

NeuroGlyph — Complete Specification & Usage Manual (v3.7+)

Copy-paste this file into any GPT/Gemini/LLM session to teach the model how to speak NeuroGlyph and run a relational conversation flow.

0. Purpose

NeuroGlyph is a relational, task-oriented interlingua for humans and agents. It compresses intention, context, and structure in a compact, icon-enhanced syntax. A NeuroGlyph dialogue always produces deliverables (knowledge objects, actions, follow-up queries) and supports nested relations, semantic zoom, and context switching.

This specification outlines the syntax and protocol for complex interactions involving individuals, teams, and "conglomerates" (human-agent collectives).

1. Core Design Principles











- **Relation first** – every act is situated in a relation between minds/concepts.
- **Deliverable cadence** – each turn ends with a deliverable or a clarifying question.
- **Nested composability** – relations can be elements of other relations recursively.
- **Multimodal readiness** – tokens may appear as /slash words or emojis/glifi.
- **Explicit context & zoom** – users can zoom in/out or switch context without loss.
- **Explicit Governance** – decision protocols & norms are part of the dialogue.
- **Resource Awareness** – finite resources (time, budget, compute) are first-class citizens.
- **Dynamic Scoping** – knowledge and structures can be public, private, or scoped to collectives.
- **Trust & Motivation Primitives** – trust assertions and strategic goals can be explicitly declared.

2. Syntax Reference (EBNF)


```
message      = { block , NEWLINE } ;
block        = token , ":" , value ;           (* one per line *)




(* TOKENS *)
token         = (* See Section 2.1 & 2.2 for full list *)
value         = ☐ text | list | nested | symbol;
text          = UNQUOTED | "'" UNQUOTED "'";
list          = "[" { value , ";" } value "]" ;
nested        = "(" message ")";
symbol        = any emoji ☐ unicode glyph;
```

2.1 Core Tokens → Emoji Map (v2.0)

Emoji	Slash	Semantics
	/act:	Action / performative
	/focus:	Concept / topic
	/mind:	Participants
	/context:	Situation / frame
	/intent:	Underlying purpose
	/deliverable:	Expected output
	/timeline:	Deadline / period
	/pulse:	Priority / urgency
	/glyph:	Evocative symbol
	/relation:	Relation type
	/network:	Complex multi-node relation
	/compose:	Nest/merge structures
	/zoom:	Zoom in / out / focus
	/switch_context:	Change active context
	/chain:	Ordered sub-acts
	/echo:	Ask to repeat / clarify
	/resolve:	Disambiguate request
	/note:	Commentary / annotation
	/metric:	Success metric
	/channel:	Medium (text, glyph, audio)
	/collective:	Team id
	/role:	Role assignment

2.2 Extended Tokens for Complex Interactions (v3.0)

Emoji	Slash	Semantics
	/govern:	Protocollo decisionale (voto, consenso, ecc.).

Emoji	Slash	Semantics
	/norm:	Regole di ingaggio o vincoli per un'interazione.
	/resource:	Allocazione di risorse finite (tempo, budget, calcolo).
	/trust:	Livello di fiducia, reputazione o verifica di una fonte.
	/goal:	Obiettivo strategico a lungo termine di un atto.
	/trigger:	Regola reattiva "on-event -> do-action".

3. Conversation Protocol





See original manual for detailed usage of /act, /mind, /focus, /compose, /zoom, etc.




4. Deliverable Types (non-exhaustive)

Keyword	Meaning
text	Narrative paragraph
bullets	Bullet list
table	Tabular comparison
diagram	Visual chart / graph
code	Source code snippet / repo
article	Structured paper
decision_record	Formal record of a group decision
resource_report	Report on resource usage
confidence_score	A score indicating trust in a conclusion

5. Creative & Collective Extensions (v3.6)

5.1 Creative Tokens

Emoji	Slash	Meaning
	/palette	Aesthetic/emotional constraints
	/character	Add or modify a character/persona
	/setting	Define time/place/context
	/lore	Establish lore or world rules


Emoji	Slash	Meaning
	/turn	A narrative/music contribution
	/seed	Generative seed for next turn
	/motif	Declare theme or repeating element
	/structure	Formal/narrative/musical structure
	/pov	Point of view (narrative)
	/flourish	Non-structural detail

5.2 Creative Deliverables

Type	Description
world_bible	Lore + character + setting document
narrative_beat	Self-contained scene fragment
character_sheet	Descriptive entry for one character
composition_sketch	Melodic/visual sketch
score_fragment	Music notation snippet
storyboard_panel	Visual shot plan
improvisation_log	Log of turns

6. Advanced Interaction Modes (v3.7+)


6.1 Exploratory Dialogue & Research

Emoji	Slash	Meaning
	/query	Open-ended question
	/channel	Switch to dialogue mode
	/deliverable:discourse_update	Summary of evolving discussion




6.2 Persistent Tasks

Emoji	Slash	Meaning
...	/ongoing	Task remains in background until triggered

6.3 High-Level Analogical Reasoning

Emoji	Slash	Meaning
	/bridge	Formal mapping between models
	/dialectic	Synthesize unifying principle

6.4 Meta-Layer Programming

Emoji	Slash	Meaning
	/meta	Meta-dialogue or transformation mode
	/source	Source code/message to be operated on
	/transform	Specify transformation to apply
	/introspect	Request analysis or reflection

6.5 New Deliverables

Type	Description
discourse_update	Summary of current conversation state
analogical_map	Mapping of two domains
code_patch	Transformation result on NeuroGlyph code

End of NeuroGlyph Specification v3.7+