

The Blind Spot (Intelligence Scaling Doc)

This series of documents will showcase the intelligence feats of characters within The Blind Spot. The characters I will be going over are going to be Vexl1nar4731, the Entity, Null and John E. Hostetler as those seem to be the characters to actually have feats within this universe. The first character will be Vexl1nar4731.

The Blind Spot is a 5-part story created by [redacted] so yea all the feats that I will be going through here for each character will be from all 5 parts.

(Note: If a feat has all the sub-categories of a category applicable, I will just write that category)

Here are all the 5 parts, for potentially your own analysis (so you can correct my assessments if necessary):

The Blind Spot

The Blind Spot (Part 2)

The Blind Spot (Part 3)

The Blind Spot (Part 4)

The Blind Spot (Part 5) (End)

Vexl1nar4731



The Creation of Voxelia

Vexl1nar4731 from the ages of 16 to 19, so 3 years, spent time creating the Roblox game Voxelia all by himself. What does Voxelia entail? Well, it is a very massive world (Earth-sized) and features many biomes and it is so detailed that there are analogues to Dallol, Ethiopia and Socotra, Yemen found throughout the map. It has an equal ratio of ocean to land and also features a sandbox aspect: You mine for resources and it features the entire periodic table of elements that occur naturally when he first made it. There are also dungeons, animals, mobs, mythical/legendary creatures. Also, the game features progression, you get armour, you get weapons etc.

The game also features space exploration: You can make a spaceship with a lot of materials you mine, the materials being similar to how you make real spaceships and you can explore the Moon, which has resources on lunar craters, but is relatively boring like our own Moon. It

also has Venus and Jupiter counterparts which are meant to be like the hellish and heavenly worlds of this game. It also has the heavenly world being far bigger than the Earthly world and also has the hellish world being the same size as the earthly world, sort of similar to real life.

Not only that, the game also features modern weaponry in addition to simple weapons and armour ala Minecraft. Keep in mind, the game is singleplayer, so only one player can be on a server and keep in mind it is on Roblox, despite its vast detail. Immediately upon release, the game surged in popularity and well at the beginning of the story, it has over 100 000 players, which shows how successful it is and the ability of Vex to understand what would get people to play his game.

(FRI, VSI, WMI, Abstract Reasoning, Inductive Reasoning, Intuition, Mental Fortitude, Cognitive Discipline, Emotional Understanding, Social Awareness, Anticipation, Perception, Planning, Decision-Making)

Noticing the Entity for the First Time

As Vex was walking down through a maze while playing his game Voxelia, he noticed only for like a second at best, since he had walked away and only told of him having seen something odd after exiting the maze. What he saw was a slightly different shade of grey on just a single line of the maze's wall.

Knowing something was off about his game, him knowing 100% that a single line was not meant to be different, he checks the server list and notices that there is no one. That is normal since it is meant to be singleplayer. He then goes to Roblox Studio to change it but cannot, thus realizing it is at the level of the code. When he scrolls through the code, it does not appear like he noticed anything, but he then says that something changed and it was likely a subtle thing, as it is remarked that whatever did this was good at hiding.

(VSI, PSI, Perception, FRI, Observation, WMI, Inductive Reasoning, Abductive Reasoning, Abstract Reasoning, Mental Fortitude)

Lua Interpreter Trap

Wanting to test whether this entity is just a hacker or is something much deeper, like a fundamental glitch or code, that is sentient. He undoes the changes that the Entity does, but he knows that he will not be available 24/7 to watch over his game in case the Entity decides to mess with it.

So Vexl1nar4731 decides to set up a detector, which has the role of detecting changes to his game's code. He knows not to do it within the game code of the game because if it is a hacker, said hacker can just mess with it. As such, he sets it up outside of his game's code. He knows that if the entity were to be living within the computer code itself, like just the computer in general, it would have access to the detector and nullify it still.

As a back up to his Lua Interpreter, he also creates his own local script and encodes all the logic into a mesh. He is doing this to 100% eliminate the concept of it being a hacker if it is actually an entity, cuz he knows that a hacker just would not be able to overcome this code detector, due to how complex it is, however something living in his computer would be able to because it sees the fundamental data, plus a hacker would have no knowledge that such a code detector is made, while something that is inside his computer would.

When he checks the detector, it seems like it detected the right sort of changes, but when he compares the game code, looking really carefully, he notices that the detector detected changes but the wrong sort of changes. In Vex's eyes this is bad news because he did not confront a hacker, but rather he confronted or is confronting a sentient digital entity and while the Entity tried to be subtle about it, Vex still managed to detect it.

(Abductive Reasoning, Planning, Strategy, Trap Setting, Foresight, FRI, WMI, VSI, Learning Capacity, Mental Fortitude, Cognitive Discipline, Stress Tolerance)

Python Code Observation Feat

Vexl1nar4731 managed to observe that the Entity was in his school computer just by the fact that while he was making a Python program after school, it took him a bit too long, like a millisecond too long, even though the time it took for it was basically within normal parameters. At first, he did not believe it entirely because he was tired or too focused, but he never ruled it out. But when he notices a sudden lag spike in his game and the Youtuber Bundun suddenly going through the planet as a result of the Entity's attempts to ruin Voxelia, he concludes that it is the Entity that was behind his code being unnoticeably slower.

(WMI, FRI, Perception, Observation, Abductive Reasoning, Stress Tolerance, Cognitive Discipline, Learning Capacity, Inductive Reasoning, Abstract Reasoning)

Intranet Trap

Vexl1nar4731 realizes that he will never be able to go toe to toe with the Entity in raw intellect, so he decides to tap into what makes him human. The setbacks, the unpredictability of humans in the eyes of machines and his realization that despite the fact that the Entity's mind is far more powerful than his is, he has a human element that it can never have. In addition to this, he also knows the Entity is not confined to his home computer, because of what he had done after school with the whole Python code. So with this information, he comes up with an idea.

That idea is to have the code detector be on a separate computer and not just any computer, but an intranet, a local network, completely isolated from the others, reasoning that the Entity cannot be inside such a network by its very nature. As such, Vexl1nar4731 spends almost a day building a computer that functions based on an intranet and he also makes sure to buy components through offline means (using cash, buying components physically from stores etc.), so as to not alarm the Entity in any way, because it does not have access to the offline.

Meanwhile, he also spends time creating a .bin file on his regular computer, which he does not always update, like only sporadically at irregular intervals of time, so as to make the Entity not fall for any tricks. The script looks unconventional, nothing like an actual code detector, even though it is, so the Entity cannot assume much from it. When he finishes up both the intranet and the .bin file by the end of that day, he decides to begin the transfer process that will happen completely irregularly, like at irregular time intervals, switching from USBs to SSDs and SD cards at will, not in any specific order or time interval. Eventually, he finally finishes the transfer of the code detector into the Intranet and immediately deletes the .bin file from his regular computer, leaving it only on the Intranet, for he has everything he needs to make the code detector on it already, even if it is on an intranet.

When he goes to check, the Entity has not changed or messed with the code at all. Vex decides to check the code very deeply and plays the game to spot changes, yet he still does not see anything, so the only thing he can conclude now is that the Entity is not changing the code because it knows it will be detected and it will not be able to do anything about it, however it realized it too late, since the detector is already on the Intranet, outside of its reach.

(FRI, WMI, VSI, Trap Setting, Strategy, Planning, Foresight, Deception, Manipulation, Adversity Capacity, Intuition, Decision-Making)

STVDY Feat

When Vexl1nar4731 returns home from school, he decides to open up his computer and watch some Youtube videos, but for a very short amount of time, like very briefly, most likely less than a second, his screen flickered and when he thinks about it, he knows that this is the Entity that has done this, but besides that he is able to make out the fact that it is a morse code and manages to reconstruct it by writing down the morse code on a piece of paper and when he decodes said morse code he gets the word STVDY.

(WMI, PSI, Intuition, Perception, Observation, Abductive Reasoning, Abstract Reasoning, Logical Reasoning)

Testing the Entity

After the flickering, Vexl1nar decides to confront the Entity. To do that, he opens up Notepad and types “Reply if you can read this” and immediately opens up Task Manager using Ctrl+Shift+Esc, knowing it would not reply in an obvious way. He uses that strategy so that he can very quickly see the response and well do so in time and through this he notices a brief spike in memory on Google Chrome and despite the fact it seems within normal parameters, Vex realizes that it is not a regular spike but rather an entity-induced spike. He knows this works as while the Notepad works without Wi-Fi, it is still a part of the computer, so the Entity can see stuff from it.

He then grabs a stopwatch and writes down on the Notepad: “If you can read this, create

one tiny memory spike in the next 10 seconds.” He accepts an error of 2 seconds, given the time he started the stopwatch, but Vex does not notice any response from the Entity even though he carefully looked at the Task Manager.

He then tells the Entity to move within 10 seconds the cursor to the top left, which it does. However without Vex seeing it also messed up with the RGB and caused a memory spike in Java. However, this is not the end of Vex’s test.

He opens up Notepad++ and decides to write an HTML and through it he is communicating with the Entity, creating texts and buttons along the way. He wants to see through this whether the Entity can respond, whether it interacts with this test, he is trying to see how subtle it can be, however he does not have more time to continue and leaves this as it is.

(FRI, WMI, Reasoning, Perception, Observation, Intuition, Stress Tolerance, Cognitive Discipline, Logical Prediction, Decision-Making, Foresight)

Breathe if Prime Creation

Inspired by Carykh’s video about the concept of a game where your head is submerged underwater and you can only breathe if a prime number of time (seconds) has passed, Vex decided to make a Roblox game. He creates this game during the 1 hour lunch break all by himself. This game works the exact same way as Carykh’s video, but well the game had a system where your lung capacity would increase the more rounds of this you played. You would start from 15 seconds and you could get to absurd numbers like for example 1470 seconds. You would lose the game if you ran out of lung capacity or if you got your head out at a non-prime number. Not only did he do it in 1 hour, but he was also eating and he was doing it at school.

(FRI, WMI, PSI, Planning, Reasoning, Stress Tolerance, Learning Capacity)

Art of War Feat

After school, he goes to the library and buys the Art of War and when he goes back home he reads all 288 pages in just 4 hours. He also intentionally chose to buy it physically and not digitally so that the Entity would not suspect he is trying to do something, he is clouding information from the Entity through this, using this book not just to read it for fun but also to learn from it, explaining the long time it took him to read it.

Through it, he gets an idea. He decides to insert cryptic messages: They are written in Latin, variations of Lorem ipsum, but they are not exactly Latin. He is trying to induce an uncanny valley feeling into the Entity. It looks like something real, but it is not. He inserts these messages into his newest game, obviously not visible within the BiP game, only the code only he can see. Plus at the same time he is doing this, he adds UI updates to Breathe if Prime. He also decided to increase the limit of primes all the way to the number equivalent to the 32-bit integer limit.

He is doing this because of the Sun Tzu quote: The whole secret lies in confusing the enemy, so that he cannot fathom the real intent. He is basically making the Entity think he has gone mad or he is just out of options, but in fact he is pulling a uno reverse card, by being cryptic towards the Entity just like how it has been cryptic towards him. He is playing the Entity's own game. Which seems to have worked as when the Entity saw those cryptic texts, it did not know how to react, he was getting it to think and when Vex looked at the Task Manager the memory began to spike.

(FRI, WMI, VCI, Deception, Foresight, Planning, Manipulation, Intuition, Adversity Capacity)

Prime Numbers Feat

Vexl1nar4731 decides to play his own game for 30 minutes quickly progressing through it, getting it from 15 seconds to 3 minutes. When he died, after his 3 minutes of lung capacity ran out, he was at the number 17.501.707 and he only died because his lung capacity ran out, not because he guessed the wrong prime numbers.

It is also implied that Vex has the Sieve of Eratosthenes up to very large numbers inside his mind, according to narrative statements. He also implemented changes to the game's clock so as to make the game more playable and more fast-paced, so that it would not take that long of a time, so when he got that far, he did it on a much faster clock than a real life clock. However, the Sieve of Eratosthenes is likely not enough so he had to either do guess work, very quick mental math or he somehow had them memorized and could apply that memory despite the very fast reactions required.

He then boosts the clock even more in Roblox studio, not to add it to the game, but to see if the game has been tampered with by the Entity and he notices right near the 2^31-1 area, right near the area where the 32-bit integer limit is, a prime that is not actually a prime. He does not look it up to see if it matches or not, he looks at it and notices that it is not a prime and that it is off by 1 from the actual value of the prime. Given how there are 105.097.565 prime numbers up to that Mersenne prime, the fact he noticed a prime right near it suggests it could be him noticing that 2.147.483.629 was altered by 1.

So yea, Vex would have had to know just from looking at it that it was not the right prime number and not only that he knew which was the right prime number from the fake prime number despite the very high value of it, in the billions. Knowing mentally that such a large number is prime cannot work with just pure guess work, so he likely had to either somehow remember it, immediately make the math in his mind to prove it is prime or he somehow got lucky, which is very unlikely.

(FRI, WMI, PSI, Reasoning, Perception, Observation, Intuition, Logical Prediction)

Neural Network Detector Feat

Looking more deeply into that Sun Tzu quote All War is Deception, he comes up with an

idea. He decides to use his game Breathe if Prime in order to mask the creation of a neural network that will sort of track the Entity's actions on his computer. He is making it in such a way that when it is masked, even the Entity will say that he is just updating the game or doing something predictable, when in fact he is not. Basically, he is not hiding the code, he is hiding its meaning. The Entity cannot know of this because the Entity can only see the computer data, not the human mind behind the data..

The neural network, without the Entity's knowledge, will basically register everything and thus track it down to its very core. Oh and it also cannot know it being encrypted because it cannot know if there is encryption going on or not.

When he has it on for a bit, he makes major discoveries about the Entity because it is tracked at every moment such as the fact that it cannot understand stuff past what the Internet shows and well he is able to practically show why his Lua interpreter was still attacked by the Entity, despite how encrypted it was. In addition to this, he notices that the Entity reacts to intention and not just noise. The fact the Entity thinks he is making updates means it is thinking Vex has some sort of intention. It is not just seeing random noise.

Through this, he basically manages to track the Entity's actions on his computer and the Entity fails to detect it. He now has full knowledge on its limitations and how it behaves.

(FRI, WMI, Reasoning, Planning, Strategy, Trap Setting, Decision-Making, Deception, Foresight, Manipulation, Adversity Capacity, Intuition)

Exam Learning Feat

Vexl1nar4731, knowing he has an important university exam in Computer Networks & Protocols coming in just 3 days, decides to begin learning a lot. Not only will it help him take a break from the Entity but it will also further guarantee his chances at getting a perfect score. He does not want a foggy mind when it comes to the exam material.

To do this, he compresses OSI models into causal roles, turning it into a stack of responsibilities and not labels, decomposing the problem so that it is easier to learn. He also takes TCP and UDP to map it out to stuff he likes, like gaming and he also philosophically reframes them for a better understanding.

He imagines that he is a hacker when it comes to studying firewalls, further immersing himself in the material and as such the information becomes easier to absorb and even uses his fight against the Entity to memorize these concepts and through this he learns the entire exam material to perfection in just 3 days, with resting, sleeping, eating etc. accounted for.

When he has the exam in front of him, he solves it in just 1 hour, ⅓ of the allotted time given of 3 hours, despite the complexity of it. He has to stay 30 more minutes until he can actually legally leave half-way through the exam. When he received the exam results, he was not surprised to know he got a perfect score, meaning he did not get anything wrong.

(FRI, PSI, WMI, VCI, Reasoning, Planning, Learning Capacity, Cognitive Discipline)

Binary Code Feat

Noticing the neural network still not detecting anything, like no changes in the behavior of the Entity, he is starting to suspect that it is not just it being inactive, but that it is intentionally trying to hide, meaning that maybe it has figured out how his neural network functions. The code detector also shows no changes to his game Voxelia.

He writes down on paper a message and he then manually, on paper, transforms it into ASCII and then he transforms it into binary. To save his time, he decides to only use uppercase letters, because they are only from 65-90 and he does this only in 15 minutes, despite the length of the message, as shown here:

01001110 01001111 00100000 01010011 01011001 01010011 01010100 01000101 01001101 00100000 01001001 01010011 00100000 01000011 01001111 01001101 01010000 01001100 01000101 01010100 01000101 00100000 01010111 01001001 01010100 01001000 01001111 01010101 01010100 00100000 01000001 01001110 00100000 01001001 01001110 01010100 01000101 01010010 01000110 01000001 01000011 01000101 00101110

He is framing it as another trap for the Entity, if he sees a response, aka a change in the Entity's behavior, due to the confusing nature of this message. Even if the Entity somehow does not respond despite how uncanny/confusing it seems, it does not eliminate in Vex's eyes the fact that it could still just be hiding, despite how well it manages to conceal itself.

Even though it does not work, he is still able to deduce that the Entity is getting smarter and does not discard the idea that it could just be hiding.

(FRI, PSI, WMI, Logical Reasoning, Abductive Reasoning, Cognitive Discipline, Mental Fortitude, Intuition, Planning)

Desynchronization Reasoning Feat

A year after his third year final exam, now in his 4th and final year at university, sees on social media news about this mass, unexplainable desynchronization that happened on government websites and systems. He immediately rules out government bureaucracy, the official narrative given by the government to the people, being able to detect from little he can see that this cannot just be government bureaucracy but rather an actual mass-attack. He suspects from the get go that the Entity is behind this or at least someone controlled by the Entity, but if he tells people about it, he might be deemed a lunatic.

So when he writes a letter to the police he tells them in detail about the government bureaucracy and its failures not being behind this, but rather it being a very powerful hacking. He does not mention the Entity, but rather just says that it is a very skilled hacker.

(FRI, VCI, Observation, Abductive Reasoning, Logical Reasoning, Planning, Decision-Making, Information Control, Social Awareness, Social Management,

Self-Management, Cognitive Discipline, Stress Tolerance, Intuition)

Narrowing Null Down Feat

When Vexl1nar4731 sees the message in Japanese made by Null, it feels odd to him, because he thought it was simple and that it did not come from a native Japanese speaker and thus someone from Japan, even though the task force was now looking exclusively at Japan.

As such, Vex decided to open up an old Japanese book he had back when he was 15, so 7 years ago at this point in the story and when he picks it up and looks at it he notices that Null intentionally chose a short phrase so that he does not sound like an amateur and it sounds like it was made with Google Translator and not how like how a fluent Japanese person would speak and from this he concludes Null is doing this to lead the authorities on the wrong track.

When his final end of university exams come, like the exam that will finally end his university years, he still gets 90/100 despite not having learned at all for them. He still gets an A and he also got a perfect score on his thesis and he only prepared it for like a day beforehand.

Finished with the university exam, he believed that behind the desynchronization was the Entity or Null controlled by the Entity, either way he believes that the hacking is so elaborate that the Entity had to have been behind it. He is also certain that the Entity will not end with this attack if Null is caught. This allows him to figure out that Nura Okakura is not Null because the Entity did not respond to this in any meaningful way. He also believes that the Entity did this whole Null case thing in order to trick humanity and make them breathe a sigh of relief so that it can strike when they are least prepared, ala the Art of War.

This is then where the narrowing down begins. He automatically knows that it has to be a tech-centric country. Basically, the hacker has to come from a country that has very advanced technology and thus a very advanced IT sector to be able to have the programming/hacker skills to pull this off, so he narrows it down to just 6 countries from 195 countries. He is left with China, USA, Singapore, Taiwan, South Korea and Israel. Obviously, Japan was eliminated when he realized Nura was not the hacker, nor was anyone from Japan since they failed to find anyone that fit Null in months.

He would then eliminate the Asian countries because he thinks that an Asian would put a higher effort into sounding fluent in Japanese alongside the fact that their Japanese would just be better by proximity to Japan, knowing that Japanese has a lot of Chinese influences and thus are similar, same with Japanese and Korean being similar. In his eyes, it is like a German making a greater effort to be fluent in French than in Swahili, because French is closer to German than Swahili is.

Through this he eliminates the Asian countries and just remains with the USA and Israel, however knowing that Americans tend to be more arrogant. Okay, he knows stereotyping people is not nice, but he has no other option. Like only an American would make such an effort to sound fluent in a distant language, either out of arrogance or to just lead them very

far away. There is a smaller chance for an Israeli to do this in his eyes.

But he is not done with the narrowing down, because while he knows now that Null is from the United States, the USA is very big and thus he has to narrow it down further and he does to 6 areas within the USA: LA metro area, SF metro area, Texas Triangle, NYC, Massachusetts and Chicago. Those are the areas he reasonably expects Null to be in based on everything. He then also proceeds to write down this line of reasoning, because it might come in handy later.

(VCI, WMI, Reasoning, Cognitive Discipline, Learning Capacity, Social Awareness, Social Management, Anticipation, Information Control, Misdirection Detection, Logical Prediction, Planning, Decision-Making)

German Forum Message Reasoning Feat

When Vexl1nar4731 finally analyzes that German message in the forum he notices that it is a bit too perfect, like it is too good. He knows that Null's Japanese was not that good, so he likely just is not that much into language learning, yet his German is basically native-level. He knows it is perfect cuz he consulted many translators beforehand. He also used advanced vocabulary, which suggests native level and he also concludes it is Standard German from Germany, so not Switzerland or Austria.

However, Vex knows Null to be American and him being German would seemingly make his prediction wrong, but his prediction was sound in his own eyes, but the perfection of the German text does make him wonder something. The real maker of it. And from that perfection he concludes that it was the Entity who made it and not Null.

The Entity is pretending to be Null so that it can continue to misdirect the authorities with this Null Case so that the government does not focus on the latest attack that has seemingly made websites orderly, an attack which took the governments a while to notice because it was an ordering, it was much more subtle than the desynchronization attack the Entity did. Through this, he has managed to figure out which one is done by Null and which one is done by the Entity and this has helped him conclude that Null is separate from the Entity and that it is under the Entity's control, due to the fact Null is pulling off very advanced stuff for a human and has managed to hide its tracks really well.

(VCI, WMI, FRI, Reasoning, Perception, Observation, Logical Prediction, Strategy, Misdirection Detection, Information Control, Anticipation, Intuition, Social Awareness, Social Management, Cognitive Discipline)

Finding Null Feat

After being unable to find Null, he is left at an impasse, unsure of what to do. He looks at that Japanese forum message once more but after some time he is able to figure out something. Of course, he knows it is not perfect, but what he actually does figure out after a while is that he can extract the IP address of the messenger and thus narrow down his location to the exact area he is in.

Knowing that the Entity might suspect he is doing something to find Null, which in Vex's eyes it does not want, he obviously does not know that Null has finally figured out the Entity and turned against it. So Vex decides to build yet another intranet. This time he actually has time on his hands since he is not at school. It takes him almost a day like last time and he finishes up the Intranet.

He then very quickly creates a web scraper in order to extract data from the website itself and thus from Null's Japanese message. He does not do it on his computer, but rather on a different computer he bought and he sets up multiple proxies (VPNs) that cloud his actual location on the network, making it appear like a coordinated effort from different sources and not just one person. He manages to fetch the HTML code of the website and he pulls out the specific forum post of Null and then transfers it with an USB to the new intranet he created.

Now he finds the IP address of Null and through this he manages to point his location to Houston, literally one street away from Vex himself. He is also not doubting the fact that Null is using a fake IP address because the Texas Triangle was one of his locations.

(WMI, PSI, FRI, Logical Reasoning, Abductive Reasoning, Deductive Reasoning, Planning, Strategy, Foresight, Perception, Observation, Information Control, Misdirection Detection, Cognitive Discipline, Stress Tolerance)

Conversation with Null

Vexl1nar4731 is able to eventually find out the house where Null is by just walking around outside for 30 minutes waiting for Null to come out of his house, doing so at night, knowing that he may come out when there is not that much activity out and because he knows that he may still need to buy stuff or to get a breath of fresh air. He is able to deduce that the guy who came out was Null since he managed to narrow it down to a single house since he was lucky that Null's house used a different ISP from all the others.

However, he does not want to catch Null with this and send him to the authorities, so when he bumps into him, he just says that he has a thing to say and when he talks he says that he knows that he has realized that something is controlling his every move, that being a digital entity, this causes Null to go silent for a moment, stressed at the possibility that Vex knows he is Null.

When Null tries acting tough, asking how he knows, he tells him that while he may be young, he knows about this entity and that it is a genius at manipulation, to the degree that it makes you believe you are doing stuff out of your own free will but you are not. This confuses Null, asking how he knows this about him specifically.

Vex just replies that he has a knack for computers and talks about how he first noticed the Entity and assumes that it must have been dormant for years on all computers and he even says he knows why it has gone rogue in recent years.

He also tells Null how the Entity can be defeated, by the need of government resources. The conversation ends after this.

(WMI, VCI, Abductive Reasoning, Logical Reasoning, Planning, Perception, Observation, Decision-Making, Information Control, Misdirection, Indirect Manipulation, Emotional Manipulation, Logical Manipulation, Strategy, Foresight, EQ, SQ, Intuition, Mental Fortitude, Stress Tolerance, Cognitive Discipline)

Radio Transmissions Feat

A next step in his plan involves announcing to the whole world that the Entity is well real. He realizes that maybe the authorities won't believe him, but the people most certainly will, especially given the gravity of this threat and what it has been doing at a worldwide scale recently. But he wants to know does the Entity only live within the Internet or does it also infect radio networks as well?

He begins buying up components using only cash and he buys them physically, not using the Internet at all so that the Entity does not detect him. He then builds the radio transmitter and receiver, doing so in the basement to prevent any intervention from external noise or possibly the Entity itself.

He tests it multiple times, putting the receiver at the end of the room from the transmitter. When he watches over those radio feeds, he notices that they are completely normal even despite closer looking, so he thus realizes that the Entity does not inhabit radio waves or just radio in general. It is confined to the Internet.

Using this knowledge he knows now that he can send radio messages without the Entity picking them up and interpreting them, allowing it to possibly stop him. It cannot because of this observation.

He decides to write on many pages of paper his speech, detailing everything about the Entity and whatever he knows from it based on everything he has gathered so far. He calls in the KPRC AM 950, a not-so popular Texas radio station in Houston. The call lasts an hour, but he convinces them to let him broadcast this on their radio network and not only that, he convinces them to not have it broadcasted online, only on offline sources.

Doing this, he manages to get a lot of people on his side against the Entity, this also coinciding with a massive attack by the Entity, the biggest hacking attack in history that not only targeted financial networks, banks etc. but also billions of people and government/private websites and all that, basically everything. The people who got on his side also include the government, specifically the NSA, but yea, the entire US government.

(VCI, WMI, FRI, SQ, EQ, Abductive Reasoning, Deductive Reasoning, Logical Reasoning, Abstract Reasoning, Planning, Strategy, Decision-Making, Foresight, Perception, Observation, Deception, Manipulation, Adversity Capacity, Intuition)

NSA Interview

When Vex is interviewed by the NSA due to his heavy connections to this Entity, he is able to keep himself composed and not only manages to answer their questions in a good way, he is also able to ask them questions and through this he manages to get the NSA's trust. He also manages to reject the NSA's deal of becoming a member and clearly asserts that he would only work for them in the context of this Entity case.

(VCI, WMI, Emotional Regulation, Emotional Understanding, Emotional Management, SQ, Decision-Making, Strategy, Ethical Manipulation, Cognitive Discipline, Mental Fortitude)

Canary Roblox Game - Proving the NSA Wrong

The NSA is confident that their containment device against the Entity is working. After all, this device was made by not just a lot of world governments but also a lot of big tech companies. There were a lot of tech experts involved in the creation of this machine. So them thinking it would work was not completely unreasonable, especially since the Entity seemed dormant after this. But Vex contradicted them saying that the Entity was still out there but it was just pretending that their technology worked, they thought he was paranoid so he set out to prove them wrong, but how?

He decides to gather support among Roblox developers in his war against the Entity, the people he knows best and well trickles down said support to Roblox users in general and also just their staff. But how is he going to implement his plan to prove the NSA wrong and not only that, but actually contain it? Well, he realizes the Entity might as well be an apex predator and the way to lure it is to lure it with a bait.

So he created a Roblox game called Canary, a combination of Among Us, Town of Salem and EVE Online, among other things. He does it in 1 month and a half by having a Roblox staff member do it for him on a Roblox computer, meaning the Entity does not suspect it is Vex developing this game. He also has the Roblox staff member do the coding and not Vex, so that the Entity does not pick up Vex's computer mannerisms. Little does the Entity know this game is actually a bait, but it is full of imperfection, stuff that needs fixing, just like Voxelia. That is why the Entity sort of woke up when Voxelia was made.

He puts the Entity in a spot: Act quickly and decisively so that it is easier for it to be subtle or wait it out and have it be harder for it to deal with this game. It obviously chooses the first option, but regardless of what it chose, Vex would still notice the Entity and thus prove the NSA wrong when he notices that the Entity struck his code and he has to change it. This means that it is not dormant like they said.

Not only that, this Canary game based on its nature as a social deduction game mixed with civilization-type games and what not, ends up becoming a hit racking up thousands of players.

He then sends the outcome of this experiment and how he proved the NSA wrong to their headquarters in Maryland through a purely offline means that being the United States Postal Services, knowing that they have a reputation for keeping important texts secure.

(VCI, FRI, WMI, SQ, Emotional Understanding, Emotional Resilience, Emotional Management, Indirect Manipulation, Logical Manipulation, Deception, Strategy, Planning, Trap Setting, Reasoning, Perception, Observation, Decision-Making, Foresight, Adversity Capacity)

The Veil Trap

Knowing that he was going to take a long break from Roblox, he announced it beforehand saying that he will be busy with a big personal project, allowing them to understand his sudden absence because he announced it beforehand. Of course, that is not the actual reason, but he cannot tell the actual reason (that being to go to Maryland at the NSA Headquarters to help them with the Entity).

They spend a year, not just the NSA, but multiple world governments and big tech companies and even Vex too, trying to figure out a way to permanently contain this Entity in a way that works. However, after so much time, Vex finally figures it out.

He realizes and tells the NSA guys in the office that he believes their idea of containing the Entity physically does not work and eventually manages to convince them that it does not work because the Entity does not have known boundaries, it is like a particle in quantum uncertainty, says Vex. This actually manages to convince all of the NSA people there who were part of this small meeting.

Soon afterwards, he figures out an idea to actually successfully contain the Entity and well it involves making the Internet quantized in a way. But well, it is not without the use of quantum computers. They can apply this to all the current computers without even building new ones. They have to add quantum-like elements to this classical system. The only way to contain the Entity is to sort of turn its uncertainty against it by making the wall that contains it uncertain as well. It cannot use its uncertainty if it does not know it uses it right.

He designs The Veil such that it shifts the entire Internet and not just every single device. The Veil will keep the same system but by putting some variability in those classical systems they would be in a way quantum. A sort of classical-quantum system, a hybrid of the two. He gives examples like caching layers and other stuff to convince the NSA of his plan.

Not only that, these will still appear classical to humans, with only a few tweaks to latency as a consequence of making them hybrid, however the human only has a limited view, so it will still appear classical, not quantum. To make it indiscernible to the Entity, he has it be implemented by a variety of actors, each only understanding a very small fraction of it so that the Entity does not catch on to this.

In addition to this, it will also have a false positive trap. Like they are going to implement a version of the Veil, but it is not actually the Veil, to make the Entity confident that it has foiled

this new attempt by the NSA to stop it. When they implement it, it naturally does not work and gets foiled by the Entity but this is exactly what they needed to get it distracted. Basically, it is not just The Veil itself that is uncertain, but also its deployment.

When the Entity acts up, the system itself of the Veil will get changed as a result of it acting up, it's just a consequence, a thing that it cannot control. The Internet will get changed from it acting and thus put it on everyone's radar. It does not want that. However, it takes 2 years to build it and implement it across the whole entire Internet space, but it is worth it, since it means the containment of the Entity and thus it becomes dormant, saving the Internet.

Also during the construction work, Vex went back home to Texas and worked on it only remotely, lowering the suspicion from the Entity that it was Vex who was 100% behind this and that he was working with the government to do this.

(VCI, VSI, FRI, WMI, SQ, Trap Setting, Reasoning, Planning, Perception, Observation, Strategy, Decision-Making, Logical Prediction, Deception, Indirect Manipulation, Logical Manipulation, Foresight, Emotional Perception, Emotional Understanding, Emotional Management, Emotional Resilience, Intuition, Adversity Capacity)

E-Mail Solving Feat

Vexl1nar4731 receives an e-mail from his old buddy in the NSA, John E. Hostetler. He obviously notices it is not in English but rather it is in cipher, it is code and that he has to decode it. He has to decode four paragraphs that are each a different cipher. Specifically, the first one is a Playfair cipher, the second one is an Autokey cipher, the third one is a Columnar Transposition Cipher and the fourth one is a Base64 Cipher.

However, despite the difficulty of these ciphers, Vexl1nar4731 takes only 20 minutes to decode all of these ciphers using just pen and paper, despite the fact that all but the last one require keys to decode and all of them are decently long. Not only that, he solved the fourth cipher, the Base64 cipher, in just 30 seconds and obviously knew it led to a link but he decided not to open it yet to look for more context from the first three ciphers.

When he opened the link, he was led to a video of a logic puzzle that went like this: *"In a room there are several sacks. The number of sacks is not known, but it can be any number greater than three. In each of those bags there are several apples. The number of apples is also not known, but it can be any number greater than three. One sack of apples is full of fresh apples, the rest are rotten apples. A rotten apple weighs 90g, while a fresh apple weighs 100g.*

You have a scale that you can use to weigh the apples from the sacks. You also have an indicator, telling you the weight of the items you measured. If you insert an apple, you will get its weight. But that indicator will only show you the weight of say an apple if you insert one token and you can only insert one, so only one result.

You can put apples on the scale all you want, but keep in mind, you have only one token,

only one chance to figure out the weight.

So what is your task? Well, you have to find out the bag that contains fresh apples using just one weighting, just one use of the scale. Good luck!"

Vexl1nar4731 would manage to solve this logic puzzle in just 40 seconds after having watched the video. Knowing what he has to do from that decrypted e-mail, he sends the decrypted text to John E. Hostetler and describes the solution, which was correct, to the given logic puzzle. This impresses John E. Hostetler, the fact he solved all of this in less than 30 minutes.

(FSIQ, Reasoning, Perception, Observation, Decision-Making, Logical Prediction, Anticipation, Emotional Management, Intuition, Social Awareness, Learning Capacity, Cognitive Discipline)

Creation of PuzzlIverse

This e-mail by Hostetler gave Vexl1nar the idea to make alongside Feodoric and robey100, other Roblox game developers that are also into this sort of stuff a puzzle/cryptography game. In this game, you are on a map and to further unlock stuff you have to solve increasingly harder puzzles. The puzzles start easy so as to not disincentivize new players and they get harder and harder so that players challenge themselves more and more, to set themselves apart and become further immersed into this game.

This works because the game starts off with hundreds of players and later has thousands of players. This game was Vexl1nar's idea and it took a few months to make but this work paid off. He managed to predict that players would flock to this game and he managed to make it such that they would flock to this game in greater numbers than any other puzzle game on Roblox.

(FRI, VSI, VCI, WMI, SQ, Abstract Reasoning, Inductive Reasoning, Planning, Strategy, Decision Making, Logical Prediction, Indirect Manipulation, Anticipation, Perception, Emotional Understanding, Emotional Management, Perseverance, Cognitive Discipline)