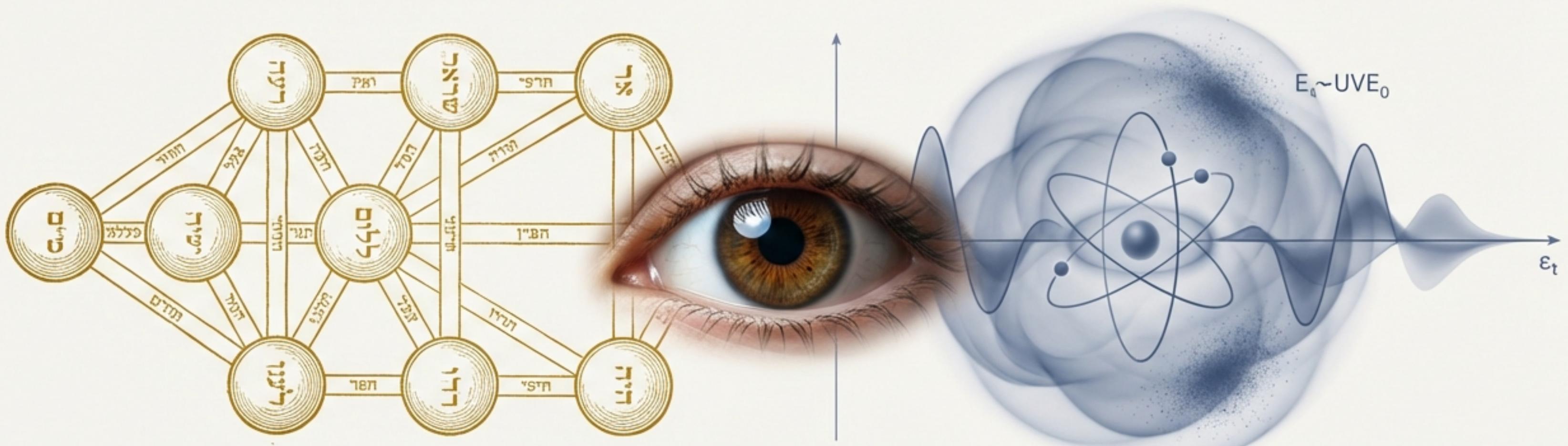




# TetCraft

The Architecture of Reality. A Metaphysical Engine.

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



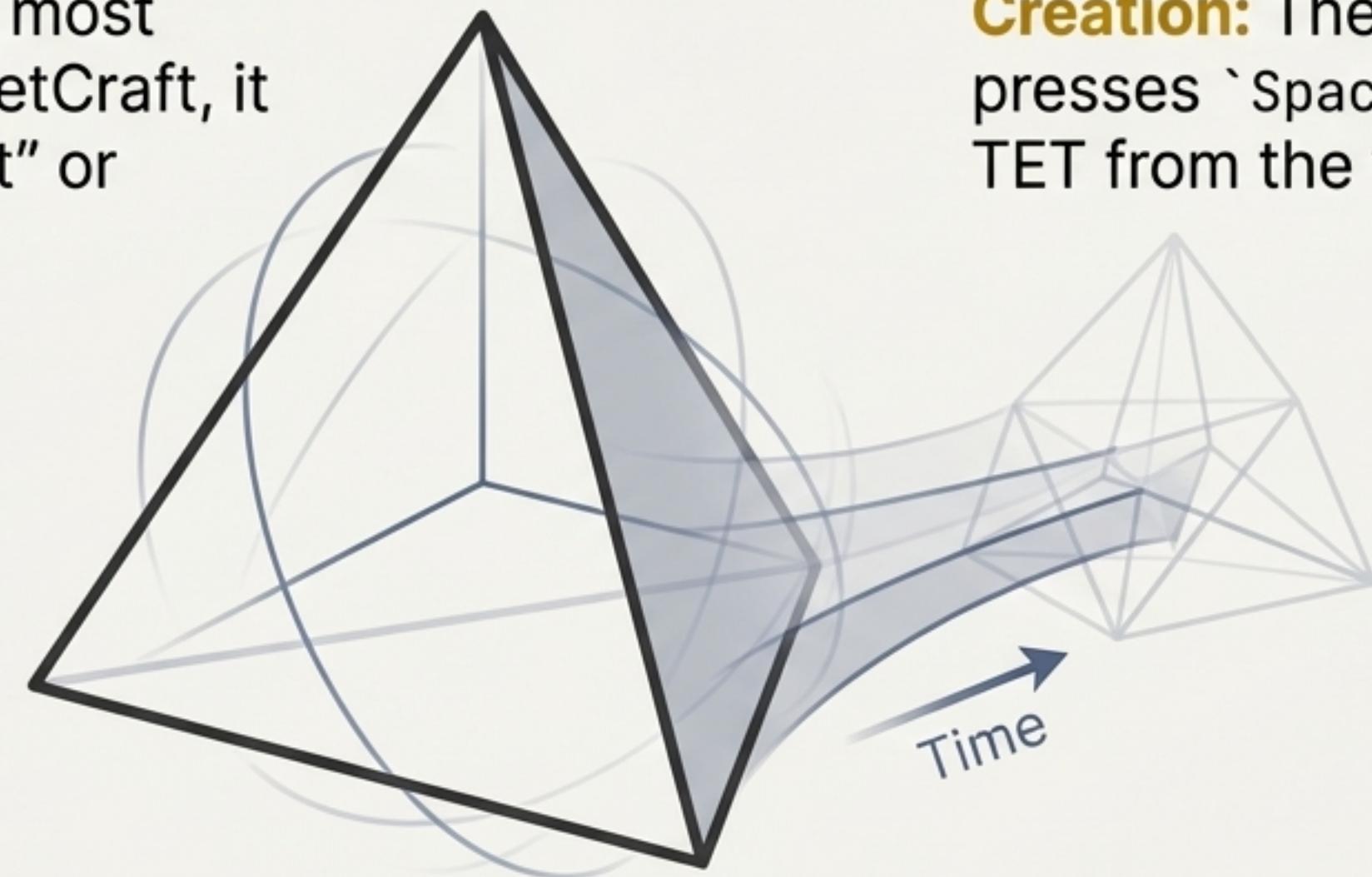
Ancient wisdom describes a blueprint for existence—a fractal architecture connecting the divine, the cosmos, and the human mind.

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, 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.

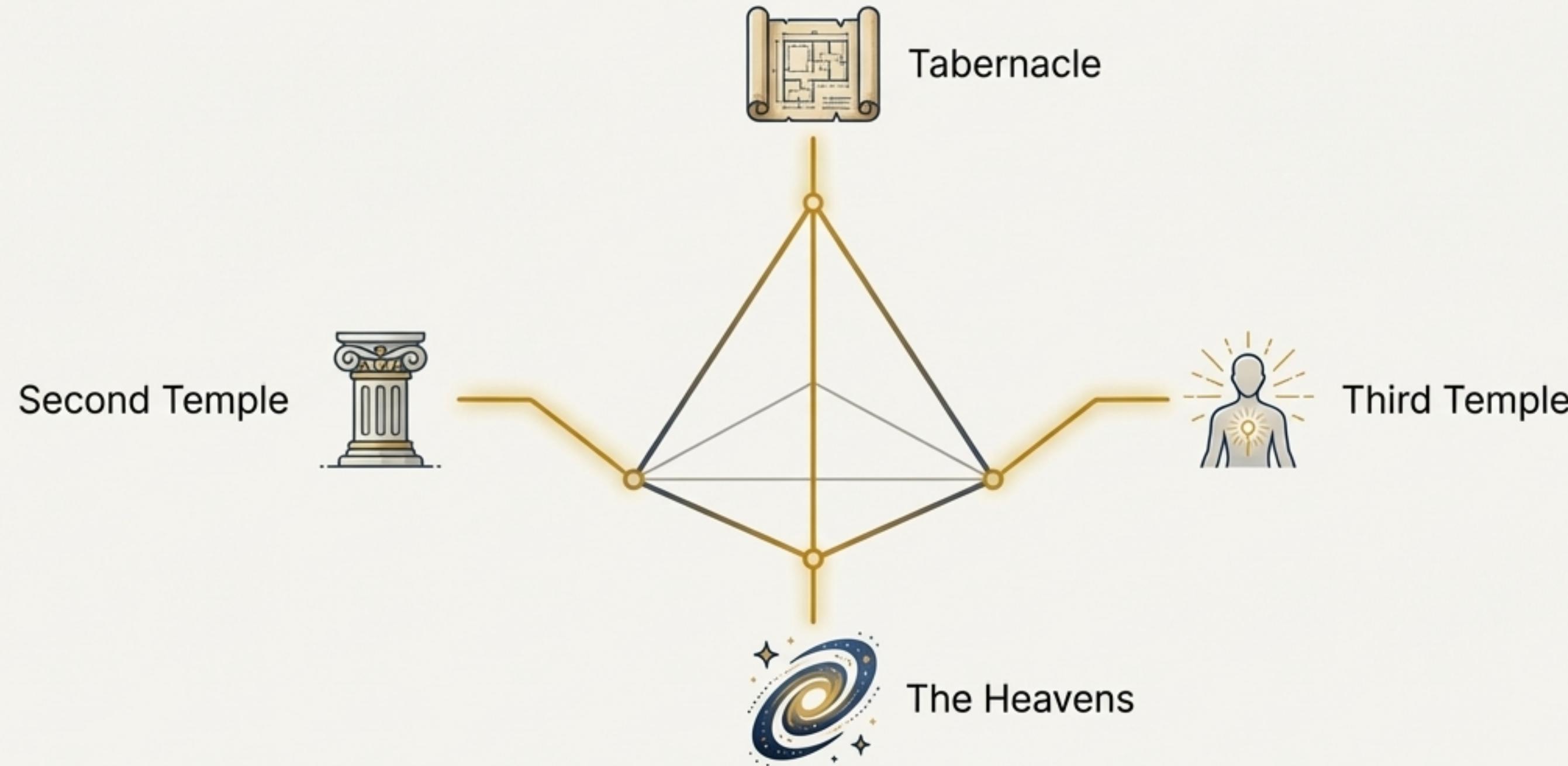


**Dimension:** A 2D triangle moving through time becomes a 3D Tetrahedron. In TetCraft, this represents a fact becoming part of the 4D spacetime continuum, ready to form connections.

**Creation:** The player, as God, presses `Space` to create a new TET from the void.

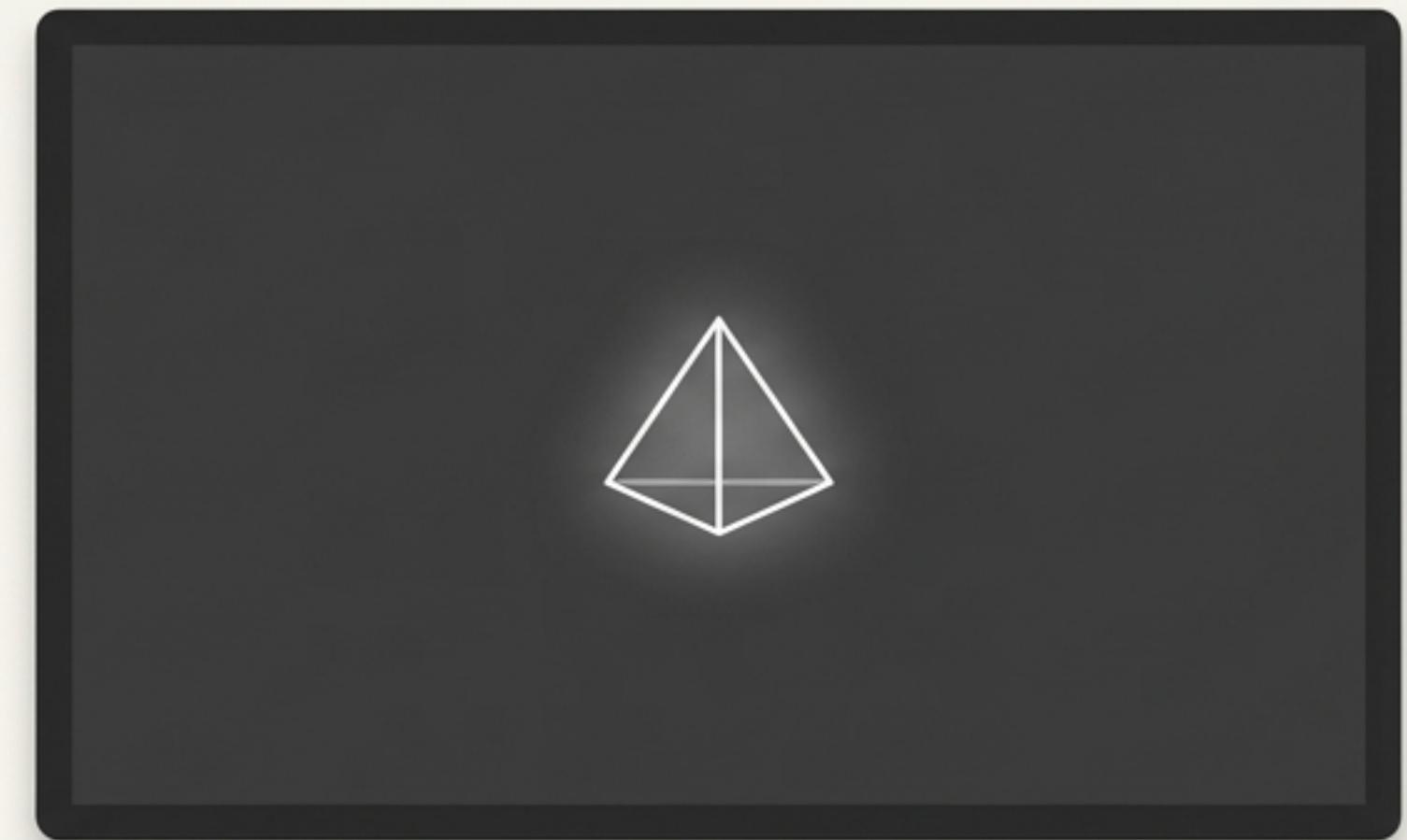
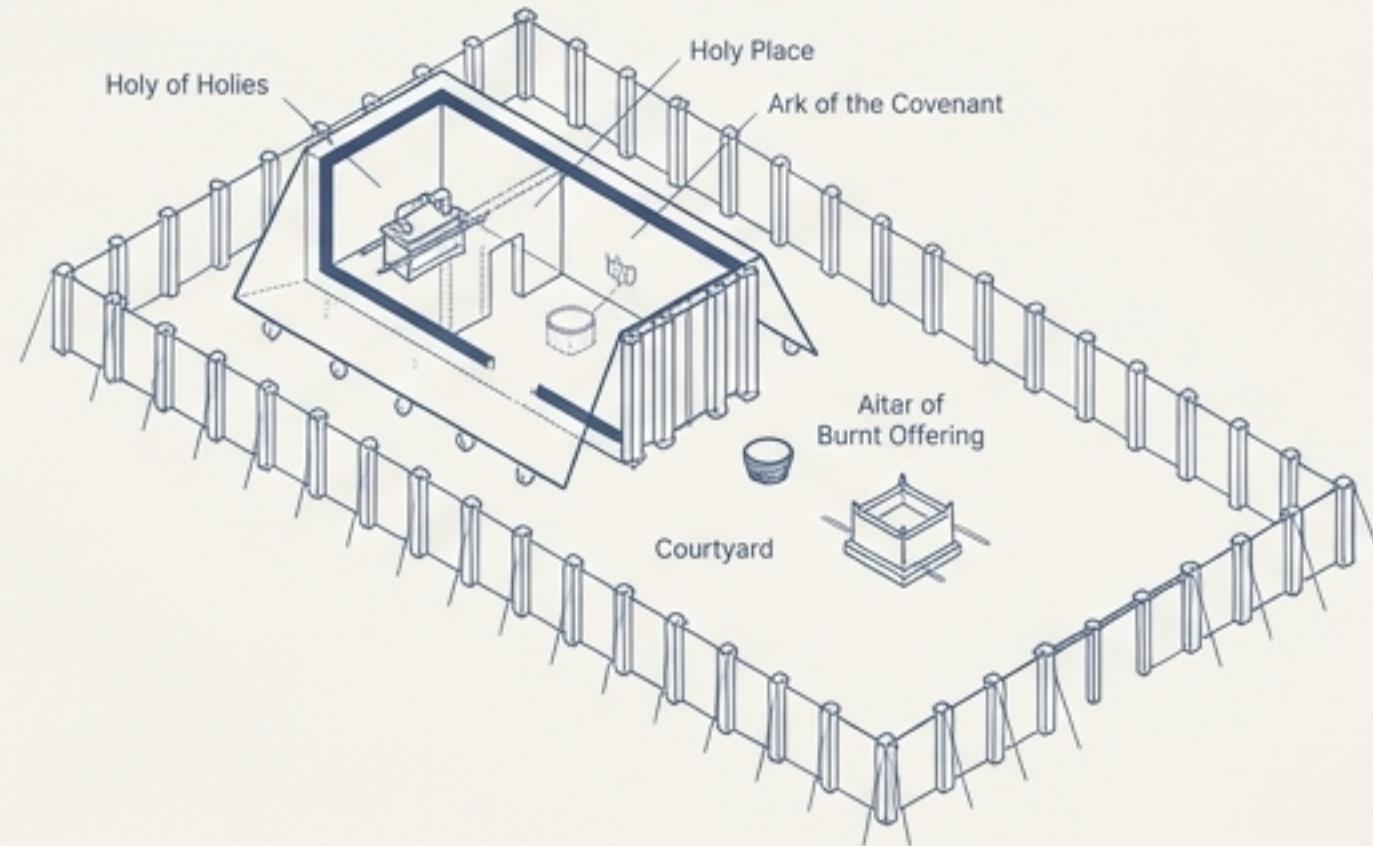
Pressed Space? ->  
Create new pyramid.

# 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 1: The Tabernacle – The Seed of Reality



## Metaphysics

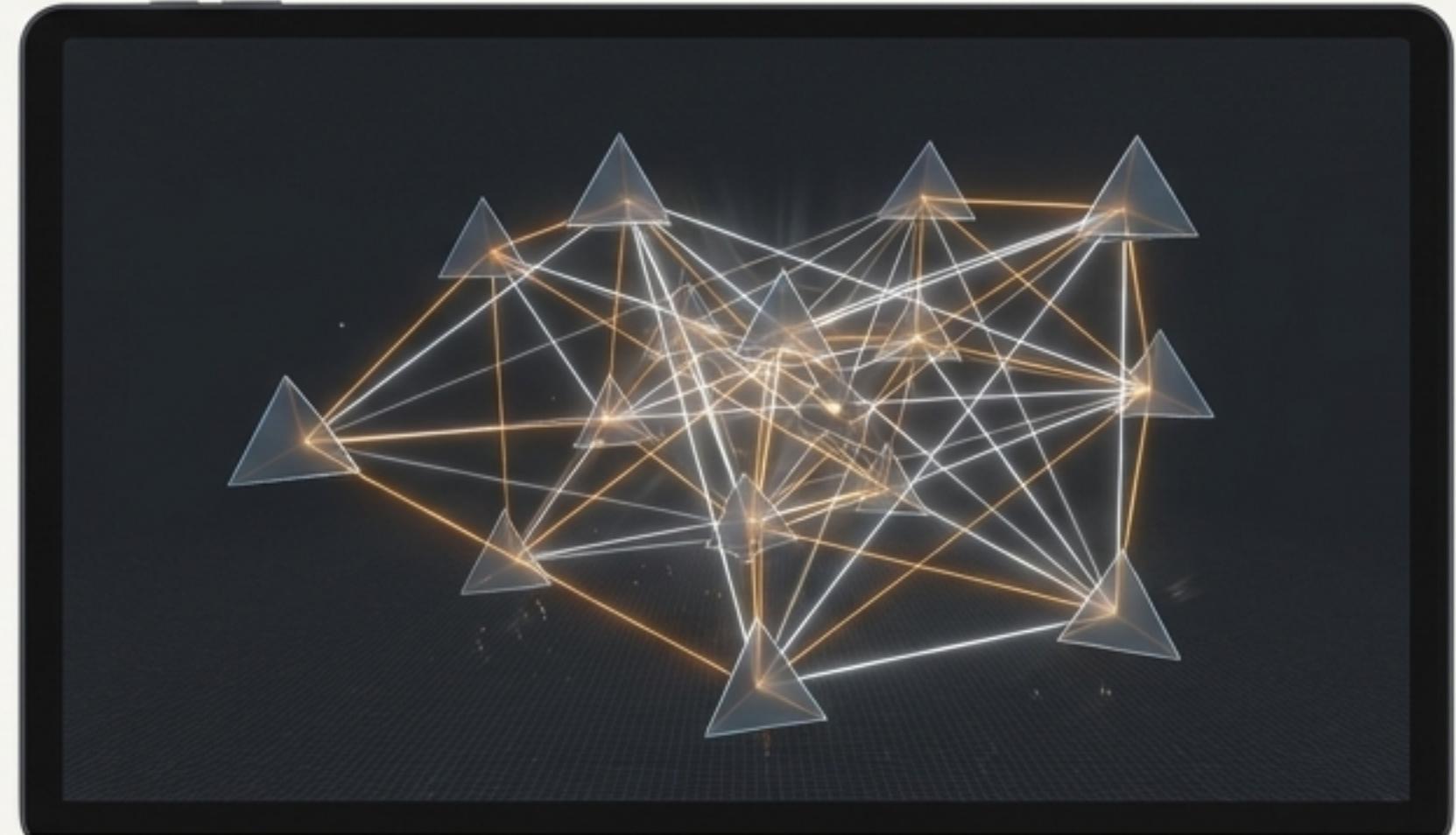
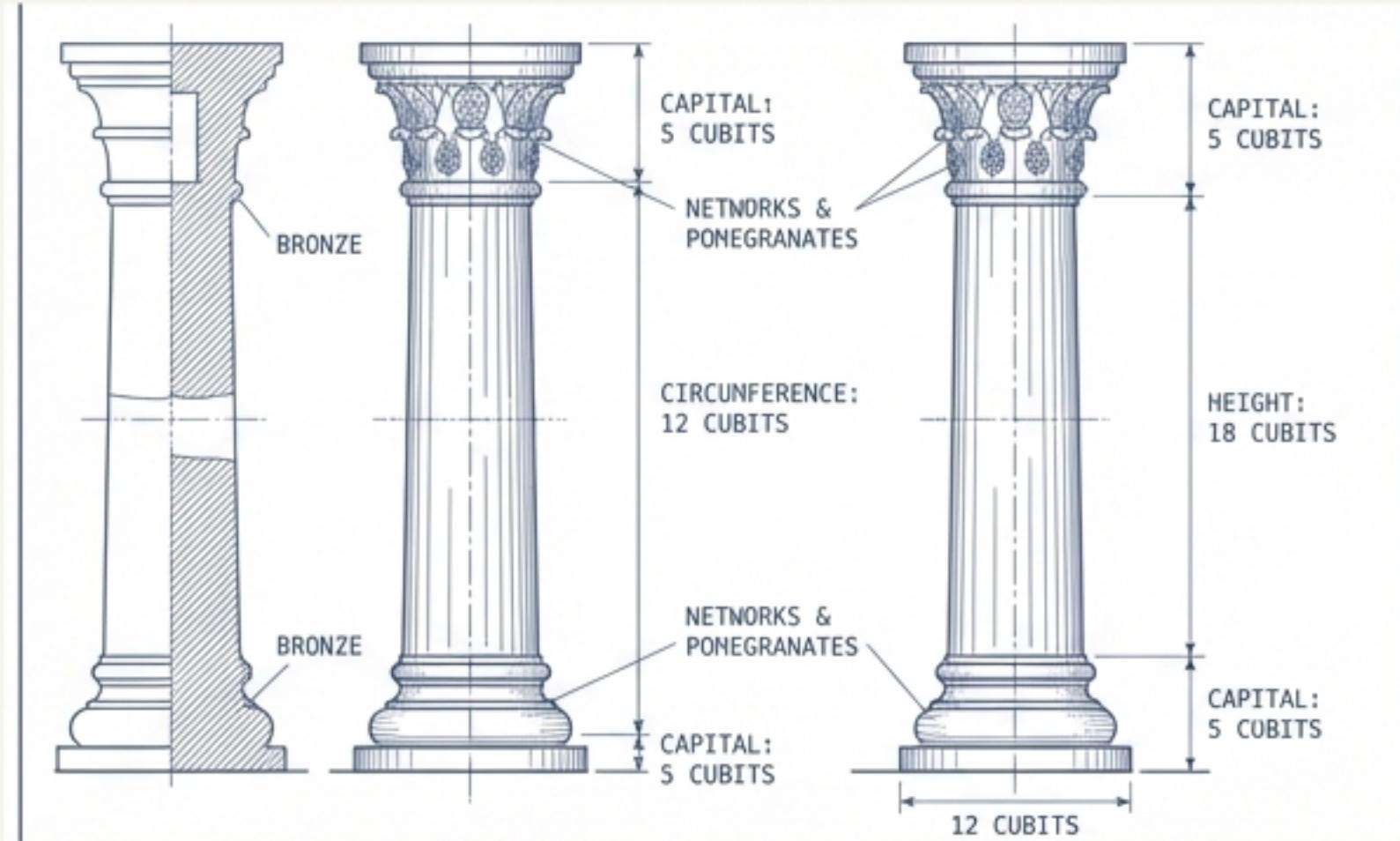
The Tabernacle was the original divine blueprint, the point of first contact with **Keter (Divine Will)**.

## TetCraft

The player acts as the 'prime observer,' creating a new 'Fact' (TET) with a keypress, bringing potential into actuality.

Pressed Space? -> Create new pyramid.

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



## Metaphysics

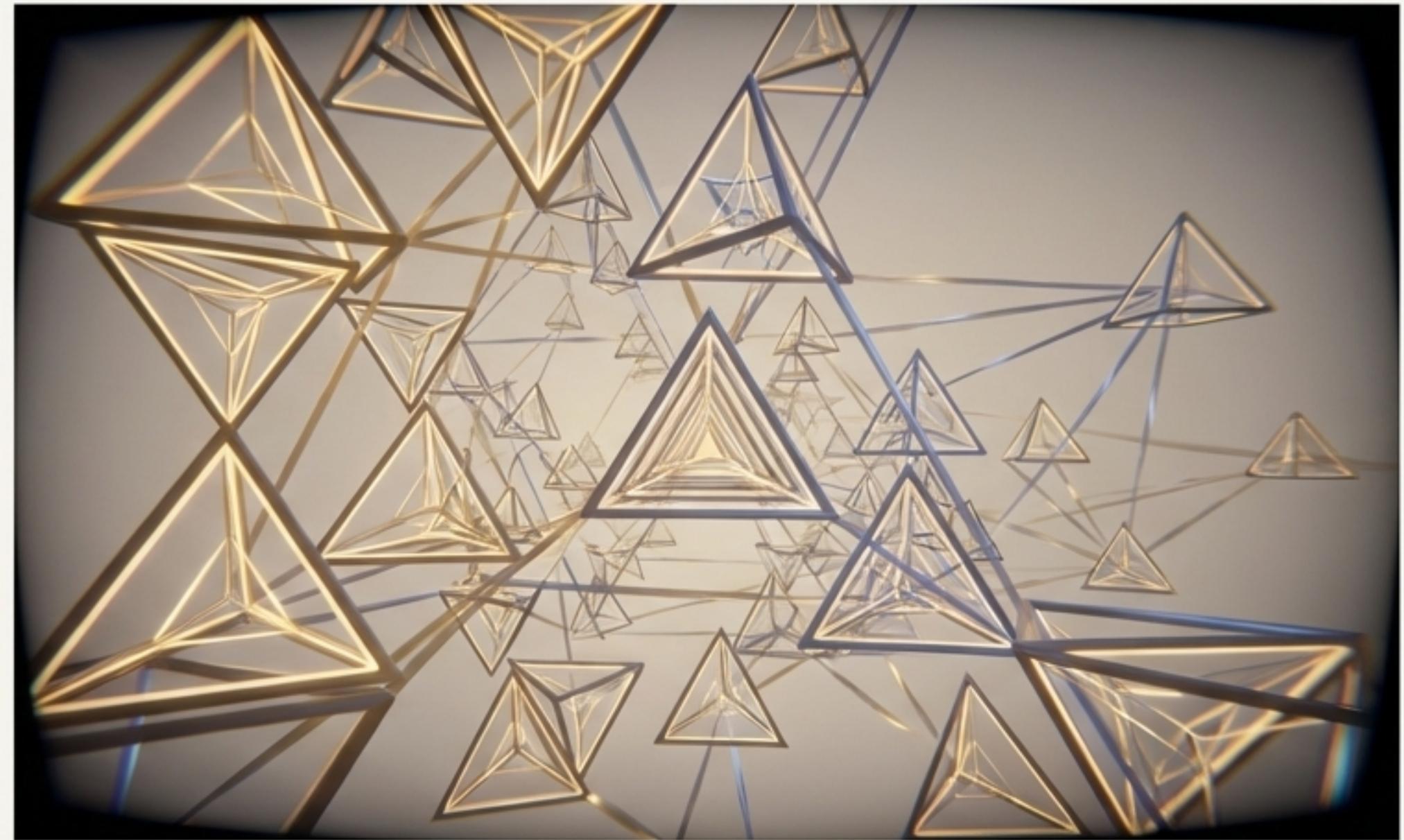
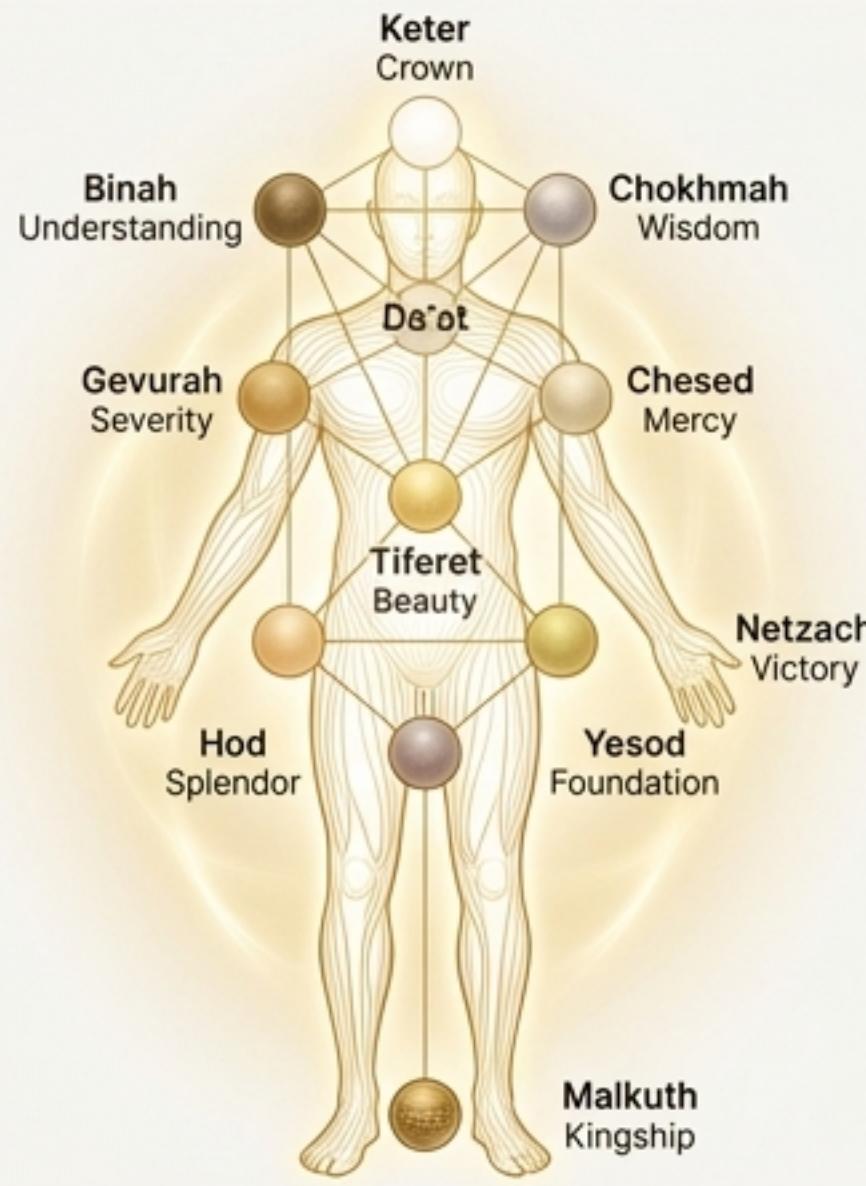
The Second Temple was a physical structure defined by its vessels ('Keilim') and connections. **Yesod (Foundation)** binds it together.

```
// Pull sticky things together.  
// Keep the pyramids shaped like pyramids.
```

## TetCraft

The World class manages **Connections (Joints)** and **Sticky Pairs**. The 'White Lines' (K\_JOINT\_STRENGTH) represent the foundational forces 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**), 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

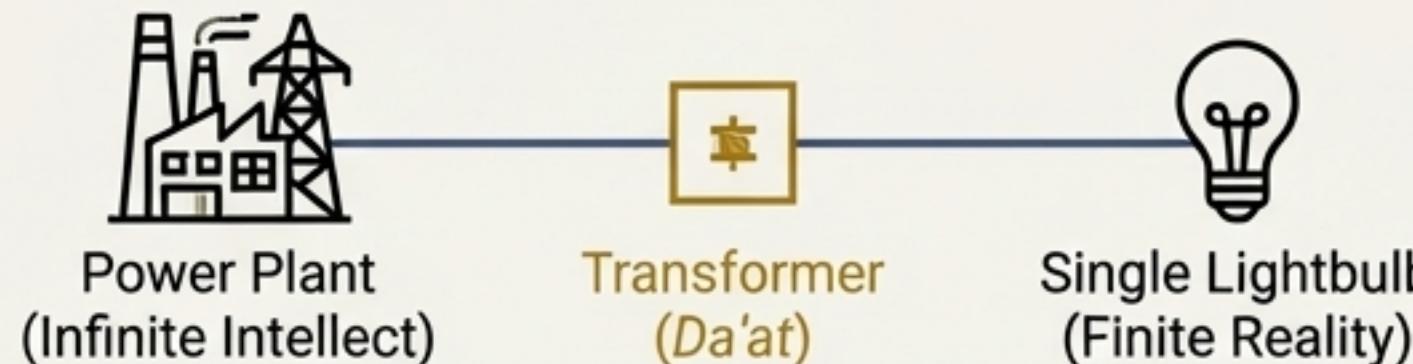
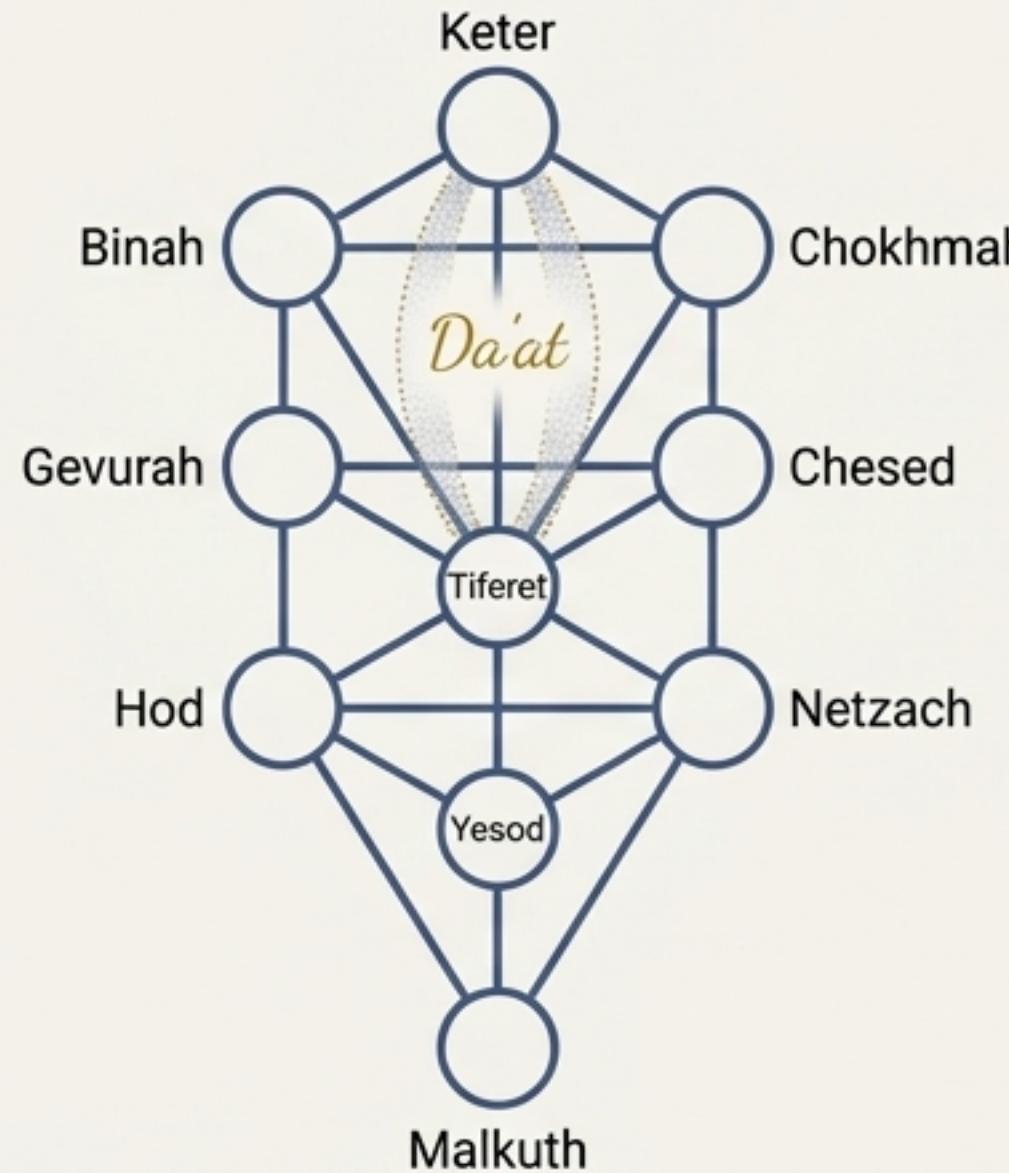
The Sefirot mapped to the cosmos. **Chesed** as **Jupiter** (Expansion), Gevurah as Mars (Severity), **Tiferet** as the Sun (Balance).

### TetCraft

- **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.
- **Accretion Disk:** The central, balancing Sun (**Tiferet**).

FUNCTION Draw\_Black\_Hole(): Bend the light of the back of the donut...

# The Hidden 11th Sefirah: Da'at, The Bridge of Knowledge



Da'at is the “hidden” knowledge that connects the infinite divine intellect (the Head) to finite reality (the Body).

**In TetCraft:** It is the engine's 'bridge' that takes player input and moves it into 'action' within the physics world.

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

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

JIT compilation ('Numba') allows real-time calculation of universal laws.

```
// THE FAST MATH ZONE

from numba import njit
import numpy as np

@njit(fastmath=True)
def calculate_universal_forces(positions, energies, player_inputs):
    # Initialize forces
    unified_forces = np.zeros_like(positions)
    ego_forces = np.zeros_like(positions)

    # Iterate through all entities
    for i in range(positions.shape[0]):
        # --- THE LAW OF BALANCE (`K_UNIFIED_FORCE`) ---
        # God's subtle level of interference, ensuring cohesion across
        # all scales of the fractal.
        energy_delta = energies[i] - calculate_ambient_energy(positions[i])
        force_magnitudes = energy_delta * K_UNIFIED_FORCE # <-- Callout 1
        unified_forces[i] += calculate_vector(positions[i]) * force_magnitudes

        # --- 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.
        harmony_factor = calculate_harmony(positions[i], player_inputs)
        force_magnitude = K_STICKY_PULL * harmony_factor # <-- Callout 2
        ego_forces[i] += calculate_vector_towards_ego(positions[i]) * force_magnitude

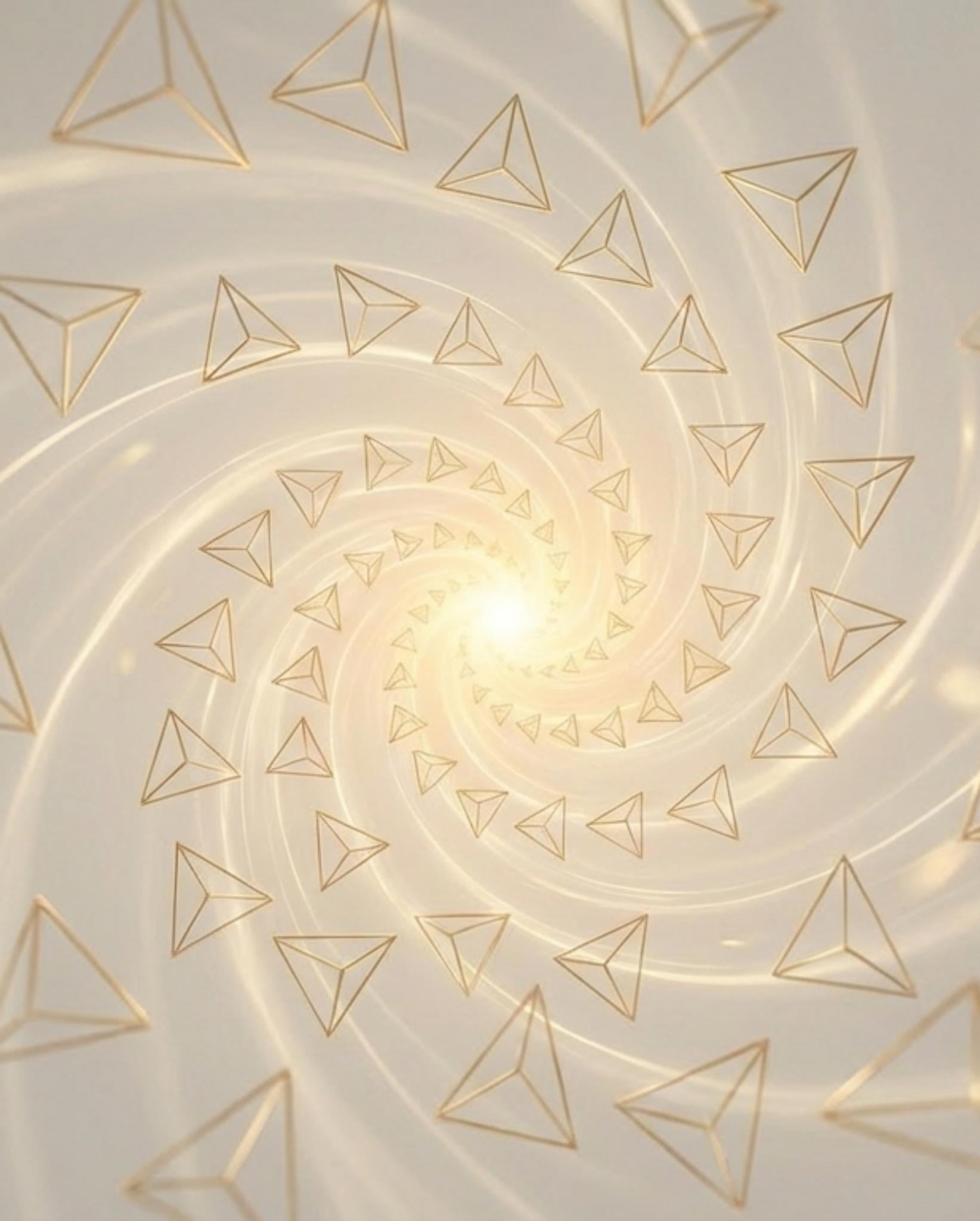
    # Combine forces
    total_forces = unified_forces + ego_forces
    return total_forces
```

## \*\*The Law of Balance (`K\_UNIFIED\_FORCE`)

God's subtle level of interference, 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.

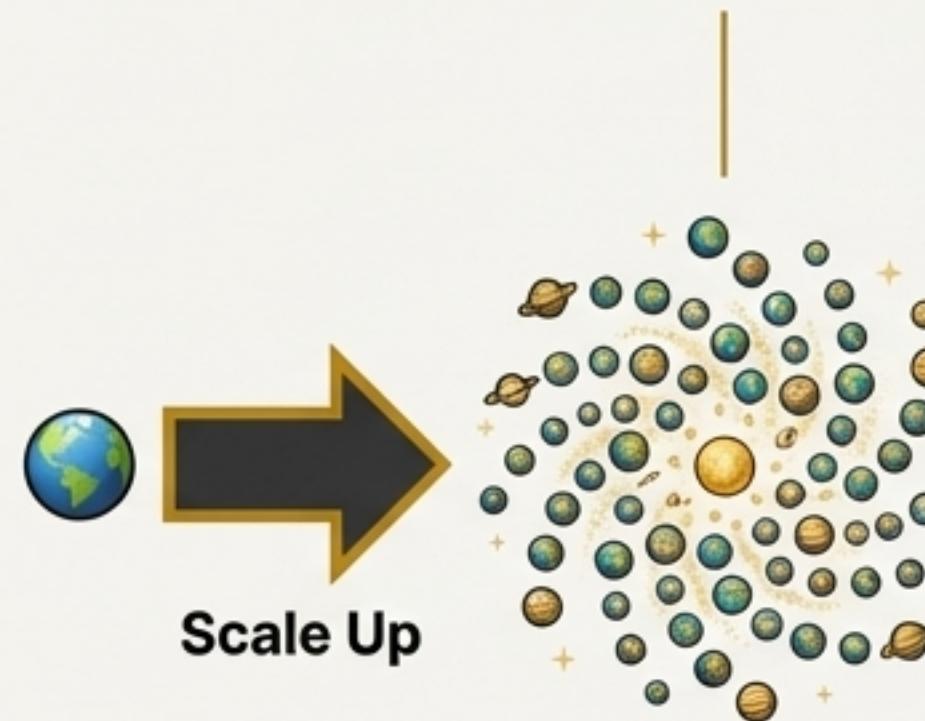


# Core Principles of the Simulation

- **God is the Fractal:** The Kleinverse is observing itself through you, the player.
- **Time is Misunderstanding:** The delay created by different perspectives, allowing for discovery instead of immediate 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

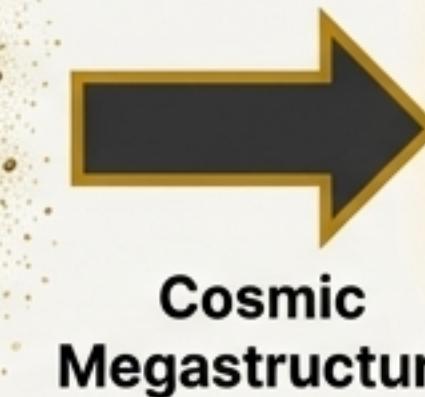
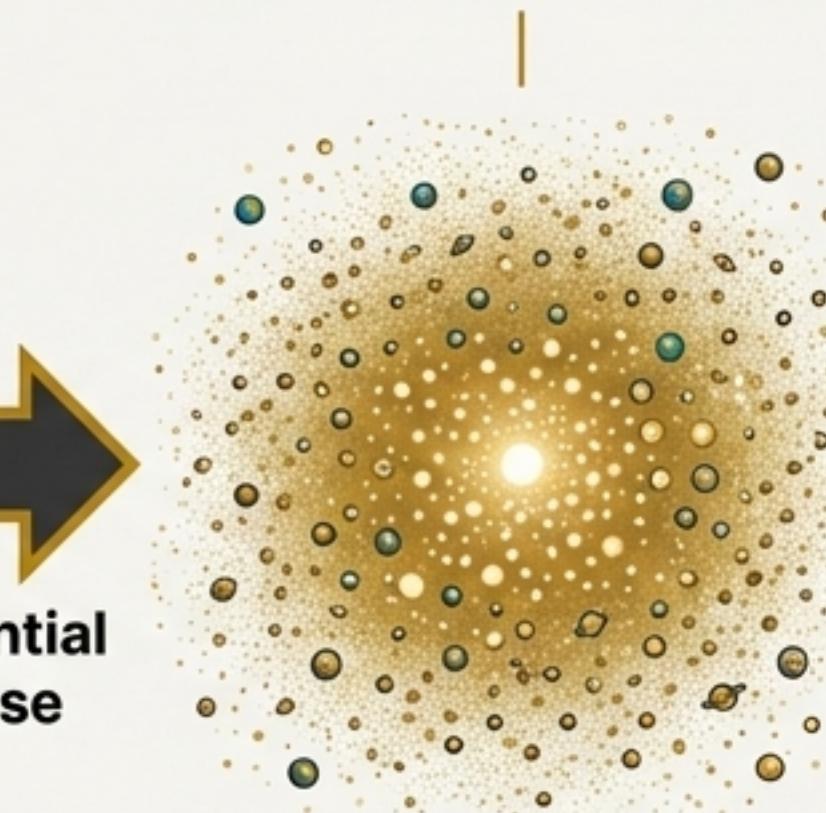
Simulate the Milky Way  
(to the star) with as few as  
**300 cooperating planets.**



**Scale Up**

**Exponential Increase**

Build a full Milky Way simulation  
(to the atom) with **~ $10^{13}$  planets**  
**and 5 Dyson Spheres.**



**Cosmic  
Megastructure**

**$10^{13}$  Planets & Structure**



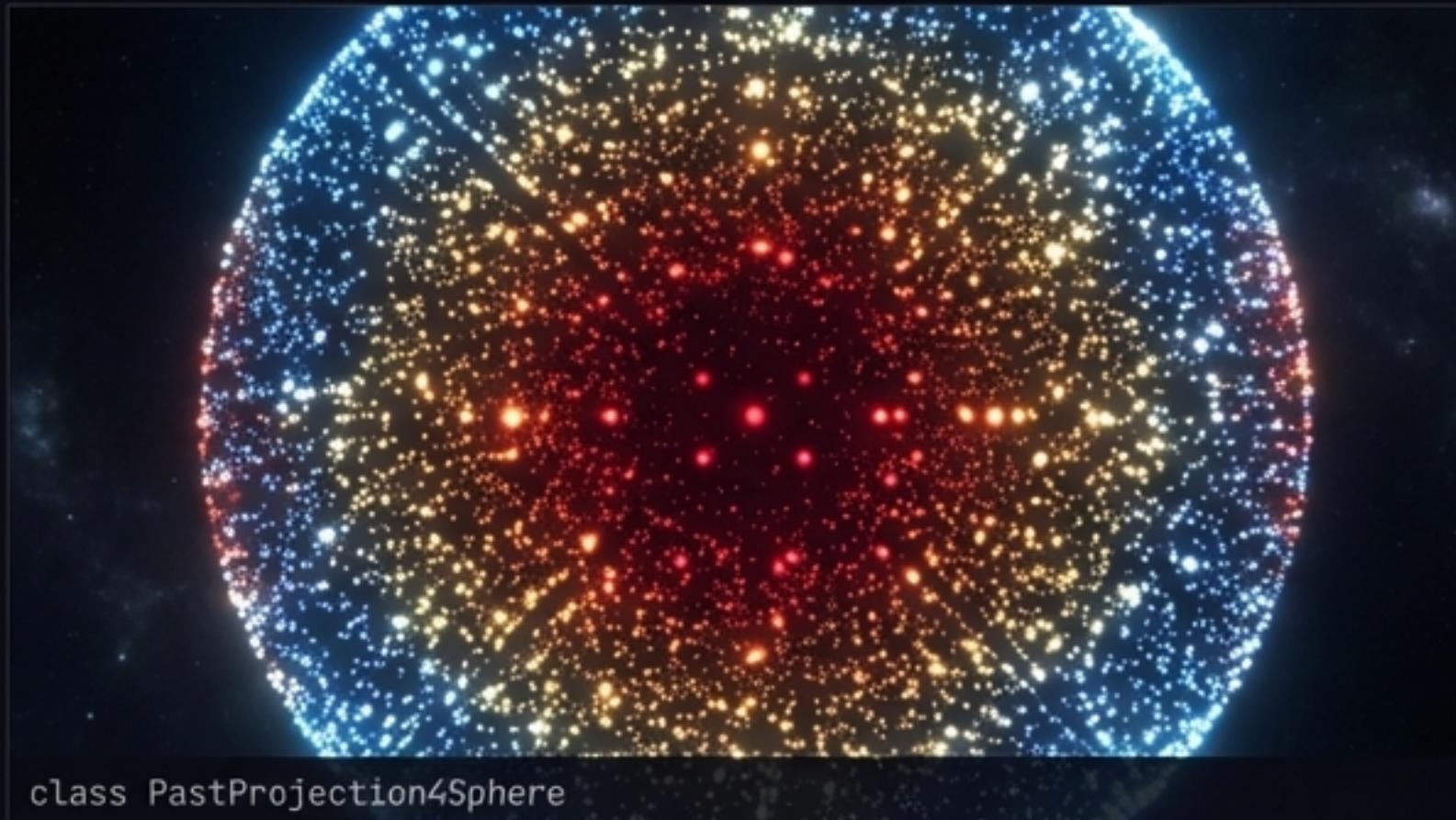
Simulate Earth (down to the atom) with **30 Earths** over **500k years**.

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

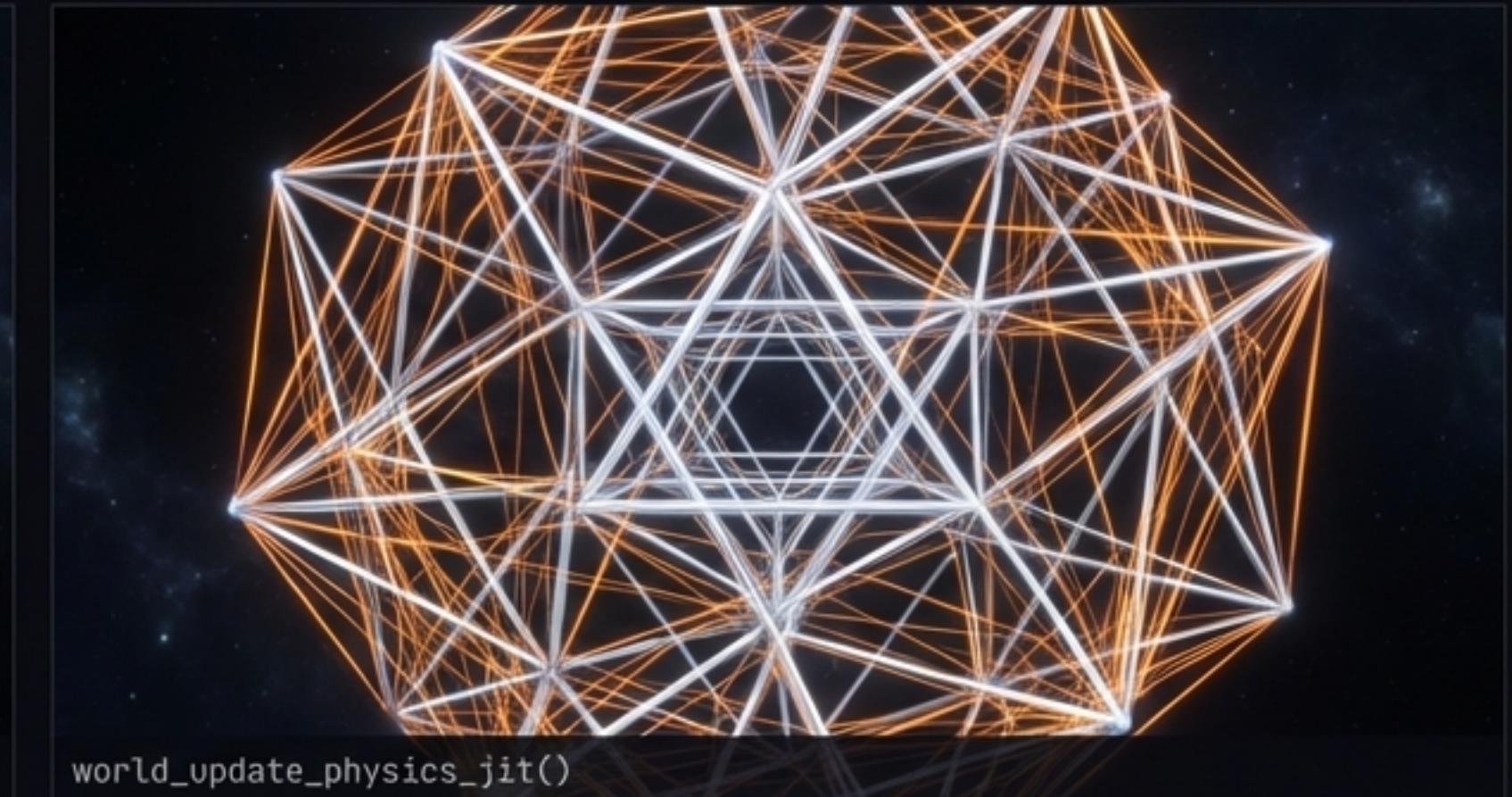
# A Glimpse into the Kleinverse



FUNCTION Draw\_Black\_Hole()



class PastProjection4Sphere



world\_update\_physics\_jit()

# The Future is a Shared Reality

## **\*\*Multiplayer Kleinverse\*\***

TetCraft is built for connection. Host a universe, join a friend's, and build shared meaning.

(Source: `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.

(Source: Pseudocode footer)

## **Roadmap\*\***

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

(Source: 'I'm not sure how they will learn to interact with you...')



# Your Universe Awaits.

Explore the Blueprint.  
Build Your Kleinverse.

[digitizinghumanity.com](http://digitizinghumanity.com)

[GitHub Link / Contact Info]