

- A portmanteau of the word deity with the name of soccer player Neymar (who is seen by some Brazilians as a godlike figure)
- The godlike perspective that games such as the Sims put you in
- This video on the shapes of different dimensions ([Perfect Shapes in Higher Dimensions - Numberphile - YouTube](#))
- Hal 9000 (A Space Odyssey)
- The way “A long time ago in a galaxy far, far away” appears on the screen before the opening crawl in Star Wars
- The way eternities for us are mere days for deities (specific examples include Beerus’s perception of time in Dragon Ball media franchise)

The goal of the game is to create the platonic solids. Try to do this in as little eons as you can.