

Reality

Reality is the space of existence consisting of the planes of existence, each called a reality as well and each exercising power over the one(s) below it. There are three established realities: the **physical reality**, which is our reality and the source of all reality; the **emulated reality**, in which our human creations reside; and the **simulated reality**, in which our abstract creations reside.

Physical Reality

The physical reality, informally the Alpha Universe, is best described in layman's terms as "the reality from which you're reading this". It is the reality with the most conceptual unanimity: it is experienced similarly by all residents, instead of being in largely diverging universes or timelines. Our universe, therefore, is the only one in the physical reality.

This conceptual unanimity also means that science applies to this reality in its entirety. In addition, there are no time jumps, there is no retconning and any delay is caused solely by the reaction time of sentient beings. This is what I refer to as real time.

The physical reality is, to our knowledge, mainly experienced by humans. Every author relevant to every story or paper that has been published is from the physical reality. Whether or not it is the highest reality is up for debate, but any highest reality may be called the physical reality as a rule of thumb.

Emulated Reality

The emulated reality is a collection of universes, unlike the physical reality. Constituting the emulated reality is every work of fiction whose setting is some variation on the physical reality. In layman's terms, this can best be described as "the reality you read in books or watch in cinemas".

This diversion of universes and timelines means that there is no conceptual unanimity in the emulated reality. Science may differ from one universe to the next, and real time is preposterous given the nature of artistic expression.

Furthermore, it is often the case that authors directly control certain universes. This calls the idea of free will into question, as personal interactions and choices become dictated by the author. Whether or not this applies to the physical reality is unknown.

Simulated Reality

The simulated reality is a personalized artificial environment, completely at the disposal of both the physical and emulated reality. These either copy an upper reality entirely, or create a new environment from scratch. This can be described in layman's terms as "the reality that is in something like MS Paint or Unity before it's finished".

Though computers are the most obvious example of simulated reality, any categorical simulation is designed to facilitate transfers of information between the physical and emulated reality. Therefore, books, studios and oral retelling are also valid media for the simulated reality.

Communication between the physical and emulated realities happen mostly through the simulated reality, by way of aforementioned media. The physical reality can only send information directly to the simulated reality, whereas the emulated reality has bidirectional access to the simulated reality.