

Cultivating a Global Community of Consciousness

OASIS, KOIN (OASIS Currency) and XMOS The Games, Contests and Prizes in OASIS

How This Serves (R)Evolution and the Mission of IRI

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!!! Unfinished DRAFT !!!

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Preface

We can start some of this immediately in the context of the VITA products, but where this originates and mainly is for is OASIS, going back to 2018 and certainly as things are Now and for the Future. There's no change from before, just refining what we will do with what we have already to boost dramatically Visibility, Sales, Revenue. It is suggested that some of the earlier OASIS and especially game-related (XMOS) documents should be read. Some get technical, most are not so. The Appendix here lists some titles and URLs.

Introduction

OASIS was designed first to be something that incorporates but goes way beyond:

- social community media of the 2000s (e.g., Facebook, Twitter, LinkedIn, all the rest)
- virtual reality worlds like “Second Life” (best example in the “real world”) and “Terrain” (see the novel “REAMDE”) and a few others from literary fiction

OASIS was conceived and designed as a “complete world” with many functions and features, and then we realized that we needed to start out first with a more narrow “field of action”, and this is Healthcare, Medicine, Public Health, and also encompassing Safety and Security but especially in the personal/public health context.

So this brings us to Today. But now we realize that we need to keep the whole of OASIS more in mind, more in the forefront, in the “center stage” theatre, for two major reasons:

- it will be easier and faster for attracting Big-Capital, Big-Influence Sponsors, investors, Partners and Clients
- the world has been changing, radically, faster than previously thought, and accelerating to where the fuller and broader functionality and product-offering, the “world-space”, of OASIS, is required sooner rather than later.

Thus, again, parallelism instead of sequentialism.

There are games designed for OASIS, and of two types:

- existing MMORPG games that can simply be interfaced with OASIS – there are places to “jump into the game” and just play it, but where some data, some information, comes from the game=play back into the OASIS world.
- exclusively-OASIS games, the XMOS games, not available elsewhere, separately.

There are contests and prizes within the world of OASIS, and these make use of non-game activities and also games.

Goals

Vast numbers of people of many different demographics using OASIS, no matter what their initial or principle motivations and use behaviors and trends.

Getting diverse emotional and overall psychological involvement, engagement, by these people in the

OASIS “experience”, so that we have a deep and rich constantly evolving dataset connecting what people are doing through OASIS functions, including the “themes and styles” of how they build and use their digital environments (e.g., dwellings and settings in the Terra “world” of OASIS) as well as what they do or may do or want to do in the physical environments that are connected somehow with the digital side (e.g., what people do in their meeting, traveling, shopping, etc., to the extent that we can know this through OASIS interactions).

Using that information to produce (generate) knowledge about what these people and people like them – as populations, as large statistical ensembles (not necessarily in terms of actual individuals) will do in a variety of “what-if” situations and scenarios.

Using that knowledge to make predictions, and of course this has many values including commercially. The predictions are about statistically meaningful actions by different population segments, but not for predicting individual decisions and behaviors. This is where the Seldon Prediction Engine technology comes into play.

Using the knowledge and the predictions for both (!) commercial value, trading it in appropriate ways to other companies, generally in exchange for capital or other financial commodities and securities, but also providing it appropriately and beneficially to the user community. For their benefits. For their psychological and physical health, wellness, wholeness, and happiness.

This brings everything in OASIS “full-circle”. It is evident how different OASIS is from any and all other social communities and networks, and how much better it is, and how necessary it is, now more than ever.

One Special Set of Methods

Contests, Prizes and Currency

The Contests bring together people as players, as competitors who must work as teams, in a “coadunatio” (convergent collaboration) spirit, and within this, there is a Currency that can be used only by OASIS members, and which is unlike all so-called cryptocurrencies – this is backed up by assets within the OASIS network community, including IRI itself.

Earlier documents:

From 2014-2019, especially 2018-2019, there are a number of them, but they are also linked with some earlier designs and functions that have changed. They can be useful perhaps. Find them in the Appendix. Just download and read, or ask for others, or for explanations to your questions.

KOIN – the currency of knowledge (1)

Originally KOIN and koin derive from @ 2012-2016 period, within TetraDyn. Also worth reading are some of the earlier pieces from that period including the subsidiary, KOIN Ltd..

KOIN = Knowledge Object Intelligence Network and one “koin” is some type of a knowledge-object, an asset like gold, silver, etc., but it is something semantic, something that can be used to Do something,

unlike monetary forms of before. Obviously, in different contexts, some “piece of knowledge” can have different meanings and values. So, things are not static.

However, in part of our earlier thinking, there are also physical and electronically-enabled “koin” that serve as a type of “IoT” (internet-of-things) object and also as a form of personal jewelry. The original inspirations? Charm bracelets and Pokemon chips!



With some knowledge that is contained within a given Koin, one can do certain actions. But what are these potentials may change over time, because the value of the given knowledge may change.

This may be a difficult concept to understand. We are accustomed to thinking, a dollar is a dollar, a gold coin is a gold coin. Here, there is something whose meaning and interpretation and use and value can and does change! (Go read Wittgenstein! - his magnum opus (or one of them) - “Philosophical Investigations”!)

Let's be simple here, now. Picture that the game is about a massive jigsaw puzzle. Solve the puzzle and you get to the next stage, the next level, or even to some prize(s). The knowledge elements may be about shapes in a jigsaw puzzle, even about locations. This can be of value to the player holding (possessing) the koin, but also to an indeterminate number of others. But perhaps this game is so complexly designed, that the whole jigsaw picture can change, and even the details (like the shape) of a given “piece” (thus, a given “koin”). Perhaps these dynamic, in-play changes occur as a result of actions by different players in the course of playing the game. (Imagine that the chessboard and some rules change in the course of playing a game of “special dynamic chess”!).

So, the koin that one holds at any given point in time during game-play can mean different things, can be used in different ways. The information that helps a player to understand these things may be from what goes on in other parts of their play, with other koins they hold, and it will almost certainly involve (by game-design, our the part of OASIS designers, us) the need for cooperation, collaboration, what we call “*coadunatio*”, among two, three, “n” players who know how to do “*coopertition*” - competition that is also cooperation.¹

Games, Contests and Prizes (1)

Initial Overview Remarks

First let's look at the outcomes of the Games – the Contests, and what they lead to – Prizes. What kind of prizes do people want? Ultimately, they want things that give a sense of wealth, influence and power. What do people want with that, ultimately? It is connected in different ways for people – it may be about (usually) prestige, sense of wealth and particularly “having more” than someone or a lot of others, impressions of power in others' eyes, dominance in any aspect of interaction, certainly “power” in sexuality, and the imaginations of having more pleasure and “happiness” by “having more that money can buy”.

What people want, deeply, from wealth and power and any prizes, is security, an answer to angst and fear, and something that they think is Love.

Let's be Very Real and not pretend – Sex and Love is not simply “what sells” - it is what Drives People in so much of their competition including gaming. Let's not pretend – just look around at the entirety of the advertising world, and especially for products, including drugs, relating to health – Study the TV and Web commercials!

Examine the collage on the following page. These images are all expressions of gaming, playing contests, going for prizes, winning. Study the whole psychology of gaming, all types, all history, and not only what we see today on the internet, in MMORPG and e-Sports, etc. Think about how WE with OASIS, with radical positive differences in what is our Message, can get Millions of people – Hundreds of Millions, even Billions of people – to be engaged in Our Community, Our World, Our Games, and Our Big Contests and Prizes.

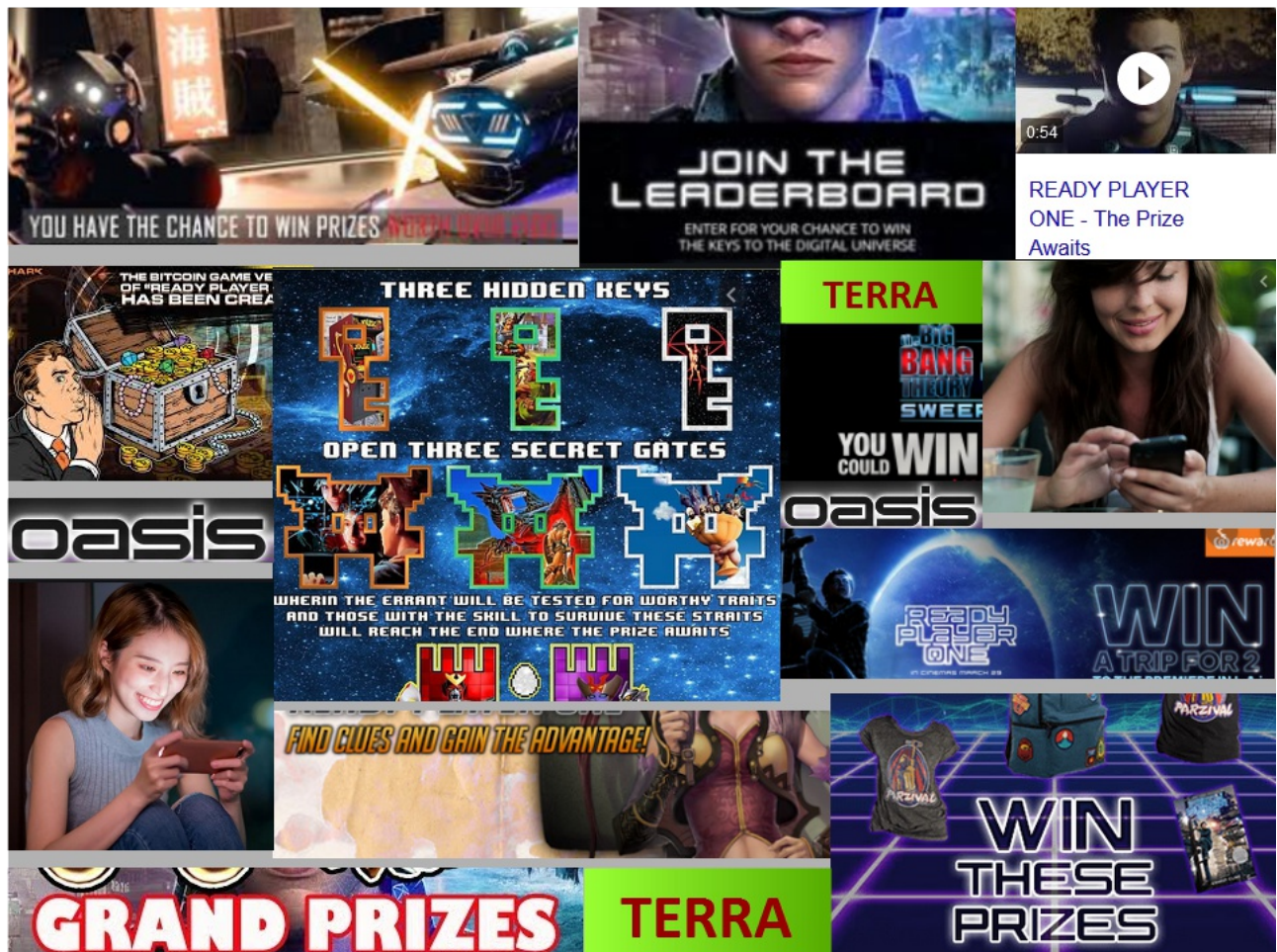
It must be More than just “win the lottery and have a huge heap of money”. Oh, yes, that is part of it, should be, must be. But we have to really grab people's minds and their inner psyches, with something that Goes Beyond. Something that locks onto their souls.

And then it creates a Wave within the society.

When people feel completely natural and instinctive about playing in OASIS, then they will be comfortable and make it their home.

As I have mentioned otherwise, go read “Ready Player One” and also “REAMDE”. (More about these and other “source material” and “inspirations” in the appendix.)

¹This term was coined by someone connected with the FIRST school robotics contests that have been going on annually for over 25 years now in USA and now worldwide.



Suggested Plan of Action

We will Give Them More and Better of Those Feelings, and in some way they will be more genuine, more authentic, more Real, than simply (merely) a prize of money, of dollars, pounds and euros.

But how will we do that? Ah, that is the question!

I do not have some easy answer here. I believe it starts with the very nature of any Games that are particular and unique to OASIS – the XMOS series – in that the Contests and Prizes are “built-in” and “natural” to the games, just as the games themselves are part-and-parcel to everything about the whole COMET (COMEET) experience – particularly with respect to how people Communicate (Meet), Collaborate, and Trade.

But there is a starting “space” about all of this, all these functions, and it is as we discovered back in 2019 – an initial focus and thrust upon health, security and survival, because there are the things people need, before and first, ahead of “all the rest” that they can want and desire.

I believe it also includes - it must include – something about prestige in the eyes of others, which can be translated, or imagined to be translatable, into pleasure and that ineffable and indescribable thing called Love. Papers and books have been written about why young adolescents the world over turn

into terrorists, whether Basque “freedom fighters” or Hezbollah or al Qaeda or ISIS or whatever, or “Antifa” and other protestors in the cities of America. It is all seen as some path to becoming a hero-figure, and typically, to be so perceived in the eyes of peers and especially members of the opposite sex.

This is pretty basic stuff.

So how do we, with OASIS, reach people of all ages, all demographics, with Contests and Prizes, and with a new kind of Currency that can be used for all sorts of things whether in digital and “virtual” worlds or in the physical world of things that can be ordered and bought, and in the world of ideas and impressions, the world where Knowledge Is and Can Be Wealth, Influence and Power?

I say, we start with Health and Survival. We start with the whole New World Order of 2020 and Beyond that involves epidemics and pandemics, social distancing and everything connected with that.

[The following is Not Complete. Very rough notes. Outline form. “To be completed” ASAP.]

Cultivating MYTHOS in People

Mythos, legend, hero – all this has been lost, forgotten, but it is unconscious, still alive, and it comes out in different and now abnormal, pathological forms (memes, politics, celebrities, drugs, big-money, the cult in our mainstream society over characters like: Deviant Hollywood and music-world stars, Clintons, Obama, Epstein, Trump, you-name-it).

Cultivating people to do Good and be the Opposite of typical behavior in contests

This means going full-tilt against and opposite everything in the “American way” and especially “Silicon Valley”.

Personalization and not the diminution of the real human in relations and communications in favor of “AI” fake-persons (for basic relationships including intimacy and sexuality!). So OASIS goes totally counter to current mainstream Google, Facebook, Microsoft and most of the rest.

Many clues but getting them requires different “selfless actions” and even “anonymous” genuine help to others where one does not receive any “credit” - at least not that you know and can brag about – maybe later you get positive surprises!

The KARMA principle – at work, deep and throughout, all XMOS games I OASIS

Giving away some randomly-determined percentage(s) of some apparent game-related assets, winnings, future chances of winning, etc. - there is the element of mystery and risk always – what will be given, lost, will it come back, etc.

Examples:

You have “X” - maybe you think and you hope you have “X”.

You want a clue for getting “Y”.

You feel that you have some good chance to get this new clue.

But you need to give up *to somebody specific or in general, to an unknown or a group", or to the "system", some unknown or indeterminate or randomly-calculated % of your "X". But you don't know how much of your "X" you will give up or that you will get back, if ever, or if it will be useful for gaining "Y" which you believe to be important.

And you don't know if your actions will assist and enable someone else – a competitor – to get "Y" or otherwise get ahead of you and win the prize.

The point is that somehow you must make sacrifices and take risks in order to hope to seriously "gain" and approach "winning". It's just how to figure all that out which is the task – and for this, sometimes you need to enlist the help of others and to mutually do some sharing of knowledge and put some trust in your competitors.

You must do things in the course of play, to advance, to progress, to win, that are in areas of Meet, Trade Protect Adventure and which involve

Communicate Collaborate Maker Educate/Entertain and Trade

that are in the context of some tasks which form a new part of a "logical maze" that all must traverse.

The Logical Maze

Imagine being in a maze (even 3D) that changes its designs in different ways based upon (1) your actions and (2) those of others who are traversing the maze as well.

Obviously this gets complicated very fast! Picture the physical maze restructuring itself based upon who goes where and when!

And remember – Koins are backed by assets. Not gold, not "sovereign" status, not corporate assets, but by futures and commodities including information securities – so, this ties in with Kerberos and the I-Bank.

KOIN – the currency of knowledge (2)

[material from earlier papers]

Using Koins as Currency within OASIS

("Radioactive" gold and diamonds – you need to get rid of them fast, share them, not hoard, or else they will start turning out bad for you, but as long as you keep them circulating, it is OK for everybody.)

To get what (everything) you want, first, this requires that you Know What It Is that you Want!

Myths, archetypes – the Hero finding the Keys and other power-tools, opening the locks, overcoming the barriers, the chains and gates and walls and moats, and getting To the Prize – and always, right then, near the end, almost reaching it, there is always a final other barrier/threat/danger – some monster.

Games, Contests and Prizes (2)

Specifics about OASIS 2020 and beyond

The Contests are all within the context of one or more Games. These are MMORPG games in the digital space of OASIS, its streets and neighborhoods, buildings and rooms. But there are also activities in the physical external world, and this resembles in some ways (but not too much) the activities of the game, Pokemon-Go.

Four levels of Contest. Four Prizes. Everything must be in a sequence.

There are moats, bridges, gates, portcullises, and mazes.

All of these have dynamic geometries – things can change, based upon the Behaviors of the Players during the Game. Where there were doors, they disappear. Where there were only walls, a door appears. The most challenging are where mazes reconstruct themselves based upon players' activities within the mazes.

(Is this like how the brain rearranges itself as we think, as we act? Yes. Yes!)

Prizes

The first three prizes are somewhat “virtual”. There are objects – maybe with physical counterparts (probably), like “keys”. But they cannot be used for anything really except to proceed to the next level – they are not for just taking and using in the “external world”.

The Fourth Prize. The Top Prize.

Something to do with IRI, a lifetime role, shares, money, yes, but there must be More.

A role that brings a Great Personal Legacy and Image and everything why people want Wealth, Heroism, Influence and Power.

We must cultivate things so that the Player who does win the (Top, Fourth, “Diamond”) Prize will be exactly that type of person whom We Want to be the Winner and who will properly match up with the Prize.

Thus, the Winner must be suitable for the Prize.

Appendix – Prior Documents

Introducing the New OASIS

intro-to-new-OASIS-environment_mjd_04jul20

http://intelrenaissance.com/oasis/docs/intro-to-new-OASIS-environment_mjd_04jul20.pdf

Early OASIS documents

COMEET-is-it-only-concepts-activities-functions-or-is-it-really-something-much-more_mjd_08dec18

http://intelrenaissance.com/oasis/docs/COMEET-is-it-only-concepts-activities-functions-or-is-it-really-something-much-more_mjd_08dec18.pdf

OASIS_architecture-design-wkbk_v1-00-01_8oct18

http://intelrenaissance.com/oasis/docs/OASIS_architecture-design-wkbk_v1-00-01_8oct18.pdf

OASIS_XMOS_software-arch-implement-paper_INTERIM-DRAFT_v1-00_mjd_18nov18

http://intelrenaissance.com/oasis/docs/OASIS_XMOS_software-arch-implement-paper_INTERIM-DRAFT_v1-00_mjd_18nov18.pdf

KOIN documents

iQs-QOIN-koins-highlevel-overview-v1_2-31mar2015

http://intelrenaissance.com/oasis/docs/iQs-QOIN-koins-highlevel-overview-v1_2-31mar2015.pdf

koin-graphic-SHARE-wkbk-v1-2015

<http://intelrenaissance.com/oasis/docs/koin-graphic-SHARE-wkbk-v1-2015.pdf>

Special Novels

Ernest Cline, “Ready Player One”

Neal Stephenson, “REAMDE”

Also recommended:

Alex Beshar, “Rim”

Ernest Cline, “Armada”

Effinger, George A., “When Gravity Fails” and sequels in the Budayeen Trilogy

William Gibson, all his books, starting with “Neuromancer”

Julian Gough, “Connect”

Neal Stephenson, “Snowcrash”, “Cryptonomicon”

Bruce Stirling, “Islands in the Net” and others

Walter Jon Williams, “Hardwired” and others

Second Life

See “Introducing the New OASIS” (above)

Peter May, “Virtually Dead”