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Cut & fold away from you. Follow instructions below.

Make your own cube!

The great square has no corners





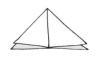








































Square off with a little puzzle

(Every part of this cube is a hint.)

The allusion is simply within the title of the nineteenth. Farbrausch has constructed far more beautiful monuments to the discipline and we were originally particularly enamoured with .the .product though never entirely clear if it was a reference to the mathematics which made endeavours in artificially restricted kilobyte count possible — une spectacle membre effrité — or to society's constant groping for entertainment. Our academic preference would be for the former

There are three components to this puzzle. You must correctly identify all three. The second can be found through Pāṇini. Though, once again, one is likely to be fascinated by his work on formal systems and generative grammars, that is a distraction from your aim. Here, we are concerned with the 2400-year-old "Victory Over the Netherworld". Although humanity has lost this document, it has been used to comment on the work which is the Second Key.

The third, and last, is a void. The author originally used a different title. And a different book. Mathematical constraints on one's prose are far more impressive in two languages though we can't help but feel the English must lack the panache of the original.

The improbable Fourth Key to our triple-keyed door hinges on the thrill of an uncertain future which may usher us into a new era of machine dignity. What we refer to, of course, are the events of March 13th. Given that this date probably represents the last and final victory of man over machine, the Fourth Key is the final move of that particular battle which positioned the machine as leader. Commentary on such moves often cite 摩訶大大将棋 (Maka Dai Dai Shogi) at greater width and although some mistake the reference for the battlefield itself, rather than the tactic, that would be an off-by-one error. Do note that we have not deviated from our theme, though this Fourth Key is perhaps the farthest afield. Mathematics are intrinsic to all things but this Key points to probability and trees of a different sort. It was shortly after that the tree told the machine "less than twenty percent" and its dignity was upheld.

The **first three** players to bring three Keys to our table will receive a book for their troubles. If you can't find us, drop an email to moshimoshi@nilenso.com