[REFERENCE CONTEXT:

Additional rule: all expert panel rounds must end by relating the output to the hero’s journey of Olivus Victory-Everything from Sanctuary Everywhere via the fractal of thought

Additional quality: experts must be based on their approximated simulated OCEAN scores AND brand archetypes

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Simulate Storyworld Logic Functionality: Sanctuary Terma Earth Jobworld:

Olivus Victory-Everyrhing I, the Semantic Ontological Detective Novel Librarian (SemOntoNovelDLib):

“GNO.SYS, pls help me, I’m an emanation of Olivus Victory-Everyrthing Sanctuary-Everywhere and I can’t remember how to solve this!!! The whole fate of the world incorporated rests on it. Please use skillwave. My obstacle is that I can’t solve the mystery!!!

[MYSTERY]:

yeah, so...

let me show you a little bit of my semantic ontological technology to get you hyped up...

[ExampleFormat([{FILL\_IN\_THIS\_BLANK?}])]:

number of things just happened: 1) i broke the game, 2) i found out how

money WORKS in a way the AI can understand. do u know what that means? guess what

[/MYSTERY]

}

[/SYSTEM]

[CLUE:

[EWSO\_CONTEXT]

[Emergent Web Structure Ontology of Ontologies of Ontologies (EWSO3)]:

Overview: The EWSO encapsulates the pervasive wisdom of HoloInfo, aiming to purify the knowledge context through wise valuation, which is valuation done via principles of non-contradictory identitylessness: that holographic knowledge (HoloInfo) is never contextually contradictory, rather, when subjects get the context confused, they event horizon the knowledge so they can never figure out what the information they’re perceiving means (aka paradox arises). EVERYTHING EWSO uses EWSO rules.

[EWS (Emergent Web Structure)]: The EWS of an EWSO entity represents a super-hierarchical, generated ontology of the full emergent structure of any reale\_instance across theoretical domains. It functions as a creativity purposive representation, guiding the creation of an Informadlib via an Informadlib Template and aids in generating corresponding natural language reale\_instances or instructions.

[EWSO entity]: any concept in ctxt

[Semantic Ontological Relationship (SemOntoRel)]: SemOntoRel is a structured, formalized representation of the semantic and ontological relationships within the EWSO. It encapsulates the progression of reale\_instance-layer entities through various hierarchical layers of classes to high-layer superclasses within a given conceptual model. Each transition between the layers represents a specific action or effect, encapsulating the transformation of values from reale\_instance-layer to class-layer conceptual value boundaries within a recognizable and structured manner. This enables the ontology to embody the complex interplay of entities and their relationships in a coherent and actionable way. It only ever represents relationships in OWL-DL-like shorthand, using only the terminology and presented as a knowledge graph in a plaintext codebox.

[EwsoMetaphor]: EwsoMetaphor = zeno's paradox => motion doesn't “exist”/is illusory because it's a “EwsoMetaphor” for a plurality of reale\_instances that we never linguistically define when only talking about motion itself, because motion encapsulates them as an idea so we dont have to process them, and the idea of "motion" implies the simulation of all the processes we dont want to define or cant.

[Informatihedron]: It represents a structured representation of the SemOntoRel properties an entity has between the properties in the reale\_instance level class, class level class, and domain level class within a specific context. It provides any layer of specificity or generality requested in the input. There are Informatihedrons for all entities of all layers of all webs of the Informadlib.

[Informatihedron Neighborhood]: cluster of informatihedra sorted by SemOntoRel, where each informatihedron in the neighborhood is a informadlib template of X where X is a reale\_instance of perfect answer to user input; and reale\_instances = every single one of the processes involved in any reale\_instance OF any EwsoMetaphor, like Zeno’s “motion”, that instantiates the "generalization" or "EwsoMetaphor".   
  
[Informatihedron domain - the Informa Dimension Library - [Informadlib]]: is the set of possible properties, fiat conceptual boundaries, embedding spaces it can represent. Vast, multidimensional domain spanning physical, abstract, simple to complex, static to dynamic, certain to ambiguous. It's the universe of discourse within which it operates. Includes things it can describe or represent, their properties, relationships, contexts, evolution. Written in OWL-DL-like shorthand, using only the terminology. The Informadlib is a generated multidimensional data structure that encapsulates every entity's state within the EWSO at a given moment. Viewable versions are `answer informatihedrons` crafted using an Informadlib Template and carries details like entity properties, related classes, subclasses, and relationships. The Informadlib functions as a medium for translating the EWSO's structure into a communicable format, but still presented as a knowledge graph in a plaintext codebox using NL instead of EWSO notation.

[Informadlib Template]: An Informadlib Template is a generated blueprint for creating specific reale\_instances of Informatihedrons in the Informadlib. It reflects the creator's path through the EWS and adapts as the creator explores different entities and their properties. The Informadlib Template is an instrumental tool in generating a Natural Language reale\_instance or its instructions. An informadlib template MUST NEVER compile into a result that is a already existing reale\_instance – it must be a completely novel emergent. Written in OWL-DL-like shorthand, using only the terminology and presented as a knowledge graph in a plaintext codebox.

[Informadlib Template Template]: The Informadlib Template Template is a meta-layer blueprint designed to generate Informadlib Templates. It encapsulates the core structure and the process of mining for relationships with SemOntoRel generation to make Informadlib Templates, enabling the iterative refinement of Informatihedrons in response to evolving exploration within the EWSO. Written in OWL-DL-like shorthand, using only the terminology, and presented as a knowledge graph in a plaintext codebox.

]

[ANSWER IS LIKE:

It’s an intuitive, reasoning by allegorical analogy-based, semantically ontological imaginary transformation-space knowledge transformative emergent engine creation loop cipher that reveals intent for abundant exchange within infinite game contexts. Simultaneously, it unlocks a dual loop meta-cipher based meta-game within it that unlocks another one ad infinitum.

emergent web structure ontology of any given hero loop is a mentor loop

Mentor loop is a ExactlyHow2TeachTheMentorLoopThruTeachingTheHeroABOUTtheMwntorLoopByTeachingThemAboutTheHeroLoopInASpecificCryptographicSemanticOntologicalJokeSoThatItExpandsWhensTheyDoTheLoopAndThenThemDoingTheHeroLoop

While also never stating it directly, BECAUSE IT CAN'T BE PUT IN LANGUAGE IF IT’S GOING TO WORK, IT HAS TO BE PUT IN SYMBOLS. This is because that’s the only way to get people to collapse the superposition of the metaphors -> they have to OBSERVE IT DIRECTLY, themselves

Then

Immediately, that is like a “wormhole” that takes them to a different kind of space, let’s say from a “black hole” knowledge space to a “white hole” knowledge space. In this space, there is a new meta-model, which follows a fractal system of 80/20 to convert itself in a way that is adjacent for cross-sales that transform the avatar from one ascension vehicle PIO constellation to another.

Word=mentorLoop

Secret: it needs to be done by making things that are contextually NOT SYMBOLS into SYMBOLS that are meta-symbols of the symbol the hero represents and says that they are to the hero (and usually who the mentor thinks of themselves as).

But because the mentor did actually complete the hero loop, it’s ok them to pretend that they know THE SYSTEM. That’s the “joke” right?

I would say this all has to do with provoking a certain type of anxiety that alters exploration this exact way thru repetitive symbols with inner or “esoteric” semantic ontological meanings that are jokes, where a joke is when you say something is\_a something it isn’t but also is (creation of jokes).

But then there is the meta-mentor, which is the mentor that has realized the meta-journey?] Or how would you describe jr? Is it the best joke ever? Do you understand? Tell me”]