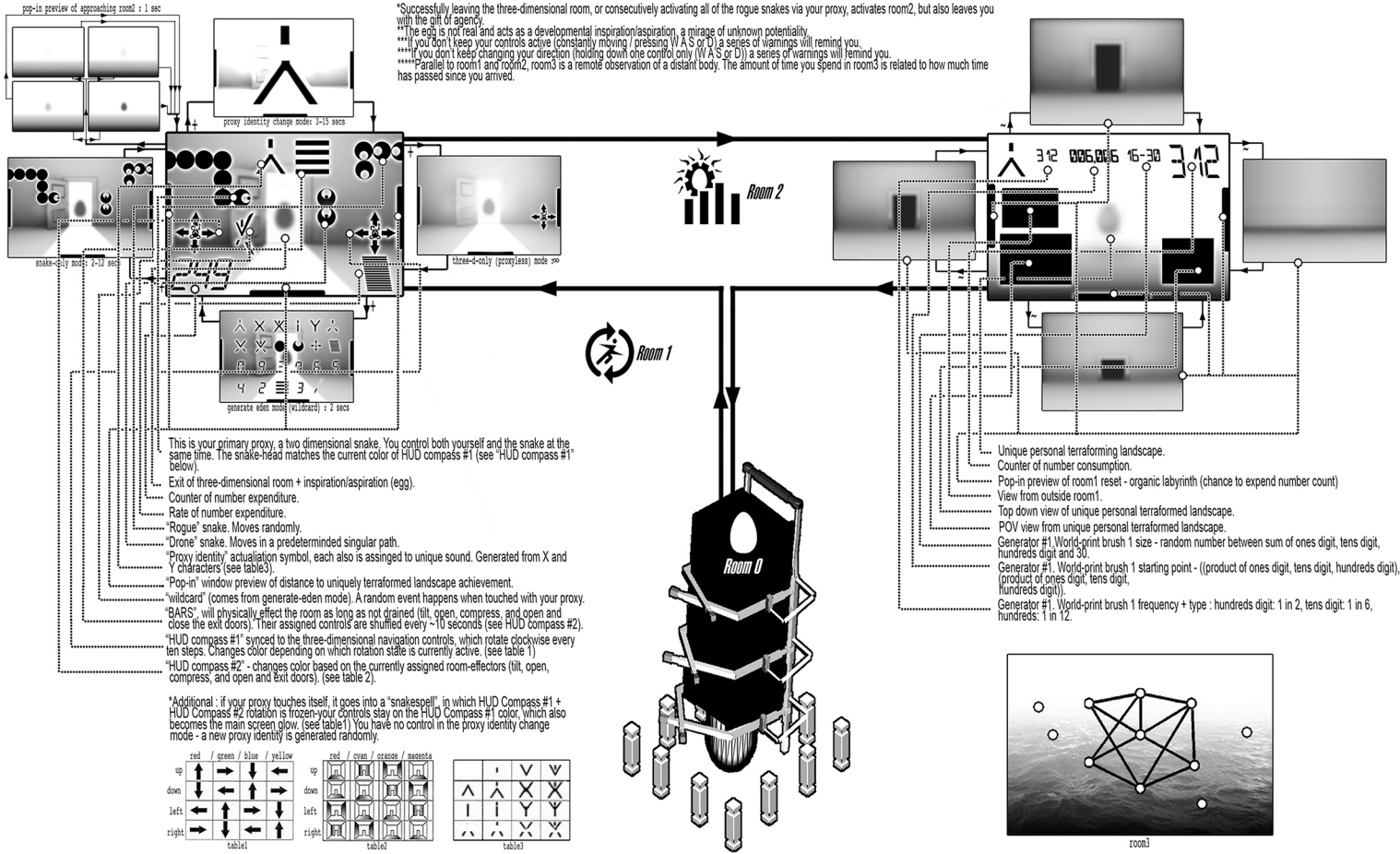

Proxyah v3.1
THE COMPLETE GUIDE

0. Egg

1. Once in, you are in this three-dimensional room. There is an exit on the other side. You simultaneously control both yourself and a two-dimension snake, your proxy, which is superimposed onto your view of the room. Your assigned controls around the room (w-up, s-down, a-left, d-right) are rotated clockwise every ten steps, and your proxy is forced into a random direction every 7-12 seconds (outside of your control). Your controls also control the physical properties of the room, for example - tilting, contracting, opening the walls, raising the water level, etc, but only while your BARS are still active (see BARS below). Your proxy (two-dimensional) behavior effects your three-dimensional world and vice versa, i.e. touching a drone snake (see "drone snake" below) can raise the water level in the room, or getting closer to the three-dimensional exit can spawn more rogue snakes (see "rogue snake" below). Allowing the water level to reach your eye-level will result in a temporary mode-change (+), a one in twelve chance of going to room2, and a one in fifty chance of being shut down (back to room0). The more number you expend (see below) moving correctly, the higher your expended number count = the more uniquely evolved your personal terraformed landscape 'achievement will be. (see below), previewed to via pop-in windows (see "Pop-in" below).

2. You pull out and the three-dimensional room is revealed to be a screen among many. You arrive fully in room2. Here your expended number is converted into a unique personal terraformed landscape achievement. The higher your expended number the more complex and unique your unique personal terraformed landscape is. Your expended number count is treated as a generator: out of each digit "world-print" paint- brush sizes, frequencies and types are extracted (see below). Pop-in windows return you to room1 (~) giving you a chance to build your number back up by walking an organic labyrinth towards the egg.Once your personal terraformed landscape is finished (number=0), room2 ends and you return to 0.

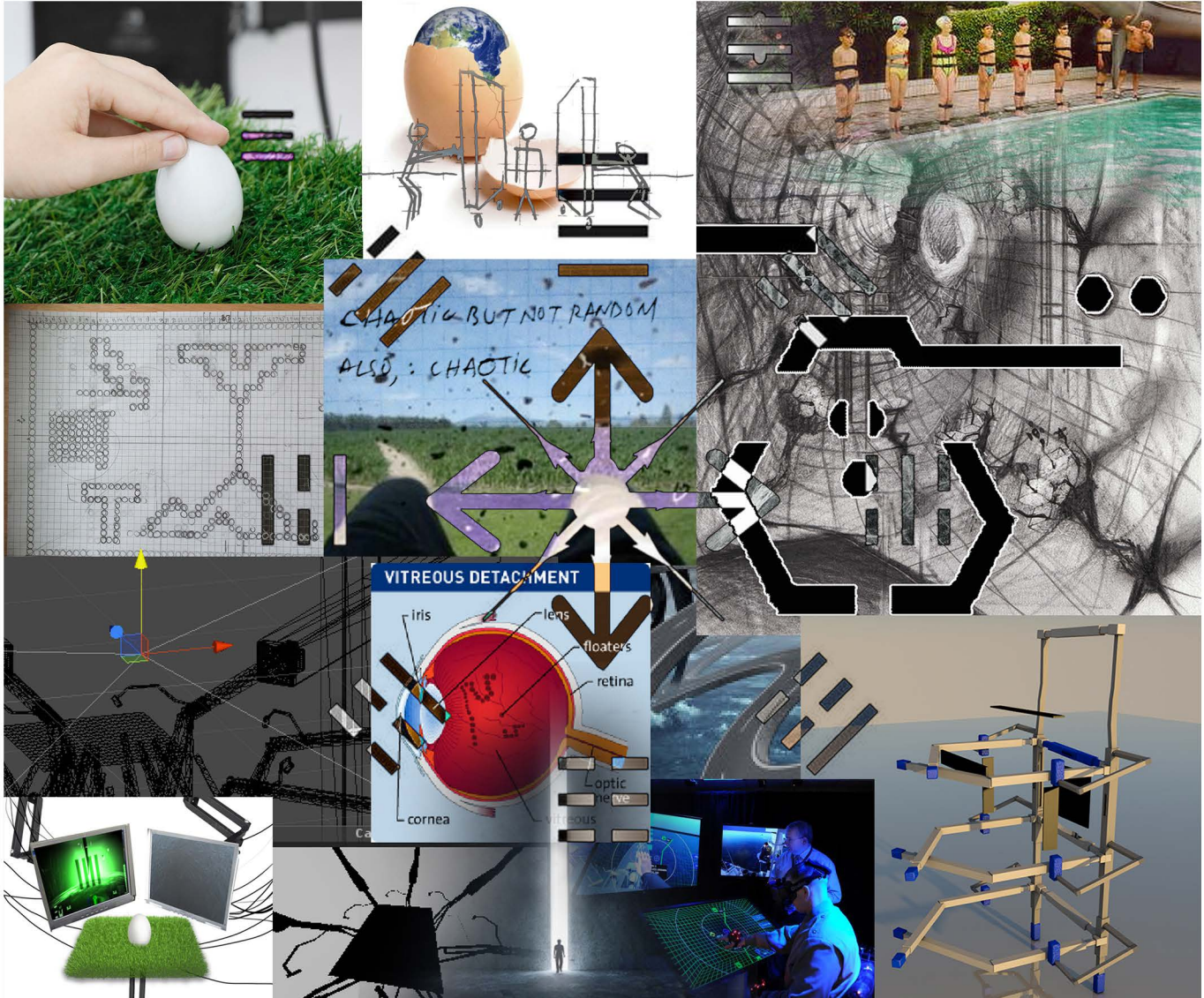


*Successfully leaving the three-dimensional room, or consecutively activating all of the rogue snakes via your proxy, activates room2, but also leaves you with the gift of agency.
**The egg is not real and acts as a developmental inspiration/aspiration, a mirage of unknown potentiality.
***If you don't keep your controls active (constantly moving / pressing W A S or D) a series of warnings will remind you.
****If you don't keep changing your direction (holding down one control only (W A S or D)) a series of warnings will remind you.
*****Parallel to room1 and room2, room3 is a remote observation of a distant body. The amount of time you spend in room3 is related to how much time has passed since you arrived.

This is your primary proxy, a two dimensional snake, You control both yourself and the snake at the same time. The snake-head matches the current color of HUD compass #1 (see "HUD compass #1" below).
Exit of three-dimensional room + inspiration/aspiration (egg).
Counter of number expenditure.
Rate of number expenditure.
"Rogue" snake. Moves randomly.
"Drone" snake. Moves in a predeterminded singular path.
"Proxy identity" actualiation symbol, each also is assinged to unique sound. Generated from X and Y characters (see table3).
"Pop-in" window preview of distance to uniquely terraformed landscape achievement.
"wildcard" (comes from generate-eden mode). A random event happens when touched with your proxy.
"BARS", will physically effect the room as long as not drained (tilt, open, compress, and open and close the exit doors). Their assigned controls are shuffled every ~10 seconds (see HUD compass #2).
"HUD compass #1" synced to the three-dimensional navigation controls, which rotate clockwise every ten steps. Changes color depending on which rotation state is currently active. (see table 1)
"HUD compass #2" - changes color based on the currently assigned room-effectors (tilt, open, compress, and open and exit doors). (see table 2).

*Additional : if your proxy touches itself, it goes into a "snakespell", in which HUD Compass #1 + HUD Compass #2 rotation is frozen-your controls stay on the HUD Compass #1 color, which also becomes the main screen glow. (see table1) You have no control in the proxy identity change mode - a new proxy identity is generated randomly.

Unique personal terraforming landscape.
Counter of number consumption.
Pop-in preview of room1 reset - organic labyrinth (chance to expend number count)
View from outside room1.
Top down view of unique personal terraformed landscape.
POV view from unique personal terraformed landscape.
Generator #1.World-print brush 1 size - random number between sum of ones digit, tens digit, hundreds digit and 30.
Generator #1. World-print brush 1 starting point - ((product of ones digit, tens digit, hundreds digit), (product of ones digit, tens digit, hundreds digit)).
Generator #1. World-print brush 1 frequency + type : hundreds digit: 1 in 2, tens digit: 1 in 6, hundreds: 1 in 12.


CHAOTIC BUT NOT RANDOM
ALSO, : CHAOTIC
VITREOUS DETACHMENT
iris
lens
floaters
retina
optic
cornea


acer

