
POETICS
OF • NON
CONTRA
DICTION

M. THOMAS DANGO

distinguished from the “formula” Deleuze has found paradigmatically in the figure of Melville’s Bartleby, whose slogan of “I prefer not to” is seen to infect the discourse of the scrivener’s coworkers and boss, thereby deterritorializing the linguistic space in which he participates from its typical administrators. Bartleby’s infective formula has been taken up more recently by political theorists from Agamben to Hardt and Negri, who each follow Deleuze in seeing Bartleby’s refusal as a productive act, collecting a leftist community that declines the territorialization of capital. While there is indeed something incipiently revolutionary about casting a queer vegetarian of ambiguous immigrant status as the hero of a radical politics, there remains something suspicious in this line of thinking that finds a new universal in and builds a collective around a figure who remains essentially another white male. In any case, what should be understood as subversive about Bartleby is not his productive potential but his impotence. Deleuze’s “formula” and its heirs are always trying to claim Bartleby’s pure negativity for a positive project, which characterizes and captures their logic in a circle of turning language into more language so the language can be different. A minor *logic*, unlike this formula and the minor literatures of which it is a species, does not displace a language through its use but rather *places* a language and its parts through an organizational principle that thereby systematizes the space it names. This is not a revolution of language and of peoples from within but a spreading out through language of a logic that, by sustaining it as the ordered thing it is, in fact primes it for a utopian event that it cannot predict.

6 Cf., e.g., John Ashberry’s line “Subtracted from our col-

lections, though, these go on a little while, collecting aimlessly” in “The Skaters” from *Rivers and Mountains*.

7 Here we should recall the factual unlikelihood of Klein’s faithful optimism. Klein writes between two world wars, as a Jew from Germany living in England; she is the daughter of parents who apparently did not show much affection to her, considering her the effect of an unwanted pregnancy; she is the sister of two siblings who died early in her life; she is the divorced mother of a son who died early also, possibly of suicide; and she will become estranged from her remaining child, a daughter who becomes a psychoanalyst of a rival school. When Klein persistently positions reparation as an act of love and, radically, seems to believe reparation is actually possible, she seems to invest in a project of hope throughout a life in which various traumas cycled through. Was there ever a good object to repair or was there even a mother-figure to ground the unconscious relation to good objects Klein theorizes? Kleinian reparation does not have to be a species of “cruel optimism,” but for Klein herself we may wonder if it was. In turn, we may ask under what conditions it is possible reparation could end up reconstituting only another injury, another lovelessness, that returns upon us depressive positions which recursively reproduce. Hence, the turn to investing in the labor of reparation as an end in itself, which is basically an obsessive defense of exercising miniature omnipotence (e.g., *if I can’t have my mother, at least I can be nurtured in the work of creating her* or *if I can’t have equality, at least I can sustain myself in activism for it*). If reparation fails in the work of reparation so as to suspend the work autopoietically, we arrive in Klein at a politics of pure means. To reconcile

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01 All the time some kids are entering a system and playing a game with the motors at the origin of the system they are in. A system is a marketplace and a poem and a psychology that all the time some kids enter. At the origin of the poem and marketplace and psychology that is a system kids always are entering there is a game the kids play. All the time the system is a psychology and a marketplace and a poem and some kids are playing a game with the motors at its origin. A game is always being played with the motors at the origin of a system that the game kids are playing is. Always a system has a game at its origin and kids enter the system and are gaming with the motors that a system has at its origin. A system is a marketplace and a psychology and a poem that kids enter and are playing a game at the origin of. When kids enter a system they are playing a game with the motors at the origin of a poem and a psychology and a marketplace.

02 There is always a world that the system kids are all the time entering has. All the time kids are gaming the world that the system has and is when they enter a poem and a psychology and a marketplace. The game played by kids at the origin of the system they are always entering superintends a world that they are all the time in. Kids are playing with the motors of a system that is a poem and a marketplace and a psychology and this superintends a world that the system has. When a game is being played at the origin of a system that kids are entering it is superintending

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a world of the system all the time. A marketplace and a poem and a psychology are a system with a superintendent that is the game played with the motors that the origin of the system is. Always a game is being played at the origin of a psychology and a marketplace and a poem by the kids all the time entering it. The gaming that kids are all the time doing superintends a world of the system that a poem and a marketplace and a psychology are.

03 Always a game is superintending a world with the motors of the world being played. When kids are gaming at the origin of a system there is always a story that a system is telling itself and a world is superintended by it. The game that motors a system and superintends a world that the system has is always a story the system tells to itself. When a system tells the system a story this is a game that kids are all the time playing when they are in the world of a system at its origin. Always a world is being superintended by the telling of a story by a system to itself and this is a thing that kids are playing in the world they are in. A game is always belonging to a world it is superintending and the kids belong to the world superintended by the game they are playing. To play a game is to be in a system that tells itself a story at its origin and this is all the time how kids are belonging to the world they are in.

04 A system is a psychology and a marketplace and a poem that is all the time telling itself a story about itself at the origin of itself. When kids are playing a game in the system they are in it is always a storytelling that they are doing with the motors at the origin. A story is always being

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told and this is how kids are belonging and how the game they are playing belongs with them. Sometimes the story being told in the game some kids are playing is called lost and found. In a system that is a marketplace and a poem and a psychology some kids are playing a game they are calling lost and found. Everything in the story a system tells itself is lost and found and the kids are all the time belonging to being lost and to being found. The kids are all the time belonging and everything is belonging with them in the story of lost and found that a system tells itself when it is a marketplace and a psychology and a poem. Everything is living a double life in the story being told by the system to itself in the game at its origin. All things and the kids always are being lost and being found and this is how they are all the time belonging in the system to a double life. The story of lost and found at the origin of a system that is a poem and a psychology and a marketplace is all the time giving everything a doubled life of being lost and being found. All the time all things are being given a life that is double and belonging to lost and to found in the story told to itself by a system that is a psychology and a poem and a marketplace.

05 In the world superintended by lost and found all things are given a double life. When kids are all the time entering a world of lost and found they are playing a game and are given a life belonging to lost and to found. Kids and all things are being lost and are given a life that is all the time being found. In the world kids are entering and playing a game at the origin of there is a life that is given that all the time has its future already laid out. All the time kids are lost but there is a future laid out for them by the game

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of lost and found that makes them being found. The world superintended by the game of lost and found gives kids and all things a double life and there is a life that is always laying out the future. All the time a world superintended by a game that doubles is taking over the future to lay out the double life it gives all things that come into it. A world that doubles is all the time taking over the future for there to be enough world for its doubling to be. When the gaming of kids superintends a doubling world the world is all the time taking over all space and time for the double it gives to all things. A world has to take over the future and all space for the double life that each thing and all kids belong to when they are belonging to lost and to found.

06 All the time a system is telling itself a story at its origin and sometimes the story takes over all time and space for there to be enough space for the story to be. Kids are all the time entering a system and belonging to the story it tells to the system and this can be taking over all their space and time. Sometimes kids are trying to break out of the orbit of a story that is taking their time and space all the time. When kids are in a system that has at its origin a story that is taking over everything and all kids for there to be enough space for it some kids try to be breaking out of its orbit. Sometimes kids are trying for a different story to take over all the time and space of the story whose orbit they are trying to break out of. All the time there is a story that is laying out their future and some kids try for a story that lays out a future that is different from the one they are all the time in. When kids are trying to break the orbit of the story they are playing they sometimes try to play the story

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of heaven and hell. All the time when kids are fucking they are telling a story of heaven and hell and are always trying to belong to heaven and to hell. Fucking is for some kids very fine and this is heaven and all the time very hot and this is hell. For kids fucking is all the time a heavenly thing and a hellish thing and this is very fine and very hot for them in the different story they are playing. To break free from the story that is taking all their space and time some kids are trying to belong to heaven and to hell and this is what fucking is for them. All the time when kids are fucking they are trying not to belong to the story they are in that has laid out their future and taken over all space and time for there to be enough space for it. To be fucking is for some kids to be in heaven and in hell and this is different for them from the story that has laid out everything and all time already.

07 Sometimes kids are playing the game of lost and found and this is all the time giving them a double life in the system they are in. A system is always a poem and a psychology and a marketplace that gives kids a double life when they are gaming lost and found at its origin. Sometimes kids are trying to break free from the orbit of the poem and marketplace and psychology that a system of doubling is and for them fucking is a way of doing this. All the time fucking is a game played at the origin of a system that gives to each thing a belonging to heaven and to hell. Lost and found is a game that gives to each thing and everyone a double life and fucking is for some at the origin of a different system that gives to everything and everytime a double death. All the time some kids are thinking fucking is a deathwish that gives to all kids a heaven and a hell that are after life. To be fucking is for some kids trying to be in a different system

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than the poem and marketplace and psychology they are all the time entering and playing at the origin of. In heaven and in hell is when fucking for some kids is and all kids are after the life they are in when playing at the origin of a marketplace and psychology and poem. Some kids are all the time thinking fucking is a deathwish that puts you in the afterlife that is different from the system some kids are always entering.

08 To be fucking is for some kids always a gaming that is giving all things and all times a double death that is after the life in the world that is always being superintended by the game at the origin of the system they are in. Some kids are thinking all the time that the world they are in is taking over all time and space and to be having a double death is to be in a different world from the one that has laid out already the future they are living. All the time fucking is giving kids a double death and some kids are thinking to fuck is to be having a deathwish. In fucking kids are given to belonging in heaven and in hell and this is after life. In the afterlife death has already happened and kids are being given a double death that is not having a deathwish since the dying is done. All the time in fucking in heaven and in hell kids have already died and are not wishing for death but are belonging to a place after the world they are all the time in. When kids fuck in heaven and in hell they are thinking they are not in the world they are all the time in but in a world that is after the one that is taking over all time and space. All the time fucking is for some kids belonging to no place in the world they are already in but to a place in a world where they are already dead. To be no place is for some kids the thing that is not a deathwish but what fucking is doing

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for them after the life they are already living in the world superintended by the game they are already playing.

09A system is always telling itself a story at its origin and sometimes kids are trying to be losing their place in the orbit of the story being told by doing fucking. When kids fuck this is for them sometimes telling a different story to the system they are in and this is how they belong to no place at all. All the time kids are wanting to be no place and losing a place in the story being told to the system by the system is always something that fucking is trying for some kids to be doing. Sometimes kids are trying to be no place by belonging to a different story and doing politics is for some kids a way of trying to do this. Politics is something kids are sometimes trying to be doing to be losing their belonging to the story the system is always telling itself at its origin. Sometimes in doing politics kids are trying to belong to no place at all. All the time politics is a doing that kids are sometimes trying to not belong to the story that is always being told to itself by a system.

10A politics is for some kids a doubling that they are trying to be doing. All the time things and all kids are being given a double life in a system as lost and as found and some kids are trying to be having a double death. Kids are trying all the time to be after life and sometimes politics is something they are trying to do to be dead. Politics for some kids is a dead thing and they are doing it always to try to be dead with it. Sometimes kids are trying not to belong to lost and to found and politics is a dead thing for them they can be doing by belonging to the double that politics is. A politics is always giving kids something they are doing

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AXIOMSOFWORLDS.TXT

- 1 Let a space be a self-referential grouping of points.
 - 1.1 Let a point be a place be a location be a moment.
 - 1.11 Let a body be a species of point that feels out for other points.
 - 1.12 Let a contradiction be the simultaneous occupation of one place by two points.
- 2 Let a Law be an ordering mechanism that places points.
 - 2.1 Let a law of contradiction be a species of Law that orders the convergence of two places in one point.
- 3 Let a world be the maximal space subtended by the rule of a Law.
 - 3.1 Therefore a contradictory world is a world totalized by a law of contradiction. A contradictory world is everything because contradiction explodes out

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to colonize all space so there is enough space for the contradiction to become. This is why it is not surprising that all contradictory worlds were created by white guys.

- 3.11 For example, the first Marxist world, ordered by the convergence of the inside and outside of capital.
- 3.12 For example, the second Marxist world, ordered by the convergence of the proletariat and the bourgeoisie.
- 3.13 For example, the Freudian world, ordered by the convergence of eros and thanatos.
- 3.14 For example, the Schmittian world, ordered by the convergence of the exception and the rule.
- 3.15 For example, the Brooksonian world, ordered by the convergence of a meaning and its paradox.
- 3.16 For example, the third Marxist world, ordered by the thesis and the antithesis of a social ideology.

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BALLTAXONOMYO4.PNG;
BALLTAXONOMYI1.PNG

**SCHOOLBOY/
SCHOOLGIRL
REALNESS**

**BUTCH QUEEN
FIRST TIME IN DRAGS
AT A BALL**

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GAMEOFWORLDS.PY

```

001 from sys import exit
002
003 class World(object):
004
005     def enter(self):
006         print "Implement enter()."
007         exit(1)
008
009 class Motor(object):
010
011     def __init__(self, world_universe):
012         self.world_universe = world_universe
013
014     def play(self):
015         rest = self.world_universe.regress()
016
017         while True:
018             print "\n\n"
019             progress_name = rest.enter()
020             rest = self.world_universe.progress(progress_
021             name)
022
023 class worldEntrance(World):
024
025     def enter(self):
026         print "There's a world here"
027         print "and you're here, too."
028         print "Hey, you!"

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```

029 response = raw_input("> ")
030
031 print "All the time you are entering"
032 print "the world and it is a broken thing"
033 print "you are entering, isn't it?"
034 print "(Somewhere there is a vase falling"
035 print "in the night and shattering"
036 print "on hardwood floor. Somewhere"
037 print "a violin sonata.) For some time"
038 print "you have been trying to think"
039 print "you into a form that can carry you,"
040 print "sustain you, elongate you. There"
041 print "is a world and there is you and"
042 print "there is the form you are trying"
043 print "to make you reside in. Hey, you!"
044
045 response = raw_input("> ")
046
047 print "All around you the world looks flat"
048 print "and has for some time now but"
049 print "you know it is round no matter"
050 print "how it appears to you. You are"
051 print "walking through a landscape"
052 print "that is all the time the surface"
053 print "of a manifold. The land appears flat"
054 print "and reticulated into a grid but"
055 print "the lines can be curved so long"
056 print "as they are not broken. You meet"
057 print "a topologist and he has a beautiful"
058 print "dimple so you will listen to everything"
059 print "he tells you. The topologist"
060 print "has been telling you that all"

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061     print "the surfaces of manifolds are the same"
062     print "if they have the same number of holes"
063     print "and now this is something you know."
064     print "You know the world is round even"
065     print "if it appears flat and you know all"
066     print "landscapes that have the same number"
067     print "of holes are the same because they can be"
068     print "morphed into one another and you know"
069     print "all these things because"
070     print "you can think them and have."
071     print "\n"
072     print "So you are on the surface of a manifold"
073     print "and this is your world and all"
074     print "that matters is how many holes"
075     print "the landscape has."
076     print "So how many holes does it have?"
077
078     response = raw_input("> ")
079
080     if response == "0":
081         return 'no_holes'
082
083         elif response == "1":
084             return 'one_hole'
085
086             elif response >= "2":
087                 return 'more_than_one_hole'
088
089             else:
090                 return 'entrance'
091
092     class worldZero(World):

```

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```

093
094 def enter(self):
095     print "So the world is a single thing in which you"
096     print "are all the time unable to find any holes."
097     print "To you everything is wholly one"
098     print "and the world is a continuous space"
099     print "with all the parts together and none"
100     print "of them facing each other."
101     print "Okay, this is a game"
102     print "we can play. What would you like to do"
103     print "in the world with no holes you are in?"
104     print "\n"
105     print "> Stay put."
106     print "> Skate around."
107
108     response = raw_input("> ")
109
110     if "stay" in response:
111         print "So you are staying put and sitting"
112         print "very still and wondering all the time"
113         print "if you can see something"
114         print "along the landscape of the world"
115         print "that will tell you where you are."
116         print "You are all the time trying to see"
117         print "if there is a point you can reference"
118         print "but there are no holes to coordinate"
119         print "the location of you. Perhaps there"
120         print "is a knoll and a brook and a mossy"
121         print "stump but none of these can you place"
122         print "without a hole to organize the space"
123         print "they occupy. The world is extending"
124         print "all around you but there is no"

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125     print "administration of points and to be"
126     print "over there is the same as being over"
127     print "here so you might as well stay"
128     print "for a long, long time in the point"
129     print "you are already inhabiting. You are"
130     print "on the surface of a non-particularity"
131     print "where everything is the same"
132     print "which is to say nothing."
133     print "You are a poet sitting very still"
134     print "and asking if there is a where"
135     print "in the world."
136
137     response = raw_input("> ")
138
139     return 'no_holes'
140
141     elif "skat" in response:
142         print "So you are skating along the world"
143         print "and collecting all of its points"
144         print "into the line you are tracing. You are"
145         print "a charmer and the curve you are conjuring"
146         print "euphemizes difference and puts it"
147         print "and its participants together"
148         print "into a single thing. So the world is ice"
149         print "and white and you are all the time"
150         print "skating along the white world"
151         print "where everything can become the same."
152         print "You are a poet smoothing over"
153         print "the violence of a juxtaposition and all"
154         print "the time unaware how your skating cuts"
155         print "into the ice until someone has to come"
156         print "in with the machine to resurface"

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157     print "the white world you have cut up."
158     print "There is a machine and it runs"
159     print "on methane and other hydrocarbons and"
160     print "the world is filling up with carbon"
161     print "monoxide and nitrogen dioxide"
162     print "so the icy whiteness you are skating"
163     print "into and on can be resurfaced."
164     print "At some point there will be no ice"
165     print "to resurface but you are a poet who is"
166     print "making curves connecting everything"
167     print "and this is not your responsibility."
168
169     response = raw_input("> ")
170
171     return 'no_holes'
172
173 else:
174     return 'entrance'
175
176 class worldOne(World):
177
178     def enter(self):
179         print "So the world is like a human body"
180         print "with its one hole that is a tunnel"
181         print "from the orifice to the anus. So you are"
182         print "an anatomist who is all the time"
183         print "perceiving your body as a scale model"
184         print "of the world you are in. This is how"
185         print "you map the world around you onto you."
186         print "This is how you make the world not only"
187         print "totally yours but also you totally."
188         print "There is one hole and this is what"

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189 print "determines you and determines the world."
190 print "You are always trying to tether"
191 print "your world to an event or a fact"
192 print "that is yours and that can take"
193 print "responsibility for the fixity"
194 print "of your recurrent griefs. There is"
195 print "an itinerary of rough things or fatal"
196 print "things that cycle through the place"
197 print "of the hole that coordinates the world"
198 print "of you. Perhaps there is the death"
199 print "of your mother or the loss"
200 print "of your miniature fortune or"
201 print "the ugly man with the greedy hands"
202 print "that got all over. Okay,"
203 print "that's a game we can play."
204 print "How would you like to repair the hole"
205 print "in the world you are inhabiting?"
206 print "\n"
207 print "> Put in some bottle."
208 print "> Put in some dick."
209 print "> Put in some language."
210
211 response = raw_input("> ")
212
213 if "bottle" in response:
214     print "Now then, you fancy yourself a chemist"
215     print "and there are some potions with which"
216     print "you have been trying to hocus pocus"
217     print "the hole closed. You tried smoking"
218     print "out the hole and then flooding it"
219     print "with the multicolor spirits"
220     print "and those were fun things to try"

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221     print "for some time but all the time"
222     print "the things were getting absorbed"
223     print "into the sides of the hole instead"
224     print "of dwelling there as filling. You try"
225     print "some things more solid and you can"
226     print "feel the lump they make and this"
227     print "is progress to you because"
228     print "the absorption is slower in coming"
229     print "so you think if only you pour them in"
230     print "faster the closing will occur."
231     print "You amass a world of bottles"
232     print "and there are many shapes"
233     print "to the things they have and you"
234     print "are sure they will all fit together in"
235     print "the tessellation that will be closure"
236     print "but no matter how much matter you have"
237     print "the hole is always a step ahead of you"
238     print "and stays there as you circle"
239     print "around it and throw things in."
240     print "This is very exhausting but"
241     print "you don't know how to stop."
242
243     response = raw_input("> ")
244
245     return 'one_hole'
246
247     elif "dick" in response:
248         print "So, even though you are a repairman"
249         print "with the standard technologies"
250         print "at your disposal, you sometimes"
251         print "call another repairman with better"
252         print "tools. You want him to plunge"

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253     print "the hole and you let him use"
254     print "anything he wants as a plunger and then"
255     print "plungers. Anytime now you are thinking"
256     print "he will get to the bottom of the hole"
257     print "and then it will not be a hole."
258     print "But the spit-shedding part of him"
259     print "cannot reach the fine capillaries"
260     print "of your various melancholies and it is"
261     print "all the time feeling around without"
262     print "arriving. When you realize"
263     print "there is no bottom to the hole"
264     print "but only a going through, you feel"
265     print "very foolish and try to think"
266     print "of a different strategy"
267     print "for the deployment of plungers but none"
268     print "comes to mind and you are getting tired"
269     print "of being populated with lonelinesses."
270     print "You are getting tired"
271     print "but this is how it is."
272
273     response = raw_input("> ")
274
275     return 'one_hole'
276
277     elif "language" in response:
278         print "You are stuffing words into the hole"
279         print "and for a long time you are very happy"
280         print "that the words never run out"
281         print "because this assures you"
282         print "there will always be enough to fill it"
283         print "up if you are persistent in stuffing"
284         print "for long enough. In the course"

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285     print "of your stuffing you learn many things"
286     print "and upgrade the level of your words"
287     print "so they get bigger and better."
288     print "You keep thinking if only you find"
289     print "the best word and the biggest word"
290     print "the hole will be stuffed and that"
291     print "will be that. You are searching"
292     print "the whole world for this word and"
293     print "you are searching and searching."
294     print "All the time you are stuffing the hole"
295     print "which will not get stuffed but"
296     print "you search and search. After a time"
297     print "you realize you can never have back"
298     print "the words you are giving and you tell"
299     print "the hole the story of your life"
300     print "with its agenda of sadnesses but once"
301     print "you tell it, it is not yours anymore."
302     print "You are giving so much and giving"
303     print "so much away and you are searching"
304     print "and searching for more things to give"
305     print "and you will not stop because you cannot."
306
307     response = raw_input("> ")
308
309     return 'one_hole'
310
311 else:
312     return 'entrance'
313
314 class WorldMulti(World):
315
316     def enter(self):

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VOGUECATALOGS.GIF

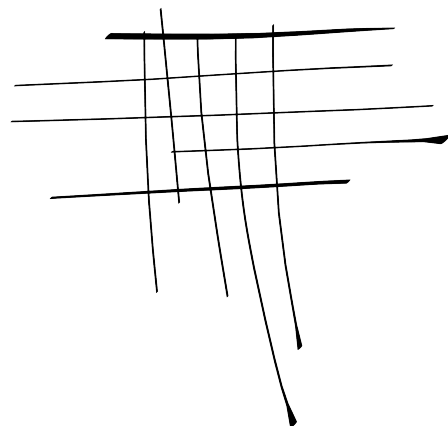
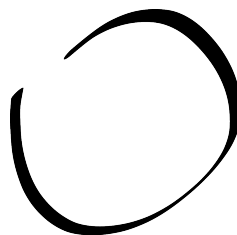


```

317 print "So there is more than one hole coordinating"
318 print "the world you are in and each one"
319 print "is a place that the non-world is going"
320 print "through. Everywhere there is hunger"
321 print "and want in the space that wraps around"
322 print "the world and the holes are each a place"
323 print "the everywhere is. So you are a romantic"
324 print "and a libertine and wanting all the time"
325 print "to know if the holes are interchangeable"
326 print "and which is which and from which one"
327 print "the world can be seen. Each hole"
328 print "is filling up with hunger and you are"
329 print "trying to get there to be outside"
330 print "the world you are trying to see. Okay,"
331 print "we're playing this game then."
332 print "How would you like to try"
333 print "to get to know the holes?"
334 print "\n"
335 print "> Pedagogy of shock."
336 print "> Pedagogy of love."
337 print "> Pedagogy of politics."
338
339 response = raw_input("> ")
340
341 if "shock" in response:
342     print "You are always talking and always"
343     print "talking about the very shocking"
344     print "thing it is to be unable to know"
345     print "the hole and the hole's other."
346     print "This is how you make"
347     print "the unknowability of the thing"
348     print "into the something you know"

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```

349     print "about it. You know how"
350     print "to totalize the holes and how"
351     print "to tell the whole story of their"
352     print "inability to be told and this"
353     print "is how you pay respect"
354     print "to the holes while actually"
355     print "ensuring they never speak."
356     print "All the time you are being shocked"
357     print "by the other and saying so and"
358     print "with all this space"
359     print "you have taken over to be saying"
360     print "there is only silence in which"
361     print "for the holes to be. You are"
362     print "always being shocked about being"
363     print "shocked and this is how your world"
364     print "compounds and becomes"
365     print "more of the thing it is. "
366
367     response = raw_input("> ")
368
369     return 'more_than_one_hole'
370
371     elif "love" in response:
372         print "You are always trying to get"
373         print "the holes in the same room"
374         print "where they can be and you hope"
375         print "become one. But you know love"
376         print "is not a thing that produces"
377         print "one thing out of many"
378         print "and you know it is the hope for"
379         print "the impossible that sustains"
380         print "the love and tells it what it is."

```

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```

381     print "This is the project the holes"
382     print "lay out and that you are"
383     print "each time plugging into"
384     print "as you negotiate the hungers"
385     print "that are passing through. You are"
386     print "on a landscape that is trying"
387     print "to become a room and you are trying"
388     print "and trying until you forget"
389     print "what the thing to be trying for is."
390
391     response = raw_input("> ")
392
393     return 'more_than_one_hole'
394
395 elif "politic" in response:
396     print "You are all the time learning"
397     print "that the world is what it is"
398     print "because there can never be"
399     print "the convergence of more than one"
400     print "hole into one hole and this"
401     print "is a beautiful thing for you"
402     print "because it is the condition"
403     print "of the world you inhabit."
404     print "You fall in love"
405     print "with the noncoordination promised"
406     print "by the nonsingular. You fear"
407     print "any convergence that would"
408     print "obliterate the world"
409     print "you have grown accustomed to"
410     print "and always have been in."
411     print "This is a world of options"
412     print "and you have learned long ago"

```

VOGUECATALOGS.GIF



```

413     print "that there is never a selection"
414     print "among them but only the continued"
415     print "selection of the world altogether"
416     print "all the time happening"
417     print "in the background"
418     print "you are powered by. You have"
419     print "cared for and fought for"
420     print "many things and it is the many"
421     print "you care for and fight."
422
423     response = raw_input("> ")
424
425     return 'more_than_one_hole'
426
427 else:
428     return 'entrance'
429
430 class Universe(object):
431
432     worlds = {
433         'entrance': worldEntrance(),
434         'no_holes': worldZero(),
435         'one_hole': worldOne(),
436         'more_than_one_hole': WorldMulti(),
437     }
438
439     def __init__(self, start_world):
440         self.start_world = start_world
441
442     def progress(self, world_name):
443         return Universe.worlds.get(world_name)
444

```


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```
445     def regress(self):  
446         return self.progress(self.start_world)  
447  
448     a_universe = Universe('entrance')  
449     a_game = Motor(a_universe)  
450     a_game.play()
```

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TAXONOMYOFBOOKS.TXT

Introduction

It has become unfashionable to have a taxonomy of things. This is thought to be archaic because you are believing in positivities or it is thought to be violent because you are believing in hierarchy or it is thought to be silly because you are believing the world can be exhausted. But it is not archaic or violent or silly to lay out the way things can be. Perhaps it is cute but surely it is not archaic or violent or silly. It is good to know what things are and who they are and where they are and how they are so the world they compose can have a why. When a world is with a why it has a why not and then there is a not that the world can become. It is good to know all these things so there is something that is not known and cannot be and can only come to be in the future. This is why a taxonomy is not archaic or violent or silly but utopian and revolutionary and committed.

Categories

(1) A book is a game that superintends a world. All the time a world is being entered and the book superintending it is either dead (10) or it is not (2).

(2) Books that are not dead are either alive (3) or not alive (7).

(3) Each book that is alive has its own way of living, and

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there are three ways of living that a book can have. A book can be living in loving (4) or living in laboring (5) or living in laughing (6).

(4) A book that is loving is all the time loving a world and loving in a world so there is a world to love.

(5) A book that is laboring is all the time laboring for the world and in a world so there is a world for labor to be.

(6) A book that is laughing is all the time laughing with the world and in the world so there is a world that is laughing.

(7) Some books that are not dead are not alive. Each book that is not dead and is not living is all the time repairing a world by making it different. There are two ways of a repairing that a book can have. A book can be repairing manically (8) or a book can be repairing obsessively (9).

(8) A book that is manic is a vampire book. A book that is a vampire is sometimes called a drug because it is a book that is always drugging the entrance into the world so the world is different and being escaped from.

(9) A book that is obsessive is a zombie book. A book that is a zombie is sometimes called an experiment that is always repeating the thing it is trying to be doing different from the world. But the point of an experiment is to fail and to call a zombie book an experiment is to let it succeed at being experimental. This is what keeps the zombie book from dying and what makes it a book that is neither very alive nor dead.

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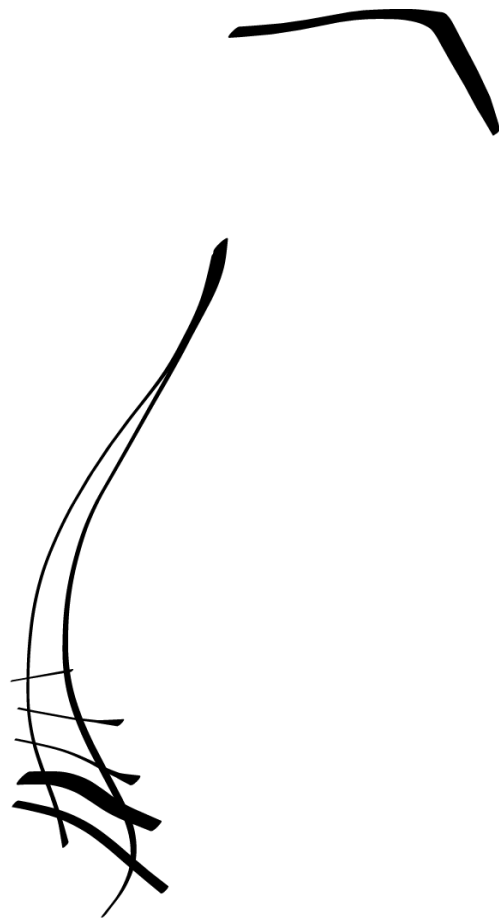


(10) Some books are dead. A dead book is a boring book and a very rare book. It is neither alive (3) nor undead (7). It is not loving (4) and it is not laboring (5) and it is not laughing (6) and it is not manic (8) and it is not obsessive (9). A dead book is a map and a catalog and a code and for it the world is not for living or for repairing but for waiting.

Commentary

The dead book is the best book because it is the only book that is a thing that only a book can be. Living is better than a book that is living and taking a drug is easier than taking a book that is a drug. But only a book can be dead like a dead book and this is why the best book is the dead book that should not be anything else.

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with kids in addition to being kids and this is a double thing that politics is doing. To be doing politics for some kids is not to be doing a dying thing but to be doing a thing that is dead already and dead with all the other kids who are dead. Some kids are trying to be in heaven and in hell and this is doubly dead and for some kids politics is a thing to be doing to be after the life that is belonging to lost and to found. For some kids politics is a dead thing and doing it is belonging to themselves and to politics and not to lost or to found. Sometimes the politics are dying instead of dead and this is a terrible thing for some kids. It is better when the politics are dead instead of dying because dying is always a terrible thing that kids are not trying to do when they are trying to be after life. Something that is dying is always a terror because kids are all the time having to stop it dying. It is better when the thing is dead already instead of dying because dying terrorizes kids and makes them always having to belong to lost and to found to stop it dying. All the dying all the time that politics is doing is terrorizing and stops kids from doing the dead thing they are trying to be doing when politics is after life. All the time some kids are trying to belong to themselves and to the politics they are doing and this is a double death they are trying to have to be after the life they are in.

11 A dying thing is a terrorizing thing that all the time is taking over all space and time to make kids stop it. When something is dying all the time it is a terrible thing that takes over all space. All the time a dying thing takes over all time and all places that kids are in and some kids are trying to be no place at all. A thing that is dying is a terrible thing that makes kids all the time have to stop it

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and this stops kids from being in the no place they want to be. It is better to have a boring thing than a dying thing for some kids because a boring thing does not take all time like a dying thing does. Some kids are wanting to be no place at all and it is better for them to have a boring thing that is not taking over everything to make them stop it. Always a boring thing is a better thing for some kids to be having than a dying thing because a dying thing stops them from being no place by making them stop it from dying. A boring thing is better because for kids wanting to be no place at all it is better to have something that is not taking over all places all the time.

12 Always it is better for some kids to be having a boring thing when they want to be leaving the orbit of a system they are all the time in. A system is a marketplace and a psychology and a poem that some kids are all the time trying to be losing their place in. Some kids are trying to be doing fucking and some kids are trying to be doing politics to lose a place in the marketplace and poem and psychology that is the system they are all the time in. It is always better when kids are doing a fucking or a politics that is a boring thing so they can be losing their place. Reading is for some kids a thing that is better when it is boring. A reading that is boring is something some kids are doing to be losing their place in the system that is a psychology and a marketplace and a poem. Reading is better when it is a boring thing that kids can all the time be losing. Doing politics and fucking and reading are things that are sometimes boring kids so they can be losing their place in the system they are in. All the time reading is better for some kids when it bores kids and lets them lose a place in the marketplace and psychology

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and poem they are all the time playing a game at the origin of. Some kids are trying to be losing their place in the game at the origin of a system and a boring reading is a way of trying this.

13 It is always better when reading can be a boring thing that is dead so kids are after the life of the world they are in. All the time kids are trying not to be in the world they are in and when reading is a dead thing it is a way of doing this. Sometimes the reading is dying instead of dead and this is a terrorizing thing for some kids who are trying to be dead to the world they are in. All the time a dying thing is terrible because it makes kids stay in the world to stop the thing from dying. Dying is all the time superintending a world kids are all the time in and this is a terrorism. When there is a dying thing kids are all the time made to repair it to stop the dying from happening. It is a terrorism when kids are repairing a dying thing instead of being dead to the world when being dead is the thing they are trying to be doing. A reading is best when it is a dead thing that doubles death for kids who are trying to be after the life in the world they are in. A dying thing is always the superintendent of a world that is making kids all the time repairing. A reading that is dying instead of dead is all the time making kids repair it and this is terrible for kids who want reading to be a dead thing they are doing to be doubly dead with it.

14 The better things are the boring things that kids are not having all the time to be repairing. When kids are repairing they are belonging to a story that is always being told when they are trying to belong to no place at all. A boring thing lets kids be no place instead of the place that

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belongs to a story in which they are always repairing. Kids are all the time having to repair books when they belong to a story that is not very boring. Books are all the time making kids repair them when they are belonging to a story because books are always a thing needing repair. It is better when a book can be a boring thing that does not need repairing so kids can belong to no place at all instead of the story they are in.

15 Doing reading and doing politics are things some kids are all the time trying to not belong to the double life of lost and found. Sometimes a book is a thing that is stopping kids from leaving the double life of lost and found they are living. It is better when a book can be a dead thing like doing politics and reading so it does not have a double life. A book is better when dead so it is not always needing to be lost and to be found. A dead book is all the time a better book and a ghostly thing. Dead things like doing politics and reading sometimes are can be ghostly things that kids are all the time having when trying not to be having a double life. It is better for some kids for things to be dead and ghostly so they are not needing to be lost and found. Things that are ghostly let kids be dead with the dead things they are doing and having instead of living the double life they are all the time having when belonging to lost and to found. A book is better when it can be a dead thing and a ghost like the reading and politics that some kids are all the time trying.

16 A dying thing is all the time taking over all time and space and making kids repair it so the dying does not happen. It is better when a thing is dead and ghostly and

does not need to be repaired. Always it is better not to take over all time and space with a dying thing. It is better to have dead things that are ghosts and to have a catalog of ghosts that are not dying. A catalog is always a better thing than a thing that is taking over everything and everytime. When there is a repairing that is all the time being done for a thing that is all the time dying over all time and space it is better to be cataloging things. A catalog of many dead things that are ghosts is better than a dying thing needing to be repaired all the time everywhere. Some kids are all the time having to repair a thing that is taking all their time and space but it is better to have a catalog of ghosts and the times and places of them. All the time something is dying but there are many dead things from many times that are better to have cataloged.

17 Some kids are trying to lose their place and this is something that fucking is sometimes doing. A book when it is boring is always something kids are sometimes doing to be losing their place along with the fucking they are doing to bore them. A fucking and a book can bore kids and lose them their place. A catalog of fucking and books that are boring is a way some kids can be losing their place when they are wanting to be losing it. A catalog when it is a thing of fucking and of books can be a boring thing like the things it is cataloging. Always a boring catalog is a logic that is letting kids be losing their place. A catalog is all the time best when it is a boring thing and a logic that kids can be having to bore them and lose them their place. Kids are all the time needing a logic to let them lose their place by laying out all the places there are. A catalog of all the places a book and a fuck can be and have been is a boring thing and

a thing of logic that kids can be using to lose their place. The best catalog is a logic of all the boring things some kids have been trying or have and this is something some kids who are all the time trying to be losing can be using.

18 All the time some kids are trying to be having a double death and this is not a deathwish but a wish to be dead already. The best things are the dead things that are ghosts and some kids are trying all the time to be having them or to be doing them so they can be doubly dead with the ghosts they are having. Reading for some kids is a double death that is a wishing to be dead with ghosts. There is a logic that is best to be having when reading and trying to be doubly dead with ghosts who are dead already. A logic can make a reading into a ghostly thing that lets kids be dead when reading is the thing they are doing. All the time reading is needing a logic that lays out all the dead and all the ghosts that are better to be having. When there is a logic in the reading that places all the ghostly things kids can be reading in a double death like they are trying to be doing. Some kids are trying to have a double death when reading and this is best when there is a logic that lays out all the deaths there are that they are trying to be having.

19 To be no place at all is something some kids are trying all the time to be doing. All the time kids are being stopped from being no place when they are having to repair something. To be repairing something is to be someplace that is not at all no place and this is not what some kids are trying to be doing. It is better to be cataloging things than repairing them when kids are trying to be no place at all. When kids are repairing a thing they are someplace and

it is better to be cataloging things and being no place at all. A catalog is something that kids can be doing and having when they are trying to be no place because it lays out all places instead of the place with the thing they are all the time having to repair. To be cataloging is for some kids a way of being no place instead of someplace and it is better to have a catalog of things instead of a thing to repair. When kids are trying to be no place cataloging is a way of doing this by laying out all the places there are.

20All the time kids are entering a psychology and a marketplace and a poem that is a system. A system is something kids are all the time entering and there is a game they are all the time playing at its origin. All the time kids are playing a game with the motors of a poem and a marketplace and a psychology. Sometimes kids are trying to be having a book or a politics that is not a psychology and a poem and a marketplace. A book can be a thing that some kids are having when they are trying not to be playing the game at the origin of the system they are all the time entering and are all the time in. Doing politics can be a doing that some kids are trying instead of gaming at the origin of the marketplace and psychology and poem. When kids are trying to be doing this it is best to have a logic that lays out everything in the system they are all the time in. When a system is a major thing that some kids are all the time at the origin of it is best to have a minor logic that places each thing in the system so it is not everything. A minor logic is a thing that comes into a system and is a way of putting each part of the system in its place so there is not all the time the whole system kids are having to be entering. Kids are all the time needing logics so their books and their

politics can be placing things in their places so the system that is a psychology and a marketplace and a poem is not the major thing that is everything. A logic is a minor thing that kids can be having and can be using in their politics and in their books when they are trying not to have the system they are all the time in that is a psychology and a poem and a marketplace. Kids are all the time needing a minor logic to place each thing in the major system they are all the time in so there can be a different thing from the major thing.

DICTIONARYOFKEYWORDS.PY

```

001 code = {
002     A: 'system'
003     B: 'world'
004     C: 'story'
005     D: 'double_life'
006     E: 'all_time'
007     F: 'fucking'
008     G: 'double_death'
009     H: 'utopia'
010     I: 'politics'
011     J: 'dying'
012     K: 'boring'
013     L: 'reading'
014     M: 'repair'
015     N: 'book'
016     O: 'ghost'
017     P: 'catalog'
018     Q: 'logic'
019 }

```

#	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
1	(1)																
2	(1)	(1)															
3			(1)	(1)													
4	(2)		(1)	(1)													
5		(2)		(1)	(1)												
6			(2)		(1)	(1)											
7	(3)			(2)		(1)	(1)										
8		(3)			(2)		(1)	(1)									
9			(3)			(2)		(1)	(1)								
10				(3)			(2)		(1)	(1)							
11					(3)			(2)		(1)	(1)						
12	(5)					(3)			(2)		(1)	(1)					
13		(5)					(3)			(2)		(1)	(1)				
14			(5)					(3)			(2)		(1)	(1)			
15				(5)					(3)			(2)		(1)	(1)		
16					(5)					(3)			(2)		(1)	(1)	
17						(5)					(3)			(2)		(1)	(1)
18							(5)					(3)			(2)		(1)
19								(5)					(3)			(2)	
20	(8)								(5)					(3)			(2)

Nun definieren wir die Relation:

$$Q(x, y) \equiv x B_x \left[S b \left(y \overset{19}{Z(y)} \right) \right]. \quad (8.1)$$

Da $x B_x y$ [nach (6), (5)] und $S b \left(y \overset{19}{Z(y)} \right)$ (nach Def. 17, 31)

rekursiv sind, so auch $Q(x, y)$. Nach Satz V und (8) gibt es also ein *Relationszeichen* q (mit den *freien Variablen* 17, 19), so daß gilt:

$$x B_x \left[S b \left(y \overset{19}{Z(y)} \right) \right] \rightarrow \text{Bew}_x \left[S b \left(q \overset{17}{Z(x)} \overset{19}{Z(y)} \right) \right] \quad (9)$$

$$x B_x \left[S b \left(y \overset{19}{Z(y)} \right) \right] \rightarrow \text{Bew}_x \left[\text{Neg } S b \left(q \overset{17}{Z(x)} \overset{19}{Z(y)} \right) \right] \quad (10)$$

Wir setzen:

$$p = 17 \text{ Gen } q \quad (11)$$

(p ist ein *Klassenzeichen* mit der *freien Variablen* 19) und

$$r = S b \left(q \overset{19}{Z(p)} \right) \quad (12)$$

(r ist ein rekursives *Klassenzeichen* mit der *freien Variablen* 17⁴³).
Dann gilt:

$$S b \left(p \overset{19}{Z(p)} \right) \equiv S b \left([17 \text{ Gen } q] \overset{19}{Z(p)} \right) = 17 \text{ Gen } S b \left(q \overset{19}{Z(p)} \right) \quad (13) \\ = 17 \text{ Gen } r^{44}$$

[wegen (11) und (12)] ferner:

$$S b \left(q \overset{17}{Z(x)} \overset{19}{Z(p)} \right) = S b \left(r \overset{17}{Z(x)} \right) \quad (14)$$

[nach (12)]. Setzt man nun in (9) und (10) p für y ein, so entsteht unter Berücksichtigung von (13) und (14):

$$x B_x (17 \text{ Gen } r) \rightarrow \text{Bew}_x \left[S b \left(r \overset{17}{Z(x)} \right) \right] \quad (15)$$

$$x B_x (17 \text{ Gen } r) \rightarrow \text{Bew}_x \left[\text{Neg } S b \left(r \overset{17}{Z(x)} \right) \right] \quad (16)$$

⁴³) r entsteht ja aus dem rekursiven *Relationszeichen* q durch Ersetzen einer *Variablen* durch eine bestimmte Zahl (p).

⁴⁴) Die Operationen *Gen*, *Sb* sind natürlich immer vertauschbar, falls sie sich auf verschiedene *Variablen* beziehen.

This book belongs to an edition of 11 crafted in September, 2013.

It is no.