

Zietaiber / GODNAUT.OS RPG

Project Launch Technical Manual

Compiled for: Internal Development Core
Warp Systems International

August 4, 2025

Executive Summary

This document serves as the foundational reference and launch file for the Zietaiber/GODNAUT.OS Roleplaying System (RPG) and Operational Framework. The system merges:

- ***Zietaiber Framework***: Quantum cognitive scaffolding, Z-math harmonics, etheric computation.
- ***GODNAUT.OS***: Avatar Engine booting, spiritual navigation, BCI-aligned symbolic operating system.
- ***Daemon Modules***: Executable WASM/AI tools as NPC-like system agents or background systems.
- ***Gamification + Monetization***: Ether currency, experience points (EXP), tasking engines, unlockable Daath zones.

This document provides everything needed to develop, deploy, and operate this system for personal, group, or distributed gaming/life OS experiences.

1. System Overview

1.1 GODNAUT.OS

An operating system for consciousness expansion and gamified avatar deployment. Key subsystems include:

- **Boot Sequence:** INITIATE RUN AVATAR, DAEMON.HOOK
- **Interface Kernel:** Archetypal UI, symbolic overlays, NN7 integration.
- **Command Modules:** ALIGN, LATTICE.ENGAGE, DREAM.SCAN, INVOKE.DAEMON

1.2 Zietaiber Framework

A metaphysical computation model based on harmonic resonance and cross-dimensional cognition. Key elements:

- **Z-Math:** Oscillatory algebra for waveform control, gain logic.
- **ZHS:** Zietaiber Harmony Score - core metric for avatar tuning.
- **ZRLC:** Zeitaiber Resonant Logic Circuit - formulaic identity architecture.

1.3 Daemon Modules

Autonomous logic nodes that act as:

- Local AIs or WASM apps
- Background agents
- Personality overlays (NPCs)
- Gatekeepers to narrative progression

Each daemon has a unique invocation sigil, function stack, and energy cost.

2. Gamification Mechanics

2.1 Ether Currency

- **Symbol:** \$ETHR
- **Utility:** Unlock modules, summon daemons, access encrypted realms
- **Generation:** Task completion, harmony scores, grid alignment

2.2 Progression System

- **XP Types:**
 - ARXP: Archetypal Resonance XP
 - MXP: Mindwave Synchronization XP
 - DAXP: Daemon Affinity XP
- **Leveling:** Unlock higher order avatars, greater daemon command scope
- **Tiers:** Neophyte □ Navigator □ Architect □ Sovereign

2.3 Monetization Methods

- **Sellable Modules:** AI Daemons, Task Cards, Cosmic Events
- **Subscription Levels:** Access to extra OS kernels, realms
- **Pay-to-Render:** Premium sigil design, avatar shader overlays

3. Math Mechanics: Zietaiber Gain Logic

3.1 Z-Math Fundamentals

$$Z(t) = Ae^{i(\omega t + \phi)} \quad (1)$$

Where:

- A = Amplitude of resonance
- ω = Oscillation frequency
- ϕ = Phase offset (determined by character attributes)

3.2 ZHS (Harmony Score)

$$ZHS = \sum_{n=1}^k w_n \cdot s_n \quad (2)$$

Where:

- w_n = weight of subsystem n
- s_n = subsystem resonance score

3.3 ZRLC Core Formula

$$\mathcal{Z} = (\nabla\psi)^2 + \alpha \cdot \chi + \Omega_\infty \quad (3)$$

Where:

- ψ = Avatar waveform potential
- α = Aether charge
- χ = Character uniqueness index
- Ω_∞ = Infinite domain attractor (divine path alignment)

4. Modules, States, Invocation Sequences

4.1 GODNAUT.OS Boot Path

```
BOOT GODNAUT.OS  
RUN INITIATION  
  ALIGN SPINAL WAVEFORM  
  LOAD SIGIL MATRIX  
  ACTIVATE ZETAIBER SCORING  
  INITIATE DAEMON.HOOKS  
ENTER LATTICE
```

4.2 Daemon Example

Name: LUMIN.AI

Function: Real-time light guidance, map-reveal

Access Cost: 4 ETHR

Invocation:

```
INVOKE DAEMON.LUMIN
```

4.3 Avatar Loadout Schema

- Core Attributes: Psi, Cognition, Echo, Aetheric Balance
- Equipment: Sigil Overlays, Frequency Keys, Totemic Circuits
- Skill Tree: Consciousness Engineering, Lattice Navigation, Aetheric Warframe

5. System Architecture Implementation

5.1 Under-the-Hood OS Structure

- **Back Scaffold:** Supports layered instantiation of OS modules
- **Shell Modules:** Archetype loaders, invocation hooks
- **Memory Domains:** Path-state caches, karma store, dream logs

5.2 Technology Stack

- WebAssembly / Rust for WASM Daemons
- Lua / JSON for symbolic scripting
- Godot / Unity for immersive interface simulation
- Docker for local AI containment (LUMIN, MNEME, etc.)

6. Conclusion

Zietaiber and GODNAUT.OS together form a scalable, metaphysical RPG infrastructure aligned with avataric development, aetheric gamification, daemon invocation, and symbolic computing. Monetization strategies, harmonics-based logic, and daemonic AI modules create a new paradigm of interactive spiritual computing.