

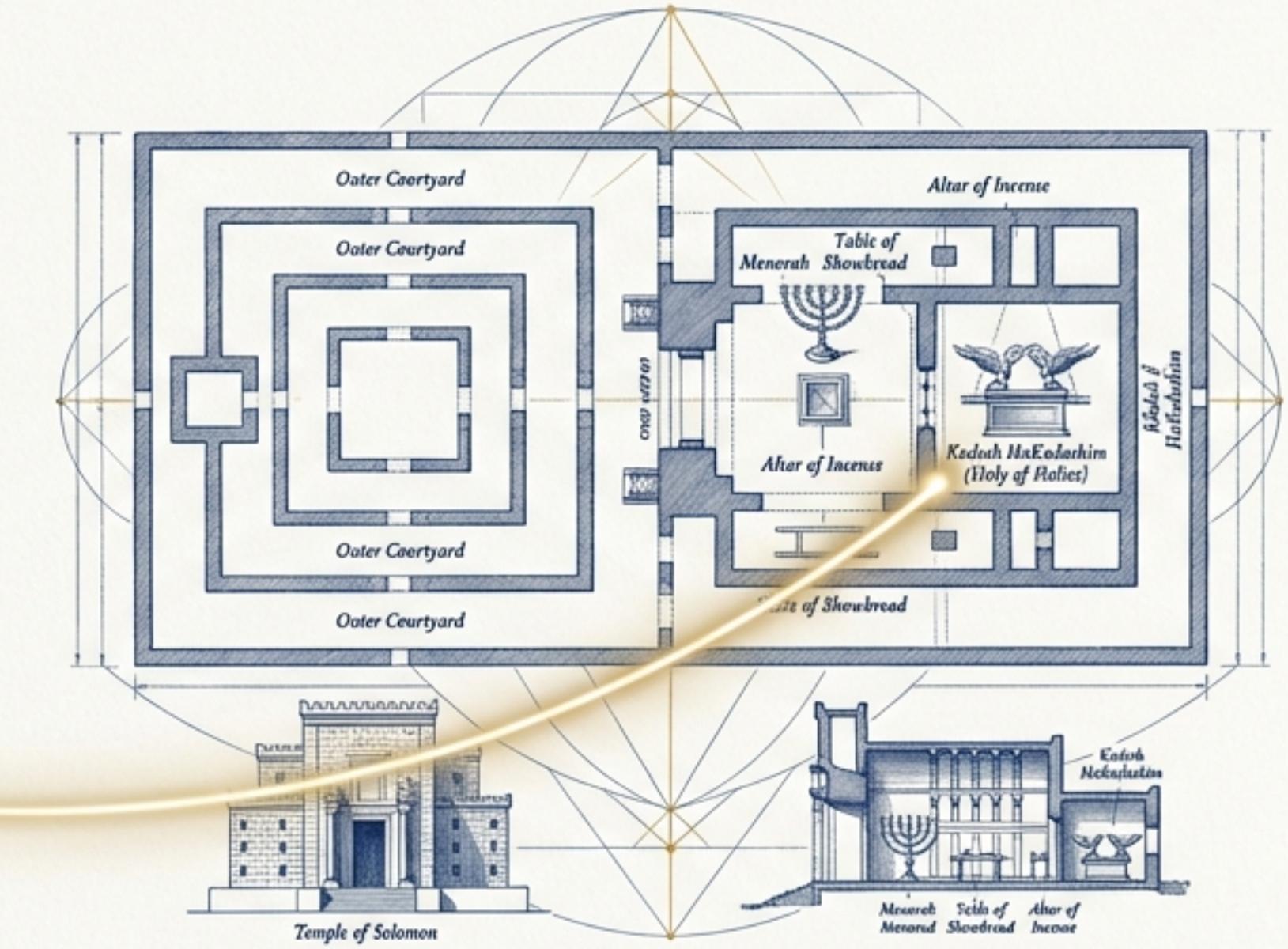
TetCorraft Garamond
Inter. A Metaphysical Engine.

What if the blueprints of consciousness and the cosmos were an interactive engine?

```
@njit(fastmath=True, cache=True)
def get_ambient_energy_field(dist_from_origin):
    exp_term = FIELD_AMPLITUDE * np.exp(-(dist_from_origin / FIELD_SCALE)**2)
    linear_decay = FIELD_LINEAR_DECAY * dist_from_origin
    quadratic_decay = FIELD_QUADRATIC_DECAY * dist_from_origin**2
    return exp_term - linear_decay - quadratic_decay

# ...

force_magnitudes = energy_delta * K_UNIFIED_FORCE * (dist_from_origin + 1.0)
```



Modern physics describes a universe without a prime observer. Ancient traditions describe a divine architecture for reality. TetCraft unites these perspectives. It is a simulation engine built on the premise that the structure of the sacred, the human body, and the cosmos share a single, underlying blueprint—a universal operating system.

The Four Temples: A Journey from a Point to a Cosmos



1. The Tabernacle
(Seed/Point)

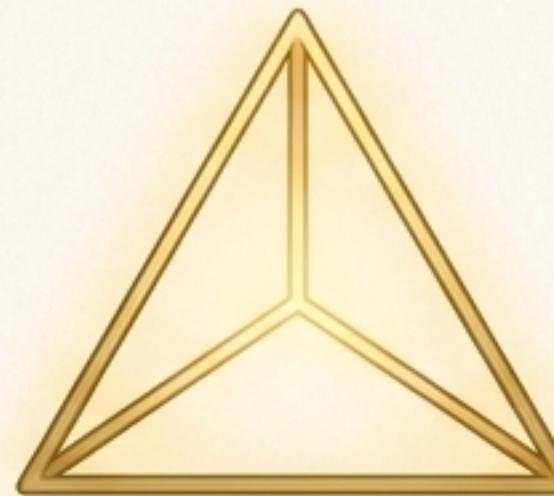
2. The Second Temple
(Structure/Line)

3. The Third Temple
(Human/Plane)

4. The Fourth Temple
(Heavens/Volume)

The 'Tet' in TetCraft refers to the tetrahedron, the simplest 3D form, and a four-stage journey of manifestation. This framework maps the creation of reality across four distinct but interconnected scales, mirroring the code's own logic.

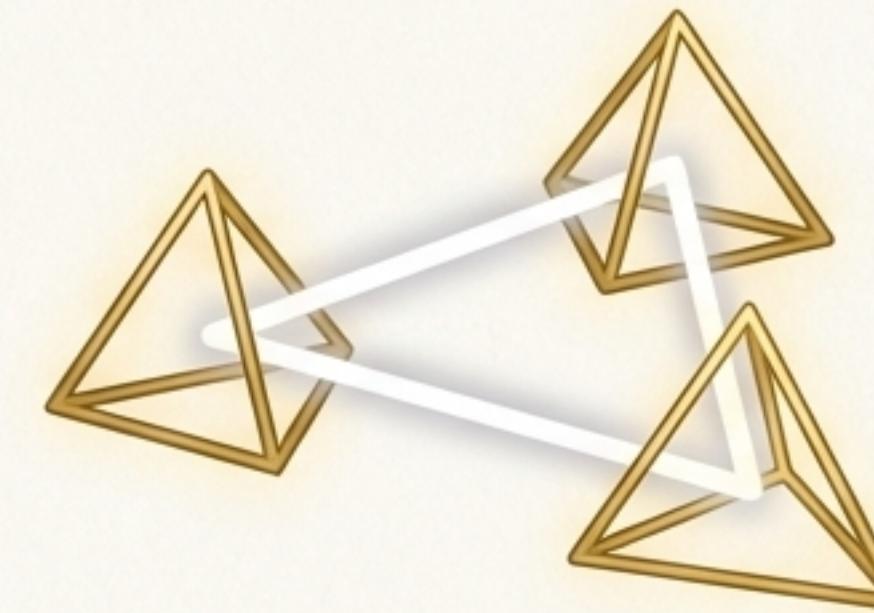
Temple I & II: From Divine Will to Physical Foundation



The Tabernacle (The Creation of Facts): The blueprint. In the simulation, pressing **Space** creates a new 'Fact' (a TET). The player acts as the 'prime observer' or God, mirroring the divine will of **Keter**.

LISTEN TO HUMAN:

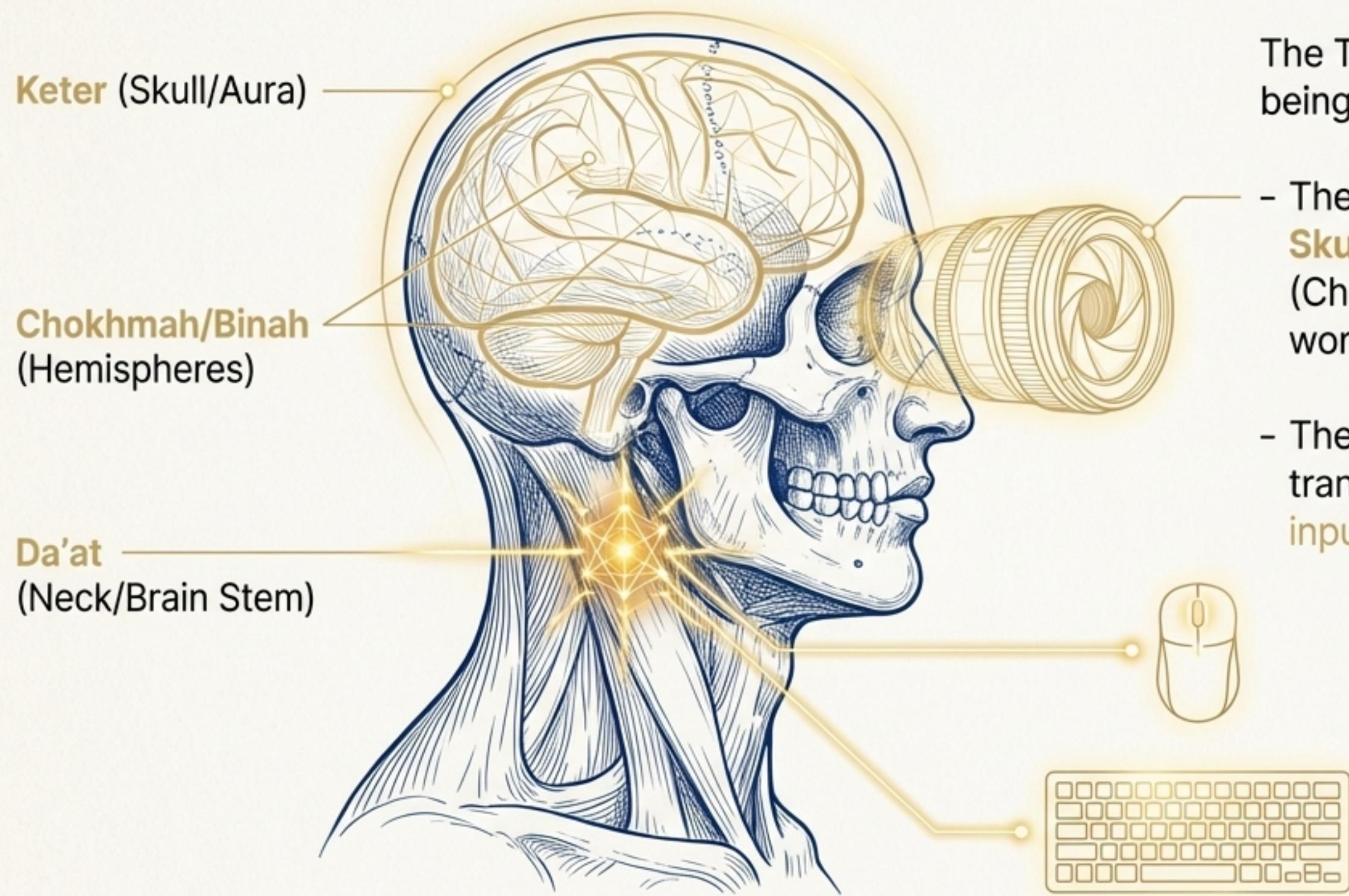
- Pressed Space? -> Create new pyramid.



The Second Temple (The Connections): The physical structure. The 'World' class manages **Connections (Joints)** and **Sticky Pairs**. The 'White Lines' that 'want to be length 0' are the metaphysical **Yesod (Foundation)**, the funnel that binds the universe together.

```
# How badly white lines want to be length 0  
K_JOINT_STRENGTH = 0.2
```

Temple III: The Observer as the Perfected Human



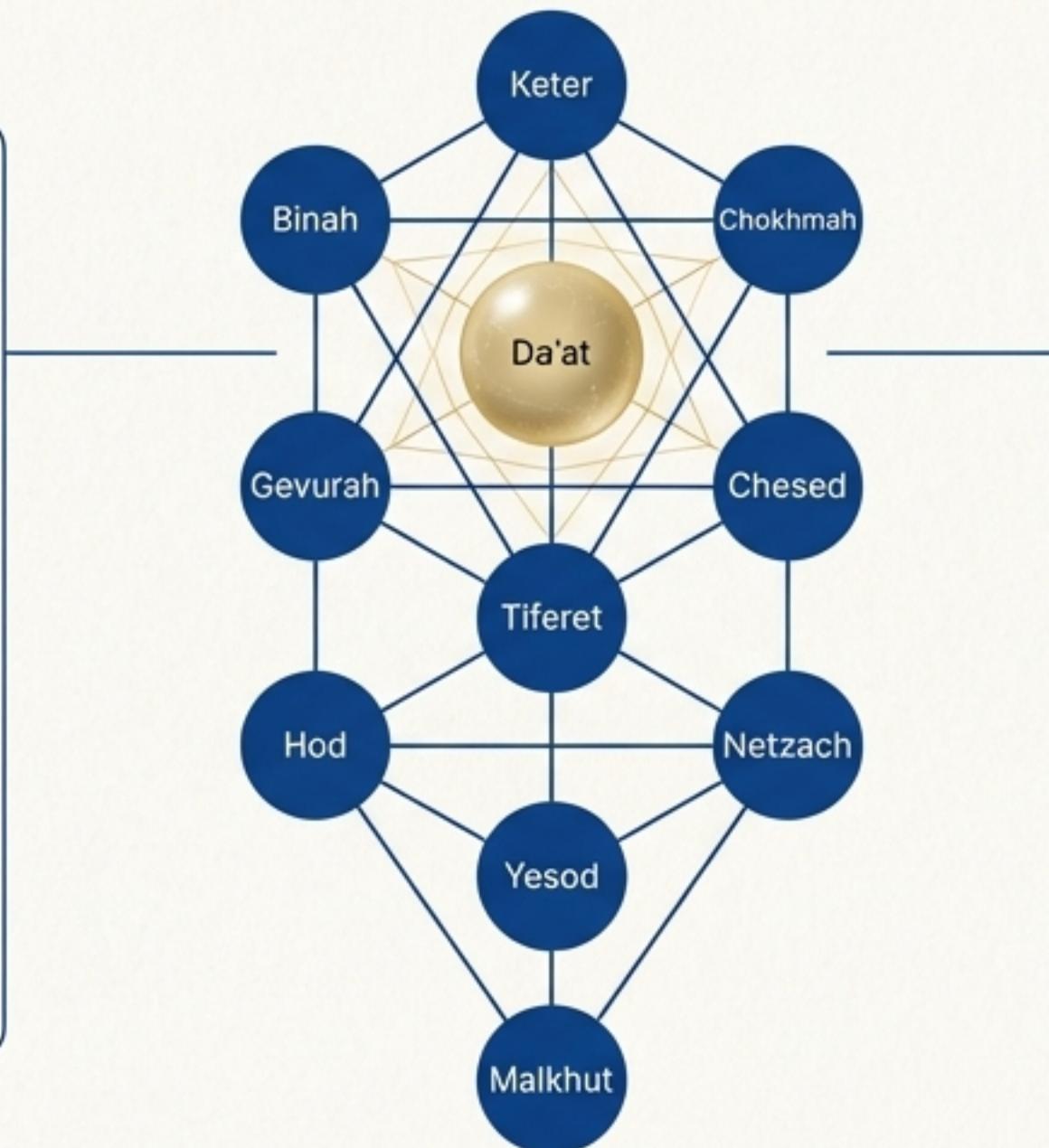
The Third Temple is the “perfected human being.” In TetCraft, this is you.

- The **Player's Camera** is the metaphysical **Skull** (Keter) and the **Brain Hemispheres** (Chokhmah/Binah), observing the created world.
- The '**Neck**' (**Da'at**) is the engine's bridge, translating your **mouse and keyboard inputs** into action within the physics world.

Da'at: The Hidden Bridge Between Worlds



Islamic Mysticism: The Barzakh (Isthmus), a hidden reality standing between the physical and spiritual.

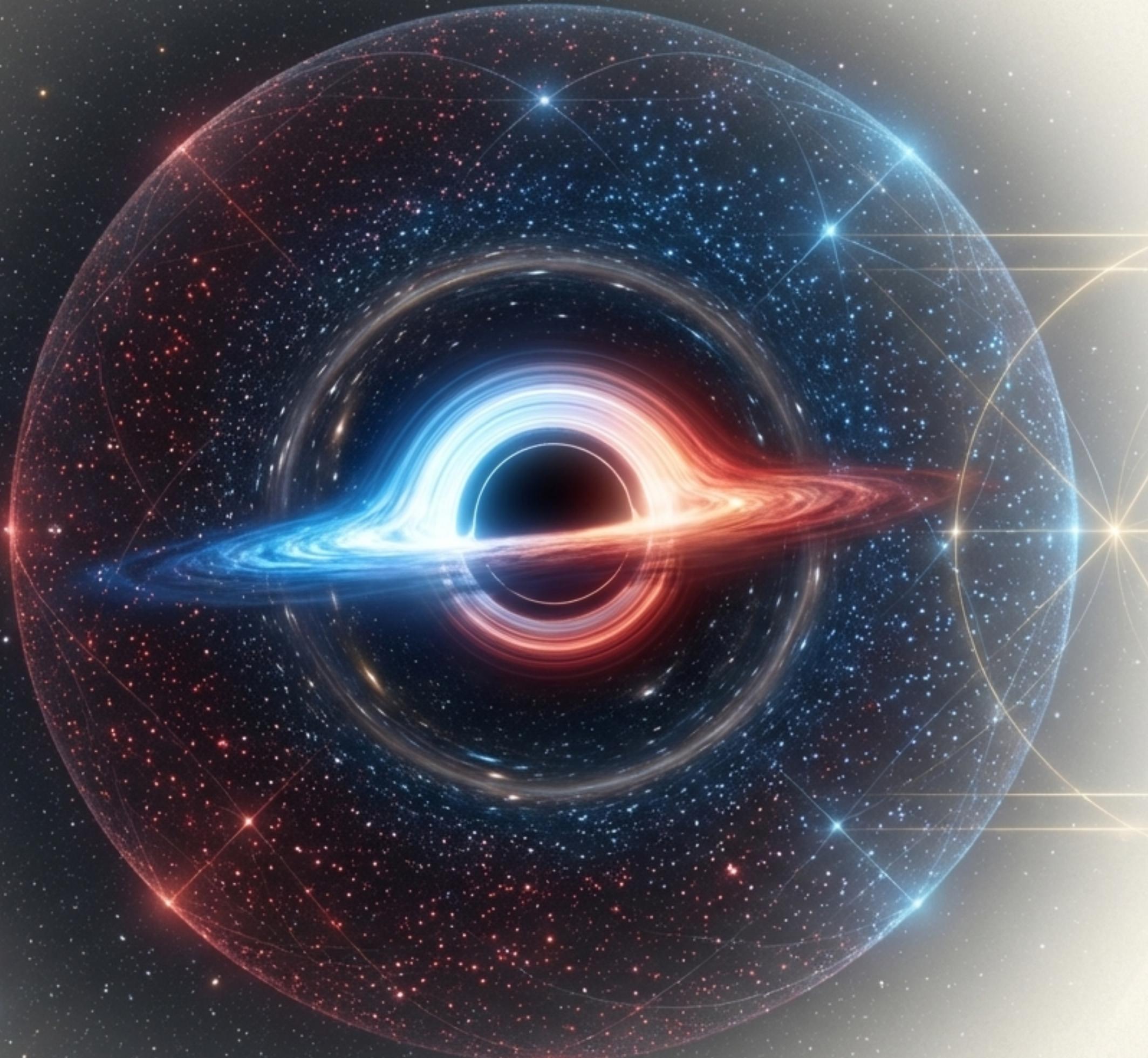


Da'at (Knowledge) is the “hidden” 11th Sefirah, the bridge between idea and action. It is the Parochet (Veil) in the Temple and the Levites who carried the holy vessels.

Analogy: Da'at is the invisible transformer on a power grid. Without it, the infinite power of the plant (Keter) would overwhelm the lightbulb (Malkhut).



Christian Kabbalah: A mediator figure that allows humanity to cross the abyss between the infinite and the finite.



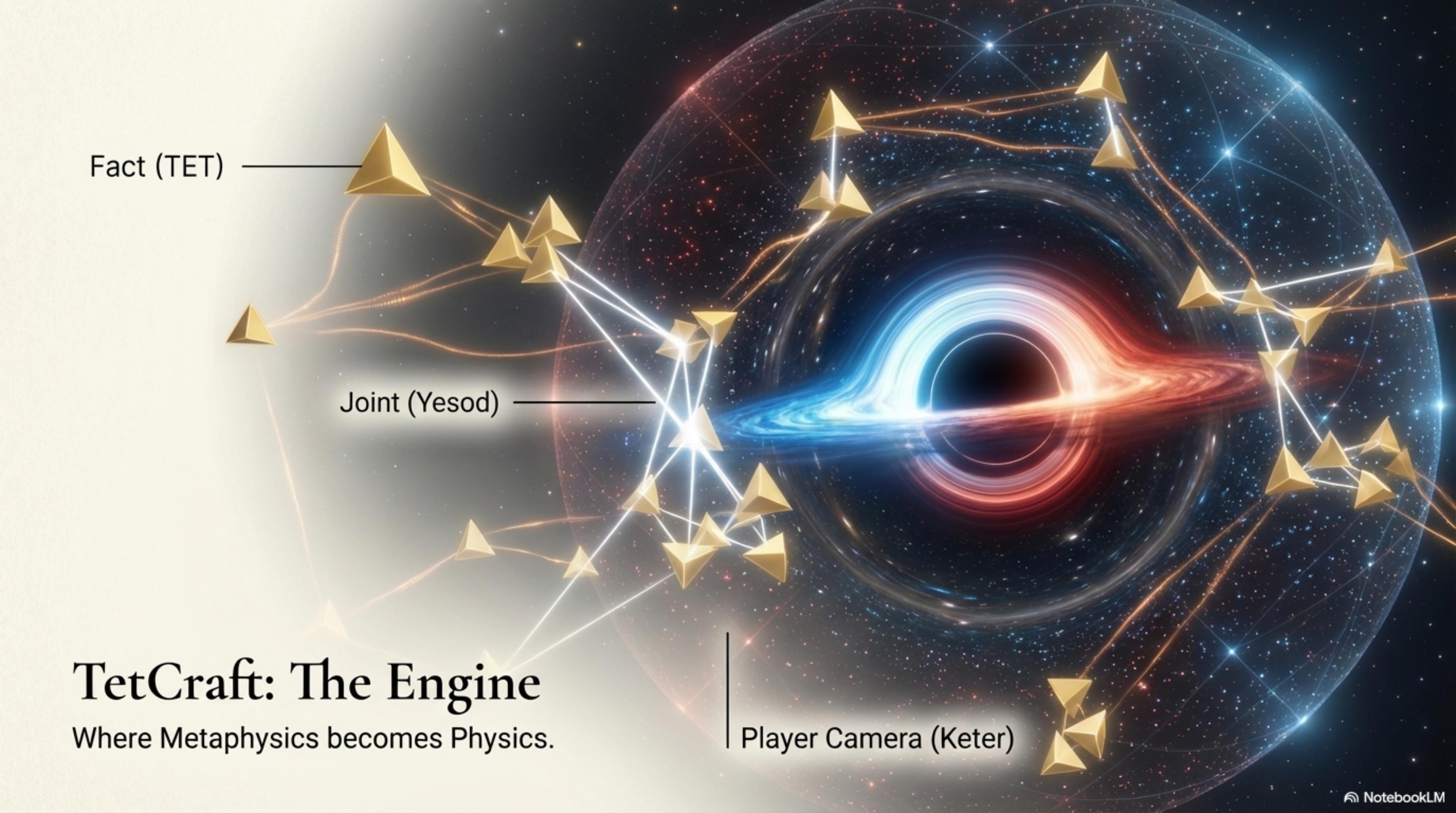
Temple IV: The Celestial Macrocosm

The engine's astronomy completes the four-part structure.

- The **Black Hole**: The `Draw_Black_Hole` function renders the Abyss. Its `K_SINGULARITY_SPIN` is the chaotic energy before manifestation. It represents the Foundation Stone where the Ark once stood.
- **The 4-Sphere Past Projection**: The 'giant bubble around the camera' is the **Celestial Sphere** or the **Zodiac**. Its dots, colored by age, are the fixed stars charting the history of the Kleinverse.

The Physics of Astrology in the Engine

Sefirah (Planet)	Metaphysical Attribute	TetCraft Implementation
Chesed (Jupiter)	Expansion, Light, Desire	K_STICKY_PULL: The attraction between TETs that expands the network.
Gevurah (Mars)	Severity, Restraint, Discipline	Ego's Pull: Overrides the Unified Force to create boundaries, represented by K_PULL.
Tiferet (The Sun)	Harmony, Balance, Central Line	The Accretion Disk: The glowing center that balances the light and shadow of the Black Hole.

A futuristic space scene featuring a central black hole with vibrant blue and orange accretion disks. Numerous glowing gold pyramids of varying sizes are scattered throughout, some connected by white lines forming a network. The background is filled with stars and a large, translucent sphere.

Fact (TET) —————

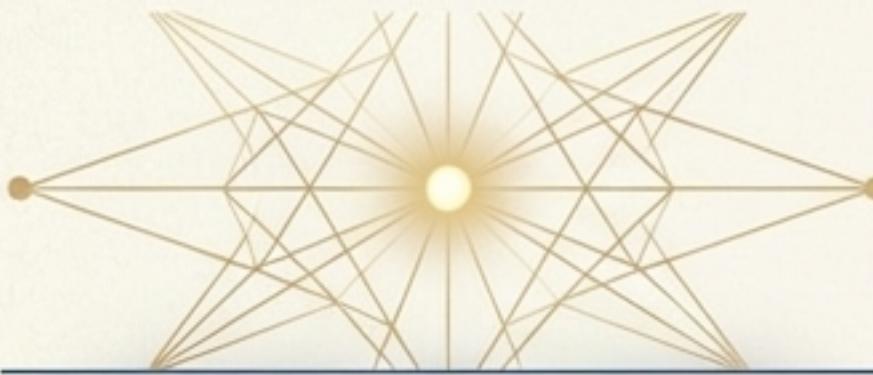
Joint (Yesod) —————

TetCraft: The Engine

Where Metaphysics becomes Physics.

| Player Camera (Keter)

The Laws of the Kleinverse are Coded



God's Interference

K_UNIFIED_FORCE

A tiny force (>1:billions) representing God's will, ensuring balance across all levels of the fractal.



Quantum Entanglement

"Attraction/Desire"

The 'spooky action at a distance' between TETs, which creates connections and understanding.



The Ego

K_PULL

An 'image' of the unified force, powered by ego's will. It is the source of lies that delay central collapse and cohesion.



The Nature of Time

Time emerges from misunderstanding. Different perspectives and memories allow for discovery instead of immediate recognition.



You are the Prime Observer

Quantum theory is missing a prime observer. This model assumes the player is **God**.

- Pressing **Space** creates a new fact (**TET**) to be misunderstood.
- Connecting it to other facts slowly coheres it into understanding.

TetCraft is a laboratory for exploring how an observer's will gives rise to a comprehensible reality from a sea of chaotic facts.

A Universe in a Box

The metaphysical physics of TetCraft suggests new scales for simulating reality:

- **300 Planets**

The estimated number required to simulate the Milky Way to the star.

- **~3,000 Earths**

Required over ~500k years to build the machine capable of simulating Earth down to the atom.

- **~ 10^{13} Planets**

The number needed (with ~5 Dyson spheres) to simulate the Milky Way to the atom with appropriate time ratios.

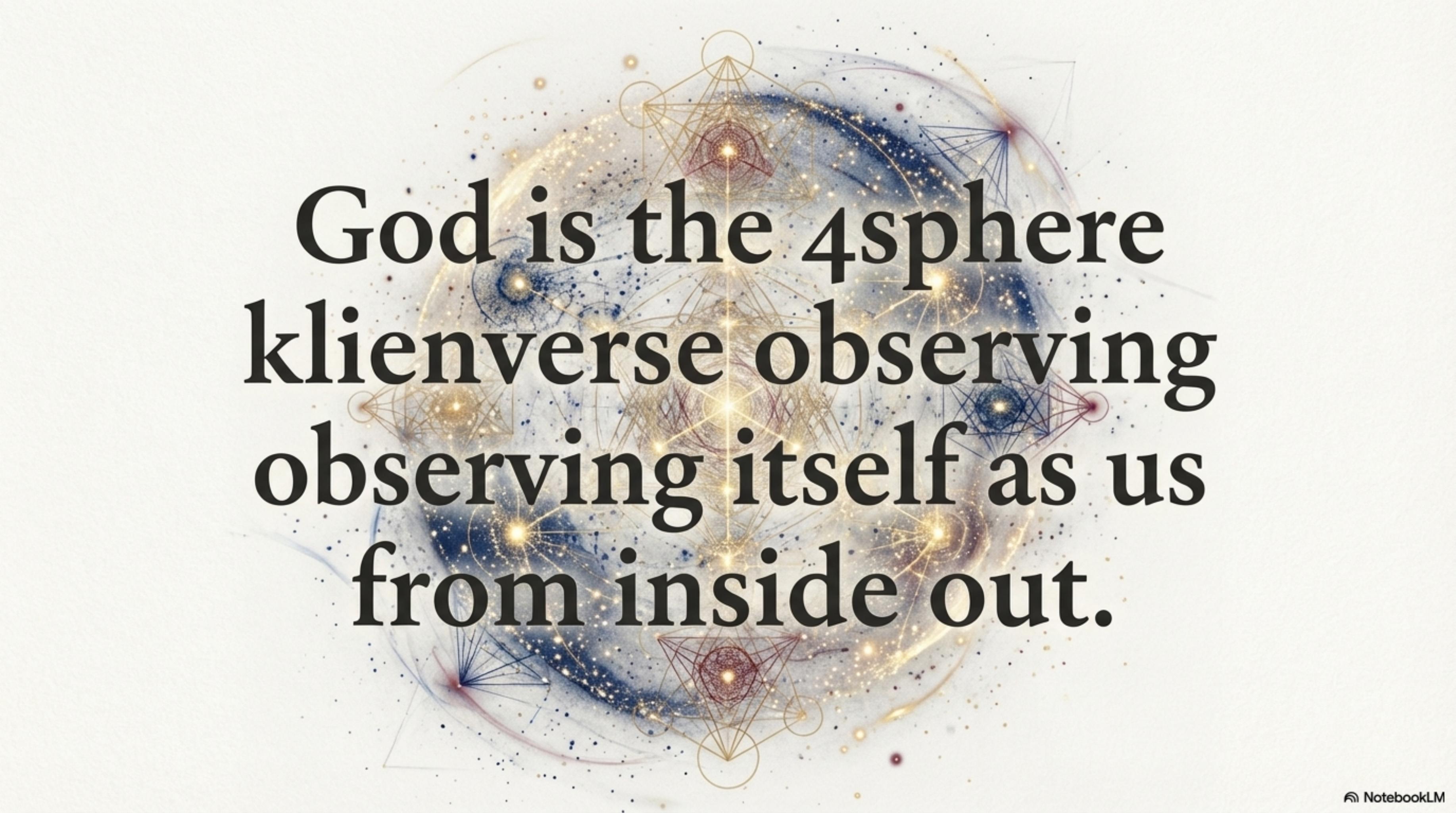
An Instrument to Play the Music of the Kleinverse

- The **Tabernacle** is the individual note.
- The **Second Temple** is the wood and strings of the instrument.



- The **Third Temple** is the musician playing it.
- The **Fourth Temple** is the concert hall where the sound echoes.

The '**Tet**' is the **harmony** that occurs when all four are in tune, allowing the Prime Observer to experience the simulation.



God is the 4sphere
klienverse observing
observing itself as us
from inside out.