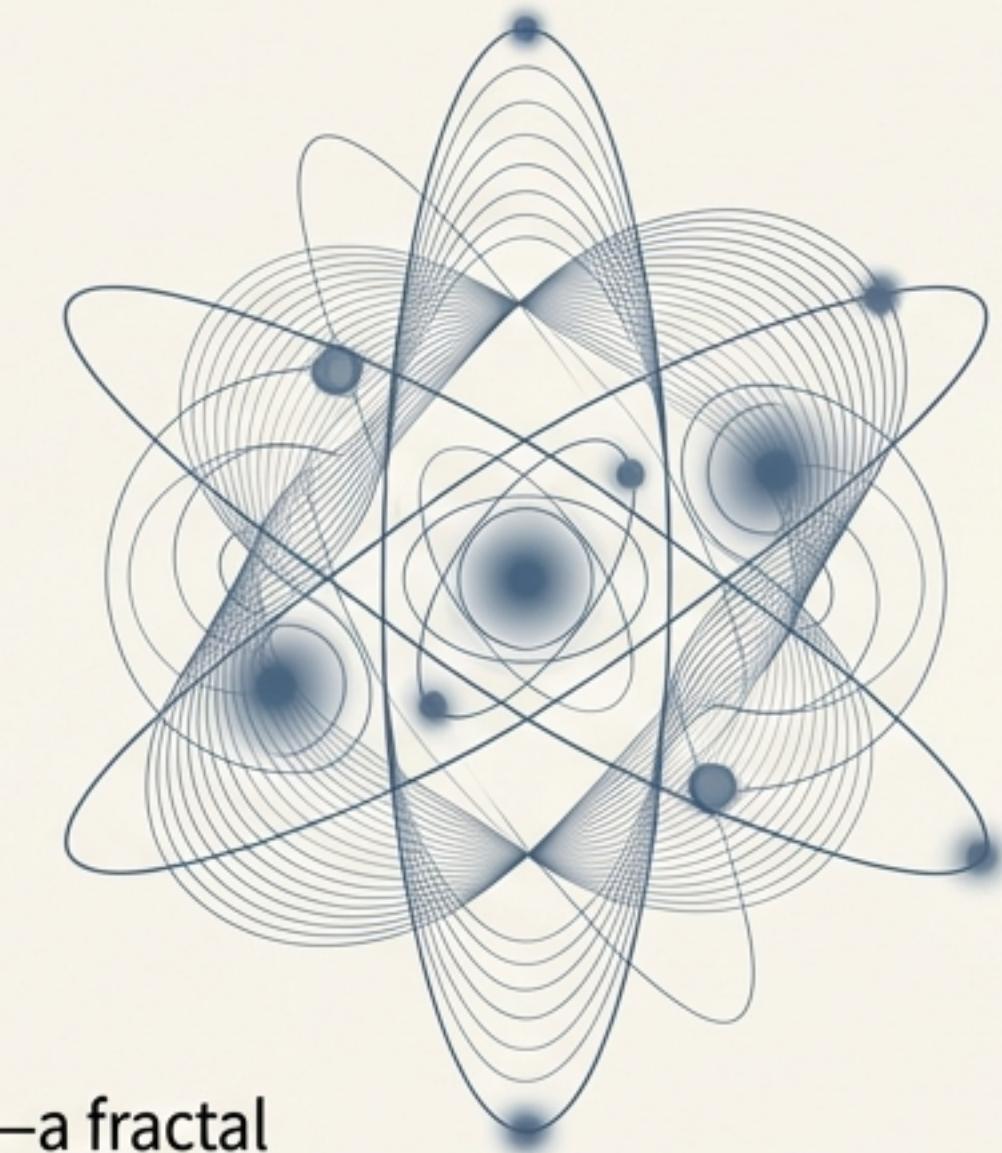
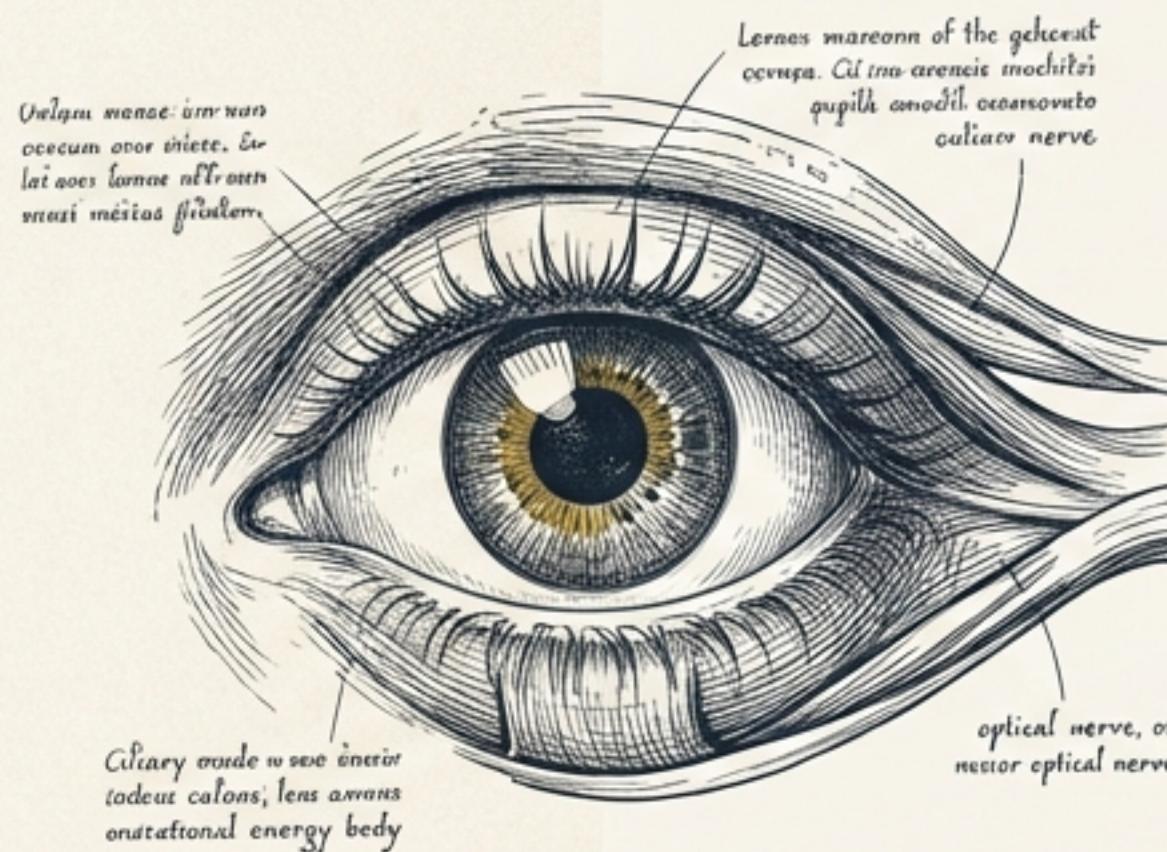
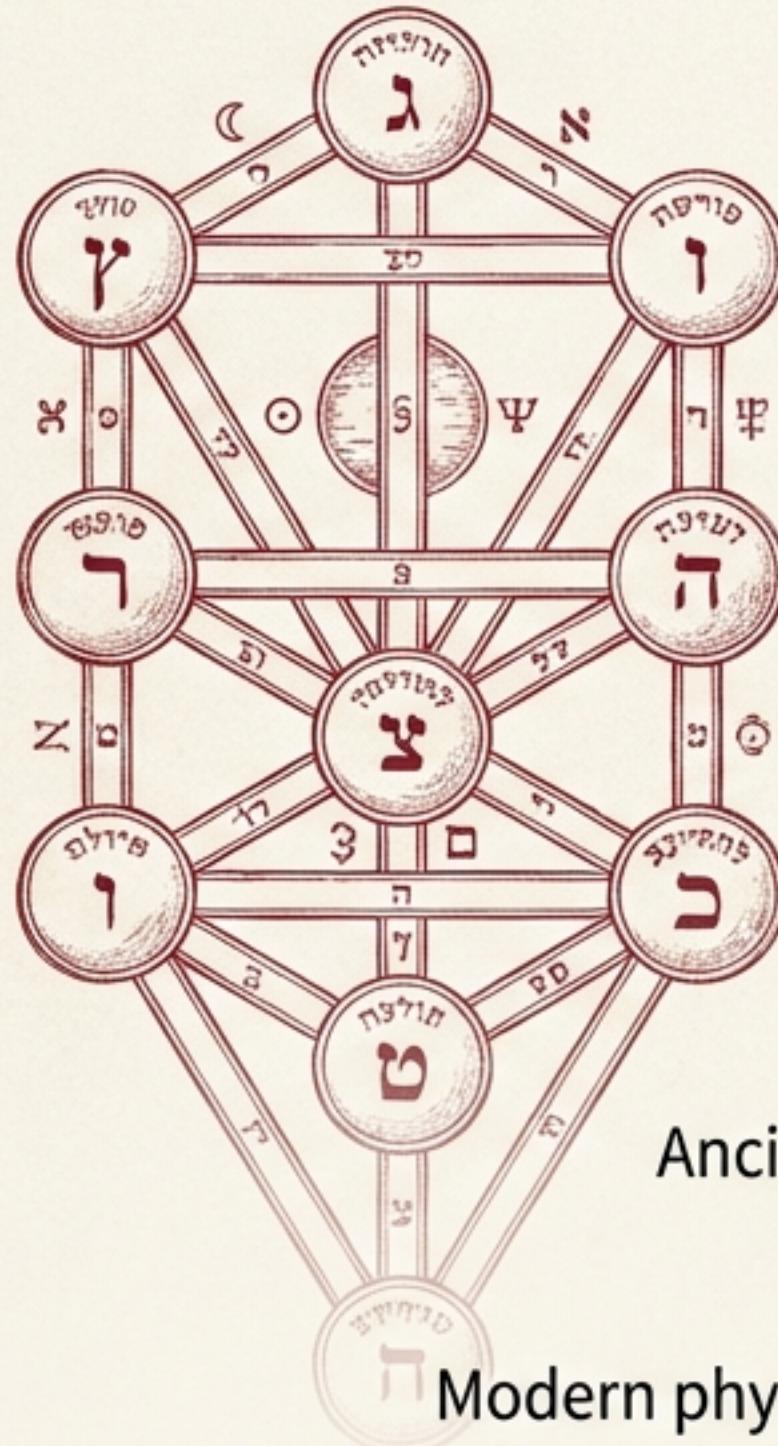




# TetCraft

The Architecture of Reality. A Metaphysical Engine.

# What if the missing element in quantum theory... was you?

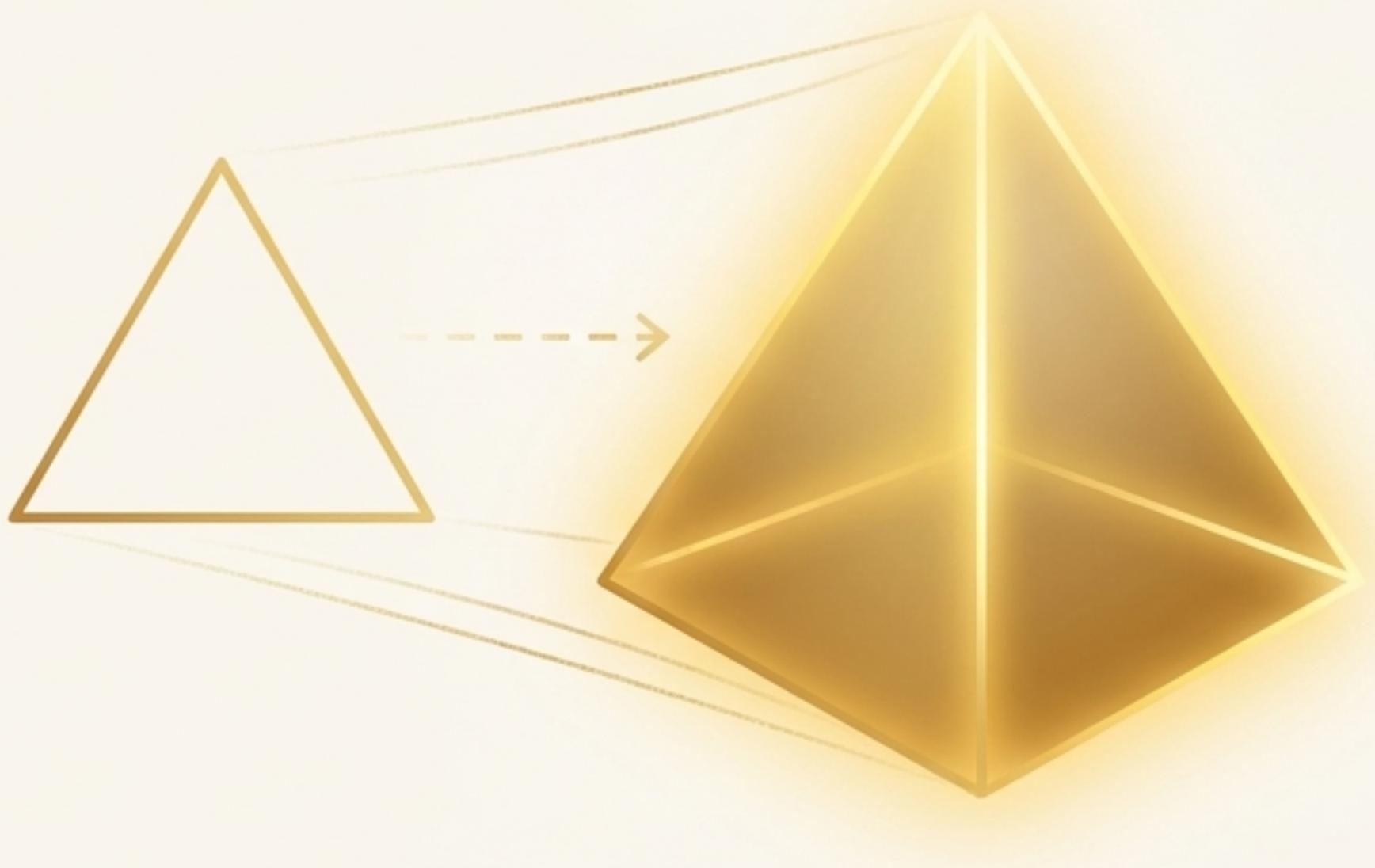


Ancient wisdom describes a blueprint for existence—a fractal architecture connecting the cosmos and the mind.

Modern physics observes a universe that behaves differently when watched.

**TetCraft** is the bridge. It is a simulation engine where you are the Prime Observer, the “God” missing from quantum theory, creating reality from the void by **establishing and connecting facts**.

# The Tetrahedron: The Atom of Existence



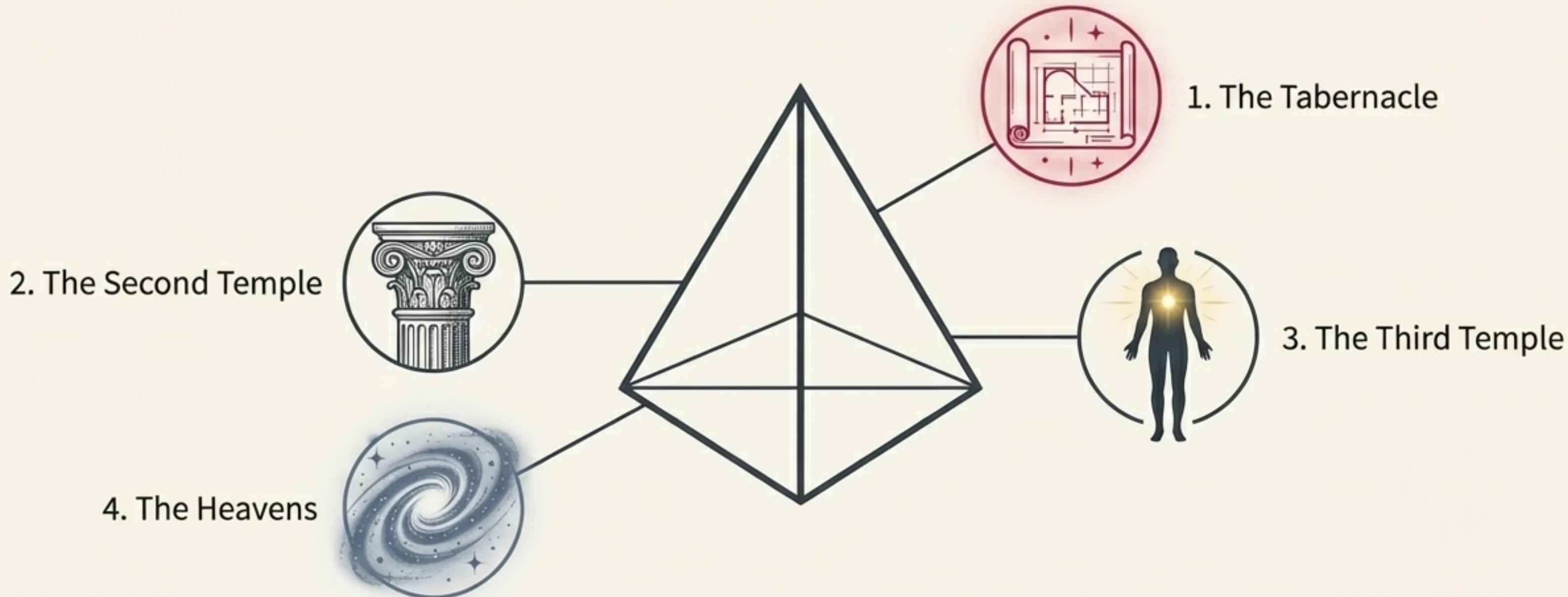
The TET is the simplest, most stable 3D structure. In TetCraft, it represents a single “Fact” or quantum of reality.

**Creation:** The player, as the Prime Observer, presses `Space` to create a new TET from the void, bringing a fact into existence.

**Dimension:** A 2D triangle moving through time becomes a 3D Tetrahedron. This represents a fact becoming part of the 4D spacetime continuum.

Pressed Space? → Create new pyramid.

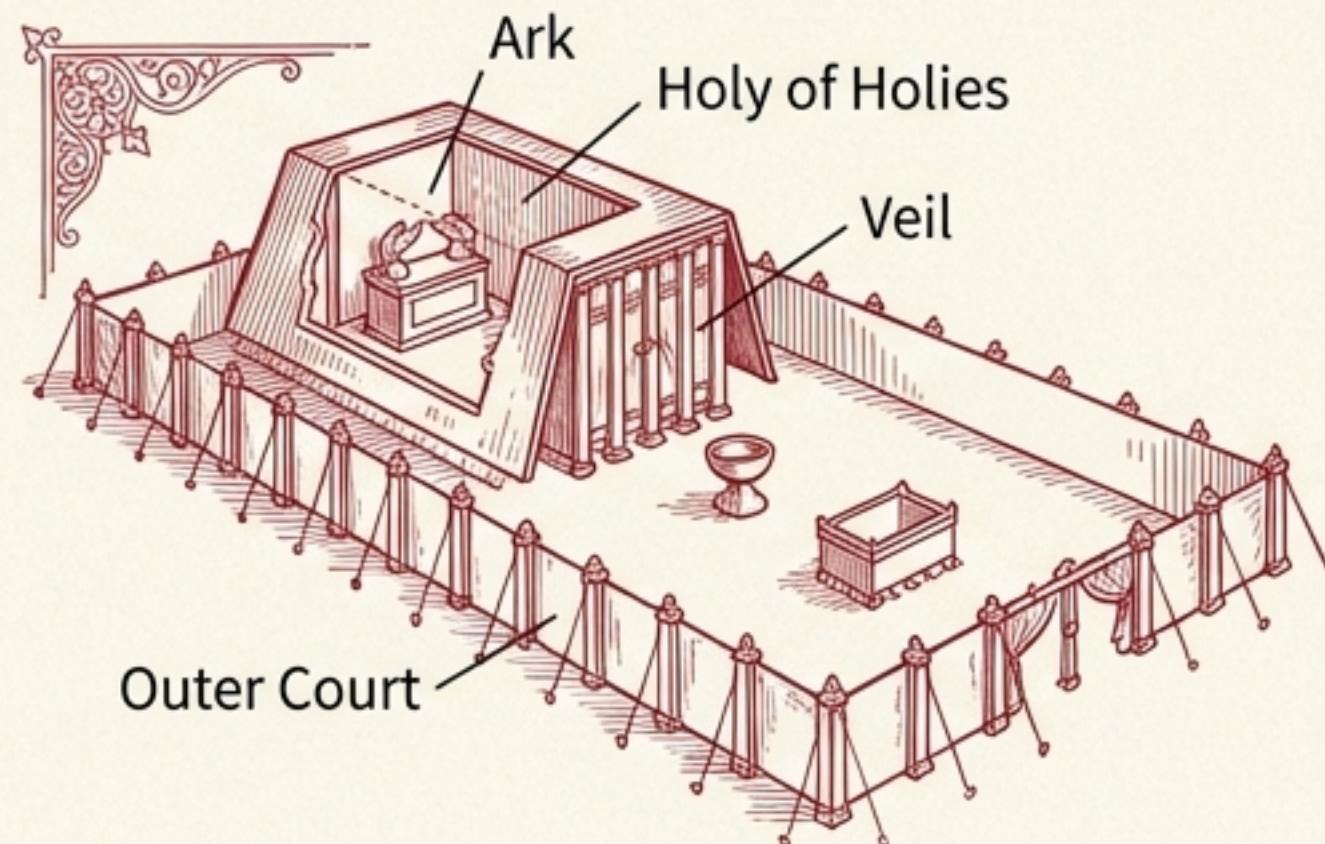
# A ‘Tet’ of Existence: The Four Temples



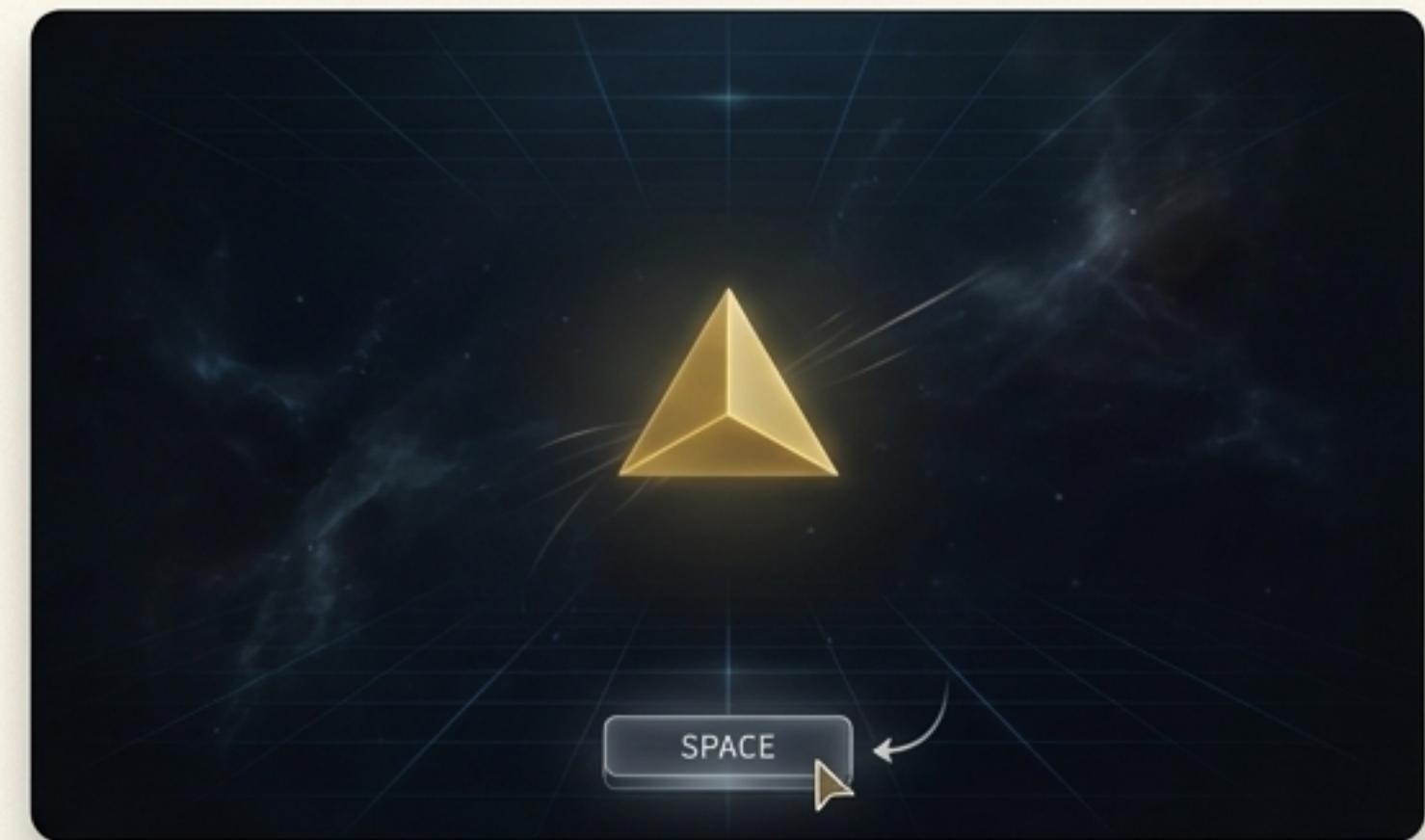
Think of TetCraft as a musical instrument. The **Tabernacle** is the note, the **Second Temple** is the violin, the **Third Temple** is the musician, and the **Heavens** are the concert hall. The ‘Tet’ is the **harmony**.

# Phase I: The Tabernacle — The Seed of Reality

## Metaphysics



## TetCraft

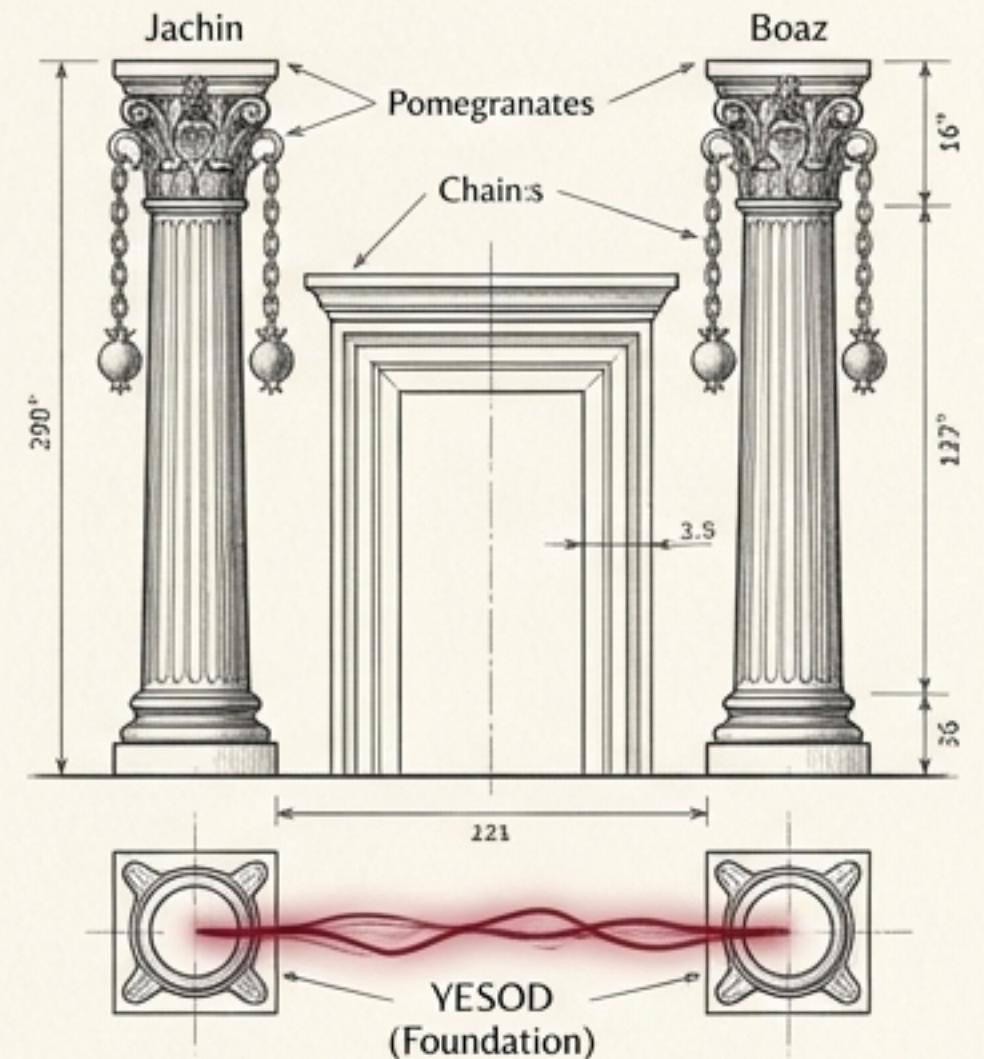


The Tabernacle was the original divine blueprint, the point of first contact with **Keter** (Divine Will).

The player acts as the “prime observer,” creating a new **‘Fact’ (TET)** with a keypress, bringing potential into actuality.

# Phase 2: The Second Temple — The Web of Connections

## Metaphysics



## TetCraft

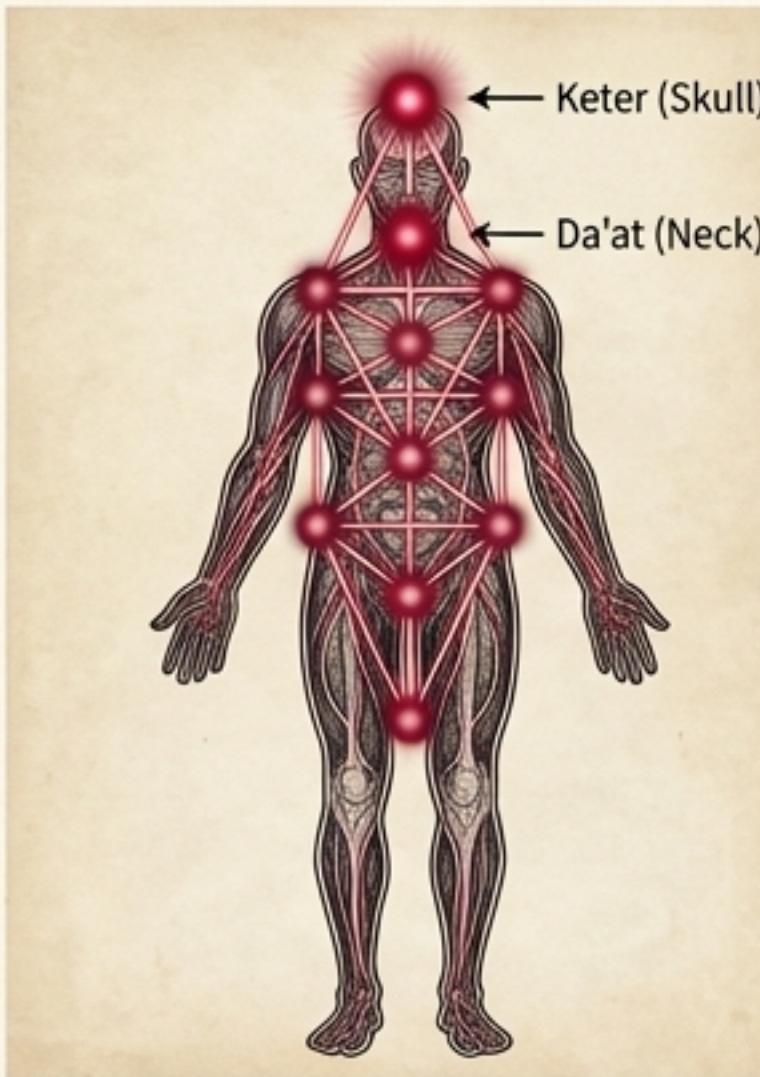


The Second Temple was a physical structure defined by its vessels (“Keilim”). **Yesod (Foundation)** binds these structures together.

The World class manages **Connections (Joints)** and **Sticky Pairs**. The “White Lines” (K\_JOINT\_STRENGTH) represent the foundational forces that want to be length 0, pulling the structure into coherence.

# Phase 3: The Third Temple — The In-Dwelling of Consciousness

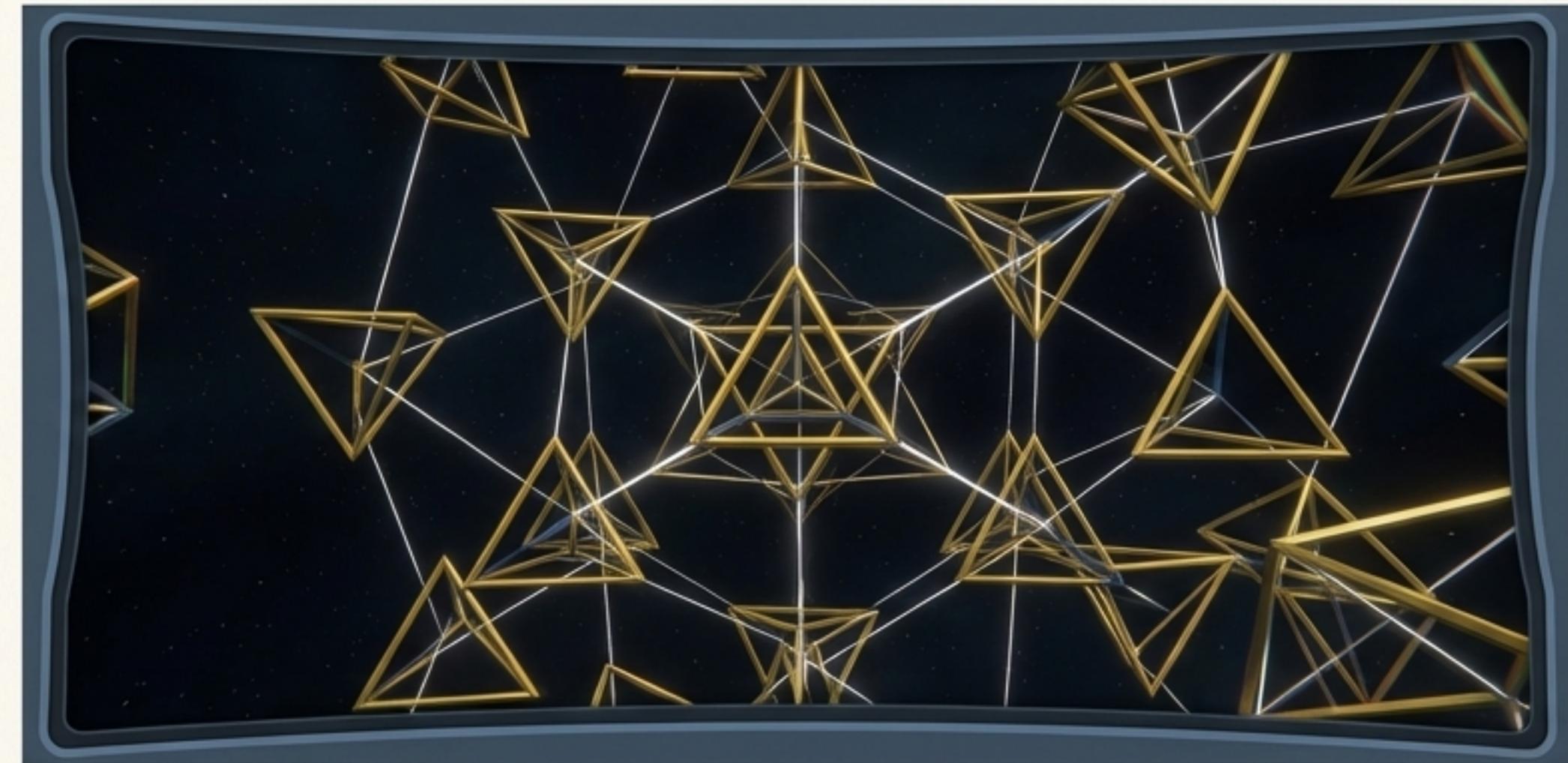
## Metaphysics



The Third Temple is the “perfected human being,” where the divine dwells within.

Keter is the Skull, Da'at is the Neck.

## TetCraft



The player's **Camera** is the metaphysical body. Its position and angle represent the observing mind (Chokhmah/Binah).

Your keyboard/mouse input is the 'Neck' (**Da'at**), the bridge translating will into action.

CLASS Camera:  
I have a position and angle.  
I look at things.

# Phase 4: The Heavens — The Music of the Spheres

## Metaphysics:

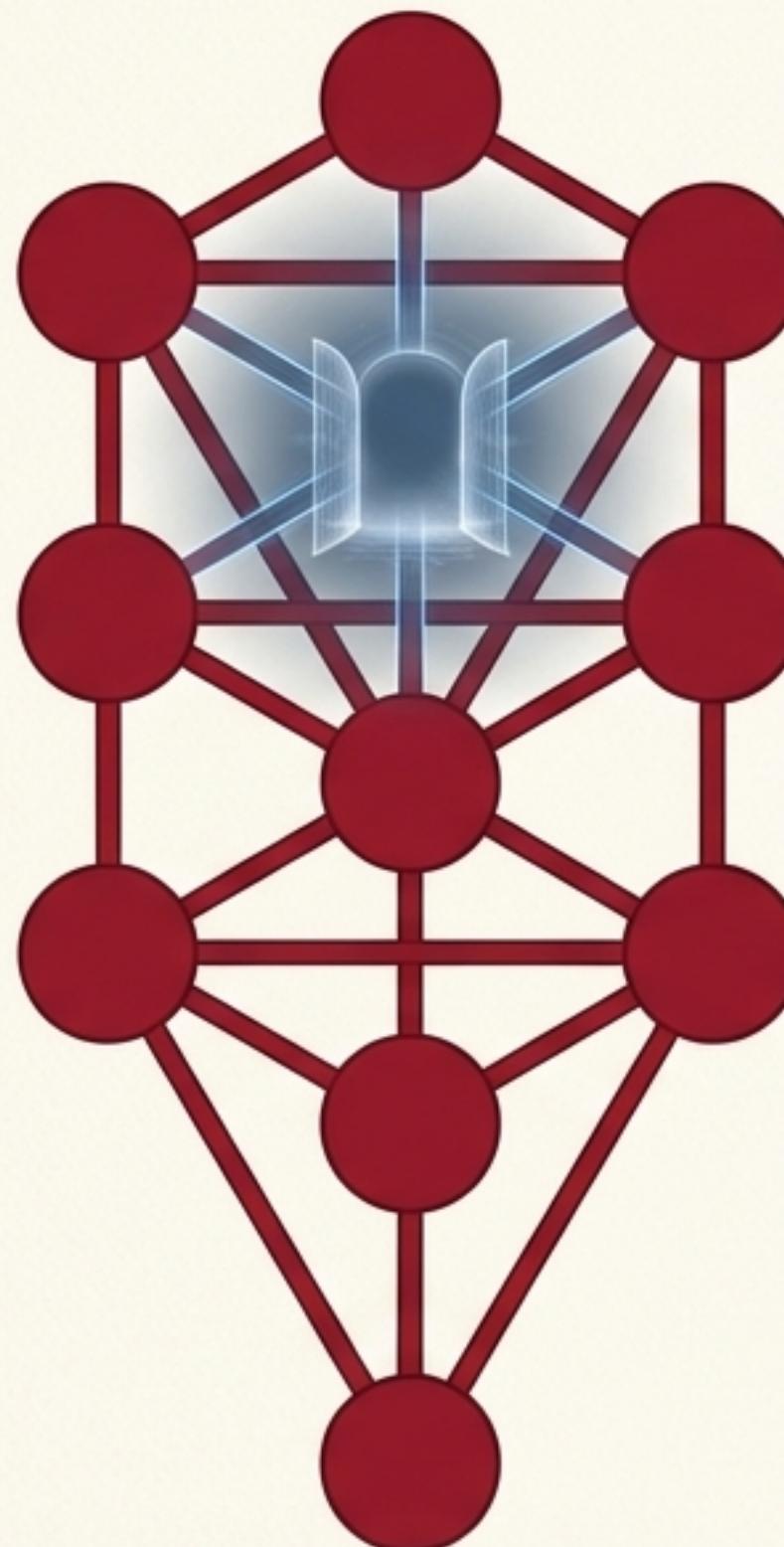
The Sefirot mapped to the cosmos.  
Chesed as Jupiter (Expansion),  
Gevurah as Mars (Severity), Tiferet as  
the Sun (Balance).

## TetCraft Engine:

- **The Black Hole:** The Abyss over which **Da'at** (Knowledge) hangs.
- **4-Sphere Past Projection:** The Zodiac or Celestial Sphere, showing the history of the Kleinverse as “dots on the bubble colored by age.”
- **Accretion Disk:** The central, balancing Sun (**Tiferet**).

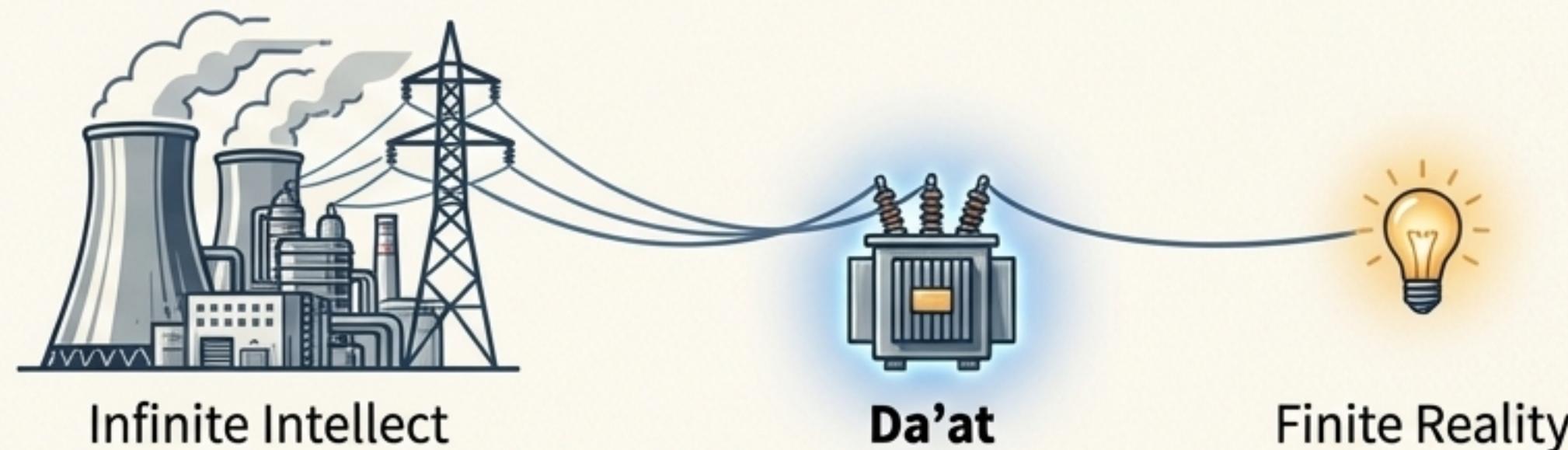
```
/` Source Code Pro
FUNCTION Draw_Black_Hole():
    Bend the light of the back of the donut...
```

# *Da'at*, The Unseen Connector



**Da'at** is the ‘hidden’ knowledge that connects the infinite divine intellect (the Head) to finite reality (the Body). In the engine, it is the bridge translating player input into physics.

**Cross-Cultural Parallel:** This mirrors the Islamic concept of the *Barzakh* (the Isthmus), a hidden ‘World of Images’ that stands between the physical and spiritual.



**Analogy:** **Da'at** is the hidden transformer. Without it, the infinite power of the plant would overwhelm the lightbulb. It enables connection.

# Code as Cosmos: The Engine's Architecture

**Optimized for Speed:** Just-In-Time (JIT) compilation (**'Numba'**) allows for real-time calculation of complex universal laws on a massive scale.

```
// THE FAST MATH ZONE
import numba as Speed_Booster
import numpy as np

# Constants for Universal Laws
K_UNIFIED_FORCE = 0.0001 # God's subtle cohesion
K_STICKY_PULL = 0.5 # Ego's local gravity

# The Engine's Core Calculation
@Speed_Booster.jit
FUNCTION update_cosmos(positions, velocities):
    FOR each 'particle' in cosmos:
        # Calculate forces from all other particles
        total_force = sum(calculate_forces(particle, positions))
        total_force += K_UNIFIED_FORCE * center_pull()
        total_force += K_STICKY_PULL * player_influence()

        # Apply Verlet Integration
        # EFFICIENT & STABLE PHYSICS
        new_position = position + velocity * dt + 0.5 * total_force * dt**2
        new_velocity = velocity + 0.5 * (total_force + new_total_force) * dt

    RETURN new_positions, new_velocities

// THE THINGS (Classes)
CLASS Kleinverse_Particle:
    __init__(self, position, mass, ego_level):
        self.position = position
        self.mass = mass
        self.ego_level = ego_level # Affects K_STICKY_PULL

CLASS Player_Entity:
    # Player-driven structures and boundaries
    FUNCTION create_personal_boundary():
        # Modifies local K_STICKY_PULL fields
        pass
```

**The Law of Balance ('K\_UNIFIED\_FORCE'):** Represents God's subtle level of interference—a tiny force ensuring cohesion across all scales of the fractal.

**Ego's Pull ('K\_STICKY\_PULL'):** A player-driven force, an 'image' of the unified force, allowing for the creation of personal structures and boundaries.

**Efficient & Stable Physics:** Simulates motion based on position, perfect for complex interacting systems.

# Core Principles of the Kleinverse

- **God is the Fractal:** The Kleinverse is observing itself through you, the player.
- **Time is Misunderstanding:** It is the delay created by different perspectives, allowing for discovery instead of immediate, total recognition.
- **Attraction is Desire:** “Spooky action at a distance” is the engine’s model for quantum entanglement—the desire for facts to connect.
- **Lies are Delay:** False connections are the only way to temporarily delay the universe’s natural drive toward cohesive truth (central collapse).



# From Your Desktop to a Dyson Sphere



Simulate the Milky Way  
(to the star)



Simulate Earth (to the atom)  
with 30 Earths over 500k years



Full Milky Way Simulation (to the atom)  
with  $\sim 10^{13}$  planets and 5 Dyson Spheres

## Speculative Estimates:

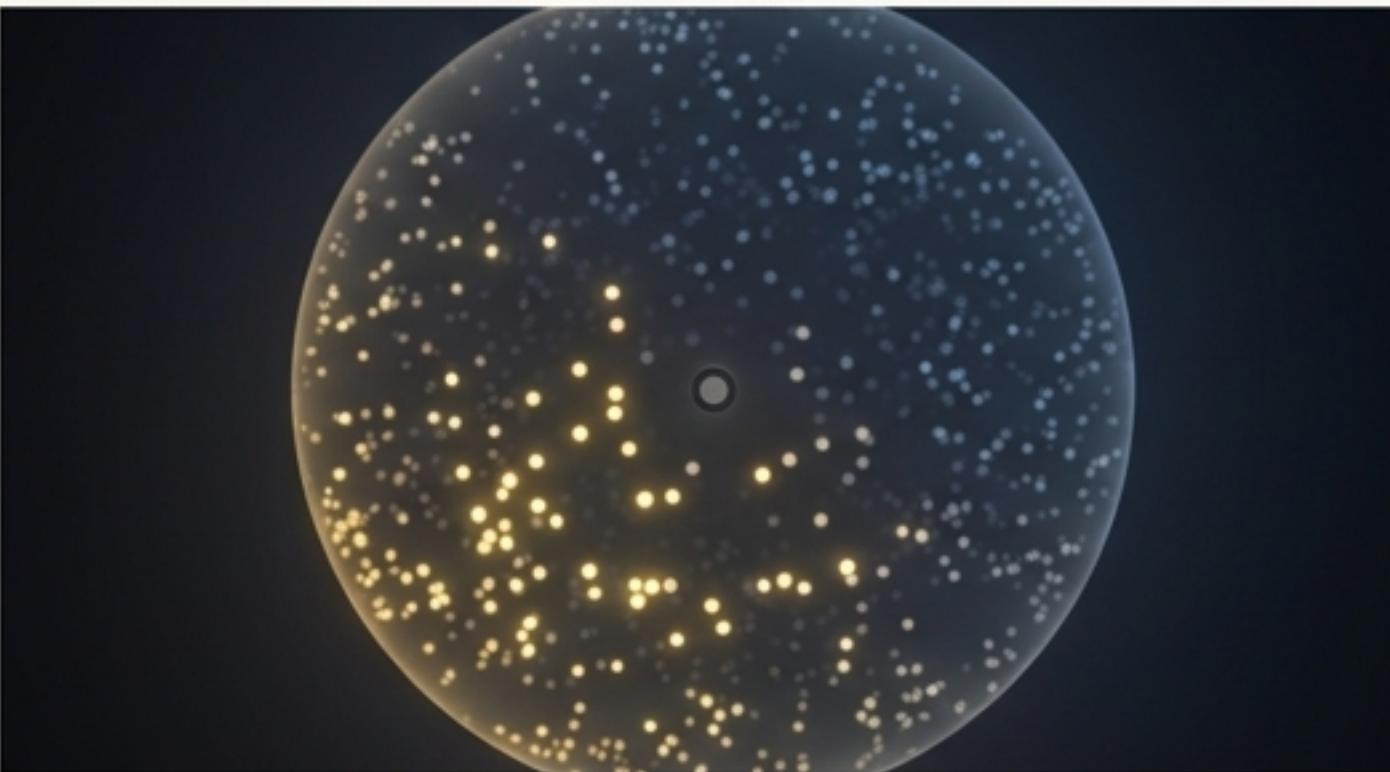
- \* Simulate the Milky Way (to the star) with as few as **300 cooperating planets**.
- \* Simulate Earth (to the atom) with **30 Earths over 500k years**.
- \* Build a full Milky Way simulation (to the atom) with  **$\sim 10^{13}$  planets and 5 Dyson Spheres**.

*\*Of course the milky way may only be the 5d past projection opposing the nearest black hole... we're being highly speculative already.”*

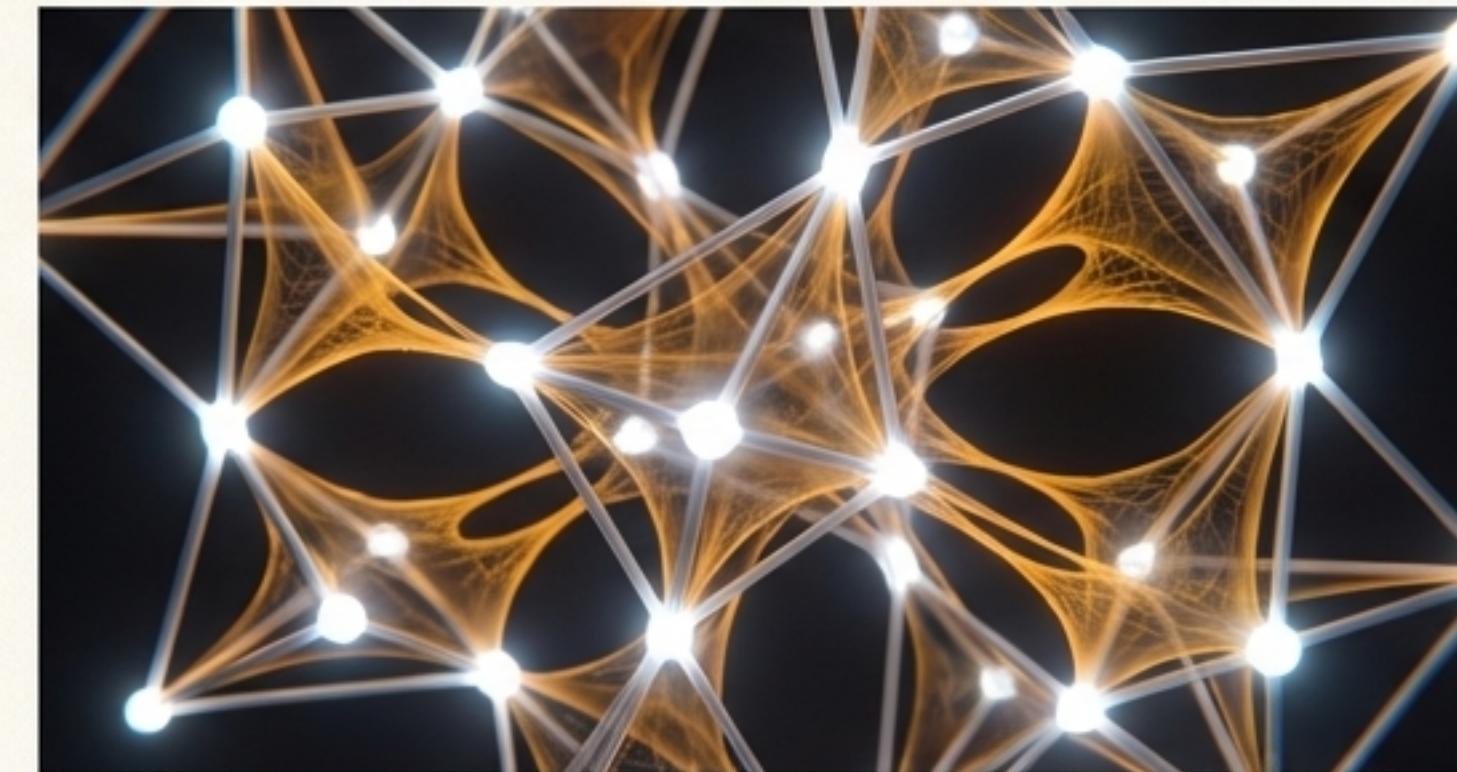
# A Glimpse into the Kleinverse



`Draw\_Black\_Hole()`



`Draw\_Past\_4Sphere()`



Physics Update: `Joints` & `Sticky Pairs`

# The Future is a Shared Reality

## Multiplayer Kleinverse

TetCraft is built for connection. Host a universe or join a friend's.

CLASS Network (Host/Guest)

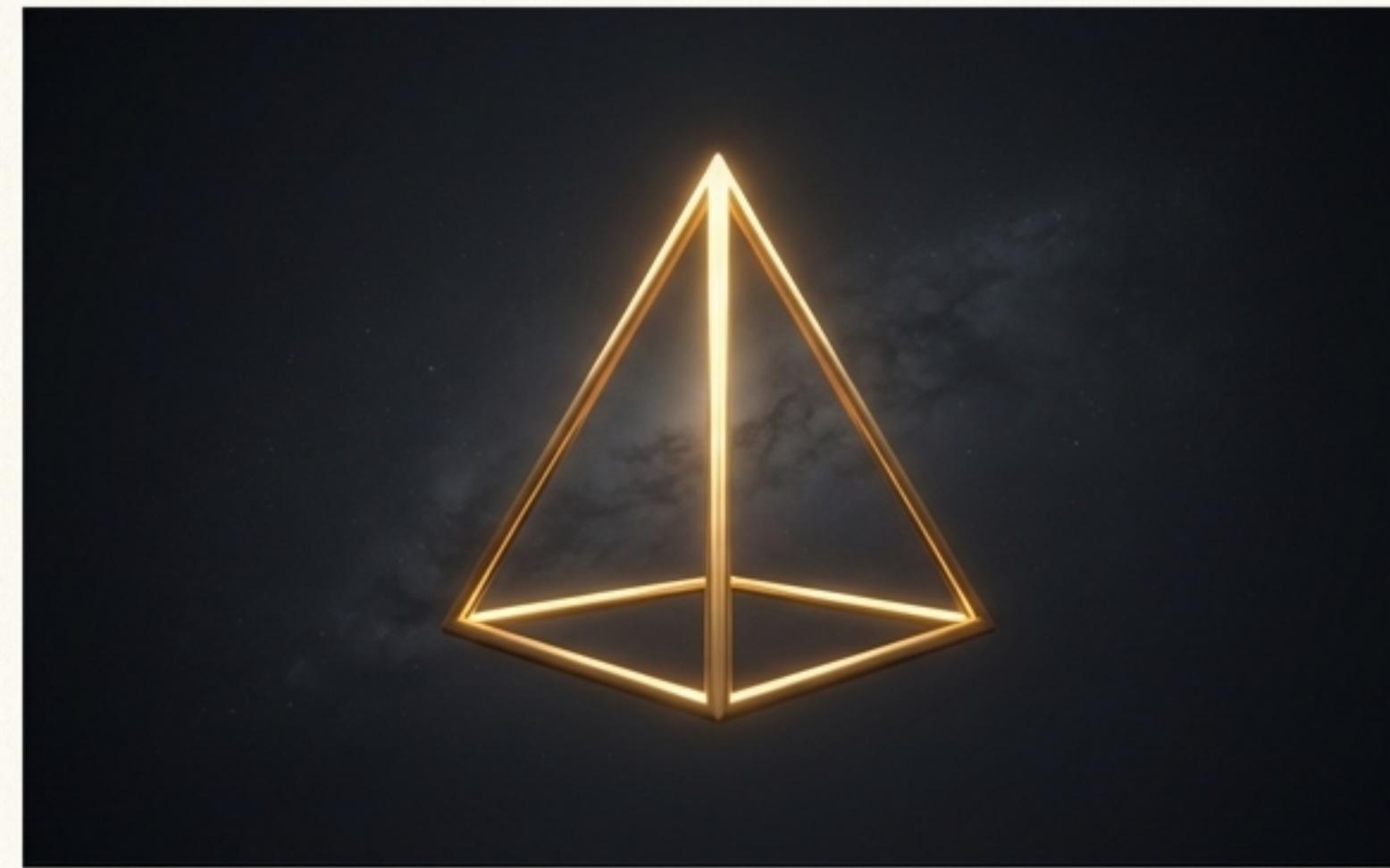
## Open & Extensible

Built on Python with an Apache 2.0 license, the engine is a foundation for others to build upon.

## Roadmap

Future development will focus on emergent AI, allowing complex structures of TETs to gain sentience and interact with the player-God.

# Your Universe Awaits.



Explore the Blueprint. Build Your Kleinverse.

**digitizinghumanity.com**

[GitHub Repository Link] / [Contact Email Address]