

Title	The 13 th Floor
Director	Josef Rusnak
Date	1999
Area	Early Modern Philosophy
Theme	Descartes - scepticism
Plot Summary	In 1990s LA, Douglas Hall, works for a company that has invented a virtual reality game set in 1937 LA. When Douglas's boss Hannon Fuller is murdered, he is the prime suspect. He meets Jane Fuller, his friend's estranged daughter, who provides him with an alibi. Trying to find clues, Douglas enters the 1937 game world to find clues, taking over the body of one of the game's characters. Douglas soon discovers that his 1990s world is itself only a simulation, part of a virtual reality game being run in 2024, and that his body was hijacked by a sadist from 2024 who killed Douglas's boss. The sadist dies while in the 1990s world, and Douglas takes over the body of the Sadist in the future world. Douglas and Jane live happily ever after in the "real" 2024 world. Essentially the 13th floor is a virtual reality world within a virtual reality world.
Key Scenes	The final shot of the film abruptly fizzles out, suggesting that this final reality may in fact be itself a simulation. Once again, the question is raised - how could one ever distinguish between a completely immersive virtual reality and actuality?
Relevant Text	Descartes, Meditation 1