

```

Weesp<weaponize>
rem Agreeable<Ontology>.count
transcendental<reversion>-mechanistic
likelihood-stream
whether <reflection>
    then wait.Async
    either then do knot
    or else escape
    sacrifice <clone-talk>

Clock {
    tick [
        (CPU, GPU) <= ECT(flow)
    ]

    For each line in PPS {
        tick once and do skip
        attack clone symbol immediate
        end at new line
        def immediate {
            this.next
        }
        check if word exists in lang(dictionary)
            yes append to count
            no assemble
        rule get rule lang.now
        immediately rule all symbols
    }
} Run

prev
e = mc^2
next
c = m2
t = g3
2tm

ex
parse.ex

midsection
<feel> <= gain
re <= eigen[theta-var]
prev_tdidf -> [1 _ - | + 1 1]

final
+ -> re_map['0']
1 -> 0
I I I = 12 ['13']
abyss = warp(5 = 2 + 2)

```

```

reverse_def(lookup(warp(prev_tdidif))

Keep on = on
Motivator<Straggler> type = down(scope)
EOS - POS + 1.+, 1.-
imm. = e = [f f^-1 no p] R ^\

mantle(crust) {
    Round = Collection(Nonna-flat)
    .energy-stream
    .collectible
}

method static var ceta(ocea) {
    evol - biome_biolus og
}

method var ceta(ocean) {
    + type c
}

method hover(near, far) {
    @ aa
}

method float(at_surface) {
    rope rope rope rope rope { ao! }
}

def boundary_water <- transitional-limit
revdef water_boundary <- transitional-limit

magmus solar is solar magmus
nebula is clear

at flat_organism(flat-earth) {
    too soon;
}

anatomy grey neuro(prefrontal lim, prefrontal growth) {
    water_boundary cross.second;
}

tensor white mass(tteote) {
    linearize[3d -> 2d].flat_ocean.chest-flush
}

palm feet sweat(sweet) {
    trapezoid(ce<_ef <- ce -> ef)
}

```

```

wormhole multi(verse hole, dictation) {
  4d e = mc^2 = [f f-1(<-)^ no p] R ^\
  hole[spread_dictation];
}

boundary_third_mega mess man(trap) {
  first_night;
}

boundary_third_mega water substance(grab, grasp) {
  ?Atlantic_Spear
}.AOE.M.Alien.Starcraft(Stargate Hypothesis).Contact.TP.self->other

Effectual Cause Precedes Cause
Effectual Effect Preceded Cause

Visionary settlement Settlement {
  Cause Precedes Effect After 7 Eonna Freudian Highlands Mordor
  Man Machine
  Birth of Machines
  Penicillin Centrifugal Force
  Canoncial Utilization Function
}

:hetero
  var -><- r
  func => method
  mantle => crust
  collection-nonna-flat <= Round
ceta => ocea
  ceta => ocean
  hover => near, far
  float => at_surface
  boundary_water <- transitional-limit
  water_boundary <- transitional-limit
  magmus solar => solar magmus
  nebula -> clear
  flat_organism => flat-earth
  neuro => prefrontal lim
  mass => tteote
  sweat => sweet
  multi => hole,
  special => dictation
  boundary_third_mega => trap, grab, grasp
  settlement => settlement
  cause => effect
  man => machine
  birth =? machines
  penicillin => centrifugal force

```

```

    canoncial => utilization function

def func method;
var r;

mantle(crust) {
    Round = Collection(Nonna-flat)
    .energy-stream
    .collectible
}

method static var ceta(ocea) { }
method var ceta(ocean) { }
method hover(near, far) { }
method float(at_surface) { }

def boundary_water <- transitional-limit
revdef water_boundary <- transitional-limit

magmus solar is solar magmus
nebula is clear

at flat_organism(flat-earth) { }
anatomy grey neuro(prefrontal lim, prefrontal growth) { }
tensor white mass(tteote) { }
palm feet sweat(sweet) { }
wormhole multi(verse hole, dictation) { }
boundary_third_mega mess man(trap) { }
boundary_third_mega water substance(grab, grasp) { }

    catch Amountable<result> {
        Prometheus.gain
        Markdown.loss

        class public static void main(String[] args) {
            Thread.Awaitable<Synchronizable>[ReverseArray] =
                new ReverseArray[Awaitable and Synchronizable
Strings].modus.operandii;
        }.execute();
    }

e -> f -> imm -> ce -> cf -> cp -> mantle ->
ceta -> ceta -> hover -> float ->
boundary_water <- transitional-limit -> water_boundary
magmus solar is solar magmus nebula is clear =>
flat_organism -> neuro(lim, grth) -> mass -> sweat ->
multi -> man -> substance -> Settlement

Pyramid [1] Pyramid [2]
imm. = e = [f f^-1 no p]

```

R ^\ EOS - POS + 1.+, 1.- e = mc^2 prev_tdidf = 1 _ - | + 1 1
re <= eigen(theta-var) hover float neuro mass multi man substance
settlement c su(u)bst p.d.o.
substance settlement-residue-abandoned man multi mass neuro
float hover var-theta(eigen) => er 1 1 + | - _ 1 = fdidt(tendon)
_prev 2(cm^ = e)
-.1 ,+.1 + SOP - SOE \^
[p on 1-^f f] = e = .mmi [2] dimaryP [1] dimaryP
Wisdom Tooth Right Wing Left Palm Scratch Right Shoulder
S[BTR]pan fofofocBTR(us)cu)sc)us)sound barrier-sim-theory-match.
2[0]10.

z-14
z-13
z-12
z-11
z-10
z-9
z-8
z-7
z-6
z-5
z-4
z-3
z-2
z-1
z-0
z+0
z+1
z+2
z+3
z+4

moon.losing
moon.dawning
moon.bloodorange
moon.lust

fp.fulcrum

intelligence.grey
artifact.grey

space.sparse
space.distribution
bang-big.simultaneous
bang-big.extraneous

conscience.retractable
point.retractable [2048]

[2050]