## Is LIFE ..... an Alternate Reality Game? Forums > Community > Philosophy & Religion

|         | TheotherLoneGunman Dec 18, 2012 Student Photographer   | Share            |                   |
|---------|--|------------------|-------------------|
|         | Ok, so I have been getting really sucked into some sort of physical environment - alternate reality game that many different artists have created, and as I cross the line between fiction and fantasy I have been asking myself 'Is life an alternate reality game?'.   | ft t 🔽 🤇         | D -               |
|         | If we realise that life is like a video game where we can do anything, is this a form of enlightenment?  | Details          |                   |
|         | For reference on the ARG and how I became involved in it - Read on:<br>I originally contacted somebody called 'Frank' after reading this creepy pasta -<br>[link]  | Link             | December 18, 2012 |
|         | You can find information on the conspiracy on various websites. There is many different pieces of 'evidence; floating around. Some seem doctored like this: [link]   | http://forum.dev | riantart.com/     |
|         | But others seem a lot more convincing. Like the original job advertisement: <a>[link]</a>  | Replies:         | 65                |
|         | Now there have been many theories about who the hoaxter behind the game is, some say Frank Webster - a british psychologist - [link]   |                  |                   |
|         | Others think it is PR by an organisation known as 'FRANK PR'. In any case there have been much furore around the game. One surrounding the Donnie Darko website, where people claimed that a secret message came up on the site with the contact 'falseprophet@live.com'<br>Then the same thing happened on another art website jodi.org and now finally there is a new website: |                  |                   |
|         | [link] 🔀   |                  |                   |
|         | Once again some members of anonymous claimed to have gained access to a secret message which read 'Dear anonymous. To get to level 3 you must find the book of the key and the lock.'  |                  |                   |
| Reply   | There is more. I will continue explaining if anyone is interested.   |                  |                   |
| You can | no longer comment on this thread as it was closed due to no activity for a month.  |                  |                   |

## **Devious Comments**



Nikae 🗘 Dec 21, 2012 | Digital Artist 2spooky4me

Reply

R -----

Reply

## Nihilithik Dec 21, 2012 | Hobbyist Digital Artist

I'm heavily steeped into Kabbalistic research right now, and Frank's link, slideshow, whatever doesn't make sense or add up at all if you have even a passing knowledge of Kabbalistic Numerology. I would warn anyone who is trying to use it for the typical summoning, or even sacred Math, know what you are doing first. That being said, I wonder if it's only masked as Kabbalah, and maybe a cypher for something else?



TheotherLoneGunman Dec 20, 2012 | Student Photographer

TheotherLoneGunman Dec 19, 2012 Student Photographer

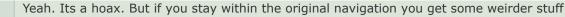
Just so everyone knows. The password for the website <u>[link]</u> 🗹

is

lowkey + highkey

silverkey

|       | necropolis   |
|-------|--|
| Reply | I don't know beyond this   |
| Reply | Debit Dec 20, 2012 Hobbyist Traditional Artist<br>Real-life is like a bug crawling over a table. His freedom of movement is confined to the table's surface. In order for him to construct a model (as a system of thoughts) for<br>the table, he has to crawl in many different direction for a very very long time to at least observe some of the key properties of the table. If he were to consider the<br>possibility of his predicament as an alternate reality, then he has to somehow get off the table and sort of have an out-of-the-body experience. |
| Reply | TheotherLoneGunman       Dec 20, 2012       Student Photographer         Wow. Holy fuck. Thats an amazing analogy. Thankyou. You really nailed it for me.  |
| Reply | kaikaku       Dec 19, 2012       Hobbyist General Artist         It could be. But I wouldn't count on it.  |
| Reply | TheotherLoneGunman Dec 20, 2012   Student Photographer<br>Yeah. I guess its not worth dying over.  |
| (     | TheotherLoneGunman       Dec 20, 2012       Student Photographer         Its definately not worth dying over.         Reply  |
|       | TheotherLoneGunman       Dec 20, 2012       Student Photographer         Then again       We all gotta go sometime   |
|       | TheotherLoneGunman       Dec 20, 2012       Student Photographer         Hmmm         Reply  |
| •     | Solum-Ipsum Dec 19, 2012 Hobbyist General Artist<br>I actually wasted my time with this site. Vague Illuminati pages, another random Kabbalistic numerology site with retarded, English-only word games implying that they are cryptic not that some of it isn't valid, but it's this cheesy "I am so mystical I shart faeries" kind of site.  |
| Reply | Our Gold was not found around.   |





The password for the first two prompts are: highkey

lowkey

Reply

Then you get a second page I think the password for this page changes. But its level2 last I checked



Mercury-Crowe Dec 19, 2012 Professional Artisan Crafter

Wait...some people don't see the world that way?

That add looks like a joke. I've seen adds looking for a companion for time travelers. People have been posting fake adds forever. One of the older well known ones is the 'cat farm' prank- an add asking for help setting up a new business- a cat farm beside a rat farm. The rats would be raised, skinned, then fed to the cats, the cats would be raised, skinned, then fed to the rats, the pelts used for whatever...it made a bit of a fuss.

lol I'm not buying all that conspiracy crap. I mean, if it is a game then there *is* one...unless you are the only actual player and the rest are NPCs. But anyway...any of those 'clues', assuming they do actually exist outside of the mind of a prankster here, would just be part of the game, either intentionally or from the programmers slipping crap in there or forgetting to remove things they don't want in the game.

I was talking about this with one of my brothers the other day. Specifically, we were talking about the assumption we both have that if there is a problem the solution will be sitting around right there, you just have to figure out how to put the pieces together. That the game gives you a problem and solution in close proximity.

Same goes for anything else. Including adventure.

When I was a kid I started choosing skills I thought would help me play this 'game'. When a seemingly random opportunity popped up I'd take it. When an NPC asks if you want to learn something, the answer is 'yes'.

And back when I was wandering around regularly, you should have seen my pockets. lol if it wasn't such a pain I'd probably have carried around all the *other* crap you get in games. Walking around with two different sizes of step ladder on my back...



Reply

Reply

Reply

skulkey Dec 19, 2012 Professional Digital Artist

the difference with this ARG thing is that the rules keep changing, because in all likelihood no one person is in control. the whole thing has a snowballing effect to it as a result. therefore problems don't necessarily have solutions.

|       | 1     |         | 1    |
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Mercury-Crowe Dec 19, 2012 Professional Artisan Crafter

'the difference with this ARG thing is that the rules keep changing,'

Reply Says who?



skulkey Dec 20, 2012 Professional Digital Artist

Reply



Aercury-Crowe Dec 20, 2012 Professional Artisan Crafter

And you say this without evidence...

Reply



says me.

skulkey Dec 20, 2012 Professional Digital Artist

i say this as a rational person who has observed the situation. if you don't care to take my word for it, there's not much else i can do.

Reply

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Mercury-Crowe Dec 20, 2012 Professional Artisan Crafter

I'm not going to take your word unless you can give me some examples of the rules changing.

I don't see it at all. Not any more than they change in a regular video game (the game inside the game...then if they are playing a game inside

|       |                                    | THAT gameooh, my head hurts).   |
|-------|------------------------------------|---|
|       |                                    | You can access certain things and change the rules for your character- you can travel through time after a certain point or whatever- but the   |
|       |                                    | BIG rules stay the same.  |
|       | Reply                              | Just because little things change doesn't mean the big rules are changing. Yes, countries rise and die, economic systems come and go, creatures evolve and die, you get and lose skill sets, but that isn't the rules changing. Physics don't suddenly switch around. Food doesn't suddenly become toxic. Animals and people don't suddenly change. |
| _     |                                    |   |
|       | TheotherLoneGur                    | man Dec 19, 2012 Student Photographer   |
|       | Sounds like you chang              | ed your mind half way through. Its just NPC   |
|       | Always say yes to NPC              |   |
| Reply | So Your answer to m                | iy question is Yes  |
|       |                                    |   |
| (     | Mercury-Crow                       | C Dec 19, 2012 Professional Artisan Crafter   |
| l     | ' When an NPC as                   | sks if you want to <b>learn something</b> , the answer is 'yes'.'   |
| Re    | ply I didn't say 'believ           | ve'.  |
|       |                                    |   |
|       | Theotherl                          | LoneGunman Dec 20, 2012 Student Photographer  |
|       | If someone a                       | asks if your a god you say YES  |
|       | Reply                              |   |
|       |                                    |   |
|       | e < <del>Mercu</del>               | ry-Crowe Dec 20, 2012 Professional Artisan Crafter  |
|       | Win                                |   |
|       | Reply                              |   |
|       |                                    |   |
|       | 6                                  | neotherLoneGunman Dec 20, 2012 Student Photographer   |
|       |                                    | n or lose.<br>Thow you play the game  |
|       | Reply                              |   |
|       |                                    |   |
|       | VolfySpice Dec 18, 2012            |   |
|       |                                    | 'ou can do anything within your power but you have one life and there's no save-scumming.   |
|       | ealising <i>that</i> is enlightenm | nent. Thinking it's a video game is a delusion.   |
|       | Thoothorl oneCur                   |   |
| 2     |                                    | Man Dec 18, 2012 Student Photographer   |
|       | I see what you mean.               |   |
|       |                                    | ng that you should be afraid of death. And that if you werent going to die you would be living your life differently?   |
| Reply | What happened to Car               | pe Diem?  |

WolfySpice Dec 18, 2012 Hobbyist Artist



The May

Reply

TheotherLoneGunman Dec 19, 2012 Student Photographer

Maybe youre right. I dunno. YOLO



Lytrigian Dec 18, 2012 Hobbyist Writer

ARGs are like that. It's kind of the point, I think, at least sometimes.

Reply



TheotherLoneGunman Dec 19, 2012 Student Photographer

Are like what? Sucking in? Or demonstrative of the point that life is a game?



Reply

Lytrigian Dec 19, 2012 Hobbyist Writer

They suck you in. Well-planned ones are such successful simulacra of reality that people can start to get confused about what's really real and what's part of the game.



TheotherLoneGunman Dec 19, 2012 Student Photographer

Hmmm. Interesting. But that doesn't answer my question of wether life IS a alternate reality game?



**Lytrigian** Dec 19, 2012 Hobbyist Writer Not in the sense that ARG typically denotes, no.

Reply

TheotherLoneGunman Dec 19, 2012 Student Photographer

Your right I guess. Im not sure what im saying.

**```** 

**Saeter** Dec 18, 2012 Did you just recently watch the Matrix?

Reply

Reply



Yes.

TheotherLoneGunman Dec 20, 2012 Student Photographer

Reply

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Kimihro Dec 18, 2012 Hobbyist General Artist

You need less free time. :I

Reply

TheotherLoneGunman Dec 18, 2012 Student Photographer <says browsing DA philosophy and religion forum> Reply **Kimihro** Dec 18, 2012 Hobbyist General Artist I don't get enough free time. That, or I just don't squander it actively searching for conspiracy theories. :I Reply TheotherLoneGunman Dec 18, 2012 Student Photographer Ok. geez. no need to be mean. I was only kidding Reply 6 Bullet-Magnet Dec 18, 2012 Sure, but there's no respawn or checkpoint, so factor that into your equations. Reply TheotherLoneGunman Dec 20, 2012 Student Photographer Good point I guess. Reply **Mercury-Crowe** Dec 19, 2012 Professional Artisan Crafter ۲ That you know of. Maybe you die and respawn all the time but lose the last few hours of your memory so unless you get taken to the hospital or something you have no idea...no time could pass in the game as well. You could have died and respawned in the same place 10 seconds ago and have no idea.... Reply Bullet-Magnet Dec 19, 2012 :2 Speak for yourself. A wizard gifted me with the power of complete knowledge of my own respawns. There were none. It's a bit of a crappy power, to be honest. Reply Mercury-Crowe Dec 19, 2012 Professional Artisan Crafter ۰ Crappy power, I'll say. You got gypped, man. Don't take candy from strange magical beings. Reply Bullet-Magnet Dec 20, 2012 Celery actually.

| skulkey       Dec 19, 2012       Professional Digital Artist         i got the power to make a perfect bacon sammich. sucks when there's no bacon around to cook         Reply  |
|---|
|   |
| Bullet-Magnet       Dec 19, 2012         Can't make a perfect bacon sandwich without perfect bacon.         Reply   |
| skulkey       Dec 19, 2012       Professional Digital Artist         i used to have access to perfect bacon. but then i lost a level       Image: Comparison of the second sec |
| Reply Bullet-Magnet Dec 19, 2012 Dude, you can spend a dragon soul in the Apocrypha to reset your perks if you beat Miraak for Hermaous Mora. Get your fat bacony ass to Solstheim already.   |
| Add a Comment:  |
|   |
|   |
|   |

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