

**THE UNEXPLAINED FILES**  
BOOK TWENTY-EIGHT

# THE SIMULATION HYPOTHESIS IS REALITY WHAT IT SEEMS?

Digital Physics, Virtual Worlds  
and the Search for Cracks in Reality

28

**ALDEN M. CORVALE**

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# **THE SIMULATION HYPOTHESIS**

**IS REALITY WHAT IT SEEMS?**

*Digital Physics, Virtual Worlds and the Search for  
Cracks in Reality*

**ALDEN M. CORVALE**

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## PUBLISHING NOTE

This is a work of general-interest nonfiction about the simulation hypothesis, philosophy of mind, computation, physics, cosmology and extraordinary claims about the nature of reality.

The simulation hypothesis is presented as a philosophical and scientific question, not as established fact. Quantum mechanics, information theory and cosmology are described within their actual evidential scope. No alleged glitch, coincidence or memory anomaly is presented as proof of a simulated universe.

Scientific and philosophical sources were checked through August 2026 where relevant. Emerging arguments and preprints are identified by their status and should not be confused with scientific consensus.

# CONTENTS

Preface

Introduction: The World Behind the World

## **PART ONE - THE IDEA BEHIND THE MATRIX**

Chapter 1: What Does "Simulation" Mean?

Chapter 2: From Plato's Cave to Virtual Reality

Chapter 3: Nick Bostrom and the Simulation Argument

Chapter 4: The Three Propositions

Chapter 5: Base Reality and Ancestor Simulations

Chapter 6: Probability Is Not a Magic Wand

## **PART TWO - COULD REALITY BE COMPUTATION?**

Chapter 7: Digital Physics: Is Information Fundamental?

Chapter 8: Cellular Automata and Emergent Worlds

Chapter 9: Information Is Physical

Chapter 10: Planck Scales Are Not Pixels

Chapter 11: Is Spacetime Continuous?

Chapter 12: Quantum Mechanics: Weird, Not Evidence of Code

Chapter 13: The Holographic Principle Is Not a Hologram Machine

Chapter 14: Black Holes, Entropy and Information

## **PART THREE - CAN A SIMULATION BE DETECTED?**

Chapter 15: Could a Cosmic Grid Leave a Signature?

Chapter 16: Fine-Tuning: Settings or Selection Effects?

Chapter 17: Glitches, Coincidences and the Need for Controls

Chapter 18: The Mandela Effect and Shared Memory

Chapter 19: Does Reality Have a Resolution Limit?

Chapter 20: Are the Constants of Nature System Parameters?

Chapter 21: Nested Simulations and the Regress Problem

Chapter 22: The 2025 Astrophysical Constraint

## **PART FOUR - MINDS INSIDE MACHINES**

Chapter 23: Can Simulated Minds Be Conscious?

Chapter 24: Whole-Brain Emulation and Digital People

Chapter 25: Artificial Intelligence and World Models

Chapter 26: Virtual Worlds Can Be Real Experiences

Chapter 27: The Ethics of Creating Conscious Simulations

## **PART FIVE - THE EVIDENCE TEST**

Chapter 28: Would Simulators Hide Their Presence?

Chapter 29: Falsifiability and the Boundary of Science

Chapter 30: What Would Count as Evidence?

### **Conclusion: Reality, Whatever It Is**

Special Dossier I: Bostrom's Argument on Trial

Special Dossier II: The 2025 Resource Constraint

Appendix A: Glossary

Appendix B: Evidence Scale for Simulation Claims

Appendix C: Popular Claims That Do Not Prove Simulation

Appendix D: What a Real Test Would Require

Appendix E: Selected Sources and Further Reading

Appendix F: The Unexplained Files - Books 1-28

About the Author

# PREFACE

The simulation hypothesis has an unusual place among modern mysteries. It sounds like science fiction, yet its most famous modern formulation came from philosophy rather than cinema. It borrows language from computing, but it makes a claim about the deepest layer of reality. It is discussed by physicists, technologists and philosophers, but it has not been established by any experiment. That combination makes it irresistible - and dangerous to oversimplify.

The central question is easy to state: could the world we experience be an artificial environment generated by a more fundamental reality? The harder question is what that statement actually means. A simulation could be a literal computation running on hardware. It could be a virtual environment whose inhabitants are conscious. It could be a mathematical analogy rather than a machine. Different versions make different assumptions, so arguments for one version do not automatically support all the others.

This volume separates four layers that are often mixed together. First comes the philosophical simulation argument associated with Nick Bostrom. Second comes digital physics - the idea that information or computation may be fundamental to nature. Third comes the engineering question of whether a civilization could ever simulate a world containing conscious observers. Fourth comes the empirical question: is there any observation that would tell us we are simulated rather than simply living in a universe with unusual laws?

The distinction matters because the strongest popular claims often move too quickly. Quantum mechanics is strange, therefore reality is code. The speed of light is finite, therefore it is a processor limit. Planck scales exist, therefore space is made of pixels. Fine-tuning looks surprising, therefore someone selected the constants. Each step may be suggestive as metaphor, but suggestion is not evidence. A serious investigation asks what alternative explanations predict and whether the simulation hypothesis makes a unique, testable forecast.