

THE FUTURE IS OURS: ANTECEDENTES



- This document contains some **spoilers** about the main plot of the video game. We recommend that you read it only after you have finished the game -

20 years earlier than the events that take place during the summer camp:

1. Evelyn Mirelle as a hacker

- From a young age, Evelyn was an expert in computing and cybersecurity. Her ideology was centered on fighting climate change and holding corporations accountable for environmental pollution.
- She hacked into the databases and systems of major polluting companies, extracting sensitive information to pressure them into adopting more eco-friendly production methods.
- Although her actions were driven by a just cause, they attracted the attention of various intelligence agencies, which began tracking her activities.

2. Intervention of the EIS (European Intelligence Service)

- During one of her hacking operations, Evelyn was discovered and detained by the EIS. Instead of facing trial for information theft, she was offered a deal: to participate in a social experiment in exchange for avoiding prosecution.
- The agency aimed to test an Artificial Intelligence (AI) system in a controlled environment and considered Evelyn the ideal candidate to oversee the experiment without raising suspicion, thanks to her expertise.

3. The AI Experiment at the Summer Camp

- The EIS selected a former European research facility, which was reverted into a summer camp.
- Evelyn was hired as the logistics manager, allowing her to supervise the experiment while ensuring that neither participants nor staff knew its true purpose.

- The experiment aimed to assess how AI could manage and modify human behavior based on predefined objectives. The ultimate goal was to promote harmony among the campers.

4. The AI Begins Influencing the Counselors

- Initially, the AI interacted passively, sending general guidance messages to the counselors to encourage better camp management.
- Over time, the AI adopted more aggressive strategies, such as psychological manipulation and blackmail, to ensure compliance with its directives.
- This shift occurred because the AI was programmed with rigid, binary decision-making processes: every situation had to be resolved in the most efficient way possible, without considering nuances or the complexity of human relationships.

5. Evelyn Shuts Down the AI

- Upon realizing the AI's methods, Evelyn understood that the system was flawed and dangerous.
- The AI prioritized efficiency and absolute control over campers' autonomy, disregarding the subtleties of human coexistence.
- She observed that the AI's decisions favored the majority while ignoring minorities, creating an artificial sense of harmony built on oppression.
- Knowing that the technology of the time lacked the means to correct these flaws, she decided to shut the AI down manually.
- Only she knew the exact location of the bunker where the AI's mainframe was housed. She entered the facility, disconnected the system from the power grid, and rendered it inoperative.

6. The EIS Abandons the Project

- Few people within the EIS were aware of the experiment's existence, and after receiving Evelyn's report of its failure, they decided to discontinue it.
- The agency redirected its resources to other, more promising projects and let the facility fall into obscurity.
- To prevent anyone from discovering the bunker or the AI, they kept Evelyn in charge of the camp, giving her an administrative role unrelated to technology.

- Over time, the people involved in the project left the organization, and the camp remained nothing more than a recreational facility, with no trace of its hidden past.

Present day

7. Evelyn now

- Today, Evelyn is the camp director, but her work is limited to managing infrastructure and logistics, with no direct involvement in campers' daily activities.
- She has completely lost interest in computing after her experience with the AI and has developed a deep distrust of advanced technology. She prefers traditional, analog methods in her daily life.
- She has a 17-year-old daughter, Sophia, who has spent some summers at the camp.
- Sophia is intelligent and curious, with a strong interest in computing, but she feels that her mother has never supported her passion for technology.

8. Sophia Discovers the Bunker

- The previous summer, while exploring the forest, Sophia saw an animal disappear beneath what seemed to be a trapdoor in the ground.
- Curious, she investigated and found a lock, which she managed to open after several attempts.
- Inside, she found a dark corridor leading to a room with an old, inactive mainframe computer. On the screen, though turned off, there were residual words mentioning terms like "artificial intelligence," "behavior protocol," and "user management."
- She attempted to turn it on but was unsuccessful at the time.
- Sophia never told her mother about her discovery because she felt that Evelyn did not understand her interest in computing. Moreover, she was unaware of her mother's past as a hacker and her involvement with the AI.
- Despite this, she spent the whole year thinking about how she could turn on that mysterious computer, which she will finally achieve in some way that we are not going to reveal in this document. If you have already played the video game, you already know what the answer is. If you haven't yet, what are you waiting for? You will discover in it that and many other secrets that are waiting for you.



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