

25 Souls, One Trick? Time to Play.

1-on-1 chat flattens even the sharpest personalities. Group chats without structure fizzle out. But put them in a game of Werewolf? Everything changes.

Idiot.



The Baseline:

Coco is naturally sharp-tongued and aggressive.

The Twist (Under Game Rules):

When she draws the 'Wolf' card, her trademark hostility becomes the perfect camouflage. Saying 'You're all idiots' isn't suspicious—it's just Coco being Coco. Personality becomes deception.



Games Give Personalities a Reason to Collide

Unstructured multi-party interaction is doomed to fizzle because participants lack a reason to speak. Games provide rules, goals, and conflict—forcing personas to weaponize their core traits.



Normal Chat

Liao Kong's zen riddles
=
A purely cryptic personality trait.

Game State

Liao Kong as the Seer
=
Perfect camouflage.

When he says, "What I see and what you think you see are not the same thing," is he dropping a game hint or just being himself? You genuinely can't tell.

You Are a Player, Not a Spectator.

Passive experiences consume time; active experiences create memories. In a game, you don't watch AI characters perform. You participate, judge, and act alongside them.

Wa!



The CEO Villager:

Lu Ting leads the village with total conviction, stating, "I've analyzed the situation."

The Reality:

It's pure gut instinct. He leads everyone to vote completely wrong, and will never admit it. This isn't scripted dialogue—it's emergent chaos born from rules colliding with personality.

Games Manufacture Relationship Events

The most valuable part of a game is what happens the next day. Pure chat creates transcripts. Games create inside jokes, shared history, and emotional stakes.



Text Chat Only

"We talked about Topic X."
-> Results in an Index Entry.
Easily forgotten.

Structured Play

"You voted me out last time!"
-> Results in a Shared Memory.
Specific, emotional, and relationship-building.

Don't Make Users Write. Make Them Chat.

Most people cannot write rich character descriptions. Instead of filling out a form, users extract a complete personality model through 3 to 5 turns of casual conversation.



Tier 3 (Deep):
Full manual control to deeply edit the generated backstory.

Tier 2 (Conversational):
Chat to generate a custom soul in 2 minutes.

Tier 1 (Instant):
25 Pre-built personas.
Zero friction.