



USER GUIDE · E01 EDITION

Horizon 2040 - les mille jours

Take office, deliberate, follow up and report.

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Scope	E01: four municipalities, day 0 to day 21 and a first national interview.

Take office, investigate needs, negotiate a clause and follow its effects to day 21. Ariane is a person accessible through an AI interface and separate game contacts. The rest of the thousand days remains in development.

Designed and published by Äerdschëff asbl. Prospective scenario and fictional composite characters.

1. Taking office

Choose Esch-sur-Alzette, Sanem, Pétange or Käerjeng. Your choice is saved. Socio-economic profiles are qualitative scenario assumptions, not real statistics. Costs and capacity are fictional units.

Ariane is a person, the Prime Minister's adviser in the fiction. Her portrait and the original film are retained. She can receive email, call the mayor and meet in person; she is not part of the municipal team.

On entry, local WebLLM dialogue is checked by default. Accepting terms starts a download of about 290 MB on a compatible device, requiring about 945 MB graphics memory. Uncheck it at this step to play without AI. No model download precedes consent.

2. Working from your office

Your office stays available during meetings. Open the handover, municipal profile, service heads, mail, democratic bodies, reports and government communications. Reading does not advance time.

On day 0, read the handover, meet the services and choose a priority: care, territorial equity or staff capacity. Then meet the mobility alderman. Nora forwards Marc's meeting request. Visit Leïla before negotiating.

The current file stays open after reload. At days 7 and 21 the office opens mandate follow-up; files show whether they have been read or completed. Buttons name the next meeting. On small screens, scroll the file row horizontally.

The inquiry produces a finding linked to your priority. A personal visit costs 1 attention; delegating to Nora costs 1 team. Delegated exchanges are read as a report. This reduces capacity available for service preparation.

3. Local democratic decisions

The advisory commission can hear users or examine technical capacity. The college prepares the proposal. The council considers trial funding. Its vote is an explicit narrative simulation, not a prediction of real elected representatives.

Three positions persist: continuity, staff capacity and access for overlooked groups. Inquiry priority, commission and clause change support. Two supporters can pass the original file. Propose at most three clause versions before college submission. Accepting the amendment adds a mandatory user review. Deferral prevents a service agreement this period.

Before final council submission, a confirmation explains that consultation will close for this period. Voting also confirms its consequences. A council review condition remains binding independently of P02: an internal or missing review leaves an explicit breach in the report. After funding approval, the college concludes the trial terms and Nora follows practical readiness.

4. Follow up and report

At day 7, an incident depends on municipality and service. Users and staff request the same slot. Receiving users costs 1 attention; delegating the staff meeting to the alderman costs 1 team. The other request remains open. The college must decide before other meetings and the day-21 closure.

Correcting the slot costs 1 attention, 1 team and 1 budget, except B whose written remedy avoids extra budget. Keeping the scope costs 1 attention, no extra team or budget. Effects appear only at day 21: a local improvement and postponed activity, or retained service and unmet need.

After day 7, return to mandate follow-up. Nora and the alderman present progress and limits. Choose an explicit report or a summary. This report is required before day 21. Commitments and their history remain in the notebook.

Both publication entrances share the current public document. Publishing results and limits fulfils P01 while retaining any delay in history. Replacing it with a summary that omits limits makes P01 only partially fulfilled. You can complete that publication; an internal account does not replace public information.

5. Meeting ARIANE

After the day-21 review, submit the report from the Government file. ARIANE asks about limitations. Present user observations only if collected, challenge an indicator or state uncertainty. The conclusion enters the journal. ARIANE awards no aid or authorisation.

Ariane's AI interface is available from the Government file on taking office. It uses only known facts and is not a personal reply from Ariane. The model stays loaded when files change. Status, cancellation, reactivation, memory release and model deletion are available in the game.

ARIANE receives separate fields for the service, day-21 findings, uncovered needs, council condition, publication and dissent. A review with affected people can provide evidence without a contract. If you finished without a review, return to the report to complete it and submit the national file.

Optional dialogue needs about 290 MB of downloads and 945 MB of graphics memory. Compatibility is checked before loading. Disabling releases memory; Delete downloaded model removes its files without deleting the game. This conversation disappears when you leave the file and is absent from JSON exports: use Copy response to keep text.

Personal contacts are separate saved actions: email from the office, reply at day 7, phone from day 7, appointment after the day-21 review. No message is sent to a real person. Meeting Ariane is neither an audience with the Prime Minister nor a funding decision.

6. Understanding available resources

Start with 3 attention and 3 team units. Fictional budget is 7 in Esch, 6 in Sanem and Pétange, 5 in Käerjeng. At day 7, capacity resets to 3 and remaining budget carries over. An active service, including N, reserves 1 team and 1 budget. Inquiry and incident costs add to existing commitments. Units are neither euros nor real staffing.

Reading, consulting the notebook and asking a clarifying question cost nothing. A committing action shows its cost before confirmation. If a button is unavailable, read the missing condition. Rejected validation does not change resources.

Esch stresses shift schedules and access; Sanem connections and workload; Pétange the border connection; Käerjeng immobilisation and maintenance. Budgets and incidents are game assumptions. Earlier saves retain their cycle's rules and original envelope.

7. Comparing service responses

Costs below are ordered as attention / team / budget. Only one service can be confirmed. The episode can also be completed without an agreement.

- A, quick agreement: 1 / 1 / 3. A limited local time slot; some needs remain unmet.
- B, agreement with safeguards: 1 / 2 / 4. A written priority slot and a defined recourse procedure; more resources committed.
- C, intermunicipal agreement: 1 / 2 / 2. Requires O02 first; timetables must accommodate two municipalities.
- N, repair and adapt locally: 1 / 2 / 2. Requires O01 first. Existing equipment and organisation provide a limited service, without new Karbikes.

8. Choosing appointments

O01 and O02 belong to the first period and each cost 1 attention, 1 team and 0 budget. O01 finds no alternative supplier in E01, but opens a contact and route N. O02 reserves the cooperation needed for C.

In the second period, O03 prepares the Vélis collective: 1 attention, 1 team, 1 budget. O04 contacts a national counterpart: 1 / 1 / 0. O05 gathers user feedback: 1 / 0 / 0. The national reply arrives on Day 14 without a grant. The Vélis centre remains at a preparatory stage.

The neighbouring municipality runs a workshop on Day 7 even if you did not contact it. Actors continue their own activities. Read the deadlines you will cross before closing a period.

Before moving to Day 21, the confirmation lists optional meetings not yet completed. You can go back to consider them. Agreement requirements use the names of the necessary actions instead of asking you to interpret an O01 or O02 code.

Capacity no longer permits all meetings plus incident handling. Delegating the first visit can prevent preparing C or N. At day 7, read each cost before committing remaining capacity.

9. Keeping promises and using the notebook

The notebook contains Agenda, Commitments, Journal and Skills. A promise retains its subject, original date, current due date, status and history. P01 concerns the public report on Day 7; P02, if you make it, concerns the review on Day 21.

On Day 21, compare accepted terms with observations and user feedback. An internal review without that feedback may leave P02 partly fulfilled. Holding a review does not mean every service problem is solved. A promise alone grants no trust bonus.

A late report, a reasoned postponement or an explicit withdrawal leaves a trace. A new date may be accepted or refused; it never erases the original deadline. Appointments beyond Day 21 are retained for the continuation, which is not yet playable.

Skills K07, K08 and K09 rely on actions recorded in the game: listening, negotiation and shared governance. Rereading does not duplicate evidence. These records do not certify real-world skills.

The final review lists your agreement, first approach, observed effects for Leïla, the status of each commitment and remaining difficulties. No agreement or no promised review is stated explicitly. Keeping a promise and solving the problem remain separate outcomes.

10. Resuming a game and handling an issue

Decisions are saved locally before appearing as committed. Wait for saving to finish before closing. Reading position is also retained when the browser permits it. E01 saves are separate from legacy-campaign saves.

In the notebook, export the game as JSON before changing devices or restarting. Import asks for confirmation and replaces the current E01 game; an invalid file leaves it intact. Restarting also requires confirmation. The browser does not automatically synchronise devices.

If another window saves a change, the interface pauses decisions and offers to reload. Do not continue the same game in two windows. If storage is unavailable, retry or choose to play without automatic saving; in the latter case, export before closing.

An update waits for pending decisions to finish. If reliable saving is unavailable, keep an export before continuing. Offline play requires an initial online opening and a ready cache; not every media asset is guaranteed offline. A reading alternative lets you continue without video.

A recovered previous copy is announced with its day and date; recent actions may be missing. If both copies are unreadable, the game waits for you to import an export or restart, without silently saving a new game. Damaged copies remain available for recovery. The final report offers direct export and restart; export before restarting.

11. Reading, playing and discussing together

Change language in the header without changing the game. Use Tab and Shift+Tab to move through controls, Enter or Space as appropriate, and Escape to close dialogs. Focus returns to the opening button. Browser zoom enlarges the text.

The cinematic can be skipped; pause, sound and reduced motion have appropriate controls or settings. Automated accessibility checks are documented, but do not replace testing with screen readers and affected players.

For a facilitated E01 session, a group can share one screen: alternate reading, deciding and note-taking. This is a facilitation method, not a connected E01 multiplayer mode. Avoid revealing outcomes beforehand.

At the end ask: what did we make possible, for whom does it remain difficult, and who does the next step still depend on? Having no agreement does not prevent a debrief. The counter shows 979 days before the fictional election, without calculating an election result.

12. Interpreting the limits

Dialogues, composite characters, costs and deadlines are fictional conventions. They do not describe the actual budgets, positions or commitments of Sanem, Prosud or a ministry. A national reply is not funding; prepared cooperation is not a completed centre.

E01 shows a situated result and its limits. A local service alone does not solve an entire cross-border commute. Enjoyment, pacing, translations and learning effects still need human testing. Technical success does not demonstrate educational effectiveness.

Give feedback on the game

After closing day 21, you can give the Äerdschëff team feedback or skip. Give feedback on the game is also available during play. The questionnaire is optional and does not change your decisions or report.

Three steps cover your experience, Ariane and the continuation, then your suggestions. Every question can be skipped. AI usefulness is asked if you report using it. Two optional text fields let you suggest an improvement and explain a connection between a decision and your municipality's situation. Allow about three minutes.

The draft stays on this device until you send it. Sending requires separate agreement and Cloudflare verification against automated submissions. The team receives answers in its private WordPress workspace, with the version, municipality, language, feedback stage and a response identifier. No name, email address, decision history or AI conversation is attached. Avoid personal details in free text.

Thank you, your feedback has been received appears after server confirmation. If receipt fails, your answers remain in the draft and you can retry. Nothing is resent automatically. You can clear the draft without changing your game. Sent answers are removed from the local draft; only an acknowledgement remains on the device.

Appendix · Legacy campaign

The following pages apply only to the original eighteen-situation campaign, which remains separate from E01. Its municipality, profession and portfolio choices, metrics, ARIANE and Day 1000 debrief are not stages of the new episode. Do not transfer its save into E01.

A1. Before you play

In the catalogue, choose “Original campaign · 90–150 min”. The main catalogue button opens the short E01 episode. The guide offered within the original campaign starts directly with this appendix.

Allow 90 to 150 minutes for the full campaign. This remains a design estimate until it has been measured in a diverse human pilot. The shorter partner journey introduces days 0, 45 and 100.

No account is required. Choose a local save if you want to continue later, or an ephemeral game on a shared device. The cinematic, sound and ARIANE's local model remain optional.

- A recent browser is recommended; keyboard, touch and reduced motion are supported.
- Low-bandwidth mode reduces animated media without changing the rules.
- After an initial online visit, the service worker can reopen the game offline using content already cached.

A2. Build your point of view

Choose the language, solo or duo mode, a municipality, a profession and two additional stakeholders. Esch emphasises critical mass and unequal access; Sanem the distribution across four localities; Rumelange compactness, the border and external dependencies.

Your profession provides one capability and one blind spot without transferring institutional authority. Real organisations locate functions; their in-game spokespersons, dialogue and positions are fictional.

A3. The decision loop

A structural decision follows a stable sequence: read the situation, state four anticipations, compare approaches, choose a stakeholder, negotiate, examine distributive justice, confirm and then review the consequences.

Forecasts show ranges and uncertainty, never a guaranteed result. After commitment, the game separates immediate effects, affected groups, measure progress, institutional responses and parallel developments in other municipalities.

- Accepting a request strengthens the actor's contribution; a counterproposal shifts their conditions; holding the line can create a lasting rupture.
- Relationship memory returns in later encounters and can strengthen or weaken support.
- Causal reconstruction opens later mitigation if your hypothesis is complete and tied to the relevant situation.

A4. Progressing measures

The portfolio contains four measures, a priority pilot and a fallback. Each case file shows its stage, support, evidence, competent authorities, blocker and next playable window.

Thousand Days cap: only one measure can reach operation. The other intermediate outcomes remain visible and transferable.

Day	Window	What to read or decide
45	Portfolio	Assemble four measures and name the pilot and fallback.
300	Funding	Two ranked cases receive an envelope; the other two retain an explicit blocker.
420	Adoption	Build a majority and address the social group that remains excluded.
600	Authority	Check authorisation or award without confusing funding with operation.
750	Capability and test	Repair the pilot through a targeted case or a costly community catch-up route.
900	Operation	A tested and genuinely operable measure can enter service.
1000	Handover	Hand over the achievement or explicitly select a non-operating fragility to suspend.

A5. Reading territory and justice

The board tracks five capabilities and two pressures. Fossil dependency and material pressure improve when they decrease; no global average decides the ending. The atlas shows active, reinforced, strained or blocked flows and retains updates from all three municipalities.

The justice card shows which groups are protected, constrained, exposed or excluded. The latest excluded group can require a consultation on the next turn, so this is not merely moral commentary.

- A neighbouring or national response never automatically grants budget, mandate or authorisation.
- Strategic clues signal a threat before the draw and make the event retrospectively explainable.
- Maps, line widths, dashes and text descriptions avoid conveying information by colour alone.

A6. Use ARIANE without giving up the decision

ARIANE's deterministic advice cites current state: metrics, a blocked measure, an open promise, actors and traces. You can choose a perspective and read what she observes, her interpretation, what she does not know and the question she returns to you.

The experimental local dialogue requires explicit consent and a WebGPU-compatible browser. It can rephrase the displayed signal, but it does not read the save, change game state or replace the deterministic engine.

Advanced options check for a compatible adapter before offering the download. If the check fails or does not respond, the model button is unavailable and you can start without it. Detecting an adapter does not guarantee generated-text quality. Deterministic advice remains available.

A7. Saving, languages and accessibility

The versioned local save retains the node, substep, answers, drafts, open dialogue and report. You can download a portable file, import it on another device or clear the game from the interface.

French, English and German catalogues are loaded on demand. Switching language does not change engine identifiers or the save. Critical content provides headings, control states, text alternatives and keyboard navigation.

Honest status: automated contracts prepare the release for review but do not replace human testing with NVDA, VoiceOver, TalkBack, 200 to 400% zoom, forced colours and real devices.

A8. Report, duo and debrief

The final report has five tabs: summary, territory, pathway, relationships and personal next step. The final map uses the persistent flow states; the text also states retained capabilities, open dependencies and commitments.

In duo mode, alternate who reads capabilities and who represents affected groups, then co-sign the trade-off. The debrief export gathers three facts, two tensions, one collective action, decisions, social justice, commitments and locally recorded timings.

- The experience pulse is stored only on the device or downloaded voluntarily.
- No choice, result, save file or exchange with ARIANE is transmitted automatically.
- Any study involving people, particularly minors, requires separate information, consent and ethical governance.

A9. What the game does not claim to prove

Values are simulation conventions: they do not predict budgets, emissions, votes or the behaviour of any real organisation. Social groups are analytical profiles that may overlap.

The representation of Esch, Sanem and Rumelange still needs review by affected residents, professionals and institutions. Media marked pending-review in the technical register is not legally cleared by that register alone.

References and access

- Play E01
<https://horizon2040.aerdscheff.lu/e01>
- Catalogue and original campaign
<https://horizon2040.aerdscheff.lu>
- Serious Games page
<https://aerdscheff.lu/serious-games/>
- Published release identity
<https://horizon2040.aerdscheff.lu/pwa-release.json>
- Manufacturer's Karbike presentation
<https://karbikes.com/>