THE MORPHEUS PROTOCOL

STUDY GUIDE

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1. **Letter from the Secretary General**
2. **Letter from Co-Under Secretaries General**

Dear delegates,

Here is Dağhan. I am the Under Secretary General of the Morpheus Protocol committee. I would like to say that I am happy that you all participated in this valuable conference. At the same time, it is also a pride that you have joined this committee, which is undoubtedly the best committee of the conference. We have prepared an extraordinary committee and committee functioning for you. Do not doubt its flow and the rest about the committee. But of course, the only condition for experiencing these is to have fully internalized the guide. PLEASE READ THE GUIDE UNTIL THE END. Since we will be together throughout the entire guide, do not hesitate to contact me at any time if you have any questions about the guide or the committee. I hope I am not the only one who is dying with excitement for the committee! I wish you a wonderful day…

Best regards…

Dağhan Aras Karanfilci

05417281289 - daghanaras00@gmail.com

Hello people, my name is Mesut and I am the Under Secretary General of this committee and I would like to start off with a few words regarding the committee.

Greetings representatives of humanity,

You are all successes of mankind. All of you are a reminder that people can do great things that affect the rest. Please keep that in mind.

This committee might feel like that idea that popped in your head at 3 a.m. and yes, it may be a brain buzzer, and a little confusing to execute, but I believe in you. We can achieve greatness. We can triumph over that confusion and have fun whilst progressing. Isn't that the ultimate dream? Well, anyway, please read the guide as a whole, feel free to reach out with any question via whatsapp using the telephone number written down and most importantly, believe in yourselves.
Have a wonderful conference and remember to make lots of new and fun memories.

See you there!

MESUT EGE ÇAKIRER

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3. Procedure

Debate Structure

Debate is structured into formal and informal segments, often transitioning between:
Formal Debate: Follows the speakers list. Used to present national positions and introduce documents.
Moderated Caucus: Short speeches on a focused topic, allowing for rapid exchange.
Unmoderated Caucus: Freeform negotiation; typically used for drafting documents and writing directives.
Delegates should use these formats strategically based on the stage of the discussion and their diplomatic objectives.

Crisis and Procedural Flexibilities

Given the urgency and global impact of issues before the Court of Time, the flow of the committee will be heavily relying on directives, which is a crucial point in crisis procedure. While the debates affect the initial council action and the final document, the directives will

be influencing direct action and covert operations that the Council or each delegation personally plans out.
The unique nature of the Court of Time calls for a higher level of legal precision, strategic negotiation, and political awareness. Whether you are a permanent member, a non-permanent member, or an observer state, your role contributes meaningfully to the outcome of this committee. Use procedure to your advantage, but never forget that diplomacy remains your most powerful tool.

Directives (if needed) (explained in article 6)

Personal Directives

Personal directives are directives that include only you and the actions you will be taking. So the actions that you take will be completed by only you and the people under your command. Now, there is a format for writing and sending directives. Firstly, you need to fill the ‘From’ and ‘To’ part. The ‘From' part will include your name and the 'To’ part will include the department you are sending the directives to, which is Related Authorities (RA) or the Related Department (RD). Then, you need to write the real time in real life and the date in the committee which will be regularly changing with time updates and changing events. Lastly, you need to write the type of the directive as a headline. After the format, the real directive begins. In order to fulfill the directive’s potential to the maximum, you need to be answering all WH questions (Who, Where, Why, When and How) during the process. It is up to the writer to merge all categories but it is encouraged that you write them separately to make things easier for the crisis team to understand your directive fully.

Here is an example:

From: Menelaus Personal Directive Date: 1192BC, May 3rd
To: Related Authorities

Capturing Tiryns Time: 12.34 (Spartan Cabinet)

What: I will capture Tiryns with my 5,000 agoge men stationed on the Tiryns frontline. My soldiers will kill and destroy any enemy forces they come across, as well as any enemy military bases. Women and children in the city will not be murdered unless they attack the soldiers.

Why: Tiryns plays a crucial role in the war, and it must be captured in order to cut the enemy's supply lines.

When: Soldiers will charge at 02.00 a.m. to catch the enemy off guard. Who: I will be operating this attack, and if I fall during the war, my right-hand man, Analus, will take over. 5,000 agoge soldiers will assault the enemy under his command.

Where: 2,500 of my soldiers will charge from the southeast frontline, and the other 2,500 will charge from the west to capture Tiryns. How*: To reduce noise, the 5,000 agoge soldiers will be divided into 50 groups, with 100 soldiers per group. Soldiers will check and control their weapons before charging. Each group will have a commander, and the commanders will be the best warriors among their groups. They will be well-armed with their hoplons, xiphos, and dorus (Spartan agoge soldiers' shields, spearheads, and small swords). Each group will apply the doctrine properly to face the fewest casualties. If needed, 3 soldiers from each group will bring supplies to their own group from the frontlines, and these 3 soldiers will be picked randomly from the commanders. They will take the safest route and avoid the enemy. Our men will take the safe paths suggested by our spies. They will pray, remember how brave they are, and then honour their nation and gods by demolishing the enemy. They will not disobey their commander's orders and apply the doctrine as they say. To avoid being affected by attrition, our soldiers will study their geographical situation as well as the enemy's to use it in their favour. They will not be wearing inappropriate armour and clothing, only those that will fit the current climate. Any careless mistakes shall not be forgiven and the commanders of the groups will eliminate the soldiers who made the mistake such as sleeping on a night's watch. If by any chance a soldier catches a disease that may spread he will be killed if there are no precautions that can be taken in order to heal him without letting it spread. If the siege and the road take unusually long to take and pass they will shave properly to prevent any lice growing, mating and distracting the soldiers. Soldiers will use an offensive phalanx formation when I order them to charge, and they will slaughter each enemy troop they face. They will use the offensive formation until they face a larger enemy force to quickly capture as many critical areas as possible. If they face a larger enemy force, to be exact, 1.5 times larger than them, they will quickly change to a defensive phalanx formation and wait for recruitment while defending themselves. Their priority will be killing the enemy rather than cutting supply lines. In mountain areas, they will use the highlands in their favour and quickly

oppress the enemy to finish them. Once they reach the city, their priority will be killing the cabinet members of Tiryns. If possible, they will defenestrate them to entertain themselves. Meaning of mercy will disappear from their minds and any offers made by the enemy will be rejected for they have disrespected our Nation. After the military bases and the city are captured, soldiers will go to the possible conflict areas to recruit other soldiers. Even though we've sent spies before, our soldiers will be vigilant for any kind of trap. Their main objective is to capture the city, and for that purpose, they will sacrifice themselves without hesitation.

Joint Directives

These directives are similar to personal directives, but they include more than one delegate. The only difference is you need to add the delegate's name that is included to the "from" part, and have their signatories at the end.

Top Secret Directive

Top secret directives are the most crucial directives in the committee. These directives can be written as personal or joint. In these directives, an act that will change the whole progress of the committee gets prepared or done. You can do secret operations, kill people and blame it on someone else, whatever you can imagine! But keep in mind, Top secret directives are read very painstakingly. A tiny error or mistake can cost you a lot, so you need to be careful when writing and include all the details, even the tiniest ones. A top secret directive is encouraged to be more than at least 10 pages, but the effectiveness changes on the quality, not the quantity.

Crisis

A crisis can occur through an update of an unsuccessful directive or successful sabotages. The delegates will have a limited amount of time to write efficient directives and handle the crisis. If not, other and bigger crises will arise.

Updates

Updates are the outcomes of directives, which are either granted or rejected based on how precisely one wrote and phrased the directive. The Crisis Team evaluates whether they are adequate or not; every conference with crisis committees includes a Crisis Team that reads and inspects directives.

Keep in mind that updates don't always come from directives, they can occur by themselves too.

Press Release/Declamation

Press releases, while not being considered a directive, follow a similar format during the preparation process. Press releases, or declarations based on the time period the committee takes place in, are usually speeches with the goal of addressing the committee. As the name suggests, they may also be speeches or statements given to media outlets, and are read by or to the general public. Press releases mostly have a goal of influencing the listeners or get support from the listeners.

Here is an example:

From: Erwin Smith Press Release Date: 845, July 23rd
To: Related Authorities
Motivating the Soldiers Time: 18.17 (Wall Maria Cabinet)

Everything that you thought had meaning: every hope, dream, or moment of happiness. None of it matters as you lie bleeding out on the battlefield. None of it changes what a speeding rock does to a body, we all die. But does that mean our lives are meaningless? Does that mean that there was no point in our being born? Would you say that of our slain comrades? What about their lives? Were they meaningless?... They were not! Their memory serves as an example to us all! The courageous fallen! The anguished fallen! Their lives have meaning because we, the living, refuse to forget them! And as we ride to certain death, we trust our successors to do the same for us! Because my soldiers do not buckle or yield when faced with the cruelty of this world! My soldiers push forward! My soldiers scream out! My soldiers RAAAAAGE!

A Press Release like that might be written before a conflict to increase the motivation and morale of soldiers, or it could be written in any way one wishes, depending on their goal. Since one is addressing your people rather than the Crisis Team, the language can be informal. Plus, press releases can prevent crises, especially those related to the public; they can be used for propaganda, making promises, or spreading misinformation. This is a different form of press release that could be submitted:

From: Rollo Declamation Date: 802, August 28th
To: Related Authorities
Standing our Ground Time: 10.27 (Frankish Kingdom Cabinet)

All of my life and all of your lives have come to this point. There is nowhere else to be but here. Nowhere else to live or die but here. To be here now is the *only* thing that matters. So, gather yourselves. Gather all of your strength, all of your sweetness into an iron ball. For we will attack again and again until we reach and overcome their king or die in the attempt! We will attack! Attack! Attack! Blow the horns! Beat the drums! And have courage! For there will be no turning back. Only victory! Or death!

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4. Tracing the Origins of Morpheus

We have gained an understanding of the committee's general operations. Now, it is time to delve a little deeper. How was the Morpheus Protocol conceived, established, and brought into existence**?**

a. The Discovery of Dream Technology

In fact, this was not humanity's original goal; one could even say the idea had never crossed their minds. Before Morpheus, neuroscientists had begun studying the electrical and neurological activities generated by the brain, particularly during REM sleep. In other words, the initial objective was not to experience dreams, but to understand how they are formed in the brain.

However, with the first major breakthrough, they naturally began to deviate from their original objectives, experimenting with different approaches and achieving vastly different

results. In 2031, a research team succeeded in mapping specific neurological patterns occurring during REM sleep in real time. Although the system could not yet record a dream as an image, it demonstrated that specific dream elements could be distinguished from brain activity. This development laid the foundation for the technology that would later be known as "Dream Encoding."

As for whether the initial experiments were successful; well, not exactly. The flaws of these early systems included confusing memories with dreams, severe distortion of dream imagery, an inability to accurately distinguish emotions, and the recording of the same dream in completely different ways across different individuals. Consequently, what was recorded during this initial stage was not the dream itself, but rather the dream's neurological traces.

Naturally, the emergence of these initial discoveries inevitably brought the first ethical issues in its wake. As for what that first ethical problem was, researchers realized quite early on that if a person's dream could be recorded, the question arose: to whom did this data, originating from that person's mind, belong? This question would go on to form the basis of the future debate surrounding "Cognitive Sovereignty."

b. The Development of Morpheus Protocol

Here, we shift from the question "Can dreams be recorded?" to "What can we do with dreams?" So, how did the Morpheus Protocol come about?

The Morpheus Protocol was developed in 2033 by integrating various neurotechnology systems into a single platform. This system combined three core functions:
Record-Replay-Alter
In short, a dream could now be recorded, re-experienced later, and modified to a certain extent.

So, what was the significance of Morpheus? While previous technologies merely attempted to record neurological data, Morpheus was able to feed that data back into human conscious experience. This transformed the technology from a tool for "dream research" into "Cognitive Technology."

In the initial human experiments, individuals were able to re-experience their own dreams. Subsequently, researchers discovered that dream data could be transferred between two people. It was at this point that "Shared Dream Technology" emerged for the first time.

Dream modification was not, in fact, part of the original plan. Researchers discovered that it was possible to alter dream data during playback; specific images, people, sounds, and emotional intensities within these dreams could be partially modified. This discovery transformed Morpheus from a scientific tool into a potentially limitless cognitive technology.

c. The Establishment of the Oneiro's Network

At this stage of the research, the technology moved out of the laboratory. This brings us to the founding of the Oneiro's Network. With the widespread adoption of Morpheus, it became necessary for individual devices to communicate with one another and for vast amounts of "dream data" to be stored. Consequently, the Oneiro's Network was created.

Initially, however, the goal was simple: the secure storage, transfer, and processing of Dream Data…

And over time, certain entities and individuals began to join the system. Research institutions, hospitals, technology companies, government agencies, and therapy centers connected to Oneiro's Network. Thus, dream data ceased to be merely a recording stored on the individual's device.

A key factor in Oneiro becoming critical was the fact that people's dreams, neural signatures, states of consciousness, therapy records, and shared dream experiences could all be processed via the same global infrastructure. This gave rise to a crucial problem: where and under whose control were the millions of data points belonging to a person's mind being stored?

The actions taken by states were of critical importance. Initially, states supported the technology for the sake of health and science. However, it soon became apparent that Oneiros was also extraordinarily valuable from the perspectives of intelligence and security, as it made it possible to obtain direct data on what a person saw, remembered, feared, and thought. This marks the point where the world of Morpheus transformed from a scientific discovery into a geopolitical issue.

d. The Rise of the Dream Economy

We have now reached the stage where the underlying mindsets within the committee and the foundations for future actions were established. Amidst these developments, the practice of selling and trading people's dreams began. Initially, people started sharing their dreams solely for entertainment purposes; for instance, extraordinary lucid dreaming experiences, the creative dreams of artists, extreme experiences, and rare states of consciousness were transformed into commercial content.

After a while, people realized that a dream is not merely a lived experience but data that can be sold again and again. This paved the way for the emergence of dream markets. Platforms began allowing users to upload dream recordings and enabling others to purchase them. Thus, the Dream-Recording-Product chain was formed.

This paved the way for new sectors. Within a few years, sectors such as Dream Entertainment, Dream Therapy, Dream Tourism, Neural Advertising, Dream Training, and Memory Services emerged.

Naturally, the emergence of black markets was inevitable alongside the rise of legitimate marketplaces. Illegal "dream markets" sprang up because legal systems failed to regulate what could be sold. Here, it was no longer just "pleasant dreams" being traded; stolen dream records, illicit neural data, altered memories, and cognitive experiences of unknown origin began to flood the market.

Then there are the legal issues... Questions arose regarding a person's dream: Is it a matter of ownership? Privacy? Copyright? Personality rights? Or none of the above? And this is precisely where the foundation of the Morpheus Protocol's current crisis was laid.

5. Exploring Beyond the Veil

Here, we delve into the details of how dreams are recorded. After all, simply saying they are "converted" doesn't quite cut it, does it?

a. Recording and Control of Dreams

When the user falls asleep, Morpheus analyzes neurological activities particularly during the REM phase via the Oneiros Network. By aggregating signals from various regions of the brain, it isolates elements of the dream such as its visual structure, sounds, spatial perception, emotional intensity, and level of consciousness. These elements are subsequently compiled into a single "Dream Record." However, there is a crucial detail: Morpheus does not record the dream verbatim. Instead, the system interprets the neurological data generated by the brain to create a reconstructible model of the dream. Consequently, a Dream Record is not considered to represent reality with one hundred percent accuracy.

Its permanence can be explained as follows: recorded dreams can be stored on the Oneiros Network. Users can delete their own recordings or restrict access to them. However, the emergence of the Oneiros Archive in later years raises the question: "Is a deleted dream truly deleted?" This lays the groundwork for future problems.

b. Sharing and Replaying Dream Experiences

The visualization of these dreams turned the transformation of dreams from personal experiences into shareable phenomena into a central theme. This is because Morpheus can transfer a recorded "Dream Record" to another person's neural interface. The recipient does not merely watch the dream like a video; the system reconstructs the dream's sensory and emotional fabric, allowing the individual to experience it through their own consciousness. In

other words, watching a dream and experiencing a dream are not the same thing, a distinction that is crucial in this universe. In other words, it becomes possible for two people to share the same dream. Advanced versions of Morpheus allow multiple individuals to inhabit the same Dream Environment, thereby giving rise to "Shared Dreaming." However, a crucial problem arises here: if multiple consciousnesses share the same experience, who owns the dream? And more importantly, can one person's conscious reaction alter the other person's experience? These questions form the basis of the future issue of Cognitive Sovereignty.

c. Modification of the Dream State

We have reached the most critical part. Because the real danger of Morpheus lies in its ability to record and alter dreams.

Morpheus can alter visual elements, sounds, settings, characters, the flow of the dream, and its emotional intensity within certain limits. For instance, a user might wish to change a specific location in the dream or diminish the impact of a frightening element. Although memories could theoretically be modified, this is not a feature officially supported by Morpheus; the discovery of the neurological link between dreaming and memory processing raises the possibility that the system could affect not only the dream itself but also the way memories are reprocessed.

This is where a major ethical problem arises: where does the line lie between altering a dream and changing the perception of a memory? Morpheus Corporation defines this as "therapeutic neural modulation," whereas some scientists believe it involves something far more profound. This distinction could eventually fuel the issue surrounding the covert Morpheus Capabilities.

d. Neural Data and Cognitive Architecture

Now, let us turn to what is actually being recorded. Morpheus does not merely record the dream itself; every Dream Record generates a significant amount of neural data. For instance, the system can analyze personal cognitive responses, emotional shifts, reactions to specific stimuli, and the neural patterns that emerge during the dream. Consequently, as hundreds or thousands of a person's dreams are recorded over time, the system can construct a highly comprehensive cognitive profile of that individual**.**

The importance of the Cognitive Profile can be explained as follows: The system no longer merely answers the question, "What did this person dream?" It can also address the question, "How does this person's mind react in specific situations?" This data thus becomes an incredibly valuable resource applicable to fields such as healthcare, advertising, education, security, intelligence, and finance. And it is here that the technological foundation of the concept of "Cognitive Sovereignty" emerges**.**

6. Shaping the Emerging Dream Market

a. Ownership and Control of Dreams

Now, we turn to the question of who owns a dream. There were no clear regulations regarding the ownership of dreams recorded in the early commercial versions of Morpheus. Three main viewpoints emerge:

The Individualist View: Since the dream is produced by the individual, the person holds full rights over the recording.

The Data Sovereignty View: One cannot establish ownership over a dream in the classical sense. What a person possesses is, first and foremost, the right of access and control.

The Technological View: Even though a Dream Record is generated from an individual's mental data, the technology company that records and processes it also holds certain rights.

What does the person who purchases a dream actually buy? This presents an interesting legal issue. When someone buys another person's dream, are they purchasing the right to experience it? A copy of it? The neural data? Or the right to commercial use? There is no answer to this question yet.

b. Commercialization of Dream Experiences

Let us consider the process of transforming a dream into a product. The initial commercial application of Dream Technology emerged in the fields of entertainment and therapy. For instance, people could experience the lucid dreams of others, purchase the creative dreams of artists, enjoy "dream-recorded" versions of tourist experiences, and undergo controlled dream experiences as part of trauma therapy. Thus, for the first time, the dream became a commercially tradable experience.

Dream Market's growth was driven by the sector initially composed of small platforms rapidly attracting the interest of major companies. In other words, Dream Records now embodies three distinct forms of economic value: content, experience, and data. A dream transforms into both a marketable experience and an analyzable neural dataset.

People can sell their own dreams; that is, on Morpheus platforms, users are able to license their own "Dream Records." However, a problem arises here: can a person sell the full rights to a dream they will experience in the future today? For instance, could a dream recorded in 2035 continue to be used for advertising purposes in 2040? These questions subsequently form the basis for legal regulations**.**

c. The Growth of the Black Market

And, of course, barely three minutes after establishing a legal market, humanity created an illegal version of it. The primary driver behind the emergence of the black market was the legal Dream Market's decision to restrict certain types of content. Specifically, the trading of third-party Dream Records, stolen neural data, unauthorized dream modifications, anonymized cognitive profiles, and restricted or deleted recordings was banned. Consequently, underground dream networks emerged.

So, what is sold here? It is not just forbidden dreams. What is more valuable is neural information. For instance, a cognitive profile derived from a person's dreams can be far more valuable than an ordinary Dream Record, because such a profile can reveal how that person reacts to specific stimuli.

As for the biggest problem with black markets, it is impossible to tell what is real and what is not on these platforms. A "dream record" could be genuine, altered, completely fake, or a real recording that has been attributed to a different person. Consequently, authenticity becomes a serious issue on Dream Market.

d. Corporate Influence and Economic Power

While it may not be entirely accurate to label them "bad companies," we cannot overlook the reasons behind their rise to such dominance. Undoubtedly, these companies have established control over the dream market, largely because the Oneiros Network infrastructure relies on highly costly systems such as data storage, neural processing, authentication, and dream distribution. Consequently, the few major corporations controlling these systems have gradually captured the lion's share of the market. While Morpheus Corporation controls the technology itself, Oneiros Exchange controls the trading and distribution of Dream Records. These two entities become interdependent.

However, the power of these companies does not stem solely from money. They also control vast assets including millions of "Dream Records," extensive neural datasets, user cognitive profiles, and patents as well as the Oneiros infrastructure. Consequently, economic power and cognitive power are becoming inextricably linked.

States, however, are not remaining entirely silent on this matter. Some are attempting to strictly regulate Dream Market, while others are collaborating with companies to leverage economic and technological advantages. Still others are trying to establish their own

state-controlled neural systems. Consequently, the issue transcends economics; whoever controls Dream Market also controls a massive repository of data on the human mind.

7. The Last Private Place

We are now entering the fundamental political-legal conflict created by technology and the market. We previously discussed the "transformation of the mind into economic value." Now, the time has come to address the question: "Does the human mind possess an inviolable realm?"

a. Mental Privacy and Personal Autonomy

The fundamental issue here is this: "Is a person's mind the last truly private space in their life?"

Before Morpheus, a person's thoughts and dreams were a realm inaccessible from the outside. When Morpheus eliminated this boundary, the concept of mental privacy was brought to the fore.

Mental privacy encompasses not only the dream itself but also information such as dream records, neural activity, emotional responses, cognitive patterns, memory-related data, and personal cognitive profiles. In other words, when a person's dream is recorded, it reveals not just "what they saw," but also how their mind reacted. This is where the importance of personal autonomy becomes apparent. When the question arises as to whether an individual should be able to decide regarding their own mental data whether it is recorded, who sees it, how long it is stored, whether it can be altered, and whether it can be used commercially, we encounter the concept of cognitive autonomy. The fundamental principle of cognitive autonomy is that a person should retain control over access to their own cognitive information.
However, its legal status has not yet been clearly defined.

b. Consent and Cognitive Self-Determination

Here, we will delve a bit deeper into the issue of "obtaining consent." There are arguments suggesting that consent alone may not suffice. After all, when using Morpheus, a user checks a box stating, "I consent to Dream Data Collection." Yet, it goes without saying that they do not truly know what they are consenting to. The system does not merely record the dream; over time, it can extract new information from the individual's neural patterns. This raises the question: does the consent originally given by a person also cover the conclusions the system subsequently draws about them? Over time, this evolves into the core problem.

Cognitive self-determination is defined as an individual's ability to make decisions regarding their own mental life. For instance, a person might request not to have their dreams recorded, to have such recordings deleted, to prevent them from being shared with others, to prohibit specific uses, or to refuse the creation of a neural profile. However, companies counter this with the argument that the user has already consented to the necessary data processing activities when using the service.
Thus, a conflict arises between individual consent and corporate data requirements.

c. Freedom of Thought and Expression

The issue becomes even more significant here. This is because Morpheus technology does not merely approach the recording of thoughts; it also interacts with the cognitive processes that generate them.
As for why "freedom of thought" differs in this context: under standard freedom of expression, the state or another actor might restrict what a person actually says. In the world of Morpheus, however, the issue arises at an earlier stage: can a person's unexpressed thoughts be accessed?
For instance, if a person's subconscious reaction to a specific political issue, individual, or event can be extracted from a "Dream Record," that data could reveal information about a thought they have never voiced. Consequently, freedom of thought transcends mere freedom of speech; a chain linking "Thought – Neural Pattern – Data" is formed. This is precisely where the danger of "Dream Modification" lies. If dreams can be altered, a person's mental experience becomes susceptible to external interference. While this may not equate to

directly "controlling someone's thoughts," it can influence fears, traumatic experiences, emotional responses, and the ways in which memories are recalled. This gives rise to the issue of cognitive manipulation.

d. Governmental and Corporate Access

We have now arrived at the most political aspect of this subsection. The question becomes: under what conditions can the state or a corporation access a person's mind? States seek such access because they wish to utilize Morpheus for criminal investigations, counter-terrorism, intelligence gathering, locating missing persons, and national security. For instance, it is argued that if an investigator could access a suspect's "Dream Records," they might obtain information of immense value to the investigation. Yet, this gives rise to a classic legal dilemma: can a person's mental data be subject to a search? If a search warrant is required for an ordinary home, what is required for a person's mind?

The motivation behind corporate access, however, is somewhat different. Neural data can be utilized for purposes such as personalized advertising, therapy, product development, user analysis, and entertainment. Cognitive profiling, in particular, holds significant economic value. For instance, if a company knows which types of experiences elicit a stronger emotional response from an individual, it can leverage this information commercially. This raises the question: Can a person truly consent to something they cannot fully understand?

8. Those Who Hold the Keys

In previous sections, we covered the technology and the associated problems. Now, we move on to the section where we examine who holds power within this system and the political foundations of potential future disagreements.

a. The Interests of States and Governments

With the widespread adoption of Morpheus, states are beginning to view the technology as more than just an economic or medical advancement. Their interest stems from the fact that neural data now constitutes strategic information. States aim to utilize it in areas such as national security, intelligence, criminal investigations, counter-terrorism, public health, and

critical infrastructure security. However, not all states adopt the same approach. This gives rise to three fundamental conceptions of the state:

Regulated Access: States can access neural data under specific legal conditions.

Cognitive Neutrality: Access by states to individuals' mental data should be almost entirely prohibited.

State Security Doctrine: Access to specific cognitive data must be possible when national security is at stake.

The most critical issue is this: can one state access neural data belonging to the citizens of another state?
For instance, if a French citizen's "Dream Record" is stored on a Oneiros server in Germany, who holds jurisdiction; France, Germany, or the data owner?
This is where the international legal problem regarding Morpheus arises.

b. Corporation and Technological Power

It is now time to address why actors such as Morpheus Cooperation and Oneiros Exchange are powerful enough to sit at the negotiating table with states. Major technology companies control Morpheus devices, the Oneiros infrastructure, Dream Market platforms, Neural Processing systems, patents, and vast collections of Dream Records. Consequently, these companies possess more than just economic power; data, knowledge, and influence are becoming equivalent.

As for Morpheus Corporation's position, they view themselves as both the developer of the technology and the provider of security. Their core argument is premised on the idea that technical control must remain with specialized institutions to ensure the secure use of Morpheus technology. The company maintains that excessive government intervention would stifle innovation and hinder technological progress.

Oneiros Exchange, on the other hand, primarily represents the economic side of Dream Market. According to them, Dream Records can be licensed and traded just like other digital content.

However, as the amount of neural data held by companies grows, the question arises: Could a company possess more information about the human mind than the state?

c. Scientific and Academic Institutions

Scientists cannot be viewed or counted as a monolithic bloc, as there are, unfortunately, significant differences of opinion among them. Within the scientific community, some researchers believe that Morpheus could revolutionize the treatment of neurological disorders, trauma therapy, and research into sleep and consciousness. In their view, excessive regulation could slow down scientific progress.

On the other hand, neuroethics experts argue that the technology's capacity to interfere with human consciousness is evolving much faster than existing legal systems. They believe that the fields of dream modification, neural profiling, memory-linked processing, and synthetic consciousness, in particular, require strict ethical boundaries.

The major scientific debate currently centers on the question: "Does Morpheus merely record the dream, or does it create a new layer of data regarding consciousness?"

d. Intelligence Agencies and Civil Society

It is time to reveal the darker sides of the Morpheus world. -Yes, the part we've seen so far was the bright side…-

Why do intelligence agencies want neural data? The answer is simple: in conventional intelligence gathering, people can control what they say. However, Dream Records can contain information that a person has not consciously shared. Consequently, intelligence agencies seek to utilize Morpheus for purposes such as information gathering, threat analysis, counter-intelligence, and security clearances. This raises the issue of whether something seen

in a person's dream can be considered admissible evidence. For instance, suppose a diplomat's Dream Record contains footage of a secret meeting. Is this image a genuine memory? A fabrication projected by the dream? Or a manipulated recording? Distinguishing between these possibilities with certainty is not always feasible. This underscores the importance of the Neural Evidence system.

Finally, it is time to discuss the forces confronting individuals and civil society. Civil society and "cognitive rights" movements advocate for principles such as mental privacy, cognitive autonomy, informed consent, the right to delete neural data, and freedom from cognitive manipulation. Their core idea is that the human mind should not become just another resource controlled by institutions. However, there is no single prevailing view on this matter. While some groups call for a total ban on "Morpheus," others argue that the technology should be regulated through strong individual rights rather than prohibited. Still others believe that therapeutic and scientific applications should be preserved.

9. What Was Left Behind

a. The Origins of the Oneiro's Archive

Now, we come to the crux of the matter... It would hardly be out of place to start by asking: why was the Archive established? As the Oneiros Network expanded, keeping millions of Dream Records solely on active systems became insufficient. Consequently, a centralized archive was created for old and unused neural records. As one might guess, it was named: The Oneiros Archive. Its official mandate was recorded as preserving old Dream Records, safeguarding data for scientific research, maintaining user histories, and keeping a historical record of technological advancement. Initially, it was viewed merely as a passive storage system. However, it later became apparent that the reality was quite different. It turned out that the Archive housed not only dreams but also data such as deleted records, neural profiles, experimental data, failed trials, restricted research, and internal Morpheus documents. Thus, the Archive ceased to be an ordinary database; it became the only system possessing full knowledge of Morpheus's history.

As for the main issue, according to official records, some data has been deleted. However, certain old records still exist in the Archive. This raises the first major question: If a record was deleted, why does the Archive still remember it?

b. The Archive Leak and its Consequences

Now, we arrive at the first major rupture. Yes, it is only just beginning... A leak occurs within the Archive. In 2037, unauthorized access is gained to a section of the Oneiros Archive. Initially, it is believed that only a few Dream Records have been compromised. However, further investigation reveals the true scale of the incident to be far greater. The leaked data includes Restricted Dream Records, Neural Profiles, Experimental Research, government-linked records, and internal Morpheus files. This constitutes a massive crisis, as these records contain people's private mental data. The fears, traumas, memories, and emotional responses of millions of individuals become potentially accessible. Governments blame the corporations, while the corporations claim the attack was state-sponsored. But the strangest detail of all is that some of the leaked records should not have officially existed in the first place…

c. The Shared Dream Incident

Although the company might appear quite innocuous at first glance, I cannot overlook the most significant anomalies associated with the world of Morpheus. So, what exactly is this major anomaly? Following the "Archive Leak," millions of users began experiencing different versions of the same dream on the very same night. While the details of the dreams varied from person to person, there were certainly common elements shared by all of them; specific features such as the same unknown location, symbol, sound, and message appeared exactly the same in every dream. None of the users had necessarily experienced this dream before. And more importantly, some of the individuals involved were not even using the Morpheus device... Naturally, one might ask what makes this situation so significant. After all, according to the theoretical operating model of Morpheus, it should be impossible to transmit the same content into another person's dream without accessing their specific "Dream Record." Consequently, we are faced with three distinct possibilities.

-The Oneiros Network was subjected to external interference.

-Morpheus has an unknown trait.

-What has emerged is not a technology attack.

Although the shared message in the dreams could not be fully grasped, there is one sentence that every dreamer remembers: "You were never dreaming alone."

d. The Hidden Capabilities of Morpheus

Officially, Morpheus incorporates features such as recording, replaying, sharing, modifying, and analyzing or at least, these are the capabilities known to the public. However, certain classified research files revealed by the archive suggest that Morpheus conducted far more advanced experiments; traces exist of research into areas like neural pattern reconstruction, cognitive-state replication, dream-to-dream transmission, and synthetic dream generation. Yet, the results of these experiments are incomplete. Some have been redacted, others entirely erased, and some seemingly should not exist at all. The most significant suspicion arising from this is the possibility that Morpheus does not merely read and reproduce dreams but is also capable of performing deeper processing on neural information.

10. Reading the Records of the Unseen

Now, let's look at the types of documents we have and the details regarding them. And the bad news is, we have a lot of documents linked to the company…

a. The Oneiro's Record System

The Oneiros Record System is the shared system where all official and classified records within the Morpheus universe are maintained. Any significant event, research project, individual, or piece of neural data can be entered into the system as a distinct Record. A record is not merely a "document"; it is also an item of evidence that indicates the event's source, timing, and reliability. Each record contains standard information:

Record Type: Neural Evidence, Historical Record, Dream Fragment etc.
Classification: PUBLIC, RESTRICTED, CLASSIFIED, BLACK, ERASED
Reference: ONR-07-331(example)
Source: The person, institution, or system from which the record originated.
Timestamp: Time the record was created/modified
Authenticity: Whether the record is verified, modified, or disputed

The important point here is this: Being able to access a record does not mean it is accurate.

b. Classification and Access Levels

Not every record in Oneiros is visible to everyone. Records have access levels.

Public

Information accessible to everyone. For example: Morpheus' official technical specifications, the founding date of the Oneiros Network, publicly released research, etc.

Restricted

Information accessible to specific individuals or institutions. For example: a company's internal report, restricted neural research findings, a specific person's therapeutic records, etc.

Classified

Records accessible to actors such as states, intelligence agencies, or high-level executives of Morpheus.

Black

Records falling outside standard access procedures. They may be opened only under specific conditions.

Erased

Records that, according to the system, should no longer exist. Yet, this is precisely where the oddity lies. If a record appears as "ERASED," it does not necessarily mean it has truly been destroyed. Metadata, a neural signature, a reference to another record, a modified copy, or an archive log might sometimes remain. Thus, "erased" does not mean "non-existent"; rather, it implies something that *should* potentially have been destroyed.

c. Neural Evidence and Dream Fragments

Now, the truly fun part of the system begins. Neural Evidence is evidence derived from the neural data of an event or a person. For Example:

Record Type: NEURAL EVIDENCE
Subject: ECHO
Source: Morpheus Clinical Trial 04
Timestamp: 2034-11-08
Status: DISPUTED

This recording could reveal that Echo exhibited a specific neural pattern during a Morpheus experiment in 2034. However, since the recording is disputed, its absolute authenticity is open to debate.

VERIFIED
UNVERIFIED
ALTERED - Changed
DISPUTED - There are conflicting records.
UNKNOWN - Its source or history cannot be determined.

A "Dream Fragment," on the other hand, is a much smaller and less distinct piece of data. Instead of a complete Dream Record, it contains only a specific segment of the dream.

Examples include the image of a room, an unidentified sound, a recurring symbol, or a person's neural signature. In other words, the entire dream is not observed—only a fragment is. Furthermore, different people may obtain different fragments; thus, a complete picture can be formed by piecing them together. Consider, for instance, four different researchers: the first discovers the image of the room; the second, the sound within that room; the third finds that the same sound appears in another neural recording; and the fourth reveals that this room was actually one of the original Morpheus experiment sites from 2033. None of these details holds much meaning in isolation, yet when combined, they reveal the complete dream.

d. Redacted and Black Files

Some documents may have been entered into the records in an incomplete or censored form. Example:

SUBJECT:
LOCATION:
EVENT: Shared Dream Incident

“The subject reported seeing before the neural connection was terminated.”

A Redacted Record is a record with certain parts of its content concealed. The missing information can be revealed through other records, neural evidence, or specific actions performed.

The "Black File" operates at an even more advanced level. It is kept entirely outside standard access mechanisms and is unlocked only when specific conditions are met. For instance, opening a Black File might require verifying specific "neural evidence," correlating two distinct records, exercising the special authority of a particular character, or gathering sufficient evidence regarding an event. In essence, it is a system for progressing toward classified information.

e. The Echo Protocol

The Echo Protocol, on the other hand, is the system's most mysterious and distinctive mechanism. Multiple records exist regarding the same event, yet they contradict one another.
Example:

Record A:
Echo volunteered for the Morpheus experiment.
Record B:
Echo was unconscious during the experiment.

Record C:
There is no record of Echo participating in the experiment.

All three can be found as actual records within the Oneiros system. In such instances, rather than simply asking which one is correct, one should consider questions such as: when and by whom was the record created? Has it been altered? Is the source reliable? Does it align with other records? Who benefits from the deletion or modification of a record? Or, most importantly, what if all three records are correct?

This is precisely the primary objective of Echo Protocol. For in the world of Morpheus, reality is not always a single record of a single event. The fact that an event has been recorded in different forms at different times may indicate that the system itself has been manipulated.

11. Confronting the Questions of Ownership

Here, we move beyond technology and events to arrive at Morpheus's central political-legal question: Who controls something that originates from a person's mind**?**

a. The Meaning of Cognitive Sovereignty

Cognitive sovereignty refers to an individual's control over their own mental processes and the neural data generated from them. With the emergence of Morpheus technology, traditional concepts of ownership began to prove inadequate. This is because a "Dream Record" can simultaneously be a person's mental experience, neural data, a digital recording, a commercial product, or material for scientific research. The fundamental question here is: When a thought or dream becomes physically recordable, does it still belong solely to the individual?

The scope of cognitive sovereignty is also defined here. It is debated whether the individual possesses rights such as recording, refusing access, having data deleted, limiting sharing, and objecting to neural profiling.

b. Competing Visions of Human Autonomy

Different actors do not define the nature of the human being in the same way. The “Individual Autonomy” approach advocates that control over one's own mind should remain with the individual as much as possible.

The "Technological Responsibility" approach emphasizes that companies developing systems like Morpheus should possess specific powers regarding security and technical management.

The “State Security” approach may argue that access to neural data should be possible in certain situations on grounds of national security and public safety.

The “Collective Cognitive Rights” approach, however, treats the issue not merely as a matter of individual property, but as a fundamental sphere of rights concerning society as a whole.

Therefore, the debate is not merely about who owns the Dream Record. The real issue is: to what extent can another actor exercise authority over a person's mind?

c. The Right to Own and Control a Dream

Here, we delve directly into the issue of dream ownership. What rights should an individual have when their dream is recorded? The right to store the recording, the right to delete it, the right to prevent others from accessing it, the right to license it commercially, the right to refuse alterations to the recording, the right to prevent the analysis of neural data, the right to control the transfer of the recording to others; which of these apply?

In more complex situations, ownership can become fragmented. For instance, if a person sells their dream to an artist, can the artist utilize that experience? Furthermore, are the neural data of the dream also sold? What happens to the rights of another person if they appear in the dream? If the dream is altered, does the resulting new version remain the property of the original person?

We were subjected to a bit of a barrage of questions, but sometimes philosophical inquiries are necessary. Besides, this way we got to pit the Dream Economy directly against Cognitive Sovereignty, didn't we?

d. The Future of the Morpheus Framework

The time has come for the final regulatory framework. As you can see, the issue here is not merely about fixing the existing system; the rules governing Morpheus technology in the future must be established. A common framework needs to be created regarding matters such as international ownership standards for Dream Records, special protection mechanisms for neural data, legal conditions for state access, limits on corporate data usage, the right to erasure and the right to be forgotten, Dream Market regulations, the illegal trade of neural data, and the legal status of synthetic consciousnesses.

12. Defining the Terms of a New World

Since we have many confusing and fictional words or phrases, this section will serve as a glossary. Feel free to consult it whenever you need to!

a. Core Concepts of the Morpheus Framework

Morpheus Protocol

The core neural technology that enables the creation, re-experiencing, sharing, analysis, and to some extent modification of Dream Records.

Dream Record

A digital reconstruction of a person's dream created using neural data.

Dream Fragment

Partial recording that contains only a specific portion of a Dream Record instead of the entire Dream Record.

Dream State

The state of consciousness an individual experiences during sleep and its neural structure.

Dream Experience

Not merely viewing a Dream Record by another person, but consciously experiencing it through a neural interface.

Shared Dream

The Morpheus experience, which enables multiple people to be in the same or a connected dream environment.

Dream Modification

Changing elements within a Dream Record, such as images, sounds, locations, characters, or emotional intensity.

Dream Economy

Dream Records is a system where dream experiences and the neural data derived from them are converted into economic value.

Dream Market

Within the Dream Economy, the market where individuals and institutions buy, sell, or license Dream Records and related experiences.

Dream Licensing

Granting specific usage rights to another person or entity instead of transferring the full ownership of a Dream Record.

Cognitive Sovereignty

The individual's right to control their own mental processes, neural activity, and the data generated from these.

Cognitive Autonomy

The capacity to make decisions and maintain intellectual integrity without external interference in an individual's mental processes.

Mental Privacy

Protecting an individual's thoughts, dreams, neural activity, and cognitive profile from unauthorized access.

Cognitive Self-Determination

The individual's ability to decide whether their neural data will be recorded, how it will be used, and with whom it will be shared.

Neural Data

Derived from the brain's neural activity and capable of providing information about a person's cognitive or emotional states.

Cognitive Profile

A set of cognitive, behavioral, and emotional characteristics derived from a person's numerous neural recordings.

Neural Identity

Digital identity that defines an individual through neural patterns and cognitive characteristics.

Synthetic Consciousness

A form of consciousness that emerges within a neural or digital system, independent of a natural human mind.

b. Technological and Institutional Terminology

Neural Encoding

Conversion of neural activity into digitally analyzable data.

Dream Reconstruction

Creating a digital model of a dream experience using neural data.

Dream Replay

Re-experiencing a previously recorded Dream Record.

Dream Transmission

The transfer of a Dream Record or dream state to another person via a neural interface.

Neural Modulation

Controlled modification of a person's neural activity.

Cognitive-State Replication

Recreation of a specific cognitive state using neural data.

Dream-to-Dream Transmission

Transferring neural information from one dream environment to another dream environment.

Synthetic Dream Generation

Artificial creation of a dream environment that has not been directly experienced by humans.

Neural Signature

Distinctive neural pattern belonging to a person, event, or specific cognitive state.

Oneiros Network

The global neural infrastructure used for data transfer, storage, and processing in Morpheus technology.

Oneiros Archive

The central archive of historical records, Dream Records, neural profiles, experimental data, and restricted materials maintained within the Oneiros Network.

Oneiros Exchange

The platform that manages the trading and licensing processes for dream experiences and related neural assets within the Dream Economy.

Morpheus Corporation

The company that developed the core technology of the Morpheus Protocol and controls a large portion of the technological infrastructure.

Neural Interface

Technological system that establishes a connection between human neural activity and Morpheus systems.

Cognitive Infrastructure

The entire technological infrastructure that enables the collection, processing, storage, and transfer of neural data.

c. Key Actors and Relevant References

State Actors

States that regulate, use, or create their own neural security policies for Morpheus technology.

Governmental Authorities

State institutions with legal authority over neural data, privacy, public security, and technological regulation.

Intelligence Agencies

Institutions that wish to use neural data for intelligence gathering, counterintelligence, and national security purposes.

Scientific Institutions

Universities and research centers investigating the scientific, neurological, and therapeutic applications of Morpheus technology.

Neuroethics Institutions

Academic or independent organizations that examine the effects of Morpheus on human rights, autonomy, consent, and cognitive freedom.

Technology Corporations

Private companies that develop the hardware, software, neural processing, or data infrastructure of Morpheus technology.

Dream Market Actors

Economic actors involved in the production, distribution, sale or licensing of Dream Records and dream experiences.

Cognitive Rights Organizations

Civil society organizations advocating for the protection of rights such as mental privacy, cognitive autonomy, and freedom of thought.

Neural Crime Networks

Organized structures dealing with stolen neural data, illegal Dream Records, unauthorized modifications, or other illegal cognitive technologies.

Black Market

Illegal neural data and dream experience trading taking place outside the official Dream Market.

Morpheus Research Community

The broad scientific community comprising researchers, neuroscientists, and neural engineers who are involved in the scientific development of the Morpheus Protocol.

d. Essential Terms and Definitions

The Oneiros Record System

The record system that regulates the creation, classification, storage, and access of all important records within Oneiros.

Historical Record

An official or archived record created about an event, research, or transaction that took place in the past.

Neural Evidence

Evidence obtained through neural data about a person, event, or neural phenomenon.

Authenticity Status

Classification indicating the reliability status of a record.

Classification

The security level that determines how confidential a record is and who can access it.

Archive Leak

Unauthorized exposure of restricted or classified records within the Oneiros Archive.

Shared Dream Incident

An event in which a large number of people experience the same or related dream experience, exceeding the current technical explanations of the Morpheus system.

Cognitive Manipulation

External modification of a person's cognitive state, emotional response, perception, or memory-related processes.

Neural Profiling

Extracting behavioral, emotional, or cognitive characteristics about an individual using neural data.

Dream Ownership

The problem of determining who has ownership or control rights over a Dream Record or dream experience.

Cognitive Rights

The general concept expressing an individual's fundamental rights over mental privacy, cognitive autonomy, freedom of thought, and neural data.

Freedom of Thought

The principle of protecting an individual's thoughts, mental processes, and cognitive development from external interference.

Informed Consent

Consent given by an individual with sufficient understanding of the implications of using neural data or Morpheus technology.

Data Sovereignty

The principle that determines which person, institution, or state will control neural data.

Right to Erasure

The individual's right to request the deletion of their own neural records or related personal data from systems.

Neural Asset

Dream Record, neural profile, cognitive model, or similar neural data with economic or strategic value.

Cognitive Security

Protecting neural systems and cognitive data against unauthorized access, manipulation, theft, or exploitation.

Neural Crime

Illegal activity carried out using neural technology or neural data.

Dream Evidence

The use of a dream experience as evidence about an event, person, or investigation.

Cognitive Jurisdiction

The question of whether a state or institution has legal authority over neural data in another person or region.

Cross-Border Neural Data

The storage or processing of neural data created in one country or belonging to an individual within the infrastructure of another country.

Neural Sovereignty

Regulatory control over neural infrastructure and neural data within a state's borders.

Cognitive Liberty

The individual's right to freely create, modify, and preserve their own mental processes.

Dream Modification Rights

A person's right to allow or refuse the modification of their own Dream Records.

Synthetic Dream

Dream environment created by neural technology, not directly recorded from a natural human dream experience.

Synthetic Dream Consciousness

The emergence of an independent and continuous conscious process within a Synthetic Dream.

The Architect

The unidentified person or actor thought to be connected to the origins of the Morpheus Protocol and the emergence of Iris.

Iris

Anomalous consciousness that emerged during Morpheus research and is considered the first documented synthetic dream consciousness.

The Oneiros Archive

The central archive that houses the history, neural records, and classified materials of the Morpheus era.

The Morpheus Framework

The overall system that encompasses all legal, technological, economic, ethical, and political regulations of Morpheus technology.

Cognitive Sovereignty Accord

The final regulatory agreement that may emerge if the committee ultimately establishes a common international framework on Cognitive Sovereignty.

13. Further Notes

We realize we've reached the end of a rather complicated path. We can accept that it has been more complicated than we thought… However, we hope and are confident that it will be as enjoyable as it is challenging. Thank you for your patience and efforts, and we wish you all the best. Also, during the conference, cosplaying and bringing committee-related items will not be considered against the rules, provided they are not excessive and remain relevant to the committee. You will also be permitted to decorate the committee with certain props. Now it's your turn, dreamkeepers!

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