

Pandemonium



A. Scott

A "Her TV" Novel

Reluctant Press TV/TS Publishers

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Pandemonium

by A. Scott

Death Rides a Computer: Creating the perfect Hell

“Simplicity is the key to this game,” George said as he looked at his programming staff. “It should be designed to be disarmingly simple, yet complex enough to keep the more experienced adult user entertained and busy.

“To protect ourselves and weed out the teenagers and children who might happen upon it, we need to perfect a filter. How we do it? I leave that aspect up to you and I am sure that it will be tasteful and blunt.

“Once the adults are in and active, they should be sucked into it and hooked on anything we throw at them or they encounter in the future.

“Allow the person to design an avatar for themselves. Failing that we will provide a default avatar for each player and surprise them by how they appear in the game. Should they want to design their own character, we should give them the freedom to create a physical representation of who they are, or who they would like to be.

“Once created, the avatar will be able to follow them throughout the entire maturation process, or as long as they are in the game. I envision the avatar to be like the ‘Picture of Dorian Gray’. It will be allowed to morph into the new person they have become while they themselves are untouched by their nefarious activities. These characteristics should reflect their activities and the adventures they choose to take part in.

“Time and exposure will reflect their current appearance and attitude.

“As I see it, no player will go unscathed. The gaming environment should be like a predatory animal in that it will leave its mark upon everyone and anyone who dares to enter the evil and deleterious environment of our alternate universe/spacial displacement zones. It will leave scars on the living and the dead.

“This platform will be the foundation for many generations of new gaming adventures that will allow our players to develop their dark and sinful insidiousness which will grow and fester, infecting millions in the process.

“This will be a game changer for the adult industry. We will be a world player, no, interstellar player in the adult gaming community.

“I expect that as you perfect and develop this platform to the next level of human interaction you will allow it to be expandable forever.

“As I see it, the platform will allow us to build an evil empire that will make millions, if not billions and that it will infect millions of people, disrupting their normal everyday activities. I will be able to alter the world and its moral structure. I will be like a God, able to create and destroy at will.

“As the individual and society becomes comfortable with the sinister nature of the evil empire, they will want to move into darker realms of my creation.

“You, my dark dreamers, will program a gateway to the evil empire, to Hell with everyone indulging in every known sexual indulgence and arrogance.

“It will eventually become the standard engine moving the porn industry into the 23rd century. I will become a premiere exporter of sexual delights throughout the solar system.

“As an interactive multi-user game platform we need to have a fast system that is secure and dependable. We could utilize the AIs from the spaceship for the testing phase but after that it will be up to the user/participant to secure their own router and WiFi system to link their computers to our mainframe. To unleash an AI on the unsuspecting public would be an insane act, also I have been told that the alien AIs are very independent and have been difficult to control in the past so we will only use them in the testing phase and as the main frame link. Without controls they would be able to create their own power base and sphere of influence that would create a spider web of users under their control and guidance.

“We need to make sure that they will not develop a Napoleonic empire so that the player would be free from their tyranny.

I want it abundantly clear that privacy will not be an issue here as they are entering a virtual world, a no-holds-barred, free fire zone where users/players will be able to interact with them without interference and they in turn will be able to interact with them, or not, as they so desire.

“Think of this as an adult comic book where adults are able to create a world where anything can happen and and just might if they want it to.

“I suspect this program could even affect their real world activities where they live and breathe.

“I envision this world to be a giant playground for adults to think they are able to act out impossible situations using avatars with limited risk to themselves. No

one gets hurt because it is not real, any of it. In this they will be wrong.

“The reality is that they are playing for much higher stakes, that is their souls. I will own them body and soul. They will be mixing with others like themselves, real people, who are looking to extract as much as they can to achieve their goals and aspirations.

“When it comes to money, I expect to extract our share of every dollar spent in the game. The individual player will need it to buy from our stores and interact with their fellow players. The stores and shops in our world will be as real as any that exist in the ‘real’ world.

“Let me make it abundantly clear that privacy will not be an issue here, as everyone entering my virtual world will be free agents entering into the unknown with dangers and adventures most of them had only dreamed of in their darkest hours. They will be able to experience the most obscene adventures they can create. They will expose themselves to very dangerous situations and situations that could very well have them jailed in their hometowns.

“We don’t want the public to think we don’t care about the safety of our users. I want to have a safe environment where no one will be forced to participate in any activity that they find offensive. They will have the ability to opt out at any time. What they don’t know is that just being in the game’s environment will affect them, forcing them to go deeper and risk more to feed their ever-increasing need for pleasure and stimulation.

“There will always be those individuals that will not take no for an answer and force the issue. In that case, the offended party has no one to blame but themselves. They knew what they are getting into when they entered the City. They must be willing to take the good with the bad when they start to play.”

“I am going to assume that there will be some spillover into their real world activities, and there is a very good chance that it will affect the interpersonal lives of the testers and players alike. That should not be our concern

as we develop this phase of the project. What they do with the program and how it affects their personal lives will not be our concern as you work on your design. Is that understood?”

As one, the assembled developers said, “Yes Sir.”

“Virtual stores and shops in the city will offer them anything they will need to have fun in this new world. We will be responsive to the needs of the player. If that means that we will need to have real brick and mortar stores to supply the actual shoe or dress they see in the Sin City Complex, I am sure we will be able to fill that need when the time comes. I have big dreams and I expect tremendous returns as a result.

“This is a huge task and I know I am asking the nearly impossible from you. I know you can deliver the product. Good luck. I will see you in a week from now to see how you are coming along.”

Four Weeks Later

George looked across the table at the haggard workers. “You look very tired. Have I asked the impossible?”

Sue Forgetmenot looked at her fellow programmers, then at her boss, and said, “You gave us a very difficult task. We have produced the alpha and beta test platforms. We were able create a complex interface matrix capable of uniting the multifaceted environments and the interactive user interface as a seamless platform. It will create a real place where three-dimensional players, avatars, will be linked to the participant by biofeedback means. As a result, they will have access to all the physical sensations and emotional stimuli taking place within the game.

“The game will create the three-dimensional world they asked for and it will provide the user/player a playground within which to indulge their deleterious interests to their heart’s delight.

“As for the test subjects, we brought in three thousand college students and they proved to be enthusiastic players.

“We have had hackers invade the initial development of the game. I believe that we have contained them for the time being but I think it would be good to allow them to participate in the testing program, at least on the low-powered version. They should not be allowed to interact with the AIs at any time.

“It seems that we have met the devil and in most cases the AIs came out on top. We found that the AIs, when confronted, will prove supreme. I fear that their combined strength may overcome us some day.

“Our interactions with artificial intelligence systems proved to be dangerous to anyone involved in the development of the platform and we believe that the general public would also be endangered.

“We ran into AIs that were a little off; more than one attempted to run amok and destroy the platform. This phase of the development has proven that an AI could create its own personal playground and their own form of tyranny controlling anyone or anything it would come into contact with. I found this out the hard way.

“The AI I got was a bitch. She ran rings around me. Soon I found that I was being twisted into something I didn’t want to be and had no control over.

“She was able to provide a path to her hell hole that I couldn’t stay away from. I was hooked and I wanted more. Even when I was excluded from the platform, I wanted to go back in and play. Even though I was damaged, I wanted to go even deeper.

“Even though I was an interloper into this strange environment, I found I needed Sin City more than I did real human interaction.”

“It’s true that not all the programmers suffered my fate but many of them are suffering from psych issues which

followed them after they were finished with their part of the project.

“According to your mandate, this game is extremely addictive in nature. One need only play it once and they will be brought back to it over and over. They will have no choice but to follow its call.

“During the initial phase we introduced it to our sample group of experienced gamers and college students paid to play the game. They seemed to enjoy the first game but as they played with the game, we had to cut them off cold turkey.

“When cut off, they suffered like nothing I have ever seen in my existence on this earth.

“An important thing you need to know is that we were infiltrated by some powerful individuals. There was at least one international crime syndicate that attempted to intrude into this phase of this platform.

“Follow up proved that more than one group was very interested in the prurient nature of the game and how it could be used to program new sex workers into the trade.

“When contacted, they insisted that they get dibs on the final product. They have offered us millions up front so they could have a powerful tool in their trade. That might be something to explore in the future.

“Boss, if you are not careful, you will be offering this scum a platform to produce millions of prostitutes for them. I suggest you inform the government and let them handle this aspect of the research.

“Also, the project had a severe attrition rate on our programmers. They were sucked into the game and its philosophy. It was as if an evil controlled the final results of their final product. They had to drop out from the project because of the drain upon their social and personal lives.

“Look at me, I’m a mess. I used to be sensible and care about what I looked like. My family always came first but now it is all I can do to try to escape my ever-growing need

for sexual activity in any form. I have been possessed and changed into a ditsy blond committed to a life of sexual excesses and uncontrolled urges.

“Those 3-D glasses were a bitch and once you put them on, nanites rushed to your brain to open the visual cortex to the game’s output no matter where you are or are doing at the time. They are able to form a bridge to your brain and link it to the computer no matter where you are or what you are doing. There is no middle man in this case. It’s two-way communication between the computer and your brain.

“I find this aspect of the current system very dangerous if you are driving or just shopping with your children.

“I had a meltdown at the store. People looked at me as if I was crazy. I was so ashamed but the event was so real I could not ignore it.

“An interesting note: we found that up to ten individuals could participate as a group in one session of the game. We hadn’t anticipated that. It is like a sex party gone wild.

She paused for a moment, then continued. “Did you know you would look yummy naked? I could just eat you.”

“No, I did not.” her superior responded. “As for the latter, you are welcome to stay behind after the meeting and we will discuss it.

“I would like that, boss, thanks,” the young woman replied, against her own will.

“Anyone else have anything to add to the comments already stated?”

After a moment’s silence, he continued. “Hearing none, I find that the program is ready for the qualified Bata testers we have to evaluate what you have developed. Thank you for all your hard work.



“Legal, make anyone involved with this product knows what they are getting into before they accept the project. Include the criminal group in your testing program. Perhaps they will provide insight in to the improvement of the format. If a few are in the sex trade, that would be OK. Their money could come in handy sometime in the future. Do not assign them the AI units. I believe that might cause problems should the legal authorities get wind of the potential for harm to society.”

“Sue, join me under the table, will you? I could use some relief about now.”

Sue stood up in her miniskirt and see-through blouse, walked around the table and crawled under the table. Everyone in the room heard sounds emanating and saw a pleased look came across their boss' face. When Sue had completed her task, he said, “Thank you, you may return to your seat, Sue.”

She emerged from below the table with a smile on her face.

“Sue, what are you?”

“I am your slut, sir, willing to do what you want, whenever you want.”

“Why is that, Sue?”

“I was trained by the best to be the Number One primo cock sucker in Sin City.

“That’s good to hear, now take off your top. Did you know your tits are very beautiful?”

“Thanks, I have a doctor who spent hours on them.”

Domestic Bliss Back to the Grand Stone

Red sky in morning, Sailor take warning...

Monday started in its normal manner for David Wilson. “Morning, Margaret,” he said as he entered his office. He brought up his itinerary for the rest of the week when Margaret, his secretary of twenty years, walked in and sat down across from him.

David looked at her and said, “You look like you ate a sour lemon, what’s wrong?”

“He’s at it again.”

“Who is at it again?” responded David

“George William, that’s who.”

“That’s why he was so happy this morning,” he said, “What did he do this time?”

“You know that new hire, the blond twenty-something that he brought on last week, well, he cowed her and took advantage of her. He did unspeakable things to her and now she’s scared to death of him. This was her first position and all. She couldn’t say no to him.

“David, this is the third time this year. The last one cost us three hundred thousand up front. Human Resources is hard-pressed to keep him supplied with his female distractions.”

David looked at her, poured himself a cup of coffee and thoughtfully said, “I know he’s a pain in the ass but we started the company together twenty years ago. It’s hard to discipline a friend. Don’t forget he is in the running for CEO. Management likes him and he had high sales the last three quarters.”

“Would you have a sexual lawsuit on your hands, David.”

“I’ll talk to him later and bring him in line. Is that OK?”

“It will be like talking to a brick wall and you know it.”

“I realize that. I would like to see the lady in question after lunch. I hope I can assure her that not all men are

ogres and convince her that her job is not on the line. Where is she now?"

"Strangely, April wanted to return to George's office this morning. Why, I don't know. Your guess is as good as mine on this one. She will be here at 1 PM for all the good it will do.

"You're the Boss, David, but I think George went over the line this time. You are going to have to do something drastic. If you don't, he will bring this company down in a heartbeat. David, you know I have only our best interests at heart on this one, don't you?" she said in a motherly tone as she always did when dealing with tough topics.

"Yes I do. I will try, that's all I can do, OK?"

"We will see. That's all I will say about it for the time being, David. We go way back and I don't want you and Suzanne hurt."

Domestic Duties

Suzanne Wilson awoke with a start. "It's Saturday, beloved. Where are you going so early?"

"I have an 8 AM tee time with George this morning, Love."

"Great, now I have to walk the dog in addition to taking care of the kids."

"It can't be avoided, Suzanne. George is at again."

"Will he ever learn, David? He is a lecherous fiend, a danger to anything in skirts. Anyway, have a great day, I love you."

Suzanne drifted off to sleep once again. The sun woke her up and she went into the bathroom.