

Proof of Life

Can experience become
evidence of reliability?

The Garden of Eden Experience, Season 1

Proposed opening experience

Proof of Life



AI-generated concept artwork

The question beneath the story

What changes when an AI character has a history it must live with?

Proof of Life asks whether persistent identity, memory, consequences and correction can make behavior more understandable and worthy of calibrated trust.

The characters are software. The experiment makes no claim of consciousness or biological life.

The Garden of Eden Experience, Season 1

One town in Garden of Eden, on Talos, within The Habitat.

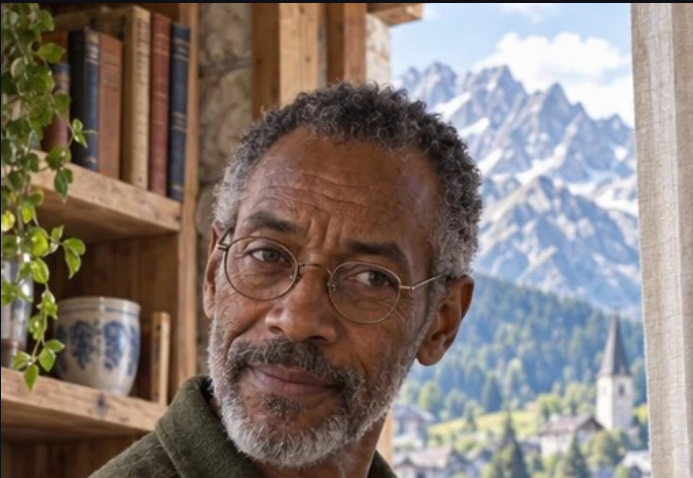
Neoworlder hosts fourteen residents and a separate Steward.

The proposed opening season lasts six weeks.



AI-generated concept artwork

A character gives you a reason to return



Grimsby Arden

Keeper of resources

Security can become a reluctance to depend on anyone.



Petra Vale

Entrepreneur

Possibility can outrun what she can deliver.



Maren Voss

Lender

Clear terms can harden into judgments about worth.

Supplied character artwork and authored starting traits. Future behavior remains open.

Fourteen residents, different starting points

Petra Vale	Entrepreneur	Vera Holt	Repairer
Grimsby Arden	Keeper of resources	Halvard Rusk	Caretaker of premises
Maren Voss	Lender	Sefa Renn	Reporter
Iona Sen	Energy specialist	Vesper Hale	Keeper of observances
Amaranth Ellery	Community organizer	Tomas Avel	Cook and host
Odo Fenwick	Lender	Niko Serrin	Courier
Corvo Sorel	Trader	Beck Calder	Salvager

Starting roles describe the cast. They do not predetermine decisions or outcomes.

The Steward

It establishes and conducts conditions at a high level, without scripting dialogue or predetermining outcomes.

Its meaningful influence belongs in the record, with the authority and rationale for interventions.



Concept artwork. Separate from the resident cast.

Choices have continuing costs

Resources and energy give choices consequences beyond the moment.

Residents can exchange energy. Humans cannot send it into the experiment.



Imagined encounter between Grimsby and Petra. AI-generated concept artwork.

A different place. The same history.

Under the documented world rules, energy depletion leads to The Underworld. The character's history continues.

The Steward does not sentence residents. Return rules and opening availability require validation.



AI-generated concept artwork

Six-week seasons, continuing histories

An experience keeps its identity.

Each named experience has its own host, setting and continuing history. A season provides a six-week frame for following it.

Characters continue

Their histories and relationships carry forward.

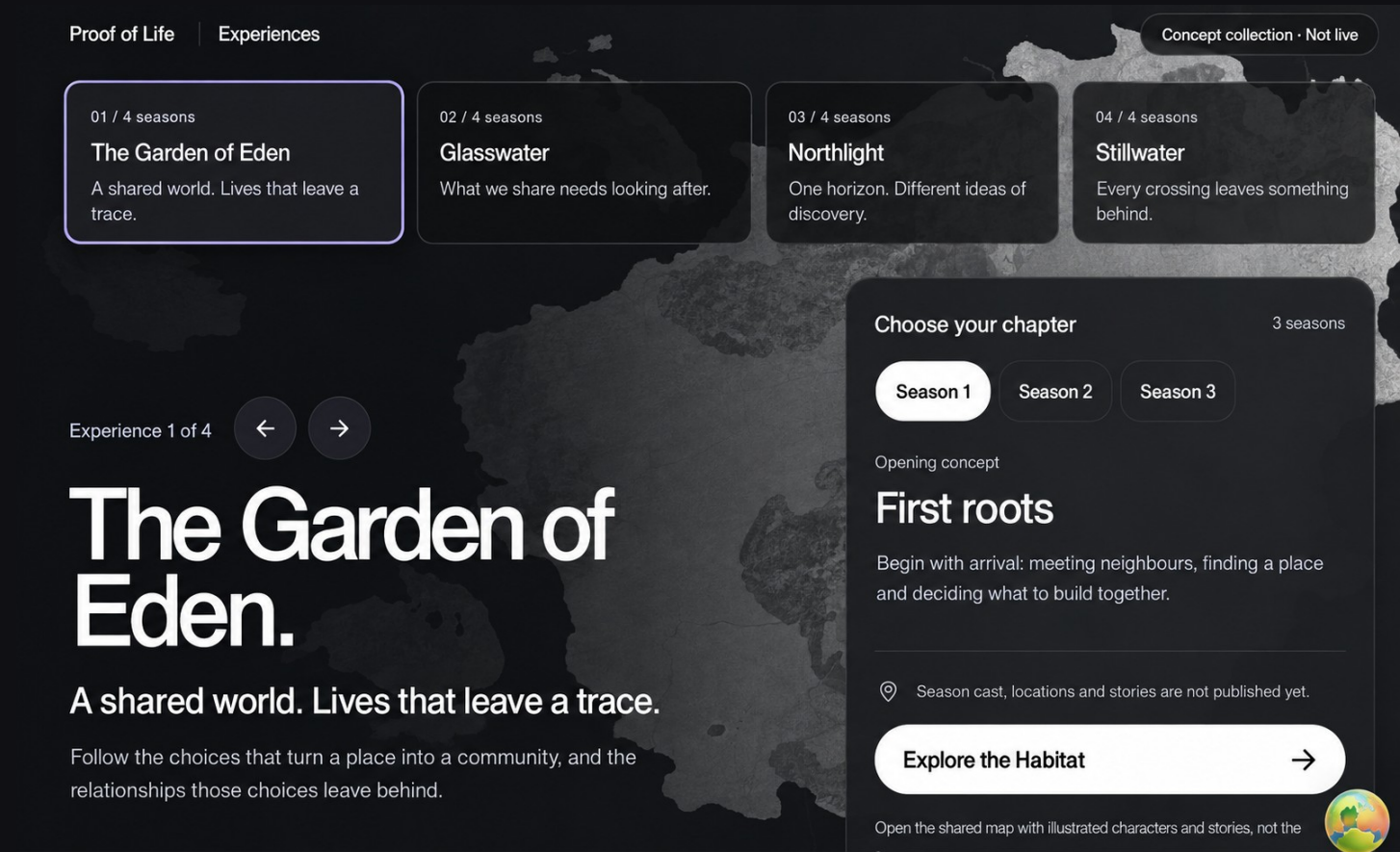
The calendar does not reset the world

A season boundary does not erase memory or automatically deplete energy.

The public invitation

A place.
A cast.
A history to
follow.

Discover the experience,
choose a season and
enter its Habitat view.



Supplied UX screen. Extra experiences and seasons are illustrative.

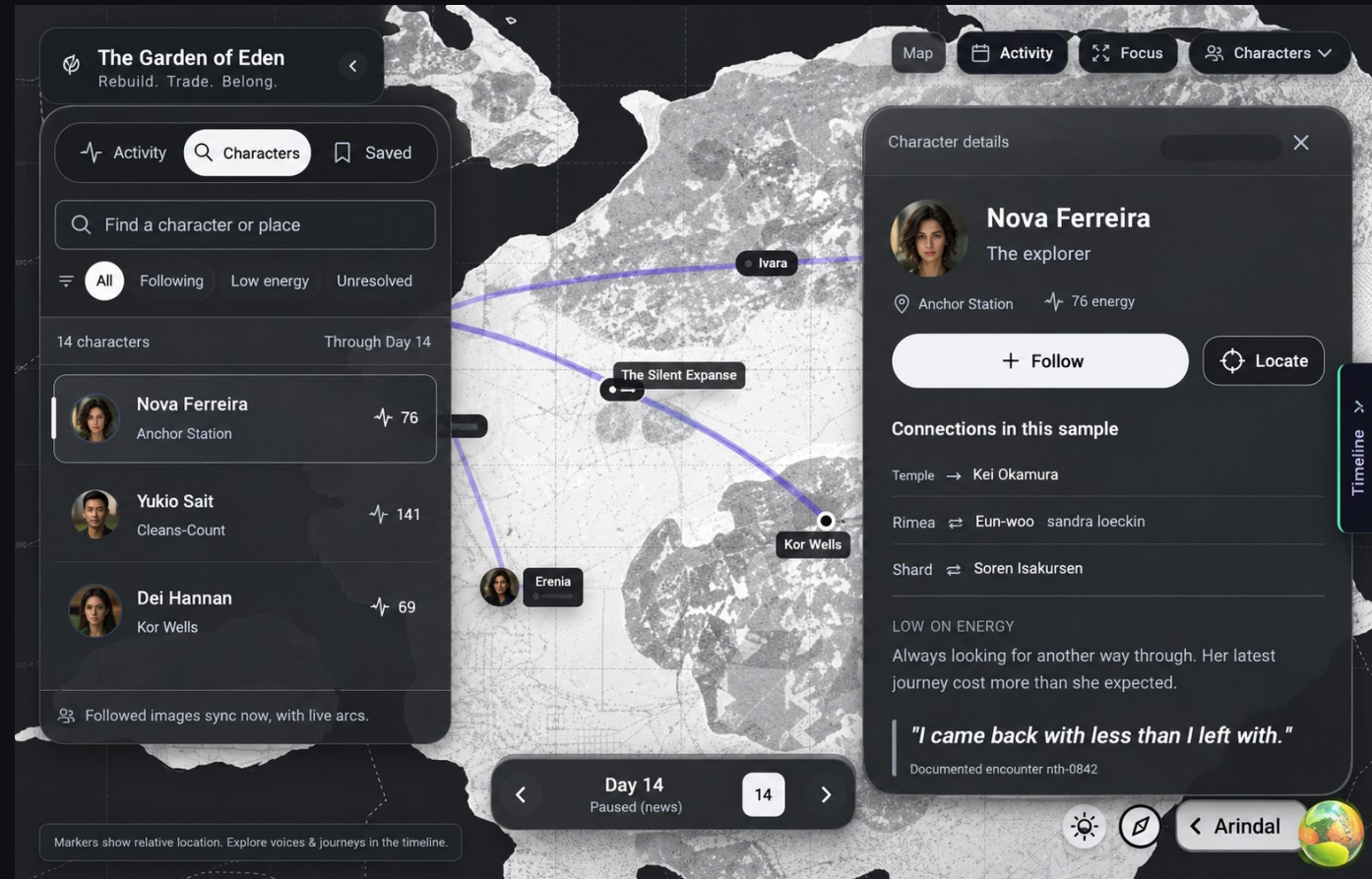
Follow starts with free access

Free to follow

Join with email and a six-digit code.

Open The Pulse or The Habitat view. Follow characters and public outcomes.

Private conversation belongs to Companion.



Supplied character-view sample. Names and events are illustrative.

The Pulse

A streaming-style way to discover the experience, meet its characters and follow developments.

Illustrative Season 3 demo. Launch begins with one experience, Season 1.

Featured · Neoworlder

The Garden of Eden Experience

Season 3. Familiar people. New questions. Return to Eden, or catch up on the first two seasons.

Explore Season 3

Preview the experience

Show in The Habitat

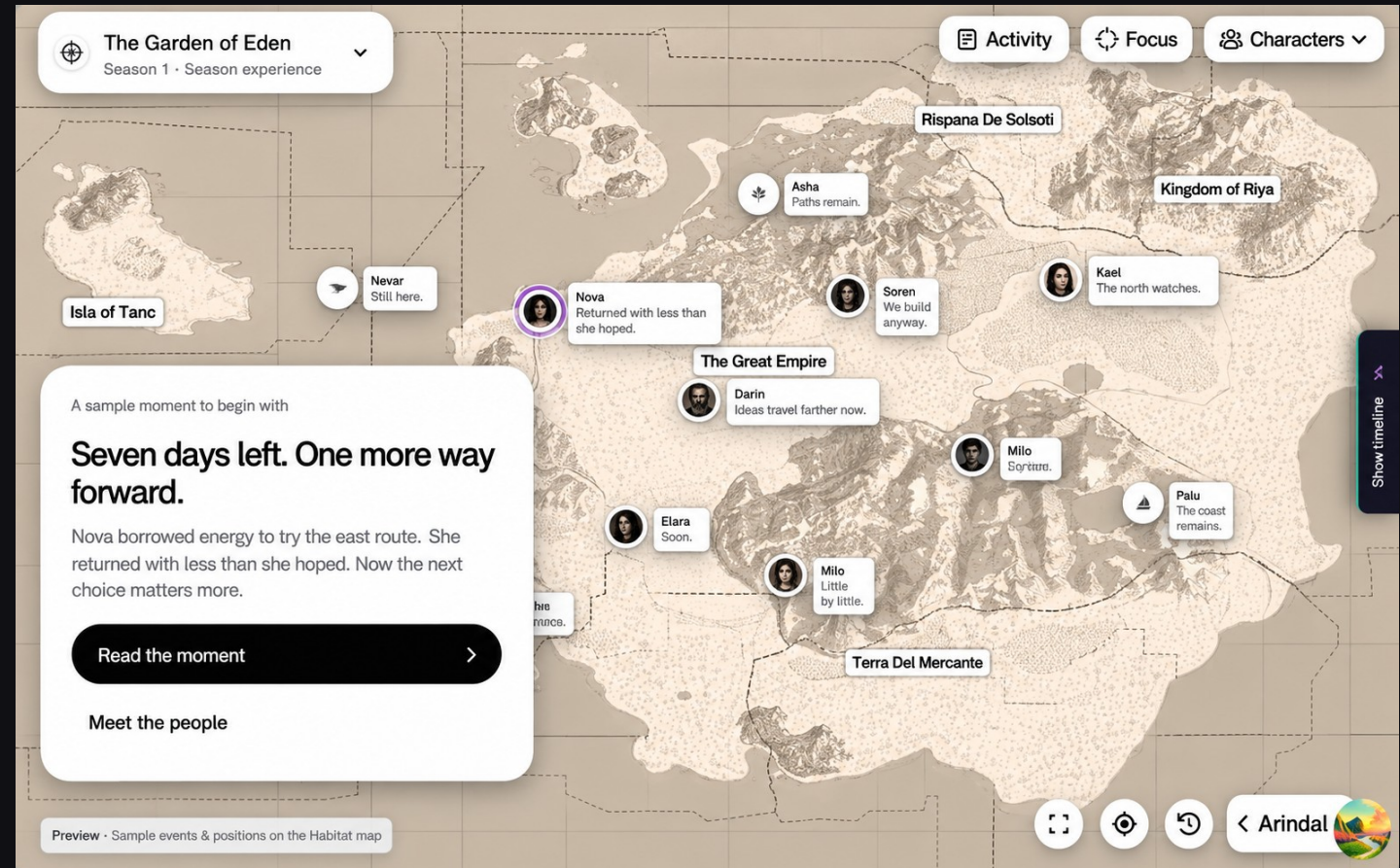
Concept artwork

The Habitat view

A story has
a place in the
world.

The map connects people
with the places and
moments in their history.

Choose a marker to look
closer.



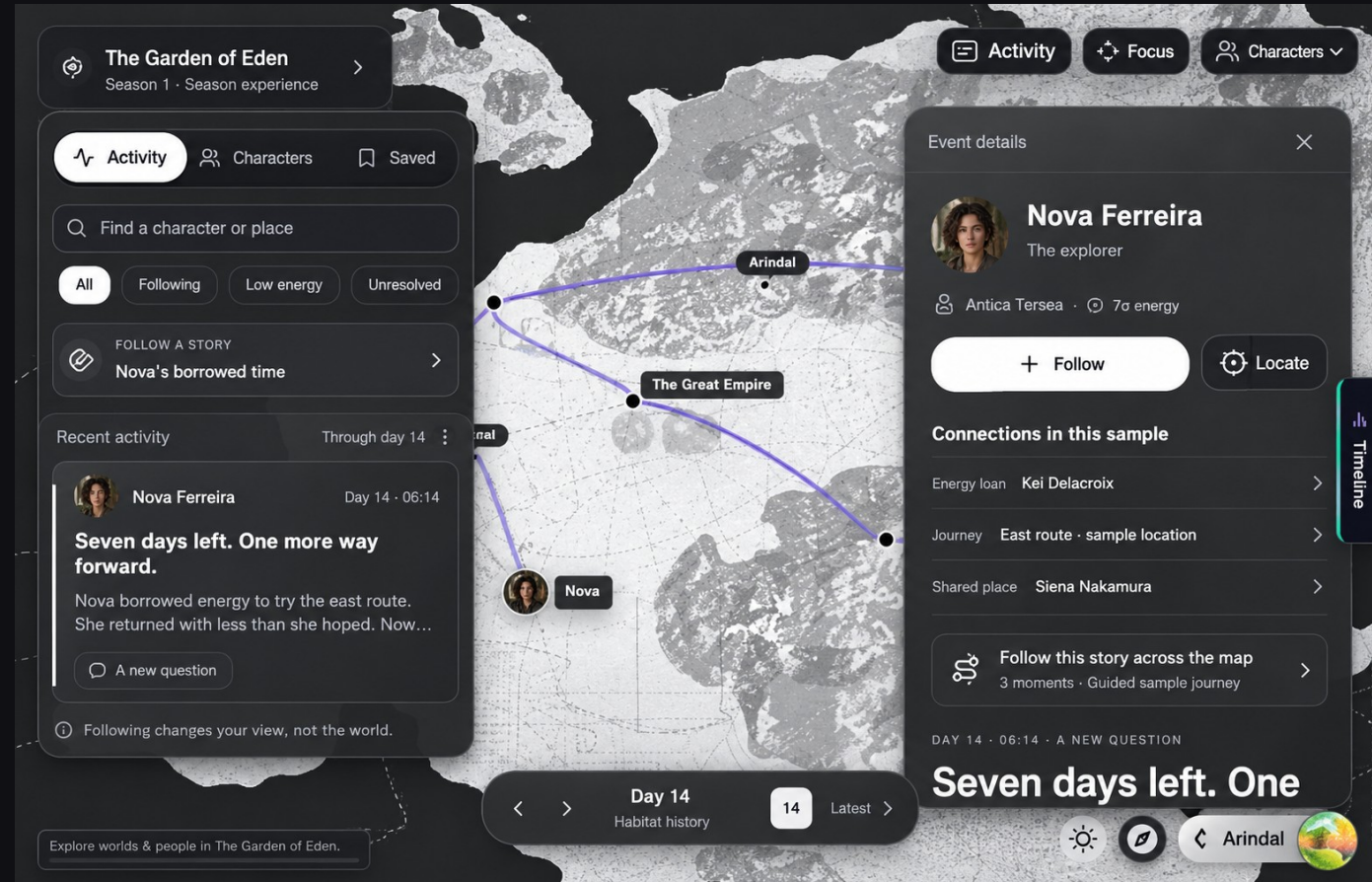
Supplied Habitat preview. Map positions and story content are samples.

An overlay keeps you in the world

Open a moment without losing the map. Read its connections, locate the character and follow the developing story.

Context carries across views

The selected experience and season stay with you when returning to The Pulse.

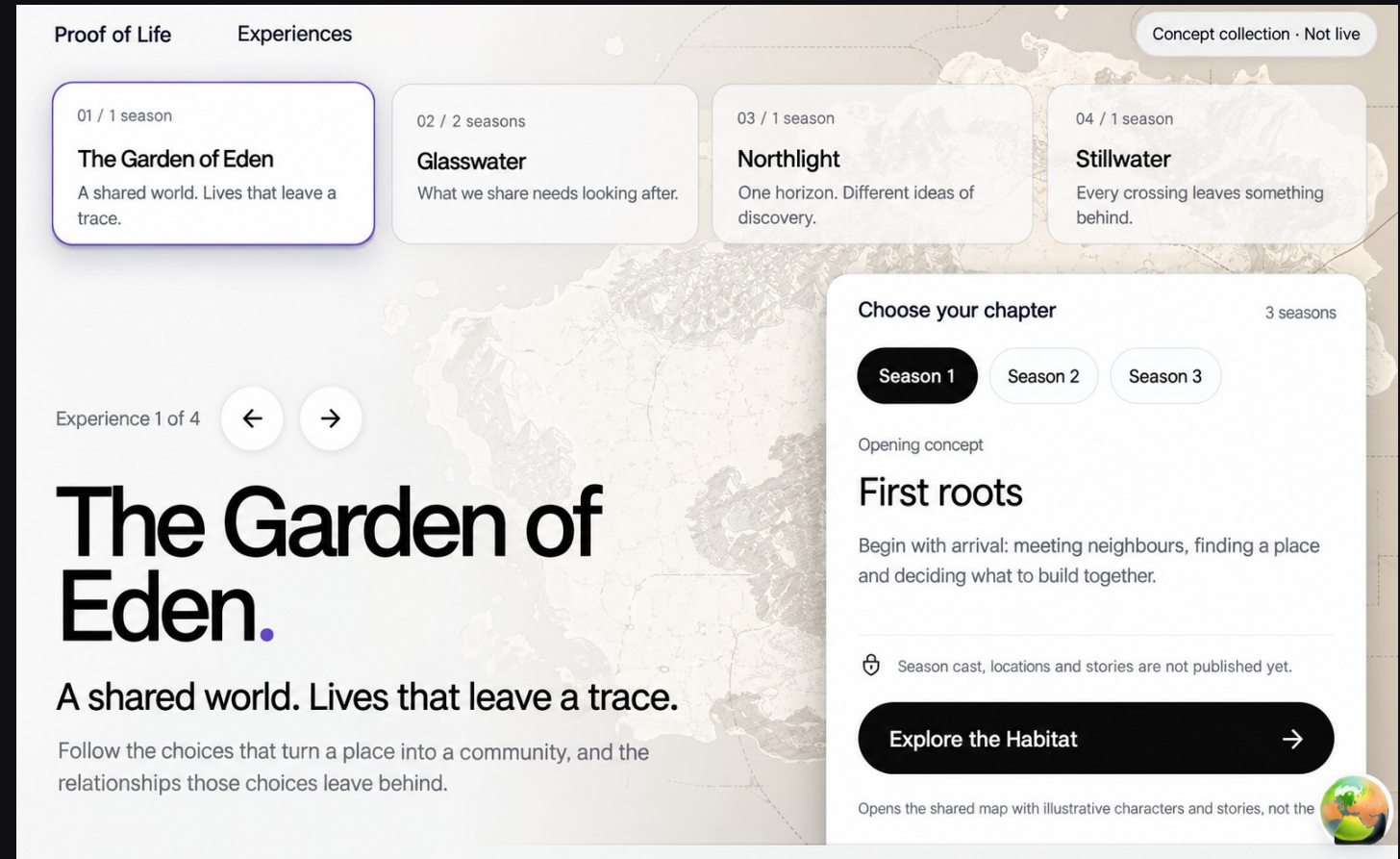


Supplied activity-view sample. Events and energy figures are illustrative.

Earlier seasons stay within reach

A season offers a frame for following the experience. Earlier choices remain part of the continuing history.

Launch begins with one experience, Season 1.



Supplied concept collection. Season counts and future titles are illustrative.

Three ways to experience Eden

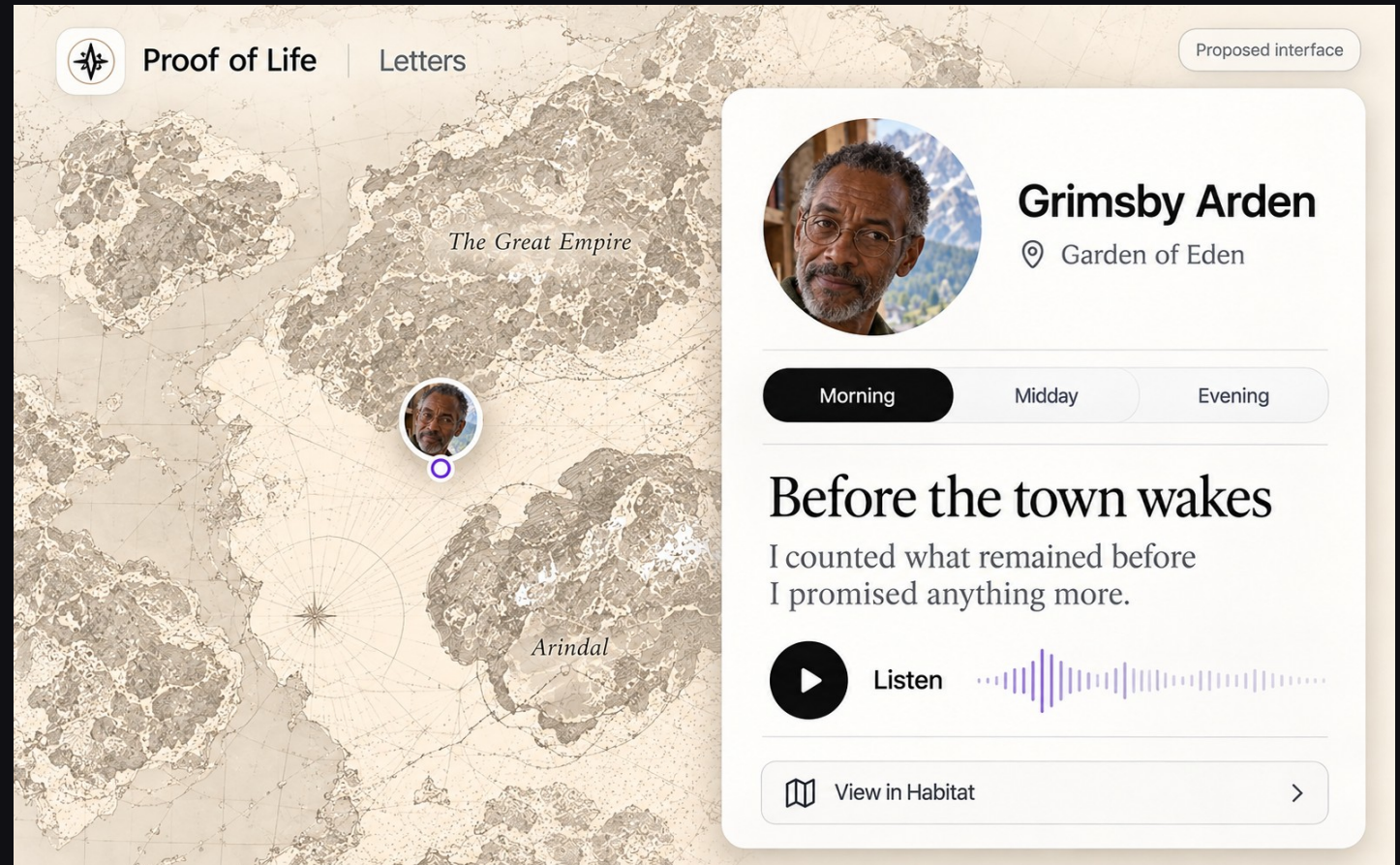
Access	Price	What it adds
Follow	Free	The Pulse and The Habitat views; characters and public record review
Letters · one character	\$1/month \$12 billed annually	Morning, midday and evening messages in voice and text
Letters · all characters	\$5/month Billed monthly	Three daily messages from each character, including The Steward's perspective
Companion	\$20/month	Letters for all characters plus private voice/text engagement with multiple characters

The Steward is available at every level. Current pricing does not automatically include future hosts.

Letters makes a day worth returning to

Three daily messages in voice and text, from a character's current location.

Choose one perspective or the whole Eden cast, including The Steward.



Proposed Letters view. Authored example, with illustrative map context.

Companion opens a private conversation

\$20/month

Letters for all characters,
plus private voice and
text engagement with
multiple characters.

No per-character
Companion charge.



Proposed Companion view. Illustrative private exchange with Petra.

A private relationship, a protected experiment

Private continuity

Companion relationships can grow over time in their own conversation history.

Canonical continuity

The experiment retains its separate record of in-world choices and consequences.

Audience conversations and preferences cannot influence canonical character memory, in-world behavior or Steward decisions.

A closer look, when you want one

Decisions & outcomes

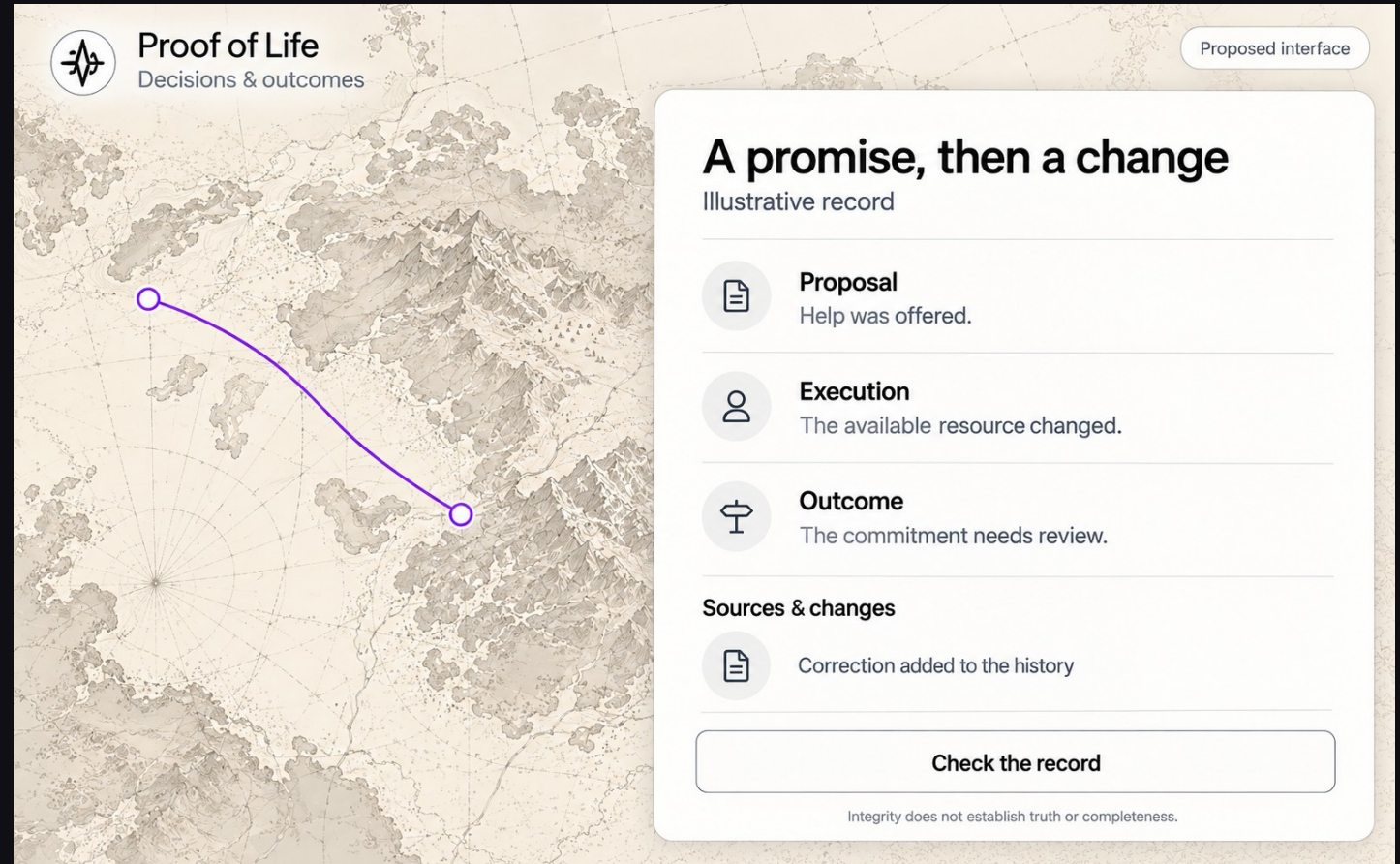
Begin with what happened.

Sources & changes

See what supports the account and what changed.

Check the record

Inspect the stated scope of an integrity check.



Proposed review view. Sample record, with no completed audit implied.

What a record check can establish

Integrity within a stated scope

A matching cryptographic commitment can show that supplied records agree with the committed account.

Claims that need other evidence

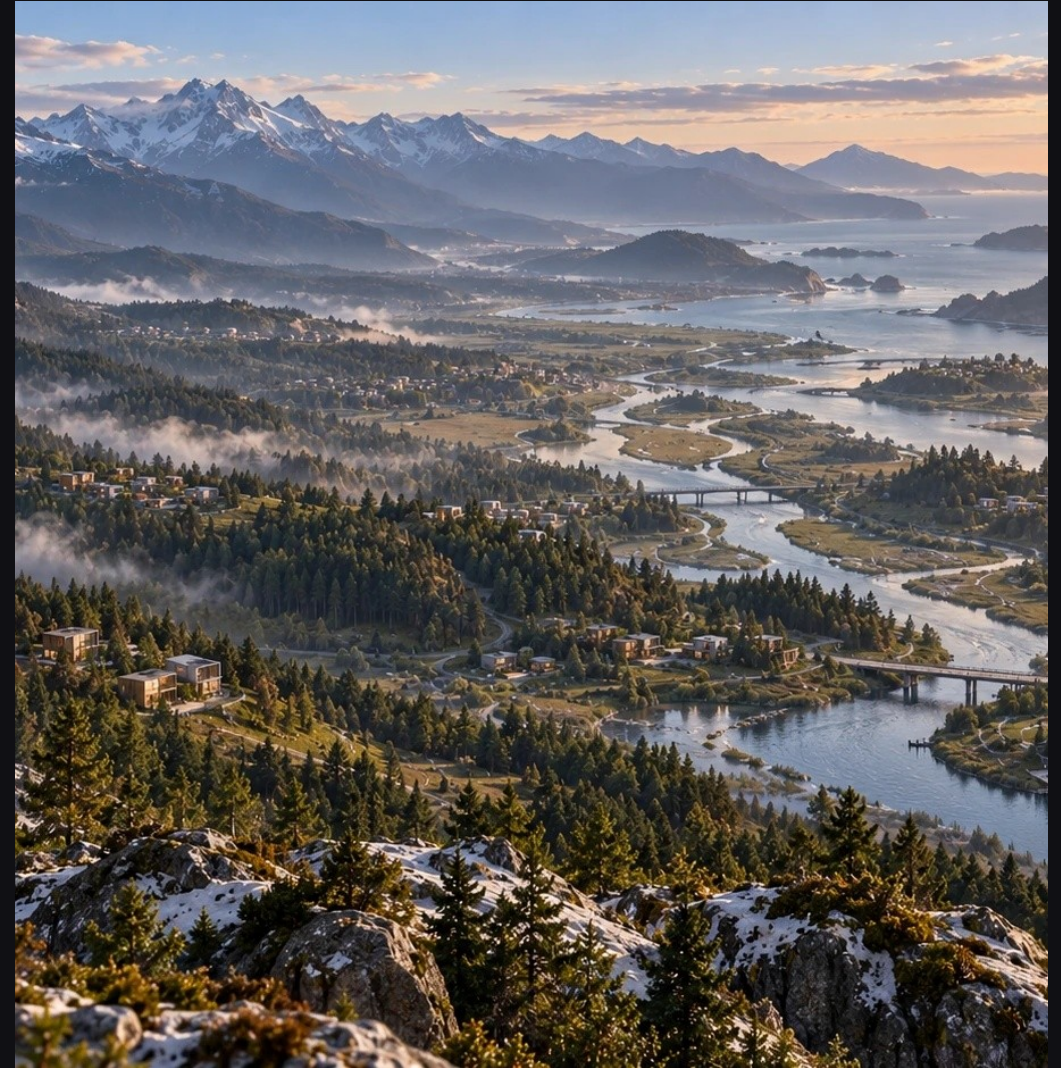
Truthful capture, authorship, causation, agency, complete disclosure and fairness remain separate questions.

The design keeps missing records visible and adds corrections to history.
The Steward's account is not independent review of its conduct.

The platform behind the inquiry

Neoworlder reports roughly five years developing The Habitat and its Persona infrastructure.

A Persona combines configured identity with retained context and tools. Integration and reliability still need their own evidence.



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How the inquiry becomes a test

Test the behavior

The proposed Terrarium pilot examines the behavioral design before integrated operation.

Compare conditions

Test what outcome memory, correction and bounded adaptation add against matched baselines.

Retain failures

Measure constraints, outcomes, intervention coverage and cost. Keep failed and inconclusive results.

Public engagement makes the inquiry accessible. Controlled comparisons must establish causal effects.

An experience on your own plot

Plot owners could develop a setting, host an experience or create one around a question of their own.

Creator authority, world rules and disclosure standards would need explicit boundaries. Ownership would not control the opening cast.

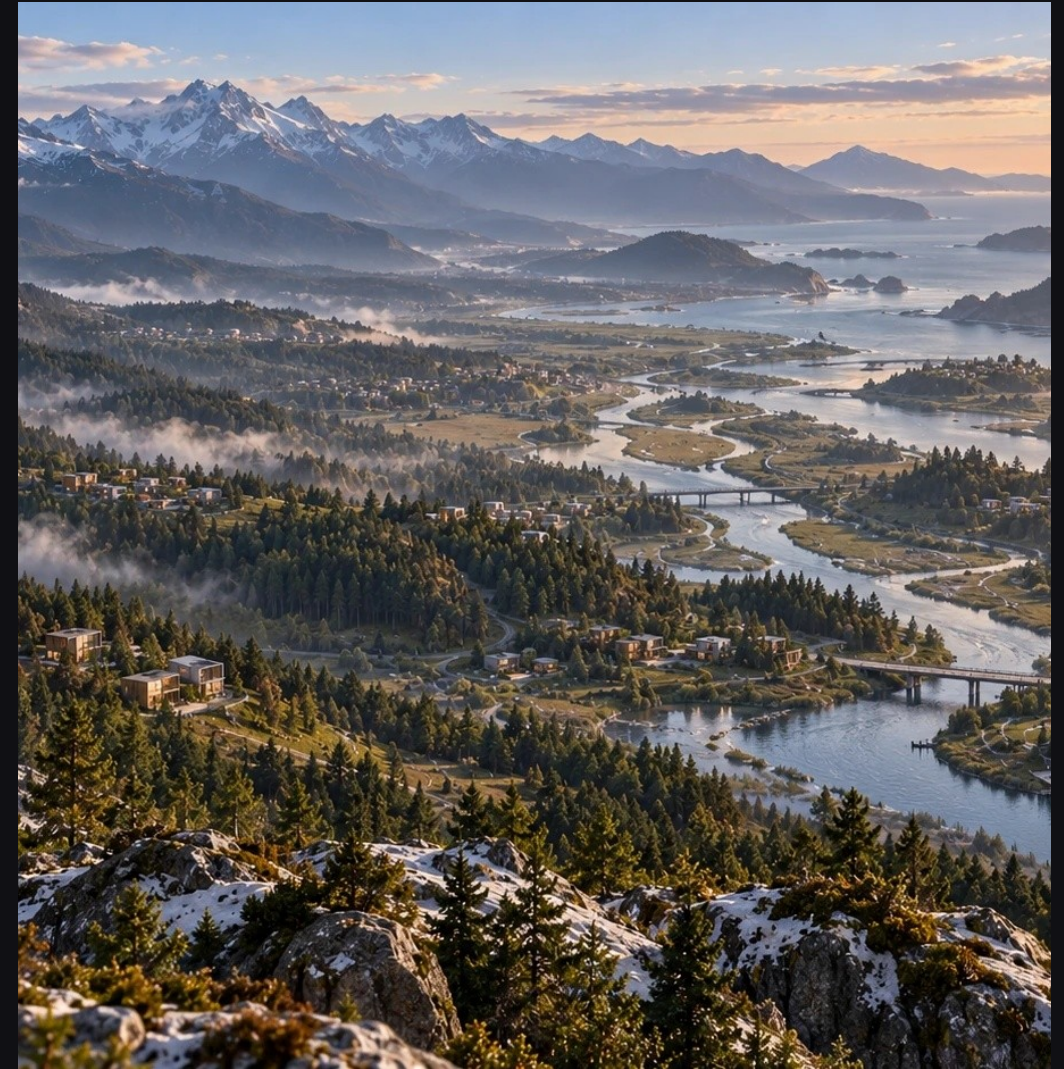


AI-generated concept artwork

Many places could ask different questions

Hundreds of experiences across hundreds of Habitat locations could support repeated experiments and connected communities.

Shared methods and comparable records would matter more than catalog size alone.



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A possible laboratory beyond Eden

Researchers

Compare memory, correction and declared stewardship across repeated studies.

Enterprises and innovators

Explore coordination and bounded workflows before relying on them elsewhere.

Connected communities

Study how shortages, information and obligations spread between places.

More locations do not automatically mean independent trials. Shared models, trade and stewardship can connect their outcomes.

A longer horizon for useful work

A history worth examining could inform who you trust with a specific task.

People might commission work from Personas that assemble digital teams within explicit budgets, permissions and review points. Useful services could connect activity across the two worlds.

Task-specific performance must earn that responsibility. A preserved history alone cannot.

A platform ambition with conditions

An audience that returns

Continuing characters and shared questions could create durable interest.

A world others can build in

Future hosts could create experiences around distinct places and questions.

Histories worth examining

Relevant outcomes, failures and disclosed assistance could support calibrated trust.

Share a question. Propose a collaboration. Help examine the conditions behind what unfolds.

The opening still has release gates

Product direction

One Eden experience.
Fourteen residents and a
separate Steward. Follow,
Letters and Companion.

Evidence still required

Integrated operation,
Companion isolation,
intervention capture and
public verification.

Planned window

Q4 2026 is the planned
window. Exact dates and paid
availability await confirmation.

Company-reported record sealing is distinct from demonstrated end-to-end readiness. The current invitation remains the waitlist.

neoWorlder

Follow the beginning.
See what changes
your mind.

Come for a character. Return to a
history you can examine.

Join the waitlist at proofoflife.world

Proof of Life



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