





# THE DAYDREAMER'S ENGINE

## Where Worlds Begin

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*User Manual & Onboarding Guide*

Field: Imagination · Knife 7 of 12 · Offline.Ltd

 Creative Spaces	 AI Features	 Offline & Yours	 Ollama Powered
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This manual covers every tab, tool, and AI feature in The Daydreamer's Engine — an offline-first imagination environment for world-builders, writers, game designers, and daydreamers. Eight interconnected creative spaces combine free-form capture, world mapping, character design, rule systems, AI-assisted narrative exploration, and timed creative focus into a single HTML file that runs entirely in your browser.

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Version 2.0 · For use with The\_Daydreamers\_Engine.html

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# 1. Getting Started

The Daydreamer's Engine is a single HTML file. No installation, no account, no internet connection required (except for optional AI features via Ollama). Open the file in a modern browser and you are ready to dream.

## System Requirements

Browser	Version	Notes
Google Chrome	90+	Recommended. Full feature support.
Mozilla Firefox	88+	Full support. Slightly different drag feel.
Microsoft Edge	90+	Chromium-based. Full support.
Safari	15+	Supported. Minor CSS differences.
Mobile browsers	Modern	Responsive layout. Drag-and-drop limited on touch.

## How to Open

Double-click the HTML file to open it in your default browser, or drag it onto a browser window. The welcome modal appears on first launch with a summary of all tools and AI features. Click **Enter the dream** to begin.

### PRO TIP

Email the HTML file to yourself. You now have your complete creative workspace accessible from any device, anywhere, with no app store or cloud service needed.

## Ollama (Optional AI)

Six features require a local AI via Ollama: The Loom, The Oracle, Lucid Drift, The Turning, The Muse, and AI Dream Spark. Install Ollama from [ollama.com](https://ollama.com), run `ollama serve` in a terminal, and pull a model like `ollama pull llama3.2`. The status indicator in the header shows green when connected.

### CAUTION

If you open the HTML file directly (`file://` protocol), browsers may block Ollama connections due to CORS. Serve via HTTP instead: `python3 -m http.server 8080`

## 2. Interface Overview

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The interface is divided into five regions: the header bar, the realm breadcrumb (when in a sub-realm), the tab bar, the content area, and the disclaimer footer. Two floating orbs provide ambient features.

### The Header

The header displays the red \ brand mark (representing both a blade and a local filesystem path), the product title in a gradient of cloud-blue, luna-purple, and aurora-cyan, the tagline "Where Worlds Begin" in italic, and the Ollama status indicator on the right. Click the status indicator to refresh the connection check.

### The Tab Bar

Seven creative tool tabs on the left, two system tabs on the right. The active tab is underlined in cloud-blue. System tabs (■ Files and ? Help) are separated by a border and styled in muted grey.

Tab	Type	Purpose
Dream Journal	Tool	Fragment capture, selection, and AI dispatch
World Map	Tool	Visual concept mapping + The Turning
Characters	Tool	Character creation and AI generation
World Rules	Tool	World law definition across six categories
The Muse	Tool	AI chat with full world context
Scenes	Tool	Kanban scene development
Focus Timer	Tool	Timed writing sprints
■ Files	System	Export, import, reset, session info
? Help	System	Full guide and feature reference

### Floating Orbs

**Dream Spark Orb** (■, bottom-right): Opens the Dream Spark panel for on-demand inspiration — fragment prompts, what-if scenarios, sensory prompts, random Loom weaves, and AI-generated sparks. **Resonance Orb** (◆, bottom-left): Opens the Resonance Engine panel. Scan for pattern-matched connections or run an AI deep scan for hidden synchronicities across your entire world.

### The Disclaimer Bar

A footer bar reminds you that AI features require Ollama and that all data is stored locally in your browser. The version number appears on the right.

## 3. Saving & File Management

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All data is saved automatically to your browser's localStorage every time you make a change. No server, no cloud, no account. Your worlds exist only on your device.

### Exporting Your Data

1. Open the ■ **Files** tab.
2. Click ■ **Export Everything**.
3. A JSON file downloads automatically, named with today's date.
4. Store this file safely — it is your complete world state.

### Importing Data

1. Open the ■ **Files** tab.
2. Click ■ **Import Session**.
3. Select a previously exported JSON file.
4. Your entire world state is restored.

#### ■ CAUTION

Importing a session file **replaces** all current data — dreams, characters, rules, scenes, map, and chat history. Export your current state first if you want to preserve it.

### Clearing All Data

The **Reset** button on the Files tab erases all data and reloads the engine. This action is irreversible. You will be asked to confirm.

#### ■ PRO TIP

Name your export files by project or date: `daydreamer-engine-myworld-2025-06-15.json`. This makes it easy to maintain multiple worlds and switch between them.

### Session Info

The Files tab shows a session summary: fragment count, map node count, characters, rules, muse messages, scenes, timer sessions, world age, turning count, realm depth, resonances, and creation date.

## 4. Dream Journal

Keyboard shortcut: Ctrl/⌘ + 1

The Dream Journal is the raw material layer — a wall of colour-coded fragment cards that you can vote on, sort, shuffle, drag, and select for AI-powered transformation. Everything starts here: a stray image, a feeling, a place, a character sketch, a rule.

### Inputs

Field	Description
Capture a Fragment	Text input for a new dream fragment. Press Enter or click + DREAM.
Colour Pills	Five colour options: Cloud (blue, Vision), Luna (purple, Feeling), Aurora (cyan, Place), Ember (gold, Character), Moss (green, Rule/Law).

### Actions

Action	Description
+ DREAM	Adds the typed fragment as a card in the selected colour.
Sort by Votes	Sorts all fragments by vote count, highest first.
Shuffle	Randomises the order of all fragments.
AI Cluster ■	Groups fragments into 2–4 thematic clusters using AI (requires Ollama).
▲ / ▼ (on card)	Upvote or downvote a fragment. Votes determine importance.
× (on card)	Delete a fragment permanently.
Click card text	Edit the fragment text inline.
Selection circles	Click the circle on a card to select it. Select 2+ for Weave, Oracle, Drift.

### Selection Bar

When you select one or more fragments, a selection bar appears with five actions: ■ **Weave** (The Loom — needs 2+), ■ **Oracle**, ■ **Drift**, ■ **Open as Realm**, and **Clear** selection.

### Common Difficulties

Problem	Cause & Solution
Cards not appearing	Input may be empty. Type at least one character before clicking + DREAM.
Wrong colour assigned	Select the colour pill before adding the fragment. The active pill has a white border.

Problem	Cause & Solution
AI Cluster shows error	Ollama not running, or fewer than 3 fragments exist. Start Ollama and add more fragments.

**■ PRO TIP**

Don't self-edit. Capture everything — even fragments that feel unfinished or contradictory. The AI features (Loom, Oracle, Drift) thrive on raw, unfiltered material.

## 5. World Map

Keyboard shortcut: Ctrl/⌘ + 2

A visual concept map for your world. The first node becomes the world's heart (styled as a gradient central node). Subsequent nodes are related concepts. Drag nodes to reposition. Click one node then another to create or remove a connection.

### Inputs

Field	Description
Add a place or concept	Text input for a new node. Press Enter or click ADD.

### Actions

Action	Description
ADD	Creates a new node on the canvas.
AI Expand ■	AI suggests 3–4 new places or concepts based on existing nodes (requires Ollama).
CLEAR	Removes all nodes and connections after confirmation.
■ 1 Season / Year / Decade	The Turning — advances your world in time (see Section 14).
Click node → click node	Creates or removes a connection between two nodes.
Drag node	Repositions a node on the canvas.
✕ on node	Deletes a node and all its connections.

### Common Difficulties

Problem	Cause & Solution
Nodes overlap	Drag nodes apart. New nodes spawn near the centre with slight randomisation.
Connection not appearing	You must click two different nodes in sequence. Clicking the same node twice cancels the selection.
AI Expand adds nothing	Ollama not connected, or no nodes exist yet. Add at least one node first.

# 6. Characters

Keyboard shortcut: Ctrl/⌘ + 3

Build the people, creatures, or forces that inhabit your world. Each character card has six fields designed to create psychologically rich, story-ready inhabitants.

## Character Fields

Field	Description
Name	Character name. Editable inline.
Role / Archetype	A 2–4 word role descriptor (e.g., "Reluctant prophet", "Memory thief").
Deepest Desire	What they want more than anything.
Greatest Fear	What would destroy them.
Secret	What they hide from everyone.
Contradiction	How they surprise themselves — the internal tension that makes them human.
Notes	Freeform notes for anything else.

## Actions

Action	Description
+ New Character	Adds a blank character card.
AI Generate ■	AI creates a complete character fitted to your world (requires Ollama).
✕ on card	Removes a character permanently.

### PRO TIP

The Resonance Engine watches for characters whose desires mirror another character's fears, or who share related secrets. Build at least two characters and run a Resonance Scan.

# 7. World Rules

Keyboard shortcut: Ctrl/⌘ + 4

Every world has laws — physical, magical, social, emotional. Define the rules that make yours unique. Contradictions between rules are features, not bugs — they create dramatic tension.

## Rule Categories

Category	Description	Example
Physics / Nature	Physical laws, natural phenomena	"Gravity reverses during eclipses"
Magic / Supernatural	Magic systems, supernatural forces	"All magic costs a memory"
Social / Cultural	Social norms, traditions, customs	"Lying is physically impossible here"
Emotional / Psychological	Emotional dynamics, inner states	"Grief becomes visible as colour"
Time / Causality	Time rules, cause and effect	"The future remembers before the past forgets"
Forbidden / Taboo	Things that must not be done	"No one may speak the name of the sea"

## Actions

Action	Description
+ Add Rule	Adds a new rule in the selected category.
AI Suggest ■	AI suggests 3 rules based on your existing world (requires Ollama).
Click rule text	Edit the rule inline.
✕ on card	Removes a rule permanently.

## 8. The Muse

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Keyboard shortcut: Ctrl/⌘ + 5 – Requires Ollama

The Muse is your world-building companion — an AI chat that automatically includes context from your Dream Journal, World Map, Characters, and World Rules. Ask it to describe, explore, challenge, or expand any aspect of your world.

### Inputs

Field	Description
Chat input	Type your question or prompt. Press Enter or click ASK.
Model selector	Choose the Ollama model (default: llama3.2). Located in the sidebar.
Context checkboxes	Toggle which data sources the Muse can see: Dream Journal, World Map, Characters, World Rules.

### Quick Prompts

The sidebar offers four pre-written prompts: "Describe dawn" (sensory detail), "Find conflict" (character dynamics), "World secrets" (hidden truths), and "Opening paragraph" (story writing). Click any to send immediately.

### Actions

Action	Description
ASK	Sends your message to the AI with world context.
Clear	Erases the chat history.

# 9. Scene Board

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Keyboard shortcut: Ctrl/⌘ + 6

A three-column kanban board for developing your raw fragments into polished scenes. Drag scenes between columns to track their progress: Sketches → Drafts → Polished.

## Inputs & Actions

Action	Description
+ ADD	Creates a new scene card in the Sketches column.
Pull Top Fragments	Imports the top-voted Dream Journal fragments as sketch scenes.
Drag a scene card	Move a scene between Sketches, Drafts, and Polished columns.
× on card	Deletes a scene permanently.

### PRO TIP

Use the Focus Timer to write a draft for each scene. The timer output auto-saves to the Dream Journal, where you can vote on it and pull it into Scenes later.

# 10. Focus Timer

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Keyboard shortcut: Ctrl/⌘ + 7

Timed writing sessions designed to dissolve the inner critic. Choose a duration, set an optional prompt, and write. When time expires, save your capture to the Dream Journal.

## Inputs

Field	Description
Duration	Five options: 2 min (Flash), 5 min (Sprint), 10 min (Deep dive), 15 min (Immersion), 25 min (Pomodoro).
Session Prompt	Optional text prompt to guide the session.
Session Capture	Large text area for writing during the session.

## Actions

Action	Description
Start / Pause	Toggles the timer. Display turns blue when running, green when done.
Reset	Resets the timer to the selected duration.
Save to Journal	Adds the session capture as a fragment to the Dream Journal.

Session history is displayed below the capture area, showing date, prompt, and captured text for all previous sessions.

# 11. The Loom — Dream Weaving

Requires Ollama · Activated from Dream Journal selection bar

The Loom takes two or more selected dream fragments and weaves them into five narrative offspring, each with a different creative lens.

## Offspring Types

Type	Description
SCENE	A vivid scene combining the threads.
MYTH	An origin story or legend that connects them.
PROPHECY	A foretelling that ties them together.
PARADOX	A contradiction that makes both threads more interesting.
WILDx10	A 10× stranger, more surreal version.

Each offspring shows its lineage (which fragments were woven) and can be saved back to the Dream Journal as a "woven" fragment for further exploration or re-weaving.

## How to Use

1. In the Dream Journal, click the selection circles on 2 or more fragments.
2. Click **Weave** in the selection bar.
3. The Loom generates five narrative offspring.
4. Click **Save to Journal** on any offspring to keep it.
5. Saved offspring appear as pink "WOVEN" cards with lineage shown.

### PRO TIP

The Dream Spark orb (■) also has a **Weave** button that automatically selects two random fragments and weaves them — a great way to discover unexpected combinations.

## 12. The Oracle — Hidden Truths

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Requires Ollama · Activated from Dream Journal selection bar

The Oracle speaks as the voice of your world itself. Select one or more fragments, and the Oracle reveals hidden connections, deeper patterns, and truths the dreamer hasn't yet seen. It automatically includes your Characters and World Rules as additional context.

### What the Oracle Reveals

1. The hidden connection between selected fragments.
2. What they mean when read together — the deeper story.
3. What the dreamer hasn't yet realised.
4. A question that would crack the world open further.

Oracle output appears in a glowing purple panel. It speaks in second person ("You have dreamed of...") and aims for 150–200 words of poetic, specific revelation.

## 13. Lucid Drift — Three-Voice Exploration

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Requires Ollama · Activated from Dream Journal selection bar

Lucid Drift sends three voices into your selected fragments to explore them from different angles. After the initial exploration, you can join as the Dreamer to continue the conversation.

### The Three Voices

Voice	Role	Style
Narrator ■	Sets the scene	Descriptive, sensory, grounding
Dreamer ■	Asks questions	Curious, wondering, emotional
Shadow ■	Challenges assumptions	Subversive, paradoxical, finds darkness

The initial drift generates six paragraphs alternating between the three voices. Each voice's output can be individually saved to the Dream Journal. Use the input field at the bottom of the Drift panel to speak as the Dreamer, prompting the Narrator and Shadow to respond.

# 14. The Turning — World Evolution

Requires Ollama · Located in the World Map tab

The Turning advances your world through time. It treats everything you've built — fragments, characters, rules, map nodes — as a living ecosystem and generates natural evolutions.

## Time Scales

Scale	Button	Scope
1 Season	■ 1 Season	Subtle shifts, seasonal changes, small character developments
1 Year	■ 1 Year	Meaningful developments, relationship changes, new locations
1 Decade	■ 1 Decade	Transformative changes, generational shifts, rule mutations

## Output Categories

Category	Description
Echo Fragments	New dream fragments that emerged naturally from the passing of time.
Character Arcs	How specific characters evolved over the time period.
Rule Mutations	World rules that shifted, strengthened, or contradicted themselves.
New Places	Locations or concepts that appeared on the world map.
Revelation	What the world now "wants" — spoken as the world itself.

Each output item can be individually saved (echo fragments to Journal, places to Map, mutations to Rules). Click **Apply All Changes** to save everything at once. The world age counter updates automatically.

# 15. Nested Realms — Dream Recursion

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Activated from Dream Journal selection bar — No Ollama required for entry

Nested Realms lets you open any fragment as a world-within-a-world. Each sub-realm has its own Dream Journal, World Map, Characters, World Rules, and Scenes. All AI features understand the parent/child relationship. A breadcrumb trail lets you dive deeper or surface back up.

## How to Enter a Realm

1. In the Dream Journal, select one or more fragments.
2. Click **■ Open as Realm** in the selection bar.
3. A new realm opens, seeded with your selected fragments.
4. The realm breadcrumb appears at the top: **■ Root Realm > Sub-Realm**.
5. Build freely — the sub-realm is a complete creative environment.

## Navigation


Click any breadcrumb to navigate back. Each realm's state is stored separately in localStorage. You can nest realms inside realms for recursive dream exploration.

### ■ CAUTION

Nested realms consume browser localStorage. If you create many deep realms, you may approach storage limits. Export regularly and delete unused sub-realms.


# 16. Resonance Engine — Hidden Music

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Floating  orb, bottom-left · Scan works offline, Deep scan requires Ollama

The Resonance Engine discovers hidden connections across your entire world. It listens to fragments, characters, rules, and map nodes, finding overlapping words, thematic echoes, and character tensions you haven't noticed.

## Two Scan Modes

Mode	Requires	Description
Scan	No AI needed	Local pattern-matching: shared words between different content types, character desire/fear mirrors, shared secrets, colour balance analysis.
Deep 	Ollama	AI-powered synchronicities: poetic connections, hidden narratives, thematic echoes that go beyond word matching.

Whispers appear as poetic cards in the Resonance panel. Click any whisper to save it to the Dream Journal as an aurora-coloured fragment, ready for Weaving, Oracle, or Drift.

Resonance auto-scans when you vote on a fragment or when The Turning advances your world. The orb pulses when new connections are found.

# 17. Dream Spark — Inspiration on Demand

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Floating ■ orb, bottom-right

The Dream Spark panel is your on-demand inspiration engine. Five modes generate different kinds of creative sparks to keep your imagination flowing.

Mode	Requires AI	Description
Prompt	No	Random evocative world-building fragment from a curated library of 15 prompts.
What If	No	Random what-if scenario from a curated library of 14 scenarios.
Sense	No	Random sensory description to ground your imagination.
■ Weave	Yes	Automatically selects two random fragments and weaves them via The Loom.
AI ■	Yes	Generates a custom prompt based on your existing world context.

# 18. Keyboard Shortcuts

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All shortcuts use Ctrl on Windows/Linux and **⌘** (Command) on macOS.

Ctrl/ <b>⌘</b> + 1	Switch to Dream Journal
Ctrl/ <b>⌘</b> + 2	Switch to World Map
Ctrl/ <b>⌘</b> + 3	Switch to Characters
Ctrl/ <b>⌘</b> + 4	Switch to World Rules
Ctrl/ <b>⌘</b> + 5	Switch to The Muse
Ctrl/ <b>⌘</b> + 6	Switch to Scenes
Ctrl/ <b>⌘</b> + 7	Switch to Focus Timer
Ctrl/ <b>⌘</b> + S	Export all data
Esc	Close modals and Dream Spark panel
Enter	Submit input in any text field

# 19. Troubleshooting

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## JavaScript Disabled

The engine requires JavaScript. If the page is blank, check that JavaScript is enabled in your browser settings.

## localStorage Cleared

Clearing browser data or cookies will erase all saved worlds. Always export your data before clearing browser storage. Some browsers in private/incognito mode may not persist localStorage between sessions.

## Ollama Connection Failed

Ensure Ollama is running (`ollama serve`) and that you've pulled a model. If using `file://` protocol, CORS will block the connection — serve the file via HTTP instead. The status indicator in the header shows the current connection state.

## AI Output Is Poor Quality

Smaller models produce less coherent output. Try a larger model (e.g., `llama3.2` or larger). Provide more world content — the AI improves dramatically with richer context.

## Drag-and-Drop Not Working on Mobile

Touch-based drag-and-drop has limited support. The engine is fully functional on mobile but some drag features (World Map nodes, Scene Board cards) work best with a mouse.

## Storage Full

Most browsers limit localStorage to 5–10 MB. If you receive a "Storage full" toast, export your data, then clear old nested realms or reset to free space.

## 20. Accuracy & Limitations

Feature	Typical Quality	Notes
The Loom	Good to excellent	Quality depends on fragment specificity and model size. Vague inputs produce vague weaves.
The Oracle	Good	Works best with diverse fragments. May repeat patterns with limited input.
Lucid Drift	Good	Three-voice structure occasionally breaks. Re-drift if voices blur together.
The Turning	Variable	Best with rich world state (5+ fragments, 2+ characters, 2+ rules). Sparse worlds produce generic evolutions.
The Muse	Good to excellent	Quality scales with context. Toggle context checkboxes for best results.
AI Dream Spark	Good	Context-aware sparks outperform random sparks significantly.
Resonance (Scan)	Mechanical	Word-matching only — finds surface connections, not deep meaning.
Resonance (Deep)	Good	AI finds poetic connections but may over-interpret sparse data.
AI Cluster	Variable	Needs 3+ fragments. Clusters may feel arbitrary with few inputs.
AI Expand Map	Good	Suggestions are contextual but may drift from your intended direction.
AI Generate Character	Good	Characters are vivid but may need editing to fit your vision exactly.
AI Suggest Rules	Good	Suggestions are surprising but may not always match your world's tone.

### ■ DISCLAIMER

All AI features rely on local LLMs via Ollama. LLM output may contain hallucinations, bias, and inconsistency. AI output is **suggestive, not authoritative**. It is a creative collaborator, not an oracle of truth. Always apply your own judgment. All data is stored locally in your browser — export regularly.

## 21. Glossary

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<b>Fragment</b>	A single captured idea, image, feeling, place, or rule in the Dream Journal. The atomic unit of world-building.
<b>Dream Wall</b>	The grid display of all fragment cards in the Dream Journal.
<b>Colour Pill</b>	Colour selector for fragments: Cloud (Vision), Luna (Feeling), Aurora (Place), Ember (Character), Moss (Rule/Law).
<b>Woven Fragment</b>	A fragment created by The Loom, showing its parent lineage. Displayed in pink.
<b>The Loom</b>	AI feature that weaves 2+ selected fragments into five narrative offspring (Scene, Myth, Prophecy, Paradox, WILDx10).
<b>The Oracle</b>	AI feature that speaks as the world itself, revealing hidden connections between selected fragments.
<b>Lucid Drift</b>	AI feature where three voices (Narrator, Dreamer, Shadow) explore selected fragments in conversation.
<b>The Turning</b>	AI feature that advances the world through time (season, year, or decade), generating natural evolutions.
<b>Nested Realm</b>	A sub-world created from selected fragments, with its own complete set of tools and state.
<b>Resonance</b>	Hidden connections between fragments, characters, and rules — discovered by pattern-matching or AI deep scan.
<b>Dream Spark</b>	On-demand inspiration generator accessible via the floating ■ orb.
<b>The Muse</b>	AI chat companion with automatic world context from Journal, Map, Characters, and Rules.
<b>Scene Board</b>	Kanban board with three columns (Sketches, Drafts, Polished) for scene development.
<b>World Map</b>	Visual concept map where nodes represent places, forces, or ideas and connections show relationships.
<b>Central Node</b>	The first node on the World Map, styled as the "heart" of the world.
<b>Ollama</b>	Local AI server that provides LLM inference for all AI features. Runs on your machine.
<b>localStorage</b>	Browser storage mechanism used to persist all world data locally. No cloud involved.

<b>STORE_KEY</b>	The internal storage key for the root realm state: <code>daydreamerEngineState</code> .
<b>Realm Breadcrumb</b>	Navigation bar showing the current realm depth and allowing navigation between parent/child realms.
<b>World Age</b>	A counter tracking how many seasons have passed via The Turning.
<b>Echo Fragment</b>	A fragment generated by The Turning that emerged naturally from the passage of time.
<b>Rule Mutation</b>	A world rule that evolved during The Turning.

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# THE DAYDREAMER'S ENGINE

*Knife 7 of 12 · Offline.Ltd*

*Keep dreaming.*

Version 2.0 · The Daydreamer's Engine · Offline.Ltd

All data stays on your device. No cloud. No tracking. No nonsense.