



Yeah. Its a hoax. But if you stay within the original navigation you get some weirder stuff

The password for the first two prompts are:
highkey

lowkey

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

Reply



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



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.

Reply



Mercury-Crowe Dec 19, 2012 | Professional Artisan Crafter

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

Says who?

Reply



skulkey Dec 20, 2012 | Professional Digital Artist

says me.

Reply



Mercury-Crowe Dec 20, 2012 | Professional Artisan Crafter

And you say this without evidence...

Reply



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



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 game...ooh, 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.

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.

Reply



TheotherLoneGunman Dec 19, 2012 | Student Photographer

Sounds like you changed your mind half way through. Its just NPC

Always say yes to NPC

So... Your answer to my question is Yes

Reply



Mercury-Crowe Dec 19, 2012 | Professional Artisan Crafter

' When an NPC asks if you want to **learn something**, the answer is 'yes'.'

I didn't say 'believe'.

Reply



TheotherLoneGunman Dec 20, 2012 | Student Photographer

If someone asks if your a god you say YES

Reply



Mercury-Crowe Dec 20, 2012 | Professional Artisan Crafter

Win

Reply



TheotherLoneGunman Dec 20, 2012 | Student Photographer

Win or lose.
Its how you play the game

Reply



WolfySpice Dec 18, 2012 | Hobbyist Artist

No. Life is a reality game. You can do anything within your power... but you have one life and there's no save-scumming.

Realising *that* is enlightenment. Thinking it's a video game is a delusion.

Reply



TheotherLoneGunman Dec 18, 2012 | Student Photographer

I see what you mean.

But isn't that just saying that you should be afraid of death. And that if you werent going to die you would be living your life differently?

What happened to Carpe Diem?

Reply

WolfySpice Dec 18, 2012 | Hobbyist Artist



Reply

Of course you should be afraid of dying. You won't be able to experience anything once you're dead. If 'carpe diem' (the pop culture equivalent is 'yolo' now isn't it?) means do anything, then those people are doomed to a very short gameplay experience.



TheotherLoneGunman Dec 19, 2012 | Student Photographer

Maybe youre right. I dunno. YOLO

Reply



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.

Reply



TheotherLoneGunman Dec 19, 2012 | Student Photographer

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

Reply



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.

Reply



Saeter Dec 18, 2012

Did you just recently watch the Matrix?

Reply



TheotherLoneGunman Dec 20, 2012 | Student Photographer

Yes.

Reply



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.

Reply

That, or I just don't squander it actively searching for conspiracy theories. :I



TheotherLoneGunman Dec 18, 2012 | Student Photographer

Ok. geez. no need to be mean.
I was only kidding

Reply



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

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

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

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.

Reply



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... 🤔

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.

Reply

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