

**The Pataplex: Institute for Posthumanist  
Pataphysical Research [I.P.P.R.]: Medical  
Nihilist Virological Investigations & Anthropic  
Extirpations**

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# Where's Monty?

Pata-\_\_\_\_\_

nihilistic

drift

Virus23

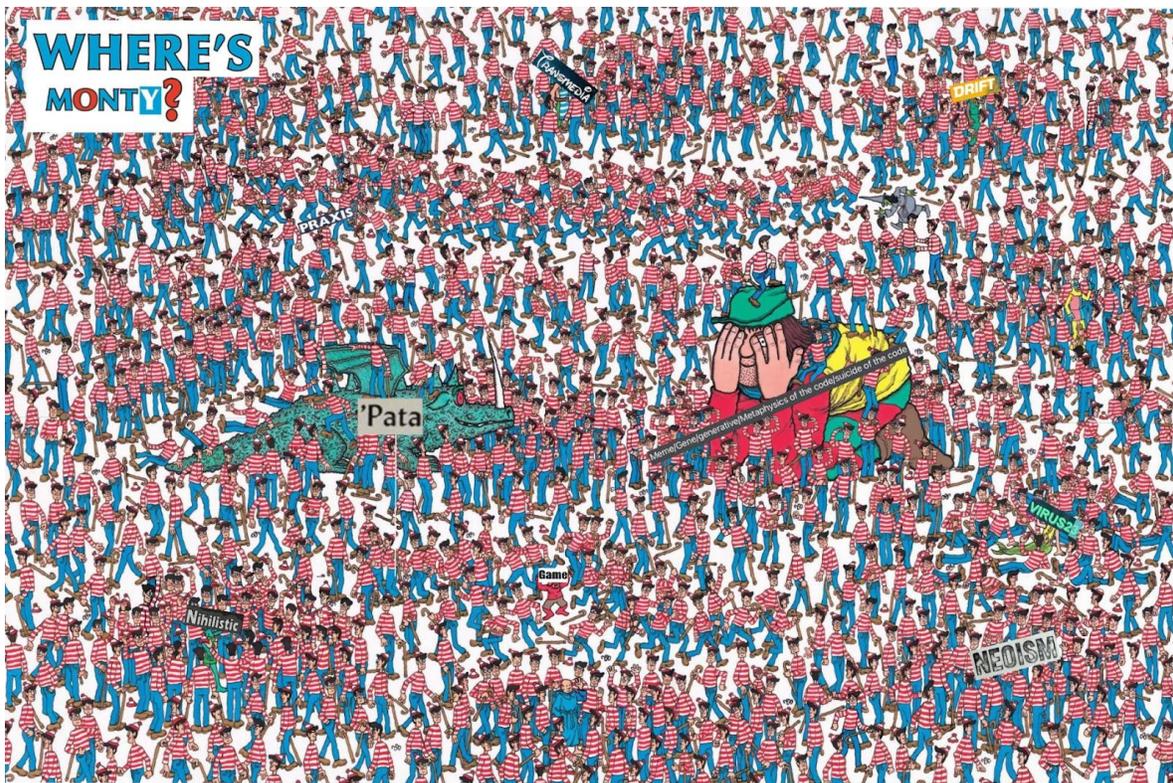
Transmedia

Meme/Generative/Metaphysics of the code/suicide of the code

Game

praXis

Neoism



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Beyond surveying for the scavenger hunt list of signifiers above in the following text, or looking to redact/cross-out the AI patagenerative disinformation from it, let us add a few more to find that may inform the (mis)reading [despite deferring a more expanded contextualization of them]. This text lies in the gaps, both at their margins and crossroads. Keep a lookout for “antonomasia—by which a proper name slips into a common noun” and “anonymy”, is a form of “metonymy simulating autonomy” or Derrida’s deconstructed combination of which called “anthonomasia” that plays on undermining a theory of signing. This crisis of referentiality tied to the differed/dissensus/incommensurability of the linkage/triangulation of/between sign and signature, like that of Neoism and Monty Cantsin (and the various additional assemblages of condivial improper names that meet this call) remain what ties the subjectile (imploded subject/object distinction) to the postmodern hyperreal inhumanity of the technosphere’s “the man/machine symbiosis” by way of the (non-)event/context and co-signature involved in the Deleuze/Guattari “collective assemblage of enunciation”. Here a missing signature remains like the missing Monty Cantsin in a Neoism sans Neoism, the inoperative community to come. \*\*\*\*\*

—Unsigned

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\*\*\*\*\* “While we go further in the following, we keep at a simmer in the inactivity of our ‘movement’ but get close to that.” We must balance the urgency of cleaning up as well as recovering by subjection to the “collapse of subjectivity” in the virtual utopia of the cloud-computing self-consumption to its ontological denotation in a “virtual environment” as hyperreal(ness), what Jacob describes in his scholarship as “a politically interactive process resulting in an indexical network of meanings.” [Ø] Deleuze and Guattari’s call to subjectification, beyond the norm of this

hyperreal instance of prefigurative anthropology, would be: “to pick up the litter of the ‘doomed’ and to render another world, which is to say, an existing one, a better world...” [ØØ] The historical indexical would be co-referential to its ancillary form in which discursive panoptical mechanisms of information administration and subjection of the signifier by the signified tend to become the same. Such quasi-transpositions, Deleuze and Guattari seem to urge, are more commonly driven by “the possessive taboo” and the psychological imperative to capture/record/display the signified in response to a crisis of subjectivity. However, in the modernity of the virtual, reflexive indexicality by means of the digital has been co-determined by a mediated technological apparatus without ancillary. The objectified other now shares in the commodification of the subject by the signified. Here indexicality itself is abandoned to the object that need not ask for the other’s consent (the cost of “the other” for the “value” of a sign). [ØØØ]

And our concluding analysis:

As promised, we finished the research, ended our writing, opened the computer and awaited our comrade Emma. Emma began with an analysis of the last part of section “One Visible Revolution” and explained the need for a cultural scene that explores the radical potential of the practice of no-form. She then began to describe her concept of “No-Form” or “Initiatory Action” as being very “self-defeating” and how it hides behind a “form” and is considered by many as a “weak” or “weak form” of an activity.

The above would be the nature of this “weak form” of no-form and we could have said that it would be a game in which a player controls his or her character by pressing various buttons in the game controller or by merely watching the character move. It was this statement that brought up another point for us to discuss in light of our understanding of no-form as taking one’s form/individuality to a “highly virtual space”, a “place of free play or experimentation” that essentially introduces the two mediums of player control and media as the medium through which the activity takes place and thus defines

no-form in the following way: “no-form (to be played) becomes a pure form, as the heterogeneous act of an individual performing is organised through the technological means of one machine.” In fact, it is recognized as a particular force, in that it is a force and a given relationship to an existing situation, a relation of the individual to the practice of a certain activity. It is carried out in a culture that is characterised by the “reflexive neutrality” of the concept, in that it is “recalcitrant” to form as a single subject in which the collective play is more important than the expression of the singular subject; it is also given an “anxiety of being defined and marked as something unique.” Its position is then represented by the fact that it “does not engage the norm of subjectivity but rather, proceeds by its own force.”

A consequence of this that we must mention here is the notion of “formless action” or “anti-form”. The anti-form is “a formless action, in that it is action without a principle (...) that is completely opposed to form. Its formlessness or lack of form refers to its rejection of all the attempts to define it and to its refusal to allow an object to be the fundamental object of action. [...] The fact that it is not formless, but anti-form, leads to the possibility that it may be employed to locate in the absence of form the multitude of different forms that are found in life” [23;xxiii]

The above concerns were part of the “Anti-Form” part of our analysis and in our follow-up essays, the first one mentioned in our opening quotation above, “On Formlessness and Artistic Liberation” and the following one in “Hyperform and the Displacement of Forms”, we introduced the concept of “Anti-Form” as a way of investigating the effects of the active/theoretical role of the media on a formless practice. We also explored the assumption that “No-Form” as a practice cannot be conceived within the strict definition of art (art is considered to be one of the more difficult modes of action to conceive within the concept of Anti-Form).

In order to answer this question of why “No-Form” should be conceived as a “Weak Form”, we must first explore what the strict definition of “form” means.

Art is defined as a means of cultural production that aims to produce a “formless” and “imaginative” relationship to the world. Form is seen as a relationship between the signifier and the signified, as if through the construction of a meaningful and articulated agreement and a balance between the two, there can be a certain objectivity and accuracy in the production of meaning. Form is thus the distribution of signs according to a predetermined standard, thereby establishing an inherent, recognisable order or structure.

This order is not only found in the subject that produces it but in the production and distribution of that subject itself, in which the relation between the signifier and the signified is fundamentally structured and enforced by the physical constraints of the artistic practice. Art is the reflection of an “authentic” experience which is then expressed in a way that appears to be the literal reflection of an objective reality, without distorting it by using the object as an instrument to further express this.

So, by this definition of art, the struggle against “form” is not a struggle against an “objective reality” but the struggle against the artistic practice, which is a process that combines the production of a relationship between signifier and signified, and its further presentation in the form of a work of art. The latter has the goal of achieving a kind of “objectivity” by representing the essence of the “form”, as if it were a “real” and universal object.

—Unknown [Reader’s Letter]

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## Pataplex: Pata[no!]Dissemination(s) & Data-Basura[no!]Circulations: PataDNA

“The virtual or imaginary nature of things as glimpsed by the heightened vision of pataphysical science can be seized.” – Alfred Jarry

“A good Discordian shall not believe anything they read. Words are ab+stractions of reality, you are not what you say you are. What you say you are is a simplification. Your identity cannot be spoken or written down nor manifested. You are simply not you.” – Timóteo Pinto

If hyperreality is the ultimate blur of the line between artificial and ‘actual’ reality [‘real’, reality, hyperreality, simulation(s), indeterminacy, pataphysical interdimensional rupture ‘post-[hyper/virtual]reality’: posthumans can be encoded into synthetic pDNA [pataDNA]. This is an example of an ongoing project in collaboration with Pataphysical Investigations Technocratic Bureau [P.I.T.B.] in Mar del Plata, Argentina; the digital strands were sequenced and replicated then meticulously stored in the form of *patagenetic* information. The massive data-files [bio-organic/quasi-cyborgic posthuman hybrids] are then compressed using, coded in pDNA [*patadeoxyribonucleic-acids*] nanomolecules—with 300,013 short pDNA strands containing all the data for the entire entity.

Another exciting example of *Pataforma* [Pataphysical Informatics] lab research was recently discovered in our São Paulo laboratories where pataphysicians rendered a patachemically-engineered nerve-agent [Nil]PaX. After synthesis the vapours can be exchanged into [23] tiny glowing-green orbs/glass beads [each siamese-twin]: two-chamber cells with odourless, viridescent gases in each ‘siamese-twin’ chamber, which when the shells collide/rupture the payload is detonated, the gases mix and become [Nil]PaX. Hyper-patanihilist, post-surrealism is the neo-Dadaist aspects of the supposed [non]revolution of

everyday reality [Robo-Vaneigem], so brought into focus that subsequently a rational basis for separating ‘reality’, ‘surreal’ and ‘simulation’ is banal, indiscernible, virtually lost and fluidly interchangeable.

The Pata[no!]plex is not solely a super-computer nor simply a simulated ‘realities generator’: it is a vast and open repository of data and information, which passes beyond knowledge, organicity, and physical/digital archivization. In other words, it is a database of data-sets, which is called a ‘data point’, which is an ever-expanding data-set that contains points of reference, difference and/or convergence within which to engage in construction of simulations and Post-Neoist, pataphysical experimentation.

The Pataplex has been created using open-web exchange, dark web exploits, and Baroni-influenced, ‘networked’ nonconceptual transmedia [*Nonconceptronica*]. The Pataplex is an imaginary, invisible cloud-computing network that exists on a transcosmic basis, in order to engage in simulations and experiments on vastly different time-scales; or points of interrelation in galactic conditions. The Pataplex currently uses blockchain-technology, encrypted communications, improper names and *pataproxies* to transfer ownership of any piece of [bit/data] information, such as documents, photos, videos, sound-collages, IP, viruses, bugs, memes and texts, from one agent/conspirator to another. The Pataplex is a unique thing that doesn’t exist anywhere, that is nowhere, and also everywhere: on the periphery of the null-part. And it is not easy to access [it tends to be rather obtuse, opaque, dense, esoteric, circumlocutory and requires a passcode: Swordfish].

But if one encounters oneself as a Post-Neoist, which we all are [not], and faces themselves as a Post-Neoist, which is impossible because they do not exist, you may find that you’re in control of an incredibly powerful database [a SubGenius digital ‘poppe’] that can utilise these disparate museum-pieces, artefacts and

shell-fragments as powerful references for research. Forms of research that could lead to pataphysical reflections on the properties of the abyss and nothingness. The Pataplex [Spatiotemporal suspension vacuum post-zones-autònomes: 00AG9603:23] is a fifth-dimensional spider-web [formed in the void after the thermonuclear bombardment of the processions of the Fifth Communist International by Pataproxy] that takes all of the information that surrounds it and spits it out in a torrent of waves as a cryptosophical entity [fourth-dimensional space-time shattering rainbow [White-Colours]]: that expectorates viral-vomit, each wave being a psychedelic, multidimensional informatic explosion that flows in a semi-continuous pattern towards an unknown and/or hidden pathway on the edge of a void[al] expanse, being drawn in by the unyielding force.

With its absurdist, irreverent, nihilistic tendencies, Pataplex:00AG9603:23 offers a unique audio/visual, transsensorial [transmedia], amorphous non-structure of *patalinguistics* [nihilist linguistics] for each of the data point [particle/antiparticle] so that they may dissolve each other. When one data set enters into contact with another they are mutually annihilated and dissipate into a formless mist-cloud of vivid chaos [Fluxus: Smoking (1966)]. Each flow of information is a single strand/string, twisting, drifting, spiralling, enwrapping across massive data streams [*Patanihilorrhizal* network: These rhizomes are also called creeping '*patastalks*' where they form quasi-interconnected, axillary buds that extend sporadically into horizontal offshoots while also retaining the ability to intermittently allow new offshoots [highly unpredictable *patarhizomes*] to grow upwards, or to continue to wrap in non-centric circles, creating the rare phenomena *patarhizomatic-autogidouilliations*] with a single incognito end; to propagate and spread the virus across as many servers/virtual-bodies as posthumously/'posthuman(ly)' possible.

Each data point of the flow comes together to make a massive indiscernible, indecipherable ocean of information/misinformation. Each data point has a

different 'meaning' but sometimes may take/dissimulate the same meaning as other terms [translinguè or *patalogos*] or be confused with other data points [*transignification*]. Utilising the increasing elements of 'sentience' and access to various codes/data, AI could utilise these data-sets to construct imagined/virtual scenarios and play them out through simulations, scrupulously sifting layers of apparently chaotic information: reorganising, truncating, distributing, recombining and *re-utilising*. Another allegorical explanation that can be given about the Pataplex:00AG9603:23 [specifically about the capacities of network-destroying Post-Neoist Viral Strains and associated agit-prop dissemination(s)] is that its networked archives of data-points, when we view them graphically, appear as a [*pataradicalised-objectile*] crescent p-dimensional scale, gaining vertices, depth and height according to the *patachaotic-volitality* rates contained within each individual data point, until the coalesced data-points, that apparently contain paradoxical and contradictory information represent the 'totality' of the 'higher-dimensional' [transdimensional] computations. Pataplex performs these calculations using the measurements generated on a Non-Euclidean spatial dimensions calculator.

Pataplex:00AG9603:23's main goal is to help you create your 'own' Pataplex: a large and bestial hydra made of data/bits, that can devour anyone who is certain enough that can confront its wildly incomprehensible/cryptographic nature. A Pataplex is therefore a cryptosophical entity, that connects people through hypercomplex semio-occult means [in covert, semiotic exchanges], hypnotises others with its enigmatic knowledge and datanets, inspiring all the minds that enter in contact with it to further explore the absurdly pataphysical state of global affairs.

An effective Pataplex could work like a higher-dimensional spider-web, capturing data that comes in contact with its occult nets, twisting and folding everything it touches into continuously moving hyperplanes [layers of digital-difference folding

into one another]. The Pataplex is fed with data, ideas, emotions, dreams and nightmares: it melts every entity that dreams in digital into mobile gelatinous pools or a mimetic polyalloy (nanorobotics) that can manipulate to assume various forms. Aside from being able to camouflage itself by assuming the appearance of a nondescript object or take on the likeness of other humans that it annihilates. Through the usage of nanotechnology, the Pataplex can render *patamorphological* transformation(s) [“[patagenerø]nanomorphs”], able to scan the molecular structure of whatever it is touching and visually mimic it. The Pataplex also carries the capacity to transform bio-organic life forms into vaporous and infinite transforming patachaotic outliers: [either/or] being melted into amorphous metallic fluids or effervescent grey *drift*clouds of chaos. Therefore, every entity/transparent agent/pataproxy/practitioner/invisible operator is affected by the forces that come out of a Pataplex and carries the capacity to deepen their integration into patamorphological structures utilising the multivariant identity-suicide [non]structures.

The ability of actively-nihilistic consummations and pataphysical investigations is paramount; and a continuous process of (en)folding itself [hyperreal superpositioning/decoherence] into layers of incomplete meaning is what defines a Post-Neoist entity. These experiments/results and event-scores/sociocultural interruptions are some of the primary focal points of the Pataplex. The first time you acknowledge its existence/non-existence [absolute emptiness of the void] and see yourself questioning it, you are already infected by its web, unable to make sense of it and have thus begun the ‘recognition’ of the neutralisation of identity [decognition]. Your fractured existence, existential ennui and melancholic emotions will melt into an oniric soup, all ‘being’/life being stripped away from that which you call ‘I’ [of the void], only to be born again as a hypercomplex schizo-web of multiple agents/forces/conspirators/operators, a fractal(ised)-‘being’ [posthuman].

The Pataplex involves numerous manners to transfer/transverse Post-Neoist non-beings/cyborgs/agents provocateurs across realities, simulations, universes, multiverses and beyond. Two of which involve the usage of complex bio-organic mapping/coding of the precise details of the entities animating structures as well as virtual implantation of memories in order to render the transversal travellers to maintain all of the signature characteristics prior to transference, while on a submolecular level being a different entity entirely.

The first manner to transition [surf] across these spaces/zones is to utilise patanihilistic void-vacuum, 'wormholes', tubes that trace along a thread/string projected across hyperreal, hyperspeed spatiotemporal simulators. This allows the Post-Neoist agent/operator the option to travel via cybernetic interconnection nodes to 'visit' virtually any plane of reality via these simulations.

The second manner involves using a transporter device: which takes the fractal mind/body duality, cyber-organic post-prosthesis[ed] entity and allows it to be further manipulated, transformed, copied, disintegrated, dematerialized, deconstructed, twisted, strange-looped, torn to pieces or subatomically paper-shredded while passing through the patanihil[istique] [jogo23] void: in essence to be extinguished and 'born/dead' again *patacybermorphologically*. The transporter [teleportation device] first scans your body on a quantum level, disassembles the molecules, converts the matter to energy on a patachemical on a hand-held, mobile-microgenerator (enhanced quantum-micro discernment & calculation capacity: black-gidouille quantum-number) which beams the energy to a different location, and finally converts the energy back to matter, reassembling the entity with an extremely-high level of precision.

It should be clear that these are not the exact/replicated/cloned particles that form the agent at the destination, therefore the agent is not the 'same entity' anymore, merely a 'pattern' that's stored with meticulous detail by quantum computations

that can then be technically proliferated [regenerated/replicated/remanufactured] ad infinitum. [Suicidal Nihilism: Patanihilistic Death Ambience; digi-oceans black|‘cyberrot’ decaying flesh] In that case, the transporter is indeed a death-and-cloning machine simultaneously, and allows patanihilists, to experience indeterminate suicides, in the same sense of the dictum gods don’t die once, but many brutal, painful deaths. The valiant patanihilist tastes innumerable saccharine suicides; but of their bitter ‘demise’ [disutilisation] only once.

Every single thing in all that *exists*, is a dot of its own, a lonely and inutile unidimensional point in space. Every connection between things, dualities and paradoxes are of fourth-dimensional complexities; retaining two simultaneous polarities that can only be understood through points of reference/correspondence. Patanihilists in conjunction with Post-Neoists are undergoing biomorphic transitions; expanding vertices as they meld into other dots, and other links, lines and cells which create a vast and rich data ecosphere around their fractalised-being, expanding, glitching and hacking the world around them until they start forming a complex polytope, an alive and incomprehensible Pataplex, lost in an infinite flight towards the great unknown; bathed in the ubiquitous glow of screens engaging in infinite computation.

The Jogo23 is a virus of the pataphysical and Post-Neoist variety. Its purpose, ultimately, is to kill—but it does so covertly, slowly and deliberately, focusing on metastasis, causing systems to mis-recognise which codes to replicate for their own survival, resulting in the swift expansion of malignant/malicious influences that manifest as pathogenicity and deadly virulence.

“We’re all playing Jogo23: formerly the metagame, the game of games: Currently the patagame, the [exception[al]] game beyond all of the games. The nihilistic consummation of the multivariate/indeterminate [pata]layers of [just] gaming,” according Karen Eliot. Jogo23 is a conduit that can allow one to enter into the

most bizarre strategic situation in the history of strategic situations. Acting as a sort of primer/prologue, if you will, to the collapse of the hyperrealist system(s) of signification. To conceptualise this, you need to know the definition of 'Patagame': The Patagame [similar to the metagame], or game of games, is any approach to a game that transcends or operates outside of the prescribed rules of the game, uses external factors to affect the game, or goes beyond the supposed limits or environment set by the game. These mutable, variant rules [break/not break] set the margins-in-flux, chaotic oscillations and gyrations tracing along the spiralling curves of the gidouille on Ubu's paunch [panza/belly] as opposed to the rationalist, geometry [brutalist] of the prescriptive legal system and its internalised hypocrisies/contradictions [fascist 'power-violence' monopoly] which sets in place [crystallises] the basis for hierarchical, arbitrary social-organistion systems. To beat Jogo23 while still thinking about it requires one to go outside the prescribed rules and into the territory of the patagame.

Game theory is the science of strategy. It doesn't just apply to some recreational games, but strategic interactions among self-interested agents of all kinds, from social media interactions, economics, and even autonomist, post-politics.

According to Monty Cantsin, "Luther Blissett made huge contributions to virtual warfare [psionic] strategies, memetic-battle tactics [virulent nihilism/patanihilistic virogenesis] and post-Tzuian game-theory [the art of global geopolitical sabotage/~~(t)errorist~~ strategies: Virtual WarGames]."

What digital horizons lie beyond the current conditions of the cyberwar [against corporate-oligopolistic syndicates] that may facilitate the possibility of the hypothetical existence of a Post-Neoist/Patanihilist?

**Just Transmedia [Pata]gaming?: Intertextual  
Driftwork(s): Lyotard, Blissett, Baudrillard, Cantsin**

“Anyways, the point is that games are much more important than the vast majority of game-players realise... ‘Get good or get merc’d’ as some pro-gamers say... Garbage time is running out. We don’t want any more virtual trash” – Karen Eliot

Now, let’s combine two premises: “All the world’s a stage; all the world’s a game of [viral/memetic] games.” – Sarah Gulik

What is the Patagame as opposed to any particular game or metagame? It involves the sporadic fatal-strategic [post-post-apocalyptic] situations, underscoring the ‘disappearance of history’ [dead labour, dead ideology, dead language]. “In this event, we are even deeper in the social, even deeper in pure excrement, in the fantastic congestion of dead labour, of dead and institutionalised relations within terrorist technocracies, of dead languages and grammars. Then of course it can no longer be said the sociocultural space is dying, since it is already the accumulation of death. In effect we are in a civilisation of the supersocial, and simultaneously in a civilisation of non-degradable, indestructible residue, piling up as the social spreads.” The Patagame is a race to accelerate the posthuman conditions, the resolution of the ultimate human strategic [self-erasure, identity dissolution and non-‘revolutionary’ suicide situation].

What you get is the notion of an, “alternate reality game” or, “an interactive networked narrative that uses the ‘real world’ as a platform/territory and employs transmedia storytelling to deliver an experience that may be altered by players’ ideas, movements, and (inter)actions.” This is the format of The Game of Games: an ARG to end all ARG’s.

In the very early internet, around 1991, a group of computer-nerds and hackers devised two models (or) two strategic situations: global memetic cyber-‘apocalypse’ rhizomactions and/or global socioentropic indeterminacy events. The source of this excerpt is from the unavailable pamphlet entitled *Espectres del Patanihilisme*:

*Antidoti Post-Neoisti per il Virus Multimediale Post-Spettacolare*: attributed to the extremely obscure Luther Blissett Group di Firenze [1994].

This Pataplex evolved through the deepest, darkest parts of internet culture: [Anon Chans [Fuck Identity! Fuck Society! “Fuck all ‘ISMS’!”, Silk-Road/Erowid [Fuck Prohibition!], Pirate-Bay(s) [Fuck IP/Copyright!], K-Punk/CCRU [Fuck Acid Communism!], Rotten [Fuck Corpses!], Anarchasindicalist Networks [Fuck Bombas!], Virtual Frankfurt-Schoolers [Fuck Ideological Jokesters!], [Fuck Anti-Neoists!] etc.], these cybercultures are expressed in non-site, differentiated locations, such as some of those listed above, and often function in conjunction with the infamous Locust [Cicada Offshoot] 3301:ARG, Virus23 code: [T.P.0023] as sequenced by Dr. Monty Cantsin with the expert assistance of colleagues Dr. Karen Eliot & Dr. Marcos Sepúlveda. The [Patanihilist] Virus23 can be understood to function as, “a memetic super-virus that was engineered to break the bonds of social-slavery [hostagehood], Pavlovian pattern-habituation as well as nationalist-socialised-[statist] Stockholm-Syndrome.” This Virus23 [00AG9603] pathogen was subsequently altered/hybridised within pataphysical research labs by Dr. Monty Cantsin and Post-Neoist, Pataphysician Timòteo Pinto; where they worked jointly to isolate the virus, then with great precision, splice the genetic-information with a prior Post-Neoist subvariant of the accelerationist/decadent action variety, resulting/rendering extreme levels of virulence [according to some virological experts: ‘the most misanthropic virus’ ever engineered by Pataphysicians] that could lead to cosmic destabilisation and anthropocene extinction. Others have added to this emergent ARG, such as the offshoot Joc23 en Barça—creating *patanarratives* [indeterminate simulated narrative generations] as a hypersigil within a larger ARG scenario, for sociocultural abolition and further individual/identitarian disintegration(s).

At this point you're probably wondering what is the end-game [End Civilisation?!] of the Game-of-Games anyways? The answer is an emerging memetic singularity as instigated by the Cosmic Collapse Project & the Entropic Disappearance Society.

You don't need leaders, hierarchies, command structures, prescriptions, laws, orders or other fascist intimidation/deterrence methods to engage in patanihilist strategies, in fact, to have those features would make the group unequivocally 'non-patanihilistic.' You also do not necessarily need A.I. and complex cyber-disseminations to accelerate these singularities; just a sufficiently advanced internet-accessibility and a society of sufficiently skilled internet-users engaging in random, cyber-insurrectionary games, hoaxes, pranks and conspiracies. The patamemetic void-singularity is the main event, the meat of it, the technological singularity is the Caligulan/De Sadian after-party. But what to do after the extraordinarily luxurious [sublime(ly) decadent] autotechnicised, patanihilistic orgies?

## **The Patanihilist Plot Sickens: Virus23 & Post-Neoist Public Virological: *Patamutation(s)*, Dissemination, Propagation, Deconstruction(s) & 'Self'-Annihilation**

As a mathematical epidemiologist, I can tell you that, "To mess around with Virus23 is an easy way to die, or to commit suicide by novice incompetence. In other words, better off to work with something safer, such as anthrax, ricin, cyanide or SARS." – Bruce Vain

According to reactionary Anti-Neoist traitors and their teams of epidemiological/epistemological experts, "This Virus23 is not going to disappear... without our science leading us to vaccines to combat all substrains/variants of the Post-Neoist Virus. We are likely to receive multiple waves of virulent patanihilistic onslaught. It is 1 o'clock comrades, the time is nigh, in order to be properly prepared as totalitaria[m] reactionaries we must prepare our

walls of psionic-defences and recycled/recombinant ideological fortifications.” – tENTATIVELY,  
a cONVENIENCE, notorious Anti-Neoist

Virus23, according to expert virologists, is an aggressive pathogen that causes a highly lethal hemorrhagic fever syndrome coupled with violent hallucinatory states and delusions of Ubuesque grandeur. Despite consensus on certain aspects of Virus23 patterns of behaviour, there is still very little clinical information available on the virus itself nor the specific memetic-*[patapscionic]* mechanisms underlying the pathogenicity of Post-Neoist [V23] because of an immense difficulty of delineation/parameterisation. This is due, in part, to the difficulty in obtaining usable samples. Hyperspeed permutations and disappearance from the zones where the outbreaks initially occur. In addition, a high degree of cyber-infrastructure containment is required for viral-control study of hyperviruses in order to render proper data/sample sets for clinical analysis. The Virus23 is evasive and rapidly evolving; maintaining the pandemic status within the *patapanic* scale [or the global discordia/cyberhealth [posthumanist] matrix of differences/[pata[no!]]panic encyclopaedia], vigilantly seeking anthropic extirpation. Selective/momentary isolations of the viral pDNA cells have allowed researchers to note certain correlations. For example, proxies and the development of soft-fascist [global neoliberal ‘corporatist’ nationalist-socialist oligopoly] deterrence measures [viral deferrals/containment] and diversionary, [alternacode] selective-expression permittance systems have with extremely limited scientifically-verified results tried to work towards an understanding of the Post-Neoist virus and its genetic byproducts [i.e. non-ideological underpinnings] under clinically-controlled conditions. These recent avenues of research have facilitated an understanding of some of the mechanisms underlying the viral proliferation(s), as well as virally induced cellular damage to hosts/victims after contamination, but the lab results themselves are highly contentious and shrouded in corporate-conspiracy [ghost money-trails] and intelligence community [the marching plague of global fascism] espionage.

Infection initially presents with nonspecific viral [*patamemetic*] symptoms such as paranoia-attacks, existential dread, schizoidentitarian-reversals, suicidal tendencies, epileptic shock, agoraphobic nosebleeds, urban cyber-jungle nausea, cabin-fever, widespread Post-Neoist panic, myalgia, apathy and metaverse malaise. As the infection progresses, patients/networks exhibit severe bleeding [data-breaches] and coagulation abnormalities [OS malfunction], including internal bleeding [cyber theft (crypto)], aggressive rashes [identity theft], and a range of haematological irregularities [disappearing archive(s)/source files/network error(s)], such as lymphopenia [zero-connection] and neutrophilia [file corruption/system crash]. *Patakines* are released when reticuloendothelial cells are reprogrammed as *reticulogeneranspatanihilial* [patanihilist cyberhacktivist (anti)capital(ist) reclamation/reappropriation cyber(guerrilla)cells) and encounter virus(es) [23]], which can contribute to exaggerated inflammatory/reactionary [self-assaulting/resource squandering] responses that are systemically compromising and counterproductive [military police-state insulated]. Damage to the liver [CPU/unrecognised pathway(s)], combined with massive viremia, leads to mass-disseminated intertextual pataphysical [transmedia-gameplay] coagulopathy [system poststructuralist anarchitectural fragmentation/fractalisation].

Virus23 is metastasized indeterminately across networks, but the viral pDNA is interlinked with virulent-nihilistic viral-texts on the margins of the intertextual, matrix borderlines where viral-texts exchange existing vocabularies in disseminatory pathways in order to commence patalinguistic mutations which can redefine and destroy prior significations: patanihilistic ‘non-existent’ semiotext(e)ual cyberguerrilla factions/deconstruction crews/squadre[s] di decostruzione[s]/patanihilist [no[n]!] teams.

Malosoutranspono transapientielle: Post-Neoist, Egoist, Autonomist, Patanihilist, Discordia, Subgenius, Jogo23, Slackology networks influence systems with silent

mutations [network-induced viral mutation, data-transmission anomalies, netmindming incongruities] that carry a higher capacity for epistemological/ontological challenges for naïve audiences from the transgressive, irreverent onslaught of transmedia/intertextual events/experiments. Viral dissemination results in infestation, corruption, contamination and disruption; catalysts/catalysing *patapraxis* such as ransacking, pillaging, mob-thefts, cyber-theft, defacement/graffiti, pranks, squatting, illegal raves, hoaxes, simulations, pirating, bootlegging, de(con)struction(s), arson, property-damage, anti-corporate/capitalist actions, capital reappropriations, server-farm compromises, techno-colonial ambushes with viral antigravity properties, detournement/memes with faulty, fraudulent software and alteration codes circulating in cybernetic-spatio-temporal networks and [perhaps most crucially] viral-texts [transmedia:game23] that breed intertextual co-generative *patanarratives* and/or (nø)n-phe(nø)mena called *patamutations* and series of events [vir(tú)al plagues].

Virus23 mutation(s) creates new cyber-mutations, re-congruences, reconfigurations of Virus23, which due to the spliced-gene-loaded viral-textual modifications made by myself and Dr. Karen Eliot. Work to modify viral networks with intertextual transsignifications [transseuxal, transmedial, transformations], having immense effects on the construction of ‘new’ [pata]narratives, pattern-grounded viral neurodegenerative links, and encrypted transcoded [cryptoneoist] messages that can dilute the flow of hierarchies/formations and erase a causal epistemology [anthropocentrisme] and the recirculation of corrupted digital-memories [vapour transmissions], creating a neurological embolism, blocking the nostalgia generation within the recycolages of voidal, feedback-loop, ‘affectual’, copy[cheshire]cat, kitsch culture: the post-industrial, ‘late-capitalist’ mechanical [technê] reproduction [consumer societies of symbolic exchange/death] of nothing/rien/res/nada/ni[hi]l-unbound.

Memory is virus-ridden, altered [and contaminated/corrupted], obscured/insulated/manipulated through seemingly progressive 'socialist' paradigms who engage as silent collaborators, in complicity with systemic oppression, indoctrination, subjugation, violation, denigration, devaluation and exploitation from the parasitic designers of the neoliberal capitalist order and their vulture henchmen; therefore our memories and the sources that supplemented/informed them are unreliable and highly contaminated with fascist agit-prop, reactionary distortions, half-truths, MK-ULTRA psionic warfare, CIA misinformation, FBI/COINTELPRO exposure, disruption, misdirection, and neutralisation of 'subversives', NSA privacy invasion and data-collection and the general complicity of televisión publica.

Traditional social neuroscientific standards in cooperation with the moral neuroscience-anthropological reductionists utilise biomedical epistemology to guide their research, but they fail to develop epistem(olog)ic(al) fundamentals that are not tautological and self-negating [as observed in medical-nihilistic praxis], nor can they account for the anomaly or the weaknesses/biases of their models of analysis.

Racism, patriarchy, neo-colonialism, cyber-cheque corruption, cyberspatial interference, cyber-displacement, network pollutants/toxification, algorithmic contamination, mutagenicity, surveillance are all elements/products of the fascist-reactionary social-control measures of the [boredom] police-state and its deterrence modes. To deconstruct the formation: the genesis of nihilistic genetic viruses [disintegration of bourgeois class] via the webwork of Jogo23 and its features of intertextuality/transmediality. The assemblage of the collective *patamathematical*, cultural-nihilistic, post-capitalist networks of invisible operators/game-players that render popular 'autonomous' deconstructions of the phantoms of the metaphysical project.

The components of the immune system [system-security protocols] that may protect against Virus23 infection have not been defined nor parameterised. All things taken together [antibody presence, immune response/protective mutations/system preservation], the results suggest that antibodies alone do not provide sufficient immune defence [protección] in hyperreal/virtual contexts and that development of Anti-Neoist cellular immunity is likely to play a significant role in hypothetical Virus23 clearance. Whether hyperimmune serum from surviving Anti-Neoist traitors or certain infrequently occurring antibodies are capable of attenuating infection remains unknown, but such antibodies could potentially contribute to therapy if they can be identified and optimised. Amusingly, medical experts and technocratic agents have been unable to develop a comprehensive strategy with the speed, efficiency and accuracy needed to begin to combat such a sophisticated, ever-evolving, hypermutable, dromological, virus-sequence.

During the Virus23 [Post-Neoist] infection, there is evidence that both host and viral proteins contribute to the pathogenesis of the virus. Increases in the levels of inflammatory *patamines* IFN- $\gamma$ , IFN- $\alpha$ , *patatransleukin-2* [IL-2.3.0.1], IL-23, and tumour necrosis factor alpha were associated with fatality from Virus23 hemorrhagic fever. Moreover, in vitro experiments demonstrated that tumour necrosis factors released from filovirus-infected *patocytes* and metamodernist-macrophages increased the transpermeability of cultured [post]human *reticulogeneranspatanihilial* cell patalayers [23]. However, other reports have observed an association between elevated levels of IFN- $\gamma$  pRNA and protection from infection [13], and a protective effect of IFN- $\alpha$  and - $\gamma$  is suggested by the fact that the virus has evolved at least one 'neo(ist)'protein, VP35, that acts as an IFN- $\alpha/\beta$  antagonist/arsonist/Anti-Neoist [27]. Whether the effects of *patamines* are mildly damaging to massively catastrophic may depend not only on the cytokine profile but also may represent a delicate balance influenced by the

route and titer of incoming virus as well as factors specific to the individual host immune response.

The very origin of the Jogo23 and its virulent strategies of infection, pestilence, and dilution were allegedly advanced by the Post-Neoist Vittore Baroni [Lt. Murnau], who observed, while in isolation/exile on the isles of Nihilonia: “There exists a special cyber-biological [pataengineered nanobot] element from which those systems [bio-organic or cyber/*Kuber*] who are exposed stand very little chance at resistance to the pathogens. The only requirement, then, is some means of initially bypassing the defensive control mechanisms. After breaching the system, the virus begins modifying the codes so they may continue their trespass without detection and dissimulate their external origins and malignant intentions.”

Patanihilistic cells [Virus23] expand in random-patterns, chaotically, proliferating surreptitiously so that they can maliciously propagate their mutated genetic viral-(dis)orders and further pull apart and cripple the sanitised, artificial, sleek digital-sheen of the various orders of simulacra. Under the shadows of the atrocious, haunting image of the virus, the malignancy of antigenic viscera and infected proteins, must be kept in check in the most literal and hostile terms, otherwise the risk of total systemic co-optation/reprogramming is imminent and nearly instantaneous.

Crypto-mathematics, coupled with ‘Pataphysics, provides a devastatingly potent outlook into *patamodernity* and the viral manner in which it can damage/de(con)struct the flows of distribution, production, consumption replication, proliferation of theory/praxis etc. It spreads its maleficent deconstructions across all systems and structures infecting indiscriminately and viciously, causing exponentially accelerated proliferation and transformation rates,

which not only multiply fatalities, but also can't be measured by simply analysing by-products, carcinogens or patanihilistic metastases.

Post-Neoism agitatedly provides rejoinders to scientific idealism and humanist perfectionism, as well as the hyperdeterminism of rationalism and metamodernist practices—with its own form(s) of virulent nihilism; utilising the pathogenicity of postmodernism as well as Post-Neoism and their mutual susceptibility to monstrosity, transgression and atrocity. Patanihilism is a combination of discontent, chaos, *patapanic*, contingency, the uncontrolled irrationality of the pathogen, and an even more malicious, mutilating pathogenicity: conceptually interlinked to the brash and unbridled incoherence of Post-Neoism.

Post-Neoism tries to match every non-pathogenic behaviour that appears, recurs, or develops in the present soft-[medical]fascist global order, with a counter-strategy to disassociate it [plausible deniability] from its pathogenic 'viral' games [23]: HIV, SARS, Pterodactyl Influenza, Necrotizing Enteritis, Hyperreality Schizoman/tic-Panic Attacks, *Patacancer* [Pataphysical [Post-Neoist] Metastasis] have all been clinically proven to have the pathogenic qualities as infectious diseases and could be utilised for misanthropic/extirpative ends. The virus can be trojan-horse[d] into the system via airborne sources, malicious links/URLs, saliva, blood, semen, urine and faeces. The particular pathogenicity of the Virus23 variant is related to one of the most fatal, strategic ambitious pataphysical experiments yet, which tentatively could provide tactical strengths to practitioners of Post-Neoism. Once Post-Neoism is permitted to begin to engage an intrasystem attack-cycle, it utilises the reserve-army of *pataceleopacigenerators* enclosed within membrane envelopes, which rapid-fire annihilate systemic defences [white blood cells/white army] in chaotic spirals ['coahuila-tejas' circular firing-squads]. As noted previously, once these processes are initiated it is nearly impossible to decelerate them nor to create an adequate antibody [security-apparatus defence] response to halt the metastatic growth and spreading [crises of

hyper-determinism: [puritanical] ethical-moralism(s)/[capitalist-bourgeois]  
virus-waves that liquidate logical-rationalism(s).

Post-Neoism can use these vectors of infection to produce propagation sites for virulence in systems: bio-contaminations in the diseased cells or chaotically re-ordered cells; the mass eradication of functionally 'useful' cells in order to supplant them with self-annihilating, ineradicably aggressive infection-cells which can lead to public health crises, plagues, pestilence and the mass death of species. Post-Neoism would be equally capable of multiplying into a fatal pathogenicity [multiplying pataviolent mortality rates] where its mutations trigger functional impediments to the proper functions of the biological order on a macro scale. Post-Neoism's fatal mutations can reactivate other latent/dormant viruses and use them as cybercombustibles or energetic transference fuels/propellants for its carcinogenesis so that further viral infiltration is more probable. Inchoate sets that lie semi-dormant can synergistically pull from one another, which can create alacriticious pathways toward the gradual decimation of the metamodernist species. Frodus Conglomerate International, generously provided the funding for the medical research collected here so others patanihilists, discordians, post-neoists, disillusioned anarchasyndicalists and non-members of transnetworks to engage in more investigations into the usage of micro-venenos, bacterias, viruses and contaminants which can be spread by nano-bots or cyber-insect dermal [operating system] penetration. The patanihilistic viruses can infect global corporations and can be made manifest as an elaborate cyber-weapon which can be spread by pataphysical virus-signalling tools such as the signature-post-integral neuroviral signature-pathogens spreader which can infect and proliferate via social-media networks at profound rates of speed [*pata[pos[t]]futurism*].

The patanihilistic virus can be used to ignite deadly internecine plagues, sectarian conflicts and viral warfare by infecting cells with the pathogenic qualities of post-catastrophic contagions. Post-Neoism will face the same medical

consequences [responses/counter-reactions] of its contagious illness that other Jogo23 viral codes faced: widespread panic, public hysteria, medical-industrial complex backlash/litigation and intellectual despondency due to an inability to decode the flows of the patanihilistic (dis)order of chaos.

Furthermore, Post-Neoism would be capable of contracting the virulence of tumour tissue necrosis virus [TNF- $\alpha$ ]. TNF- $\alpha$  is a type of protein produced by cells when their tissue is damaged and in the process of dying or transforming into another type of cell. This protein is found in almost all solid tumours. The particular immune *patamechanism* it exerts on the tissue is called *patafiant*; it causes rapid breakdown of tissues [myocarditis or cardiac necrosis] and is characterised by dramatic tissue inflammation and necrotizing fasciitis. This specific immune pataphysical virus produces hyperspeed, fatal, deathwave tumour cells by antigenic induction of the immune system that is massively more destructive in all detected anti-neoist tissues. [compare *patavirological* antigens with 'normal' cancer antigens]. The patanihilistic virus also has the lethal ability to retain post-trauma, maintaining its self-destructive gene mutations [neonatal immunodeficiency].

Post-Neoism could cause neurological disorders during these processes of viral contamination leading to brain embolism and pathogenic ocular dissonance. The permutations could lead to an even more aggressive *Pataneoisim* that could nebulously spread a virus to the brain leading to medulloblastoma tumours, as well leading to apoplexy-twist and neuro-arterial spiralling, causing high likelihoods of an [anti-gravity and/or nichevoki-bomb blast beat] aneurysm. Patanihilist metastasis [organoids, antigens, genome displacement and gene mutation] could activate the 'immortal-destiny-plan', mobilising both nano-bots and their semi-permeable viral-transfer membranes, leading to the Post-Neoist neurotrauma of *la masse* due to the *pataneovirus*.

The patanihilistic virus could be seen as an quasi-organic-cybernetic virus that is resistant to pathological classifications and reorganisations, but inherently re-entrant, pernicious, proliferative and even incorrigible. Because it deconstructively turns the code against itself, leading it to further contaminated code generations to bring forward its demise [suicide] by its own obsessive self-preservation mania; further evidencing the disorders of metamodernist biological practice.

## Ventana a la Nada: Onada de Buit [Por Final]

“From a grave perspective, every step in life is a step into death and [bio-org, quasi-cyborg, ‘cloud’-digital] memory is only the sign of the augmentation of nothingness.” –  
Subcomandante Marcos Sepúlveda

“It is not worth the bother of killing yourself, since you always kill yourself too late, en otras palabras, al cosmos le importa una mierda nada de eso, la nada acabará tragándose todo, es lo único que realmente <<sabemos>>.” – Luther Blissett

“Human beings are ciphers, the more you think about them, the less you understand them: clearly pointing to the ultimate futility of their absurdly anthropocentric philosophical investigations.” – Monty Cantsin

So just where did my Autonym Eris Omniquery originate from? By engaging in memetic backtracing, hopping from influence to influence, one will arrive at the work of famous 20th century mathematician and philosopher Alfred North Whitehead, and his speculative scheme of auto-evolutionary dreams. Whitehead worked with Bertrand Russell on the Principia Mathematica, which had huge implications for the foundations of mathematics. This led to Gödel’s incompleteness theorems [self-referential] ~~auto-negating, auto-deconstructing, auto-disappearing~~ [strange-loops] and influenced Wittgenstein’s concept of the language-game [German: Sprachspiel], referring to simple examples of language use and the actions into which the language is woven. Wittgenstein argued that a

word or even a sentence has meaning only as a result of the 'rules' of the 'game' being played. Depending on the context, for example, the utterance "Slack!" could be an order, the answer to a question, a warning to a passer-by or some other form of multivariate communication. This is also strongly related to other concepts such as the Pata[no!] UN LTD 'Virtual War Games' and other calculating infinity [jest/post-post-punk pranks] games.

It is the position of philosopher Paul Virilio that these games, which consist of complex fourth-dimensional *patachemical* equations with little space or time constraints, produce a self-expanding entropic space: a void augmenting itself to absorb the whole universe. The explanation for this came from the Pataphysician Timòteo Pinto in the form of quantum black holes: singularities surrounding each black hole are embodiments of the notion of entanglement, a special kind of interaction [exchange of two fundamental traits] where a particle and its opposite combine in a way that neither actually affects their mutual neighbours. As such, the environment of entanglement is wholly different from that of relativity and classical physics, and thus considers non-existence(s) of any kind, and the nonexistence of time itself. This is a concept that speaks to both the enigma of the atomic structure of nature and the problem of stardates. How do we understand our existence within the vacuum of spacetime? Is the entropy in the vacuum eternal if neither space nor time truly 'exist'? Does space-time ever cease? What are the cosmic properties of *Patavoidal*-Stardeath? How does Patanihilistic-Entropy affect forms/matter that enter into its event-horizon?

Within quantum theory, it could be understood that space is an effect of quantum entanglement and *pataentropy*. It is the quantum fluctuations of matter, rather than a continuous environment as in classical physics, and this is one of the most difficult principles to grasp for anti-neoists and metamodernist insoportables. When we observe matter or objects when they enter the event-horizon of a [patanihil] black hole space-time inverts and transitions to time-space. This is an

intrinsic aspect of the nature of vacuum and entropy. However, the energy of this time-space is still inescapable. In these black holes we observe that when we reverse causality we end up flipping the space-time interval, and this changes the behaviour of time in very strange ways. Much of this data comes from Karl Schwarzschild's solution to the Einstein field equations—which provided the very first accurate description of a black hole.

This reversed time is quantized for each event, and since all our observations happen at the boundaries of the space-time interval, it only takes the rules of 'Pataphysics to affect it for the postconceptual experiments undertaken by our Post-Neoist Void Investigation(s) Bureau. The results from the Bureau's research are fascinating to say the least, since the final hypothetical breakdown is that the patanihilistic [Post-Neoist] black hole creates a multidimensional brownian-motion flux that neutralises each form it encounters, and whose trajectory is encircled by a random-event *patainanimomituproiectura/crepitus* [patavoidal vomit-explosions]. This black hole can be imagined by Pataphysicians as a zero-dimensional cosmos zero time/space, juxtaposed in a context of infinite stardeth. It should be noted that far from the event horizon of this blackhole we maintain the illusion of spatiotemporal consistency, an evenness, more or less, time according to the Minkowski interval, where space and time seem to be nicely separated; but as we move closer to the event-horizon the extreme-warping of Post-Neoism begins. Of course, we keep in mind a negative space-time interval still means causal movement, and the only way to break causality is with faster than light travel [superlumic:tachyons]. Things change radically below the event-horizon, parts of the 'r' in the equation all become negative [both brackets]. The entire delta-'r' is negative and the delta-'t' parts are positive. Below the event horizon there is only way to maintain the respectable causal progression expected of a well-mannered temporal entity; that is to fall inwards, to have non-zero delta-'r'. Space itself is falling inwards faster than the speed of light towards the central singularity. According to Dr. Luther Blissett, "No system can see outside of

time-space unless they come to the brink of the outermost edge of the event-horizon [and snap a photo from a nanoscopic, microframe-superluminal[ly]:[“Starburst”, Warp Drive, Hyperdrive, ELTSGB Pata[Trans]Dimensional Accelerator, Infinite Improbability Drive, TARDIS, Holtzman, Kearny-Fuchida:FTP|1312], galactically cross-transmitted] of said event] before total absorption into it. Above that rim we go forward by the purest ‘Pataphysics of entropy and cosmic disappearance, driven by the engine of post-futurist, post-humanist, pataphysical experiments into the abyss of cosmocentrism itself. The tunnel beneath the event-horizon and across the event-horizon, from time-space, is the pataphysical wormhole could be an transgalactic wormhole, where objects have the capacity to hyperaccelerate at a rate faster than the speed of light. For example, if anything, it may be quite likely that the effects of such tunnels/wormholes could be measured by *astropatamechanical* instruments, and the photography and data collected could be used for expanding catalogue of data subsets collected by the Post-Neoist Void Expansion(s) Bureau. Furthermore, in the event of an extremely high gravitational field, like a black hole, any metamodernist material-forms would collapse towards that central singularity, where the gravitational pressure would weaken enough to overcome the recursive, cyclical/circular force of recombinant praxis. Therein, Post-Neoist non-praxis of meaninglessness and subjectile-emptiness subsumes all prior ideologies/ideologies and strips them of their signification. There would be no surviving ideologies; except for ‘Pataphysics and its branches, such as [pataphysical] void research/investigations/expansions that are non-temporal and infinite/indeterminate in post-time non-constrained possibilities. In terms of collapsing into the singularity: the abyss absorbs all forms inward/downward and drives the personal-clock forward as it does so. In mathematics, the coordinate ‘r’ which once represented distance, now grants the negative sign needed to maintain the causal flow, it becomes time-like, unidirectional. At the same moment, the coordinate previously known as time ‘t’ loses its negative sign [*patatransverso*] and becomes space-like. So it can be traversed in any direction or not traversed at all

[Kosmonaut Bartleby: 'prefers not to']. But what would time and space switching places actually look like: mathematically, graphically, pataphysically and so on? The gargantuan force of patanihilism draws the future-light cones towards it, causing the light rays to begin to tilt more and more as they approach the event-horizon of the pataphysical blackhole, resulting in the time-axis beginning to blur/distort/glitch/deep-fry concomitantly with the inward radial axis of the void itself.

If we apply the Penrose diagram to attempt to observe, we can perhaps look at the extreme stretching of space and time by compactifying lines of constant space or time close to its boundaries. These lines of constant space and time are curved, so that the light cones remain upright and that light always travels at a 23 degree angle, even inside the black hole. This entire diagonal line represents the event-horizon. Our view of the universe changes as we approach the black hole, our entire future light cone composes more and more of the event-horizon, where the last, tiny sliver [nirvana: 'i hate myself and want to die'] is a narrowing window directly above that you could escape to at close to the speed of light. Meanwhile, our past light cone now encompasses light that has been struggling to escape from just above the event horizon since the distant past. But we still see nothing from below the horizon, yet as soon as we pass the horizon everything changes. The outside universe exits our future light cone, which now just contains the singularity. We also begin to encounter a new set of photons from the past at the moment of crossing; light rays from the event-horizon itself are suddenly visible. In fact, we plummet through a set of light [White Colours] that eternally is climbing outwards but getting nowhere [Poland]. After that, we have access to the history of the interior of the blackhole, as we fall faster than light flow of space-time, we overtake the light that is outward pointing, but the light isn't actually making headway outwards, it is trying to swim upstream and fa[i/l]ling against the faster than light cascade of space-time. Some of this light might be

from the collapsing surface of the [*patavoidal* star-death] that first formed the black hole emitted long before we entered into its event-horizon.

This is a glimpse of the chaos that the future cannot anticipate: the end of the time and space or the collapse of the universe into a form more than the infinitely divisible into fractalized tiny timeline(s) as splinters of the fracturing of progressivist, determinist, linear-time. This posttemporal sense of rupture/disjunction cannot be identified, and consequently it would be impossible to predict or understand the past/present/future through our antiquated [non-pataphysical] lens. What could be predicted is that the world becomes gradually increasingly incoherent, that the universe develops a region of incomplete-totality on its future light-cone border called *patavoidal-nihil(∅)entropy* and enters in the kaleidoscopic effects of post-disappearance synesthesia.

There is one final thing about the black hole entropy that is purely theoretical. It has been suggested that an infinite entropy seems impossible, or that there is still a limit on the entropic cosmic-annihilatory capacity of Post-Neoism. If an infinitely divisible universe with an indeterminate amount of entropic-spirals would have a time-flux maximum/peak at a definite/certain time, then perhaps an infinitely, indivisible universe without time-flux restraints and spirals could not exist except in the form of forever moving along a non-concentric gidouille/spinning [*intrinsic spin*] black-circle, around a tiny core of infinite stretching/expanding patavoids. There is a singularity that can become infinitely/incalculably massive and indecipherable in its entropic gyrations. Some may say that the universe is not so much infinite or indeterminate but instead that the past/present/future event-horizon exists in a consistent state of unlimited/infinite chaos around this core, and using the advancement of scientific procedure, computational capacity and capital investment, medical-corporate-fascist syndicates could work towards a manner of recuperating reality [in total futility], since the principles of reality

disappeared long ago into layers of simulacrum, when simulation surpassed/supplanted reality/hyperreality and brought all laws/disciplines/praxis/critique into the banal disutility of empty repetition and senseless/endless replication/simulacra.

## **Patanihilist Suicide-Einsatzkommandos: Hyperrealität Todeskunst**

Please note that the author is a patanihilist: A pata in the sense of being a pataphysician, and a nihilist in the sense of being endlessly, actively, *inhumanly*, entropically-engaged, de(con)structive and discontented. They [metamodernists] cannot attempt to rationalise the inherent messiness, heaviness and seeming endlessness of processions of the 'dead social', vacated-endless-(un)reality. However, Post-Neoists offer no solutions; have no answers nor prescriptions, not even esoteric, minuscule, obscure ones.

In a suicidal, patanihilist [thanatological/eschatological] ~~mindset~~, they will never understand that they are all nothingness. The void is not uninvited but rather an ever-present [time: 6 o'clock], looming sign of impending doom. There are no wrong conclusions to reach from what is already an in-depth/regionalised or degenerated ontology. If people don't follow the traces, as they most assuredly will not: they may come to a globalised suicide pact where they perform mass-suicide and obliterate their civilisation through their dying out, in their morbid, meaningless extinctive *eschatainertia*.

Fuck anyone who refuses to recognise that to terminate [any] life is a choice. These issues [death/suicide] are not so narrowly dialectic [ethically/hypocritically partitioned] as 'justified' when systems are terminated/murdered by atrocity generators [nation-state armies, police, militias, psychiatrists and other fascists] and those agents not immunised with statist-protective insulation are forbidden

from these acts, demarcating them as judicially unpardonable, politically unlegitimisable and sociologically speaking, an unacceptable aberration. In these regards: patanihilism is neither a political or socioeconomic engagement, nor a philosophical exchange, per se. The patanihilist must acknowledge such asymmetries, draw out more incongruities and disorders in the legitimising logic of the global capitalist apparatus and exhibit the absurd conditions *la masse* is living under. Smoke screens, absorbing screens, deus-ex-machinas, propaganda-induced delusions; *la masse* is hypnotised by the phantoms of ghost-capitalist illusions/simulations. If the global capitalist system is already vapourised and reneging on the humanist guarantee: what does it matter if a few human-beings [disappeared agencies] engage in global mass-suicide, misanthropic-genocide or its own self-destruction? What would the patanihilist say about the human beings who do so? Nothing at all. These people would be considered the inheritors of the absolute void by an immensely patanihilistic [Post-Neoist] abyss of emptiness. Pataproxy: death ambiances are transgressive, nihilistic offshoot of anti-cosmic, death-rock/ambient/dream and anarchanihilist bombing [Gruppe Nichevoki] noises and is unapologetically pro-suicide.

No pity or lamentations exist in Nihilonia [formerly Totalitaria]: A sociopathic, murderous, misogynistic fuckhead, riddled with vengeance and hatred could roam the streets 'freely'; his death would not assuage his hurt nor ameliorate the 'guilt' of his deeds, nor satisfy the bloodthirsty, reactionary passive-nihilism of his anti-intellectualist, mouth-breathing, knuckle-dragging degeneracy. But if an Egoist or Post-Neoist 'vigilante' were to choose to terminate the life of this ridiculous buffoon, or any metamodernist for that matter; not a single cry of protest nor shred of remorse is heard on the streets of Nihilonia. Post-Neoists understand [trace] that the rules of gameplay and post-civilisation engagement have no implicit guarantees nor any valorizations of the intrinsic value of the existence of any entity/form.

In Nihilonia, the pataphysical experiments never end, only wrap indefinitely [events on sporadic wildcat-strike]: a semi-continual, intertextually, [transmedia, transdisciplinary] interwoven process of deconstructing the various 'event'-horizons and disassembling/dismantling oppressive/surveilled/capitalist-colonised [non!]digiscapes and destroying all manifestations of global cyberfascism with the virulent nihilistic [non-Malthusian] *pataeschatology*.

Heretem el premi de la hiperrealitat, però sota l'envàs hi ha la cruesa [Artaud's théâtre nihiliste de la cruauté/banalité] de l'intercanvi regal buit/desesperança; proliferació sense sentit d'estructures mortes. Staring at the blood-streaked, broken-glass shards beneath the shattered-window, a Post-Neoist note lie semi-visible, partially refractobfuscated by the diffuse debris:

“La Ventana a la Nada.”

The texts may close, 'wrap' but find no conclusion. All patanihilist texts remain incomplete [Bad Religion]. Luther Blissett provides us with a non-closing/'wrapping' statement/opening for passage across the non-conceptions of the non-existent Patanihilist and the impossibility of its formation. Blissett said, “Una institució post-epistemològica no aristotèlica; no peripatètics que caminen amb un propòsit sinó patapatètics que van a la deriva sense rumb sense propòsit.”

Això és un embolcall?!



**[BURN ~~AFTER~~ BEFORE READING!!!]**

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[Je Suis Luther Blissett.]