

SOURCE OPERATIONS #3 24 Aug 87
- NOTES -

① VI on "Persistence" ran
to LP and cog of:

PERMANENCE
STABILITY
SIGNIFICANCE

as being attributes of a
Source-endowed production.

② These ^{of course,} are all attributes of
a Source itself, but these
refer to the "altering consid-
eration" which produces
the visible, tangible, and
comprehensible production of
a Source.

③ These attributes add up to
Establishment of the production

and thus establishment
of the Source itself. (The Basis
"Consideration")

④ In the whole bridge, the
most "established" areas
of charge came from and
were discharged by the
productions of 2 sources:

The most "charge" came from
productions of Nenu - a
Games Master & Source of
HCE #1.

The most "discharge" came from
productions of Front Play -
a Games Master & Source of
HCE #2.

⑤ Thus these two Players had
the most permanence, stability,
and significance throughout
the Games History Track.

- ⑥ This is because their productions were so well "established" - i.e., they had permanence, stability, and significance.
- ⑦ Space can be looked at as the production of and, if continued, the establishment of, a PLAYING FIELD.
- ⑧ Time can be looked at as the production of, and if continued, the establishment of, a GAME RECORD.
- ⑨ On HEC[#]1, the "Playing Field" contracted and became the "Game Record," which was the sequence of \$'s accepted into the CVP. Thus the

Space of each player
was reduced finally to
the CVP surrounding the
creations in his center.
The result was "gameless-
ness".

⑩ In HEC #2, the "Playing
Field" was a $+\infty$ and the
"Game Record" was a $-\infty$,
with the CVP between the two.
(The leftovers from HEC #1
were at the "base" of the $-\infty$,
or at the bottom of the ^{hyper-}cone.)
The result was expansion
to $+\infty$, achieving the ideal
scene, as-ising the $-\infty$,
and ~~that~~ returning to Source.

BF
SIC/SKons.