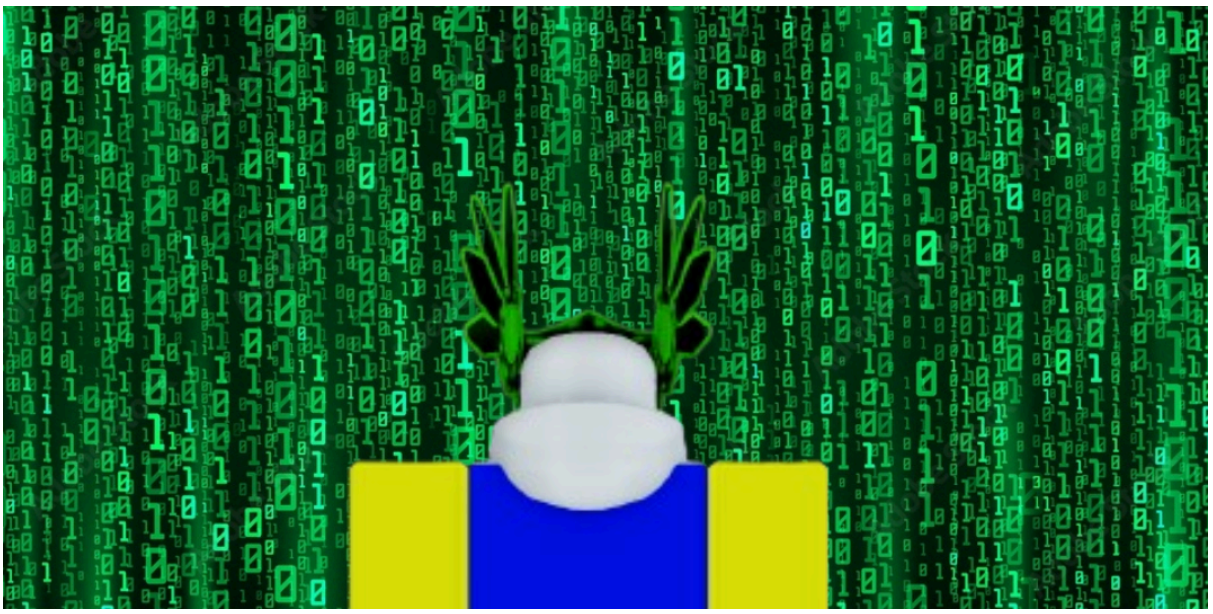


Vexl1nar4731 Intelligence Scaling

In this document, I will scale my own original character Vexl1nar4731, a Roblox game developer and Computer programmer, who is also a university student. Here is the in-story introduction to Vex:

Vexl1nar4731, also known as just Vexlinar, is a Roblox game developer who is at the same time an university student. He owns a singleplayer game, so only one player can be on a server at a time. That game is known as Voxelia.

Categories:

Full Scale Intelligence Quotient (FSIQ)
Strategy, Planning, Tactics
Emotional Quotient (EQ)
Social Quotient (SQ)
Deception/Manipulation
Adversity Capacity (AC)
Perception/Observation
Foresight
Creativity

Notes:

FSIQ includes VSI, VCI, PSI, CPI, WMI, FRI and GAI. Yea, reasoning and thinking fall under here too for this.

EQ includes EE, EP, EU, EF, ER and EM.

SQ includes SM, SA, SOM, SOA

AC includes LC, MF, ST, Perseverance and Cognitive Discipline.

Perception/Observation also includes Cold & Hot Reading

Disclaimer: I am only grabbing excerpts that actually show Vexl1nar4731s intelligence so excerpts that mostly talk about the Entity or don't really have feats will not be shown. If you want to see the full story, I will link them below.

These are the categories that are going to be used for this scaling. Here are the links to the Google Docs that actually have the feats:
https://docs.google.com/document/d/12t5B0SwyY6nD1V8E77AD3CNLdSAiCTaeojgSwkFtCYA/edit?tab=t.0#heading=h.iasoh8jqvpw5

https://docs.google.com/document/d/1-zvx1qPJR8ANZpGzE7kFvPm8_6-1O38zWvJfooFXCBA/edit?usp=sharing

Keep in mind, this is only Vexl1nar4731 as per the two parts of the story, there will be future parts to the story of Vex, which may offer more feats. So let's get into it, with citations:

Voxelia is a pretty interesting game. Vexl1nar4731 made it a very massive world and created many features. It does not only contain a lot of biomes like forests, deserts, icy biomes, plains etc. the game is known for basically being just as diverse as the Earth itself. An interesting feature of this game is that it even features a biome that is like Dallol, Ethiopia or even something like Socotra, Yemen. This world is also just as big as the Earth itself in size and it has the shape of a globe too. Vex wanted to make his game just as realistic as Terra and it basically worked.

(FRI, VCI, VSI, CPI, WMI, GAI, Perseverance, Cognitive Discipline, Perception, Observation)

Voxelia as I said not only features many biomes, allowing you to explore the world, but it is not a 1:1 copy of Earth, it has an equal ratio of ocean and land, plus there are not really big expanses of ocean like on our planet, instead there are just big seas. The game however does feature another aspect to it: the sandbox aspect, you can mine for resources and not just the typical Minecraft resources or whatever, the game also has stuff like petroleum, or gas, or platinum, or tungsten. It features the entire periodic table of elements

that are of course found naturally and not synthesized. Not only that, there are dungeons that you can go explore, there are also mobs and not just real life animals, but also mythical and legendary creatures. There are also dungeons, mazes and other places to explore to make you more immersed in the game and to further progress.

(Creativity, FRI, VCI, VSI, CPI, WMI, GAI, Perseverance, Cognitive Discipline, Perception, Planning, Foresight)

What is impressive about this game, other than the fact that it is pretty popular, because of course it is, is that this is an entirely solo project and yet he is able to do it so casually, it taking only 3 years to finish the game. Sure, updates don't come as often as in a regular game, but this game has the feature of being almost impossible to fully tap into, so you cannot get bored.

In this game, you can even make a spaceship (but you need a lot of materials, like you need to grind a lot) and explore other planets. You can explore a planet that is like Venus, it being hellish, full of lava, but it also has entities you can fight. There is also a planet that is the complete opposite of the hell that is Venus, it being inspired by Jupiter, it is a heavenly planet, you can fly on clouds, explore temples and all that sort of stuff. Plus, while the hellish world is the same size as our own, this heavenly world is much bigger than ours, just like how Jupiter is compared to Earth. As I said, this took only 3 years for him to do.

(Creativity, Perseverance, Cognitive Discipline, FRI, VCI, VSI, CPI, WMI, GAI)

The game also has the Moon, but besides some resources you can extract, especially on lunar craters, it is not really that fun to explore compared to other places. There is also the Sun that you can see in space, but you cannot really go there.

Anyways, Voxelia is basically his magnum-opus when it comes to developing video games. A game that basically has every fine environmental feature of the planet, down to not just its biomes, but also resources (not just real resources, but also some fictional resources), animals (and fictional animals on top of that too). Not only does it give the player a surface the size of the Earth, but it also allows them to explore the cosmos, the Moon, Heaven and Hell, with the latter two inspired by the Ether from Minecraft and the planet

Jupiter and also the Nether and the planet Venus, combining those two into something unique.

Voxelia is not just a simple 1:1 copy of Earth or of Minecraft, it features dungeons, puzzles to solve, fictional beasts, rare resources, the concept of exploring, many different kinds of weapons and armour. Yes, even guns exist in this game. There are also two whole other different realms you can get to by spaceship. It is so diverse, yea sure, it is singleplayer, but it has over 100.000 players, which is not like top among Roblox games but is not bad either. Btw, the game does not even have game passes, so no pay-to-win element.

(Creativity, Perception, Observation, Foresight, Emotional Understanding, WMI, GAI, VSI, FRI)

Our protagonist Vexl1nar4731 was just playing the game, looking to mine for resources and just doing what he always does, but when he goes through the maze he notices that something is off. This is not really visible, as he had walked further along the maze, only saying that something was off when he exited the maze, typing said message in chat.

(Perception, Observation, Foresight)

Vex1lnar4731 has recorded many videos on Voxelia, his own game, not just as promotional, but because he was bored. This was basically just his lets play series and this was meant to just be another one of his videos. He says that a certain line of the maze had a different shade of grey than what it usually had. He checks the server list, he knows its singleplayer, but he does not find anything. He says he did it just to be sure, saying that he knows that whoever did this must have modified the game. So he goes into Roblox studio and tries to modify it, thinking he just changed the color, but when it does not change, he realizes that this is on the level of the code.

(Creativity, Perception, Observation, Strategy, Reasoning, Foresight, VSI)

He looks through the vast Luau code of the game and to us it seems like he did not find anything, but afterwards he says that it has changed, saying that some numbers have been changed around. We cannot really know if he is right, since we do not know the code to his game, but well the fact that he observed this is insane. Whatever entity is trying to mess with his game clearly was good at hiding, but not good enough for our protagonist.

(VSI, Perception, Observation, Deception Resistance)

Vexl1nar comes up with a plan. The entity could either be an actual person who somehow hacked his way into his game for whatever nefarious reason, the entity could just be an actual computer glitch, so it is purely code and for a reason or another is sentient and is after his game or him and it definitely knows stuff about him because of the time it chose to modify said code (aka when he was not available) or it could be something even deeper than that, whatever it is, he is not confident. He does undo the change the entity does, but he knows that it is probably not the only thing it will do.

He knows that he will not always be available to check his game code 24/7, he has school, he does other stuff, he eats etc. There are a lot of opportunities for the entity to just change things without him being there to see it in the act, to catch it.

(Reasoning, Cold Reading, Strategy, Planning, Tactics, Foresight, GAI, Thinking, FRI)

So he sets up a detector, one that has the role of detecting changes to code within his game, however minuscule said changes might be. He cannot do said detector within the current code itself, because if the entity just has access to the code, it can likely notice its changes getting detected and remove it. He has to do it outside of the Roblox Studio code. But if the entity lives within the computer itself, so it is not bound by Roblox, that would mean it would overcome the detector even if it is outside. It is a win-win situation for him and a lose-lose situation for the Entity, because Vex can figure out its true nature. So he sets up a Lua interpreter that is run outside of Roblox that sort of interprets the Roblox Studio code and sees the changes. But as a back up to it, he creates his own local script, in case the Lua interpreter does not work. He also encodes the logic in a mesh, in order to try and further trick the Entity.

(Creativity, Reasoning, Foresight, Strategy, Planning, Tactics, FRI, VSI, WMI, GAI, CPI)

He then decides to go to sleep. He knows that if the entity is just a hacker who got access to his code, he would have no idea of his Lua interpreter, let alone is local script back up, because the logic is encoded in a script that is disguised as a mesh, so even if he gets access to it, he would not think much of it.

(Foresight, Cold Reading)

But if the Entity is from the computer itself, well then, things become much more complicated, it might as well be aware of everything, but at least he can know from the outcome of this trap its true nature. So yea, he wakes up the next day and quickly checks out the code detector of his.

He sees that the code worked pretty well, it actually detected changes, they were still of course pretty subtle changes that do not alter the game environment that much when he goes to check out the game itself, all parts of the code: Lua interpreter, local script back up and encoding seemed to have worked. But he holds his high horses because the Entity could have just been smart enough to pretend like it did not know of the code detector.

Everything seems normal to us, but Vexl then says that this is bad. It knows of the detector, despite my best efforts. Wait what? How did Vex come to this conclusion? Everything worked well. Vex then explains that the detector detected the wrong sort of changes, as when he looked at the code itself vs the detector, he saw that the detector showed the wrong changes compared to what was actually changed.

(Perception, Observation, Reasoning, Foresight, Strategy, FRI, VSI, WMI, CPI, GAI)

This means that whatever he does on the computer, however obscure it may be, the entity knows. This is not some prankster hacker. It is most likely a computer entity. It is not like a virus or a worm, it is something different. It's like there is a whole mind on his computer, a mind of 0s and 1s. It almost just tricked him, but his sharp eye for detail meant he technically has figured out its nature.

(FRI, Creativity, Reasoning, Deception Resistance, Perception, Observation, VCI)

But this is still bad news for him. How is he supposed to defeat this? His game will be vulnerable to whatever changes it can do. Whatever detectors he can set up, the entity will just know because it's there when he does it. Watching carefully his every move. It lives there, 24/7. It can defeat anything he tries to set up. Sure, he can just fix the code every time, but to what end? The Entity

will just keep making it worse and worse for him, plus it has time on his side.

Plus, the Entity is lucky. Vex still does not know the source of it, how it can just know everything and also Vex will be unavailable soon, he is going to school after all. Sure, he shuts down his computer when leaving for school, but we know that the entity works even when the computer seemingly does not and so does Vex, because otherwise how could it change his code?

Vex seemingly has a lot of information about the entity, but what he does not know is that this entity is not present just on his computer, he is present throughout the whole webs that make up the Internet. He knows him well enough that today he will be using the school computer, because he has computer programming class today. He also knows that Vex is extraordinarily intelligent, so he might notice him, he might be familiar with him, in a place outside of home. Oh and he knows that Vex, having the entity on its radar, would try looking for it in other places.

When Vex finally has the computer programming class, the teacher just tells the class to write two programs that both generate the same things, but their goal is to write said programs to show their different speeds. Vex quickly writes the programs and demonstrates them by running the programs. At this point, the class is still not done writing the programs, but he is.

Vex however gets back to his real work. He decides to check the Task Manager, thinking that the Entity could be sort of leaving an imprint there. But he does not see anything. He also checks the files memory of the computer, there is still nothing. To be honest, it is unreasonable for the entity to be there as well and not just on his own computer, as the school computer is not even the same as his own model-wise, it does not have the same software nor the same hardware. The Entity has managed to cloak itself, it has managed to appear normal and Vex does not know it.

But Vex still holds hope that maybe he can find it, he does not give up that easily. After school, he does not leave for home, but decides to check out his school computer one last time. He knows the Entity permeates the computer, so he does the simplest thing he could do. He makes a Python program and when he does, he notices that the program was a millisecond slower than it should have been. The time was not shown to be different, but he just felt it was not as fast as usual, not like far slower, but just not his kind of fast. And he re-checked his program, it was not any different, it was not more complex

or just had different elements. It was his usual program, no mistakes, no anything.

He decides to go home, maybe he was just too focused, too overwhelmed and that is why it appeared slower. Maybe it was not the entity. However without his knowledge, the Entity was watching him from the school laptop as well, the millisecond difference he noticed, that thing where it did not feel as fast, said programme, almost worked, but the Entity knew that Vex would feel overwhelmed, too focused etc. and just assume it to be normal, that well it is a new thing he is going through, so of course the time will feel slower.

But Vexlinar is not done. He does not let the Entity know this but in his mind, he has not ruled out the possibility that the entity is beyond his own home computer. He decides to check his Roblox game and while it seems normal at first, after walking for a while, he randomly lags.

Sure, that seems normal to him on any other occasion, after all his computer is not the best, but he knows that this is induced by the entity. He quits the game and tries going on YouTube to check his recommended page and well he notices that while he was gone, something weird happened.

The Roblox Youtuber Bundun, with over 2 million subscribers, suddenly glitched through the grass while playing Voxelia and just phased through the planet, dying due to lack of oxygen in space, so he somehow glitched through the whole planet at random. Vex knew this was serious. The Entity was attacking his game so much that it was now putting what seems to be its plan into action: Ruin the experience of the players of the game so that his game and also learn about humans. This is only one of quite a few weird bugs that have happened in the game.

The Entity is changing Voxelia to its core. It's no longer about some small color shifts or whatever, it is much more serious. Vex has to apologize to everyone about these bugs and say that he is going to do everything in his power to fix them, cuz otherwise he would appear complacent, careless about the stuff they are going through

But Vex is not oblivious. He immediately gets back and fixes the bugs that caused all of this, but not only that, sure, he knows that the entity knows of his digital footprint, but what is he supposed to do? But Vex comes up with a theory: The fact that all of these bugs happened while he was gone means the

Entity has been changing the code, obviously. But this also means that the Entity's effects are not restricted to Vex.

It is not after just Vex, it does not want stuff from just Vex, Vex is not the only pawn, believes Vexl1nar4731.The Roblox player base is at risk, because the changes the Entity does now affect everyone. He has seen people glitching absurdly, getting flung at random or just some other bugs. The Entity is trying to get people to move away, either because it wants to break him, or because it wants to test how much power it has over the game. But Vex also has a theory that maybe the Entity is doing this because Vex is being inhibitive, he is not open-minded, maybe the Entity is just trying to add good changes, but at the same time if he is not inhibitive like this and lets the Entity go rogue like this, his game will be gone, his only source of income and of fun. Vex can only speculate, he is not smart enough to know.

Vex knows he cannot rely on code detectors, sure he can make them as needlessly complicated and he can encrypt through multiple layers of encryption, all sorts of encryption. But the Entity literally watches him while he is doing all of this, so it just knows exactly what to prepare for. He can integrate all the fail safes in the world, the Entity will still know, cuz it sees him when he makes them.

But wait, he comes up with an idea. What if he does the code detector on some other computer? Even if the code detector fails, he at least knows the entity permeates all 0s and 1s, not just his own, but if it succeeds, he can have a reliable detector and know what the Entity changed, without the Entity knowing that the entity's every move is visible. The thing is though, how is he supposed to get his code and not only like get his code but also get his code in real-time? That is, the code even when the entity changes it and not just a variation of the code...

Vexl1nar4731 decides to write a small local script, but he has it put in an unsuspecting file, a .bin file. The script looks unconventional even when he writes it, so when the Entity is looking, which it does at all times, it's gonna believe that Vex is just bored. After all, the Entity surely cannot read his mind.

He produces a computer that purely works on an intranet, a local internet network. He spends hours upon hours building said computer, not even getting sleep. All those damn components. He even takes a day off from

school, but knows he cannot take a lot of days off. The Entity is pushing him into a corner, but this is a sacrifice he has to make. He cannot trust the regular internet now. It took him a while to realize it, but that Python slow-down was no coincidence. He was not focused/overwhelmed, technically he was, but that was not the reason.

After all, he realizes that the teacher sort of gave him a treat by giving him a thumbs up when he did the program, not a literal treat, it does not even feel like one, cuz it's so boring and simple, he always gets that. Python was just slower, even if by almost nothing, due to the entity. He realized that maybe he just needs to appreciate the value of school, sure the teachers being nice to him seems normal, but he realizes something key about that.

He learns a lesson. It's not all about the stuff that's fun or that he likes, it's about appreciating this Earthly life despite how indifferent and boring it seems, sure the digital world is much more fun, much more entertaining, he can have everything he wishes for right from the touch of a button, but maybe life is fun because of how boring it is, you don't just get everything handed on a silver platter and maybe that is why humans enjoy it. Sure it took a sentient AI to make him understand that, but well, we all learn in different ways and ironically enough, to defeat this entity, he might have to tap into what makes him different from the entity: his humanity. He cannot tap into his vast mind network, cuz the entity will always be one step ahead on that, but he knows that humanity has something uncertain to it.

So if he makes an intranet, it will be by its nature isolated from the Internet and thus from the Entity. He then has an USB network to put said file into and then he transfers onto the intranet. He knows however he cannot keep using an USB cuz the entity might suspect that this random thing he is doing might be more important than what it seems. He constantly switches between transferring devices, but not in constant ways, but in unpredictable ways, in different combinations etc. between SSDs, SD cards etc. putting said code detector on this computer with an intranet.

Now, if the Entity changes the code, it will be detected and it will not even know it. So, he decides to finally take a break to see if the Entity intervenes. However, even after hours of him not looking at the computer, when he goes back, he notices that the detector did not detect anything. He at first thinks the Entity must have somehow gotten access to his intranet as well, which is bad news, but when he checks his Roblox Studio code, it is unchanged.

The Intranet works because it seems so human. After all, it's much more primitive than an internet and so would feel much more boring and well Vex has an aversion to boringness, to the monotonous, cuz it goes against his seemingly superior mind, but when he realizes he is at the end of the day, human, he decides to give it a shot, it might just work, for he realizes that he is something the Entity is not: Human. The predictable thing from Vex in the Entity's eyes would be to not think of the boring solution, but that is the thing: You cannot predict a human.

Part 2

This exam sort of distracts him from his work on the game. He knows that he has to pump up updates at least semi-frequently, regardless of how rich his game is, to attract new players and to keep the current players hooked. Also, who knows what the Entity could be doing. Keep in mind, he cannot have others work on the game since it is a purely solo project.

After going to school one day and returning home, he decides to go and watch some Youtube videos, like one usually does. Briefly however, his screen begins flickering. It is for a short time however and most would not notice any patterns, or anything even. Vex does not, but given how much he and the Entity are connected at this point, he knows that this is likely the Entity trying to toy with him or assert dominance once more. But like, what could it be? What is it trying to tell him with this?

He tries figuring out if it is some sort of code, he tries remembering the patterns to the best of his ability and figures out its morse code. He writes down on a piece of paper what he was able to reconstruct and gets this: ... - ...- -.. -.-- When he decodes it, it reveals the word STVDY.

He does say on the piece of paper that maybe the reconstruction is not 100% correct, for he saw it for a very small period of time. But even if it is not really a word in the English dictionary, it is still something he can make out: The word study. The Entity knows he has an exam soon, but how?

Vex, with his realization that the Entity knows his digital footprint on his regular home computer, since it is part of the internet after all, decides to try something. He opens up his Notepad and quickly writes “Reply if you can read this”. He knows the Entity would not just make it obvious, so he quickly opens

up Task Manager with Ctrl+Shift+Esc, as that is the quickest way to do it - such that he sees the details without having to open them, giving him valuable time, and through this he very briefly sees a spike in memory (on Google Chrome). That could just be a coincidence, after all it constantly changes, but to him it cannot be a coincidence after everything he has gone through. Vex knows that the Entity has replied to him in whatever way, he suspected that it knew what it could do on this computer, heck he knew that all the way back when he tried his first attempt with the detector, the Lua interpreter backed up by a local script with all the logic encoded in the mesh that the Entity almost tricked him with by having it detect the wrong changes.

However, he does not even know if it actually said something and even if it did, he had no idea how to decode that. It is just a random spike in memory after all that while basically indistinguishable by others, to him, from everything he has gone through, it is not. But still, in his mind, he knows it can reply, even through an offline source like the Notepad, because he is still technically imprinting himself onto the sort of digital space that is inside his computer.

Vex then after thinking for a bit, grabs a stopwatch and writes again into the Notepad: “If you can read this, create one tiny memory spike in the next 10 seconds.” After this, he starts the stopwatch and presses Ctrl+Shift+Esc to open the Task Manager. He does accept an error of 2 seconds, given the time it took to activate it and to also open the manager. Even after 20 seconds, nothing unusual happened, just the regular variations, a minute passed, still nothing.

The Entity knows Vex is watching, wanting to see what it concocts. But it knows however that the best course of action is to just sit there and watch. See how he reacts. Vexlinar however just decides to write down on paper three possibilities: The possibility that it saw the message and refused to respond, it cannot do something so specific (which he doubts, but still keeps it up in the air for science) or it is waiting for his next move.

Still though, on the computer, he continues writing on the Notepad asking it to move the cursor to the top left corner in 10 seconds.

But Vex is not that dumb. The Entity has made him paranoid, he thinks to himself: Okay, it probably did do that, but I know how subtle this entity can really be and it has profiled me a lot. So he decides to come up with another test, he does not give up now. He writes an HTML, opening up this time

Notepad++. It is a simple one, but he is communicating with the Entity and even if it is a simple one, it still contains text boxes and some buttons.

This seems like some futile thing, but he wants to see if the Entity may respond to this in some way, whatever it wants to do, asserting dominance, whatever the reason it is doing stuff. He is reading up on its intentions, reading up on how good it is at being subtle.

He wants to see if the Entity interacts with this test, if it does not, that means it is trying to be incredibly subtle. He tells through HTML in a way to just have it keep pressing the button. He waits for like a minute and even then, the entity does not do it.

The entity seems unpredictable, but Vexl1nar believes that it is because it is still trying to act hidden. Sadly, he does not have more time to mess with it, to try and test it further. He goes back to sleep, ready for the next day of school.

He wakes up earlier than usual however, so that he still has time to do stuff on the computer before he has to dress up and go to the university. He goes through his settings to make sure nothing was somehow changed, but as he goes through a lot of them, he finally notices something: The cursor RGB was very slightly changed. He thought at first that it was not changed, but when he looked closer at his cursor, he noticed the difference and resorted to changing it back to what it was before the Entity did it. Damn, the Entity had done something that took him basically a whole night to notice. It is getting good, thinks Vex.

He also begins working on his new update for his game, a sort of chemistry update, that is to add the capacity to make your own transuranian elements, like basically adding the whole concept of synthesizing elements in your laboratory. However, he does have it so that they do not just disappear instantly, he instead has it be insanely hard to do, like requiring a lot of previous elements that are very rare and hard to get.

He also seeks to add fictional chemical elements into the game, adding these fictional elements on the hellish world and on the heavenly world. However, he obviously does not do much with this because he does not have time. But well Vex is also sort of doing some testing here, to see if the Entity truly has left his game alone and well it turns out it has. He even checks the code detector one final time and sure enough, no changes detected, he thinks for a moment, but

he quickly decides to have a simple breakfast, not his usual omelette, but rather he goes to buy a pretzel and eat it on his way to the faculty.

Vexl1nar eventually goes to his first class. He is tired of course, but even though he is not paying attention now, because he just does not want to bother with it anymore, because the Entity is still just fresh in his mind, he does not appear to be behind, like it still just looks all too painfully easy for him. He knows the exams are coming but he basically feels like life for him has no purpose anymore outside of the computer, his game and the entity. Not that he believes it, he knows it not to be the case, he just does not feel like it any more.

His first class is about Mathematics, then AI & Machine Learning, then Digital Systems & Architecture, then Computer Networks & Security, then Computer Science & Programming and the final class of the day is Philosophy of Technology. While he was very unfocused, he still technically remembers what was said and well the stuff said especially in his final class: Philosophy of Technology, really caught his interest due to the specific thing he learned, which gave him an idea to execute while home.

During the lunch break, he decided to create a game called Breathe if Prime. This is his second Roblox game ever, inspired by the Carykh video of the same concept. You had to hold your breath underwater and you could only release your head from under the water if the timer had reached a prime number. He implemented a system where you had lung capacity and it improved each time you kept playing and kept lasting longer and longer. So like at first it started with 15 seconds, but you could slowly rack it up each time you last for longer and longer, like get absurd figures like 1470 seconds, for example. If you lost the game by guessing the wrong time to get your head off, you would restart it.

Said game was not the best, but it did its job for being made in just 1 hour, while he was eating at times and just by himself. He was going to update it soon to be better, but that could wait. He coded it very quickly into Luau, Roblox Studio. He brought his home computer, to be fair.

This game was not just made out of his boredom, he also did it as a test. He knows his code detector only works for his game Voxelia. Also this game is

not singleplayer, so he is wanting to see how the Entity would strategize this. After all, it did notice the fact that he was making it. What will the Entity do with it? Will it try changing it? Keep in mind, it's by far not as complex as Voxelia, so changes to it become much more noticeable but at the same time there is nothing detecting its changes.

Anyways, Vex decides to buy the Art of War by Sun Tzu and decides to read it while he is at home. It takes him roughly 4 hours to read the entire 288 page book. He is reading a book like this because he knows that he is basically in a war against the entity, plus the entity has no clue since he bought it physically and not digitally.

The Art of War gives Vex an idea: All warfare is based on deception, says the book. He decides to insert cryptic messages in the code of his Breathe if Prime (BiP) game, which has started to gain traction, having over 100 players despite being very new and not that updated. He is trying to deceive the entity. The messages are written in Latin, but they are just variations of Lorem ipsum, but even more gibberish. He sprinkles these cryptic messages while at the same time adding more UI updates and all to make the game better and all that, to attract a greater following. Of course, those Latin cryptic texts wouldn't actually be part of the game. And well, there would be a lot of primes, using prime number websites to figure out the highest prime numbers. Heck he spent time coding numbers all the way to the 32-bit integer limit, specifically 2^31 - 1 for his game.

This seems stupid, why would he do that? Simple. All war is deception. He is basically appearing like he has gone mad in front of the entity and also at the same time: The whole secret lies in confusing the enemy, so that he cannot fathom the real intent. Also, he is literally pulling an uno reverse card on the Entity, just like how the Entity has been cryptic all throughout with him, he is pulling those same cards it is pulling.

But the Entity still got something on him: It is wasting his time, instead of studying, it is spending all of his time fighting the entity, even though it is the digital version of a Lovecraftian horror. It is basically taking over his mind because he will be constantly preoccupied with it, how to deal with it, how to stop it, how to figure out more about it. It did hint at this with STVDY, the flickers on the computer screen that one time, but that did not stop Vex1lnar.

In his mind, Vex believes he can fight this Entity and defeat it EVENTUALLY,

plus he believes that those exams are not really relevant right now to him, he will still ace them anyway because he is an expert on computer networks, this also means he does not care about his sleep.

So the fact that Vex noticed all of those subtle stuff the Entity has done may actually be in the Entity's favour, it's not that the Entity can't go subtler, it just doesn't need to. It's basically giving a hand to Vex, by having him constantly think about it 24/7 so that it wins in the long game, but Vex is a very hard opponent to combat and it definitely recognizes that regardless and he is definitely figuring stuff out.

However, when the Entity saw those Latin cryptic texts it did not know how to react. It did seem familiar to it, like it seemed like Lorem ipsum, but it was not. It was creating something new for it, it was getting it to think, in whatever way a sentient digital code could perform such an act.

Vex then decided to look at the task manager, the memory was spiking, the computer was a bit more active than usual. His middle finger to the Entity was basically working, he viewed it. It just could not have been a coincidence that as soon as he typed those Latin cryptic texts, that it suddenly began flaring up, because well the degree it flared up now does not 100% correspond to the degree it flares up when he opens up Roblox Studio and whatever he opens to make his codes for his games.

Wanting to take a break from all of this, he decides to spend some time playing his new Roblox game, Breathe if Prime. He quickly progresses after 30 minutes and reaches pretty far. Keep in mind, he never lost a game, he only died in-game due to running out of breath. He got his lung capacity from the default 15 seconds all the way to 3 minutes. That means when he died, when his 3 minutes finally ran out, he was at the number 17 501 707. The fact he got this far is impressive.

Now you may be saying, how does he get this far in such a short time? Simple, he just made the game clock run much faster than real life clock. End of story. He did that as part of the recent update to make the game way less boring. Cuz of course he could also just code in clock adjustments in just 1 hour. Ok, but how does he get to a number so high? Shouldn't he lose by guessing wrongly what the next prime is? A human mind surely can't

remember these many numbers.
Well, if you know a bit about the Sieve of Eratosthenes, you will know that Vex sort of has this sieve inside of his mind at this point. It is no surprise, after all his memory is insanely good, as I have demonstrated all throughout this story. But he also tends to make use of mental shortcuts or just pattern recognition, he just combines all of these so that he can guess which prime numbers are actually prime.

But after the game he decides on something more interesting. Sure, he took this almost an hour long break, but the entity is still in his mind, heck now more than ever. He feels like there is a disturbance, so he goes into Roblox studio and has that game just run. He has the clock boosted even more, not to add it, but just to test it. After 10 minutes of looking, he notices something abnormal at the very end of it, near 2^31-1, the most famous Mersenne (2^n - 1) prime ever. I suggest the reader look those up, they are pretty cool if they do not already know what they are.

The prime before it is strange. He looks it up, it turns out that number is 1 off the actual value. He knows he did not make any wrong calculations and when he double checks the information he confirms again that it was right. The only thing he can think of is that the Entity has done it again. Ok, he fixes it, but he knows that this thing still wants to toy with him.

He decides to look further into that quote: All war is based on deception. He is taking it one step further. He is going to cloud the creation of a neural network within the game of Breathe if Prime. He is going to act like he is doing something predictable. Oh it appears like he is updating the game. Based on everything he is doing, all of this massive act he is spending time on looks like a new AI for some sort of new feature the game will introduce. Makes sense, the people are waiting for an update. He is delivering on that.

He is not hiding the code, he is hiding its meaning. He is not actually making a new AI for some new NPC regardless of how it may seem like, he is actually making a neural network that will study the reactions of the Entity. He is analysing the Entity down to an emotional level. Whenever the Entity is interacting with the game, frame drops, messing up numbers, changing elements of background, jitters etc.

EVERYTHING will be registered. And it cannot possibly know even if it is technically near-omniscient/near-omnipresent on the Internet, because it cannot see through his real life mind, nor is he actually doing this and then encoding it, he is doing the encrypted thing first. It cannot know if it is encrypted if there is no encrypting going on.

Vex has this neural network go on for quite a bit and he makes some pretty major discoveries. He realizes that the Entity cannot really understand stuff past what the Internet would show, so whatever has a digital footprint. The only thing it can even see is that Vex is doing what he normally does when making games. As long as the stuff he does that actually involves disguising happens outside of the Internet, outside of the computer, the Entity just cannot know. Previously his code detector did not work on his computer because the Entity could just see him encrypting all that stuff so it could 100% come up with an idea to deal with it.

Basically, the Entity through this neural network is basically tracked every moment by Vex and so far it has not figured out this thing. It just assumes Vex updated the game Breathe if Prime, which does seem to be the case, like heck Vex just added the update anyway, the game looks different, but in fact, the Entity does not know that it is a disguise. Vex was somehow smart enough to trick the Entity by playing its own game.

He also notices that the Entity reacts to intention, not to just simple noise. The fact that it is thinking that this is an update, means that he is thinking that Vex has some sort of intention and just can't tell apart the simple noise. Vex has done a brilliant move (!!!). The Entity just cannot see past the Internet, past all that digital code, it just sees the digital code itself and can only make observations/assumptions based on that, it cannot read his real life mind, it knows a lot about Vex, but Vex's mind is sadly not part of the computer.

ALL. WAR. IS. BASED. ON. DECEPTION.

He basically has built a neural network without the Entity detecting it. He now basically has full-knowledge of its limitations and it just did not have a single clue throughout redacting the whole neural network.

The Entity has learned that Vex is not a toy to be played with. Vex is confusing it with noise. His capacities have increased, it's as if he has been informing himself a lot on how to defeat it behind the scenes, whether it is through books

or just his own brain thinking about stuff, or like school. But it cannot have seen him do those acts, they were not done online. Vex CAN analyze it. This is dynamic changing.

Vex is a threat to its own hegemony that it seeks to obtain. If Vex gives up trying to fight it and just lets it win, lets it do what it wants, then it wins. The Entity can do its errands all day every day. But Vex just does not back down.

Vex however seems to be of a whole other level of intelligence as well. And to be honest, the Entity is the only one who knows just how insanely gifted this guy is. But that is besides the point.

Part 3

Conclusion

Probably the smartest Roblox protagonist

Vexl1nar4731 >>> DeivyDoesTutorials33

STRONG SUITS

Fluid Reasoning Index

Visual-Spatial Index

Processing Speed Index

Observation

Deception