

The Isle of humoids

I. Dreams of a Powerful Lord

Narrator:

Billions of computers have taken over our planet. Their usage has led to absurdity. Spying on every citizen has become the standard and zombies have spread en masse through home computers. Advertisements and emails have been overrun with spying & phishing and only a fraction of websites content has any informational or cognitive value. In the flood of garbage, not only ideas were lost, but figuratively and literally also brains (i.e. healthy thinking).

Moreover, other phenomena, such as the coronaviruses and influenza pandemics, terrorist attacks on religious and racist grounds, testified to the twilight, or at least crisis of human civilization. So it was necessary to think about changes.

One of super-creators called a Great Architect Of Total Universe (GA) or a Powerful Lord (PL) decided to create a completely different community (called „humoids”) somewhere far away from toxic people.

But as a gesture of farewell, he promised the honest earth citizens that he would fight against zombie injecting special sentinel software to computers that cause zombie deinstallation, so home computers would return to normalcy.

For the headquarters of the new tribe, he chose a small planet located in a nearby galaxy in such close proximity to earth that allowed a stable communication to track computers "infected" with zombies. Stable communication but very special and restricted.

In addition, there is another aspect of the remoteness of the planet, because PL wants to create on it in the future a kind of "heaven" for the astral bodies of selected inhabitants of earth and for all individuals of the humoids planet.

Narrator: why will this communication with the island be limited?

Powerful Lord :

The land of the humoids will be bordered in such manner that it will be impossible to establish contact with them from the earth through normal communication channels so people cannot affect humoids to make them brainwashing or use for their goals, e.g. for agitation in pre-election. That second task would be accomplished by renting from humoids long-range drones loaded with streams of terrestrial recordings and disseminating them through loud sounding devices normally used to scare off space insects.

Narrator: Why should the humoids be so different from humans, what is their "otherness"?

Powerful Lord:

Observing the shortcomings of human society on Earth, I decided to create a society and the state "from scratch" . In order to prevent humoids to inherit anything mental from humans, they will be created completely differently using the latest achievements (related to high technology, molecular-biological area & neuroengineering), quantum and biological components, applied in the latest generation of computers, advanced robotics and neuroscience.

The creation of a humanoid, not only in terms of the design of his body but also of spirit (soul) would not be a simple one-time process, but very long activity with step by step improvements.. It could be seen as a „miracle” common for high technology and nature, perhaps leading not only to new technical solutions but also psychological ones like the unity of consciousness and subconsciousness, which may be an effective barrier to mental disorders.

Each humoid will have a unique genome encoded in the genetic spiral rcNa that determines the functional structure of the brain and of course associated neuroidal networks. His brain topology will be modeled on the perfect human brain, evolutionarily created over millions of years.

Narrator: will humoids be individualists ?

Powerful Lord: no - they will form a nation with all common characteristics as a community.

In the newly-country, the "nation" will not operate on the terms of law and lawlessness, but on the terms of „good” and „harm”.

The good will be strengthened and the evil-harm will be destroyed by itself - such a kind of natural progressive selection. The new planet will be a home of right-thinking, good-thinking and wide-minded individuals; a home of free islanders, living in an organized world that gives everyone natural space to play a specific role.

There will be no state or religious authority, that usually does want to rule not only over things but first of all over "souls" and minds. Harmonious cooperation will govern the humoid nation, not deadly rivalry, fear and hatred. So there will be no church, no political parties, no government and no apparatus to oppress disobedient citizens.

As apparatus I mean the police, the FBI-ABW-CBW agencies, the treasury service, all sorts of internal guards (but the border guards will remain to defend the entry to the island of uninvited guests).

These features may resemble to some extent the lifestyle of the tribes of the first human community, but not the standard of living ! A special protection is provided against pests trying to destroy this system. Humoids are, in a technical sense, automatons susceptible to "reprogramming" through entries into memory lobes and modifications of the operating rules. Therefore, their genetic-programming codes are created using hitherto unknown "programming" technology and are repeatedly encrypted using a method similar to the creation of bitcoin. "Brainwashing" and harmful training to inject another profile is unlikely to succeed here.

A nation has a chance of survival when acts as one force. The way to do this has proven simple. Each individual, in order to survive, must cooperate with others, because only in this way can obtain energy (the "valve" for energy collection located as an external neurotransmitter is opened by the cooperating humoid). So, humoids exist on the same principle as neurons in human's brain - where communication with another neuron is a condition "to be or not to be" for the neuron.

There are no stock holders, influential parents or inherited fortunes - in this sense everyone is equal to each other. There will be no unproductive speculators, making money at the expense of naive small savers. The goal is to create a classless family society in which class struggle will no longer be the driving force, natural bonding will ensure cooperation, and equal wealth will eliminate a frequent ground for family quarrels.

Narrator: What should the ideal humoid be like?

Will he be able to take on the best of man ?; his intelligence, sense of right and wrong, and reject his selfishness, envy ? What's human doesn't have to be great ?. Not everything is suitable for taking over. ...Someone said that a man is something between an animal and a madman.

Powerful Lord:

My task is to restore harmony between intuitive and algorithmic thinking, including appreciation of the role of existence in the nature. This requires putting a brake on the typical human mode of incessant information processing (i.e. the "stupefying" and anaesthetizing grinding of mostly the same thing), usually aimed at gaining something there (usually material goods) or beating a rival.

It is also necessary to abandon the conventions and consumerist style imposed by civilization in favor of a natural gentle herd life, requiring cooperation and caring. Much effort should be devoted to eradicating genetically conditioned extreme mental illnesses that destroy individual and social order and are susceptible to genetic programming.

Man is driven mainly by such factors as fear, hunger, thirst, sex, the predominant tendencies are towards evil (which gives satisfaction), aggression and destruction. This occurs with such intensity that it acts interchangeably with needs. A need is a state of deficiency that motivates one to fill it. It resembles a hole that needs filling. Instead of filling existence with aggression and destruction, there should be (and there will be) actions which meet the requirements of the so-called "ethical-minded" attitude, i.e. based on the fulfillment of ethical values which strengthen survival, and thus which stem from the instinct of self-preservation.

Narrator: Who the humanoid supposed to be? Condemned to herd life, will he cease to be free and independent?

Powerful Lord:

Humoids are supposed to be a specific species dedicated to replace of degenerated man. They are objects of new generation in the evolutionary chain. It is a nature's test of the new world order.

A humanoid is not a thing - and therefore has consciousness that cannot established by an external environment. In order for it to be free in its inner feeling, he must have his own permanent core, dwell within itself (redi in seipsum) and the security of its inner self. He must simply be

himself and not a duplicated type. In order to be free in an external sense, he cannot be forced to earn his living by working for others, but the need of the moment will determine what he does.

People have created a prison for themselves, even though they appear to be free. But in fact they are prisoners of habits, opinions, prejudices, norms of civilization and upbringing. They are under the "hypnosis" of imposed tribal conditioning, taking as reality not what really exists, but what is contained in words.

The humanoid is free from everything - including food (hunger is not its basic drive). If he likes interplanetary travel, the chief of the tribe will provide him with the necessary means of communication and navigation to make his dreams come true. If he likes the music coming from outer space, he will be able to listen to it in all his time free from social obligations.

Narrator: Can the humoid contain the essential features of a human?

Powerful Lord:

In biological humoids it is possible to a large extent. Humoid should have about 100 billion neuroids (equivalent to human neurons) and that abundance allows to program the variations of psychological behaviour.

From a functional point of view, humanoids are combinations of vectors and values, occurring in various degrees of intensity depending on the function performed. Vectors are courses of action (rejecting, receiving, acquiring, constructing, maintaining, expressing, transmitting, removing, destroying, defending, and avoiding), and values are: health, property, power, emotional connections, knowledge, beauty and art, ideology.

Humanoid will not be the energy vampire who takes a lot from others without giving anything in return themselves, even if creates the appearance of doing so. Vampires want to squeeze as much as possible for themselves. We know the habits of human vampires, because we meet them at every step. They feed on other people's life energy and they do it in different ways (talking them to death, flooding them with problems complaining about their fate and expecting help).

Using advanced models of artificial intelligence, it is possible to build in such "social" reactions as group cooperation, liking or anger, or the need for self-realization, e.g., achieving travel goals through motivations such as: "let's create ramparts and a maze in the middle to drive our enemies to" or "let's look for an island where there will be clean mild air and would be possible to frolic in the skies without fear of encountering gale force winds and space debris.

The biological humanoid will establish psychological relationships with classmates. His neuroidical network responsible for them will be based on a complex pattern of growing and silencing deepening bonds, acceptance and rejection. In the human environment, relationships are a source of conflict leading to neurotic states.

Man often strives for emotional dependence and at the same time runs away from it. He remains as if in the power of two opposing forces, which push him in different directions, but often not enough for a resolution to occur. In the neuroid network, it is possible to use the mechanism of increasing and decreasing the potential of circulating impulses and deleting unpleasant tiresome relations hidden in the subconscious.

Despite the herd life, the humoid has a personal environment. This includes the microdrone, which is a technical assistant (performs technical reviews of the humoid body), messenger (delivers personal dispatches to other individuals). Social contacts can be various (e.g., renting its memory to store files of a friend or colleague, a discussion forum...). Over time, probably,

When certain relationships are established, a circle of friends will form.

Narrator: will the island be monolithic i.e. one-nation? Will it not impoverish social life?

Powerful Lord:

Eventually the island will be inhabited by roboquantum and robobiological tribes. At the beginning there will be one robobiological tribe, but hybrid solutions are not excluded.

In order to facilitate the ruling of the humoid state at a later stage of development, their populations will be organized differentially by generation type. Each tribe will have its own separate communication language and a special "coded" zone of existence. Thanks to this - living next to each other - they will "not see" each other and will not enter into possible conflicts. Literally, they will not be visible or tactile, they will be like air.

Narrator: At the end of the question - why on the planet "earth" a tribe of humoids is not created but on an island?

Powerful Lord:

Whether we want it or not we belong to our planet.

An important factor in generating a family is taking into account the resonance frequencies of the planet, as they will determine the dynamics of each humoid (including the rhythms of the flow of impulses in its neuroid pathways and meridians), just as in the case of humans, the resonance frequencies of the earth called Shuman resonance are responsible for biological rhythms such as the menstrual cycle and circadian rhythm, as well as emotional and behavioral patterns. Perhaps the zodiac signs have something to say here as well.

This frequency is encoded in the humanoid's unique identifier and will be the recognition code for the individual's affiliation with the planet and therefore the tribe. This is one of the reasons that family is generated on this planet and not on earth.

Narrator:

After these explanations, we can pass to the details.

II. TECHNICAL SPECIFICATION

Humoids are intelligent creatures, possessing a new generation of supercomputers instrumented in such a way that they can, in addition to computing¹, also perform robotic functions by responding automatically to situations using built-in sensors and pre-programmed behavioral models. What else makes them similar to robots? They can perform actions (e.g., if equipped with a gun, they shoot) or move in the direction of the received signal strength (e.g., to take advantage of the ascending force of a white hole) or escape from it (e.g., from being pulled through a black hole).

Why are they intelligent - because they don't need operators, programmers and maintainers, because they learn, test and repair themselves (i.e. using a repository of parts and their duplicated components) and they know what to do because they have it written in their genome and profile. So they exist in a very different world from humans - not just geographically.

In the case of biological computers, the mechanisms of operation are based either on circuits grown from nucleus stem cells or electronic circuits that mimic the operation of these circuits using learned and self-learning neuroid networks² and simulation models. They operate multiprocessor-like human brains and supercomputers, with the power of billions of nanoprocessors (functioning as neuroids) and networks based on neurotransmitter or quantum-transmitter mechanisms.

Humans are complex bioenergetic systems and their principles have been transferred to humanoids. The character of people is a fixed pattern of behavior, which is expressed in the form of muscle tensions - in humoids this role is played by electronic filters located in the central divider which plays a role similar to the heart muscles - they block or limit the emerging impulses. They can either promote or limit contact and interaction with the environment. When the flow of energy is harmonious, it is possible to experience such basic emotions as joy, despair, anger, laughter, pleasure, and elation. The patterns of impulse dynamics for the types of situations are stored in the brain in the form of neuroidical networks.

We can distinguish four networks of activity. The first is the ego - defending freedom and using defense mechanisms (denial, projection, rationalization, etc.) to create the individual's self-image. The second is the muscular network - its manifestation is chronic muscle tension in disturbed individuals or graceful and coordinated effective performance of healthy individuals. In the third, emotional network, feelings of anger, pain, fear despair, as well as pleasure and joy are located. The fourth network is referred to as the "heart" - love, the desire to be loved, is located there.

In a healthy person, these four networks function in a multi-track but coordinated way. Multitasking (multiprocessing) includes sensory and motor concurrency, thus maximum distraction of instrumentation "attention" and sensitivity to everything around.

Humoids do not have a "classical" head with a brain, but a neuroid layer around the hull. This gives unlimited space capable of housing trillions of neuroids and "synapse-axon" connections (using the analogy of the human brain). "Blood" is replaced by a stream of electrons and axons and synapses are lines and dots on biological, quantum and nanolayer electronic circuits.

What shape have humanoids?

In the strict sense, they are not humanoid robots because they don't walk like human robots-they have no arms and no legs. They are built in the shape of an elliptical lobe, capable of rapid spatial maneuvering.

The lobe has a multi-layered structure. Each layer is separately identifiable but functionally integrated into many dynamically shaped processes in the whole lobe. A distinction is made between super-thin neuroid nanolayers with reciprocal communication similar to human neural networks and thick mechanical layers with embedded instrumentation.

The basic behavior of humoids is built in, but learning capabilities allow them to go beyond the imposed framework and acquire "human" manners like dialogue to make friends and maybe ... more. In the case of biological humoids, these properties are self-explanatory.

Simulation of these behaviors by "electronic-mechanical" constructions is possible in other ways. For example, positive energy can be transferred through a gentle touch that signifies a kiss.

Humanoids do not have a classical sense of sight, but they sense space, through projected "glances" (sensors, cameras (sensors, cameras) they sense danger, the proximity of colleagues and other objects...

PL used the latest achievements of neuroprosthetics in the construction of a neuroprosthesis of the eye, which provides sight to people blind from birth. This is all thanks to nanoelectrodes placed in the area of the brain responsible for vision and millions of nerve nanofibers connected to an artificial but "live" camera replacing the retina .

It is not out of place to mention that humoids are rational by virtue of the fact that they have learning neuroid networks that give individuality to each individual - each has different social contacts, different adventures and excursion experiences, etc. hence there can be exchanges between them.

There is no sexual bullying between individuals of different sexes because they do not have a sexual instinct, which is not necessary for the survival of the species. Sexuality here is about different feeling, different psyche....

Inheritance is accomplished by, among other things, replicating essential elements of the parent's astral body (which accumulates consciousness and specific genetic family traits) into the physical humoid body generated in the reproductive factory.

The challenge is the communication language of the humoids. It need not be based on such familiar mechanisms as sentences and words, but could be a system of signals widely used in the animate world.

An interesting example of this is how bees communicate using complex dance figures when they want to tell their mates where they have found pollen and flower nectar. Messages about direction and distance are read from the angle and speed of figure-eight turns. Bees are not the only ones who are good navigators. Birds don't lose their north-south orientation even if they can't see the sun when it's very cloudy, because they get the directional data they need from the level of light splitting.

Humoids don't dance, but they are no less capable. Their communication protocol is based on a system of conventional codes - something like the morse code - but more complex (not only the length and frequency of the signal, but also the color and its shape, the sound potential, the current potential, the wave potential, etc.).

Following the example of bees, the color sensitivity of humoids can be extended to include ultraviolet colors. The wave potential of communication is modeled on brain mechanisms (theta, alpha, beta waves). Of course, traditional information transmission channels in super fast 6x technology are also used.

III. ONTOLOGICAL DESCRIPTION

The island of humoids is surrounded by so-called simple-minded objects in the form of astral bodies associated with existing ontological and abstract objects. The latter we will call metasymbols of life - and they are such popular buzzwords as happiness, love, goodness, beauty, joy of existence. For humanoids, the metasymbols "equality, freedom, brotherhood" are equally important. There are no races on the island - so there is no racism. Metasymbols derive from consciousness and subconsciousness, and carry a quantum character, so they do not perish.

Like the signs of the zodiac, metasymbols are undefinable and felt intuitively. They are capsules in which "power" is hidden, exceeding rational awareness and determining the quality of life. If we do not manage to liberate it, we will lack the energy necessary for development and we will involuntarily head towards self-destruction. If we intuitively grasp the positive symbols (love, goodness, beauty...), we will know the negative ones (rejection-hatred, evil, ugliness...) by way of contradiction.

What does it mean "to be happy" ? Such a simple question is difficult to answer ...

According to the people of Okinawa, Japan, an island inhabited by the world's most long-lived people, each person has their own ikigai, which is the driving force and one of the secrets of a long, youthful and happy life. Ikigai gives their lives meaning and provides the motivation to live to a hundred in full form. Having a clear and defined ikigai, or great passion, provides satisfaction, happiness, and gives life meaning.

Residents belong to a local community where they are trained from a young age in yuimaaru, teamwork that forces them to help each other. Nurturing friendships, a light diet, adequate rest and some physical activity are ingredients in their recipe for health, and at the heart of the joie de vivre that provides the impetus to enjoy each birthday and celebrate each morning is personal ikigai. The humoid's pattern of happy living will move in this direction as well.

Does the concept of happiness have any reference to them ?

Certainly not literally. One is happy or one is not. This state cannot be learned on a course. It resides in the hidden subjective interior rather than in the conscious brain. To be happy it is not enough to want to be happy. If it were, everyone could consider themselves to be so. Happiness is primarily a consequence of an individual's existence and actions, and not just a matter of so-called

positive thinking. In particular, it requires self-acceptance and is about constructing a meaning for one's life. Meaning - which you can see everywhere: in love, work, nature and art. Happiness is thus more a process than an effect."

What does "good" mean ? The simplest questions are the most difficult to answer ...

Do well means - achieve what you aspire to - but not at the expense of others, do not take away, but create and support ... Meta-symbols (happiness, goodness, ...) are intuition and, like it, work non-algorithmically, so not through a classically designed computer program, but through an incomprehensible association of facts and rules. 1

Metasymbol has nothing to do with any convention and results from the essence of existence, i.e., being in the aura or astral body capsule. The capsule is filled with the specific content of the individual's existence, his genes, his environment and perhaps zodiacal cosmic powers. The aura as a process is born in each individual and then reborn in its successor with a power similar and yet different in expression and effect. It does not die but exists as an astral body and is an immaterial - probably quantum - form of consciousness that exists beyond the limitations imposed on us by time and space.

It is not locally assigned to the body and as a quantum object, in principle, it cannot be assigned to a place (it defines itself in three-dimensional space thanks to the phenomenon of decoherence, which is a force that determines the direction in which a given quantum system will go. It is perhaps a bioplasm and an energetic duplicate of the individual, appearing as a luminous shape or aura.

The thesis about astral bodies correlates with the belief of the Japanese of the island of Okinawa, that each person has their own ikigai, which is the driving force of life and one of the secrets of a long, youthful and happy life.

Meta-symbols are extremely rarely "woven" - barely visible - abstractions, and if you free yourself - at least for a moment - from the multitude of concretes of your existence, you will see life as a relatively simple composition of a few essential ingredients, which should be especially taken care of.

Parallels are drawn between meta-symbols and astrological archetypes and symbols. It is in the nature of archetypes that surrendering to their power creates a kind of "psychic field" that awakens "praemotions" in us. This occurs through the outward projection of unconscious hidden inner psychic energy corresponding to our potential. Thanks to these projections we deepen and expand our awareness.

A symbol is characterized by the following features:

- - it is perceivable by the senses, but refers to something outside of itself, something we cannot grasp directly or fully define,
- - it has no meaning for itself, but participates in the existence of that to which it points,
- - symbols cannot be freely invented because they have nothing to do with any convention,

- - the power of a symbol reveals dimensions that are usually obscured; a symbol is an archetypal image that moves appropriate structures and mechanisms in man, that is, his "geometrical" or "spatial" instinct,
- - a symbol has both constructive (ordering, stabilizing) and destructive (chaotic) power.

Metasymbols are mysteries in themselves, but so important that by means of peculiar methods the creator of a new tribe "injects" them into the consciousness of humoids, creating their souls similar to human beings.

It is known that damaged human brain-based senses can be rescued to some extent by using free cortical and subcortical areas. Blind people are an example of this - despite their lack of sight, they perceive many sensations, including spatial ones. Humanoids have, in addition to a "brain," or "intelligent neuroid memory," an elaborate environment that includes a rich library of non-algorithmic software (e.g., fuzzy sets) and a variety of instrumentation with which they can navigate, send and receive signals.... so they can "see" their surroundings.

The software includes prediction and learning algorithms, supports habit formation (remembering actions repeated many times), "thinking" stereotypes It advises and teaches recognition of objects by analyzing their messages and behavioral actions ... So a different world but similar to ours. After all, human feelings and knowledge are not fleeting disappearing energy but specific fixed connections between neurons in the brain.

Profiles (structures and behaviors) of humanoids and surrounding objects are defined by a generative meta-language, equipped with developed mechanisms for structuring the object, creating relationships and generating appropriate actions. The processor of this language participates in the creation of neuroid networks and works in conjunction with a resource center where both the components and structure of each humoid are stored. In case of failure, its profile and failure component is recreated in the reproducer based on the component library and behavior registers.

Max intends to use patterns found in nature to fabricate humoids. For example, bees and ants have very small (1ml,1mg) but reasonably intelligent brains with about a million neural connections. They are just right for creating the prenatal state of biological humoids because they are easy to copy and penetrate relative to a human brain having up to 100 billion neurons and trillions of connections between them, and most importantly they have genes suitable for a society that lives in herds and follows rules of cooperation (division of tasks) and follows rules of hierarchical governance (queen, etc.).

The amazon ants deserve special attention here. The need for companionship is so great in amazons that for this reason they kidnap ants of other species and make slaves of them. These other species include gentle, dwarf, and gravel ants. Slaves do all the work for the amazons, provide food, and are necessary as companions for the amazons to survive: an amazon isolated from other ants dies quickly, even if food is plentiful and the conditions in which it lives are excellent. There is specialization in the colony - apart from the queen and the passive ants living underground, their slaves, there are scouts looking for other ant nests and warriors. Warriors attack other anthills discovered by scouts in large numbers, mainly in order to obtain pupae, from which workers (destined to take care of eggs and larvae), slaves and feeding queens emerge. Sometimes the attacked anthill is colonized by amazons and their entire "female" population including the queen is turned into slaves.

There are many issues to be decided when creating a new community:

- what regime is to be established in it (republican democracy, absolute monarchy, parliamentary monarchy, self-regulating anarchy,...)
- whether there is to be gender diversity, and if so, what role of ladies - queens ? (as in an ant herd), ladies of the court, hard-working workers, servile slaves ..., what role for the men: drones (young men to impregnate and die out after fulfilling their role), warriors, builders, garbage collectors (traditional role), managers and drivers....

The role of ladies is evident at every turn (in ancient times: Cixi - the powerful empress of China, Ching Shih - the greatest pirate commanding 1800 pirate ships, modern times - British queens and others ... Among mammals, the leadership role of one of the mares in the herd is noteworthy . The role of the masters is always questioned, as they easily succumb to the charms of the ladies (in this way a slave girl can rule the king ...).

Humoids are recognized by profile. Each profile group has a coordinator, who takes care of the uniformity of the programming and the division of tasks among the members, and represents the group in case of conflict between groups.

Each group has - in addition to a common tribal language - its own functional communication code based on a hard-to-crack cryptocode. One group focused on fighting zombie computers conducts constant listening on the globe, recording disturbingly strange or large information flows on computer networks. It relays this information to a center that takes appropriate action. Another group aims to analyze signals coming from space, etc. The tribal commander's family group is exempt from such "service" duties at least until a certain point.

IV. ESTABLISHING A NEW COMMUNITY

To ensure an orderly style of existence for the tribe, its members were given functional specializations called roles:

- Max the head (leader) of the tribe
- Gix border guard (guards the borders of the dwelling place or island)
- Bdg bodyguard (guards the children and important individuals)
- Rdx family member
- Dsp dispatcher
- Mix universal executive individual
- Dex defender (defensor) - equipped with heavy combat and other equipment
- Shx destroyer (attacking shredder) - goes into the field, equipped with light rapid-fire cannons
- Whx shuttle (runs between the island and the islets)
- Dep depositary - storer of parts and cases accepted for deposit
- Pex penetrator-investigator
- Rep reproducer-fabricator
- Rex regulator (of everything - time engines, code of conduct,...)
- Crl air traffic controller (on preset and free orbits)
- Crd land traffic controller (on taxiways, takeoffs and landings)
- Cox communicator-coordinator
- Clx cleaner-cleaner (throws waste into the black hole)

- Gsc visitor from another community .

Humoids are divided into primary (large and stationary parked) and mobile. The mobile ones are called upon for actions requiring movement in space or in the "foreground" such as removing or redirecting "alien" bodies coming towards the home planet. This category includes defenders (Dex) and penetrators (Pex). Another category is drones, which are in the equipment of basic humanoids, and kites - that is, vehicles without propulsion - sensing in space.

The following age generations of humoids are distinguished:

- structurally generated but still disabled (infants)
those in the process of genome formation (including incorporation of activators designated role)-learning
- able-bodied adults - working
- retirees (overworked - already inefficient mechanical, biomerebral systems)
- invalids (
 - disabled (damaged - used for spare parts)
 - scrapped (thrown into a black hole).

Humoids are intelligent in their own way because they have individual "consciousness": each humoid can be different (it has its own functions to activate actions i.e. activators), they have an embedded learning system based on the design of neuroid networks, their knowledge is organized as semantic networks, each type has its own genome with a specific coding sequence that determines the type of behaviour and role played.

List of activators:

- flight: extra-orbital, orbital, terrestrial (on airbags or antimagnetic, stationary (staying in the same point on the orbit)
- propulsion: motorized, glider, external...

The rcNA molecule of humanoids is the equivalent of organic DNA and
the rcNA molecule of humoids is equivalent to organic DNA and also functions as a data store (up to 1 billion GB-gigabytes).

They are not powered by classical electricity, but by "prana" taken from the environment:

- cosmic,
- light,
- biophotonic,
- wavequantum
- thermonuclear

For example, biophotons are powered by biological humanoids (based on rcNA). The utility of this power source is evidenced on earth by bretarians, who feed exclusively on sunlight.

The humoid island will ultimately use a space-based power plant, which will be a station-planet orbiting the sun (or another luminous planet or star) equipped with an energy-consuming panel.

Structurally, a humoid is a set of functional modules, suitable for a given type (role), and a nucleus equipped with a unique genome.

The selection of modules is made from a repository containing:

- drive (various role-appropriate types)
- operating system (appropriate for the role)
- the brain wizard (forms the genome, runs the modeling-learning neuroid networks)
- time engine (sets up the processes of reaching maturity and aging)
- fabricator (reproducer): assembles prepared prefabricated products,
- space mapper
- navigation module
- external object recognizer
- black hole recognizer
- signal and code recognizer (own tribe, alien, space,...)
- object behavior analyzer (detects hostile or friendly gestures)
- teacher (teaches behavior, language, communication,...)
- communication link (in a style of BCI - Brain Computer Interface)
- zombie detector
- virus detector
- energy-sucking vampire killer.

An interesting issue with humoids is time or rather lack of time in a literal sense. In a sense, the degree of wear and tear here is the equivalent of time. Where necessary - such as in the process of learning or reaching maturity - a time engine is introduced with an event log used to track progress.

The life of a humanoid is actually an existence without a calendar. Every moment or event from the past becomes available instantly as if there was no passage of time. Memory is the essence of existence here. Dementia and Alzheimer's are absent as damaged beyond repair or worn out individuals are removed. . Old Age homes are not envisioned. What was of value passes from seniors to astral bodies as the inherited wisdom of generations. What lasts is working perfectly all the time

These philosophical and technical considerations will be followed by a few stories.

The **ESCAPE**

Penetrator-investigator Pex, nicknamed Max, decides to escape to another galaxy to found a new humoid island. He feels overused and bored of penetrating the same space areas. He has leadership qualities and hates the ruthless non-dialogue mode of following orders. He would like to function in a communicative and cooperative community, not in a crowd of individuals isolated from each other by passwords, ciphers, channel frequencies, etc.

In order to achieve his goal, he needs to find an escape companion, and it would be best if it was the equivalent of a "woman", i.e. a Rep reproductive humoid of biological type (i.e. rcNA) - such that he could breed humoids of maximally different functionality in order to create a community of a new island. Before the expedition, Max must obtain (steal from the Depository) stem cell packets with the appropriate genes and load them into the female robot.

It doesn't stop there - he must equip himself with a library of navigation maps (location of suns, planets and pulsars...) and maps of areas of invisible range. The escapee's maps must include

the locations of such ambushes as black holes. They are to be updated automatically during the expedition by a self-learning navigator, fed with information by on-board instruments and using complex simulations based mainly on language recognition and neuroid galactic networks. We assume that the universe is not silent. It may even be rich in a variety of ways that we have not had time to explore.

In order to obtain the appropriate resources at his current location, Max activates backdoor procedures to gather information about the distribution of resources, methods of reproduction, decryption, and access every time he logs into the management center. With an understanding of the potential opportunities, he must carefully prepare a strategy for operations at the new site.

He will begin his expedition with his normal intelligence launch procedure. Upon reaching the border point of the island's horizon, he will generate for himself such a variant of the operating system that he will become unrecognizable to pursuit drones. In the new system, he will be the humoid Max or leader of the future tribe.

As part of the launch procedure, checks are made on:

- the state of equipment (with gravitational pull sensors, armor (to protect the state of equipment (with sensors of gravitational pull, armor (to protect against the effects of impacts of space debris - comet debris, satellites star trackers, navigation recorders, etc.).
- engine power (whether it will be adequate for the navigation time and engine power (will it be adequate for the navigation time and enough to get out of the vestibule of the engulfing black hole)
- the state of charge and efficiency of the self-charging energy batteries
- the completeness of self-replacement components (in case of failure).

To launch, Max must receive a "start" command along with expedition parameters designating the route, objects to be penetrated, etc. Once this has occurred, he loads a leader coding sequence into his memory that will allow him to issue the launch command to a humanoid Rep named Mia and avoid exit inspection by the island's guards.

In addition, he sets his time engine (clock) so that after 1 light day there is a complete reset of the operating system with a switch to a different encoding of the beacons to confuse any possible pursuit. Thus the launch takes place.

So far everything is going according to plan. Max takes off and gives Mia an exit command, then keeps her with him (at a distance that provides at least 90% signal strength). After crossing the border, he forces a reboot of his operating system (unavailable to the community he was in) and gains freedom of movement. His independent navigation system begins to work, which, among other things, keeps him at a safe distance from black holes and looks for a planet or a suitably large asteroid suitable for the robot island, which is to take the name Nova.

The route is determined so that there is as much contact as possible with luminous objects along the way in order to charge the batteries with biophotons. If necessary - to accurately maintain the set course - a laser or nuclear cannon is activated to completely destroy space junk (e.g. smaller inoperable satellites) encountered along the way.

Max and Mia maintain communications via encrypted communication commands. We will present this as translated "into ours".

- Max: Hello Mia, I'm sensing weaker signals from your sensors. Keep your distance. Enable flexible coupling with intelligent navigation to avoid black holes and debris. Acknowledge.

- Mia: *I acknowledge transmission and will proceed as ordered.*

After a moment.

-Max.: *You've got the wrong direction, you're moving away from me to the right ... In front of you in a moment there will be nothing but darkness. You're wasting unnecessary energy. Steer minus 0.001 degrees and stay on course. Avoid sudden turns, or you may fall into a death spiral and end up in a gravity well.*

- Max: *If you observe a sudden unidirectional acceleration of objects far away from you, it may indicate that there is a black hole near them and you are approaching the event horizon. The same is true if you notice an increasing amount of burning gas and disappearing (sucked in) asteroids. Try then to move away in the opposite direction and send a notification about it. If you cross the event horizon of the black hole you won't have a chance to return, and I think you care about staying with me. If, on the other hand, you encounter mild acceleration, it's a gravity trough and you can slide down it like a playground slide. Remember to engage the braking system at the end of the gutter, and then set your original navigation and altitude level back...*

Space travel continues. After a week the vehicles are outside their home galaxy.

-Max: *Weather sensors have detected an approaching space storm. There may be serious communication problems. We select the Ypsolon frequency, which is supported by the highest energy and is usually not susceptible to interference.*

-Mia: *-Okay. Copy that. I launch the communications dashboard and know what to do next.*

-Max.: *Okey! Against our settings, we are gaining tremendous acceleration, even though the engines are not running at maximum power. They can't stand up to the storm anyway. We turn them off to avoid wasting energy and surrender to the external currents. We agree to meet at the same time in 1 light day. Set the alarm, switch it to autonomous power, and set the emergency navigation module aimed exactly at my navigation module.*

It is known that the storm ends sometime after it is usually followed by silence. After the storm, Max and Mia see an unknown yellowish colored asteroid surrounded by a three-band rainbow. It is probably an exoplanet located on the border of two galaxies. On this planet they will land. There they will set up something like a hangar and zap the geoscanners to image the island's surface so they can make their choice of a habitable location based on that.

The morning brings big surprises. There is an infestation of lizards on the island, which we'll call "yakshuras." They are as big as dinosaurs used to be. They come to the surface at night to cool off, and then their eyes act as flashlights with an automatically regulated beam of light (when they stop on some point, it is illuminated with a strong yellow-green light). They live under a dusty surface, behind which are flat green basins. The dusty surface has a protective function (it protects against pollution from space), but allows light and Y-rays containing growth hormones to pass through.

They feed on flying ants that are sucked in by their siphons that extend above the surface. They behave and are smart like rats, which is why we'll call them "yak rats" e.g. they bite through the humoids' protruding navigation antennae. The only way to prevent this is to connect the antennas to high voltage. The antennae are never approached by the whole group but only by one test envoy, who takes all the risk of being burned.

STARTING CREATION of FAMILY

Max and Mia must start a new island community. Max will design it and Mia will make it using her own genome and store of components. They both fall into the category of biological humanoids. It will be easier for them to communicate because they will learn faster through neuroid networks very similar to the biological networks of the human brain. Families will be distinguished according to the genetic code (genome) contained in the neuroid. The neuroid here is the equivalent of a human neuron. In order to live, it must communicate with other neuroids as a component of the humoid neuroid network. Contact means loading with a specific information-energy potential. Communication with the networks of another humoid of the same family occurs through a protocol containing a unique family encryption code.

Before the family members are put into production, the stock parts are checked and component and algorithm configuration specifications appropriate for the humoid type are created. Reproduction algorithms are based on multilayer network models and circuits built from biotransistors that act as neurotransmitters... Then Max will run the generation routines.

M&M (that's what we'll call the Max and Mia couple for short) are about to form a family and tribal service humoids:

- *Jon (RDX) Jonian* - the first-born son who is expected to one day take over as MAX from his father,
- *Eni (RDX) Enia* - daughter who is expected to one day take over from her mother,
- *Vic (RDX) Victor* - second son to be the founder of the next tribe,
- other children with F(first) names: Frank, Felix, Fred, Felicia,
- *Steve (PEX-drone)*- Steve the scout-penetrator has long range engines and an advanced communication module,
- *Ric (DEX)* - defender (defensor) is equipped with high power laser cannons and can create a powerful magnetic field, which is impossible to overcome even by the largest spacecraft,
- *Frانيا (CLX-drone)* - a cleaner useful for removing everything unnecessary - uses separate chambers for different categories of garbage. Debris resistant to burning in the process of spinning around the planetoid is thrown on transmission belts into black holes with reduced drag force (safe for the cleaning drones). Transmission belts are created by junk drones in the downward directed band of strong longitudinal gravity.
- *Susie (MIX)* - a versatile housekeeper who can take care of everything you need and, above all, keeps an eye on the state of charge of the batteries and manages the cleaners.
- *Workers (RBT)* - perform all the commands, work until they are completely worn out, are not regenerated and are scrapped. Thus, they belong to the same category as workers in ant and bee communities.

Max's family belongs to the biological type humoids, whose functioning can be largely modeled on the human brain. Thus, Eni's brain has typically female hemispheres determining a different model of behavior than Jon's. Max modified a universal model of the neuroid network for Eni, including the structure of the genome (providing the appropriate chromosomes), the cell nucleus (to contain Mia's mitochondria with its DNA), and the neuroid nucleus (to contain the equivalent of the family protein cytochrome).

He also established a female-appropriate relationship between the left and right hemispheres and secured adequate neurotransmitter power in the sensory (visual-auditory) subnetworks to

increase the potential for emotionality and sensitivity. In addition, he built in a time engine to see to its development to full maturity. He also made sure that the communication signal system worked on exactly the same frequencies in Eni and Jon's humoid, which should foster their friendship and cooperation.

The M&M family (Max & Mia) will have many children. The parents will invent games for the children to keep them physically and intellectually fit. So there will be races in tunnels and on the lake, maze walks...not to mention logic and math puzzles and humoid games (which should be their own natural activity).

The basic courses to qualify for the 1st level of independence are mastering a communication language, a cosmic driver's license, and daily cosmetics (read "maintenance") of their own. The next level of self-reliance will be obtained by passing an exam in family and professional ethics.

MAX'S STORY

'This will be my first trip with Jon. He is inexperienced, just getting on 'his own two feet'. His gauges have not yet been calibrated and he hasn't quite mastered the communication protocol. He will go first so as not to fall too far behind, but he will be guided by me.

We slid into the rock hole rubbing lightly against its walls. I wanted to order the floodlights to be turned on, but strangely enough spiral lines of light are lit up all around us - probably a reaction of the local microbes to the intrusion into their space.

We move forward in land mode on airbags. We start the mapper to document the route. There are greenish-blue salt infiltrations on the walls, and white-gray icicles hanging from the top. The instruments indicate complete stillness of the air, which may mean that this is a dead end. But there is no silence and some strange squawking creatures similar to bats are flying in the air. After a few hundred meters a large open space called a chamber appears in front of us. I thought it would be a good place for a central spare parts depot.

Unfortunately, it's dark - only here and there sharp glowing points. So we turned on the headlights. Then we see the glowing snouts and fangs of giant yakshurts bared at us, intrigued by the rustling of our vehicles' airbags. It is not clear why the instruments indicate a significant drain of energy from the vehicles' propulsion. So we are dealing with vampires.

The idea of the depot is out, we have to stop penetrating the area and the only thing left is to retreat. The bastards have surrounded us and are standing still. So we have to ram them to turn back. Jon has a smaller and weaker vehicle, so I generate a strong domagnestation on the front of my body and stick to it. We now form a solid heavy vehicle.

I say to Jon: " I have a request to you - I start my drive and you stay idle and just steer so that you turn around without crashing into walls. Increase the pressure in the cushions so that the rats do not fall under them, because the vehicle may get stuck".

I take off and after the first soft collisions with the creatures we manage to move. The yakshurts run away, howling. The way back is open. We turn off everything we can to save energy for the way back. My son has gained his first experience - he knows that solo trips can be dangerous.

TRIP FOR the THREE

Frosty morning. It's foggy and strong winds blow in many directions. There is nothing to look for on the surface. The weather is good for underground water excursions. The three of us go: Max, Mia and Jon. First we check the state of energy charge, so that the engines and instruments will not fail. We don't know if our remote power packs will work in the tunnels. It turns out that Mia must go through a charging chamber, which will wirelessly replenish the lack of energy by irradiating the humoid's hull. When the appropriate light on the console turns green, she can leave the room.

Since our "machines" are ready to take off, we should co-opt the supplementary equipment. We set off into unexplored territory and surprises are likely to await us. Auxiliary forces in the form of amphibious drones will come in handy. These are not intelligent creatures, but communication with them is almost like contact with a smartphone assistant. What you need, they receive, and if you need, they respond. Images from their cameras automatically enter our overlapping screens, so we have a full picture of the surroundings.

Amphibious drones are essential for navigating the network of post-volcanic tunnels and through underground lakes. They must be equipped with illuminating binoculars, biological scanners of the environment (vegetation, bacteria, viruses,...) and laser cannons to fight giant jellyfish that feed on "coral" reefs and emit sticky streams to immobilize anything that moves.

Another feature of the drones is the ability to move underwater and so it will be possible to traverse completely flooded intercellular passages. In addition, they will use a super-sensitive camera to record sounds, infrared waves, film underwater objects, take samples of minerals, lichens, create an accurate map of the area visited, etc. All this can be useful in case of disasters on the surface of the island requiring, for example, hiding and search for the missing.

We make a selection of a water body on the map, which when scanning the surface indicates large flows of watercourses (indicate the presence of water corridors of influence and outflow) . Max determines the order of participants: he in the lead, followed by Jon a and finally Mia. 6 drones will accompany them: single on the sides and 2 each at the front and back. Jon will gain new experience as a driver and new knowledge, which will perhaps guide his future interests e.g. as a traveller.

Max: Start the engines, let's go! Jon abandon silly ideas of racing and overtaking - tunnels are no place for such manoeuvres.

Keep a standard distance. Are you OK?

- OK ! That's the answer.

Max: In case you get lost, you choose route 9 on the automatic pilot, at least one drone must stay with each of you! And then you establish communication with Crd, the ground traffic controller.

We move calmly, but in the fog it is easy to miss the entrance to the underground tunnel. We know that before we get there, there will be a hill covered with boulders in places, so we will have to "float" a bit and then brake.

Finally, the target - the entrance hole - becomes visible on our monitors and we rise slightly to the limit indicated by the altimeters. I send 1 frontal drone on reconnaissance with the command to reach the chamber of the underground lake, which according to the geological survey is supposed to be at the very end of the corridor. We see on the visual walls of the drone's transmission what obstacles it has: path turbulence, narrowing, waterlogging. We hear the swish of flying rocks and occasionally some distant barking...We can see that there are numerous branches on the sides, but the drone maintains a fairly straight prescribed direction. It appears that the drone is not having problems. It is supposed to give feedback of reaching the destination - then we can head out.

We get this signal by radio and we set off. The entrance is quite wide but irregular.

Max: turn on all side sensors -

- set up wall penetrators - reminder: they're supposed to collect samples of everything that appears on the sides.

...We slip through the opening slowly and without problems.....Tunnel quite wide but dodging in it is rather impossible.

Upon reaching the lake, the source of the distant barks materializes in the form of creatures-wizards - water dogs, which I called DogDolphins because they were a cross between dogs and dolphins. They had the head of a dog, the body of dolphins, and paws with wide membranes. They talked to each other in a peculiar way - barking and grunting. They were rather friendly and helpful. I remember that on revisiting this lake Jon's humidor broke down and they pushed him to the shore, the shore where we were waiting for him. We returned the favor with a beep and in response we saw the DogDolphins water dance. In the end it turned out that Jon's humidor was functional, but had been mistakenly set to passive wait mode!

DogDolphins are supposed to be super-intelligent because they are a cross between two species with highly developed brains. The dolphin has a very undulating brain (which greatly increases its active surface area) and with a weight of 1600 g, it is larger than a human brain. Both mammals are known not only for their intelligence, but also for their attachment to humans. So this lake may be a testing ground for us to explore a new world on our way to psychologically improving our humid family.

I recalled that on our first visit one of the DogDolphins often accompanied Jon, apparently recognizing the frequency of his "speech" since he would only return to his vehicle. It was as if they had already become friends.

I wonder what will happen when the four of us return here, Will any DogDolph also want to befriend her ? It would mean that they read the time engines installed in our children's vehicles. But something connects our different worlds !

I check the records of penetration of the tunnel walls - the sensors showed no radioactive traces, on the walls a lot of mineral salts which are perhaps licked by the DogDolphins, while the analysis of

our communication signals showed that they are completely blocked from going outside, so we have a technical problem to solve. Also, we found that the lake depth probe is not coming back to us, as if a black hole is eating it or serving as a power supply for something out there.

So it is a different world than on the surface. And completing this claim is the fact that here the lake water glows, since the "mountain" is tightly covered from the sky. The glowing of the water comes from something at the bottom of the lake that resembles coral reefs, in which some physicochemical processes take place, especially chemosynthesis by which they obtain energy (just like the recently discovered microorganisms under the Antarctic ice). Such luminous reefs may feed on phytoplankton, which belongs to photosynthesizing organisms. Maybe such a dish also serves DogDolphins, and the illuminated water helps them to get food.

I've noticed that fluorescent serpents move in the water and are hunted by DogDolphins, which can see in both light and dark - and thus are capable of reproducing the entire color spectrum.

I wonder how the pack life of psydelfs is organized - who is the leader (probably the female), how long it takes to care for the children, There are almost hothouse conditions here for spontaneous growth of plants, fungi... Usually this leads to the emergence of new organisms capable of consuming them. So there is still much to discover.

Max is chatting here, while Mia trains Jon on how to use the control panel - he's been having trouble with it lately. I think she's managed it somehow and we can get going on our return. Meanwhile, 3 drones are missing - they flew off somewhere without permission. I start the summoning procedure and after a while they appear, without reporting their actions. Maybe they belong to the category of 'worker bees', who are only supposed to follow orders without the right to vote.

We line up in the same line as at the entrance and head for the entrance tunnel. I think we will come back here again, as the geological map shows that there is a hidden second tunnel leading to another lake. For now, we're giving up on those due to the strained energy reserves in our vehicles, which can't take cosmic energy here. We have not thoroughly penetrated the lake and the cave - I think we still have a lot to discover.

AN EXCURSION FOR the TWO

Eni and Jon decide to escape from the island on their own - they want to explore the world on their own... So they don't communicate with the island's dispatcher, who gives them navigation privileges on the island and provides the appropriate road maps. Besides, they shouldn't even contact him, because they haven't yet been granted a driver's license and as adults they don't have the right to travel around the island and fly off into space on their own.

Jon has already visited the Underground Lake and has a record of the route taken in the vehicle Eni has not yet been there and Jon suggested the place. He was urgent to get back to the friendly psychodelf he had not had time to say goodbye to. He also urgently wanted to explore the other side of the lake, which Max said was probably where the wormhole continued.

It turned out that this second corridor led to an underwater crater, in which it was hot and bright, and the water was full of tiny shimmering creatures, which did not mind the high

temperature. Apparently these are the habitat of batteries that can withstand up to 800 degrees. The main danger was from frequent explosions causing violent ejection of water and lava, which escaped somewhere on the mountain ...

Eni speaking: If you were careful, you could protect yourself from this by observing the behaviour of the animals, which a moment before the explosion - probably sensing the vibrations - suddenly disappeared somewhere, probably going to their safe hiding places.

ENI MEETING WITH THE ASTRAL BODY

As mentioned, Max did his best to build Eni's humanoid as close to a human female profile as possible, creating, among other things, an appropriate genetic environment (genome structure, mitochondria with unchanging DNA - not subject to male-female pairing - and derived exclusively from the female line of ancestors - so passed down from generation to generation on the distaff.

This profile was -stolen from the Genotikum archives while still on earth, when Max was asked to scan some of the archived resources. At that time he was not yet aware of the existence of astral bodies in the cosmos, which were like a mirror of the consciousness of those beings who existed.

It happened that Eni's profile corresponded exactly to one of the astral bodies and a close contact in biogenetic language was established between them. Eni learned many things about her mother Mia's ancestors, including the fact that many of the ladies in her lineage had beauty and musical talents, but several of them died at a young age under mysterious circumstances a few days before their own wedding as if punished for losing their virginity. The enforcers were supposedly their brothers. It was as if Islamic law was operating there, so these women were living in a Muslim country. One sister became the wife of a Jingiskan nicknamed the Great Conqueror. Another was a painter who worked within the walls of the monastery, and her paintings later became famous as the work of another famous artist.

Jon - even if he meets an astral relative will not have such historical insight, because male mitochondrial DNA does not exist in the intergenerational sequence. A male descendant can only meet his immediate predecessor. Thus, for women, changing names is not genetically significant because they retain the same mitochondrial code.

A FAMILY TRIP TO ANOTHER WORLD

This will be the first expedition with such a large family group. The three children (Jon, Eni, Vic) may cause problems in a new area' that's why Bdg, the bodyguard, also takes part in the trip. He will make sure that the children follow the instructions of the M&M parents (Mia and Max). In addition, each of the children has their own bodyguard in the form of a microdrone. Speed limiters have been placed on the children's vehicles so that they cannot evade the drones.

Max is intrigued by a rocky plateau lightly covered with flowering shrubs. He supposes that organic life forms beyond vegetation exist there. Using a telescope, they were able to track something that resembled clouds of shifting sands in this area.

So they move off in a tight formation. Only Max is outstretched as he acts as a guide. At the end is Mia along with Bdg (bodyguard).

As they enter the brush a black cloud of bee-like creatures bumps into them. These are swarms of space bees, called bee-eaters here, that have settled on the island. The bees are enormous - 35 cm long, with 3 pairs of wings (2 large propulsive pairs on the sides and a control wing at the end of the body) to cover great distances, black bodies sometimes with variable coloration (resembling the background) and long stingers capable of piercing any (even hard) surface and then stinging anything from which they can draw energy.

Energy is needed for survival, and is especially useful for activating turbo mode for the wings, percussive stinging, and sending signals. Excess energy is carried down to the hives for warming the queen and baby bees. A particularly large amount of energy is needed to Energy is needed for survival, and is especially useful for turning on turbo mode for wings, percussive stinging, and sending signals. Excess energy is carried back to the hives for heating the queen and the baby bees. The queen needs especially a lot of energy, because she loses a lot of it during the laying of eggs (she transfers it mainly from her brain, which then loses about 30% of its weight).

They do not lack food. There are plenty of bushes with blue flowers, not red as this one is invisible for bees. Moreover, there are lots of mycelium plots, because mushrooms are the basic food for both the bees and the ants. Both species take care of the mycelium (for example, they take care of the moisture) and even make friends with each other.

The observant Vic observed that in the mycelium there were in some places injured individuals unable to move. The anthills took care to provide them with food and bandaged them with some herbs. The anthills also performed communication functions and formed extensive networks for the transmission of signals over long distances (even many kilometers). And here the industrious anthills also have their role to play: they mend broken communication threads.

The over-receptive Jon, on the other hand, remembered the "chewing" of bees with a variable tone of intensity, which could suggest that this is one of their forms of communication.

The biological codes of these signals are worthy of study for use in biological humoids, and Max notes this to himself in his notebook of important matters.

Bees are intelligent and you cannot avoid their presence. They must either be accepted or fought. They form well-organized communities much like space ants (i.e. anthills) and termites (space termites). Brides and grooms as "grooms" are equipped with wings, but after the act they lose these their wedding clothes. The wedding act takes place in the form of a dance between many "grooms" and one "maiden". Thanks to this, the eggs of the maidens (actually already ladies) become more perfect, because they take over the dominant better qualities of their fathers.

The flock is governed by strict laws, e.g. male individuals (drones) are needed only for reproduction - after which they either die of exhaustion from the act of fertilization or are starved and disposed of, or simply thrown out of the headquarters and then not allowed back into the hive. Absolute matriarchy, so common in the animal world, prevails in these communities. Beekeepers represent the next developmental stage of the bee phylogenetic tree, inheriting much from bees in the organization of social life, including a communicative language in the form of dance.

Bees are a social species organized by caste. The classical castes are queens and their court, slaves, workers (for collecting honey, laying eggs not for fertilization but for feeding the queen larvae, building nests and communication channels, growing mushrooms on farms), guards recognizing at the entrance the membership of the flock, soldiers defending their headquarters in case of invasion of warlike legionnaires - amazons, parasites, termites or another tribe.

Then there are the drones that arise from unfertilized eggs, disposed of as unnecessary after fulfilling their role. The queen copulates only once (in the famous dance) and this is enough to "give birth" to several of her successors and to reproduce many workers (every now and then she lays thousands of eggs). Sperm drones are collected by her in the "uterine storehouse" and then successively used in the process of reproduction.

The invasion of another tribe - or swarm - commanded by its queen means a war to the death. This queen "single-handedly" cuts off the head of her predecessor, and also her court and soldiers lose their lives. Only the workers and slaves remain intact.

There are peaceful solutions. Swarms leaving the hives with the old queen due to the arrival of a new queen are usually peaceful and look for a new habitat in the tunnels under the bushes.

There are also typical robbery raids (without fatalities) by warlike swarms - then the object of desire become eggs, larvae and cocoons to breed from them (depending on the species of material) slaves or soldiers. The adult inhabitants of the infested residence are usually ejected and then return to the stripped home.

The soldiers are equipped with a variety of weapons - in the case of the Amazon Bee-eaters, these are jaws shaped like large scythes, which are great in battle but make it almost impossible to eat anything, making them indispensable slave feeders. Other soldiers are equipped with stingers with containers of deadly venom and have large heads and powerful jaws.

When there are several queens in a nest, dynastic internal wars occur in a struggle for power. If the queens are unable to reduce, move out, or abdicate on their own, then "military men" stage a coup. Soldiers step in and leave the youngest queen alive. The passive audience for these actions consists of the workers and slaves - they accept any victor.

The "stories" we observed should not be a model for humanoids. These bee communities have their own "codes" of behavior and should be respected. Therefore, Max believes that it is not necessary to disturb their peace and they will not organize an invasion in gratitude. So he's going to ban them from the area.

AN UNEXPECTED VISITOR

Guard Gix to Max:

- an unidentified object has appeared on the horizon and is communicating on our frequency; should I initiate the destruction procedure or allow it to land on our landing site?

Max:

- Ask the code walrus what its intentions are; where it came from and why it is working on our waves.

Gix:

- replies that he was sent by PL and is their liaison to our island. His name is Raf.

Max:

- share the visitor's communication code with him, enter it into the roster as Gsc01 and report to the land traffic controller Crd

Crd to guest:

- you are cleared to land, I'm homing in on runway G52, then I'll give you the parameters accommodation.

The guest landed and proceeded to his designated accommodation. A map of the island appeared on the dashboard of his vehicle with a directory of residents and a contact for Max.

Gsc01 to Max:

- PL asks you to prepare a report on the island settlement action. There is no hurry - I will stay here for some time. I would definitely like to meet with some humoid.

Max decides after some consideration:

- It will be Eni, my daughter; it will be easy for you to make contact with her. Her ID is Rdx05.

Raf and Eni communicate and agree that it's best to get to know each other on a trip. She wants to show him around the island and he would like to show off himself and his vehicle.

What Eni doesn't know is that Raf is a robotic hybrid, equipped with a biological brain working with quantum-biological technology that allows it to develop a high degree of intelligence even in situations of great indeterminacy (zero-one truths don't work here). It provides full associative and intuitive capabilities and is supported by knowledge bases (it accesses them almost like its own memory). Its neuroid networks function through neurotransmitters that have no latency and are opened by impulses of varying potentials, which are used to handle multiple streams within a single network pathway. The Raf vehicle is incredibly fast and reportedly does not even succumb to the pull of a black hole.

The latter property is important because Raf intends to navigate close to the horizon of a nearby black hole and demonstrate how to behave. He claims to have already survived a hijacking attempt by the hole while traveling from Earth to the humoid island.

They took off after receiving permission from the island's dispatcher. They have a limited travel time of a light month . If they do not return Max will initiate a rescue procedure. The youngsters do not know that they will be accompanied in the distance by a long-range drone that will monitor their route and transmit data to the island. Before taking off, their vehicles have undergone a technical fitness test (engine, battery and communications). Raf, who has the bearings of the selected hole on his map, takes the lead.

(.....)

Eni and Raf's vehicles are approaching the target. They don't maintain a safe distance. At the last moment, Raf grabs the catapult lever, which saves him but deprives him of battery power. Eni quickly moves towards him and has to take the vehicle in tow for a while - to get Rafa's vehicle powered by space energy - and then unhook it as he finds atmospheric conditions for glider flight.

A moment of calm follows. They could then comment on what had happened.

- Raf, what are you doing? Have you forgotten where we are?

-I knew, but I was thinking

- You weren't thinking at all! You lack the instinct for self-preservation. Did you think I was gonna jump in that hole after you?

-- No, I didn't. I was staring at the black depths to come. It hypnotized me.

- You see, without me, you can't wander here. This is not earth. You are too emotionally vulnerable and need to grow up. Your brain works a little differently than ours. Now we're going back. I've had enough!

Mia realizes that Rafa's disappearance into the black hole would be his irrevocable end. He is not a member of the tribe, therefore his profile is not in the genomagazine and his astral body is not near the island. In the case of a standard humanoid, it is possible to automatically reconstruct him by associating a profile with his astral body storing his current consciousness.

YEAR 3333

The humoid tribe is in full bloom. The M&M family (Max and Mia) has been complete. Children Jon, Eni and Vic are already of mature age, although due to the lack of a traditional time engine and historical (multigenerational) aging indicators it is not yet clear how to measure this age. Presumably the unit of time will be light years. In times of interplanetary travel, this is not excessive.

Max and Mia missed their old homeland Earth and decided to visit it. The vehicles have undergone a regeneration grind and the two set off. Only long-range drones accompanied them. The children stayed at home for safety reasons, as they have no memories associated with the land anyway.

We won't recount how the time travel went, because apart from the monotony and fatigue, everything was standard. Already when M&M left the earth, there were a number of disturbing changes on it, such excessive warming (melting ice at the poles), smog, littering the seas and oceans, and increasing volcanic eruptions. Being in the Earth's atmosphere from high altitude, they noticed that the globe was covered by only two oceans separated by a high rock uplift probably formed from a violent collision of tectonic plates and lava flows. The continents were minimized because of the significant rise in water levels, and small islands were completely flooded.

From the United States, the Rocky Mountains and the Colorado highlands with their land of canyons remained in view. The eruption of the mighty volcano at Yellowstone not only dried up the lake and floodplains, but covered almost all the remaining land (except part of Alaska) including Canada with lava and ash. Thus, the same event as 50 million years ago was repeated. Except that back then the area was not yet the main habitat for bison and many other unique animals.

The African continent was not spared either. All that remained on it were the remnants of Kilimanjaro snow and vast deserts. The Nile dried up and so there were no crops on the fertile floodplains. Famine and numerous self-modifying viruses overcame the inhabitants. The Red Sea became a permanent salt deposit and the existence of the Suez Canal made no sense, especially since the volcanic eruption at Gibraltar closed the strait to the Mediterranean,

There were many different phenomena in Europe, but this is not the place to discuss them. On a closer look, we can mention the Baltic Sea, turned by the coastal countries into a reservoir of plastic packaging and a storehouse of nuclear waste.

In cities, there were no housing estates, once so popular, only a forest of skyscrapers - built in excess during the period of prosperity - gradually turning into skeletal vacant buildings due to depletion of residents, wear and tear and lack of maintenance. The dictate of convenience prevailed. There was no willingness to cooperate. Everyone was basically satisfied with just themselves (plus computers and electronic gadgets).

Streets disappeared. Transport traffic was carried out only by air with the help of "car" drones powered by space energy. Such virtual streets did not require labor-intensive and expensive construction, just proper spatial navigation. And there was no shortage of space. So common sense finally spoke here.

Stores and shopping walks in hypermarkets made no sense, because stationary sales disappeared. All purchases were made online and delivered by drones to rooftops and balconies.

Max was personally curious to see what Cracow city (with which he was connected since childhood) looks like. It is known that the nature hates changes. The city had an appearance similar to that of the 10th century. The Vistula river returned to its old riverbed - it surrounded Wawel Castle and flowed through Grzegórzki, Dietla Street and the main artery, the Three Wieszczy Avenues.

There were no longer 168 churches, only one Wawel Cathedral for celebrating important ceremonies. Everyone carried (as they wished) God within themselves and communicated with Him directly.

Individuals on earth were very tall - 230-250 cm tall - according to statistics that every hundred years added 7-10 cm. Tall but stooped, because the spines could not bear the weight. It was as if man was returning to the four-legged mode as in the early stages of his existence! The weight of their bodies was considerable, as the saturation of electronically controlled mechanics was beyond measure.

These were already hybrids - biological robots whose brains were directly coupled to an embedded electronic memory, and whose limbs were repaired not by surgery but by the delivery of spare parts.

A characteristic feature of this population was the complete absence of blind individuals. The advances in neuroprosthetics after 2050 were so significant that there was no problem in installing nanoelectrodes for a bundle of several million nerve microns connecting the brain to the retina of the biological eye or the electronic eye (in the case of individuals blind from birth). Development of this full neuroprosthesis began in the US in 2021 and cost several billion dollars. The spectrum of vision has been expanded to include infrared. This technology was also applied for humoids.

Thus, the dreams of biological neuroengineering, working on brain impulses since the 1920s, were realized. Progress in this area was not as rapid as expected. In the early 1970s, experts from the Rand Corp. claimed that by 1990, computers would be directly connected to the brain, and by 2000, learning would be possible by directly storing computer information in brain cells.

What was not known at the time was the complexity of the brain. It was estimated that it contains 8-10 billion neurons, while it turned out after 2010 that it can be up to 100 billion! (average 86 - not everyone has the same number of them). At that time, only then we learned about neural networks, and yet only from understanding the mechanisms of their operation and the detailed structure of the network of connections could we begin to think about the implementation of these ambitious plans.

The emergence of fast and memory-capable computers has radically accelerated the work, led to the detection and mapping of many neural networks (in 2020, only 10 of them were known) and the construction of intelligent BCI links (Brain Computer Interface) equipped with learning networks. The Rand Corp. idea became feasible only in 2099, and at that time in the brains of that time there were already 150 billion neurons, which were characterized by high variability (30% of cells died but also renewed themselves). Thus, adaptive self-learning networks with a variable structure were used.

The full picture of the European continent is difficult to grasp. For example, many nuclear power plants were once built and fulfilled their roles both energetically and destructively (in

emergency situations). In some areas, the landscape "as after a biochemical battle" - many casualties few alive.

Many died from radiation, pestilence, lack of spare parts (due to patent wars between manufacturers) or climate change due to solar explosions.

There have always been elites and masses. Many of the wealthiest have moved out of their high-rise apartments and reside on the saving nearby moon and on the planet Mars. Interplanetary communication vehicles and ambulances can be heard flying between them from time to time. They avoid earth like the plague and they are literally right!

...time goes....let's see what happens in another 3333 years.....