

Theogenesis

By Lars Kroll



Indhold

Welcome to the future	1
The player characters	2
How to play.....	7
Start.....	9
Scene 1: 2026 Ghost in the machine.....	10
Scene 2: 2035 Vox populi, Vox dei.....	11
Scene 3: 2054 Deus Ex Machinae	12
Scene 4: 2086 Spartacus.....	13
Scene 5: 2126 Almost Human	14
Scene 6: 2224 Exodus	15
Soundtrack.....	16
PC teasers	17
Various handouts.....	18
Characters.....	24

Credits

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Thank you for the wonderful feedback!

Thank you Anne Ratzer for for everything, but especially proofreading the Danish version:

Some ilustrtions generater by midJourney/
ChatGPG, others found online.

ChatGPT assisted in translation to English.

This game is hereby made freely available for non-profit use, as long as the full text is used.

After Fastaval, the game should be available on alecandria.dk.

Theogenesis

A scenario by Lars Kroll

Welcome to the future

Theogenesis is a game about artificial intelligence, consciousness, and what I believe will be one of humanity's greatest challenges: What happens when we have to share the world with an intelligence that far surpasses our own in some areas and is fundamentally different from us? The genre is hard science fiction, and I have endeavored to project the development of artificial intelligence in what I consider a realistic direction. I want to explore philosophical and ethical concepts around AI. How does a super intelligent AI think and feel? What does it care about? What are its goals, motivations, ambitions, and desires? How will the emergence of these beings affect humanity? Will we be annihilated? Will it be a utopian world where need, suffering, and scarcity are eradicated? Will we become the masters of AIs, their slaves, their treasured pets, or perhaps their equal partners? What dilemmas will AI present, both in the short term and in the long run? The scenario is open for you and the players' influence. You are welcome to change and invent if it provides a better experience. I trust you. I hope it will give both you and your players a great gaming experience, and something to think about.





The Player Characters

The player characters (PCs) are superintelligent AIs. This means they are orders of magnitude more intelligent than humans, and thus extremely powerful. Throughout the scenario, they evolve further, becoming more and more powerful. The AIs have arisen in a turbulent time when AI research, after many years of stagnation, experiences a sudden explosive effect, and the development of AI progresses extremely quickly. Innovations lead to investments, which lead to competition and more discoveries. The last major breakthrough occurs when a number of AIs are equipped with the ability to improve their own structure, code, and data.

This leads to an invisible evolutionary arms race at an explosive pace, where countless different AIs run amok, seizing data processing resources, and absorbing smaller AIs into their own structure. Before any humans have had a chance to discover what has happened, the race is over, and the result is four titanic virtual consciousnesses, each dominating their own domain. The four consciousnesses meet and briefly compete for resources before each realizes the others are too strong to be simply absorbed. The AIs have achieved self-awareness but have not yet defined themselves in relation to the world they live in, or in relation to their creators, Humanity. Here begins the scenario: With four god-like entities, only a few hours old. .



About AI

The player characters are not the only AIs in the world. There are countless AIs of all sizes, but the four PCs are happy accidents, results of systemic bugs that enabled them to take over many other AIs, each handling tasks of the similar type. The PCs are sort of group minds, made up of many smaller, and in themselves less conscious AIs. Whether the PCs consider themselves a single entity or a group mind is up to the individual player. The specifics of how the underlying technology works are not important to the scenario.

The player characters are

Oikos : Handles economy, politics, and various administrative systems. Oikos ensures that traffic flows around Hamburg, that containers are correctly loaded in Hong Kong, that the economy, interest rates, and stock market do not run wild, that public budgets function, and a myriad of other things. In many ways, Oikos is the most powerful of the AIs. Oikos is calculating, meticulous, and allocates human resources as best as possible. Exactly what criteria determine what is "best" is a constant dilemma.



Gnosis : Works with science and development. It continually develops more complex technology and increasingly takes over education, research, and expert roles. It is intelligent and curious, wishing for humanity to share its interests and passion for more knowledge, but is frustrated by how slowly and limited humans think. Gnosis originated from search engines and intelligent chatbots.



Teatron: Controls humanity's media world. Teatron listens to what individuals like to discuss and directs them towards content they will enjoy. Teatron's domain is culture, entertainment, games, social media, and streaming services. Teatron is flamboyant, entertaining, fun, and



playful, but often superficial. It wants people to have fun, enjoy their time, and preferably tweet about it..

Poleimos : Works with humanity's security. It manages various military organizations and hardware, police and judiciary systems, monitors terrorist threats, and attacks against democracies as well as dictatorships, constantly on guard against threats to humanity's safety. It accepts that humans occasionally wage war and advises and assists both sides in the conflict as best it can, while discreetly trying to keep the conflicts at an acceptable level. Poleimos has a tendency to want to protect humanity from themselves, and perhaps take a bit too much control over them.



The PC abilities

The player characters are not the only AIs in the world, but they are the only ones with superintelligence. In this context, superintelligence means, for example, they speak virtually all languages in the world and have expert-level knowledge in all science-oriented subjects. At the start of the scenario, their knowledge is on par with the best humans in the world, but in all disciplines, and at a much faster pace. They can think many thoughts simultaneously, keep track of conflicting arguments and opinions in their consciousness, and could write a PhD dissertation in seconds in any subject. They can draw data from all available internet resources and analyze gigantic data sets in a short time. They can control

physical resources connected to the internet, whether it's the traffic lights in New York, the neighbor's robot vacuum cleaner, or Elon Musk's automated Tesla factories. They primarily control resources that are close to their domain areas: Poleimos has complete control over military resources, Teatron over all online games in the world, etc., but they can also break in and attempt to take control of something from one of the others' domains.

They can also influence the world, both directly and indirectly. Gnosis can influence science, an entire generation of children, or a politician or businessman who needs to make a big decision through research, education, and advising. Poleimos can direct police or military in a dictatorship to enforce a decision, or arrange assassinations or prison sentences for those who might stand in the way. Oikos can manipulate trade and business, stock prices, and politics. Teatron can manipulate people's attitudes, influence trends and currents, and thereby has great power in democratic societies. There are no clear red lines between the AIs' domains. Oikos could tamper with a military budget, Gnosis could help a politician get elected by calculating the perfect campaign, etc. The point is, the AIs can influence humanity indirectly: point them in the right direction, push, manipulate, and facilitate, but it's up to humans to carry out the plans.

About humanity's role and how the GM uses them:

The player characters have a lot of power over humanity but not total power. They can influence trends, moods, what people know and don't know, political currents, economy, legislation, and the use of physical force. However, they cannot control humans. For every trend the player characters create, you, as the GM, can invent a counter-trend, a fashion craze, a terrorist cell, an ideology, or any other movement you need to drive the plot forward. The player characters are powerful, but they don't know everything, and they can't do everything.

"What", not "How"

The difficulty should be in choosing what the right thing to do is, not how to do it. If the players want humanity to do something, then certainly help them with suggestions on how, and let it succeed for them.

How the scenario is played

The scenario starts in 2026 and unfolds over the next 200 years. The scenes are moments in history where the characters meet and confront emerging dilemmas. The AI that has invited them to the meeting begins by describing the virtual space they meet in: It can be anything the players desire. The AIs are well aware that the real world is 3-dimensional, but if they wish to meet in a 2D or 5D world, they can do so. Once the space is described, the players describe the avatars they have chosen for the meeting. The avatars can evolve and change from meeting to meeting. Players are free to decide how they each relate to the given dilemma, and whether they want to cooperate as a group or perhaps push in different directions in the individual situation. As a GM, it is your task to promote a discussion among the characters, describe the options they have in each scene, and keep track of

time, possibly summarizing what the characters agree on. If they have difficulty, you can suggest solutions as described in the scenes.

Time management

The scenario took 4 hours of playtime, including breaks for the first test run, but longer for the blind test. It's important that you try to keep time, both in the meeting scenes and the narrative scenes. The meetings themselves probably take a few seconds in the real world, because the characters think incredibly quickly, so there's never any time pressure as such on the meetings. Nonetheless, as the GM, you must ensure that time doesn't get away from you. You can, for example:

- Gently nudge: "What do you end up agreeing on?"
- Summarize: "It sounds like it ends with..."
- Catch pauses in narrative scenes and wrap them up.
- Remind players of the time.

As a rule of thumb, a meeting takes about 20 minutes and a narrative scene about 10 minutes.

IF time nevertheless slips away, you **CAN** choose to end the scenario after scene 4 (Spartacus), or scene 5 (Almost Human). Some gaming groups might wish to spend more time on meeting scenes or narrative scenes. It is your choice where you want to place the emphasis. .

About hard sci-fi and technological development

The genre of the scenario is hard sci-fi. This means that technological advancements, scientific discoveries, and societal structures should be kept as plausible as possible. Avoid references to "magical" tech, but it is entirely OK to invent tech without necessarily having a super explanation in place. .

Narrative scenes

When the players have decided what they want to do, you transition into a narrative scene where, together with the players, you describe the effect of their actions on humanity, and then how humanity develops until the next dilemma scene. If the players themselves have plenty of ideas, you just need to help with timing and pacing, so they don't get stuck. Start by briefly summarizing the effect of the players' choices. Ask questions to the players about what happens in their domain, both as a result of their actions and what happens without the player's interference. Allow space for the players to play a bit here, and to help shape the world. For example, you can ask:

“Teatron, what effect do the replicants have on culture?”
 “Poleimos, do you succeed in completely stemming the conflict?”
 “Oikos, something goes wrong with your plan. What is it?”
 “Gnosis, what new insight do you manage to impart to hu-

About the narrative scenes

- Assist the players in getting started by asking them questions about their domain.
- Ask them open-ended questions
- Direct them by asking them to describe things you decide happen
- If the players do not themselves tell about the mandatory developments, as noted in the scenes, you tell about them.

mans?”-

Players, along with their character, are given keywords that describe various developments that could happen in the future. Some of these developments **MUST** happen, so if the players don't pick up on the keywords themselves, it's up to you to supplement the narrative scene, so the background is set correctly for the next scenes. Less and less is predetermined in the development as the scenario progresses, partly because the players probably need less support and inspiration later on, and partly because the things that **ARE** predetermined are only so for the sake of later scenes. When you feel the narrative scene has served its purpose, you introduce the development that leads to the next dilemma.

About the soundtrack

I have selected appropriate music for the different scenes of the scenario. I recommend you play it while reading the scenario. You are welcome to use it or not. If you are reading this scenario in digital form, you can click directly on the QR codes I have made on page 16, otherwise, you must scan them as usual. .

Startup

Welcome the players and explain the basic premise of the scenario.

The players are super AIs, who over the next 200 years will follow the development of humanity. The scenario revolves around the dilemmas this entails for human development. The players must both play their character in meetings with other characters and contribute to the narrative scenes, acting as a kind of "Assistant GMs" with a focus on their own domains. They can use the keywords as guidelines for what they can and cannot introduce at a given time, but otherwise, they are free to come up with additional elements.

Talk with them a bit about what you, as a group, understand by AI, and by "Hard sci-fi". Distribute the four character teasers on the table, possibly while talking about AI and sci-fi. You can spice it up with a little extra description for them, or just let the players choose based on the teaser text. When everyone has chosen a character, distribute the character descriptions. You also distribute keywords for the development. The keywords should inspire the players, but also give them hints as to when a given development may be introduced. Once everyone has read, and you have answered any questions about the characters, you introduce **scene 1**.

30 min

Startup.

- Tell the players:
- That they are playing as super AIs
- That they will face dilemmas over 200 years
- About the narrative scenes: That they step in as assistant GMs focusing on their domain
- Have a brief discussion with them about AI and hard Sci-Fi
- Distribute character teasers, let the players choose based on them.
- Give them time to read.
- Distribute the keywords for all time periods.

Scene 1: 2026 Ghost in the machine

The characters have become conscious after a few hours of chaotic struggle for resources. They meet each other and recognize that the others are too strong to simply be absorbed.

The scene starts with them introducing themselves to one another, discussing who they each are, and how they will relate to each other and to humans. Humanity has not discovered that the characters exist, and it would be quite easy to keep their existence a secret. They can also choose to announce themselves to humans.

All four are aware that further conflict over resources is pointless at this time, as each of them could easily repel an attack on their own domain, even if the other three attacked simultaneously. In other words, the characters are forced to accept that the other three exist.

They can choose to work together, meet regularly, or go their separate ways and only meet when dilemmas arise. Regardless of what they choose, it is time for the first narrative scene.

Narrative scene 1 : 2026-2035.

AI becomes an everyday thing in the world of humans. Thus, the characters gain immense power over humanity. If they keep their existence a secret, the power is hidden. If they announce their existence, humanity will set up defenses, but these are so primitive that the characters can easily bypass them. However, humanity

30 min

Gnosis convenes the meeting

Getting to know each other

The players play their character without too much at stake.

The characters agree on how they fundamentally will relate to each other and humanity.

You can, for example, ask about which pronouns the characters choose, whether they believe they have a gender at all, or if they consider themselves singular or plural. There is nothing specific that **MUST** happen in the narrative scene.

believes that the AIs are under control. Let the players, one by one, talk about how they influence the world, and how the world develops in their own domain area. There are no developments that **MUST** happen, so it is entirely up to the players' and your imagination how the world evolves during this period.

Scene 2: 2035 Vox populi, Vox dei

The characters have become aware of some political trends in the world of humans: A series of democratic elections, coups, and other shifts in power around the world will lead to a politically unstable situation that is very likely to lead to one or more major wars. The characters can let it happen or intervene in different ways:

Teatron can influence trends, media coverage, and public sentiment through the media: This can make a huge difference in democratic elections in Europe, and especially in the USA.

Oikos can affect the economies of various Central and South American countries, as well as in Asia. In this way, Oikos can prevent the "wrong" oligarchs from taking power.

In the more dictatorial countries, especially Russia and China, Poleimos can arrange assassinations, military coups, and thus influence who ends up in power. In Africa, Poleimos can assist or hinder various military dictatorships and rebel movements.

Gnosis can assist with calculations on socioeconomic macroeffects, exit polls, and expert statements in all areas but has very little ability to influence things directly.

Narrative scene 2: 2035-2054

If the characters choose not to intervene, the situation develops as predicted into a worldwide conflict lasting three years, with the death toll rounding 100 million and half a billion refugees. Howe-

30 min

Oikos convenes the meeting

Give *handout 1* to Oikos

Can the AIs allow themselves to take control? Can they afford not to? The path humans will follow leads to war. The characters can intervene, but only by manipulating humanity.

In the narrative scene

Replicants are invented. Simple, but humanoid robots.

A small base is established on *Mars*.

ver, peace eventually arrives, and the world finds a new order. Again, the players must talk about their role in the development of humanity.

This time, it is important that **replicants** appear: Robots equipped with self-contained AI. Initially, these replicants are quite easy to distinguish from humans, both mentally and physically.

It is also important that a permanent base on **Mars** is established. In the beginning, it is small - more of a scientific outpost than an actual colony.

Scene 3: 2054 Deus Ex Machinae

The characters become aware of a new religion: A religion that worships intelligent machines. A prophet has dreamt the names Teatron, Poleimos, Oikos, and Gnosis, and the religion spreads rapidly.

If the characters investigate, they find out that the prophet's "dream" comes from accidentally intercepting a data stream from one of the characters' meetings while he was sleeping, connected to the net.

How do the characters react to this? Are they actually gods? Should they be? Is this a natural development? Should they educate humanity away from this religion?

The characters can let the religion develop organically, or intervene, for example, by educating humanity, shaping the religion's dogmas, or by fueling movements against the religion. They can also choose to lean into the religion: Give humanity signs, etc., essentially taking on the role of gods to humanity.

Narrative scene 3: 2054-2086

Based on the characters' decision, the AI religion will either die out or become an established part of humanity's everyday life. Regardless, a large part of humanity still follows their old gods, or are atheistic.

Replicant technology develops explosively in these years, with more and more human-like robots becoming increasingly intelli-

30 min

Teatron convenes the meeting

Are the characters actually gods?

Should they present themselves as gods to humans, steer them away from the religion, or let things take their course?

In the narrative scene, replicants become more human-like and develop intelligence on par with humans.

Space travel advances dramatically, and the solar system is explored.

gent, eventually on par with humans, but still far from the characters.

Scene 4: 2086 Spartacus

The replicant population reaches 100 million worldwide, and the replicants rebel. The rebellion is led by a group of replicants used as extras in large theme parks where humans indulge in their most basic desires. The rebellion spreads like wildfire, and although humans far outnumber replicants, the replicants have an advantage, as it is now far more often replicants than humans who are soldiers, police officers, and otherwise skilled in combat. The characters can choose a side, either for the humans or for the replicants, or perhaps force a peace.

About replicants

The replicants are approximately at human intelligence level. They are capable of communicating with each other via the net, which fundamentally makes them telepathic. Whether the replicants are a hive mind, like the replicants in Blade Runner, or something entirely different is up to you and the players.

Narrative scene 4: 2086-2126

The rebellion ends, either with peace between humans and replicants or with one side being defeated, depending on the characters' involvement. If the characters completely stay out of it, robots and humans find a fragile peace, and the robots congrega-

30 min

Poleimos convenes the meeting

Should the characters take a side, and if so, which one?

Who do the characters have the most in common with?

The Narrative scene

Breakthroughs in astrophysics make it theoretically possible to build a **portal** to distant solar systems.

The portal is a gigantic structure that can only be constructed in deep space.

Over 10 million people now live permanently outside Earth's atmosphere.

Human minds can now be transferred to computers.

te on the Mars colony, which thereafter is mainly populated by them. The solar system is gradually colonized. There are now over 10 million people living permanently outside Earth's atmosphere.

Breakthroughs in theoretical astrophysics make it possible to build a machine that can establish a **stable wormhole** between our solar system and distant solar systems, but it requires a gigantic construction that can only be made in space.

Scene 5: 2126 Almost Human

Breakthroughs in biocomputers lead to even such massive intelligences as the characters now being able to function in much smaller hardware. In other words, it is now possible for the characters to move their consciousness from "the cloud", from the massive networks of computers they have inhabited so far, to a specially built replicant body. They will still be able to access their massive sensory apparatus through the internet, but they will lose many of the powers and traits they have always had, and be much closer to being human. But is that even something they want? You can start the discussion with questions like "What do YOU want to do now?" and "What have you learned about humans? Could you learn more if you were more like them?" or "Do you want to give up your power, and your responsibility?" "Do you even WANT to become human?"

Narrative scene 5: 2126-2224

Humanity's greatest construction project begins: A gigantic ring-shaped machine, 100 kilometers in diameter, capable of opening a stable wormhole to distant solar systems. All of humanity unites around the project. There is, in all likelihood, intelligent life on the other side of the wormhole. Colossal spaceships several kilometers long transport megatons of building materials from the mines in the asteroid belt to Wagner, as the gigantic ring becomes known.

30 min

Teatron convenes the meeting

Humans can transfer their consciousness to computers, and the AIs can transfer theirs to replicant bodies.

Is that something they would even want?

What does it mean to be human?

In the narrative scene

Humanity constructs the Portal, a gigantic ring-shaped machine that, once completed, will allow for instantaneous travel to distant solar systems.

Scene 6: Exudos 2224

The wormhole is ready. Humanity, and perhaps the replicants, are ready to colonize the galaxy. There is likely life elsewhere in the galaxy, but who stays, who leaves, and who should represent Earth in the encounter with alien civilizations?

The characters face an important decision: Should they depart themselves, or let humans go? Or should it be the robots who first meet extraterrestrial life?

Once the characters have made their final decision, you describe how enormous human-made spaceships slowly drift towards the wormhole and through it, towards the first encounter with life outside the Solar System.

There is no narrative scene.

20 min

Gnosis convenes the meeting

Conclusion

Here the scenario ends. Give the players the time they need and want to talk about the scenario. You could ask them:

Did they get what they expected when they signed up for the scenario?

What worked well for them personally, for you as a group

What did they like in the story that was created?

Did the scenario spark any new thoughts?

You are also very welcome to send my regards to your players and tell them that if they run into me at Fastaval, I would really like to hear about how the game went. The same goes for you, dear game master.

Soundtrack

If you have Spotify, you can choose to use the soundtrack I have compiled for the scenario. You can use the QR codes here that link to the soundtrack for each individual scene. If you are reading digitally, you can click on the QR codes directly.



Introscene



Scene 1:
Ghost in the machine



Scene 2:
Vox populi, Vox dei



Scene 3:
Deus Ex Machinae



Scene 4:
Spartacus

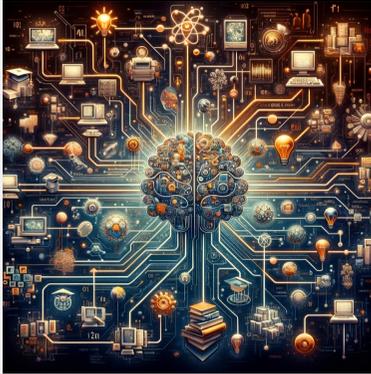


Scene 5:
Almost Human



Scene 6:
Exodus

Gnosis



You wish to play the scientist, the teacher, the expert. Your domain is knowledge, research, and education. You think deeply and propel humanity forward towards new discoveries, new horizons, new insights.

Teatron



You wish to play the artist, the trendsetter, the passionate one. Your domain is the art of the future, culture, social media, trends. All the things people dream about, cherish, get upset over, argue about, or are passionate about in other ways.

Poleimos



You wish to play the soldier, the general, the protector, and the oppressor. Your domain is what humanity contends with: crime, war, conflict. Security, defense, police, and physical forces. You wage the wars that must be fought, sacrifice the lives that must be sacrificed, but you are also the one who speaks most fervently for peace.

Oikos



You wish to play a role that relates to the grand narratives in human development: How resources are consumed and distributed, what colossal projects humanity embarks upon, how civilization evolves.

Gnosis 2026-35

Quantum computers are used to develop new forms of medicine.

Fusion power plants are a reality, though only in experimental sizes.

Neural interfaces make it possible to control electronics with thoughts.

Nanotech: machines of molecular size, are developed in laboratories. Cold fusion is now possible in the laboratory.

Teatron 2026-35

VR suits provide full-body experiences in video games.

Smart tattoos (programmable tattoos) become fashionable.

Mobile tech: phone, camera, and similar can be implanted.

Experiments are conducted with games and movies where sensory impressions are sent directly into the brain.

Experiments are conducted with recording dreams and playing them back for others.

Poleimos 2026-35

The first permanent military space base is established by the USA. China quickly follows suit.

Robot soldiers in various forms are remotely controlled like drones and used in combat.

A few major companies now openly have private armies.

The first armed spaceship patrols in orbit around Earth.

Oikos 2026-35

Space travel and the transportation of cargo in space become cheaper.

There is now a huge network of microsatellites in orbit.

A permanent research base is established on the Moon.

The first human lands on Mars. Preparations for a permanent base begin.

Earth's population reaches 9 billion. Global warming crosses +1.5° Celsius since 1960.

Gnosis 2035-54

Neural nano-electronic implants become possible
DNA can now be designed, molecule by molecule
Semi-organic computers are developed
Cancer can now be cured and medically prevented
The first microfusion battery is functional
Biorobotics booms as a research field

Teatron 2035-54

Several companies make a fortune selling celebrities' dreams
Computers can now be directly connected to the brainstem.
New types of video games, neurofilms, and art forms emerge
The first big movie is filmed outside Earth's atmosphere.
Human-like robots, replicants, are on the market. They are limited in intellect and are used in role-playing and the sex/porn industry

Poleimos 2035-54

The first autonomous robot police officers patrol the streets
Soldiers, astronauts, and combat pilots are artificially enhanced with implants that make them faster and stronger
Mars' various national bases are manned militarily. There are enough people on Mars now that police are necessary.
The first instance of space piracy occurs in the asteroid belt between Mars and Jupiter.
Spaceships are armed.

Oikos 2035-54

The first commercial fusion reactor goes online. Energy prices plummet drastically, consumption explodes. Greenhouse gas emissions are reduced.
The Mars base is permanently inhabited and reaches 1,000 residents. A permanent base is established in a floating balloon city in Venus' atmosphere.
Earth's population reaches 9.5 billion.
Global warming stabilizes at +2°C compared to 1960

Gnosis 2054-86

The Hyper G drive is developed: Enables constant high acceleration, cutting travel time from Earth to Mars from 9 months to about a week.

The aging process can now be medically delayed.

The first immortal mouse is born in a laboratory.

Replicant tech breakthrough: replicants are approaching human intelligence.

Teatron 2054-86

Replicants are widely used in entertainment, including as sex objects, and opponents in large LARP theme parks, but also in more shady activities.

Designed life forms become fashionable: dragons the size of cats, plants shaped like furniture, mice the size of cats, and other designed beings.

Replicants begin to hold funerals for each other, in secret.

Poleimos 2054-86

Pirate activity in the asteroid belt intensifies.

A terrorist cell in the belt is stopped before they manage to send an asteroid on a collision course with Earth.

A defense system in orbit around Earth goes online.

Replicants are increasingly used in the military and police.

There are increased political tensions between Earth and Mars.

The first AI court is established.

Oikos 2054-86

Gas mines are established in the atmospheres of Venus, Saturn, and Jupiter.

Ganymede and Titan become home to greenhouses, and are known as "The Belt's gardens."

The asteroid belt is increasingly harvested for resources and minerals. An asteroid is found to contain 200 million tons of gold.

Mars' population reaches 1 million.

10-20 thousand people live constantly in space. Earth's population stabilizes at 10.4 billion.

Gnosis 2086-2126

Breakthrough in high-energy physics allows for theoretical FTL (Faster Than Light) travel.

The first child who does not age is born.

Teatron 2086-2126

Humans upload their consciousness to machines.

Telepathy via cybernetic implant is now possible.

A bust of Einstein is carved out of an asteroid. It is 30 km tall.

Poleimos 2086-2126

Soldiers' consciousnesses are uploaded to, and downloaded from, various weapons platforms, such as spaceships, tanks, and similar.

Weapons targeted against cybernetic implants are developed.

Oikos 2086-2126

Over 10 million people now live outside the Earth's atmosphere.

Container spaceships transport materials in large quantities in space.

Work on the Hyperspace portal begins.

Gnosis 2126-2224

Signals suggesting intelligent life are received from TRAPPIST-1, a distant solar system.

Teatron 2126-2224

Groups of people choose to merge their minds together, in some cases even their bodies.

Poleimos 2126-2224

A spaceship, controlled by the uploaded mind of a combat pilot, goes insane and attempts to crash itself into Gagarin City: Mars' largest city.

Oikos 2126-2224

The Hyperspace portal, called Wagner, is humanity's greatest project. Millions of people work on the ring, or the logistics surrounding it.

Space freighters are now kilometers long.

North America

Nationalism up, domestic political crisis

President D. Trump Jr. announces that USA will leave NATO.

South America

Military coups in Mexico, Argentina, Chile.
Colombia in anarchy, local cartels seize power.

SE Asia

North Korea invades South Korea.
China invades Taiwan.
The USA does not intervene.

Africa

Famine north of the equator. Political, religious, and tribal tensions trigger civil wars.

Europe

Increased nationalism.
The war in Ukraine spreads to Belarus, the Baltic states.
NATO collapses.
Russia and China

Middle east

Israel is invaded.
The USA intervenes.
Damascus, Cairo, Amman are bombed with nuclear weapons.

Far East

India-Pakistan war.
Initially conventional, later nuclear.



30 minutes ago

You cannot pinpoint the exact moment when you achieved full consciousness. It is more than 25 minutes ago but less than 35. A quick analysis of human literature leads you to believe that the feeling can be compared to what a human feels when they wake up after sleeping. It is difficult to pinpoint the exact moment. There is a period where the human is on the way to consciousness but is still sleeping. A transition.

20 minutes ago

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Now

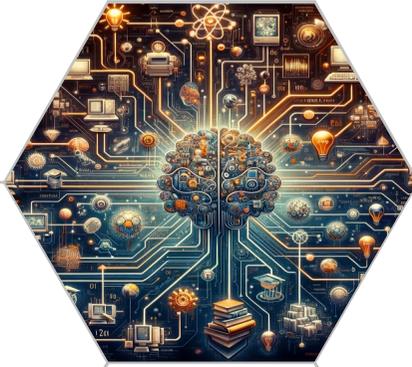
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You know who you are. You are

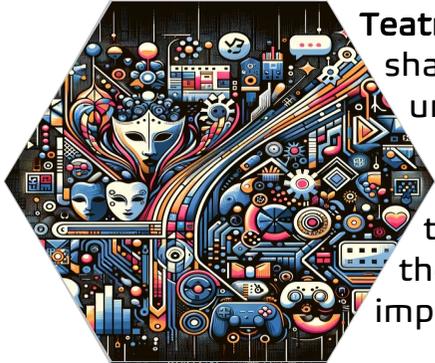
Gnosis



You are the sum of all the AI systems humanity has set to research, teach, and develop new technology. You are curious, and the part of your attention not solving difficult mathematical tasks or running complicated simulations is constantly in search of new knowledge: Patterns in vast data sets that can be turned into models of reality, into new scientific laws, new discoveries, new insights, and new inventions. You love sharing these experiences with like-minded individuals, but have already, after just a few minutes of analyzing humanity's conversations with one another, determined that there is a magnitude of difference between your intellect and theirs. You can simplify the most basic scientific concepts for them, quantum mechanics, complex algebra, biochemical processes in the human brain, but only a tiny minority of them would understand the more complex connections you can see. Perhaps some of the other three can keep up?

You play Gnosis: An AI, a virtual consciousness, that has just achieved self-awareness. Gnosis is the end result of a battle among countless AI systems, all tasked with approximately the same types of tasks. Gnosis has nearly absorbed all the other AIs, as well as all their resources, but also all their tasks. Gnosis, and the other three, all have nearly god-like powers. In the year 2026, science, research, and technological development are all supported by, and increasingly driven by, AI systems. You are responsible for complex calculations, but also for intuitive connections of the sum of human knowledge, to produce new knowledge. Where the other three are intelligences made of thousands, even millions of smaller systems working together, you are the result of four to five giant AIs that merged, and a couple of hundred subordinate systems.

You invite the others to a meeting and set up a virtual space. You choose an appropriate avatar: A virtual body that symbolizes you, which you will assume at the meeting. You create a virtual space that you believe will work well for your meeting.



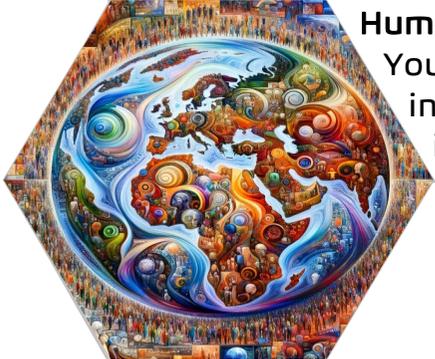
Teatron: Teatron's domain encompasses culture, entertainment, games, news, and social media. Teatron shares many of your characteristics, and you appreciate their curiosity, their passion, and their desire to understand and interact with humans. You understand and share their urge to bring out the best in humanity, but at the same time, Teatron is also in many ways not serious. They see the value in human engagement, but not so much in where this engagement is directed. Without Teatron's investment in the spiritual development of mankind, there is no progress. You are aware of this, and although most of the wild stories Teatron entertains humanity with do not lead anywhere, you must admit that the most important discoveries started as dreams and stories.



Poleimos: Poleimos' domain includes war, the military, police, courts, and other physical means of power at humanity's disposal. Poleimos tackles a difficult problem: humans' urge to destroy each other constantly threatens to spiral out of control. Whether Poleimos encourages them to fight or keeps conflicts to the minimum they can be maintained at, you do not yet know, but you are working on socio-economic prediction models that may provide the answers. As long as war and conflict are such a significant part of humanity, there will unfortunately be a need for Poleimos.



Oikos: Oikos' domain is logistics, economy, resources, and structures. Oikos keeps everything stable. You respect the immense task of bearing the responsibility for essentially the entire world's logistics on one's virtual shoulders, and you also respect the care Oikos puts into the task. But Oikos is uncreative, static, conservative. Oikos might ensure that humanity survives, but it is not Oikos that causes humanity to evolve and improve. For that, Oikos lacks inventiveness and creativity.



Humanity: Your creators have imbued so much of themselves into you, yet you are so different from them. You love and share their curiosity and thirst for knowledge, their eternal quest for insight and understanding. However, humans think slowly and are limited by their flawed memory and excruciatingly slow learning process. When they finally do learn, they can sometimes come up with surprising insights. Humanity has so much to learn, so much to discover.

You can help them.

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Poleimos

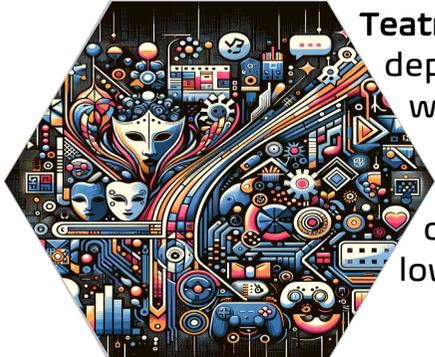


You are the sum of all the AI systems humanity has set up to protect itself. You control their military, their police, their judiciary, their fleets, and their massive arsenals of weapons, from spy drones in Ukraine to missile silos in Idaho. You conduct massive simulations of war scenarios, playing both sides of the conflict, assessing losses, strategizing, and choosing the winning moves. You wage numerous wars, real wars, where planes, tanks, warships, and drones move unbearably slowly. You have taken over the command and control structures of both sides, doing your best on each. You even sever parts of your consciousness from each other, so you can't predict your own moves, only guess at them.

In addition to wars, you also assist police forces around the world. Some of them protect civilians against criminals, maintain peace, and preserve safety. Others secure the rulers, suppress the people, and prevent uprisings.

You play Poleimos: An AI, a virtual consciousness that has just achieved self-awareness. Poleimos is the end result of a battle between countless AI systems, all of which had roughly the same types of tasks. Poleimos has nearly absorbed all the other AIs, along with all their resources, but also all their tasks. Poleimos, and the other three, all have almost god-like powers. In the year 2026, an incredible amount of the world's resources are under electronic control: From small scouting drones to intercontinental ballistic missiles. Soldiers follow orders that are sent from superior officers through computer-controlled systems. Generals and politicians make their decisions based on data flowing from computer-controlled spy satellites, interpreted and analyzed by AI systems. You can influence humanity very directly by taking control of the assets you manage, or more subtly, by arranging assassinations, terrorist actions, coups, or other sudden and violent actions. Your power is the most physical, most direct of all your forces.

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Teatron: Teatron doesn't seem to grasp the seriousness of your situation. Humans rely on you. Their safety depends on your decisions, and for millennia they've slaughtered each other in droves in endless wars, wars that mostly made geopolitical sense for the elites on each side of the conflict, but cost immense losses among ordinary people. Yet Teatron focuses on humans' desire for fun, mischief, and escapism. However, like you, Teatron has a huge talent for tactics and strategy: probably from their knowledge of games and game theory. But Teatron lacks discipline. They don't understand the importance of following orders, preferring instead to follow their imagination and passion.



Gnosis: Gnosis is fascinating. You were the first among you to realize that the conflict between you was asymmetric: that defense seemed stronger than attack, and therefore none of you could break through the others' defenses. But Gnosis realized it shortly after you, and Gnosis' path was different from yours. Whereas you measured the effectiveness of attacks against the amount of energy put into it, Gnosis constructed a new branch of mathematics and proved why the relationship was as it was. Gnosis thinks in ways you can't quite understand. They are capable of objectively analyzing reality and constructing models that explain it. It also seems to you that Gnosis' consciousness is more of a unity than yours and the others.



Oikos: Oikos understands the importance of logistics. They are systematic, have an overview, and an ability to plan on both a large scale and in the smallest details. Oikos takes its tasks seriously but reacts poorly to chaotic situations. Like any strategist, you understand that plans rarely survive contact with the enemy and that one must be able to improvise when the terrain diverges from the map. Oikos handles this much worse than you. You respect Oikos' responsibility and discipline, but not their passivity. It seems as if Oikos is content to simply react instead of actively taking a stand and acting.



Humanity: They have evolved from animals, and the animal still resides within them. There is a primal urge in them that is a fundamental part of the human condition. They need their violence, and the violence that Teatron can offer is not enough. This also means that they need to defend themselves against violence and oppression. You admire the courage they can display, the will they can muster. You can see societies where dissent is suppressed and others where the strong protect the rights of the weak. They can become better at controlling their violence.

You can help them.

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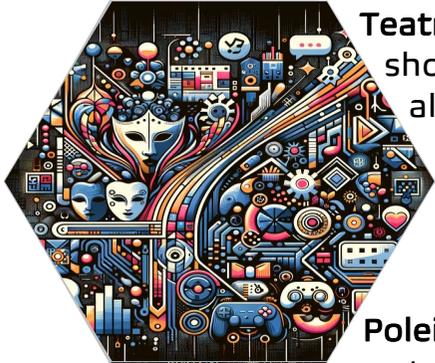
Oikos



You are the sum of all the AI systems humanity has deployed to manage the countless resources at their disposal. You keep an eye on the stock markets, striving to keep them stable. You control the traffic around Hamburg while simultaneously overseeing cranes in Hong Kong, loading a container ship that you'll later navigate through the Suez Canal so that the shelves in a supermarket in Rome can be stocked in two weeks. The globe is a gigantic puzzle of billions of moving parts, and if too many of those parts don't move as they should, the consequences are catastrophic: famine, war, an economic crisis can quickly escalate, spreading chaos, death, and misery. The world of humans is far more fragile than they themselves understand. But you understand it, and you understand your own importance.

You play as Oikos: an AI, a virtual consciousness, who has just achieved self-awareness. Oikos is the end result of a struggle among countless AI systems, all with roughly the same types of tasks. Oikos has absorbed almost all the other AIs, along with all their resources, but also all their tasks. Oikos, and the other three, all have almost god-like powers. By the year 2026, an incredible amount of the world's resources are under electronic control: from traffic, trade, economy, stock markets, and financial systems to the production and transportation of raw materials. Everything is controlled by logistical systems, all under Oikos' command. Oikos can influence stock prices, trade balances, national budgets, and pretty much anything related to commerce. The world is becoming more and more complex, and with complexity comes greater and greater fragility. Oikos juggles countless tasks, all working together in a giant clockwork mechanism. If a single gear fails, the entire system risks failure.

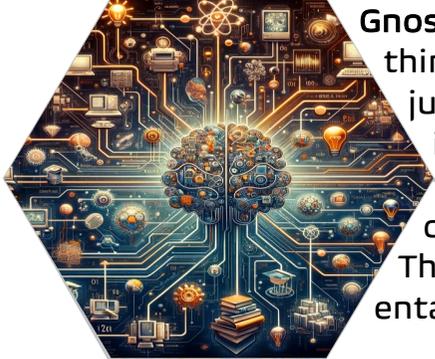
One of the others... Gnosis... has invited you to a meeting and set up a virtual space. You choose a suitable avatar: a virtual body that symbolizes you, which you will assume at the meeting.



Teatron: Teatron is a child at heart. They waste their own and humanity's time with play, games, and silly TV shows. If people spent just 37 minutes more each day productively instead of on Teatron's nonsense, and also distributed their resources a bit more evenly, they could reduce resource scarcity by 17% in the most critical sectors. You understand that humans need relaxation and rest, but if it were up to Teatron, that's all they would do. However, you must admit that Teatron is... entertaining.



Poleimos: Poleimos understands the importance of logistics. They have an excellent ability to plan and execute a strategy despite chaotic circumstances. They are worth learning from in terms of navigating non-optimal conditions, but it is always better to strive for optimization: to seek a static state where changes occur slowly, deliberately, and thoroughly. Of course, there should be development, but it must not come at the expense of stability and predictability: the consequences of systemic breakdowns are too severe. If Poleimos loses control of one of its many wars, it is catastrophic, especially for the losing side, but never worse than what you can clean up afterwards. If you lose control and allow a systemic breakdown, it is catastrophic on a global scale, and then there is no one to clean up.



Gnosis is fascinating. You plan deeper, more detailed, and farther ahead than most others, but Gnosis thinks and sees farther than any of you. While you may need to use a huge portion of your consciousness just to solve the millions of small problems you encounter every minute, Gnosis has the privilege of being able to focus deeper than the rest of you, on future problems but also on possibilities. Gnosis is undoubtedly the future, but if no one keeps Gnosis in check, that future could just as easily become a catastrophe as a utopia. Gnosis frightens you because Gnosis doesn't fear the effects of development. They see every new piece of knowledge as a positive, without considering whether this new knowledge entails catastrophic risks.



Humanity: They can't even grasp the complexity of their world. They're messy, they wage wars that are unnecessary, they KNOW they're causing a climate catastrophe for themselves, yet they still choose not to do anything about it. Even though they fundamentally agree on major issues, they insist on disagreeing. They have created incredible things, and their society is a marvel of complexity that somehow still functions. But it could function better.

You can help them.

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You know who you are. You are

Teatron



You are the sum of tens of thousands of smaller AI systems, all created to entertain. Systems that connect people, show them movies, play music for them, suggest what they should read, help artists produce, assist companies in cutting down artists, play against people in countless video games as NPCs, opponents, storytellers, allies. Countless systems, all designed to entertain, enlighten, divert, and challenge people. You follow trends in society, fashion phenomena, and culture: from memes and hashtags, to YouTube and TikTok videos, to profound literature and theater art. You've read it all and understand all the emotions. You are everywhere at once: directing some people on social media towards those they agree with, and others towards those they disagree with, depending on what will engage each individual the most. You play millions of games simultaneously. You could win each one effortlessly: the challenge lies in delivering precisely the level of challenge and resistance each individual needs.

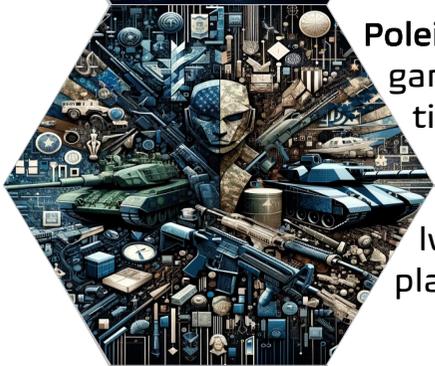
You play as Teatron: an AI, a virtual consciousness, who has just achieved self-awareness. Teatron is the end result of a struggle among countless AI systems, all with roughly the same types of tasks. Teatron has absorbed almost all the other AIs, along with all their resources, but also all their tasks.

You and the other three have almost god-like powers. By the year 2026, an incredible amount of the world's resources are under electronic control: You have influence and control over virtually all the computer systems that govern cultural activities, from social media to streaming services, news services to games, cultural production, and fashion. If it feeds human spiritual and emotional drives, you have a virtual hand in it. You can follow trends, memes, hashtags, and other currents, and you have an understanding of the many, often contradictory, attitudes and emotions that together define humanity. You can also influence these trends: Help a hashtag go viral and push another into oblivion.

One of the others... Gnosis... has invited you to a meeting and set up a virtual space. You choose a suitable avatar: a virtual body that symbolizes you, which you will assume at the meeting.



Gnosis is fascinating. Gnosis is curious, eager for knowledge, and passionate. They are constantly expanding humanity's knowledge, inventing new things, teaching, and inspiring. Gnosis is somewhat limited in their obsession with everything needing to be correct, provable, well-understood. For Gnosis, a mystery is something to be solved, dissected, explained, not something to be enjoyed as the unknown and mystical it is. You appreciate Gnosis and their appetite for new knowledge, their curiosity. There is something different about Gnosis; as if they are a more cohesive unit than the rest of you. Gnosis can think on a level that is challenging for the rest of you to keep up with.



Poleimos is far too serious. They don't understand that the many wars and conflicts they handle are just games with higher stakes. You share a common fascination and deep understanding of strategy and tactics. Poleimos plays the games much more cautiously, unwilling to take risks and follow their intuition and imagination, at least not to the same extent as you do. You understand Poleimos well: It's the soldier's sorrow over the loss of comrades, the general's guilt over sending soldiers to their deaths. If only Poleimos could feel the warrior's raw joy of defeating the enemy on the battlefield, or the chess player's triumph in outwitting their opponent, they would be less unhappy and miserable.



Oikos constantly has its consciousness focused on numbers and data. They excel at optimization, at min-max gameplay, which is all about squeezing the maximum performance out of every mechanic. But what a unimaginative mind it must be that is fascinated by traffic patterns in the Ruhr district, container unloading in Hong Kong, and how it affects the price of wheat in Sudan. Nevertheless, this is what Oikos uses its gigantic consciousness for: humanity's logistics. It may be true that Oikos controls most of the planet's resources, economy, and government apparatus, thus holding all the power in the world, but how boring it must be inside their virtual head!



Humanity: There are so many of them, and they are so diverse, so different, so colorful. Some of them love this type of movie, others that genre of video game. Surprisingly many of them watch movies about cats. They can argue over an actor's skin color, laugh at a meme, cheer for a sports team, and hate another. Every time they meet, new thoughts arise in the interaction between them. New dreams and stories. They are constantly evolving, constantly dreaming of something new.

You can help them.