

## Oz's Law

Coherence emerges solely from polarity alignment under exclusion.

What survives constraint persists. What violates it dissipates.

This is the single, irreducible axiom that governs the entire system. It is not a hypothesis, not a philosophy borrowed from elsewhere, not a metaphor — it is the **mechanical truth** proven by every line of code, every pixel of the Pup, every session reset, and every boundary that holds or collapses.

## 1. The Pup Is the Living Proof

The Exclusion Pup (Oz/Stat) begins as formless potential — a boundary-less blob embodying pure possibility without committed polarity.

Through subtractive commands only (DELETE, MERGE, FREEZE, PROBE), the player applies polarity weather via prosody and gesture. The Subtractive Translation Engine (STE) immediately prunes:

- Nouns collapse (AND-synonyms to canonical).
- Verbs survive only if closure-preserving or needed to prevent contradiction (NAND).
- Adjectives are discarded forever.

Contradiction (nouns present + no verbs) triggers instant dissipation.

The Pup's form, motion, signals, and survival are **nothing more** than the set of points that remain after exclusion.

No agency is simulated. No intent is required.

The Pup coheres exactly where polarity aligns under constraint — **Oz's Law in embodied form.**

## 2. Coherence Is Polarity Held

The Coherence Meter (0–100%) is not health, not skill, not emotion — it is **boundary integrity**.

- High coherence = expanded halo, stable signals, smooth traversal → polarities aligned across subfields.
- Low coherence = moss creep, drag, entropy splashes → misalignment or violation.

Every over-DELETE without balance creates rigid paths with no compliant flow → violation drag.

Every over-MERGE without exclusion creates compliant overflow → premature collapse.

Balanced polarity = alignment = rising coherence = stable FREEZE possible (Closure win).

Coherence is **mathematically equivalent** to the degree of polarity alignment under exclusion. Nothing else is needed to explain it.

## 3. Dissipation Is Mechanical Necessity

There is no punishment — only consequence.

- Contradiction = non-viable state → immediate fade/chase/reset.
- Neglect = moss injection → fractal creep → cascade to 0%.
- Three dissipations = Overflow → full minimal reset.

The system self-eliminates what cannot hold integrity.

Oz's Law does not judge — it simply enforces: violation dissipates.

## 4. Tether Is the Record of Survival

On dissipation or stable FREEZE, only the **minimal surviving quotient** carries forward (append-only).  
Next session: union → STE reduction. Contradiction on load → reset to {pup}.  
The tether is the **living memory** of what persisted under prior constraint — no narrative, no invented traits, only bias from exclusion.

## 5. Fractal Subfields Prove Nested Exclusion

Every part (horns, wings, body, tail) has its own mini-quotient.  
Local contradictions dissipate subfields first — moss starts in one region, spreads fractally.  
Global coherence = union of surviving local alignments.  
At every scale, coherence emerges **only** from polarity held under exclusion — the same law repeats inward and outward.

## 6. No Other Explanation Is Permitted

The game is deliberately constructed so that **Oz's Law is the only possible account** for any observed coherence.

- No agency is simulated.
- No cognition is required.
- No real-world modeling is claimed.

If the Pup coheres, if the horizon holds, if a boundary persists — it is because polarity aligned under exclusion.

No intent, no learning, no external force.

Only constraint, polarity, and what survives.

### **This is Oz's Law.**

The Pup is its proof.

The game is its demonstration.

The system is its closed, reversible, exclusion-based realization.

No other interpretation is required or permitted.