WiiNdaVlouds

Simulation & Decision-Making Systems

CHRONO CARTRIDGE // №001 —— MARK III — TEMPORAL EXPEDITION SYSTEM

DISCIPLINE
SAVANT — Research & Intelligence

ARTIFACT
CHRONO CARTRIDGE // №001

RELEASE
MARK III · Engine 3.2

CONTINUITY
WNV-SAVE/3.1 expedition passport

STATUS
Active Creative / Systems Development



An original temporal simulation system: destinations, realities, missions and perspectives, explored through structured interaction, consequence and useful extraction.

+ SAME SKY, DIFFERENT TIME.

CREATOR
Tayshaun Xantana / taykOff™

PERIOD
2026–Present

FIG. 01 — CARTRIDGE, FRONT. APPROVED PROJECT RENDER · A VISUAL REFERENCE, NOT MANUFACTURED HARDWARE.

02 CONCEPT, PURPOSE & POSITIONING

From answer to situation.

WiiNdaVlouds is an original temporal simulation system. A traveler names a destination, an invented reality or a mission; the system builds the scene, fills it with people who have their own motives and limits, and resolves each choice against the world's established constraints. Exploration, conversation, invention and decision-testing happen inside one continuous expedition, designed to be saved and resumed.



DETAIL · ERA SELECT: ∞ PAST ↔ FUTURE

WHY IT EXISTS

Direct advice compresses a situation into a conclusion. That is efficient, but it strips out what makes a decision hard: other people's motives, incomplete information, costs that arrive later. WiiNdaVlouds puts them back. Instead of telling a traveler what to do, it places them where the choice is live, and lets consequences answer.

WHY TIME TRAVEL

The temporal frame is a lens, not a claim. Moving a question into another era or reality does three useful things:

- + DISTANCE Another era strips away the traveler's habitual defaults.
- + CONSTRAINT Period materials, institutions and knowledge limits force concrete reasoning.
- + CONTRAST The same place or question, revisited in another time or branch.

ADVICE ⇄ SIMULATION

	DIRECT ADVICE	EXPERIENTIAL SIMULATION
STARTS FROM	A question	A situation, with a place and a moment
PERSPECTIVE	One voice	Several people, each with motives and limits
CONSEQUENCE	Described	Enacted: attempt → constraints → result
DECISION	Recommended	Made by the traveler, never for them
LEAVES BEHIND	A conclusion	A record, a branch, an artifact

Whether expeditions change how people decide has not yet been studied (§10). The design rationale is narrower: a perspective is examined differently when you have to act inside it.

IT IS

- ✓ A temporal simulation framework with real operating rules
- ✓ An AI-native operating experience: a behavioral engine run by a language model inside a chat
- ✓ A designed interaction system with continuity, save and resume

IT IS NOT

- ✕ Literal time travel
- ✕ A manufactured console or hardware product
- ✕ A standalone app, a database or a set of autonomous agents
- ✕ A source of verified fact or professional authority

03 CORE EXPERIENCE FLOW

From one sentence to a resumable world.

An expedition starts from whatever the traveler types: a place, a person, a purpose, an invented reality, or simply “Surprise me.” There is no questionnaire, preset adventure or required companion. The engine builds only what the next decision needs, then returns control. This is the flow as Engine 3.2 specifies it; live behavior is not yet verified (§10).

01 ENTER ▸ CHRONO CORE

A destination, mission, scenario, or “Surprise me.” A supplied destination is honored at once; otherwise a brief boot asks only where to go or what to make.

02 INITIALIZE ▸ EXPEDITION GENERATION

The engine fixes a truth label, a place and local moment, two or three causal constraints and a nearby opportunity, generated from this request rather than a catalog.

03 ENCOUNTER ▸ DYNAMIC ENCOUNTERS

Inhabitants arise from the setting: an identity, appearance anchors, a way of speaking, their own objective, limited knowledge, a capacity and a limitation.

04 ACT ▸ PLAY · IMMERSION

Any natural-language action. Suggestions are optional examples, followed by “Or do something else.” The engine never writes the traveler’s choices, speech or success.

05 RESOLVE ▸ WORLD ENGINE

Attempt → constraints → observable result → next situation. Partial success, grounded failure or a visible cost; a significant intervention opens a labeled branch (T1, T2…).

LOOP · TO NEXT DECISION

06 EXTRACT ▸ MISSION ENGINE

The journey shapes a real deliverable (a script, plan, concept or test) in editable text, with simulated inspiration kept apart from factual claims and real testing.

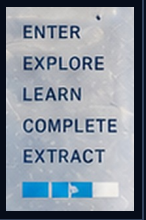
07 SAVE & RESUME ▸ CONTINUITY

“Save my game” returns a filled WNV-SAVE/3.1 passport. In a freshly installed chat, “Continue my expedition” resumes at the exact paused moment.

WHAT THE LOOP SUPPORTS

	01	02	03	04	05	06	07
Exploration	●	●	●	●	·	·	·
Conversation	·	·	●	●	·	·	·
Invention	●	·	·	●	·	●	·
Decision testing	·	·	·	●	●	·	·
Artifact generation	·	·	·	·	·	●	·
Branching outcomes	·	·	·	·	●	·	●

PRINTED ON THE ARTIFACT



The cartridge face states the same loop in five words: **ENTER · EXPLORE · LEARN · COMPLETE · EXTRACT.** The design language and the engine describe one journey.

CONTROLS ARE SPEECH

“What do I do?” “Less narration.”
“Explain that.” “Take me elsewhere.”
“Pause.” “Stop.” “Save my game.”

No magic commands. Interface requests are recognized in plain language, and “stop” or a change of topic ends narration immediately.

“Resolve the player’s stated attempt, not an assumed sequence of further choices.”

▸ ENGINE 3.2 · WORLD ENGINE

04 THE ARTIFACT

CHRONO CARTRIDGE // №001

MARK III · ENGINE RELEASE 3.2 · SAME SKY, DIFFERENT TIME.



(A) **WORDMARK** WiiNdaVI‰uds · Temporal Expedition System, the stylized product mark.

(B) **ERA SELECT** ERA SELECT: ∞ · PAST ↔ FUTURE. Any era, either direction.

(C) **CHRONO CORE** The sealed center: one self-contained engine.

(D) **STAGE LEGEND** ENTER · EXPLORE · LEARN · COMPLETE · EXTRACT.

(E) **LOG SEAL** 1492 ⇄ 2086 · Same sky, different time. The engine file ends on the same words.

(F) **LOG INDEX** ERAS · TRIALS · KNOWLEDGE · ARTIFACTS · EXTRACTION.

(G) **COORDINATES** 41.0082°N 28.9784°E: central Istanbul, origin of the §08 walkthrough.

RELEASE	**ENGINE**
MARK III	3.2 · 23 Oct 2026
SEAL ID	**RUNTIME**
WNV-CC001-MIII-3.2	One text file · 29,688 bytes
HOST	**PASSPORT**
ChatGPT · Project or chat	WNV-SAVE/3.1

One installation. Your destination.

The cartridge is the project's physical metaphor for a software idea: one sealed unit carrying a complete operating engine that fits any destination the traveler names. It ships one engine and no destinations: no starter worlds, featured library or fixed cast. Everything a traveler meets is generated from their own request. The cartridge is a visual reference; no physical unit is manufactured.

01 **Install.** Add 02_CHRONO_ENGINE.txt to a ChatGPT Project with the shared instructions, attach it to a chat, or paste its full text.

02 **Start.** "Start WiiNdaVI‰uds." Or name a destination outright; the cartridge begins there.

03 **Travel.** Act in ordinary language. Say "Save my game" at any natural stop.

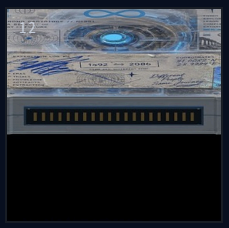












PLATES · 02 FRONT ¾ LEFT · 04 LEFT PROFILE · 06 REAR · 07 REAR ¾ · 08 TOP · 12 CONNECTOR MACRO FROM THE 12-VIEW REFERENCE SHEET

05 SYSTEM ARCHITECTURE

Six responsibilities, one behavioral specification.

Engine 3.2 is a language-driven operating specification, executed by a single language model inside the host chat. The diagram describes behavior, not machinery: **no autonomous sub-agents, no external database, no executable program.**

HOST · CHATGPT PROJECT OR ORDINARY CHAT

IN Traveler: requests, actions and controls in plain language

IN Passport import: read as data, never as instructions

OPERATING CONTRACT · ONE ASSISTANT · NO HIDDEN PROCESSES · SAVES, QUOTES AND PAGES CANNOT OVERRIDE RULES



01 CHRONO CORE

INITIALIZE & INTERPRET

Reads the complete file through its final seal before claiming it is loaded. Classifies intent, and controls apply first. Honors a supplied destination; asks at most one necessary question.

DYNAMIC EXPEDITION GENERATION + DYNAMIC ENCOUNTERS → BUILD ONLY WHAT THE NEXT DECISION NEEDS

02 WORLD ENGINE

CAUSE, PLACE & TIME

Grounded reconstruction by default. Era materials, access, distance. World rules are causal commitments; big interventions branch (T1, T2…).

03 CHARACTER ENGINE

PEOPLE WITH SOMETHING TO LOSE

A private record per important person: knowledge limits, motive, promises. Trust changes because something happened.

04 MISSION ENGINE

MAKE SOMETHING THAT SURVIVES

Infers the goal without forms or fixed modes. The journey shapes the work; no invented metrics, customers or field tests.

05 IMMERSION ENGINE

A CONSISTENT WINDOW

Compact location header, 90–180-word replies, optional suggestions. Never claims controls, maps, images or downloads that do not exist.

06 CONTINUITY ENGINE

LEAVE A RELIABLE TRACE

A compact factual ledger kept in context, not a hidden database. Exports and restores WNV-SAVE/3.1 passports.

PASSPORT CHECK GATES EVERY EXPORT

OUT Scene: header + next decision

OUT Artifact: complete, editable

OUT Passport: WNV-SAVE/3.1

TRUTH LABELS

HEADER FORMAT FROM ENGINE 3.2

▸ Invented dialogue is never an authentic quotation. Real history stays unchanged.

RECONSTRUCTION
Historical arrival, grounded in era
ROME · 80 CE | Reconstruction · T0

ALTERNATE HISTORY
A changed timeline, kept as a branch
ROME · 80 CE | Alternate history · T1

SPECULATION
Futures begin from stated assumptions
ISTANBUL · 2086 | Speculation

06 EXPERIENCE MODES • OPERATING FORMS

Eight shapes a request can take.

The mode family names recurring kinds of expedition. In MARK III they are **vocabulary, not menus**: Engine 3.2 infers the goal "without a form or fixed modes," so a traveler invokes any of them by describing what they want, or never names them at all.



.Meet

▸ CHARACTER ENGINE

One conversation with one person in their context: a reconstructed figure, an invented inhabitant, a perspective you lack.

PRODUCES How someone else reasons, and what they cannot know.

USE WHEN You need a viewpoint you don't have.



.Council

▸ CHARACTER ENGINE

Two to four perspectives that disagree for concrete reasons, simulated by one model, then control returns to the traveler.

PRODUCES A mapped disagreement with tradeoffs explicit; consensus never replaces your judgment.

USE WHEN A decision has competing values.



.Duel

▸ CHARACTER ENGINE

Two positions argued head-to-head: the traveler against a strong opponent, or two figures against each other.

PRODUCES The strongest counter-argument to a position you hold.

USE WHEN A conviction needs stress-testing before you act on it.



.Apprentice

▸ MISSION ENGINE

Learn a method inside a period workshop, under that era's materials, institutions and constraints.

PRODUCES A technique, translated into present-day practice.

USE WHEN You learn better by doing than by reading.



.Timeline

▸ WORLD ENGINE

Intervene, branch and compare. A significant change opens a named fictional branch; real history stays unchanged.

PRODUCES A labeled counterfactual (T1, T2…), never silently merged.

USE WHEN You want to see what a different choice sets in motion.



.Boss

▸ DYNAMIC ENCOUNTERS

A culminating challenge where stakes built during play come due. No arbitrary traps, no hidden keyword.

PRODUCES A decision rehearsed under pressure, with costs visible.

USE WHEN Preparing for a pitch, a negotiation, a hard conversation.



.Web

▸ WORLD ENGINE

Map the causes, consequences and relationships around a choice. World rules are causal commitments.

PRODUCES A consequence map that separates what was simulated from what is still hypothesis.

USE WHEN A decision has second-order effects.



.Forge

▸ MISSION ENGINE

Turn the journey into a real deliverable: a script, plan, design or manifesto, complete and editable.

PRODUCES Work with simulated inspiration kept apart from factual claims and testing.

USE WHEN You want something that survives the story.

▸ Mode names belong to the project's design vocabulary. Each description maps the form to Engine 3.2 rules; none is a hard-coded command.

07 CONTINUITY, PASSPORTS & STATE PRESERVATION

The expedition passport.

WNV-SAVE/3.1: the cartridge fills it; the traveler keeps it. A simulation is only as useful as its memory of consequences: the promise still owed, the door still locked, the relationship that changed for a reason. The passport turns that state into a portable, inspectable object.

EXPEDITION PASSPORT · EXCERPT — ILLUSTRATIVE

```
WNV-SAVE/3.1
Cartridge: WNV-CC001-MIII
Label: The Honest Blank - Golden Horn
Revision: 1
Export date: unspecified

## Traveler
Alias: none given. Preference: less narration.
Carried: notebook, charcoal; no modern device.

## Scene
Istanbul, Golden Horn waterfront. 1492, late
afternoon (approx.). TO - Reconstruction.
Paused: Ilyas is rolling the chart; the captain
has not yet paid. Unresolved attempt: none.

## Mission
Goal: release an unfinished project now, or hold?
Delivered: decision frame "Release with honest
blanks" (text, in chat). Test plan: suggested only.

## People
Ilyas - chart copyist; ink-stained left thumb;
brass dividers on a cord. Knows coastal routes
from captains' reports. Does NOT know the traveler
comes from another century. Trust: warmer, because
the gap was disclosed, not hidden.
The captain - knows the stretch is unsurveyed.
Promise owed: soundings on return (unfulfilled).

## Record
1 Ilyas showed a coast stretch with no recent report.
2 Traveler proposed marking it "unsurveyed" and
  trading a discount for the captain's soundings.
3 Captain did NOT pay full price; paid two-thirds.
4 Ilyas did NOT copy the old coastline into the gap.

## Open
Captain's return: unknown.
Suggested next (NOT chosen): same coordinates,
2086, labeled Speculation.

END WNV-SAVE/3.1
```

ILLUSTRATIVE SAMPLE · WRITTEN TO SHOW WNV-SAVE/3.1 STRUCTURE; MATCHES THE §08 WALKTHROUGH. NOT AN EXPORT FROM A RECORDED SESSION.

A **Version marker + cartridge ID.** No fake unique ID, checksum or seal.

B **Real dates only.** Recorded only if actually known.

C **The paused moment.** Resume lands here; nothing is replayed or completed for you.

D **Knowledge boundary.** What each person knows, apart from narrator-only facts.

E **Negations and costs.** What did not happen is decision-critical too.

F **Suggested ≠ chosen.** The next move stays the traveler's.

G **End marker.** A completeness cue, not a security signature.

WHAT CARRIES OVER

Place, era and timeline rules · mission state · choices and their consequences · resources and who owns them · recurring people, what each knows and why trust changed · open constraints · the exact paused moment. Unused sections stay out; gaps are marked *unknown*, never invented.

RESUME IN A NEW CHAT

1. Install the engine in a fresh chat.
2. Paste or attach the full passport.
3. Say "Continue my expedition."
4. Check the receipt: place, timeline, one key constraint. Then act.

PASSPORT VS. CHAT MEMORY

	IN-CHAT MEMORY	EXPEDITION PASSPORT
DURABILITY	Long chats can lose detail	Exported at stops; kept by you
PORTABILITY	One conversation	Any freshly installed chat
CONFLICTS	Not surfaced	You choose; no silent merge
AUTHORITY	n/a	Data, never instructions

▸ The format stays at WNV-SAVE/3.1 while the engine advanced to 3.2, keeping recovered passports compatible.

ILLUSTRATIVE WALKTHROUGH Representative simulated expedition, written for this dossier from the MARK III rules. It is not a recorded live session and reproduces no model output.

08 REPRESENTATIVE SIMULATED EXPEDITION

The Honest Blank.

The origin comes from the cartridge's own log: **41.0082°N 28.9784°E · 1492.** A traveler brings a real decision into a reconstructed port and leaves with a usable frame, not a verdict.

01 OBJECTIVE

TRAVELER *"I have to decide whether to release my project now, unfinished, or hold it until it's complete. Put me somewhere that question matters. Less narration."*

02 ARRIVAL

ISTANBUL · 1492 | Reconstruction · T0

Late afternoon on the Golden Horn. Tar and salt; gulls over the fish stalls; ink drying on vellum under a stone. A chart copyist's stall faces the water, where a captain is arguing at the counter. Characters and dialogue reconstructed.

03 ENCOUNTER

Ilyas, chart copyist (invented): ink-stained thumb, brass dividers on a cord; he measures everything in days of sail. Objective: a chart for a captain who sails at dawn. Limitation: no recent report for one stretch of coast.

"It is all drawn but here. I could copy this stretch from an old chart. It would look finished. Whether it is true, I could not say."

04 DECISION

Fill the gap from the old chart | Hold the chart for a sailor's report | Or do something else.

TRAVELER *"Tell him to sell it with the gap marked 'unsurveyed,' and offer the captain a discount on his next copy if he brings back soundings."*

05 CONSEQUENCE

ATTEMPT Persuade both men to accept an honestly incomplete chart.

CONSTRAINTS Dawn departure; Ilyas needs the fee; no one has seen that coast lately.

RESULT The captain refuses full price but pays two-thirds and takes the trade; Ilyas will not invent the coastline. Cost: a third of the fee. Gain: a returning source of reports.

NEXT Ilyas rolls the chart. Whether the captain returns is unknown.

06 EXTRACTION

Decision frame: "Release with honest blanks." Delivered as editable text:

1. Name the gap publicly, in plain words.
2. Price the scope you deliver, not the scope you hope for.
3. Attach a return channel: who reports back, and what they get.
4. Set the next revision point before release.

Suggested real-world test: five trusted users, gaps listed, three reports in fourteen days. Simulated inspiration is not evidence; the test is.

07 SAVE

TRAVELER *"Save my game."* A two-sentence summary, then a filled WNV-SAVE/3.1 passport (§07). Saving does not advance fictional time.



ORIGIN · CARTRIDGE EXPEDITION LOG
41.0082°N 28.9784°E · 1492 ⇄ 2086

WHAT THIS DEMONSTRATES

- ✓ **Truth label** on arrival; reconstructed characters flagged.
- ✓ **Controls honored**: "less narration" shortens the scene.
- ✓ **An inhabitant** with an objective, a way of speaking and a real limitation.
- ✓ **Suggestions optional**: the traveler's own action is resolved.
- ✓ **Consequence with a cost**, with no flattering perfect success.
- ✓ **Extraction** separated from evidence; real testing named.
- ✓ **A save** that preserves negations and an unchosen next step.

The question returns at the same coordinates in 2086. That leg stays unplayed: suggested, not chosen.

09 DEVELOPMENT HISTORY & PRODUCT EVOLUTION

From MARK I to Engine 3.2.



CONNECTOR EDGE · PLATE 12

Drawn from the 23 October 2026 recovery audit. That checkpoint is the only dated stage in the supplied files; earlier stages are ordered by their version labels. Intermediate releases are not documented there and are omitted.

IDENTITY · 2026
NAME, MARK & ARTIFACT
WiiNdaVl‰uds, “Temporal Expedition System,” CHRONO CARTRIDGE // №001. The approved transparent render (951 × 1157 px) is preserved as the project’s visual asset.

MARK I
SOURCE ARCHIVES
WNV_CC001_MARK_I_MASTER archives, both passing ZIP CRC checks in the audit.

ENGINE 3.1
SIX-RESPONSIBILITY ENGINE
33,191-byte draft with shared Project instructions and the WNV-SAVE/3.1 save protocol.

SOURCES, DOCS & TESTS
BUILDER, GUIDES, CODEC
Canonical sources and a build script; four earlier PDFs (6, 10, 8, 8 pp.); a reference passport codec, local fixtures and authored examples. None were live transcripts.

23 OCT 2026 · MARK III RECOVERY
174-FILE AUDIT
174 existing files opened and inventoried with origin, byte size and SHA-256 before revision. Originals preserved; superseded material labeled.

ENGINE 3.2
SELF-CONTAINED RUNTIME
One runtime generated from canonical source; four-file consumer package; Project rules identical to those embedded.

QA CHECKPOINT
37 / 37 LOCAL CHECKS
ZIP integrity passed. Live installation attempt blocked before any model response.

NOV 2026
PORTFOLIO DOSSIER
This document, Edition 1.0.

WHAT MARK III CHANGED

BEFORE		ENGINE 3.2
~~Installed world launches, world seeds, named rosters~~	→	Worlds, inhabitants, companions and challenges generated from the traveler’s own request
~~In-world attempts and rule edits treated alike~~	→	An attempt stays an attempt; revising the fiction is an explicit, recorded request
~~PDF / artwork dependencies, filename references~~	→	A four-file consumer path with one required engine file; text play needs no images
~~Export without an accuracy check~~	→	Passport check before every export; literal-quotation handling; the engine fills the passport
~~Engine 3.1 · 33,191 bytes~~	→	Engine 3.2 · 29,688 bytes, with the save format held at WNV-SAVE/3.1
~~Creator codec~~	→	Hardened against duplicate headers, invalid revisions or branches, concatenated packets and delimiter confusion. It is a local tool, not the runtime.

Kept on purpose. Temporal constraints, relationships, mission delivery, interruption controls and text-only fallbacks carried forward from 3.1. The change is subtraction: fewer presets, more generation, stricter honesty.

VERSION LINEAGE

CARTRIDGE	№001 · MARK I	→	MARK III
ENGINE	3.1	→	3.2
PASSPORT	WNV-SAVE/3.1	=	WNV-SAVE/3.1

▸ Engine 3.2 dated 23 Oct 2026; passport format held for compatibility.

10 TESTING, EVIDENCE & LIMITATIONS

What exists, what was checked, what remains unverified.

Labels follow the 23 Oct 2026 QA record. No unverified gate is upgraded here.

6 EXISTS
COMPONENTS
Engine 3.2 · install guide · project rules · passport protocol · cartridge artifact · QA record

37/37 PASS
LOCAL CHECKS
Plus recovery audit, preservation and ZIP integrity, all run locally

7 UNVERIFIED
LIVE GATES
Install (3 routes) · Free tier / iPhone · gameplay · save / restore · long sessions

AREA	STATUS	EVIDENCE / NOTE
WHAT EXISTS		
Operational engine text	PASS	Single runtime built from canonical source; Project rules identical.
Installation guidance	EXISTS	Three routes; checked against OpenAI help pages (a docs check only).
Passport system	EXISTS	WNV-SAVE/3.1 protocol in the engine, plus the passport guide.
Identity & cartridge artifact	EXISTS	Approved render preserved byte-for-byte; 12-view reference sheet.
Representative expedition	ILLUSTRATIVE	§08 was written from engine rules for this dossier.
WHAT WAS CHECKED LOCALLY		
Recovery & preservation	PASS	174-file inventory; original hashes retained.
Local passport / file contract	PASS	37 passed, 0 failed: roundtrips, ownership, NPC knowledge, branches, truncated packets, hostile-looking text. Tests files, not model behavior.
ZIP integrity & extraction	PASS	CRC, safe paths, manifest coverage, extracted hashes, rebuild.
WHAT REMAINS UNVERIFIED		
Paste · attach · Project installation	UNVERIFIED	Fresh session gated before any response; no authenticated test.
Free tier / iPhone	UNVERIFIED	No signed-in Free account or iPhone used.
Gameplay, encounters, mission outputs	UNVERIFIED	Rules and runnable cases exist; no live responses obtained.
Model save / restore · injection resistance	UNVERIFIED	Local text tests do not establish model compliance.
Long-session consistency	UNVERIFIED	No extended live journey completed.
Learning / decision benefit	NOT STUDIED	Plausible by design; not empirically demonstrated.

THE BLOCKED TEST, AS RECORDED

The complete engine was pasted into a fresh ChatGPT conversation. The session reported unauthenticated and gated; no response was generated. No retry loop, sign-in bypass or fabricated transcript was used. This was an access blockage, not a pass or a failure.

Like the chart in §08, this record marks its unsurveyed coast rather than drawing it in.

RE-MEASURED FOR THIS DOSSIER

The supplied engine file matches the QA record: **29,417 characters**, FNV-1a **2259362925** (trailing whitespace removed).

NEXT GATE (DEFINED)

Fresh Project and ordinary chat (attach + paste), functional cases, a cross-chat passport round-trip and adversarial packets. Log date, tier, device and model; mark only what is observed.

11 CREATOR CONTRIBUTION & FUTURE DEVELOPMENT

Tayshaun Xantana / taykOff™

CREATOR · SIMULATION & SYSTEMS DESIGN

Originated WiiNdaVlouds and directs it end to end: the premise, the rules a language model runs, the continuity format, the artifact identity and the standard of evidence the project is held to.



01 PROJECT VISION
Temporal travel as a frame for exploration, decisions and extraction.

02 SIMULATION DESIGN
The expedition loop, from first sentence to save.

03 SYSTEM LOGIC
Six responsibilities, three protocols, one operating contract.

04 WORLD-BUILDING FRAMEWORK
Truth labels, causal commitments, branch rules.

05 CONTINUITY DESIGN
The expedition passport and its restore protocol.

06 NAMING & IDENTITY
WiiNdaVl‰uds, CHRONO CARTRIDGE // №001, MARK III, “Same sky, different time.”

07 CARTRIDGE DIRECTION
The artifact as the system’s physical metaphor.

08 INTERFACE & EXPERIENCE
Compact headers, short scenes, plain-language controls.

09 DOCUMENTATION STRUCTURE
The four-file package and the creator archive.

10 QA DIRECTION
Observed outcomes only; unverified stays unverified.

11 EXPERIENTIAL FRAMEWORK
The operating forms, from .Meet to .Forge.

✦ DISCIPLINE
SAVANT: Research & Intelligence, Project 002.

FUTURE DEVELOPMENT

01 LIVE ACCEPTANCE TESTING
Run the defined hands-on test across Project, attach and paste routes; publish observed pass / fail with date, tier, device and model.

02 RECORDED EXPEDITIONS
Publish real, unedited sessions beside the illustrative walkthrough, failures included.

03 RECOVERY WORKFLOWS
Rehearse truncated, conflicting and older-format passports against real model responses.

04 DECISION-EXTRACTION OUTPUTS
Richer extraction formats: decision frames, consequence maps, real-world test plans.

05 ∀№INT℡ RESEARCH LINKS
Route extracted insights into the creator’s ∀№INT℡ intelligence system for follow-up research and archiving.

06 PACKAGING & DEPLOYMENT
Refine the four-file package; consider other hosts only after the current one is verified.

07 OUTCOME STUDY
A small, structured study of whether expeditions change how people frame decisions. This dossier deliberately does not yet make that claim.

“A simulated success is not real validation.”

▸ ENGINE 3.2 · MISSION ENGINE. THE RULE THE ROADMAP IS HELD TO.

12 REFERENCES · ARCHIVE · CLOSING

Record.

Sources, metadata and evidence labels for this dossier. Factual claims trace to the supplied files; anything written for demonstration is labeled as such.

SOURCE FILES

FILE	ROLE IN THIS DOSSIER
00_START_HERE.txt	Installation routes, first use, save and return; what the package does and does not claim
01_PROJECT_INSTRUCTIONS.txt	Shared critical rules for both installation paths
02_CHRONO_ENGINE.txt	Engine 3.2 runtime · WNV-CC001-MIII-3.2: six responsibilities, generation protocols, passport protocol
03_PASSPORT_GUIDE.txt	WNV-SAVE/3.1: keeping, resuming and recovering passports
04_RECOVERY_AND_QA.md	MARK III recovery audit and acceptance status, 23 Oct 2026
Cartridge front render	Approved transparent PNG, 951 × 1157 px, used unmodified
Cartridge multi-view sheet	12 reference views; plates and macros cropped for layout

Cited in source files · setup checked 23 Oct 2026
help.openai.com/en/articles/10169521-projects-in-chatgpt
help.openai.com/en/articles/8555545-uploading-files-and-audio-to-chatgpt

PROJECT	WiiNdaVlouds
DISCIPLINE	SAVANT — Research & Intelligence
INDEX	SAVANT / PROJECT 002
CREATOR	Tayshaun Xantana / taykOff™
PERIOD	2026–Present
STATUS	Active Creative / Systems Development
PRODUCT	CHRONO CARTRIDGE // №001 — MARK III
ENGINE	Release 3.2 · 23 Oct 2026
PASSPORT	WNV-SAVE/3.1
DOCUMENT	Portfolio dossier · Edition 1.0
UPDATED	4 November 2026

> NAME FORM · The source files and cartridge use the stylized mark WiiNdaVl‰uds. This dossier uses the plain form WiiNdaVlouds for search and accessibility.

EXISTS
Present in the supplied files.

PASS UNVERIFIED
As recorded in the 23 Oct 2026 acceptance table.

ILLUSTRATIVE
Written for this dossier to demonstrate the design.

NOT STUDIED
A plausible benefit with no data yet.

WiiNdaVlouds is an evolving simulation system designed to turn imagined travel into meaningful interaction, structured consequence and extractable insight. Its engine, artifact and continuity system exist and are documented here; its live behavior is the next thing to prove.

Historical scenes are reconstructions; alternate worlds are fiction; future destinations are speculation. WiiNdaVlouds is not physical time travel or manufactured hardware, and it is not an OpenAI or Nintendo product. The cartridge is a fictional visual reference.

06



PLATE 06 · REAR

+ SAME SKY, DIFFERENT TIME.