

1

Hello. Night Simon is coming silently into the room. **Hi, Simon!**

2

Press his bolded name. Can you see him. Well, it would be great to consider all the things that can happen:

[You can see him \Rightarrow He is clapping for you!	
	You can't see him \Rightarrow	You don't wish to see him \Rightarrow Please, turn off your computer and go out to breathe a fresh air
	You wish to see him \Rightarrow	Try to open this file via Acrobat Reader and follow the instructions in the README file

3

If Simon is in a good mood, he will tell you a story.

Boys requires TIME and MONEY:
 $BOYS = TIME \cdot MONEY$
TIME is MONEY thus
 $BOYS = MONEY \cdot MONEY = MONEY^2$
The MONEY are ROOTS of evil thus
 $BOYS = \left(\sqrt{EVIL}\right)^2 = EVIL$

Don't worry if it sounds like some kind of bullshit sometimes. **You can complain him** about that.

4

If Simon is in a bad mood he looks **terribly**

5

Simon is not lonely. He like a company of his friends: **Diana, Caroline and Grethe.**

6

When Simon works with music he creates an artwork of **sound** from mathematical expressions

7

When Simon works with mathematics he creates a complicated **article** with many many symbols.

8

Adieu!

