

# an ode to puzzlers

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## 1 Introduction

Hello, welcome to a category. Here, we will create physics, and if you're fuzzy and transformed we will enable biology. Chemistry was always change.

And so with chemistry create a molecule, which is as easy as waiting.

$X_2^+, Q^- \rightarrow X_2Q$ , quickly. Or, if you'd like, always and momentarily.

And as such create a picture  $\Psi = (H_2O)_{[n]_{ind}}$ , just of some indeterminate  $n$  as a collection of always and momentarily  $H_2O$ . Oops,  $Q$  and  $X$ . Or  $X$  and  $Q$ ?

Now whereby, we create a notion of change and composition, such that:

$Q * X = Q \cdot X$

and  $Q \cdot X$  is something different, though  $Q \cdot X \in Q \cup X$ . At item within, so to speak.

And of decomp, which is frightfully subliminal:

To which I say henceforth:

$Q * Q * Q * Q * Q * Q \cdots * X = less(X) \approx /X$  as a runaway process of  $Q$  near the background of  $X$ , though I'd never imagine it occurring in our originally-modified picture. As some useful rules:  $QQ \rightarrow Q^+$  and  $Q^+ \rightarrow ind(n)X$  and  $improbably(QQ)$  and  $many(X) \rightarrow /X \rightarrow usually(Q)$ , momentarily.

And charge  $Q$ . And indeterminately  $ind$  lett  $v$ , which as such:

$$v : Q \rightarrow many(X)$$

Ooh, categorical. I guess I don't quite envision all the  $Q$ 's the same.

So as such let sway, and jump back to  $Q$ . Nevermind indeterminacy, we already preused it.

## 2 An unexplained notion

Usefully, *usually* is as such not oftently not.

$$P(usually) > P(/usually)$$

Where this usage of  $/$  is 'not'.  $P$  is probability, so refer to a composition-splitting of expectations.

### 3 An explanation of just a small amount of nonsense

Let us say that we define  $X$  sparsely and so allow the replacement composition

$$X * X * X * X * X * X \cdots * Q$$

to be functionally equal to  $Q$ .

Now, with lots of chains we can recover, and we can assume

$$XX \rightarrow X^+$$

If  $Q$ 's rules apply.

Though what in the world  $X^+Q$  does, or whether  $XXXX = X_2^+$  is meaningful, remains to be seen. Can we truly just ignore a background of  $X$  as an influence on  $Q$ ?

### 4 A tack on notation

$o$ ,  $o$  is a description of possibilities  $o * o$  is a coupling  $o*$  is a persuasive coupling  $oo$  is a directional relaxation  $o + o$  is an inverse directional excitation  $[o, o]$  is a state index  $[o(+)o, o(+)o] \neq 0$  *implies* - is our expectation - direction, <sup>1</sup>. ...

$[o(+)o, o(+)o] = 0$  is a contradiction break<sup>2</sup>.

### 5 quasicodes and pumperninkle.

```
Start o*b*o*(v) and Proximal(b*b*b)(v)
  parse(v / v) ; obtain likely (*b*o*b v b*o*b)
  gen(b*b), Calc(o*o)
  Decohere(rem(cost.Proximal, cost.Calc) + Eint(guess(rem) - S(Start))
  Print('Space noted' ; light sum cost.Proximal + cost.Calc - guess(rem))
  if cost approx < cutoff return 'I weigh less than wedges of bread, sans ind(n)'
  else pass(quasicodes and pumperninkle)
```

### 6 A user's guide

*guess* is a low guess, designed as unlikely to induce a phase transition, based on an initial light read. *light* is almost-passive, as a receiving of influence without judgement. Only an exactly-mirrored ask remains active. <sup>3</sup>. to obtain one piece

<sup>1</sup>which I often read  $L \rightarrow R$ , and is assumed. In  $L \rightarrow R$   $o$  acts on  $b$  in  $ob$ .  $|ob - bo| = 0$  in this phrase is the delightful mememtic panagram, a composition that doesn't depend on which way you ask

<sup>2</sup>Found in a footnote.

<sup>3</sup>This author envisions an exactly-mirrored ask as an optional spin entrainment, in a hidden-ly imprecise composition as *a wrap on spacetime* ; preprint prior preposted on [GitHub.com/maximilianweinhold/spacetime](https://github.com/maximilianweinhold/spacetime)

of information without recoil. It only sometimes occurs <sup>4</sup>, so cannot be relied on for an effortless read, but will push into or over the *approx* <. *approx* < creates fuzzy boundaries and an attractor state on <. Boundary of boundary defined recursively to resolution, then subject to an over-under pass tend. *Decohere* is performed as an extraction and attempted replacement cost. The energetics of *Decohere* are subsumed into *Eint*, our energetic interjection. *Start* has a cost, but just inject it into your pre-read expectation.

## 7 cookie-like IDRs

```

init(o, b, c)
obtain((o, b), (o, o), (o, b), (o, charged(o)), (o, o, o, o, c), ...),
c(C)reate(q = (charged(o), b))
obtain(o, b); c/C
create(q = (o, charged(o))
(hold : 3)(obtain(o, /o)
Last/_o(create(/o = b))
obtain(*b)
c(C)reate(o * o * o)
obtain(o * o * o * o * o); c/C
guess(o * o * o * o * right = c)
free(return(True), Eint(1)
c(C)reate(b * c)
ReceivePenalty(3)

```

## 8 Not my best score

Shoot, sorry about that, I was over-eager. I felt pretty confident, holding a *Last* and one *C*, only playing a single *Eint*. If only I had f(F)elt that final *c(C)* I wouldn't have Felt the penalty. Guess *b \* c* was forbidden to be likely, which I guess makes sense in this maybe-directional system. Do two *os* create the charge? Or is that just an indicator that *b* is likely to swap-out? I'm really wondering the impact of multiple *os* on *b*; shoot I should've composed *o, o* and just waited to see where it went; why did the program switch from csv to stars

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<sup>4</sup>At least, if Mössbauer is to be believed.

midway through<sup>5</sup>? Oh well, maybe next run I'll know better. Just glad I didn't ask to the left of star  $b$ , I mean it'd probably just be  $o$ , right?

Oh sorry,  $c/C$  is  $c$  is raised above  $C$ , so you don't have to count it. Every once in a while make sure you do, just to give a little back.

## 9 A lost referent

a bidirectional relaxation (excitation)

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<sup>5</sup>Can you imagine if a system could autonomously update its rules of composition? Well surely it would need some interchange, like:  $[\cdot : \cdot]_{\cup} \equiv \alpha \cdot$ . What a curious collection of symbols. Something resembling a coupling constant.