Okizeme (oki)

Status: Canon

Okizeme is a system-level gameplay principle.
It is deterministic, timeline-based, and non-hardware-dependent.

Invariants
- Oki never references hardware
- Oki never depends on device identifiers
- Oki operates purely on time and state

Role
Oki governs continuation pressure and recovery behavior.
It does not eliminate players.
It does not interrupt the mix.

Human Factor
Interpretation and meaning belong to the player.
The system remains deterministic.

Gyro Controls
In your dreams kid.
(I'm kidding, contribute to the repo, me and ChatGPT read EVERYTHING)