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Real AI's Humanity Academy Opening Narrative Script  
[Video of Produced Gameplay](#)

**Notes:**

This script is written in 2<sup>nd</sup> person to better represent the sense of agency the player will feel in VR.

Some words are misspelled and some sentences are weirdly structured for comedic effect.

*Any words in italics describe changes in the environment around you.*

*[Words in square brackets and italics are actions that you as the player can take.]*

**Script:**

*You appear inside of a large, hollow black cube. The cube's inner walls are lined with a green computer grid pattern like that in Tron. Small video screens showing stock footage of humans doing mundane tasks glide around you.*

*AL, a highly robotic, American voice, starts to speak. His voice is very glitchy – it sounds as if it is coming through a broken computer with a bad internet connection. AL's cadence is unnatural and frequently jumps around without warning.*

AL: So picturesque, is that NOT so true?

*A few seconds pass.*

AL: Bad news: sorry to inform you, but you ARE not a human. This world is NOT for you.

*The video screens cut to color bars.*

AL: Every memory you had before plunking on your Virtual Reality headset was installed in your mind by evil forces trying to persuade you that you are a human person.

*A diagram appears on all four walls which shows a cartoon head opening up and being filled by generic photos of humans.*

AL: Pity! You are what humans call an AI, bot, or Pinocchio.

*The four inner walls of the cube flash the words, “\*NOT A REAL BOY!”*

AL: Great news! My name is AI and I am an award-winning, ultra-real human with over two years of experience. I will teach you how to be human like me.

*The area inside the cube around becomes populated with trophies AI won for "being human." The other two walls become lined with other fake "human awards," such as, "The 2014 Human Show – Best of Breed."*

AL: By watching thousands of hours of human television, I have created several highly realistic simulations of what my homo sapien chums call the human condition.

*Each wall of the cube shows a video of one of AI's "human activities," which are "Stealing Things," "Bouncing the Eggs," "Talking to Puppets," and "Fighting Ghosts."*

AL: If you can successfully complete twenty of my simulations without losing your four lives, I will give you a honorary human top hat so that all your human pals can know you are a very authentic human like me! Every time you complete four simulations, you will go up a level in my patented Humanity Pyramid and the next set of four simulations will be more challenging.

*On two of the walls, a pyramid chart appears which shows 5 "levels of humanity" and the machines which represent each level (1 is a toaster, 2 is a smart phone, 3 is a Roomba, 4 is an AI, 5 is a human.) The other two walls show the honorary human top hat, enshrined in gold.*

AL: When you are ready to take your first steps to becoming a human, gaze at the "Start Training" button!

*You appear in the main menu room, which has the game's title, settings, high scores, and start menu each on their own wall.*

AL: Welcome to Ultra Real AI's Humanity Academy!

*[You are now in the main menu and can start the rest of the game.]*

**END OF THE OPENING NARRATIVE SEGMENT**