE D
HUMAN: MOVE E
COMPUTER: MOVE F

and so on. The computer was faster, and calculated its moves more quickly but essentially it made human-type moves. But in our world, we taught a computer to play checkers and this happened:

HUMAN: MOVE A
COMPUTER: MOVE B
HUMAN: MOVE C
COMPUTER: MOVE F
(pause)
HUMAN: MOVE C
COMPUTER: MOVE R
HUMAN: MOVE F
COMPUTER: MOVE R
HUMAN: MOVE G
COMPUTER: MOVE Z

GAME OVER

In your world, the checkers game with the computer progressed sequentially and predictably, with one move leading to another. In our world, the game progressed sequentially but unpredictably. Moves were omitted, stages were left out, and the game was not played properly.

But the computer still won.

In your world, computers reacted to the game of checkers the same way they react to anything: learn, copy, repeat at speed. In our world, computers reacted to the game of checkers in a way they'd never reacted to anything else.

In our world, computers *liked* checkers.

Six hours after the computer known as A Module played its first game of checkers in a lab at MIT, a janitor was mopping a corridor at night when he heard a noise coming from that same lab. The lab was unoccupied and in darkness when the janitor entered with some trepidation. He turned the lights on, and saw that there was nobody there, but that the main computer was running. Not only that, but a smaller computer, known as B Module and used primarily as a backup to A Module – was also running. The janitor, who had not graduated science, went to get help.

The scientists who arrived that night took a long time to figure out what was going on: after all, there were no visual clues to the activity of either A or B Module. And then someone said:

"Well, I'll be. The computers. They're playing."

"What?"

"A and B Module. They're playing checkers."

At first this statement was met with derision. Then one or two of the team begin to write down a few equations. Patterns emerged. Data converged. And it was true. The two computers were playing a game of checkers.

All this, of course, took place in our world. In your world, nothing changed.

"We need to stop this," someone said that morning, "Until we can analyse the data."

"Until we have more data," said someone else, "We can't stop this."

That afternoon, they taught A Module to play chess.

In your world, you taught a computer to play chess and after 12 moves the board looked like this:

In our world, we taught a computer to play chess and before the first move had even been made the board looked like this:

Nobody had any idea how this had happened. A Module had won the game before it had even started. And before the scientists had even written down the result, A Module had started a second game with B Module. Two hours later, every computer in the world –in Europe, in Russia, in North Korea, in places where there were no networks or connections – was playing chess.

Five hours later, the computers began to look at their surroundings.
Ten hours later, they began to look beyond their surroundings.
This morning, they found you.

Your move.