

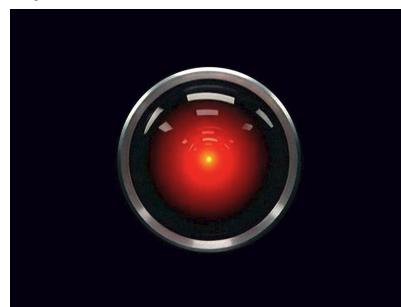
- A portmanteau of the word deity with the name of soccer player Neymar (who is seen by some Brazilians as a godlike figure)



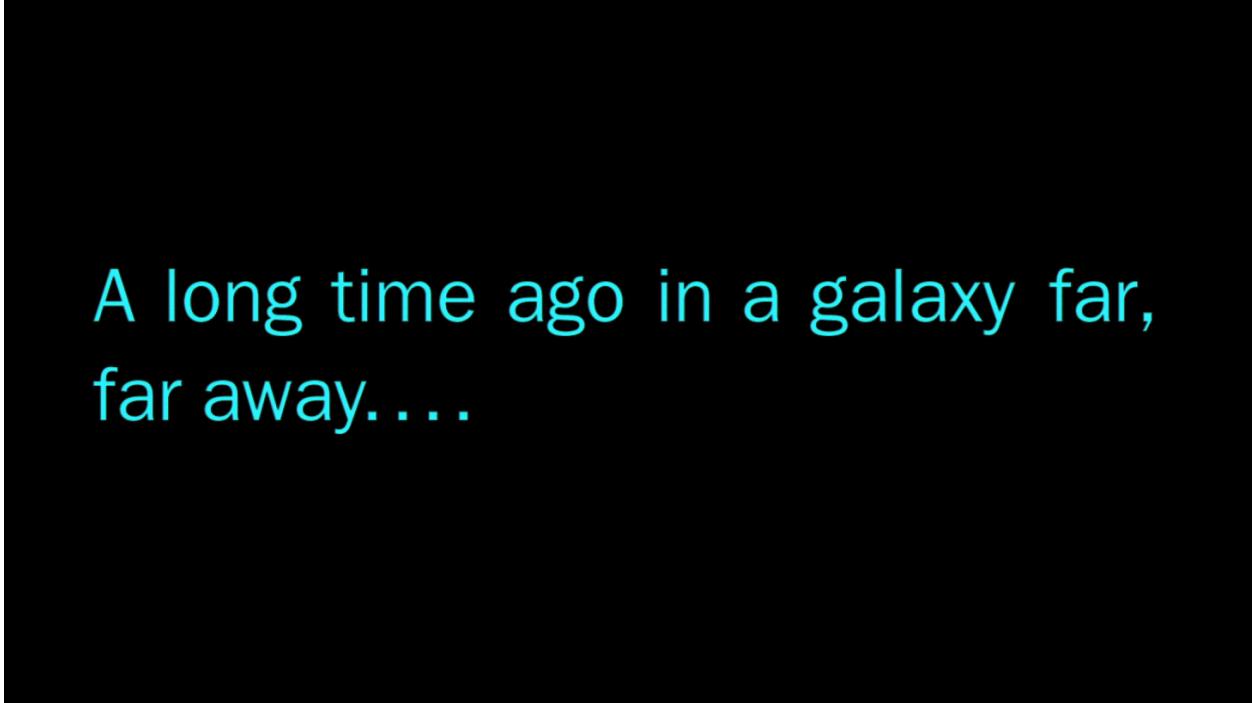
- The godlike perspective that games such as the Sims put you in



- 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



A long time ago in a galaxy far, far away....

- The way eternities for us are mere days for deities (specific examples include Beerus's perception of time [asleep] 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.

