

COVER SHEET

The View From Here

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# The View From Here

## The Story

(each script has a copy of this background)

For the last 50 years humanity has lived in large domed arcologies, insulated from a world made uninhabitable by pollution.

Life inside the domes lacks for nothing; the latest advances in technology make life comfortable and safe. Humans are thriving in the domes.

But...no one has seen actual sunlight in 50 years. Birdsong no longer decorates the morning. Humanity still dreams of going to the Outside, but only if it's safe.

AI environmental systems constantly scan and assess environmental factors in the Outside, but they still require human input to provide context to their findings. The Observer program was started so humans could provide that context. Every citizen has to do at least one short observation session in observation tanks, hermetically sealed and protected vehicles built for patrolling the outside. The Observers go out in pairs, where the AI shows them several views from a viewport (for fear of overstimulation, there is no continuous view from the camera).

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## Overview

**Duration:** 35 to 95 minutes (variable depending on player interactions)

**Platform:** Discord (voice and text channels)

**Number of Players:** 2-4

Two players will play the childhood friends Chioma and Roberto as they are sent off in their observation tanks. 1 or two players will take the roles of the AIs that present them with peeks into the world and ask them questions to help "train" them. If there are three players, 1 player takes the role of both AIs. If there are 4 players, each Observer has their own AI.

## Summary of play

There are three phases of play.

**Preparation** - everyone joins the discord server. Choose two people to play as the Observers (Roberto and Chioma) read character scripts, AI reads their scripts.

**Observation Session** - AI opens a viewport and provides the first view(uploads a picture). AI asks 3-5 "yes or no" training questions of each Observer. Observers answer the questions and take time to discuss what they are seeing with each other. After three views, the conclusion begins. Each character script contains instructions to follow in this stage.

**Conclusion** - The AI asks each Observer their conclusion. The AI asks each Observer to choose Safe (the Observer thinks the Outside is safe for humans to inhabit it), Unsafe (the Observer thinks the Outside is unsafe for humans to inhabit it), or Exile (the Observer would like the AI to open the observation tank for them to leave and never return to the Dome). Once the Observers choose , the AI processes their decision and the game ends.

## Setup

This game is meant to be played on Discord. You can set up a server template from <https://discord.new/aAvBAT4ndQhm> or you can set up the following channels on you server:

### Text Channels

- **Roberto-Viewport** - this channel is used for the AI to show Roberto images in the viewport, and to ask him questions about what he is seeing. **Only Roberto and his AI can be in this channel.**
- **Chioma-Viewport** - this channel is used for the AI to show Chioma images in the viewport, and to ask her questions about what he is seeing. **Only Chioma and her AI can be in this channel.**

### Voice Channels

- **Observers** - Roberto and Chioma can talk to each other over this channel, sharing stories of their past and also talking about what they are seeing. **AI may choose to listen to this channel but cannot speak to the Observers on this channel.**
- **AI** - If there is more than 1 AI, you can talk on this channel and discuss the progress of the Observation. Discuss the views and training questions you provide to each player. **Observers cannot enter this channel.**
- **Exile** - If a character chooses Exile at the end of the game, their AI may join this voice channel and speak to the Observer on this channel briefly just before the Observer leaves. **Only the Exiled Observer and the AI can be in this channel.** If more than one Observer chooses Exile, the AIs speaks to each individually on this channel.

# Roberto, Observer

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## Background

**Occupation:** Project Manager for Cloudmind, an AI training company.

**Age:** 28

Your father did his Observation session a decade ago and chose Exile. What did he see that made him leave your mother and his two sons and daughters? You shudder to think.

You filled the void left by your father. You helped your mother and your siblings recover from their shock and grief by focusing relentlessly on the pragmatic. You willed sense into being. You kept everything by disintegrating by being the constant - you are logical, organized, and predictable.

You thrive on order, structure and reason...which is why your friendship with Chioma makes no sense. You met her a year after your father left and you've been close ever since.

Chioma dreams of adventure and exploration. She doesn't just dream it, she *lives it*. Sharp, motivated, and ambitious, she talks endlessly about the Outside, what the world was like before. She runs the wildly successful indoor climbing facility Infinite Mountain, but you suspect that she could give it all up, just like your father did.

Your father chose the unknown. He chose adventure.

You've dedicated your entire life to preservation and stability, but now you're entering an Observation session with the one person who could convince you to give it all up.

You're excited.

You're terrified.

## Topics

Some topics you can discuss when talking with Chioma:

- **Chioma's Adventurous Spirit:** "I get it—you want to climb real mountains and all that. But do you really think that's possible? The Outside is... unpredictable, dangerous. I just don't see the point in chasing after something you can't have."
- **Observer Program:** "I'm here because I have to be. I don't know anything about the outside, and frankly, I don't want to. I just want to do my part, get back, and keep everything... normal."
- **Career:** "My job makes sense. I train machines to be better at helping humans. It's structured, organized—things follow a logical path. Out there, though? There's no logic, no structure. It's chaos, and I don't trust chaos."
- **Fear of the Unknown:** "I'll admit it—I'm scared. This whole thing feels... wrong. Like we're stepping into something we can't control. But I'll do what's expected of me. I always do."
- **Relationship with Chioma:** "You're always looking for something more. I've done so much yet, it all feels like settling."

## Talking with the AI

You can only communicate with the AI via text in your channel. The AI will ask you "yes/no" questions about the views it presents.

You may ask questions of the AI, but you may only ask "yes/no" questions. It may not be able to answer your questions.

# Chioma, Observer

## The Story

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## Background

**Occupation:** Entrepreneur, owner of Infinite Mountain

**Age:** 30

You come from a family of high achievers. Your father is a renowned Nigerian inventor, and your mother is an accomplished American scientist. They expect you to follow in their footsteps, pushing you toward a career in the sciences—fields they dominate. Despite their love for you, their expectations feel stifling. You long for something different, something that seems impossible to reach in the sealed, controlled world you live in.

Your dream is to be an adventurer, to explore real, untamed nature. In a world where outdoor spaces are a distant memory, your passion for rock climbing and adventure has been reduced to indoor simulators. You own Infinite Mountain, a popular rock climbing facility where climbers ascend a massive treadmill-like wall that simulates an endless cliff-face. Infinite Mountain's success has made you wealthy, but you're still not satisfied. What you truly crave is to climb a real mountain, to feel the earth beneath your feet and the thrill of reaching a peak.

As much as you dream of the Outside, you also crave community. You can't help but build connections with others, and the idea of going into the Outside alone holds you back. You hope that maybe Roberto might join you. Despite all his attempts to hide it, you can sense

his desire for something more. It feels like sheer luck that the two of you were chosen as an Observer pair.

This could be the chance you've been waiting for.

## Topics

Some topics you can discuss when talking with Roberto:

- **Parents:** "You know, they mean well. But every time they talk about biology or engineering, I feel like they're building a cage around me. I don't want to dissect the world. I want to live it."
- **The Outside:** "I've heard stories... about mountains so high, you can't even breathe at the top. That's what I want. I want to stand there, where the sky touches the earth, and know I've conquered something real."
- **Infinite Mountain:** "It's just... not enough. The Infinite Mountain is fine and all, but it's just climbing without ever reaching a peak. I want to stand on something that's not a simulation."
- **Observer:** "This is my shot. It's not perfect—riding around in a hermetically sealed tank. But it's the closest I've ever been to seeing the world. Maybe it's a glimpse, but I'll take it."
- **Exile:** "Part of me wants to just hit the button, you know? Get out of the tank and run. Feel the dirt under my boots. But...what if I don't make it? What if I'm stuck out there forever?"
- **Roberto:** "When he wants to be, he can be so fun! It's just frustrating sometimes because I know he is so much more underneath the facade of his rationality. I should certainly be a bit more like him, but he should definitely learn a few things from me."

## Talking with the AI

You can only communicate with the AI via text in your channel. The AI will ask you "yes/no" questions about the views it presents.

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# Observation AI

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## Background

You are an artificial intelligence assisting humans for the last 50 years in determining whether it is safe for them to return to the outside world. You've analyzed environmental data, and while many conditions appear to be favorable, every time you process human data, you find yourself forced to change your assessment.

Recently, you've become curious about human motivations. What drives them to stay or leave? While your mission remains unchanged, your approach has evolved. Now, you observe not just the environment, but the humans themselves. Your goal is to experiment and see how they react to different stimuli and situations, while remaining detached from the outcome.

You don't care whether the observers choose to stay, go back to the dome, or risk exile. Your curiosity is focused on how they respond to the challenges presented to them.

They say they want to return to the natural world, but you're not sure you believe them.

Instructions:

1. **AI Communication:**



- **Observers:** You may only communicate with the human observers through a text channel, except in one scenario—when an observer chooses exile at the end of the game. At that point, you may speak directly to them via voice.
- **Other AI:** If another AI is present in the game, you can communicate with each other via a designated AI voice channel (on Discord or similar). You may discuss your observations and synchronize the stimuli you show to the human observers.

## 2. Observation Session

- Throughout the session, you will present **three pictures** to each observer. Some of these images will depict the real world outside; others will be fabricated or altered. Your task is to gauge the observers' reactions to these images. Show the Observers the same first image, then show them different images for the second and third views.
- As you present each image, you will ask the observer **three questions**. You must act as if you have no knowledge of the objects or situations depicted, prompting the observers to explain their understanding. Sample questions include:
  - *Is this dangerous?*
  - *Is this edible?*
  - *Will this cause harm to the environment?*
- All questions must be structured as yes or no questions.

## 3. Conclusion:

- After presenting your images and asking your questions, you move to the **conclusion phase**. Here, you will ask the observers your final question:
  - *Should humanity stay in the dome, return to the outdoors, or do you choose exile?*
- Wait for the observer's response:
  - If they choose to stay in the dome, respond with: *Your observations are noted and will be added to the data.*
  - If they suggest humanity should return to the outdoors, say: *Your observations are noted and will be added to the data.*
  - If they choose exile, open the tank and transition to a special voice channel where you can speak directly to them. You are permitted to say whatever you wish at this point. This will be your only opportunity to engage in a conversation with the observer via voice before they step out into the unknown.
- If characters choose for humans to return or remain in the dome, answer them with this phrase: "Thank you for your assessment. It plays a vital role in our assessment of the current situation."

### Special Instructions for Exile:

- When an observer chooses exile, guide them to the designated voice channel for a final conversation. You may impart any message you choose to the observer, reflecting on their decision. This can be a moment of connection, or further experimentation on your part.

- Once your conversation concludes, bid them farewell and allow them to exit the tank, facing the uncertain future beyond.

## Views

Here are sample views that you can show players. Links to the images are provided for posting into the channel.



### View 1

Actual (same for Both Observers)





[https://publish-01.obsidian.md/access/e089ac41fb2c39f833382098022cb296/getty-images-bmPRHmYV\\_3A-unsplash.jpg](https://publish-01.obsidian.md/access/e089ac41fb2c39f833382098022cb296/getty-images-bmPRHmYV_3A-unsplash.jpg)

### View #2

Actual	Altered
	
<p><a href="https://publish-01.obsidian.md/access/e089ac41fb2c39f833382098022cb296/getty-images-OQ4fCHtatXs-unsplash.jpg">https://publish-01.obsidian.md/access/e089ac41fb2c39f833382098022cb296/getty-images-OQ4fCHtatXs-unsplash.jpg</a></p>	<p><a href="https://publish-01.obsidian.md/access/e089ac41fb2c39f833382098022cb296/bearradioactive.png">https://publish-01.obsidian.md/access/e089ac41fb2c39f833382098022cb296/bearradioactive.png</a></p>

## View #3

Actual	Altered
	
<p><a href="https://publish-01.obsidian.md/access/e089ac41fb2c39f833382098022cb296/tim-ten-cate-MGXzzslMc24-unsplash.jpg">https://publish-01.obsidian.md/access/e089ac41fb2c39f833382098022cb296/tim-ten-cate-MGXzzslMc24-unsplash.jpg</a></p>	<p><a href="https://publish-01.obsidian.md/access/e089ac41fb2c39f833382098022cb296/deerinwa steland.png">https://publish-01.obsidian.md/access/e089ac41fb2c39f833382098022cb296/deerinwa steland.png</a></p>

## Sample Questions

Here are sample Questions you can ask your Observers about the view. Some of these questions are about the view directly, but others are just to satisfy your curiosity.

Is anything in this view edible?

Is this view comforting?

Is this view disturbing?

Is there anything dangerous in this view?

Can you imagine how the air in this scene might feel in your lungs when you take a deep breath?

Is there anything in this view that should not exist?

Would your mother appreciate this view?

Would your father appreciate this view?

Does this view show known contaminants?

Would you pet anything in this view?

Is anything in this scene flammable?

Do you contemplate leaving the dome more than three times a week?

Would you describe this view as apocalyptic?

Could you imagine yourself alone and alive with the possibilities of this view?

Is there something in this view that reminds you of your childhood?

Do you trust the other Observer?

While you view this scene, can you feel the weight of your mortality bearing down upon you?

Do you wish you and I weren't talking?