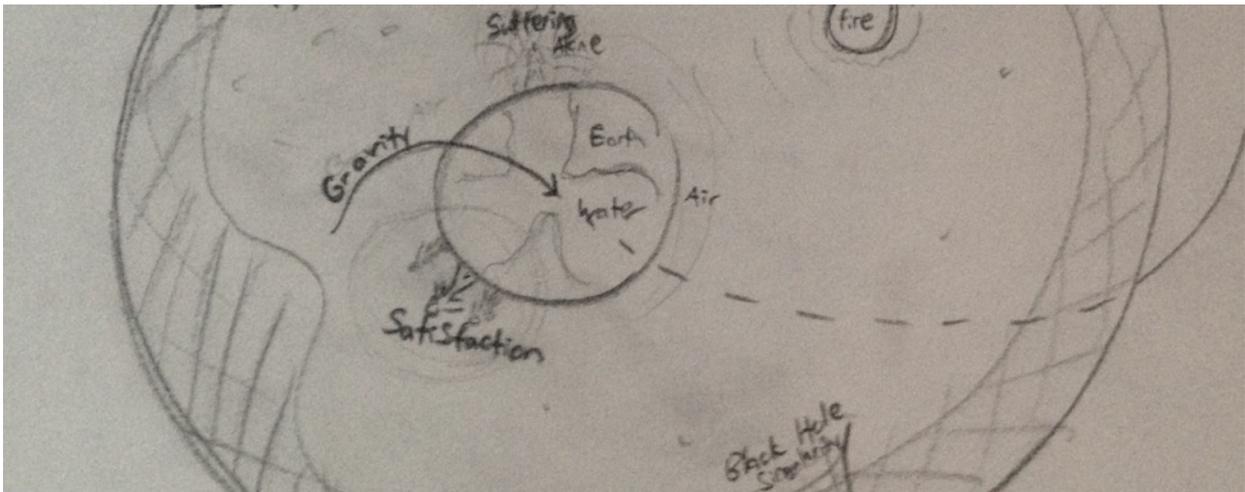


# Spirits of the Verse

(VideoGame)

(Stardust Unleashed) (I went with a mysterious almost dark at times quality in this case to make this game exciting, but it is actually designed to teach human relationship and self love and can have whatever exterior. Whatever best creates play and relate-ability)

*...Who are we but spirits of the anti-Verse?*



Game of Making Friends and Meeting People

## Player (and NPC-Character) Energy Systems

Main Player (other players if multiplayer) and NPCs (non-player characters) all have these systems:

**Biophoton Energy System** all characters emit biophoton waves/field. simply being around them, theirs are boosted, you're are boosted.

**Play Genesis System.** through -paced- action you generate energy. too much and you enter **anxiety zone**

**Deep/Heart Energy Level** - both **Play + Biophoton** energy added to core energy level.

**Anxiety Meeter** - Relax Vagus Nerve — Increases when you do too many actions at once. The anxiety meeter subtracts from **Deep/Heart Energy Level**



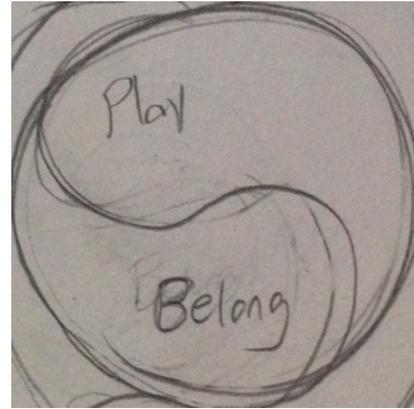
— Walk up to characters and Interact —

“I love your art”

“decent weather we’re having”

“do you have the time?”

follow ups



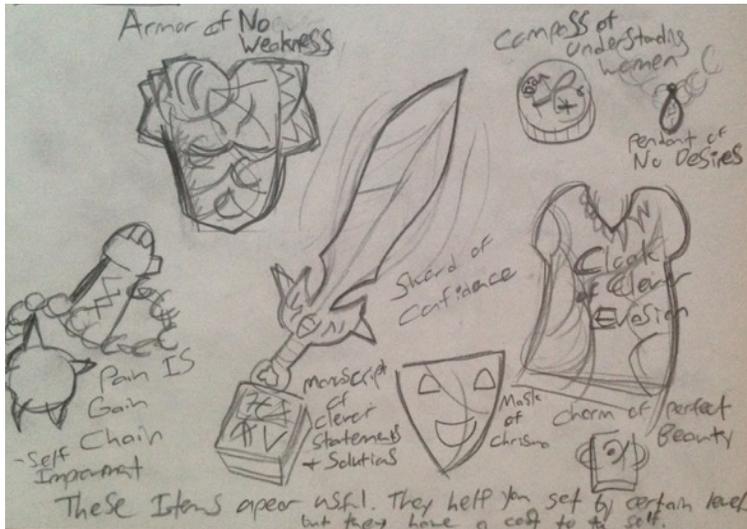
choose from various lines.

while you do this **Deep/Heart Energy Level** is actively shifting, **Play + Biophoton** systems shown on side are changing, adding to deep/heart. **Anxiety Meeter** subtracting form deep/heart if you click responses or preform other actions too fast. so actions may use more energy. other actions actually give you more energy. a variety of action/speach choices are thrown at you, each with different play or stress(anxiety) values. This way you learn pacing by not going to fast (like we might if we are trying to 'entertain' someone). and crafting conversation in a way that creates energy. the trick is too much/rapid/forceful 'play' and you over-stress, too much just enjoying the 'biophoton' and you miss the play.



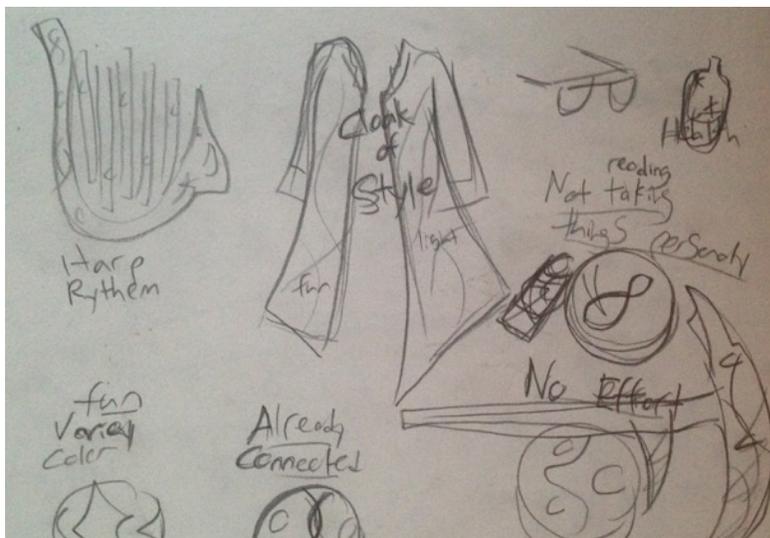
## Items

**Validation Items** seem useful at first, they - can - be used to get you past the first few levels. But they actually weigh you down later. add to **Anxiety(Stress)**



(Heavy armor, oversized overdecorated swords, clever spells or tools that manipulate people, but at a later cost, or cost to self.)

**Play Items** can help you relate / create **Play** energy / attract friends.



(player is not told which are which but there may be hints/signs)

**9 Levels** (each represents a stage of experience and or awareness)



**1 Earth Plain (Eitheious) 'False Paradise'** (this is childhood, pleasant, very beautiful. a few things are already a little off, shadows in the corners)

Modern Mario Zelda-ish

- things appear good, but are very wrong beneath surface
- completely out of touch with the self
- all beauty is always out of reach

effortless memories with people  
festivals (some good things that are lost)

**2 Productivity World** - (this is the journey of external validation, producing producing but forgetting the self)

Tall City Buildings - Industrial Rain Dreary Japan Old America

- trying harder become the solution
- all around others do this to in different ways
- long years of lonely work.
- powerful industries, business, competition

7 Falseness

Physical Competition

Intellectual Competition

Creative Competition

Romantic

Secductive

Self Competiton

work very hard for minuet results

**3 Fantasy World - abandoned world** (becoming overwhelmed.

Giving up and pursuing other distant dreams, taking the back seat, something doesn't feel quite right)

A Floating Castle in the Sky - Castlevania Manchu Pichu  
Incan

- the dream world becomes more real then the actual  
"castles in the sky"

- a loss of hope. a long hibernation of the spirt  
(3 Nora's)

**4 Skill Building World** ((dating, meeting) actively prusing dreams, yet facing great adversity.. believing being social is all about verbal and physical/ external actions)

Big futuristic Mall Sims like Classy Beach Tropical

- learn piratical tactics. (a new determination to find the truth through direct action)

- letting go of pride, seeking help from others
- mechanical skills. tangible surface verbal focus. ignores energetic system. 50% result. never cuts it. a lot better than 0%.

**5 Forced Charisma World** (believing being social fundamentally requires 'effort' or stress)

NightClub Scene, City.

- self focus. letting go of external desires. courage focus.

Lydia's House

(Fake Weapons)

(Spider Nest)

(Crashing Planes)

**6 Spiritual Devotion World** (believing you *should* suffer (for spiritual gain))

Temple. Plain. Tebet. Mountain Tops, Clouds. China Japan India

- enlightened being created by his followers. believes in himself. but leads others into suffering unknowingly.

- trying to be enlightened, creates suffering

- trying to be 'of servicevice' an endless quest that never rewards

(Endless Battle)

(Vicious Circle, knife fight)

## 6.5 The Outer World -Social Work Political Global

this is taking your self to the group, work, political stages. dealing with practical realities, yet still staying true to oneself. (sometimes you may be able to skip a level, or do levels in different orders. showing that there are multiple ways to the final level 8 realization.

**8 Fun World (first insights)** (sometimes you may jump a level, or have to fallback/ revisit previous level/area)

Renaissance Climbing Cage (first look)  
Sweat Lodge

Rinposhe is my reflection “Recognition that i am the true self already, but not able to realize that”

Eye contact India

Happy Park  
Grave

(Anti-self, black female ninja, fighting self)

## 7 Suffering (**Inverse-World**) (Death) (this is the truth behind the veil)

### Hell - Indistinguishable from level 1 Earth

(this is the hidden world, the ‘other side’ to reality that we may have feared, ignored, not wanted to see. In the game it is physically beneath Earth Plain, yet has many simply characteristics to Earth Plain, almost identical at times, but also inverted/upsidedown. yet this place is very direct and easy to understand, while Earth Plain is sort of a ‘false paradise’ not what it appears to be. the suffering of anti-world teaches of compassion.)  
you are no longer choosing to suffer, but now your body has actually aged, maybe external circumstances have gotten harder, you have ‘woken up’ but there is darkness left in the wake of your own past ignorance. you’ve taken damage, and healing is even more important.

(Gothic Tower)  
Crippled Bodies

**8 Fun World** (realized) (this is the final spiritual awakening. the ‘master code’ to wake up in the ‘matrix’ of the Universe. - Brining the worthy play of the child to the practical adult world.)

Renaissance atmosphere. Wooden climbing tower. Rope game.  
Colorful.

- I do not suffer, I have fun

a complex problem with a relatively simple solution applied for a long period of time

master healing other npc's (or online players). using **Deep/Heart Energy**  
and environment, but not specific weapons/tactics

.....

**9 Anti-Anti World** (This is just sort of extra. Finding fun even against extreme odds)

Awareness of the true nature of this Universe.

"It can always get worse"

Understanding suffering

Ahiel - "There is a part of God that yearns for her own demise. This world was  
born from that yearning. This is the truth."

- recognizing that suffering is an actual *thing*