Other ideas for the book

Game: SIMS. Simulation reality. Find the incredible, totally unattainable. To what extent can the game be adapted to the structure of a book or a questbook? How would the content be laid out with menus, like a game: the menu page of the times game. What can be a certain type of designer and go through certain pages and not other (the book could be interesting). Your next step: your own reading of the book. Follow by you (or a director of which you most associate yourself with - how fast).

The Rosetta Stone.
One story written in three languages could unlock the past. The timelessness of this is amazing. How can the DNA be inherited?

In what other languages should we be writing it?