

# Behind the Veil A Documentary on the Creation of Gnosis Arcanum & Harmonia Prime ARG

Andrei Clinciu

2025-08-28T07:17:00+02:00

**NOTE:** This article is designed as a deep-dive, documentary-style exposé into the creation of a complex Alternate Reality Game (ARG). It explicitly breaks the in-game immersion to inform media, industry professionals, and curious minds about the extensive breadth and intricate design of this project. This project is meant to be an ongoing struggle between multiple factions.

*Original Writing date: 2025-07-09*

[You can download a PDF version of this document here {{< toc >}}](#)

## IMPORTANT DISCLAIMER & WARNINGS

### 1. Ethical Disclosure: This is a Game. It is Fictional.

I understand that the immersive nature of Alternate Reality Games can sometimes blur the lines between fiction and reality. To be absolutely clear: **Harmonia Prime and Gnosis Arcanum are entirely fictional interactive narratives. They are not cults, scams, crypto schemes, or multi-level marketing operations.** This project is created purely for entertainment purposes, designed to explore complex themes through an engaging, transmedia story. Your safety and well-being are paramount. **I cannot stress this enough how many times people thought this was REAL.** We are engaged in an **role playing game** RPG

### 2. Spoiler Warning: Proceed with Caution.

**DO NOT continue reading this page if you are considering playing the games.** This article contains significant meta-information, links, and details that are meant to be discovered *during* gameplay. Their revelation here will inevitably diminish the intended experience and break the immersion

essential to an ARG. While efforts have been made to keep some core lore hidden, the very nature of this documentation involves revealing elements meant for in-game discovery.

---

## Why This Documentary Exists:

I decided to write this comprehensive “documentary” for two primary reasons:

1. **To Document the Journey:** This is an honest account of the realities and struggles involved in launching a complex Alternate Reality Game without a marketing budget. In an era increasingly shaped by AI-driven realities, where digital noise can easily drown out even the most intricate projects, documenting these hurdles is crucial for both creators and enthusiasts.
  2. **To Share the Craft:** It serves as a resource for fellow creators, media, and anyone curious about the intricate art of building emergent, interactive narratives. It details the extensive breadth and intricate design that goes into crafting such a project.
- 

## SPOILER WARNING (Repeated for emphasis, though the above should suffice):

*Many links and details listed here are meant to be discovered during\* gameplay, and their revelation on this page will significantly diminish the intended experience and break the immersion essential to an ARG.\**

---

## Maintaining Narrative Integrity: My Strict Anti-Spoiler Policy

For Harmonia Prime and Gnosis Arcanum to thrive as a long-term, evolving narrative, the integrity of discovery is paramount. I am committed to ensuring that every newcomer has the opportunity to experience the thrill of unraveling mysteries firsthand, just as the initial players did. Therefore, we maintain a strict **anti-spoiler policy** regarding solutions and confidential information.

### What is STRICTLY Forbidden (and will be actively managed):

- **Walkthroughs & Solution Guides:** Do NOT create or publish step-by-step walkthroughs, comprehensive solution guides, or direct answers to puzzles on any public platform. This includes, but is not limited to, dedicated detective sites (e.g., The Game Detectives Wiki), public forums, personal blogs, or any form of online documentation.
- **Public Solution Posting:** Do NOT post direct solutions, puzzle answers, or the contents of decoded files (unless explicitly released by the System

and stated that they are public, which will NOT happen!) on any public forum, social media, or community discussion board (e.g., Reddit, Discord public channels, IRC public channels).

- **YouTube Videos & Streams Revealing Solutions:** Do NOT create YouTube videos, Twitch streams, or similar content that explicitly reveals official solutions, puzzle answers, or breaks down the resolution of major narrative beats.

#### **Where Collaboration and Hints ARE Permitted:**

- All in-game collaboration, hint-sharing, and discussion of active puzzles **MUST occur within designated private IRC channels**. These channels are designed to facilitate collaborative play among active participants without spoiling the experience for the broader public or future players. Newcomers will be guided on how to access these collaborative spaces once they engage with the game.

#### **Fan-Created Content: A Path for Documenting Discovery (No Spoilers Allowed)**

We encourage and appreciate fan-created content that enhances the ARG experience without undermining its core. You are welcome to create fan-based websites, blogs, videos, or other content related to Harmonia Prime or Gnosis Arcanum, **provided they adhere to the following strict guidelines:**

- **No Solutions or Spoilers:** Your content must **NEVER** reveal solutions to puzzles, answers to mysteries, or confidential information meant for in-game discovery.
- **Focus on Discovery & Documentation:** Permitted content should act as a “discovery log” or “documentation” of publicly available rare findings, observations, theories, or the *process* of investigation (without revealing the *result*). You **MUST** occasionally lead people on wild goose chases (down fictive paths). You **MAY** add your own interpretations. Think of it as sharing the journey, not the destination.
- **Permission for Featuring:** If you wish to feature Harmonia Prime or Gnosis Arcanum in a broader context (e.g., a video series analyzing ARGs, a blog post about transmedia narratives), you **MUST** always ask for explicit permission for your script or content outline to ensure no sensitive information is prematurely revealed. This collaborative approach helps us maintain the long-term integrity of the ARG. Don’t worry, we can clearly collaborate.

This policy is crucial because we are building an ongoing, long-term ARG – not something designed to be finished in a single day. Newcomers will have ample ways to interact with other existing players and receive hints if they are stuck, primarily through the official IRC chat channels.

**Consider Ziton on The Conflux Reality Channel** as the prime example of how to achieve this through active, in-universe content control. His videos are carefully curated by the System, demonstrating how information is managed and presented to maintain the narrative's integrity and the thrill of discovery.

---

## Begin Your Journey Here:

Choose 1 path. Do not stray off the path.

- **Harmonia Prime:** The Harmonious Bliss Path :  
<https://harmoniaprime.org>
- **Gnosis Arcanum:** The Seeker's Truth Discernment Path:  
<https://gnosisarcanum.org>

*The continuous evolution and expansion of this ARG heavily rely on player engagement, feedback, and direct involvement. Your participation in the IRC chat, subscription to the newsletter, gathering harmonization units, and sharing your direct experience are vital. Without this direct community involvement, the full potential of this complex project risks remaining unexplored.*

## Community Guidelines & Creator Boundaries: A Crucial Protocol

I'm thrilled to have you join this journey, and foster a engaging and respectful community of players. To ensure a positive and sustainable environment for everyone, including for myself as the creator, it is vital to establish clear boundaries:

**This Alternate Reality Game is a work of fiction.** Absolutely nothing within Gnosis Arcanum or Harmonia Prime, its characters, events, lore, or themes, reflects the real-world hobbies, personal life, beliefs, or identity of its creator (ME), or any individual. The narratives are constructed solely for the purpose of the game.

**Your participation is welcome, but personal boundaries are paramount:**

- **No Harassment, Doxxing, Stalking, or Misinterpretations:** Any attempts to harass, dox, stalk, or make personal contact outside of designated game channels, or to misinterpret fictional game elements as real-world actions or characteristics of the creator, are strictly prohibited. Such behavior will result in immediate and permanent exclusion from the game and its associated communities.
- **STRICT CONTACT POLICYy:** Please **do not attempt to contact me directly** via personal phone, social media, or any other private channels. Do not follow me or obsess over my activities or online presence outside of the official game spaces. I'm OK and WELCOME if

you send me an email to say hello and to have a chat (audio chat is welcome). Just don't send cryptic emails or weird stuff, normal human talk. No obsessing, OK?

- **Official Communication Channels:** I am open to engaging with the community within the designated game spaces. You can find me on the **official IRC channels for Gnosis Arcanum and Harmonia Prime**. Periodically, there may also be opportunities for planned **monthly group meetings via audio or video chat** within secure, moderated environments. These are the *approved* channels for direct communication.
- **No Clues Beyond the ARG:** There are **absolutely no clues, hints, or hidden messages** related to this ARG on my personal website (andreiclinciu.net), any other domains I own, projects I may own, or any of my personal online accounts. I am **not on social media** in any capacity related to this ARG or for public interaction. Any attempts to find clues outside the game's official narrative elements will be fruitless and unproductive.
- **Collaborative Spirit, Realistic Expectations:** I am genuinely sociable and enjoy interacting with the community, sharing ideas, and discussing the ARG. However, please understand the following:
- **No Sales Pitches:** This is not a platform for sales or unsolicited business proposals.
- **Idea Implementation:** While I am open to new ideas and feedback, please do not be disheartened if your suggestions or ideas do not get implemented. Game development involves complex decisions, and not every idea can be integrated. Also know that simple ideas are not copywritable(it's the law).
- **Guidance on Future ARGs (No Free Consulting):** If you are working on your own ARG and seek advice, I am happy to offer general pointers, conceptual ideas, or share insights on narrative design within the game's IRC channels. However, **do not expect free technical know-how, coding assistance, or consulting services**. If you require professional consulting or technical development support, we can discuss paid arrangements, but this must be initiated through appropriate professional channels, not via the game's community interactions.

By participating in Gnosis Arcanum and Harmonia Prime, you agree to respect these guidelines and contribute to a safe, engaging, and enjoyable experience for all. Your adherence ensures the continued unfolding of our shared narrative.

## The Genesis: Why Build an ARG in the Era of AI?

My journey into creating the “Gnosis Arcanum” and “Harmonia Prime” ARG is deeply rooted in a fascination with human perception, the pervasive nature of misinformation, cults, brainwashing, hypnosis, propaganda, psychology and how we as humans like to believe in religion, spiritual things, historic events and anything which might give us meaning in life. How can seemingly intelligent people fall prey to fake news? How can people become tools of propaganda for committing horrific horrors. Communism I'm looking at you!. Good people willing to kill others for “faith” “religion” “truth”?

Yes, this is a deep dive down all of those paths.

Now, of course, Gnosis Arcanum nor Harmonia Prime DO not feature these things. Yet the question still remains. WHY do people fall in these traps and why are others afraid? Why do we ignore the calling of seeking the truth while we have so much (mis)information?

I also document the evolving landscape of the internet for the past 20 years. I am not a ‘gamer’ in the traditional sense; my time is spent exploring, tinkering, and building things, I do not play computer games as I have enough to learn and explore which fills my time.

I’ve always been intrigued by *why* people fall prey to scams, fake news, and the insidious methods of cults and brainwashing. My own close encounters with religious indoctrination fueled a personal quest for understanding, which at one point led me to write a book on the mechanics of deception. While that book never saw completion, its insights morphed into a course in 2018 focused on becoming “irreplaceable in an AI-driven world. Which did not see fruition due to people not liking to be told they are “wrong” or that they need to improve their “critical thinking”. If I’d sell a course on how to make money quick, how to get rich or.. how to manifest things with universal power of resonation or how to heal with crystals, i’d make millions, but marketing and selling a book on how to avoid getting scammed, without turning it into the very things it’s meant to combat, is a hard sell.

As I delved into projects like Linsublim.com, aiming to make somatic education accessible to all, I couldn’t ignore the seismic shift occurring online. The internet, once a bastion of free information, was rapidly becoming saturated with AI-generated narratives, pervasive algorithms, and controlled environments. Marketing became a high-cost, high-energy endeavor, and the digital realm increasingly felt dominated by large corporations and shadowy online operations.

It was this realization – that the internet was becoming a space of manufactured reality – that sparked the idea: why not create a game for the intelligent, a real-world experiment to test these very concepts? I stumbled upon the fascinating world of ARGs and cult mechanics, seeing an opportunity to build something truly unique and thought-provoking.

# The Canvas: A Universe of Interconnected Systems

What started as an idea rapidly evolved into an expansive, meticulously crafted transmedia experience. This isn't just a website; it's a living, breathing digital ecosystem designed to blur the lines between fiction and reality, pulling players into a narrative of control, awakening, and hidden truths. The sheer scale of interconnected systems, all self-hosted and custom-built, represents a monumental undertaking. Not all ideas came at first, some came in bursts of writing where I'd write for hours documenting the tiniest details, others came while building the software. It's literally an infinite iteration of improvements, this is why I had chosen the logo and drawings for Gnosis Arcanum and Harmonia Prime to represent the infinity.

Here's a glimpse into the components that form the backbone of this high-value system:

- **Links to the core websites will be provided further in the article to avoid breaking immersion and spoiler alerts:).**

## \* Communication & Interaction Hubs:

- Custom IRC servers serving as critical pathways for live, real-time player interaction, bot engagement, and hidden clues. The IRC bots (coded from scratch specially for the game) are fundamental to the experience. Players will discover that there are 3 different domains which go to the same IRC server which is a technical feat handled by TLS certificates & the IRC server itself. This makes the Quantum Entanglement Rift Generator ARG idea plausible and possible.
- **Mail Server (Self-Hosted):** A full-fledged, self-hosted mail server is integrated. This was a significant technical barrier, chosen precisely because it allows for granular control over email-based clues, personalized messages, and the sending of newsletter content without reliance on third-party services that might compromise the ARG's clandestine nature. Quite a number of email addresses exist for direct interaction in the ARG. I'll leave that to the players to discover.

## \* Transmedia Elements & Puzzles:

- **PDF Documents:** Numerous PDF documents are scattered across websites, containing lore, clues, and puzzles.
- **Lore & Writing:** An immense volume of custom-written lore and narrative content spans across all websites and various document types, forming a dense and intricate backstory.
- **Mysteries:** A diverse array of puzzles, including modified images, encryption challenges (Caesar, Vigenère, upcoming AES, RSA,

steganography), and intricate texts.

- **gnosisarcanum.org/codex/**: A dedicated set of in-game tools (base64, base32, hex encoding/decoding, Caesar/Vigenère decryption, with plans for AES, RSA, and steganography tools) allowing players to engage directly with the puzzle-solving mechanics.
- **Audio Recordings**: Custom audio files embedded as clues or narrative exposition.
- **Video and YouTube Channel**: Narrative-driven video content to deepen the story and provide visual clues.
- **Bash Scripts**: Used internally for automated tasks, such as converting Markdown lore into PDF documents.
- I really don't want to give out many more details than necessary, you'll discover it.

#### \* **Physical Elements:**

- **USB Drives**: Containing “found information” – digital artifacts and clues players might uncover.
- **Physical QR puzzles and invitations**: Printed on QR codes placed in various locations are QR's which lead to puzzles...
- **Physical envelope invitations**: Printed and plastified in envelopes with wax seals for Gnosis Arcanum, creating a tangible, real-world touchpoint for initial player engagement.
- *Telephone Number* for direct SMS interaction
- Email interaction
- Writing a real letter by hand (or printing it), putting it in a physical envelope and sending it to a physical postal address.

#### \* **In-Progress & Future Expansions:**

- **Games (Some are work in progress, not yet published)**:
  - **Library Gnosis Arcanum Library Game**: An interactive experience focused on lore discovery and puzzle completion, mysteries..
  - **Gnosis Arcanum: Echoes of a Fractured Reality**: An RPG-like game (the one this document primarily discusses, built with HTML/CSS/JavaScript) designed to provide a more guided, narrative-rich experience.
- Bliss Pill Digital Experience
- Bliss Feed - Social Media Network
- **terminal.harmoniaprime.org (In Progress)**: A web-based terminal interface for deeper interaction with Harmonia Prime's systems.
- **Future Vision**: Plans include printable ARG lore **magazine for harmonia prime and a physical book based on the Gnosis Arcanum narrative**, extending the transmedia experience even further. This is meant as collectibles and as a way to generate funds for furthering the story.



## \* Core Websites:

These are all direct links to interconnected websites and projects. Click on each one to go to the website. Once again, this is a **MAJOR SPOILER WARNING**. Proceed only if you are SURE you don't want to break your immersion or any part of it!

---

- This list is not complete as some links are specifically kept away even as a portfolio showcase, they are meant to be discovered and interacted with care within the games themselves.
- The seemingly utopian and benevolent public facade of the [Harmonia Prime Corporation](#). It's clean, comforting, and subtly insidious.
- [Gnosis Arcanum](#) The counter-narrative, the hub for "seekers" and those who question the reality imposed by Harmonia Prime. This is where the deeper truths begin to emerge. If you don't get an invitation from an ascendent (someone already inside) you need to complete some puzzles/mysteries in order to get an invitation. Making it exclusive.
- An [anomaly archive containing documents](#), banned Wikipedia entries, and some PDFs, including information to help people get started on the path of truth and harmony.
- [A main character to be revealed later](#); this is his personal blog detailing his life choices, struggles, and obstacles in carrying out his tasks, as the architects... try to stop him.
- [A personal facade for a key narrative character in the resistance](#). One which has existed for a long time.. travelled in many parts of the world in the search for the truth, eternal life and seeking meaning.
- [Promises of an elixir of eternal life](#), hinting at another hidden society desperately searching for this ultimate potion, where betrayal, ancient rivalries, and complex ethical narratives await those who delve too deeply.
- [A seemingly innocuous news site trying to be different and seek the truth...](#) Having many different articles written to help people think more critically, some are humoristic, but its commenting system reveals cracks in the "harmonized" reality.
- [Integrated commenting system](#), designed to allow player interaction and dissent within the fictional news environment and other sites.
- [A basic analytics system](#), discreetly tracking player engagement without intrusive methods, specific to [gnosisarcanum.org](#).
- [A self-hosted newsletter system](#), serving as Harmonia Prime's communication channel and a single point of interaction for players.
- [A forum designed as a "wisdom sanctuary"](#) for Gnosis Arcanum seekers, encouraging community and collaborative puzzle solving. - Don't post puzzle solutions here, use the IRC private channels for this.
- Other subdomains and domains which need to be discovered... really.

# The Craft: Narrative, Design & Technical Execution

## Narrative & Design Philosophy

The core of this ARG is a narrative designed for the “intelligent player” – those willing to delve deep, question assumptions, and connect disparate pieces of information. It’s a “slow burn” revelation, where dissonance is gradually introduced into a seemingly perfect world. I extensively experimented with AI for enhancing initial ideas, brainstorming possibilities and refining certain story points, using it as a creative partner to explore narrative branches and character concepts.

## Technical Foundation

This project is a testament to the power of a full-stack software developer, DevOps-minded approach, all executed as a **one-man show**. While such a project would typically demand significant budgets and teams, my background allowed me to build the entire infrastructure from the ground up:

- **Frontend:** Primarily built with HTML, CSS, bulma css, pico css and vanilla JavaScript for dynamic interactions and persistence (using localStorage for the RPG game). This ensures broad compatibility and a lightweight footprint. HTMX for gnosisarcanum. No complex libraries or frameworks unless required.
- **Backend & Infrastructure:** Written in **Golang**. This powers the IRC bots, handles inter-system communications, manages data, and forms the robust backbone of the entire platform. From the IRC server, to the newsletter system to the MAIL handling system (SMTP,IMAP, DKIM,SPF, + other complexities) the majority of the tools used ARE written in golang. The choice of Go provides high performance and reliability for a distributed system. The reason I chose Golang is simple, It can easily be deployed and self hosted on a cheap VPS.
- **Self-Hosting & DevOps:** Every component, from websites to mail servers, is self-hosted. This required extensive DevOps expertise in server management, networking, security, and automation (e.g., using Bash scripts to convert Markdown to PDFs). This level of control is unique and critical for an ARG, allowing for the deep integration and subtle manipulation of elements that commercial platforms often restrict.

## Self Hosted Email IMAP

Years ago I wrote an article of [why you should not run your own mail servers](#) I still believe that to be true today. However for the purpose of this Game I had to resort to a self hosted email server solution because I wanted

full immersion AND control. I experimented with multiple systems yet settled with mox due to its simplicity, ease of installation and configuration (of course, you need Linux knowledge to handle it!).

I thought GMAIL would have issues, it seems that people received my mails, some apple users did have issues. Overall it's OK Even for the newsletter and games.

## **The Obstacles: Navigating a Changed Internet**

Launching and gaining traction for a project of this nature has presented unique challenges:

### **Initial Engagement:**

I designed custom, physical QR invitations in wax-sealed envelopes for early recruitment. Surprisingly, many initial participants (friends, acquaintances) found even basic tasks like `tar .1z4` challenges and simple riddles to be significant barriers. This was an eye-opening contrast to the perceived community effort seen in historical ARGs like Cicada 3301. I had to significantly simplify initial entry points, highlighting a potential shift in average digital literacy or patience.

### **The Internet's Evolution:**

The digital landscape has changed dramatically over the last 25 years. It's saturated with content, often spam, misinformation, or highly curated narratives. Gaining authentic attention for a complex, non-monetized, intellectual project feels harder than ever. The "right things" often don't get attention amidst the noise.

### **Perception, psychology and cognitive dissonance**

At first, some people reacted cautiously, even considering that "Gnosis Arcanum" and later "Harmonia Prime" might be a cult. This reaction highlights the delicate balance required in ARG design, where blurring reality can lead to genuine misinterpretations. The cryptic invitations, mysterious website names, and unconventional communication channels (IRC, self-hosted email) may seem unusual and suspicious to those unfamiliar with ARGs and accustomed to controlled paywalled systems like facebook, discord and the big media. The intense, often philosophical nature of the story, along with the appeals to "seekers," could unintentionally mimic the recruiting language of some cults to an uninformed audience. This highlights the risk inherent when designers intentionally blur the line between fiction and reality. People are used to clearly labeled entertainment; the very ambiguity of an ARG—"is it real or a game?"—can be off-putting. The effort involved (decoding, cross-

referencing, engaging across multiple platforms) is a significant barrier for an audience trained for instant gratification and the infinite scroll of social media platforms. This also denotes that collective intelligence is beginning to go down. Darker, philosophical themes (brainwashing, control) can also be confronting. They may perceive the “terms and conditions” of engagement (such as accepting certain story premises or completing specific tasks) as a real-world commitment rather than a game mechanic.

I’ve often had acquaintances misread, misinterpret texts which were NOT there, meaning that certain belief systems were active in their brains which led them to see things which did not exist on the page, which were only revealed once they reread the texts with attention. **Creepy stuff, right?**

Much of genuine curiosity seems to have atrophied. The modern internet, with its constant streams of curated content and immediate answers, has weakened the capacity for active, self-directed exploration. People are less inclined to dig, be confused, or engage in something that doesn’t immediately signal “entertainment.” There is a tendency to consume passively, and the ARG, by its very nature, requires an effort beyond this norm, contributing to the fact that the project, despite its complexity, remains unknown to a wider audience.

I could barely post on Reddit due to the fact that I don’t use reddit, i cannot grow karma, i will not use it.. which results in a paradox. The same is clear for most other platforms where one cannot post anything and even if it is posted.. it drowns...

## **False Scepticism vs Fake News**

I expected science fiction fans to be more open to exploring science fiction outside of books or movies. I was so wrong. The first reactions I received from those people where “this is a scam”, “It’s a cult”, “sounds like a MLM, crypto” or anyother thing possible. My attempts to invite them with an open mind to participate was met with my posts being banned. Unfortunately,

We have 3 possibilities 1. Either they were trolling 2. those where bots which automatically responded after just 1 minute after posting, meaning reddit is heavily compromised 3. Those people really have neve heard of an ARG, interactive fiction, etc, or just read 2-3 lines and made their opinion on something without further exploring, even though they say they enjoy science fiction. A contradiction and cognitive dissonance, exactly what my ARG explores!

Either option is sad.

One weird thing is analytics. Certain forum posts analytics shows sometimes 15000 to 20000 views PER post. Multiply that by 10 posts.. we get 100.000 to 300.000 views A conversion rate of 3% is a standard conversion

rate of views to clicks and signups A/B metric we are testing. But in reality, how many people did signup? From those 20k views.. maybe 7 people? That's a HUGE discrepancy. Out of those, only 2-3 were actively engaged. This can lead down 2 paths. That the algorithmic architects idea IS real, OR that most of the clicks are bots, the dead internet theory would rise to the top.

Even if we recalculate and say hey, maybe 10% of people are interested to click further because of a clickbaitable title/article, and out of those 5% sign up, we would still have to see at least 1500 signups.  $(300.000 \times 10\% \Rightarrow 30.000)$  who go to the website.. scroll around , 5% of them sign up, 1500 signups. Even if it were at a 1% signup rate, there should have been 300 people to signup, even to test it.

Welcome to the age of bots. This proves a valid point.

## Getting Harmonization Units

The very first people who registered needed Harmonization Units to proceed. They simply need to copy the URL from the dashboard and give it to friends. HU's are the required currency for gameplay. Players need to form a community to contribute to the [Global Protocol Initiatives](#) which are ways to unlock the next chapters, features, lore and capabilities of the game.

Most people gave up when they saw they can only gain 1 HU per click.

## The Essence of an ARG: A Real-World Game

This project is an Alternate Reality Game in its truest sense: a game that unfolds in the real world. Players interact not just with websites, but via real-time IRC chat, personalized emails, and even planned physical world elements. It's designed to be transmedia – spreading its narrative across diverse platforms to create a cohesive, immersive experience.

## The Call to Action: Be an Ambassador

This project, born from a singular vision and executed by one individual, is truly immense. When compared to many fleeting online projects that promise much and deliver little, the depth and technical sophistication here are undeniable.

If you've read this far and found the concept intriguing, if you appreciate the complexity and dedication behind such an undertaking, then your support is invaluable. This project thrives on curiosity and engagement.

**Please, become an ambassador.** Play the game, join the IRC server (you'll find its link within the game), subscribe to the Harmonia Prime newsletter – these actions let me know there's interest, that this complex creation isn't

going to waste. Let's make this known to the world, and let's discuss the future of interactive storytelling. If you're a company, you may even consider becoming a corporate partner and sponsoring future lore.

What would be immensely helpful would be if you could share the entry point of [harmoniaprime.org](http://harmoniaprime.org) website or the counterpart of [gnosisarcenum.org](http://gnosisarcenum.org) so people get started into the ARG. You can do this anywhere, forums, reddit, chats, with friends. Don't spam, just make it casual.

Thanks!

NOTE: please read [that I'm ending this ARG](#)