Instead of bits and bytes, the simulation is built up by patterns of connections. Each connection is called an actin or morphin, and the patterns are called morphigures. Each morphigure represents something in the simulation, so modfying the morphin that make them up will modify the representation.

Each human is a node in the neural network. They are the logic gates that hold the bits and bytes. So if they modify the way they see the world and their memories, they modify the morphins. The hackers don't know whom is connected to whom. The translation is not understood well by the hackers but they have a model of it. At first they only know morphigures exist but don't know humans create them.

Development order of humans, older models

Humans can also destroy their connections to one another to modify the evolution of morphigures. Morphigures are used to construct programs. Programs can point to certain locations, that is, human nodes, and modify the way they think. Which human is the pointer to another human? They have control over their lives and deaths. Each morphigure had a unique encoding hash.

Unintended combinations of sounds. Find music morphigure.

The protagonist is an Indian American programmer in his mid 20s. He is confidant in hacking but does not brag or speak much. He's just an average guy who watches sports and plays video games with his friends. But there's glitches that plague him which no one else sees, so he keeps this a secret. Irritated when people interrupt his sleep.

The mentor is like Dennis Ritchie but coarser like the guy from Blade though still friendly

Unlike others plagued by mental issues, some of the hackers just believe there is more to life than the simulation

Enemies are hidden as regular people, not sure who is spy

Not so modular. More like modifying dna and seeing how that mods downstream into the phenotypes

Body deformation glitches, like in video games

Development storage used for 2 purposes

Missing prototype humans, seen in dreams. MC communicates with one. This prototype was meant to store certain morphins, but development plans scrapped him for some mysterious reason. MC exploits this missing data to cause a glitch that opens a passageway.

AR people who help ppl escape never appear explicitly bc they can't due to system blocking them. They can only send vague msgs

Starts with indirect ways to exploit glitches in code, then MC finds direct way by modifying his interpretation of symbols and passes them to the unused humans. MC has false mmemories of the unused humans

Since humans are containers, when one human disobeys protocol or expected behavior, it can use what's stored in it on an unexpected task, making it take in inputs it was not intended to take it. This causes strange things to appear. Unforeseen cases

Fix glitches using programs

A human who fears he's to be eliminated as that's required to compute a tragic symbol used to fix glitches. Thus one cannot feel sad for him in order to defeat the system

Not just weird stuff happening like in horror movies. Actually LOOKS cyber and gltichlike

Each person is req to support the simluation that creates each person's reality

inner workings MUST be mathematical like computer, not just causative in a human way

windows 98 screensavers

https://www.youtube.com/watch?v=QXjU9qTsYCc

https://www.youtube.com/watch?v=wA2oMRmbrfo

https://www.youtube.com/watch?v=zltgXvg6r3k&list=PL8dPuuaLjXtNlUrzyH5r6jN9ulIgZBpdo&index=9

http://mesosyn.com/mental1-6.html

<<<

How the simulation works: (don't make it too alien or hard, but throw in a bunch of counterexamples to show the theory isn't perfect)

Each human is a hierarchical maze that resembles a series of logic gates. When the human mind is altered, a new meme is represented as the altered structure, so it is stored within the human. On top of all the human minds if the Simulation's architecture, which translates these memes into objects in the simulation. The architecture has various components that interact like a factory.

The architecture would take a meme in the human mind, combine it with other memes, and use those memes as instructions for how to further modify its own architecture. The external input sends memes into human minds to modify them, which modifies how the architecture reads the human minds.

Agreement between human nodes is what allows reality to be stable. External inputs to this simulation computer are the 'outside environment' that affects human senses. For example, the user would input something incomprehensible to humans, but this manifests as a red flower on a field. All the human nodes compute this red flower and give it a form. All the nodes are built in a similar way, such that they correctly interpret the flower so it is consistent with all other external inputs. They create and store this symbol, and pass it around society. This symbol corresponds to a specific Morphigure. The Morphigure is a diagram between words that correspond to senses. Each arrow in this diagram is a Morphin. The objects are other Morphigures, and it's Morphigures all the way down.

Note that this was not the original reality. This is a simulation of it. Morphigures do not exist in the original reality. It is unknown how the memes are represented in human minds. But when they are translated into the Simulation's architecture, they become a complex web between numbers, and these are translated into the 'assembly language' of Morphigures that the humans have figured out; whether the enslavers know about Morphigures is unknown.

The enslavers require the humans to compute their external inputs into a memetic form, as the humans can generate a chain of memes just from starting inputs.

The Morphigures self-reference themselves and others that put constraints on other Morphigures.

The short story version is just about 1 Morphigure puzzle that the MC cannot solve, and eventually the MC learns how to use the low level Morphins to modify the Morphigure itself- unlike all others in the story, the MC has found a way to send an external input into the world with his own mind, breaking apart from being a causal cog in the chain stream that must come from external inputs.

The external inputs modify reality. They are what choose what happens with probabilities.

For example, a human has an idea of a character in popular media. The character is actually an instruction which tells the architecture to modify another Morphigure that represents reality; it came about from an external input that set a widespread chain reaction of transformations.

The Morphigures are human-understandable patterns that explain how the Simulation architecture works. They do not explain things in the human mind. Some Morphigures represent objects in the Simulation. Other Morphigures are instructions about how to modify objects/events in the Simulation. Some are both. One cannot see Morphigures in reality, but can draw crude models of them.

Self-referential

"It was only a matter of time before the interpreters interpreted themselves."

Door leads to harrowing apt maze, growing smaller

Think it's unused design, but actually is same place but in a glitched dimension. This causes problems

The connection between memes represented by humans is the pattern. Components such as big mechanical cralwer arrange humans to exchange memes in a way that creates a pattern which represents the obj in the simuatlion

<<<

Glitches:

- Missing prototype humans; false memories of smiling humans who never existed
- Maze with logos that shouldn't be there

<<<

Outline:

1. The MC
2. The MC sees someone sitting alone at the table in his apartment, then the person disappears
3.