

6

EVEN AS A HUMAN, GILLES WAS CURSED WITH THE PECULIAR ability to feel the angst, despair, pain of others as his own. So while the other posthumans flocked to rollercoaster sims like *Apocalypse* or *Relativistic Jet Ride*, thrilled by the sense of danger while remaining safe, Gilles spent his quality time in a torture chamber.

Fortunately, there was not a dearth of volunteers. Knights and wizards, dwarves and fairies, gnomes and elves of various persuasions—all were bent on purging evil from his dungeon. This ancient anti-hero game was Gilles' favorite. Rediscovered about a century ago by software archeologists, *Dungeon Keeper* had received a substantial facelift in e-World—from an archaic 3D emulation on a flat screen, it was turned into a full-immersion sim world with five senses, with an omnipresent Hand of Evil and distributed attention capabilities. *The Dungeon Keeper World 3000*. The nature of gameplay, however, stayed the same. The player had to build a virtual dungeon and maintain it, populating it with goblins, trolls, and other evil minions, laying traps.

Defending from intruders.

But if the other keepers played for dungeon-building and developing communities of minions, Gilles' inclinations lay