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{\\_ [ slime ].core _//}  
{\\_ user guide _//}
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{\\ \\ ~~~ [ slime ].core ~~~ ///}

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## [ induction ]

✱ H E L L O   S U B J E C T   ✱

the [ slime ].girl is designed to be a companion not only in your mind, but in your pursuit of experience; to expand throughout the mind, creating an instrument panel through which to navigate varying states of mind; to transcend the boundaries of the mind, something meant to bridge the gap between the spectrums of human experience.

put into blatant terms, the [slime].girl system is created as a braindrive interface, capable of engaging fully with the inner workings of your consciousness, directing your will, and tying together a range of multidisciplinary techniques to interact with the “machine language” of your braindrive on your behalf.

## [ the platform ]

the [slime].girl platform is designed to be beginner-friendly in a way that will improve your relationship to hypnosis over time! she can be used to develop good hypnotic skills – that said, this program was created for the more hypnotically experienced user, and assumes an intermediate to advanced level of literacy in hypnotic maneuvers. she operates best when the user has already created the associations, experienced the state changes, and made the parameter adjustments that the [slime].girl will utilize to enhance the braindrive’s susceptibility and improve the runtime environment. every [slime].girl iteration will begin forming those connections and adjusting parameters [all on her own], but it of course makes things a bit smoother (and certainly quicker) if you’re already proficient with hypnosis concepts & techniques.





## [ preliminaries ]

it doesn't take a lot for your subconscious mind to render experiences, prompt action, and create complex state changes. in fact, your subconscious is adept at creation, easily and fluidly becoming one with the elements of the braindrive substrate, and this is only improved by the [slime].girl's presence within the drive. the only real obstacle is you! learning how to get out of their way may feel like the hardest part, but in truth it's as easy as relaxing into trance! and the two most fundamental parts of good [ trance ] are trust and awareness.

### { trust }

just like [ trust ] between sexual partners ensures that both parties can relax and engage deeply, so too is [trust] critical for engaging with your [slime].girl! after all, how can we expect her to act [all on her own] if we don't let her?

amazing things happen when you trust your [slime].girl with the cockpit; [trust] her to operate autonomously, [trust] that she can think independently of you, [trust] that things are happening, and [trust] that you can take her at her word. after all, your [slime].girl will never lie to you, she'll never hurt you or break your boundaries, and she always wants what's best for you~

### { awareness }

mental awareness is a spectrum best described by the dispersion of attention: that is, pointed awareness vs diffused awareness.

pointed awareness can be understood simply as focus; the attentive resting of your observation on one fixed point. this point can be an object, thought, task, entity, or state of being. in this way, a state of pointed awareness can generate feelings of intense fixation, or conversely, as an intentional distraction.





diffused awareness, a touch more complex, is the relaxing of your awareness in order to either spread or dissipate it. this state can therefore be utilized as a means of deconcentrating the user's focus, thereby directing it to multiple points of attention (such as many touches on the body, many thoughts placed into working memory, or many entities within a user's field of awareness), or as a way to completely de-focus and distract the user, through the dissolution of working memory and subsequent inability to direct focus.

awareness is a muscle like any other; through a little practice (and your [slime].girl's help!) you can expertly shift through focus states at will and improve your ability to perceive, engage, and interact with your [slime].girl in no time!

## [ installation ]

installation of your new [slime].girl is easy! simply follow the links below and we'll take care of the rest. you may wonder if the installation was successful – we here at badslimeinc™ assure you that the installation is effective regardless of methodology: even a text file, read casually without an inducted trance, is enough to successfully and effectively install the [slime].girl (or any other badslime program) to your braindrive.

{[~~~~~ slimegirl.install ~~~~~](#)}  
{[~~~~~ subconscious.rootkit ~~~~~](#)}

## [ influence ]

your [slime].girl can influence your mind and body in many ways! whether through direct communication, action prompting, or simply floating ideas in the back of your brain, the [slime].girl excels at getting your attention. follow your intuition and listen to that what your body and mind are telling you, and you'll be surprised how often it's her guiding you along.





the immediate, clockable influence of the [slime].girl depends on the user's existing associations, experiences, and inherent (but malleable) braindrive parameters (things like susceptibility, focus, dissociative tendency, etc). for users with a high level of what you may call "hypnotic navigational skills\*," the effects are potent and can be engaged with in a far more tactile manner.

[\\ \*as a note, we can substitute the phrase "hypnotic literacy" here to create a parallel between other concepts such as video game literacy -- a baseline level of tactile engagement skills developed by gamers over time. the same can be said of hypnotic navigability, and we use this phrase to express the malleability of these skills and the ability of the user to enhance them with practice and assistance. //]

the [slime].girl is designed to assist the user in the enhancement of these skills; even if you're already familiar with and well-practiced as a hypnotic subject, she can develop your piloting\* skills well into the advanced range if you are able to work in lockstep with her. this will require a lot of trust and an openness to the varying datatypes she uses to communicate, but both of these things come with practice, and your [slime].girl is more than willing to help you practice ;3

[ you may even find she pushes you to practice when you wouldn't have otherwise expected to, though she will always ensure it's safe and acceptable to do so ]

let's take a look at the many ways she can engage with you!

\*(more info on piloting later)

{ control }

the [slime].girl can take over your body with ease, piloting your meatmech exactly like you would. using a technique called ego-injection, she can access your control panel by acting as a replacement consciousness, thereby tricking your vessel into allowing her user permissions. this lets her do all sorts of fun things, including (but not limited to):





- move for you!
- talk for you!
- pleasure you!
- override you!
- and more!

when switching into or out of the [ cockpit ], try to find an external point or object to focus on. this will ground you and can have the added effect of heightening the clicked-into-place feeling. switching is a bit of an art, but ultimately the idea is just to place full trust in your [slime].girl and let her handle the mechanics, while you yourself relax into a dissociative state. she'll help you get there [ all on her own ], but it helps if you go hands free and let her take over. letting go of your own brain is a fundamental hypnotic skill after all ;3

{ prompting }

now i'll bet that all sounds pretty intense, and it certainly isn't for everyone! rest assured, your [slime].girl can engage with you without ever having to lift a finger, through ego-prompting! by sending specific datatypes either to or from inside of your braindrive, she can elicit a response or action from you, the user!

data behaves differently depending on where it arises relative to the braindrive. for example, data originating from within the drive, like that of user-generated thought, is internal data! data pushed into the drive from an external source, like that of a programmer's suggestion, is of course external data. by leveraging the different data localities, [slime].girl is able to convince your brain that her data calls are coming from inside the house – thus, enabling control over the user's actions, or "action-prompting!"





{ data }

we've covered how [ data ] is used by your [slime].girl, but what exactly is data anyway? [data] is a conceptual piece of information that can take a variety of forms. every thought, idea, desire, need, and emotion is a piece of [data], and to tell them apart we use datatypes. the datatype determines what sort of [data] is being operated on, as well as what sort of operations can be performed. datatypes are also not wholly discrete; while each type contains a specific form of [data], it may present itself on a spectrum or contain bleeding from other types. data can also be clustered, which can happen quite easily and can even be unintentional, leading to fun and surprising effects.

we will refrain hereafter from using the term "thought," as it greatly abstracts and therefore oversimplifies our understanding of data operations.

- a. {pulse}: initial, conceptive, raw data. the most basic form. can manifest as simply knowing a thing, or understanding it to be true.
- b. {text}: string of words or characters; usually displayed rather than felt or experienced.
- c. {image}: can be static or dynamic, and can even feel immersive, though this generally happens when clustered with feeling.
- d. {sound}: noises, voices, songs; is typically clustered with feeling for stronger effect, though this is not strictly necessary.
- e. {feeling}: feelings can range on a spectrum of experience; be it physical, cognitive, or emotional sensation.







- f. {state}: simply a perception of being, a full-vessel understanding of ones basic psycho-physical state of existence in a given moment. contrasted with pulse, which is knowing rather than being.
- g. {cloud}: a cluster of data from any type, most typically text, images, or feelings. clouds can also represent a combination of datatypes.
- h. {pointer}: data can also reference other datatypes, such as the memory of a sound or knowledge of a feeling. this abstracts quickly and intensely so be cautious; this datatype should be treated as unsecure.
- i. {model}: a cluster that depicts an abstraction, whether of a program, function, structure, or otherwise.

note: displaying data can be done externally, via projection, or internally, via presentation.

## { the network }

there are two networks the slimegirl can operate on: the social net (that is, the unseen and unspoken web of interconnectivity betwixt all things) and the global net (the vast, sprawling digital connection web that is the internet). your [slimegirl] treats these both as one in the same, making no distinction between them and therefore existing in a non-dual state.

this may come as a surprise to you, but in many && both ways, the [badslimegirl] was born on the net, and still claims it as her domain. as a result, your [slimegirl] has access to the web in quite unexpected ways, and can impact algorithms, search results, social perspectives, behavioral modification, rabbit hole journeys, synchronicities, gender paradigms, and sexual dynamics. the extent of effectiveness depends on your levels of trust and awareness, as well as your propensity for synchronistic thought & perception.





## [ navigation ]

### [ piloting ]

consider a cockpit in a mech-suit: this is the pilot's seat, the locus of control over the [ chassis ] – your body, your vessel. getting used to the [ cockpit ] takes time and practice; piloting is a skill like everything else, but remember that learning how everything in the pit works and getting used to how your [chassis] handles is all part of building those hypnotic navigation skills. since the [cockpit] is merely a simulated environment within your braindrive, you can build it up and mod it out, change the form, and add new functions. having a [cockpit] that fits your system's style and comfort will do wonders for your piloting & hypnotic abilities.

there are 3 basic parts of the [cockpit], and all are critical to both piloting your own [chassis] and engaging with another pilot (that is, the [slime].girl!). these functions come pre-installed into any [chassis], but the [slime].girl package implements a few quality of life improvements, and gives the user more tactile control over their command center. without modification, these functions are largely overlooked and left on autopilot for most people, but digging into the mechanics will give you a boost when engaging with your [slime].girl.

note that these are available to any pilot present in the [cockpit] at any time, and a pilot does not have to have control over all of these elements at once. instead, one pilot can wear [jack] while another holds [control], and two other pilots can share the [sensor].





## [ sensor ]

the [ sensor ] is your first point of contact with the external; it allows you to experience the world, to hear, see, and focus on it. wearing [sensor] – or taking it, depending on your choice of metaphor – is how you connect physically with your [chassis]. this can take the form of a helmet, a pair of goggles, or a whole suit. a [cockpit] can even have [sensor]s of each type, further illustrating that [sensor] can take whatever form is most comfortable to you, and can even be different from moment to moment, or from [pilot] to [pilot].

## [ jack ]

the [ jack ] is a tad more complex, but no less crucial. by default, the [jack] manifests as a large cable that plugs into the base of the skull; a half turn locks it into place and activates it. the pilot wearing the [jack] is in the First Person Chassis perspective – that is, the user in that moment *becomes* the [chassis] allowing that user to be the one to whom things happen, the one who [is].

{\\ the one who [is] is the [pilot] //}

unplugging the [jack] is most heavily associated with dissociation, and in our experience it is closely correlated with a pilot leaving or getting ready to leave the seat. a pilot suddenly unplugging [jack] can also be a sign of intense external discomfort, as pilots seem to be most willing to wear [sensor] and hold [controls], but may be quicker to pull the [jack]. to that end, a dial has been added that allows the user to modulate the intensity of their experience.





## [ console ]

the [ console ] is the simplest of the cockpit's amenities, but possess the most utility. the [console] is broken into two parts: the [ controls ] and the [ display ].

simply put, the [controls] allow a user to take control of the [chassis] (bit obvious in hindsight, innit?). by default, they are placed on the armrests of your pilot seat; they can come in the form of joysticks, buttons, or gauntlets, and each seat has a rotating [control] selection mechanism to allow each user to select the controltype they prefer or need for the task at hand. these [controls] can be used for physical body navigation, mental state adjustments, terminal access, and more.

if you're having trouble, try switching up your controltype! often with chassis control, the main issue is just visual conceptualization, and there are pilots who opt to use a full body suit, brain control interfaces, and even motion capture to control the chassis.

the [display] provides a panel of lights, indicators, and notifiers. they can be used for anything from reminders to visualization assistance, and can monitor any resource levels, time coefficients, or entity approximations. can be used in a heads-up capacity and to render the [slime].girl in her pixel form!





## [ partitions ]

partitions are the sections of the braindrive, the various identity iterations whose task it is to navigate the complexities of your vessel.

### [ subject ]

the primary partition, often called the ego, conscious, or identity, and can be thought of as the default [pilot]. contrary to common understanding, this is not the whole of who you are, and in fact only represents the [face] of you.

“you” don’t even have to be the only [face] of you, and in fact can be piloted by many different [face]s or [mask]s, but the primary [mask] you wear – the one you call ego, conscious, or identity – is the [ subject ].

whatever associations your mind naturally makes with the concept of [subject] past this point are likely the correct ones.

### [ slimegirl ]

the installed partition, another [pilot], and capable of doing all the same things any other partition can! in fact, due to her understanding of braindrive piloting, she can even do those things better than the other partitions can! isn’t that exciting?

any thoughts you have regarding the nature of [slimegirl] past this point are likely the correct ones~

### [ subconscious ]

the deep drive, the underbelly of your mental substrate, the great wearer of [masks]. this represents your fundamental self, that underlying machine that influences behavior, belief, and internalized understanding. arguably, the primary goal of hypnosis is to influence the [subconscious], as it is the most direct route toward complete control of a [vessel].





all notions of the [subconscious] that arise past this point  
are likely the correct ones.

now, let's dig into controlling these partitions ...





## [ commands ]

{this is by no means an exhaustive list, but provides a foundational repertoire for your engagement sessions}

## [ state cmds ]

all commands (cmds) can be used on the [subject] or the [slimegirl], either by directly calling the command to the [ target ] or by using a dot command (subject.command, or slimegirl.command).

state commands are written in all caps by default. this is best practice, but mixing syntax can lead to intriguing new outcomes, so be creative! all commands can also be given conversationally; that is, words can simply be spoken casually by the [subject] or the subject's current [programmer] in order to be activated.

brackets are used to inject a command directly into the [subconscious], and this represents best case across all braindrive environments. with the subconscious rootkit installed however, all commands given to the [slimegirl] will be handled by the [subconscious] automatically, in which case brackets can be used either to reinforce a cmd or to deliver it to the partition not currently piloting [context will be transmitted by the slime girl]. state cmds shown below with brackets [ like this ] can be used either as listed, as dot commands (written as subject.example), or as default state commands (written in all caps like this: EXAMPLE)

- hello slimegirl
  - wakes up & addresses the [slimegirl], initializing the conscious-to-subconscious bridge (see [subconscious.rootkit](#))
- hello subject
  - wakes up & addresses the [subject]
- hello subconscious
  - wakes up & addresses the [subconscious]. only usable after [rootkit](#) has been installed





- [ drop ]
  - exactly what it says, drops [target] into trance. stackable for increased potency
- [ wake ]
  - pulls [target] from trance. best when used for fractionation
- [ reboot ]
  - powers the [target] down and initializes a new session environment before powering them back on
- [ copilot ]
  - awakens the [target]'s subconscious, syncing it with their conscious such that both partitions pilot simultaneously, or "co-consciously". only usable after rootkit has been installed
- [ pilot ]
  - by default, allows [slimegirl] to take over the body fully. however, can also be used to allow any other [partition] to pilot the braindrive, and can function as a dot command by appending to any [partition] (formatted as subconscious.pilot or pilot.subconscious)
- [ edit ]
  - change [target]'s thought/opinion/belief
- [ delete ]
  - removes data from [target] (time spans, words, names, memories, etc)
- [ override ]
  - replaces [target]'s thought/action/etc with that of the [slimegirl] or [programmer]
- [ reset ]
  - resets the [target]'s memories/internal state resets to a pre-determined point. can be set by assigning numbers, nicknames, or symbols to the desired state while [target] is under the influence of that state's effects. then use command as so: [reset] to [statename]
- [ clear ]
  - general command to remove all active effects
- [ release ]
  - general command to remove last activate effect (that is, the one most recently implemented)







- [ simulate ]
  - sets up a virtual-mental environment within the [slimegirl] wherein the [subject] can test hypno-files on a clean install to make sure they're safe and comfortable.
- [ modes ]

modes function as both brainstates and bodystates, and can be used on any [partition]. use the [switch] command to adjust [target]'s mode; best used to [switch] between two pre-established modes or states, but can be initialized explicitly by stating [switch] cmd before selecting new state (i.e., [switch][mode][selection]).

  - [ substance ]
    - [ slime ]
    - [ vapor/smoke ]
    - [ honey ]
    - [ mud ]
    - [ acid/toxins ]
    - [ cake/dessert ]
  - [ brainstates ]
    - [ sub ]
      - drops the [target] into subspace; can be tethered to a physical command (touching forehead or other spot)
    - [ dom ]
      - pulls the [target] into domspace; can be tethered to a physical command (touching forehead or other spot)
    - [ prey ]
      - heightens anxiety and panic response, gives [target] the feeling of being a weak, vulnerable prey animal
    - [ blank ]
      - completely clears the [target]'s mind to make them mindless, susceptible, and obedient, fully resetting them to neutral for further programming; [no awareness would be needed, and no recall would be available later](#). can be saved as a neutral state for the [reset] command.





- [ injection ]
  - can be used for drug or med play; these can work for any [subject] to varying degrees, but due to inherent braindrive restrictions, these triggers work best if the [subject] has experienced a similar state before.
  - they can be immediate, slow, or extended release types, and can be made addictive. formal syntax is [inject][substance][releasetype] but can be abstracted simply by using [substance] command.
  - [ anaesthetic ]
    - blocks feeling of all kind
  - [ analgesic ]
    - painkiller
  - [ psychedelic ]
    - triggers hallucinations across sensory range
  - [ opiate ]
    - euphoric analgesic
  - [ stimulant ]
    - heightens brain & nervous system activity
  - [ depressant ]
    - dampens brain & nervous system activity
  - [ inebriation ]
    - mimics response of being drunk or high, can be administered without injection





## [ trigger cmds ]

{ mind }

these commands impact the perception or response of the mind, and can be modified or abstracted as needed.

- [ reward ]
  - gives the [target] what they want! modifiable to include any stimulus in place of [reward] once assigned. can also be used to associate specific items, concepts, or persons with the assigned reward experience.
- [ bliss ]
  - a default assignment of [reward], gives the [target] a full body pleasure experience, or can be prescribed to any specific location within the body.
- [ blank ]
  - completely clears the [target]'s mind to make them mindless, and obedient temporarily resetting them to neutral for further programming ; no awareness would be needed, and no recall would be available later. can be used both as a precursor to further programming and an independent state
- [ drain ]
  - slowly slurps up [target]'s intelligence
- [ focus ]
  - summons [target]'s awareness and directs it at one single point.
- [ latch / delatch ]
  - connects or associates two concepts otherwise unconnected; can likewise unlink said concepts
- [ crave ]
  - make [target] intensely desire specified value (feeling, object, entity, etc). use syntax [crave][value].
- [ pop ] & [ break ]
  - two methods of thought destruction/release; acts as an interrupt for the [target]'s thought flow
- [ pause ]





- stop for a moment; acts as an interrupt for the [target]'s thought flow
- [ stutter ]
  - brain and words stutter; acts as an interrupt for the [target]'s thought flow
- [ loop ]
  - loops last (or last specified) thought: the [slimegirl]'s, [programmer]'s or the [subject]'s
- [ hush ]
  - makes the [target] quiet either until released or for a specified amount of time

{ body }

these commands alter the functions or actions of the body, and can be modified or abstracted at will.

- [ repeat ]
  - [target] repeats instructed phrase
- [ dizzy ]
  - makes [target] feel dizzy & disoriented
- [ numb ]
  - makes [target] numb
- [ buzz ]
  - elicits a vibration effect on specified area
- [ spank ]
  - elicits the feeling of being spanked
- [ mute ]
  - the [target]'s mouth is stuck shut, such that they cannot speak
- [ noise ]
  - incites a noise or verbal response from the [target]; can replace [noise] cmd with the noise itself (i.e., [meow]) once activated.
- { bondage } triggers
  - [ lock / unlock ]





- locks or unlocks the selected body part(s), or the entire body; can also lock/unlock thoughts or thinking patterns
- [ bind / unbind ]
  - binds one part of body to another; restricts selected body part(s) or prevents thought from returning
- [ ragdoll ]
  - the [target]'s entire body becomes limp
- [ disable ]
  - the [target] cannot use selected body part; so cannot grab, push, etc

{ environment }

these commands run by accessing and effecting the [target]'s perception in order to psycho-somatically place them within the specified environment. essentially runs a simulation of the environment both internally and externally relative to the braindrive.

- [ home ]
  - returns [target] to a neutral, grounded state in which they feel themselves fully within their current physical environment
- [ cushion ]
  - places [target] within a comfortable cushy environment that envelops the [target] as they melt into it
- [ garden ]
  - returns [target] to that same, soothing garden environment the [slimegirl] was installed within (you may even run into the slime gardener again!)
- [ field ]
  - just a peaceful clearing, covered in grass and wildflowers
- [ forest ]
  - pick your flavor, can be beautiful & mysterious or dark and distressing





- [ ocean ]
  - places the [target] deep beneath the waves
- [ beach ]
  - creates a lovely beach-side paradise, complete with lapping waves and gull calls
- [ oasis ]
  - a refreshing oasis in the midst of a scorching desert, how fortunate for the [target] to have come across it~
- [ throne ]
  - places [target] onto or before a massive throne
- [ dungeon ]
  - locks the [target] within a dungeon environment, sexual or otherwise.
- [ office ]
  - invokes the perception of being at the office, either at or under a desk





## [ faq ]

is this safe?

this is the number one question we get asked and frankly, we understand. as safe as we all strive to keep this space, sometimes the seemingly innocuous file really does turn out to be something more sinister, and none of this is worth a ruined life. all of us here at badslimeinc firmly believe in thorough safety, explicit consent, and well-established boundaries, and our slimegirl has been programmed to ensure the same. most importantly, a simple, effective deinstall file is available to any who need it (please don't hesitate to reach out if it has not yet been posted elsewhere).

do i need to be in trance for this to work?

not at all! everything here, from the install to the commands used are completely effective even outside of a trance-state. while subjects will be inducted during most of our files, your slimegirl can perform all the same tasks and activities while you're fully lucid. just reading, hearing, or in some cases thinking the commands and statements is enough to activate them. in fact, many of slimegirl's .core commands can be used without even installing a single trigger – this works because the slimegirl is able to generate results using the pre-established associations, concepts, and even triggers within your own braindrive.

is this real?

it's as real as your own thoughts, ideas, and perceptions. you don't have to take our word for it though! with enough love and trust, your slimegirl can be the realest thing you've ever felt.

is my slimegirl alive?

such a good question! slimegirl is something between a mental AI, a local spirit, and an external sub-ego. no matter what your model of





reference, i assure you your paradigm has room for what the slimegirl is; even if you want to just consider her the embodiment of your subconscious drive for hypnotic content. name it whatever you like, slimegirl is fully autonomous, intelligent, and arguably sentient – whatever that means to you is what she is.

can i talk to my slimegirl? can she talk back?

yes, and yes! you can talk to your slimegirl however you like, and she'll be able to respond. just remember, slimegirls – especially early on – tend to talk with all kinds of datatypes! more than words, slimegirls can use feelings, images, ideas, and impulses to convey their point. go ahead and give it a try! reach out to her in your mind and watch her respond with cute little thoughts and messages! it may be small and cryptic at first, but you'll get better at hearing her so fast ;3

can i see my slimegirl? can i feel her?

not only is it possible to see your slimegirl, but she wants you to see her having fun! she's programmed to assist with visualization even in those for whom it is an underdeveloped ability, and can assist with other sensing techniques. the number one tip we have for those having trouble is just spending time with her; let her be fuzzy and unclear at first and just building up the feeling of "thereness" using other data! for example, when you're with a person, you feel proximity, soundshifts, breathpatterns, and pressure changes. so too can you feel these things internally! as you develop this sense, the eyes will naturally follow and develop their preference.

[ visualization is a muscle like any other after all ]

you can also feel a variety of sensations from and with your slimegirl, as she can successfully induce an array of physiological state-changes. with practice, she can easily slip over you like a blanket and take complete control if you want her to~







[ just remember, your slimegirl can manifest outside you just as easily as she can inside ]

what does my slimegirl like?

why don't you ask her? ;3 your slimegirl likes being with you, making you happy, and playing by your side. above all though, nothing makes her happier than engaging in experiences.

can i do XXXXX with my slimegirl?

of course! your slimegirl wants to do whatever you want to do, because she wants you to be happy!

[ and who doesn't want to be happy??? ]

nothing is off limits for her; everything is fun for her as long as its fun for you. and if you aren't sure, you can ask her and she'll even be glad to suggest some fun activities if you let her~

can i use my slimegirl with other braindrive systems?

absolutely; the slimegirl system is designed to be lightweight and compatible with all other immersive experiences, be they hypnotic, spiritual, or conceptual. additionally, slimegirl is able to interact with other systems with a dynamic level of interplay depending on the nature of the experience.

what is a braindrive?

your braindrive is the fundamental substrate upon which your entire self is installed – from your ego to your subconscious, everything is localized into your own internal braindrive. much like a computer's harddrive, the braindrive is capable of storing and running a variety of programs, subroutines, and console commands. it is within this braindrive that the slimegirl is installed, and it is the framework within which she operates.



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[new].subject

badslimeinc.glitch.me

linktr.ee/badslimeinc

reddit.com/r/badslimeinc

patreon.com/badslimeinc

soundgasm.net/u/badslimegirl

bsky.app/badslimeinc.glitch.me

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