

Welcome. You're in a city. It's called the city, apparently, because kidnappers are not that creative. Not everyone is from the same world, time, or reality as you.

Add whatever information you find if you want to, just don't fuck around. Big brother is watching.

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## FACTS

- the real sauce, keep it real

### THE CITY & GENERAL SYSTEMS

- No idea what year we're in. lets just start there. Bunch of observations about where we are were [made here](#). Assuming this isn't simulated.
- No residents, no proof of other residents though reports of people feeling like someone had just been there have been made. No wildlife, nothing but us. There have been reports of a shadow behind the bowling alley.
- CITY LIMITS  
has limits that seem to loop you back to square one if you go too far like some twilight zone bullshit.
- JUSTICE SYSTEM  
Seems to have a built in justice system with weird consequences and not yet fully understood rules and laws. Some things that are known:
  - MURDER: [penalties are as follows](#) (so far)
    - Murder victim loses a portion of their memory
    - Killer experiences temporary aphasia but only of the death itself not the events leading up to it
    - Bystanders are inflicted with traumatic flashbacks
  - ARSON: [penalties\(and info\) are as follows \(so far\)](#)
    - Accelerants will burn but objects will not
    - Penalty: handcuffs for 24 hours.
  - Other smaller crimes see [a person handcuffed for 24 hours](#).  
No way out of them.
- LIFE & DEATH  
Speaking of murder and death: [its not permanent](#). You wake back

up on the train.

- POWERS & ABILITIES

People's power/abilities have been largely capped and in some cases completely removed. Anyone who carries weapons on them arrives without them. [Someone's investigating that here](#).

- "EVENTS"

There was a welcoming "party" (huge quotes) with lots of oddities including ice that wouldn't melt, food that wouldn't burn, beer that kept disappearing, and a bounce castle that couldn't be destroyed.

## PLACES

- **STORES** - Shelves stock themselves normally without anyone around to do it but certain items take longer to reappear (that item being liquor)
- **GRAVEYARDS**. Fucking massive, but the graves lie empty although people have reported to see names that are familiar to them
- **TOURIST CENTRE**
  - kiosks don't hold much actual information right now but did garner a lot of clues to the city, potentially. List of questions asked [here](#).
  - They can't be hacked into and can't be remotely controlled. Can get into a boot screen but can't do shit all with it. Can't trace it to a server, nothing. CAN be "overloaded" and they DO reboot. So there is that...
  - Insides aren't existing. Yeah. nothing in them. wtf

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## THEORIES

- can move to facts once its been proven or whatever

If you have a theory or have been working on a theory and want to share it with the class, go for it.

## WORLD THEORIES

- as in the big picture

Flesh it out if you wanna or link somewhere you've talked about it before, idgaf.

- Simulation theory

- Simulation theory (Daybreak)

Back in my world there was a person who was capable of downloading people's minds and genetic coding. Her intention was to upload those who were on the verge of passing away or just passed to "the cloud" for eternal life only she also had the means to alter their genetic coding, turning her mother into her house AI for example. She was stopped and the project was terminated. Possibility that we're dead and in an unfinished version of her "eternal life".

> Would explain how this place feels unfinished or slightly off. > Would also explain how we're not able to access abilities

> Doesn't fully explain how we're all from different times and realities

- Experiment/Test theory

- "Magic"

## **MECHANICS THEORIES**

- smaller things; how things work, why they are the way they are

- The city is learning from us.
- Our "abilities" are powering the city.

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## **Just some useful posts**

- what it says on the tin.

- [Ramblings about the state of things #1](#) (ooc: possibly now inaccessible due to disappearance)