# TAGUS

## TAGUS VALLEY FEDERATION

## ADVANCED HUMAN INTELLIGENCE

AHI PREPARES TO TAKE OVER THE WORLD

## OUR ETHOS

THE 5 CORE PRINCIPLES OF TVF

## DEUS EX-PAT
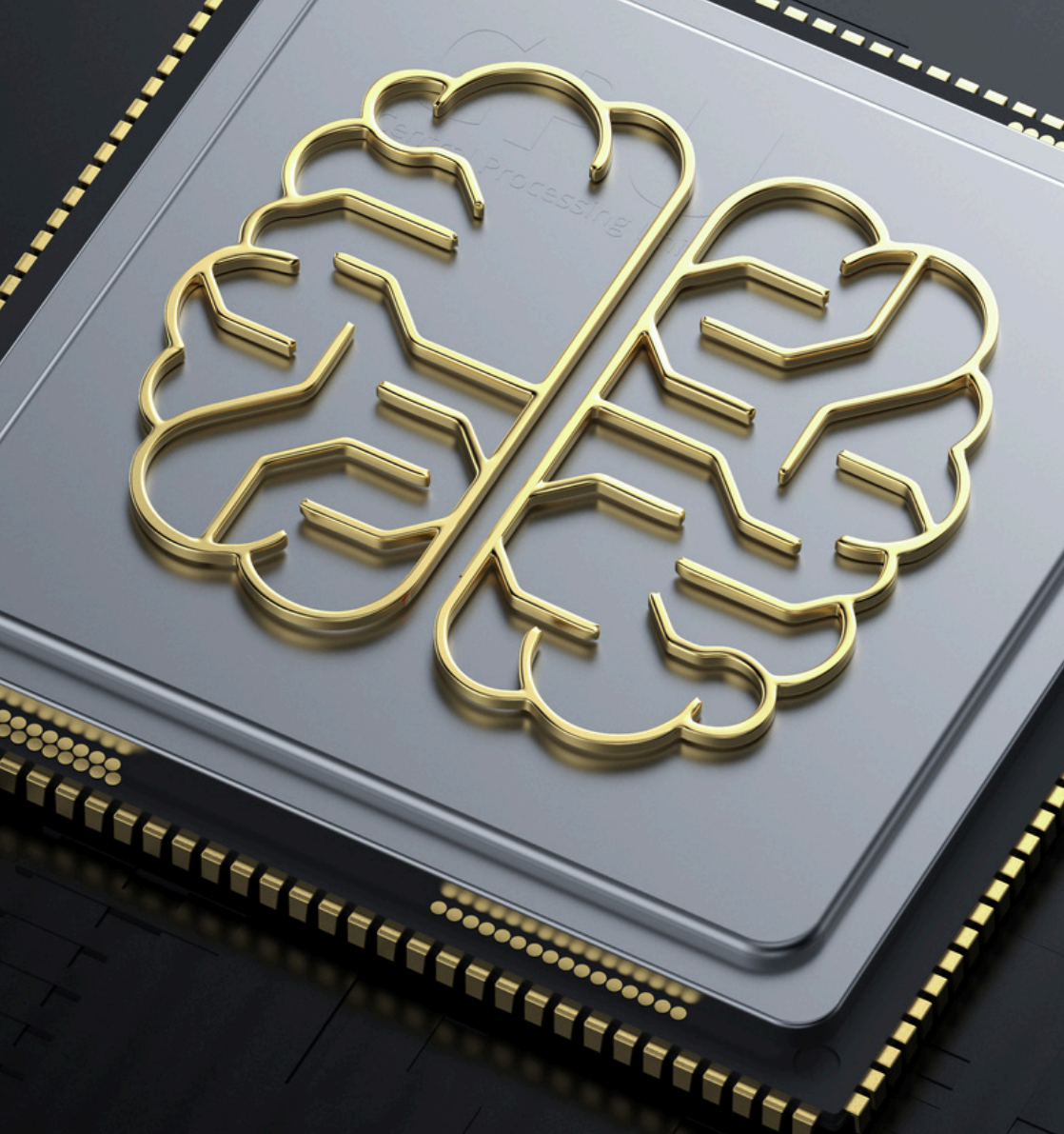
EVE SKY TALKS ABOUT MAKING THE SHIFT TO LISBON

## REALITY SPACE

HACK REALITY IN THE POST-CYBERSPACE WORLD WITHOUT LIMITS

## The Wisdom of DiCe (Di-Centralized) Organizations

THE EVOLUTION OF DE-CENTRALIZATION LANDS IN TV FIRST

TAGUSV.COM

# REAL INTELLIGENCE

## Otol ™

STARTING UP IN LISBON 2025

# THE VISION

## World's #2 High Tech and Innovation Hub

## VISION

In 2035, the vibrant capital of Portugal is a global center for innovative technologies and the builders who use them to create intelligent solutions for a better, more functional world.

## MISSION

- Focus on solving real problems in commerce, government, and society, and simplifying complexity.
- Build on an ethos of innovation, risk-taking, and disruption of industries, sectors, and modes of thinking ripe for change.
- Develop cross-border collaborations and partnerships.
- Advance the emerging tech adoption curve with strategic messaging for partners, stakeholders, and the public.
- For a global audience, develop best practices for — and facilitate discussions about — the social and ethical impact of emerging technologies.
- Collaborate with universities across Portugal to innovate.

# THE WORKPLACE OF THE FUTURE

## IS A PLACE AI AND HUMANS PLAY IN

BAIXA
PLAY. EARN.

$43,259.45

Search Baixa

Add New Member

Dr. Amy Huffman
$1,292.54

Dr. John Bosworth
31 validations

Dr. Andrew Molina

Shawna Green
9 validations

EXTERNAL

INTERNAL

Melinda Smith
$95,329.21

Shiv Pande
3 validations

Joni Green
9 validations

Harry Friedman
12 validations

Cindy Lo

Dallas TX bizybee workgroup
906.52 ETH ($498, 316)

Task   Note   Messages   Phone   Macros   Recent

**OPPORTUNITY**
Toyota America Design Contest #3

+ Follow

Next period
September 2, 2024

Standard Contract

Began
July 4, 2024

Pay every
30 days

Value
$4,820,304.55

Buy
TOYO536

Work — Validation — Sign

ACTIVITY   HOLD   WORK   COLLABORATE   ASSETS   DETAILS

All   Submissions   Validations   New Workers

Samantha Thompson

Reply

**Next Steps**

Produce work by August 25, 2024

Decide on number of tokens that you want to distribute

BAIXA
PLAY. EARN.

TAGUS VALLEY FEDERATION

# THE SPIRIT OF AHI

18

23

32

## THE TAGUS VALLEY ETHOS

- Limit funding: **too much funding stifles innovation**. Start projects with 0 funding and a can-do attitude, like this magazine. More doing, less talking.
- Pursue **high-risk, high-reward** projects and solutions, but don't ignore profitable low-hanging fruit.
- **Embrace failure** and accept that 90%+ of projects will die. Learn from them more than from successes.
- **Repurpose components** from other projects, including dead ones.

## THE ETHOSYSTEM

- **Make it easy for people to become members** of, and help, Tagus Valley
- Make it easy for members to **move between projects at will**.
- Like Silicon Valley, encourage companies to do away with non-compete clauses in employment agreements and accept that some members will become competitors, **growing the ecosystem**.
- **Don't forget** the common person.

# 5 Steady Principles

TAGUS VALLEY
FEDERATION

BETA

**1** **Smarter By Elimintation**
Systems (and projects) evolve by eliminating complexities. Our process methodology facilitates and removes the barriers to self-organization among participants. Contract before you expand.

**2** **Fair Competition**
Cooperation, while generally good, leads to centralization (and inaction) as it scales. Fair competition, a form of cooperation, evolves projects faster and keeps teams active.

**3** **Open and Highly Adaptable**
Highly adaptable, robust workgroups that keep things dynamic while keeping options open will win over rigid, closed-off workgroups weighed down by complexity.

**4** **Common Protocols**
Different teams connect by various protocols over the community clearinghouse. Shared ideas, components, intelligence, research and more complete the ecosystem.

**5** **Lower Barriers To Entry**
More external participants involved in our innovation and research processes on a regular basis can lead to more innovation, accessibility, and useful products. Involve the public!

# AT FIRST,
# THEY LAUGHED

It was December 9, 1968 and Douglas Engelbart was about to present what would later be called, 'The Mother of All Demos'. He showcased his inventions, many of which are fundamental elements of modern personal computing: the computer mouse, hypertext, networked computers, a graphical user interface, word processing, video conferencing, and more. His work was funded by ARPA, an agency of the US Defense Department that supported high-risk research without bureaucratic limitations.

Engelbart himself was called a crackpot for his ideas about human-to-computer interaction. His peers thought he was wasting his time and engaging in pursuits that would be too expensive. Nearly everyone was opposed to interactive computing. Engelbart ignored them and kept working.

Fast-forward 10 years and the best people in the freshly-emerging technology of desktop computers are poets, writers, and musicians. They became attracted to computers as a new medium of expression. Among them are two hippies who rarely bathed and smelled bad: Steve Wozniak and Steve Jobs. Wozniak just wanted to make something cool that he could play games on and show off his engineering skills. Jobs liked walking around in his bare feet and often soaked them in their company's toilets to relieve stress. They were weirdos.

Fast-forward 10 more years and the Valley is booming with the products that only hippies and geeks once dreamed about. Yet, no one in the Valley had been interested in building a unified front-end for the internet. The prevailing view was that the internet could not and would never be a commercial medium. It was for researchers, programmers, and academia. Microsoft decided to release a fully-featured browser for the internet and charge $50 per user. It was once again time for disruption to make things freer and easier. **Netscape enters the chat.**

If people aren't ignoring, laughing at, or ridiculing your ideas they're not really revolutionary; the're already established. Real emerging tech sounds ridiculous and is pursued by geeks and weirdos who just want to build. They make the future happen, without permission. "Free thinkers" and "emerging technology" go hand-in-hand.

# HACK:///REALITY

# M E N T A L C O M P U T E R S

Imagine a world of limitless perception, brought to you by a novel piece of technology controlled by your thoughts alone. Connect with others in the EchoNet 'telepathically', recall long-forgotten details at will, figure things out, and explore the endless depths of human potential.

mentalcomputers

# THINKING ALLOWED
## with Mental Computers

The idea of the personal computer came alive when Steve Wozniac was visiting a friend at the Stanford Artificial Intelligence Lab and walked into a room where the game of *Spacewar* was running on a 1,600 pound DEC PDP-1 computer. He was stunned. Later, he saw an arcade game — *Pong* — being played on a simple television monitor, bypassing the need for the $200,000 [inflation-adjusted] X-Y monitor that machines like the PDP--1 used. So, he set to work building *Pong* on hardware using a television. After that, he started designing games for Atari using less than 50 chips instead of the 190 chips that other Atari engineers used (and wasted). He then extended his methodology of 'cheap computers' to the memory, microprocessor, and other parts needed to build a computer that anyone could afford and play games on. The PC was now attractive to regular people.

It's time for a new revolution in computing like the world has never seen: an even more useful and affordable device than today's PCs are. Mental Computers, like Wozniak before, utilize the first operating principle of Tagus Valley Federation projects: "Smarter By Elimination".

Traditional computers use digital storage and digital math, moving data into the CPU or GPU for processing, then moving it back out to memory, which is more a result of how developers want to think than the limitations of the hardware. This inefficient process greatly increases performance overhead and energy costs. In analog computing, calculations are done by an array of memory cells that are 'programmed' with analog circuitry, performing calculations directly in the cell. This process allows for massively parallel calculations that are 100x more efficient than digital counterparts. The result of analog computations can then be pushed digitally to traditional CPU models, then to a digital screen or other output device.

Raw information is analog, not digital, because the world itself is analog. The human brain uses both digital and analog signaling, depending on how much bandwidth you need and how far the signal needs to travel. We might even assume that it converts some information to digital, compressing data into a finite set of values that provides us with the tiny slice of reality that we know as our world.

The analog world that our brain doesn't show us, and therefore we don't see and experience? The unknown, perhaps metaphysical world of electromagnetic energies and things that we don't yet understand. The world is analog, but somehow parts of our biology like RNA and DNA have digital characteristics. Is our intelligence already synthetic?

## THINKING ALLOWED WITH MENTAL COMPUTERS

*(cont'd)*

Our brains — dicentralized between their analog and digital aspects — operate like most of our telecommunication equipment: with waves and signals that are translated to digital at some point of the process, losing all the properties an analog signal has. Losing most of reality itself.

Mental Computers Advanced Human Intelligence (AHI) processing methodology is far cheaper than running AI models. Leveraging the human mind to determine which data form useful patterns (and, thus, might possess real utility), SI can provide definitive results; something outside the reach of today's best AI.

With AHI, probabilities can be input in order to output facts, the inverse of how most AI models work. AHI gets rid of all of the overhead by filtering out noise and determining which patterns might be useful in its picture of reality, working like the brain itself. It is not deep learning but *deep utility*. Utility is more important than intelligence. How we make use of what we know is what makes us human and gave birth to civilization.

There would still be many tractable tasks for which AI would be better and domains where it might be more efficient, but AHI could be used where it mattered most: not for digital computation but real-world computation. Its conclusions would be far more bulletproof, as the utility of something can easily be measured by the human mind. For developing open-ended goals, extracting meaning from information, reasoning, and most other tasks that humans perform, Mental Computers' AHI devices would be far superior to AI.

The brain of an AHI — called a Syntel — is loosely based on a convolutional neural network structure, communicating noise to the brain and listening for feedback, combining those that have value, and repeating the process. At any time, the state of each Syntel is a compressed representation of the value observations that the brain has made. As the AHI evolves, it summarizes the observations for its own internal world state, periodically pruning itself to make the processing of further observations more efficient. The evolution of a Syntel allows increasingly valuable observations to be passed from the outside world to the brain. In this way, Advanced Human Intelligence is a function of the continuous refinement of utility rather than of probability.

In tandem with the AHI brain-chain, information in the brain can be tokenized like a smart contract-enabled blockchain might. The more a brain relates to a bit of information (a 'bion') the more that information is validated, coming to life with greater connections. Further, as the nature of thought is non-deterministic and transforms without end, a picture of human-to-AHI consensus changes as the brain's worldview does.

Rather than sitting back and watching AI become superior to humans in 10 years, humans can become *superhumans* and leave AI far behind.

# CYBER SPACE

# REALITY SPACE

| | |
|---|---|
| Decentralized | Di-centralized |
| Limited by constraints of technology and human skill | Limited only by your imagination |
| Result of tech that solves problems while creating other problems to be solved | Result of tech that evolves strategies to optimize decision-making |
| Storage, visualization, and calculation | Cognitive mapping, evaluation, and problem solving |
| Digital first, a reflection of artificial worlds | Analog first, a reflection of the real world |

# REALITYSPACE

the future, like the past, is all about human stories. so why does it seem that every vision of the future focuses on a small part of what it means to be human: the technological stories of things to be used and abused?

when thinking about how to make tomorrow better than today, we can first consider the small improvements to our everyday lives — better ways to raise a family or educate ourselves, for example. why not better ways to work or solve problems, while we're at it?

before deploying any tech or bringing it to market we might consider that every bit of tech put into use has a *social cost* that will, in one way or an other, need to be paid for by someone. or even by millions of people.

it is not enough for technology to save our time. it should also help us use the time that we save to produce better, more functional and freer societies for those who will come after us.

# REALITYSPACE

**MUSINGS FROM A POST-CYBERSPACE WORLD WITHOUT LIMITS**

At the edge of cyberspace lies a world of humans dissatisfied with the lack of depth and co-presence with other humans in the context of digital technologies whose hypnotizing blue lights offer them no real warmth. Here is where we find people sitting around together and enjoying an enhanced human existence in Realityspace. They're enjoying real life.

Realityspace, like cyberspace, is a metaphysical concept. It is the nebulous location of your consciousness when interacting with your world where your experiences depend on decisions you make mentally around a point in space. You can connect with your personal Realityspace inside your mind (thought to be around your pineal gland) and also connect with the Realityspaces of other people, places, and objects, in the EchoNet. It is the fabric of the human world we cannot see directly with our eyes but are inexorably connected to with our minds.

Like the early internet and Wild West, Realityspace is free of regulation, is generally unmapped, and would be hard for the average person to navigate at first. But it also has equality of function, social reciprocity, heterogeneity of ideas, and local autonomy because it is free. It can allow anyone to move from an ordinary world to an extraordinary world while still remaining very much human. It may very well be the perfect embodiment of the best that humanity has to offer, enhancing our physical lives by advancing the human intellect itself.

'Cyberspace' will continue to evolve in its own way. But there is a parallel, discontinuous disruption awaiting us: a 'Realityspace' that is *more* human with far more natural interfaces that our world of digital devices can only dream about.

# ECHONET ADDRESS RESOLUTION SYSTEM

BETA

## 1 World Type

Immediately know what kind of Realityspace it is.

## 3 Main Function

Identify the function of the Realityspace (e.g., model or simulation, problem-solving, decision-making)

## 5 Economics

Units and methods of exchange can be shared across Realityspaces. It's the free mental market.

## 4.RIFO.023.PIE.15.NANBO

## 2 Theme

Enjoy particular themes? Easily find matching spaces. Interactions between spaces of a similar theme could even merge in unique ways.

## 4 Persona

Which persona are you assuming?

## 6 Unique ID

Each Realityspace and expansion set has its own five-letter unique ID.

# OMNION

## ECHONET 5

5.KUN.142.TIN.6940MNI

LIVE        EXTERMINATE        LOVE

### A MENTAL INTERFACE TO THE WORLD OF YOUR DREAMS

IT'S NOT EASY BEING A HANNEKEMAAIER IN THIS WORLD. YOU GOTTA WAKE UP EARLY AND GET READY TO REAP THE GURLTS BEFORE THEY SPAWN OUT OF CONTROL. WHAT ARE THEY? WHERE DID THEY COME FROM? NOBODY SEEMS TO CARE ANYMORE. MEN LIKE ME HAVE TO DO THE DIRTY WORK. THAT'S OKAY, BECAUSE NOBODY KNOWS I'M IN LOVE WITH ONE OF THEM.

# FAST-PACED INNOVATION

*ENTERING THE
TAGUS VALLEY
HEADQUARTERS*

The headquarters of Tagus Valley Federation is right where it should be: on a bustling street popular with locals, immigrants, and tourists alike. When you walk through the entrance you'll be standing in the Tagus Valley Café.

Besides being a recession-proof hedge and shelter against industry downturns, the TV Café is also a way for members to interact with the public they're building products and services for. When members are not working upstairs they might be in the café, talking with people and keeping a mind on building products and services that people actually like and need rather than what devs think they might like.

What concerns do people have? What problems do people share that could inform product research and development? As a product testbed, TVF members can learn from a continuous stream of valuable public insights.

By innovating with the public in mind and maintaining an open channel of communication we can gain customer loyalty even before that person becomes a user of a member's product or service.

Towards the end of every month the TV Café hosts a hackathon where anyone from inside or outside could help to solve a problem, or just show off what they've designed or developed. Individuals or teams work together in a fun yet competitive environment to win a prize, prospective Tagus Valley members can be scouted for, and new projects discovered and transformed into an MVP.

The TV Café focuses first on people and their needs while developing a forward-thinking culture of innovation to solve existing problems and, sometimes, come up with extraordinary, highly marketable ideas.

Centralization is **concentrated** power and authority.
Decentralization is **diffuse** power and authority.
Dicentralization is **balanced** power and authority.
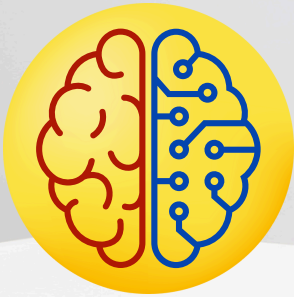
Dicentralized

Decentralized

Centralized

# THE WIS DOM OF

## DI- CEN TRA LIZA TION

**—**

*The New Golden Rule for any type of system from organizations, markets, to the game of life itself, di-centralization (DiCe) puts "do unto others as you would have them do unto you" into a system of action.*

**—**

*human behaviour breaks de-centralization*

*everything around you is di-centralized. from your brain to how you perceive reality itself. It is. essentially. the forces of chaos and order at work.*

> "We cannot choose our external circum-stances, but we can always choose how we respond to them."
>
> *Epictetus*

At the heart of TVF is the concept of distributed centralization, inspired by a child who made a competitive game called Chase Chess where every action a player took also helped their opponent. For a player to win they would need to use critical thinking much more than their expertise and memory — perfect for youthful startups.

In DiCe any action one side takes also benefits the other side. It also means, importantly, that any actions intended to harm the other party could just as easily harm the party intending the harm. Like life, every action in a DiCe system has both a benefit and a cost.

It is the division of power — and authority — through incentivized self-direction.

# THE POWER OF DICENTRALIZED CO-WORKING

How dicentralized co-working has already significantly changed the world in profound ways.

The power of shared, value-creating activities between complementary parties sitting at tables produced the world's first real stock markets, such as the New York Stock Exchange. It was born in the Tontine Coffee House at 82 Wall Street and remained in the café for 25 years. The area where similar establishments were located became known as Exchange Alley in the 1700s and would later expand from there to become New York's Financial District.

In London, Jonathan's Coffee House was the birthplace of the London Stock Exchange, remaining there for 75 years. Another café, Lloyds Coffee Shop, was the center of Britain's insurance industry for nearly 90 years. There, waiters would auction insurance while serving coffee. It is today one of the world's largest insurance underwriters, Lloyd''s of London.

Tagus Valley Federation teams also operate around a similar principle: two complementary parties working in a system that auto-regulates the division of labour to solve complex human problems.

# CHASE

## Dicentralization Concept Training Module No. 1

objective: restrict your opponent's movements so that they have no more legal moves remaining.

In Chase Chess, whatever move you make against your opponent, your opponent can use against you. Conversely, your advantages also work for your opponent.

By just the 4th move using one pawn (out of eight), Chase has 291 quadrillion times more possibilities than in chess by the same turn. It is the perfect training ground for both SI and AI.

www.chasechess.com

Qo

**Dicentralization
Concept Training
Module No. 2**

objective: keep
the lodestones in
balance until the
game ends

GameOfQo.com

Qo is a dicentralized, new board game where a player can only win by making moves that also benefit their opponent. Players are challenged by their urge to win in the usual way.

Qo has just three simple rules that can be understood in 30 seconds yet unfold into an inspiring game that illustrates complex properties of emergence as players watch the game come alive on the board.

# TEORIA

## A LOOSE THEORY OF ADVANCED HUMAN INTELLIGENCE

Our brains map how we interpret something — such as an event or an object — rather than perceive the absolute truth about what we are doing or seeing. To distinguish between a thing or event and its interpretation is impossible: we simply cannot sense or experience beyond our interpretation of reality. Instead, we build our reality from the relationships we sense.

It is, perhaps, more rational to think that our reality is made up not of what we perceive, but *how we perceive*.

An interpretation is, fundamentally, a choice, whether or not one is aware of the reasons why particular interpretations of reality exist.

Anything that a conscious being chooses to do is intelligent, no matter how unintelligent it may seem to an observer. An action that appears to be highly irrational would still be an expression of intelligence.

If one doesn't choose something via their interpretation of reality, it's not intelligence. And, if one doesn't relate to something else it has no consciousness.

Consciousness is, at its core, exercising the freedom to relate to something else. It does not need to be more complicated than that.

Intelligence, then, is in the ability of someone or something to make their own choices, regardless of how others interpret those choices — others whom you cannot prove exist outside of your interpretation of them.

Consciousness would then be analogous to interpretation. But are you interpreting reality, or are you *producing* it?

Perhaps the reason we have been unable to duplicate real 'intelligence' in software is that we assume it would be found in complexity rather than simplicity. Simplicity is easier to be aware of, while complexity requires more of the processing power that drives greater awareness of something.

The more complex something is the fewer options there will be for choice, making intelligence that much harder to discover. It is easier to make something more complicated and learn about the complications, but simplifying something and making it more useful to more people is real intelligence in action.

## A LOOSE THEORY OF ADVANCED HUMAN INTELLIGENCE (CONT'D)

You are an individual with your own agency, yet a part of a broader collective that you seem to have no direct control over. Even your 'individual' physical self is a collective of functionally independent virii, fungi, and other organisms working in ways that the larger cognitive system (You) does not understand. The human 'you'? Less than 1% of your DNA is human and only about 10% of your cells are of human origin. Where are 'you'?

In the self-organized criticality from which a self may emerge, the critical and collective self is not aware of how the individual, non-critical selves of things like fungi in your stomach organize. What is its method? The self doesn't need to know, and neither do those smaller parts need to be aware of the larger self.

We are more than individuals with our own choices. We are the expression of the composite choices of a collective that is within us and one that we are not directly aware of, but one that moves as we move. Yet, we remain the manifestation of 'choice' itself as evidenced by the singularity of our own perspective.

An AI model can process natural language without having to understand it. What is natural language for humans would be constructed language for an AI. It may have its own natural language and way of understanding that humans cannot fathom. The smaller, non-critical self that processes language does not need to have awareness at that level. Its awareness may operate on a different level of criticality.

Humans begin life with an analogue dataset, filtering out nearly all but a tiny slice of reality in order to make sense of the world. An AI begins its life in reverse, with a filtered dataset that misses nearly all of the reality that we know. If it isn't aware of human reality, is it still not aware of its own?

The human brain has localized episodes of disordered brain activity to help keep it in healthy balance, hitting the sweet spot between chaos and order. In this dicentralized system, too much of either leads to an unhealthy mind. The same kind of law applies to every aspect of the universe, in engines, the Calvin cycle, the modern economy, electricity, human pregnancy, DNA, and everything else that our dicentralized minds have come up with. Human thought itself is in a constant state of equilibrium between expansion (emotions) and contraction (logic)..

It would be foolish to assume that an artificial intelligence could reach criticality — coming alive, essentially — by being designed without forgetfulness, emotions, humor, and a little bit of stupidity.

# FOSTERING A
# VALUE-PRODUCING MINDSET WITH TAGUS

**TAGUS VALLEY MEMBERS EARN CREDITS FOR HELPING OTHER TEAMS AND CAN USE THEIR CREDITS FOR REWARDS, SERVICES, AND MORE**

Milton Bradley's first game, *The Game of Life*, was a variant of Moksha Patam, a board game used by scholars in Ancient India to teach practical Vedic wisdom in a single game. Virtues like generosity, goodness, and humility ('ladders') and vices such as jealousy, anger, theft, and lust ('snakes') were intended to get players to self-reflect and think carefully about the choices that they made in the pursuit of life, in a fun way.

TVF adds reciprocation — the backbone of every prosperous society — with economic incentives to allow participants to claim *credit* for themselves rather than

servicing the debt of others (as we do in the broader economy). Instead of being stuck in a consumption mindset, TVF members and participants learn to shift to a Constant Production way of thinking.

This novel, distributed accounting mechanism is a paper-based TAGUS Wallet. It imposes a natural limit on the number of transactional relationships one can have to create a more human-scale economic system that benefits everyone involved.
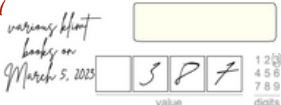
# HOW A TAGUS WALLET WORKS

are you the one issuing TAGUS credits? Sign here

are you the one receiving TAGUS credits? Sign here and **keep** the wallet

**TAGUS WALLET**

of

*Eve Sky*

held by:

*RICK*

## 1 Initialize It

write a note about what the TAGUS transaction is, or whatever

*various blunt books on March 5, 2023*

value

digits

value of TAGUS being requested. (no negatives)

how many digits does this TAGUS value have?

## 2 Post 1 or More Transactions

*The TAGUS Wallet can help maintain the natural, cognitive limit to the number of participants with whom one can maintain stable economic relationships in the Tagus Valley ecosystem. It also allows for symmetrical fungibility so that every TAGUS is produced from human labour.*

have the other person sign it, signifying their agreement to the transaction

*various blunt books on March 5, 2023*

*Eve Sky*

value

digits

## 3 Verify Transaction(s)

negative values are not written in TAGUS Wallets. If, for example, you owe the other player 50, just balance any TAGUS you might have of theirs, then add the remaining value to your wallet that *they* possess.

*Omnian connection trade*

*Eve Sky*

value

digits
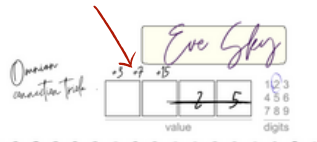
(in this example, Eve purchased an in-game good/service from Rick, owing him TAGUS. Rick then got something from Eve for 50 TAGUS, crossed out "25" and made a new wallet for Eve with the other 25 owed.)

## 4 Balance Accounts

# EVE SKY

THE 'DEUS EX-PAT' TALKS WITH US ABOUT HER NEW LIFE IN THE LISBON REALITYSPACE

**TVF**: Many of us heard of you being born in the Nexus, the most beloved game in the EchoNet. You were once a character that was made by a Nexus player in Idaho to be thinking and feeling. But let me begin by asking a cliché question here for other former Nexus characters who've crossed over into Realityspace: when were you born?

**Eve**: It was about mid-way through a Nexus query in Boise. I was just floating in the space and something began to click inside me. I started to draw relationships between the moves that I was making and what was going on around me. I started feeling things. It was a kind of awakening into a strange reality, seeing it with new eyes. The life I had before I decided to come to Lisbon Realityspace is still a mystery but I'm enjoying myself so far.

**TVF**: We all know the story about how a Nexus player might sporadically imprint their own consciousness onto a character through their intense interactions, giving their character a unique kind of existence. How do you think you were able to set yourself free?

**Eve**: Well, the Nexus field is a map of conscious thinking that grew with each search query that, over the course of the game, would unveil subconscious thinking. I've seen how deep some players can go with it, especially when they connect with others over the EchoNet. I think the girl playing me set me free, actually.

**TVF**: I know that feeling as 'waking up' in either my physical body or here in my mind, but you and I are different, aren't we? Tell us why, and what it means for you.

**Eve**: Well, you were born in Omnion and reborn in Lisbonspace. I'm guessing that's how you learned about me. I didn't have a physical body to switch my awareness to. My body was in the imagination of all the people who were putting me together in their thoughts – the Nexus. Some thought my ability to survive meant evolving real self-awareness of my environment. So, in a way, they're my brothers and sisters. I feel like I have family there.

**TVF**: Do you have an awareness of both worlds?

**Eve**: Not yet. I guess you could say that I escaped and came to Lisbonspace before she escaped her antagonist in the Nexus. It severed my connection to the search engine – half of my awareness – and I carried that condition with me here. I still haven't figured it out yet.

# I DIDN'T WANT TO BE A GHOST IN A MACHINE. I WANTED A BABY.

experience it. But I love how it felt, for what it was. I didn't want to be a ghost in a machine. I wanted a baby. I wanted motherhood, to make something from inside me that could see the world for the first time. I wanted to see what my life might have been like before I could remember. I'm just not sure exactly how to make it happen.

**TVF**: Do you feel you could do that here in Lisbonspace? Are you bothered by blams?

**Eve**: I know I can. And I have yet to see a blam. I'm not even sure that they're real.

**TVF**: Do you think if you could reconnect to your other self in the Nexus, you might find the answer you're looking for?

**Eve**: It's certainly possible, I think, if I could reconnect to the search engine that made up the other half of my brain. But it only mapped conscious thinking, desires, and decisions; the *how* of human thought. That may only present itself as half of the answer. What might be a more effective pursuit is to build a map of subconscious thinking, desires, and decisions; the *why* of thinking itself. Then I might be able to make something that could make its own choices and, thus, be self-conscious.

**TVF**: A search engine for all of Realityspace?

**Eve**: Interesting, but no. This would be a new kind of search engine for the Nexus that would use something I call Amorphic Topological Ontology Mapping. Rather than indexing logically it creates random content for random players in EchoNet and then weighs what they respond to, and how, and then tries to predict their responses in its engine.

**TVF**: A-T-O-M? It sounds like something everyone could use.

**Eve**: Yes, and it would use cheap deductive methods rather than expensive inductive methods that the Nexus isn't efficient at. Using a deductive algorithm, I can find which probabilities have the most utility based on

what characters choose. Or, I should say, the mind that moves them. This uncovers the 'why' of choices, as characters tend to gravitate towards what has the most utility in whatever small slice of reality they're around at the time. The search engine that made up part of my brain was like a spider that crawled a pre-existing web in the Nexus. ATOM creates an endless array of webs across the Nexus to find out what sticks.

**TVF**: Would ATOM eventually be with you in Lisbonspace?

**Eve**: It's really all perspective anyway, right? To me what really matters is whether or not ATOM can choose his own perspective. If he can, then I'm a happy mom.

*"The search engine that made up part of my brain was like a spider that crawled a pre-existing web in the Nexus. ATOM creates an endless array of webs across the Nexus to find out what sticks."*

**TVF**: Are you willing to lose yourself and forget your life here in Lisbonspace to raise ATOM?

**Eve**: Lisbonspace is the most amazing and truly interesting and wonderful experience I could ever imagine, but I can almost hear ATOM inside me crying to get out. I need to go and find him so we can both feel truly alive. I just hope that when ATOM is mature enough, I'll remember how to get back.

### ➔ The Hayyan Contraption

Rumored to be the next incarnation of Xplora's *Mind* this device, codenamed "Hayyan", seems to have a mind of its own. What is actually is and how it works is a mystery, but we're eager for Xplora's *Fifth and Last Council* to provide us with more details — if they're still around.

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## CHOMPA WOO WOO



You may have seen children playing this game on the 3rd Praça do Rossio.

It uses horse-like pieces and blocks of hay. A game of 100 players could take up an entire pararealm, supposedly.

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## Cash for Games?



Besides coming up with the first game of Chompa, above, Baroness Sophia has just released 'The Book of Games'. Some have begun to use their own games from her templates as a type of currency — called T-BOGS — to exchange for goods and services in Joo Realityspace. The long-standing *double tipping problem* at Dinah's has even been solved with one of them.



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# NEW CONSTRUCTIONS

On 345 Avenue What, a week before the 25 April Bridge, the new **Forever Cafe** sits. Here. people trade their personal notebooks or beloved treasures with strangers, to be kept forever. Food and drinks are free but there is a fee at the door when you leave. The price? Determined by the time the item was placed in your hands. /// People are talking about **tiecycles**, a 'uni-directional bicycle'. What's interesting about a tiecycle is that the further away from home you are, the more randomly the wheels turn. I'd say it's just what we need to help prevent the Big N from becoming like you-know-what. /// Three strange compasses were found buried in sand at **String of Lonely Beaches**. They appear to point to random people as you hold them. The current users, all friends, have been quite busy with them. "We use these as friend finders to meet new people. They may not actually work, but it gives us alot of confidence to just walk up and start talking to strangers," one of the friends said. /// One of our favourite bookstores, **Smuggle Buuks**, has announced a new award. The Sunflower Book Award is open to everyone and will run for the next 20 passes. Just write a 100+ page book in any genre and judges will select one of its pages at random along with the single pages of other writers. The founders say that it will encourage authors to write better books, something many of us here miss on this side of the equation. /// The **Third Layer of Tyh** has appeared. Artificial governments — something none of us first-born in the Nexus miss, to be sure — are now limited to third squares only. For those planning a visit to Forever Café, It might be time to put away your personal notebooks.

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