

There is a common adage with gamers that goes, “I am a gamer. Not because I don’t have a life, but because I choose to have many.” As technology advances further, this becomes even more true. In the future, people will be able to indeed be able to live multiple lives as the game will take place inside their brain.

No matter if you want to go to Hogwarts, swing a lightsaber, or explore Lothlórien, you can now do it with The Device. The Device looks similar to a sweatband but is made of a black, silky material with a strangely metallic lustre. One must make sure that they are either sitting or lying down when they put it on as it will shut down all non-vital bodily functions. Don’t worry though, there are several failsafes to prevent one from dying. If the body is not receiving enough oxygen, The Device will force the body to shift its position to allow for better oxygen intake. Additionally, if the body is beginning to run low on nutrients, The Device will first offer a warning to the user, telling them that they will be forcefully disconnected soon, then, once the body’s nutrient levels hit a certain threshold, disconnects the user from the simulation.

When the user first puts on The Device, at first, everything goes dark. Then, a console appears in the player’s vision. “What would like to do?” types itself out. If the player tries to respond in words, the console says, “Don’t bother with words, I just needed to get you thinking along the right track.” The player’s vision then warps, and they are in the story. The only knowledge they have outside of what belongs in that world is how to change options and how to leave.

The Device will construct the story from the player’s memory of the story and world, as well as a database of memories from other players. This massive database allows The Device to create massive worlds full of intricate detail. It helps that The Device only has to deal with reading and writing to the brain and network calls. The actual processing, that is done in the brain itself.