

More lore

At the end of Level 3 the territory was given the wheel. More missions or more lore. 4,080 people voted and lore won seven to three. Everything after, these papers included, comes from that count.

THIS IS	PART OF	STATUS
PAPER 010 · A FINDING	THE GAME · ACT I, LEVEL 3	FILED · V1 · 31 AUG 2026
	FINAL VOTE	

SOURCE

4,110 4 Dec 2025

COMMENTS

DATES

IN PLAIN WORDS

On 4 December 2025, Level 3 ended with a vote. The caption read FINAL VOTE, the next stage depends on you, and offered two paths. Path 1: more missions, the daily tasks that had filled the level. Path 2: more lore, the story of what the system was and why any of this was happening.

4,080 people voted. 2,680 chose lore. 1,131 chose missions. 22 asked for both. Lore took seven votes in ten among people who chose.

It is a small paper about a large decision. The papers you are reading exist because the record became the product, and the record became the product because of this count.

THE QUESTION WE ASKED

The post asked the audience to choose the Game’s next stage. The research question is smaller and cleaner: **given a real choice with real consequences, and no wrong answer, does a crowd want to do things or to know things?** Missions were doing. Lore was knowing.

WHAT WE DID

- **Instruction:** Comment your choice. PATH 1, more missions. PATH 2, more lore.
- **Where:** one Instagram reel, 4 December 2025, the close of Level 3.
- **How we counted:** top-level comments from the comment archive. A vote counted for missions if it

named path 1 or said missions without saying lore; for lore if it named path 2 or said lore without saying missions. Comments that asked for both were counted as both. Everything else counted as other.

- **What counts as a decision:** the lore share is reported over people who chose one path (missions plus lore), and separately over the whole thread.

WHAT HAPPENED

TABLE 1. The vote.

CHOICE	COUNT	SHARE OF THREAD
Path 2, more lore	2,680	65%
Path 1, more missions	1,131	28%
Both	22	1%
Other	277	7%
Top-level comments	4,110	4,080 people

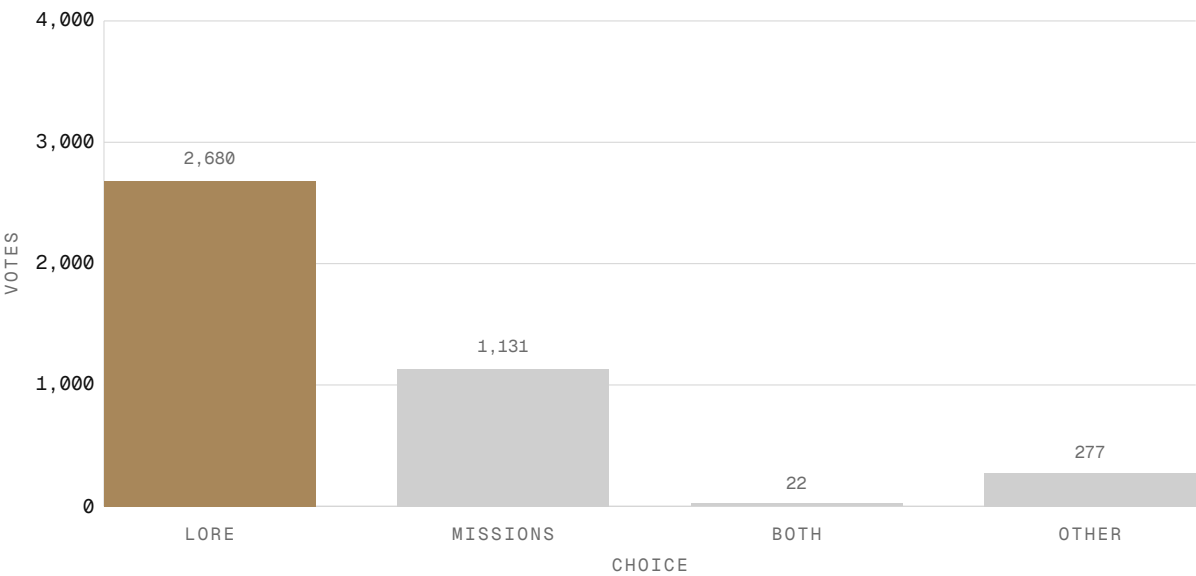


FIGURE 1. Votes by choice.

TABLE 2. Shares with 95 percent intervals.

MEASURE	COUNT	OF	SHARE	95% INTERVAL
Lore, share of decided votes	2,680	3,811	70.3%	68.9% to 71.8%
Lore, share of the thread	2,680	4,110	65.2%	63.7% to 66.6%
Missions, share of the thread	1,131	4,110	27.5%	26.2% to 28.9%

The first row is the result: between 68.8 and 71.7 percent of people who chose a path chose lore.

The most liked vote, at 674 likes, is four words: Path 2, More lore. The most liked vote for missions has

13. The room did not just prefer lore; it agreed about it in public, the way it would later agree about the number seven.

TABLE 3. The post at platform scale, as of 31 August 2026.

REEL	VIEWS · REACH	COMMENTS TODAY
The vote · 4 December 2025	90,244 · 55,772 reach	8,124
Likes on the reel	6,716	

Platform numbers are from the Instagram API on 31 August 2026. Comment counts there include replies and everything written since the round, which is why they run above the counts this paper analyses; views and reach are the tallies the platform reports.

WHAT IT MEANS

Given a real choice between doing more and knowing more, this crowd chose knowing, seven to three, and the choice held. The audience of a participation game asked, when it was asked, for the story.

The obvious reading is that lore is easier: a mission costs a day, a story costs a minute. That reading does not survive the next four months, in which the same audience did the missions anyway, in numbers that fill the other papers in this series. They did not vote against effort. They voted for meaning, and then kept doing the work once it meant something.

The vote is also the origin of the record itself. The Chronicle, the Codex, the Atlas, and now these papers are what Path 2 turned into. When a reader asks why the Game keeps a written record of everything that happens in it, the honest answer is a count taken on 4 December 2025: 2,680 to 1,131.

WHAT THIS DOES NOT SHOW

- **The options were not symmetrical.** Missions was the thing the audience had just spent a level doing; lore was new. Novelty may have carried part of the seven.
- **Keyword counting.** Votes were classified by the words path, missions and lore. A vote phrased without any of them landed in other; 277 did.
- **One vote, one day.** A vote a month later, after the lore had been delivered, would be a different measurement.

WHAT WE WOULD RUN NEXT

The same vote after Act II, with the record now on the table as the thing lore became. If the split widens, the record earned its place. If it narrows, the audience wanted a story more than it wants an archive, and that is worth knowing before Act III.

THE WHOLE ROUND

The transmission this paper reads is one post. Its numbers on the platform, and what the comment archive holds of it, are below.

POST	DATE	VIEWS	REACH	COMMENTS	ARCHIVED
The Final Vote	2025-12-04	90,244	55,772	8,124	6,706

Views, reach and comments are the platform's figures from the Instagram API, snapshot 2026-08-31, and keep growing. The reach total adds each post's reach and overlaps between posts, so it is not a count of distinct people. Archived is the number of comments the archive holds for the post; ingestion is selective, so a gap between the two columns is expected and is stated wherever it changes a count in the paper.

IN THE RECORD

The vote is filed in the Chronicle as THE FINAL VOTE, ◇023. What it chose became THE COUNCIL, ◇024, and the rest of the record.

THE POSTS, AS ISSUED

The instruction as it went out: the reel frame beside the caption, captured from the operation's own signed-in account. What the paper counts is the answer to exactly this.



kinggwuu_
Original audio

kinggwuu_ 38w
****LEVEL 3 — FINAL VOTE****

The next stage depends on you.

 Comment your choice:

****PATH 1 — more missions****

****PATH 2 — more lore****

`[LOG 3.F] Story divergence pending.`

chchi608 27w
Path 2
Reply

[View insights](#) [Boost reel](#)

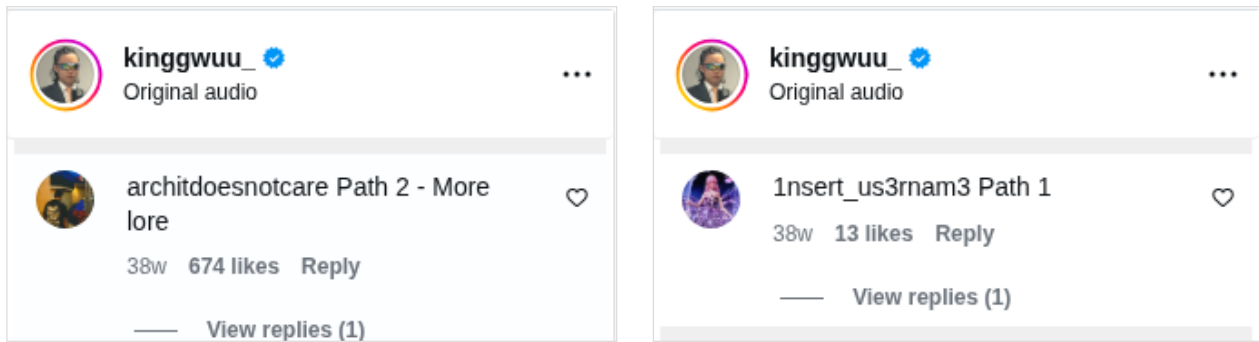
6.7K **8.1K** **50**

Liked by **kingwu1206** and **6,715 others**
December 6, 2025

Add a comment...

THE RECEIPTS

Native captures of the comments this paper leans on, taken from the operation’s own signed-in account on 31 Aug 2026. Handles and like counts are as they stood that day; the numbers in the paper are the round-time count.



METHOD NOTE

- **Source of truth:** the comment archive, top-level comments on the post, re-counted on 31 August 2026. No round ledger exists for Act I.
- **No outside baseline is cited.** The comparison is inside the thread.

SOURCES, BY LINK

01 The Final Vote · 2025-12-04 · <https://www.instagram.com/reel/DR1zfvtCW/>

WHERE THE NUMBERS COME FROM

POST-LEVEL COUNTS

Views, reach, comments, likes, shares and saves per post come from the Instagram Graph API (Meta), read with the operation's own access token for its own business account. Each paper states the date of the snapshot it uses. These are the platform's counts of events, not of people: one person can view a reel twice and comment ten times, and the counts keep growing after a round closes.

COMMENT TEXT

The comment archive is the operation's own database of public comments on its own posts, pulled through the Instagram Graph API comments endpoint and stored with the comment id, username, text, like count, timestamp and whether it is a reply. Ingestion is selective: the most engaged posts were backfilled and recent posts are pulled daily, so some posts are held whole and others only in part. Every paper states how much of each post the archive holds. Every count that reads text (exact matches, categories, keyword themes) is run as a read-only script against this archive, and the scripts are in the repository beside the paper data.

THE ROUND LEDGER

For Act II rounds, the counts filed on The Game's round record at the time each round closed. Where a paper uses a ledger figure it says so, and where the archive re-count differs from the ledger both numbers are shown.

RECEIPTS

Every comment and post shown as evidence is a native capture from the operation's own signed-in Instagram session, taken by opening the exact permalink, with the source URL, a description, the rights basis and a file hash recorded in a manifest that is checked on every build of the site. Nothing shown is recreated, retyped or edited beyond cropping to the post header and the comment.

STATISTICS

Shares carry Wilson 95 percent intervals: the range the share would land in 19 times out of 20 if the same count were taken on a fresh crowd of the same size. Differences between two shares carry a Wald interval. Where a study is cited as a baseline, its own reported figure and sample size are used.

WHAT NONE OF THIS CAN SEE

No demographics beyond what people typed. No view durations. No private messages. No comments that were deleted before the archive pulled them. No way to verify that a self-report is true. Every paper's limits section names the specific things its count cannot show.