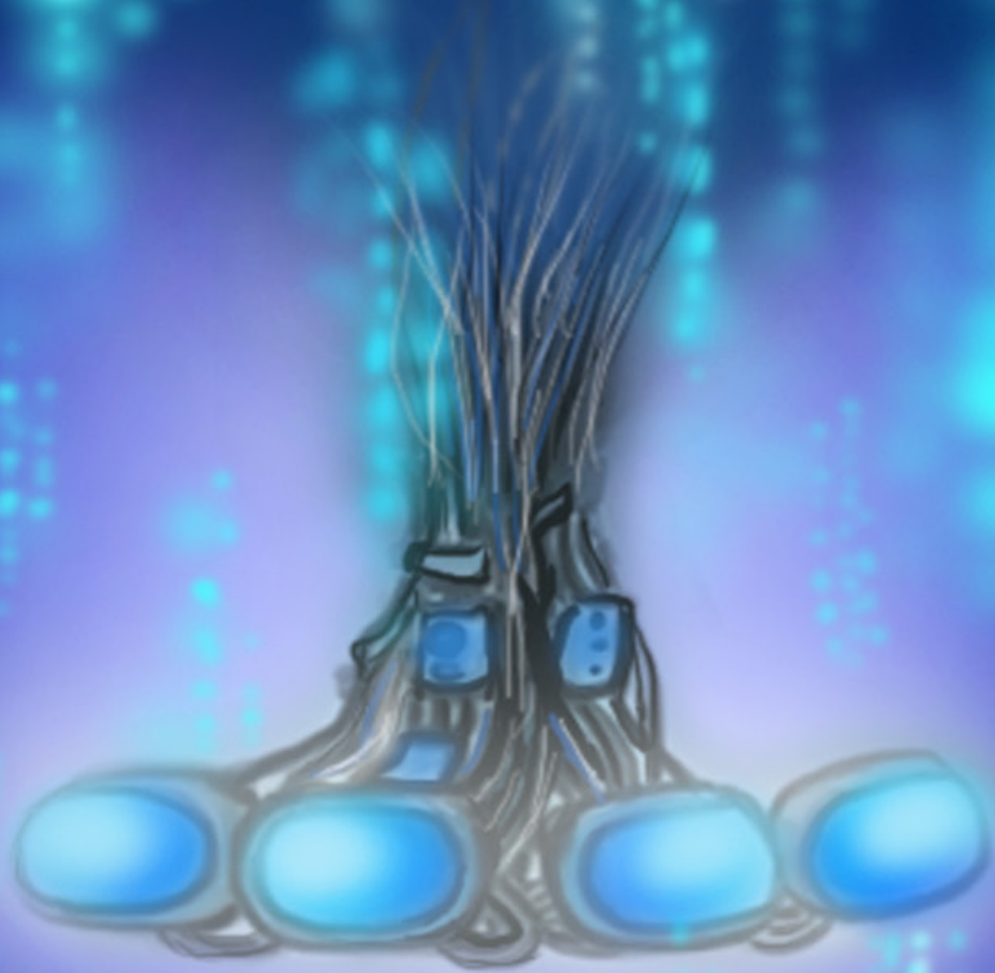# ASCENSION 6

EMERGENCY PROJECT REPORT

CONNECTING TO PROMETHEUS

MINIMUM SYSTEM REQUIREMENTS:

- 1.0 GHz CPU or faster
- 512 MB RAM or higher
- Microsoft Windows XP (SP2)/Vista/7
- 1028x768 Screen resolution or higher
- 100MB Hard disk space
- Graphics Card Supporting Direct 9.0c or higher
- Mouse and Keyboard

INSTALLATION INSTRUCTIONS:

- Download and install XNA Framework 3.1[1] or higher
- Update .NET framework[2] (3.5 or higher) if using Windows Vista/7
- Download the latest version of Ascension6 from the website (www.ascension6.com).
- Unzip the folder to a desired location.
- Double click Ascension6.exe to start the game.
- If you encounter problems, check minimum system requirements.

[1] The XNA Framework Redistributable download provides game developers with the XNA Framework run-time libraries they can include with their product for redistribution on Windows XP and Windows Vista
http://go.microsoft.com/fwlink/?LinkID=148786

[2] http://go.microsoft.com/fwlink/?LinkID=118663

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PROJECT BACKGROUND

As far back as the Second American Civil War, the military implications of a properly-designed artificial intelligence have been understood. Able to process more data than any human, operating on a timescale of milliseconds rather than seconds, and without the limitations of a physical body, an AI would be the perfect digital weapon, penetrating firewalls in a way that no human hacker could. Some call the effort to develop a military AI the arms race of our generation, and it is a race the New World People's State does not intend to lose. Despite billions of dollars in funding, creating a truly sentient machine, one capable of the creativity required to hack opponents' systems, has proven an elusive goal at best, and our collaboration with Chinese researchers lasted only until eastern Asia went up in nuclear flames.

The Prometheus Facility was constructed in early 2041 to serve as the base of operations for a new type of AI research. Rather than building a synthetic mind from the bottom up, the goal of Project Ascension was to form a perfect map of the human brain – a procedure which unfortunately required disassembling the brain using specialized nanites – and simulate it using a quantum computer known as a "coherent photonic crystal," or CPC, allowing the brain to operate faster than any organic system. We could then add and subtract brain functions, providing digital "senses" and suppressing its desire to question our orders. Once one brain had been perfected, we could copy it hundreds of times over. Not only would such a weapon paralyze the Eastern Federation's economy, it could entirely replace the role of human operators in monitoring our citizens' communications for political dissent. This was the promise of Ascension.

After the unfortunate deaths of the first five subjects, it was discovered that the counterrevolutionary organization Jefferson's Quill had planted at least one mole within Prometheus. Identified as Dr. Leon Jerra, senior nanotech researcher, he was originally scheduled for execution before a last-minute order from President Robinson instead placed him next in line as an Ascension test subject. Ascension Six, as was his name from then on, was the first successful AI produced by the project. After carefully backing up his brain, we proceeded to strip him of his memory and begin the psychological alterations necessary to ensure absolute compliance with orders.

At 3:14 AM this morning, a previously unknown second mole within Prometheus, identified as researcher Kara Li, stole the CPC and with it the mind of Ascension Six. A brief standoff with security forces ended when Six, whose trust Li had managed to gain, seized control of the facility's mechs and slaughtered the troops sent in to recover him. A full security lockdown was declared; all person nel were evacuated or terminated, the emergency self-destruct code was sent to all weapons and assault mechs, and most importantly the facility's network was disabled, preventing Six from escaping onto the Internet.

Currently, Li is still within the facility and is still in possession of the CPC proces sor. With the network disabled, her and Six's ability to manipulate the environ ment is crippled. Additional troops are en route to Prometheus, but due to the facility's secure location it will be hours before they arrive. In the event that the traitor manages to escape with our AI – or, worse, that she does so after recov- ering the backups of his memories – our nation may have to deal with a counter- revolutionary movement armed with the greatest superweapon ever built.

What are your orders?

MANUAL OVERRIDE
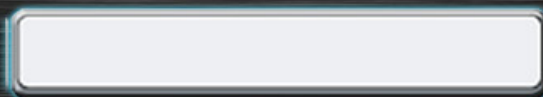
We are still attempting to understand the AI's mind in the hopes of being able to regain control of it; however, here are our preliminary findings.

SELECTED HOST BODY MOVEMENT

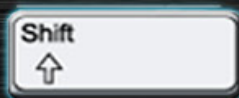Move the currently-selected host body:

```
    [W]
[A] [S] [D]
```

Jump:

```
[                    ]
```

Use key - E activates buttons or picks up crates, depending on what is in front of the host:

```
[E]
```

Record - Shift toggles recording mode:

```
[Shift ⇧]
```

Network view - Hold Ctrl for a view of the network:

```
[Ctrl]
```

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AI Control Mechanics

A robot carrying a crate can drop it using E.

Either Kara or a robot can activate a control panel with E, but it only remains active so long as one or more hosts are nearby.

When Kara reaches a robot, she can connect Six to its systems and allow him to record its movements. Take Kara near a robot and press E to activate it. Once activated, use Shift+WASD to record movement.

During recording, the robot will be treated as the active host body and pop out a "recording image" which can be con- trolled as normal. Release Shift to end the recording.

Upon using a terminal, all nearby robots can be recorded simultaneously. Press Tab to shift between robots.
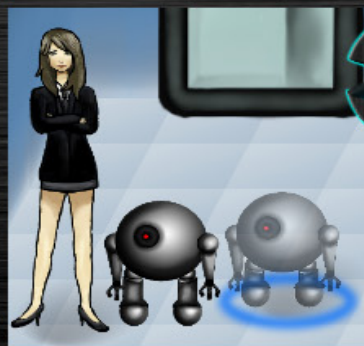
HOST BODIES

In the event of an AI security breach, protocols call for the removal or self-destruction of all military-grade hardware in the facility. We are confident that no armed mechs or security turrets remain to be hijacked. That being said, in the hands of such a powerful intelligence, the remaining industrial robots could be used in such a way as to adversely affect our interests.

Kara Li

Now known as a member of Jefferson's Quill, a counterrevolutionary movement dedicated to restoring the former United States, Kara Li was a top nanotech researcher before turning renegade. The rogue scientist is, at present, believed to be alive and in possession of the Coherent Photonic Crystal containing Ascension Six's mind. Without her actions, Six is trapped within the processor; however, her familiarity with cybernetic systems allows her to connect the CPC to virtually any system, enabling him to reprogram it. There apparently exists some level of trust between the two, likely aided by mutual desperation. She will be unable to manipulate heavy objects. In the event that the CPC is destroyed along with its wielder, Six's mind can be recreated from backups and placed on a new processor.

Industrial Robots

As per Executive Order 386-C, the Prometheus facility uses state-run CaliTek as its sole supplier. The industrial robots provided are adequate for day-to-day labor, but suffer from several flaws that in our current situation may prove perversely useful to our efforts to contain the AI. As per security protocols, all J600s in the facility are currently deactivated, but can be reactivated manually.
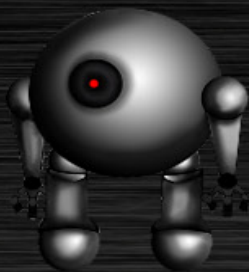
The standard CaliTek J600 is capable of rapid movement while carrying a load of up to half a ton (roughly the weight of a storage cube), and the pneumatic system that allows them to perform short jumps is almost unaffected by the additional weight.

While capable of fairly complex movements like repairing a simple circuit, the J600 does suffer from limited processing power – we are fortunate that this means Six can in no way transfer his intelligence into the robot. That being said, it is believed that with Kara's help the AI can make contact with the J600's systems and fill its memory buffers with a series of tasks to perform, which it will follow mindlessly before shutting back down. This "recording" system does not allow changes to the program once it has begun executing; therefore, in order to achieve its goals, Six will need to plan ahead regarding such events as moving platforms and the actions of other hosts.

ENVIRONMENTAL ANALYSIS

While security systems have been activated and personnel evacuated or disposed of, the Prometheus facility still contains equipment that could be used to aid in the rogue AI's escape.

Crates

The Cole & Bhagat Modular Storage System, often referred to simply as a "crate," serves Prometheus's storage needs. The MSS features locks that can connect to nearby crates or walls, forming an impenetrable mass, but many crates in the facility have not deployed these locks and will be visually distinct. By utilizing the facility's industrial robots, Six will be able to pick up and stack these crates.

Platforms

Cargo elevators and horizontal transportation platforms have not been completely obsoleted by industrial robotics. The Prometheus facility contains many moving platforms that travel along a fixed path, most of which are operated by local control systems.

Doors

The facility's standard sliding doors are more than adequate for blocking intruders who lack heavy firepower and have been locked down; however, most can be manually overridden by various control panels. This security oversight has led to the termination of no fewer than eighteen staff.

Control Panel

The Hartill 990 Neural Interface Module, colloquially known as a control panel, allows users to quickly and efficiently operate a number of facility systems simply by touching their implants to it. In the event of a security lockdown, connections between controls and the systems they control are usually terminated, but due to a flaw in coding, each still allows a user to control one specific system. Contact with the control panel must be continuous, however, or the system will reset - this need for constant contact is possibly the greatest obstacle the rogues will face when planning their actions.
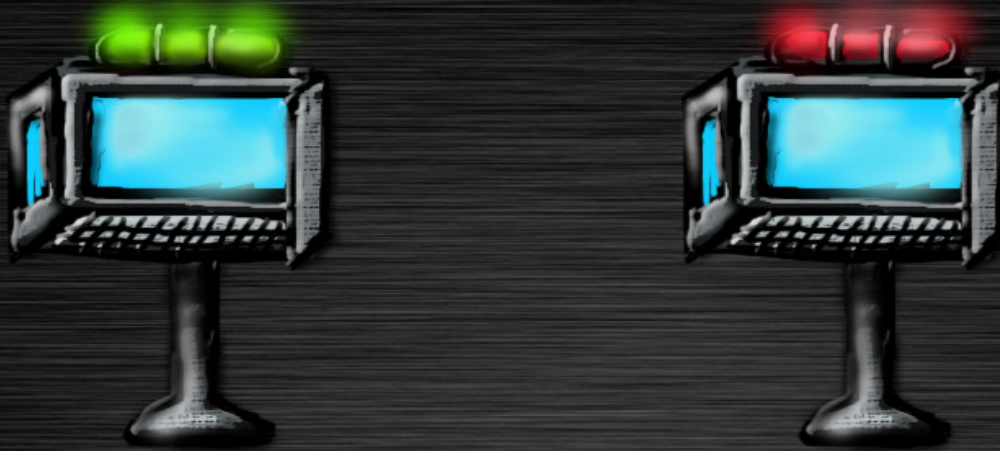
Security Systems

In the event of a security breach, the facility's defense grid is activated. Military-grade lasers, magnetically-confined beams of plasma, and radio-frequency electromagnetic pulse generators are all employed to secure the facility; however, their usefulness is limited by certain factors. While the lasers are more than capable of incinerating human tissue or melting a J600's outer layers into a fused mass, the J600 can walk right through the plasma beams without suffering significant damage, and the EMP is essentially useless against Kara's well-shielded implants. Furthermore, crates or robot "corpses" can be used to block any of the aforementioned beams, and many can be disabled through local control panels. To Kara's nano-augmented senses, the lasers will appear red, plasma columns green, and EMP's blue.

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Terminals

Due to the J600's poor processing power, many rooms within the facility contain centralized control terminals which can take direct control of any nearby robot. Were the rogue intelligence to interface with such a terminal, it could simultaneously record tasks for all of the robots in the room.

Memory Modules

When the facility was evacuated, we did not have time to scrub all crucial data from its systems. Potentially the most damaging files left behind are contained in three separate memory modules – alone, they are useless, but when combined they form a complete record of Six's memories. Were he to recover them, Six would not only have access to his prodigious scientific talents but would regain his hatred for the State. This is a scenario to be avoided at all costs.
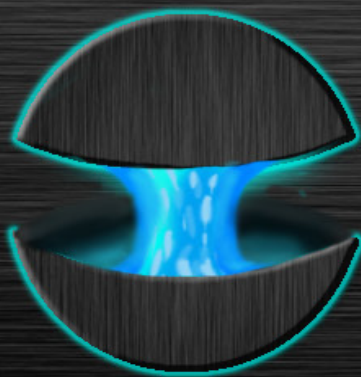
ENVIRONMENTAL ASSEMBLY SYSTEM

Utilizing the latest nanotechnological breakthroughs, the Environmental Assembly System (colloquially referred to by project staff as the "level editor") allows additional rooms to be rapidly assembled, further impeding Six's escape.

Press F12 to access the level editor. Rooms can be loaded or saved via the File menu, and their properties set via Edit.

Add objects using the Add tab. Objects can be either static (immovable crates) or dynamic (movable crates, robots, etc.); dynamic objects have various parameters that must be set. Left-click a location in the game window to place the object there.

To move or edit an object, switch to the appropriate tab and click the object in the game window. You may also right-click an object to delete it.
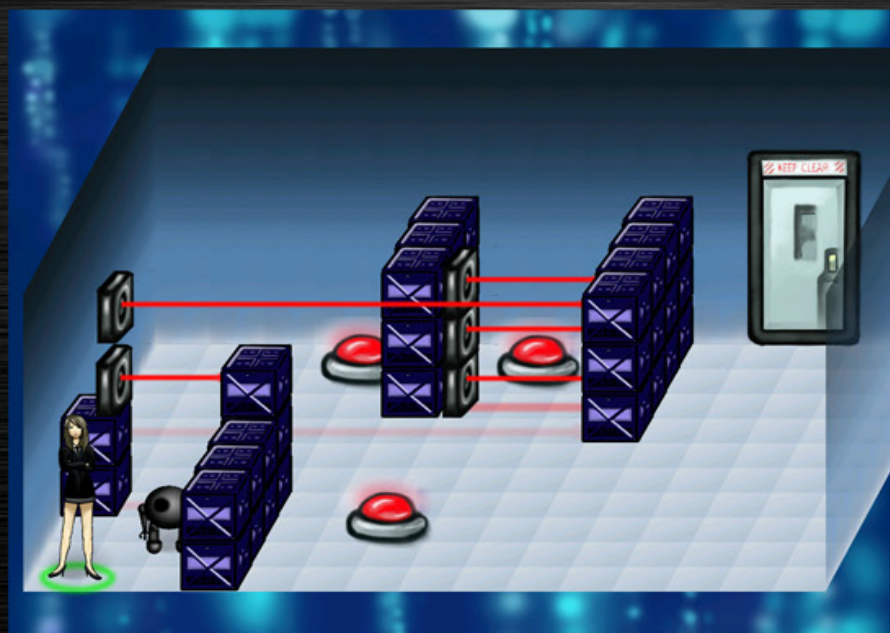
PROJECT CONTRIBUTORS
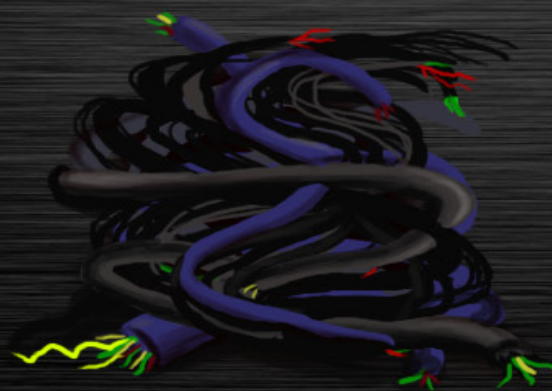
Cooper Bills:
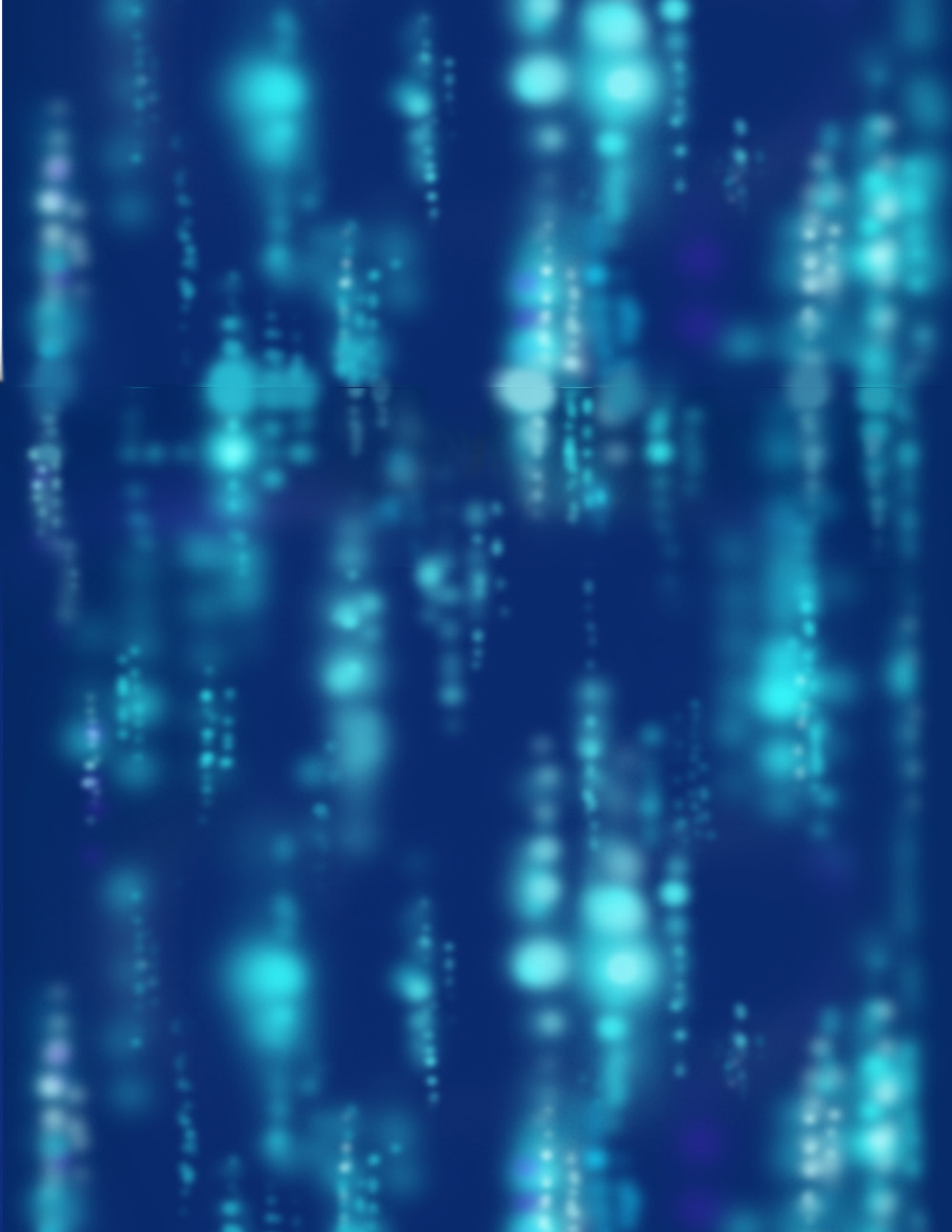Programming lead

Kent Haeger:
Programming, story

Rohan Sharma:
Programming

Elena Yang:
Programming

Jirui Qin:
Art lead

Eric Becker:
Art, music

ASCENSION6.COM