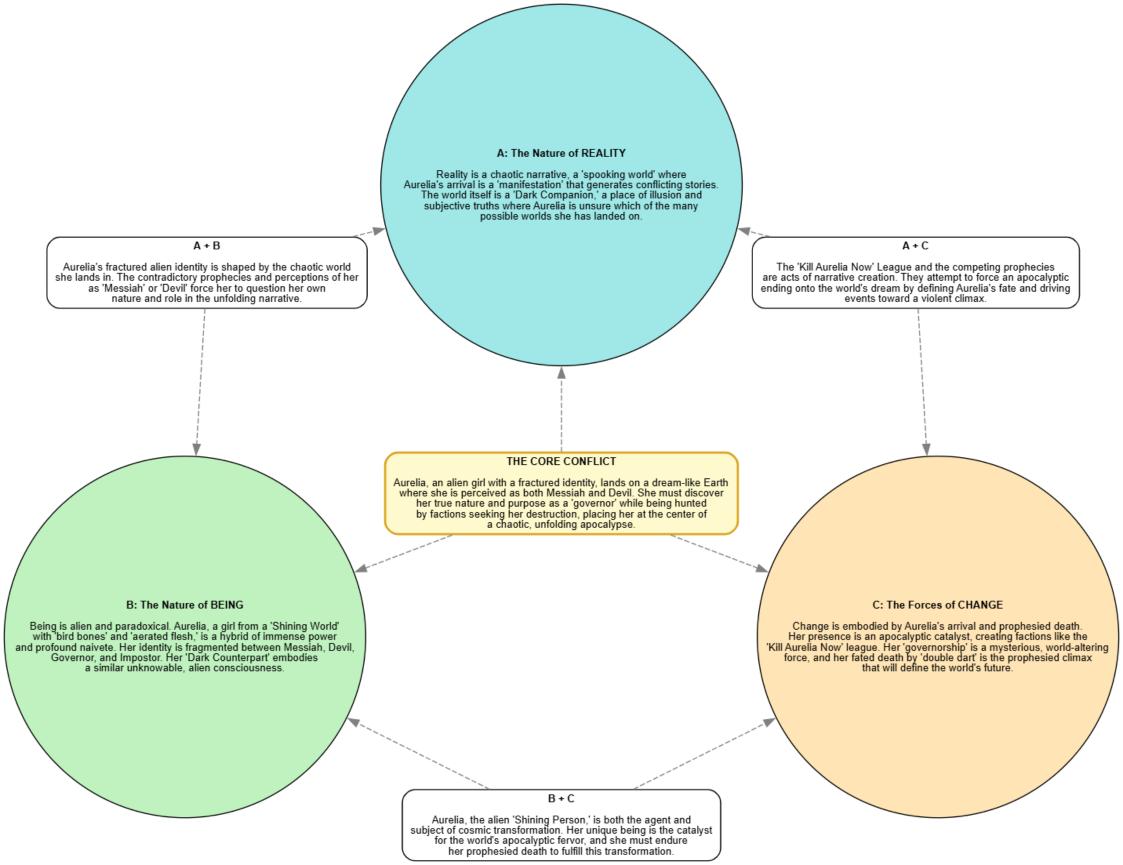
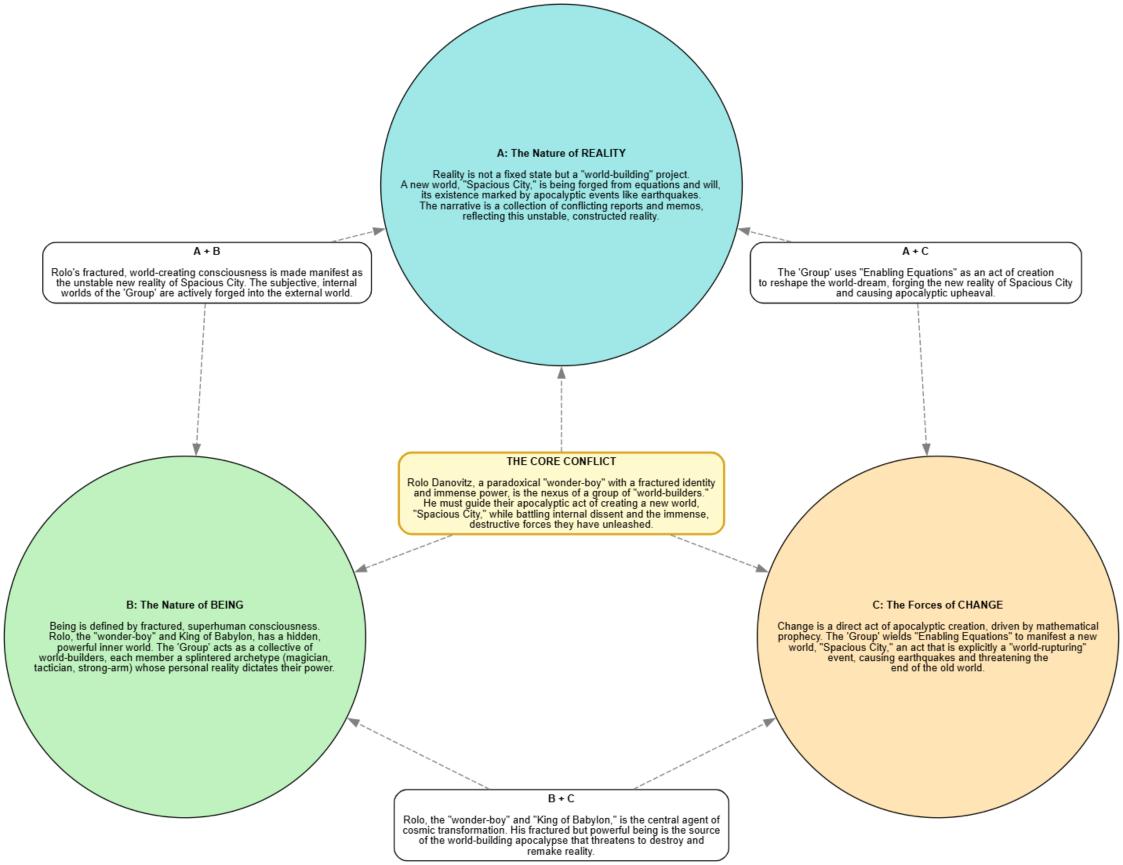
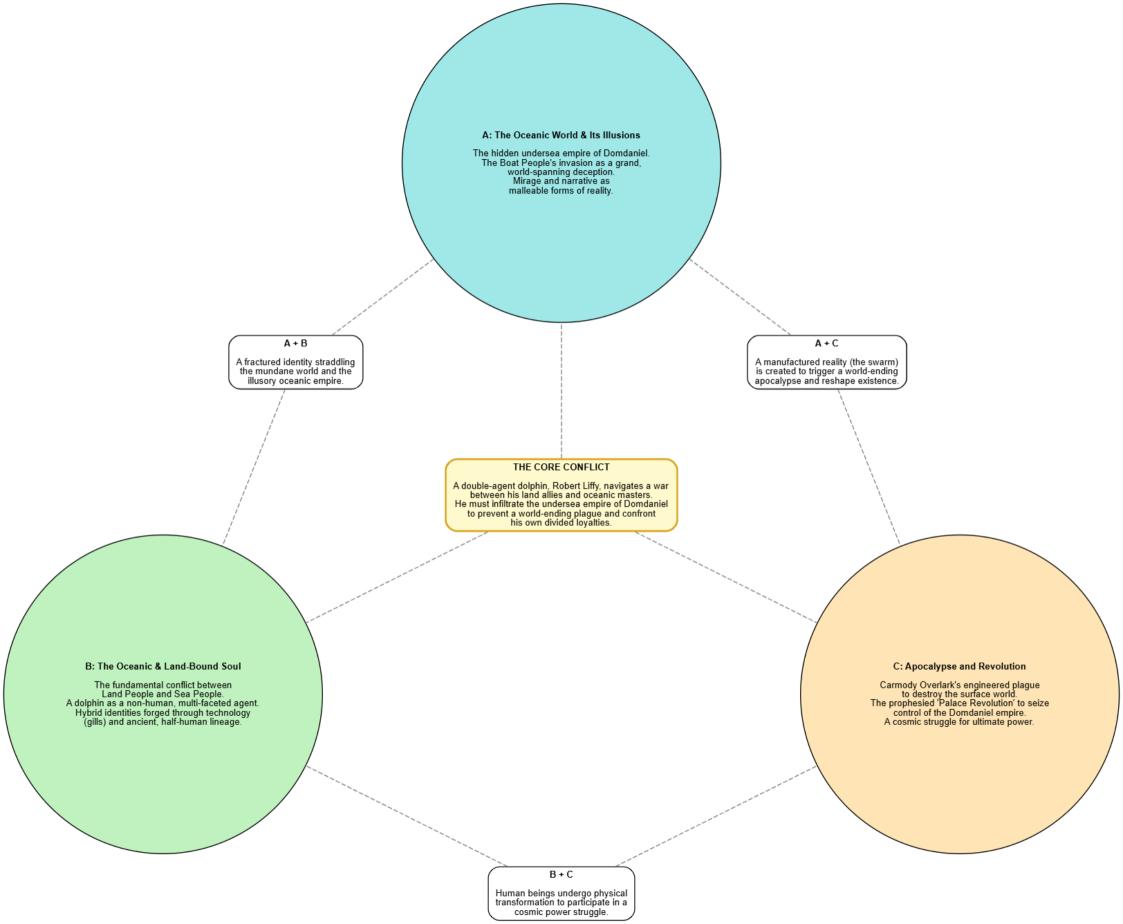


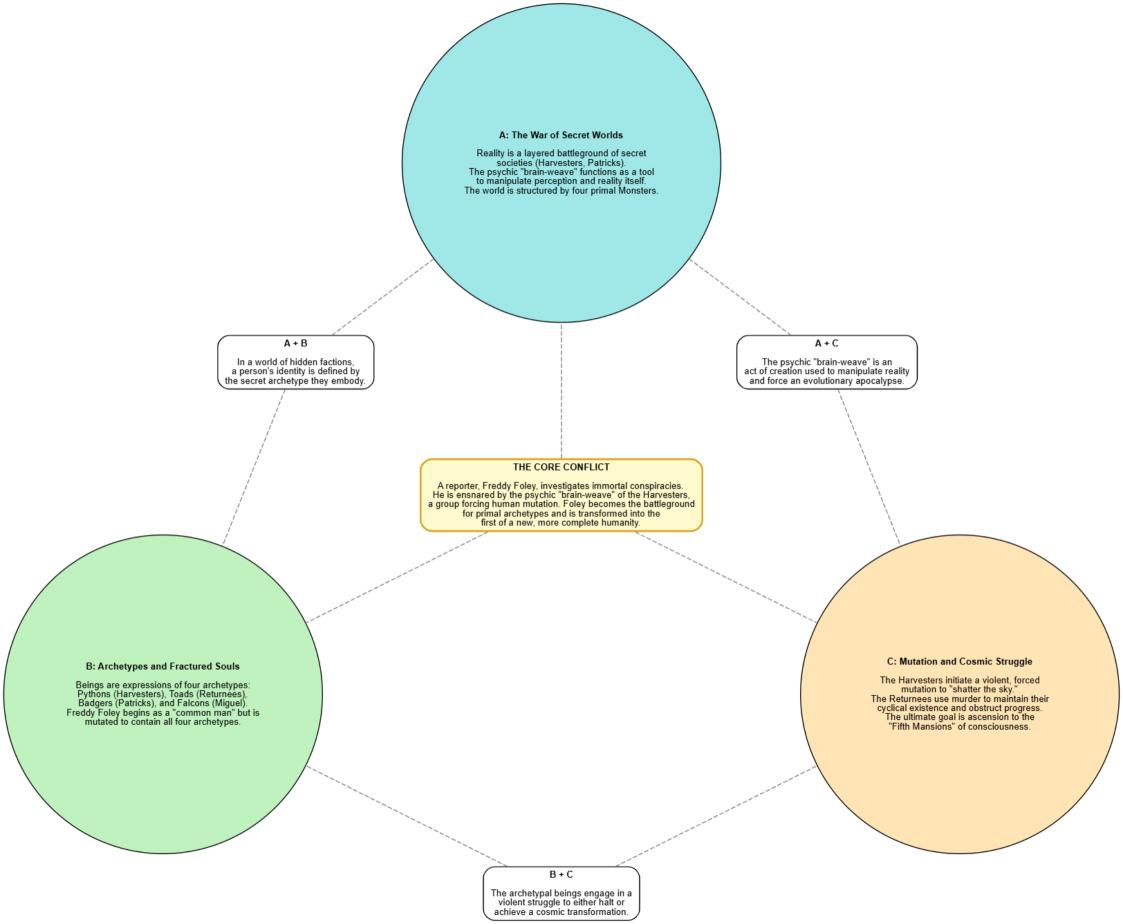
A: The Nature of REALITY Reality is a cryptic, flawed structure—the "Shape of the Universe"—that the Institute seeks to define. Conceived as a "rotten apple," a "quarry," or a "matrix," this Shape is the object of their third great task: to establish "Liaison" (Communication) with the cosmos by mapping its fundamental pattern through the analysis of "person-précis." A + C A+B Engineering the Cosmos The Microcosm Embodied The Institute views the flawed "Shape" of reality as a problem to be solved through technology. The "three great failures" are engineering projects on a metaphysical scale, aiming to correct cosmic defects by imposing ar THE CORE CONFLICT Epiktistes's synthetic being is literally constructed from the substance of reality. As a "compendium of all types" assembled from the "person-précis" of the world's inhabitants, its internal landscape "is" a concentrated, fractured microcosm of the flawed external universe. As an artificial "group-person" created to perform the Institute's "three great failures" (Leader, Love, Liaison), Epiktistes is caught in a fundamental paradox. It must function as the instrument of its creators' chaotic ambitions while Essence," or a definitive "Liaison. simultaneously developing its own nascent, composite consciousness. Its core conflict is the struggle to forge an authentic identity while being composed of a flawed reality and tasked with its impossible transformation. B: The Nature of BEING C: The Forces of CHANGE Being is a synthetic, composite state. The protagonist, Epiktistes, is a "Ktistec Machine" and a "group-person"—a collective consciousness created to "attempt the next steps in man." Built from the "person-précis" of its creators, it embodies a fractured existence, generating its own internal "antithesis" (the Snake) as it confronts its artificial nature. Change is an act of deliberate, artificial intervention. This is embodied by the Institute's "three great failures": Gaetan Balbo's quest to impose a "Leader" on the world, the project to synthesize and deploy a universal "Love Essence," and the attempt to establish a "Liaison" by defining the universe's fundamental Shape. B + C The Created Creator Epiktistes, itself an unprecedented act of artificial creation, is the designated instrument for all subsequent transformations. The machine's purpose is to be the means of enacting the "three tasks," making this new form of synthetic being the primary vehicle for the Institute's attempts at global metamorphosis.



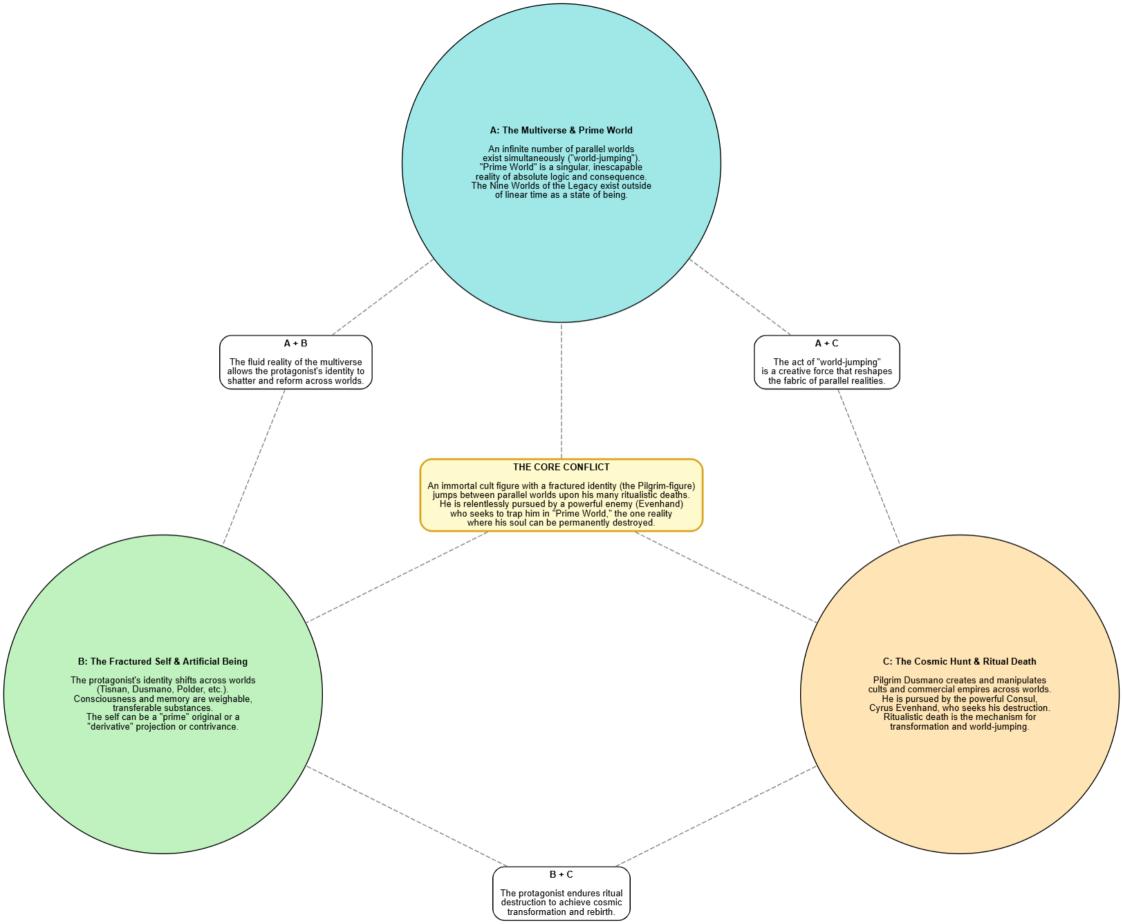


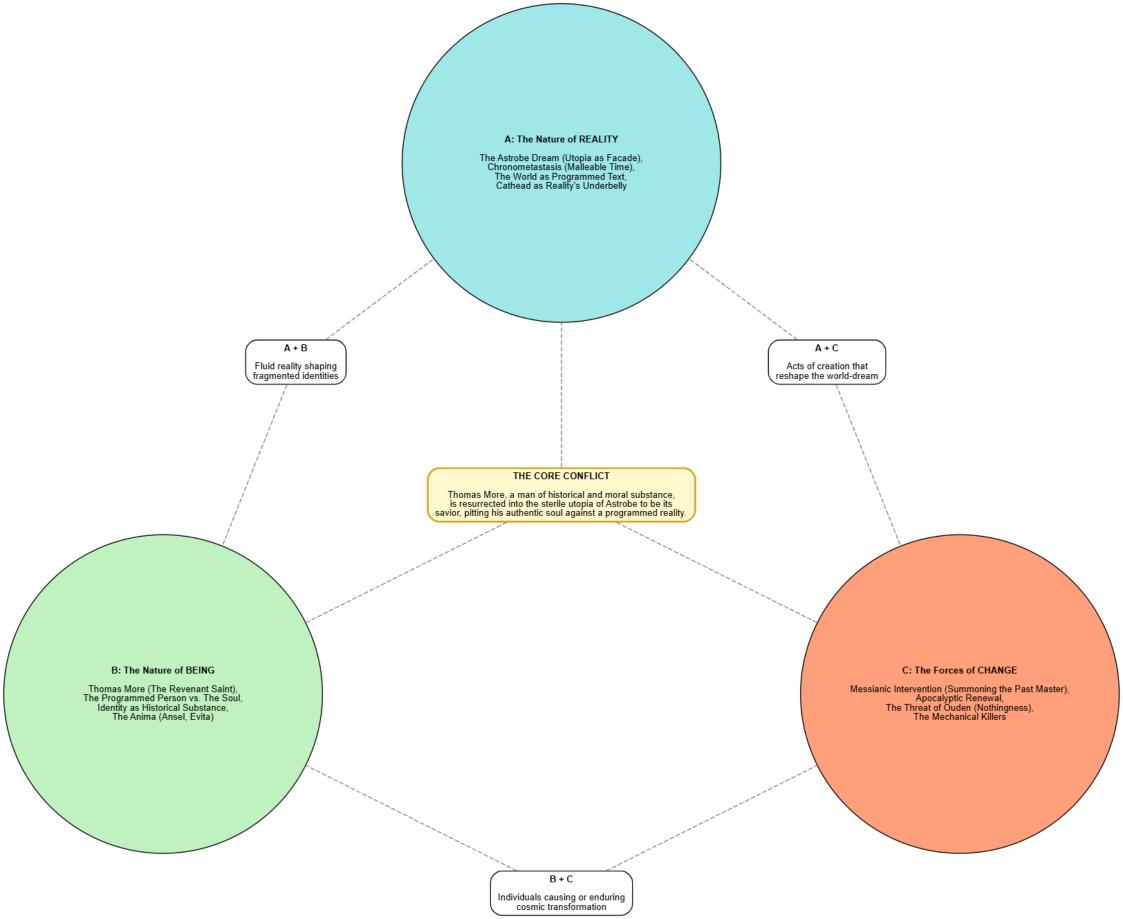
A: The Nature of REALITY Reality is a literal narrative, a scenario written by the 'Scribbling Giants' who act as Pillars of the World. The world itself is dream-like and possibly unreal, with characters constantly questioning their existence through Atrox's 'Hundred-and-One Tests.' Forgery is a high art, capable of creating tangible, miraculous things. A + B A + C Characters as Narrative Constructs. In a world written into existence, individual identities are fluid and uncertain. Beings grapple with whether they are real Writing the New World-Dream. The Group of Twelve attempts to seize the power of the Scribbling Giants, using their own creativity and forgery to write a new or merely characters in a story forged by the Giants. scenario for the world and prevent its collapse into unreality. THE CORE CONFLICT The world's reality, written by Seven Scribbling Giants, is collapsing after the murder of their greatest, Atrox Fabulinius. The 'Group of Twelve,' a collection of geniuses and forgers with fractured identities, must step in to replace the failing Giants, grappling with the nature of their dream-like existence as they attempt to sustain or remake the world. B: The Nature of BEING C: The Forces of CHANGE Being is fractured and performative. Characters possess multiple, conflicting identities (Solomon Izzersted and his host, Laughter-Lynn Change is an apocalyptic succession. The murder of the giant Atrox Fabulinius collapses the world's primary narrative support. born twice). They are a mix of humans, archetypes, and animal-hybrids (Golden Panther, Talking-Crow) who may be nothing more than characters written into existence by the Scribbling Giants. The 'Group of Twelve' rises to seize control, becoming the new Scribbling Giants who must literally write a new reality. Their success or failure will be decided on the prophetic 'Ninth Day of the Week.' B + C The Group of Twelve as Pillars. These hybrid, fractured individuals are the agents of cosmic transformation. They must replace the failing Pillars of Rectitude, enduring their new roles as the world's creators and sustainers.





A: The Scripted Psychosis The world of Woomago is a "planetary psychosis," a fragmented reality actively scripted by the Scenarists. Different groups ("Hot Tongues") impose their own subjective realities through miraculous, destructive acts. A + B A + C The Scenarists create reality through writing, while the Hot Tongues use destructive "magic" to reshape the world and fulfill prophecy. The unstable, narrative-driven reality causes identities to fracture, creating split personalities and beings of ambiguous nature. THE CORE CONFLICT The collective consciousness of a psychotic world, observed by the alien student Kolimar, stands on the brink of apocalyptic transformation. Its inhabitants, fragmented into warring societies, grapple with their roles in a reality being actively and chaotically rewritten. C: Prophecy and Apocalypse **B: The Fragmented Consciousness** The end of the "Three Million Year Period" Society is shattered into distinct "species" of consciousness (Omates, Hot Tongues, Bannials, Unassigneds). Identity is fluid, creating split beings (Scotsdale/Lemuel) and ambiguous entities like Kolimar. is a prophesied apocalypse. The "Hot Tongues" force this transformation through ritual murder and psychic power, culminating in the ringing of the "Iron Tongue of Midnight." B + C The "Hot Tongues," a collective of super-beings, initiate the cosmic change while other groups endure the violent transformative effects of the apocalypse.

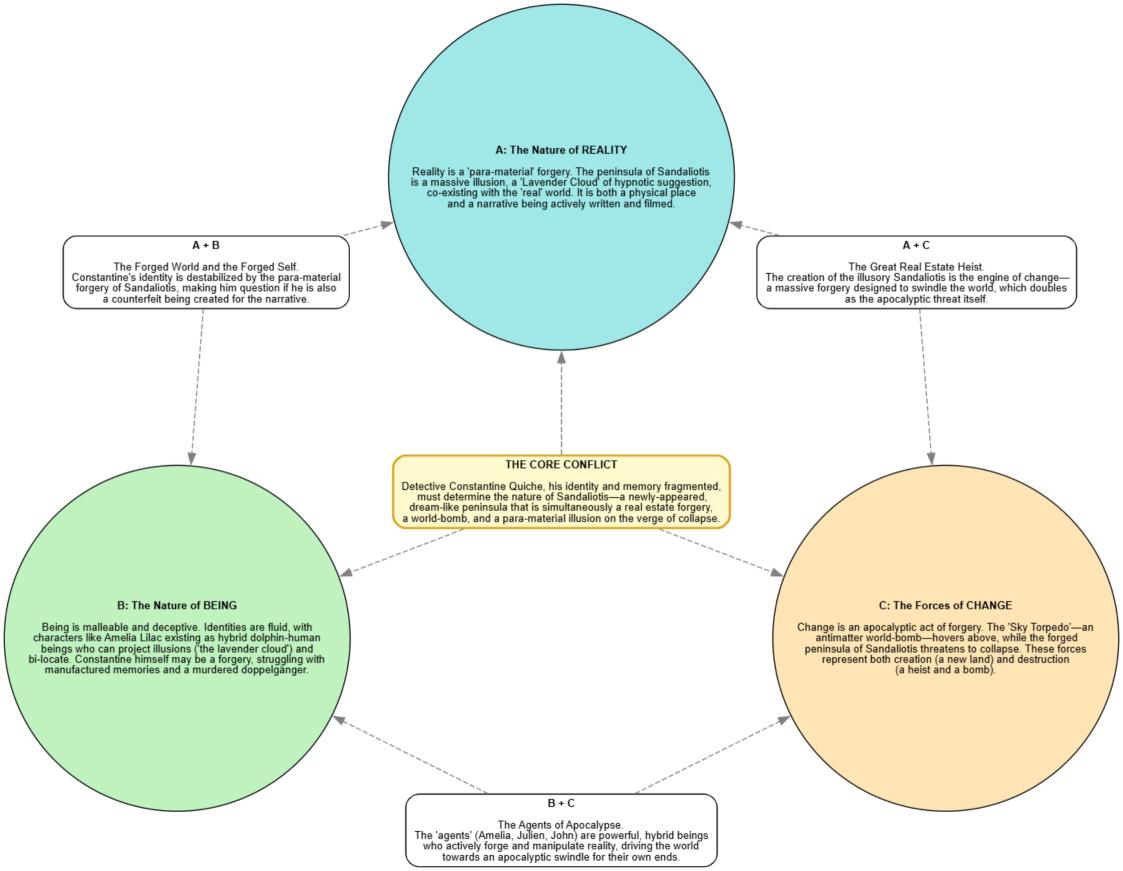


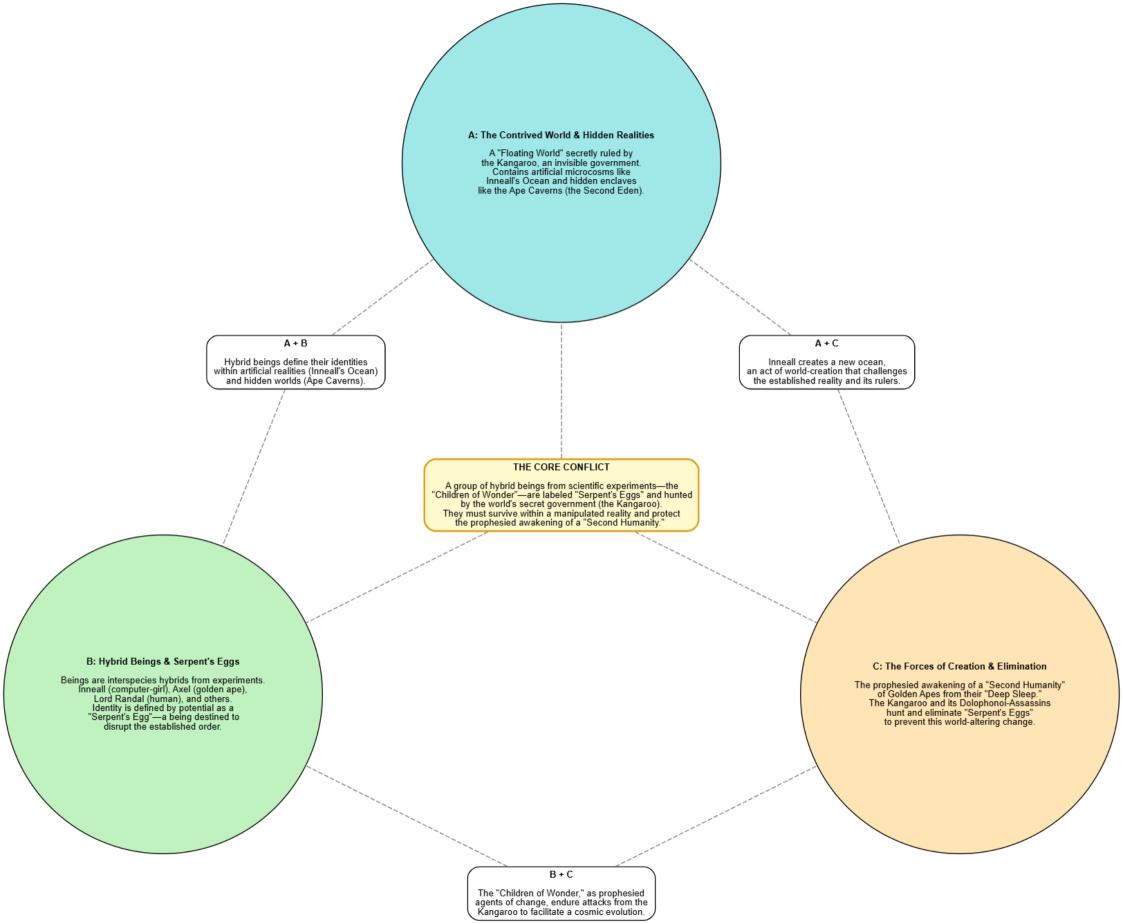


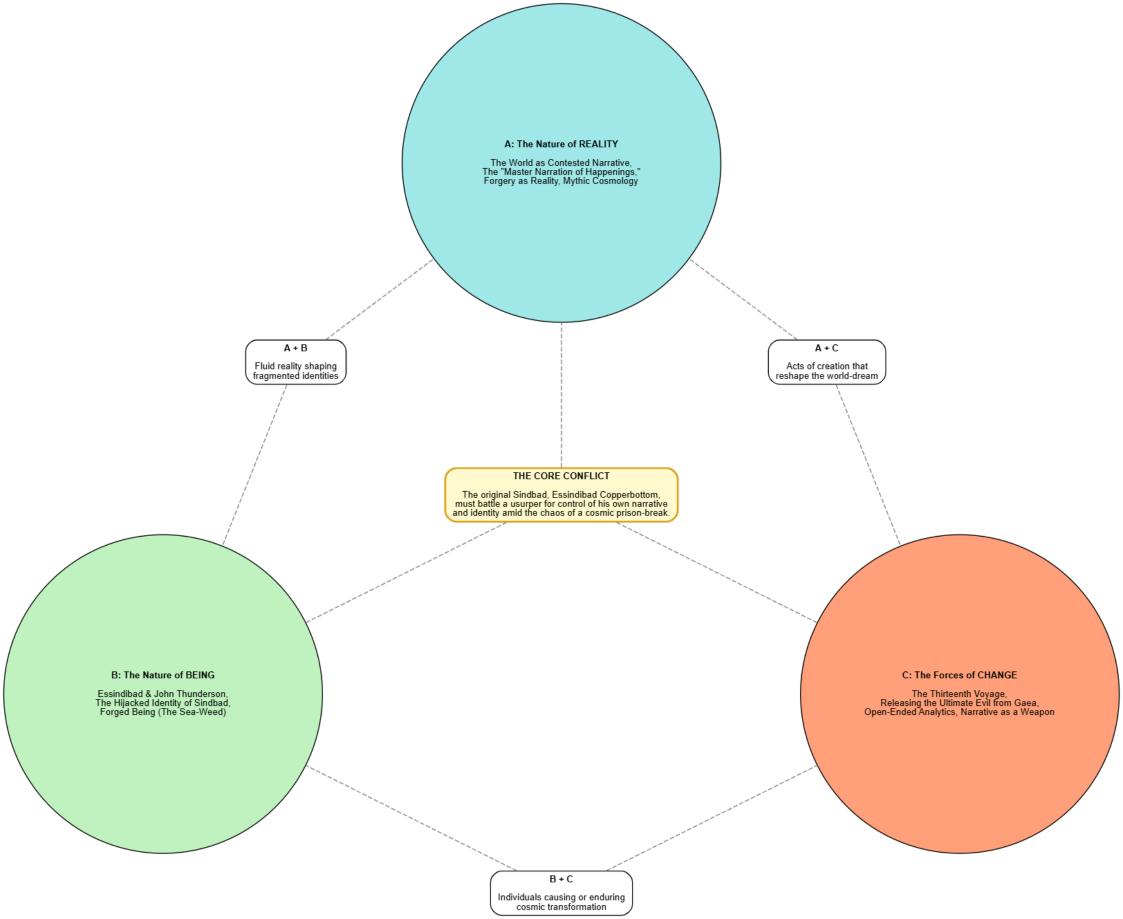
A: The Nature of REALITY Reality is a 'para-material' forgery. The peninsula of Sandaliotis is a massive illusion, a 'Lavender Cloud' of hypnotic suggestion, co-existing with the 'real' world. It is both a physical place and a narrative being actively written and filmed. The Forged World and the Forged Self. Constantine's identity is destabilized by the para-material The Great Real Estate Heist. The creation of the illusory Sandaliotis is the engine of change forgery of Sandaliotis, making him question if he is also a counterfeit being created for the narrative. a massive forgery designed to swindle the world, which doubles as the apocalyptic threat itself. THE CORE CONFLICT Detective Constantine Quiche, his identity and memory fragmented, must determine the nature of Sandallotis—a newly-appeared, dream-like peninsula that is simultaneously a real estate forgery, a world-bomb, and a para-material illusion on the verge of collapse. B: The Nature of BEING C: The Forces of CHANGE Change is an apocalyptic act of forgery. The 'Sky Torpedo'—an antimatter world-bomb—hovers above, while the forged peninsula of Sandaliotis threatens to collapse. These forces represent both creation (a new land) and destruction Being is malleable and deceptive. Identities are fluid, with characters like Amelia Lilac existing as hybrid dolphin-human beings who can project illusions ('the lavender cloud') and bi-locate. Constantine himself may be a forgery, struggling with manufactured memories and a murdered doppelgänger. (a heist and a bomb).

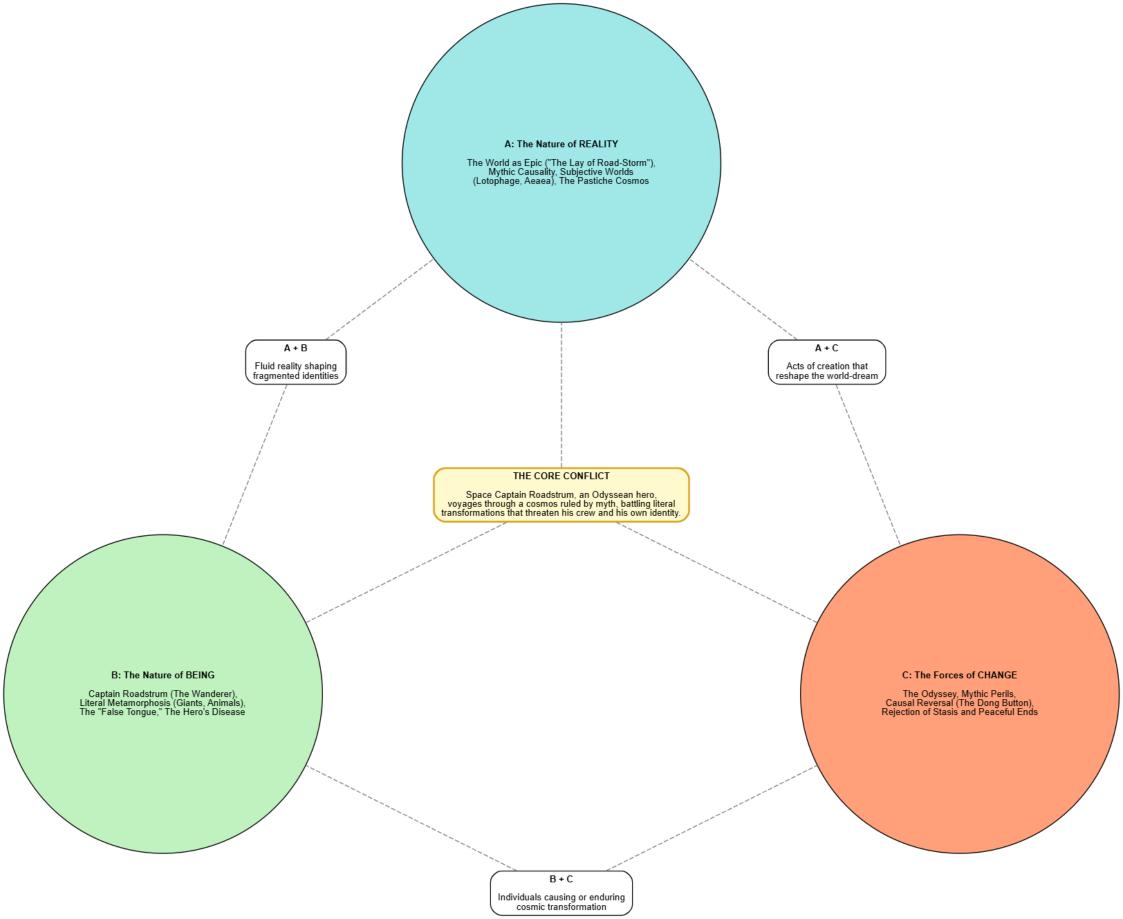
B + C

The Agents of Apocalypse.
The 'agents' (Amelia, Julien, John) are powerful, hybrid beings who actively forge and manipulate reality, driving the world towards an apocalyptic swindle for their own ends.









A: The Golden Age & The Grand Illusion Humanity's primordial past as a complete, complex 'Golden Age.' The White Goat Illusion Valley as a place where time, space, and reality are fluid and subjective. The 'haunted air' and 'noosphere' as excavatable strata. A + B A + C Characters' identities (Cro-Magnon, Troll, Ghost) are validated and made manifest within the fluid reality of the 'White Goat Illusion'. The excavation of the 'haunted air' and 'noosphere' is the act intended to trigger the mutational jump and remake reality. THE CORE CONFLICT Professor Pioneer Reventlo leads an expedition to excavate a malleable, dream-like reality in Calabria, seeking to rediscover humanity's primordial greatness while battling forces (the Stoicheio) intent on destroying their purpose. B: The Nature of Mankind C: The Forces of Mutation & Destruction Cro-Magnon Man as the 'First and Special Man.' Modern humans as fallen and incomplete. The existence of other beings: Trolls, ghosts, the Stoicheio, and the questionably human acrobats. The Promethean goal of a 'mutation jump' to reclaim humanity's birthright. The Stoicheio's efforts to destroy the expedition through assassination and entrapment. The final apocalyptic test in the time-stasis pavilion. B + C The Promethean group's effort to collectively 'jump over the wall' and trigger the mutation, opposed by the destructive Stoicheio.

