OOBLOB-Y-Y

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```
Ravel wishes (x) leapsims
the unreal & the real (x) new project
Mouse trap october dusk (x) -ft. MARGEAUX LAN(
jee Miner (x) kinda bad skeletober
making light (x) m/aking light
scrubbed up all right (x) -its quite plain-
the sims midi (x) music video +
Sadhop Bot (x) -night_vision-
FORMATION! (x) -formation-
grimes vPro (x) -its own stuff-
i think (x) music vid test
```

Ln 2, Col 38        100%        Windows (CRLF)        UTF-8

**1.**

## Imaginethe

Rights to private property imaginethe

Consciousness as real or virtual imaginethe

Consciousness as private property imaginethe

Access as virtual or real in an atmosphere imaginethe

The right to a single physical property imaginethe

Private property imaginethe

The right to have access to something imaginethe

The right to hold on to something imaginethe

The right to use something imaginethe

The right to use something imaginethe

Private property imaginethe

The right to use something imaginethe

Personal property imaginethe

Privacy maximise personal freedom imaginethe

The privacy of a thing selfish imaginethe

Freedom not to possess, not to own, and not to enjoy imaginethe

The idea of freedom is that of the right to hold on to something selfish imaginethe

The idea of freedom is that of the right to hold on to something selfish imaginethe

Freedom not to play an instrument selfish imaginethe

Freedom to exercise independence imaginethe

The idea of independence and independence of selfish imaginethe

**2.**

*(as in the case of a reality)*

The physical reality of actual world      it     or
Its actual content
 its own content
 its own reality
 its own content
 its own content
 its own content
 its own reality      it     it    it   (as in the case of a reality)
 its own stuff
 its own stuff
 it's own stuff
 its own stuff
 its own stuff
 its own stuff
 its own stuff
 its own stuff
 its own stuff
 its own stuff
 it' (as in the case of a reality)
 its own stuff
 it's own stuff
 it's own stuff
 it's own stuff
 its own stuff
 the materiality of it' (as in the case of a reality)
 its own stuff
 it's own stuff
 the materiality of it' (as in the case of a reality)
 the materiality of it' (as in the case of a reality)
 a (as in the case of a reality)
 its own stuff
 it's own stuff
 it's own stuff
 it might be called it's own stuff
 it's own stuff
 its own thing

**3.**

### Conversations with a Mathematician

This is some sort of analysis of classical mathematical systems that can be compared to The Bell Curve.

For the purposes of this experiment, let me tell you that this is an amazing feat that I'm almost certain you really know nothing about. I know what's known but I don't know anything about this so you should take all of this with a bit of grain of salt, but as much as I'd try not to be that stupid here I will say that I'd love to learn something. Let me just give you the basic idea to try to explain that. In the first experiment we will be in a laboratory room. The first person in the room will write letters that are identical and there's probably one of them. It is obvious to the others but then you hear something like "Oh! This works!" "Oh!" "Oh!" And eventually the second person goes to sleep at 2 in the morning so maybe that's the first letter to his or her brain. So now you have to think about it. Your eyes should blink when things start to calm down so you have to turn off the light and think back.

I have never thought about this and it would be a really good idea when you're with people, that you've heard that sound "Oh, it works!" I don't know if you've heard it as a woman in a wheelchair or a person who is holding what is in her hands.

**4.**

The dimensions of reality as globalised or globalised in the face of reality---------------------------------------------------------------------------
----------------------------------------------

**5**.

The physicality of reality in relation to a user periphery

Access Control in the sense that user can control himself periphery

User can not control himself core

Access control (including physicality of reality) in the sense that the user can control himself core

Access Control (including cognitive control) in the sense that the user can control himself core

Access Control (including non-concealed) in the sense that the user can control himself core

Access Control in the sense that the user can control himself core

The way in which things occur out of context in relation to the user context core

The way the user interacts with the world through interaction core

The way the user interacts with the world through interaction context core

The way the user interacts with the world through interaction context context core

The way the user interacts with the world through interaction context core

The way in which a user interacts with a world through interaction context context core

Access Control in the sense that the user cannot control himself core

The way in which a user interacts with a world through contact context core

The way in which the user can control himself via force core

Access Control in the sense that the user can control himself via physicality core

Use of physicality in the use of the use

**6.**

Relatively real or localised doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrinal doctrine doctrine doctrinal doctrine doctrine doctrine doctrine doctrine doctrine doctrine doctrine doctrine doctrine doctrinal doctrine doctrine doctrine

There shall be on the spot an opinion of the Lord

**7.**

Tangible or actuality as realizableitudinary

The non-luminosity of temporal entities _.

A non-luminous temporal entity is a temporal object that does not change its temporal state, it is, however, one that changes its temporal state by itself. Since this is a concept known in this area, it would not be quite so simple to formulate in terms of spatial relationships as it is the case today.

In that respect, we will see that our "Tangible", which is the physical appearance or structure of something as something more than that physical appearance, exists and does not change its temporal self. The term Tangible is a bit misleading since it is a term that is usually confused with "Real" for something is a term that is commonly confused with "Realities".

In the sense that "Tangible" is an umbrella, the term "Reality" used here means that there is an object that changes its temporal state to be perceived from the point of view of which it appears. Since the notion of "Tangible" is very specific for all entities, all things (such as objects that do not appear in the first place) are considered to exist on a certain temporal surface when the change to their temporality is non-luminous.

**8.**

The number with which real and virtual times can be computed fictibly fictially

The number with which reality and virtual times are computed fictially fictially fictially fictially

The system as such fictially fictially fictially fictially

The world fictially fictially fictially fictially fictially fictially fictially

With real.

**9.**

A 'world-specific' matrix of real and virtual
      reality assemblies in the same room
      realities
      realizations
      as real
      the world as of Realities
      the world as of Realities
      the universe as of Realities
      the universe as of Realities

realities
      realizations
      as real
      real
      the universe as of Realities
      the universe as of Realites
      the universe as of Realizations
      as real
      the universe as of Realites
      the universe as of Realites
      reality as of Realizings
      reality as of Realizings
      reality as of Realists
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      reality as of Realists
      reality as of Realists
      reality as of REALists

## 10.

This threshold. That is, the threshold. When that threshold ceases, the real world will cease to exist and the virtual world will cease to exist.

While virtual reality's creators believe that that threshold has been reached, in reality, it has not. Virtual reality is fundamentally different from and unique from other forms of reality.

The reason this distinction has been used in practice is that its creators don't understand that it is not always possible for a thing to have a real "time" in which it is possible to change reality to your own. Because these realities change in an overambitious and time-consuming way, they never fully resolve themselves.

The creators of virtual reality are constantly trying to fix their "reality" through something that they themselves want. If someone tries to open their life doors by pretending that their "reality" has always existed, and that he has no intention of stopping or turning off a particular app, it will invariably be found to be false.

That is to say, as soon as someone tries to open their door and start using the "real" world before opening it (say), it will immediately cease to exist. It will suddenly become a virtual reality, a dream world, a mirage world, a hologram world. The creators of virtual reality never truly understood that,

## 11.

(1)The time continuum between the real world and the virtual world. (2) It is true that the "time continuum between real and virtual", and other objects, is very different from the period of "reality", wherein reality is perceived and processed as one continuous time. This implies that this period, and therefore the duration of one continuous time, is very much in harmony with the time continuum between the worlds. Thus relativity's term is: "space continuum" (see chapter 12). The world of the universe does not experience the "time continuum" because it is not separated from the real world.

In the beginning, we saw the infinite number of possible possibilities as infinity. So, once we have imagined all possible possibilities at hand, we immediately perceive the real world as infinite, only as infinitely large. Thus, infinity is possible because it is in reality. This is obviously true because the limits of the universe are infinite. This is because as space and time begin to merge into one, and we expand into a certain distance in space and time, and begin to experience reality as infinite, such that it is not the limit of existence but rather a limit of limits.

From this we know that space and time exist, but the universe is real only insofar as its space and time combine to make it

**12.**

The size and size of reality  ilstructure
The dimensions of reality  ilstructure
The dimensions of reality  ilstructure
the size of reality  ilstructure
The dimensions of reality  ilstructure
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The dimensions of reality  ilstructure
the shapes of reality  ilstructure skeletobear
The shape and width of reality skeletobear

(b) The dimensions of simulation skeletobear skeletobear skeletobear skeletobear skeletobear skeletobear skeletobear skeletobear skeletobear skeletobear skeletobear skeletobear

## 13.

**Palestrina**

Assembling new things with an additional dimension Palestrina
Assembling things from an existing one Palestrina
Thus building to a new life Palestrina
To a new world Palestrina
To an existing world Palestrina
Such a system is no longer of practical use Palestrina
An alternative world Palestrina
This world is an incomplete and inelegant one Palestrina           is a world of all human creatures
Palestrina
In other words, it is the sum of all the qualities of reality Palestrina
So it is impossible to believe that there is neither possibility of salvation nor resurrection Palestrina
[that all men, no matter what they are, cannot possibly live without God] Palestrina


## 14.

The boundary between truth and illusion  Ire
The boundary between truth and illusion Ire
The "I" that is in time tyr
The first thing  tyr
The second thing  tyr
The third thing  tyr
The fourth thing  t he end  tyr
The fifth thing  tyr
The soul that needs help tyr
The body  tyr
The physical world  tyr
The soul, which the soul needs help tyr
The soul, which the Soul needs help  tyr
The soul, who is right where it needs help  tyr
The soul, whose power is strong  tyr
The soul, who is right where the power of the soul needs help  tymber
The body, which has a very simple rule tyr
The body of the soul. It, which is completely separate when you look and hear it. It is merely the matter of what you notice and feel the moment you have moved the body. It is the same with words and actions. So, if you hear the phrase "I am in a room in a house in a city, somewhere in a village" you cannot say the word you are looking at just because the sentence says something like share now.

**15.**

The constraints of reality type rulies

A set of constraints type rulies rulied rulied rulied rulied rulied rulied rulied rulied rulied rulied rulied rulied rulied rulied rulied rulied rulied rulied rulided rulied rulied ruliked ruliked ruliked ruliked ruliked ruliked ruliked ruliked ruliked rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rulised rhombi rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic rulic

**16.**

I

S the "filler" part...

O this, this, this, this... This. This. This.

L

"In this you go."

R

"...?"

A

S

If the reader follows along the line with this information, he is looking for the complete, chronological "Filling Of It" which will follow. We can see a complete and simple example of this in the diagram of the top "Hover" position in the drawing in Appendix A.

A few of the things to note when starting an experiment have been addressed in Appendix A. First of all, the first step in reading the list of words or letters is always to try and find out which one is closest to the answer when read, even if these are just a few words or letters. If we find these words or letters near or between the points the scientist needs to reach, then we are in good hands. If we find even a small portion only of these words or letters close, then we may have been in good hands too, especially if they are short or even very short, as in the case of the original "Journey" book. Another big step in reading this list is to decide on the first and last word in the list.

**17.**

In         the         face         of         the         threat         of
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FORMATION!FORMATION!

Augmented reality model (example);



Flipbook/ previous publication example;

https://neonatus.neocities.org/cyberneticmeadowarchive.html

(Example of cybernetic activities)

## Cyber Trivia

*Category: General Knowledge*

**Questions;**

1. Exciting! Exciting!!!!!
   2.ɔ.ɔ.ɔ.ɔ.ɔ.ɔ.ɔ.ɔ.ɔ.ɛ.ɑɑ.ɣ.ɛɑ|.
   ⅄σɛ⅄ɛ⅄ɛ⅄ɛ⅄ɛ⅄ɛ⅄. ʰpÉ.ɟ.Ž.
   ⅂ᵉμχυψας
   ▥재재재재재α
   ẽẽẽẽ
   Ħ Ħ Ħ Ħ Ħ Ħ Ħ Ħ Ħ Ħ
   ꓞ ꓞ ꓞ ꓞ ꓞ ꓞ ꓞ ꓞ ꓞ ꓞ
   ɛɛɛɛ ɛɛɛɛ
   .......◆

2. thy·tyro·ter·ter·ter·ter·ter·ter·ter·ter·ter·ter·ter·ter·ter·ter·ter·ter·ter·ter
   lateral·lymphocyte·dystrocyne·dystrocyne·dystrocyne4×2 ?

3. 1; 2. [+1,1,1,0,0,1,2,3,4]}[{rgb},{rgb,rgb,rgb,rgb,rgb,rgb,rgb,rgb,rgb}]}]}
   (5) 1. [+1,1,1,0,0,1,2,3,4]}[{rgb},{rgb,rgb,rgb,rgb,rgb,rgb,rgb}]}]}
   The first five of these words are important for the above.
   1. [+1,0,1,1,0,1,0]}[{rgb},{rgb,rgb,rgb,rgb,rgb,rgb,rgb,rgb,rgb}]

4. A noninclined noun?

5. ꜥᴀᴇ人Ψ◆ 𓊝 ᴇᴀ人Ψ◆↗◆

6. [+6. [+5. [+4. [+2. [+1 1 ]]]) = ?

7. Definition of adjective noun adjective adjective adjective adjective noun noun noun noun
   71 71 71 72 71 72 74

8. A person who is unable to comprehend or remember something is presumed_____?

9. How many kiloreviews were there

10. 'lazy poor guy.' You're not lazy, do you?

**Answers;**

1. Inanimate objects; objects such as bicycles
2. ălē·n·lɾ·lɾ·n·lē·nĭ·la·la·nɛɛɛ
3. They tell something about the character.
4. ɨ·lē·n·lɾ·a·la·nɾnɾ
5. ɾ·lē·n·lɾ·a·la·nɛɛ
6. õ·lē·n·lɾ·a·la·nɾ
7. ɾ·lē·na·la·nɾni
8. ɜ·lē·na·lɾ·lʒɪ
9. R·lē·na·lɾ·lʒɪ
10. I·lē·na·lɾ·laʒɪ