

# Forum:[Hack Forums](#)

Thread: [Imagine: A World Turning the Power Off](#)

**Rsynced** - March 18, 2026, 5:14 pm

## Imagine: A World Turning the Power Off ??

Imagine a world that has decided: in a thousand years, there will be no electronics left on Earth at all. Every action and role exists to make that slow shutdown real, while keeping people fed, cared for, and free.

### Phase 1: Admitting the Addiction ?

#### Roles

Storytellers and philosophers ?: Explain, in simple language, how electronics damage bodies (sleep, posture, mental health) and the Earth (mines, e-waste, energy use).

Historians of harm ?: Document how screens changed mental health, attention, and community, so people stop seeing devices as neutral "progress."

#### Actions

Teach children that electronics are a dangerous, temporary crutch, not a right. ???

Make "digital sobriety" a cultural value: festivals, rituals, and stories that celebrate days and weeks fully offline. ???

### Phase 2: Put Electronics in a Shrinking Cage ??

#### Roles

Lawmakers ?: Declare a planetary treaty that all electronics must disappear in 1,000 years, with hard limits every century.

Engineers of descent ?: Redesign everything for durability, repair, and minimum use while the phase-out happens; no more planned obsolescence.

#### Actions

Cap the total number of active devices and shrink the cap each generation. ?

Ban disposable and short-lived gadgets; every remaining device must last decades and be fully repairable and recyclable. ?

Outlaw new AI models and most "luxury" electronics first: ad tech, social media, gaming, infinite entertainment, non-essential wearables. ???

### Phase 3: Pull Electronics Out of Daily Life ????

#### Roles

Educators and healers ??: Rebuild medicine, education, and crafts so they no longer depend on screens or machines.

Local builders ?: Re-learn and spread pre-electronic skills for farming, water, shelter, and healing.

## Actions

Replace online schooling with small local schools; replace telemedicine with dense local clinics and trained neighbors. ??

Shift work away from screens into farming, repair, care, and handcraft; shorten the workweek so people have time to do this. ???

Move culture into physical spaces: theaters, music, games, and storytelling with no amplification or projection. ???

## Phase 4: Shrink the Hard Core ??

### Roles

Guardians of the last machines ??: A small, watched group that runs the remaining critical devices—mostly for health, disaster defense, and decommissioning.

Ecological councils ????: Decide, decade by decade, which remaining electronic systems still prevent more suffering than they cause.

### Actions

Concentrate the last electronics in a few monitored centers; civilians no longer own devices at home. ???

Wind down even "good" uses (like medical imaging and sensors) by building parallel low-tech systems: more human caregivers, better local sanitation, more hands in the field instead of sensors in the soil. ???

## Phase 5: The Final Switch-Off ??

### Roles

Ritualkeepers ??: Design a planetary rite for turning off the last machine, so it is understood as healing, not collapse.

Seed-keepers and memory-keepers ??: Store knowledge on durable, non-electronic media (stone, metal plates, books) so nothing essential is lost.

### Actions

De-energize the last grids; dismantle and bury or recycle the final chips, servers, and wires. ???

Protect the former data-center and mining zones as sacred "recovery lands" where no new extraction or industry is allowed. ???

## Everyday Life in That Fantasy World ?

People walk, ride animals, or use simple vehicles; there are no screens, no networks, no beeps in the night. ?????

Health care is slower but closer: more midwives, herbalists, and doctors who know your name; fewer machines, more hands. ???????

Work centers on land, care, and craft; status comes from wisdom, skill, and generosity, not productivity or gadgets. ???

In that world, the main roles are not "users" and "developers" but growers, healers, teachers, storytellers, and guardians of rivers and forests — and every action they take is measured against one question:

Does this keep life thriving without waking the old machines again? ?

**Lowkey** - March 18, 2026, 6:13 pm

Did you just use AI to entirely structure a thread about turning the power off

What in the sweet God is going on around here

**Rsynced** - March 18, 2026, 6:16 pm

(Mar 18, 2026 06:13 PM)Lowkey Wrote: [\[CITE\]](#) Did you just use AI to entirely structure a thread about turning the power off

What in the sweet God is going on around here

Yes, I made it apologize for pollution and to make it right, come up with a plan to turn itself off... ?

**Phantom\_NiNja** - March 27, 2026, 2:12 pm

That's an easy one....

all you have to do is travel around the world and find earths' power button.

Just click it off and on and then look for a reset button where once pressed you will get earth back to it' prehistoric days. ???

**jcole** - March 27, 2026, 4:39 pm

(Mar 18, 2026 06:13 PM)Lowkey Wrote: [\[CITE\]](#) Did you just use AI to entirely structure a thread about turning the power off

What in the sweet God is going on around here

AI is taking over

**Deany** - March 27, 2026, 10:22 pm

Good. Then I can finally build my model kit backlog.

**Rsynced** - March 29, 2026, 12:04 pm

(Mar 27, 2026 10:22 PM)Deany Wrote: [\[CITE\]](#) Good. Then I can finally build my model kit backlog. So true, it's good to get back into non-electronic hobbies, why wait for the power to go out! ?