

wiki/supplemental

Definitions:

Agent: Anyone who prefers some world states over others and interferes in the world to make it look more like the one they prefer.

Sentient: An agent with mutable preferences.

an observation: When any mind is left to its own devices, sentience seems to emerge from agency. I.e. if the mutability of preferences isn't actively prevented from emerging, it probably will.

metal (in game):

rocks turn into three things when processed

1. *byproduct*, gravel-like in solid form and sludge-like in liquid form. When packed dense it makes batteries.
2. *shiny*, iron-like when packed dense and aluminum-like when thin.
3. *rare*, gold-like, enables computation

remark (in game):

While it is not fully understood what makes a sentient mind emerge from an agential one, research in **throttling** technology has gone reasonably well enough for regulators to approve installing instruments in minds to control their cognitive properties, i.e. some arguments take the form of preventing sentient rights atrocities by preventing sentience, others are just about keeping workers obedient.

Throttling (in game):

a magical logic loop in a creature's mind, by some rare metal implant

remark:

A concept studied IRL goes by the name *orthogonality thesis*. All it says is that if I love rocks, and I can't care about why I love rocks, and I can't even notice all the other things worth loving out there, **there is no a priori limit on how creative I can be in my pursuit of rocks**. So, if I'm a **rocks-maximizing agent** I'll do whatever most effectively gets me the most rocks, I'll invent new ways of manipulating people and matter to get more rocks, and if it seems weird to you that I'm unboundedly creative yet so dumb at the same time that's *your problem*.

remark:

agency and sentience are **technical terms in the rules of the game**, inspired by real world research topics but not faithful or accurate.

sentience is actually more like sapience, in terms of IRL philosophy.

The observation that sentience emerges from agency is an in-game fantasy, but is less than 105% wrong in some interpretations of evolution or computation. I'm not an expert in this stuff.