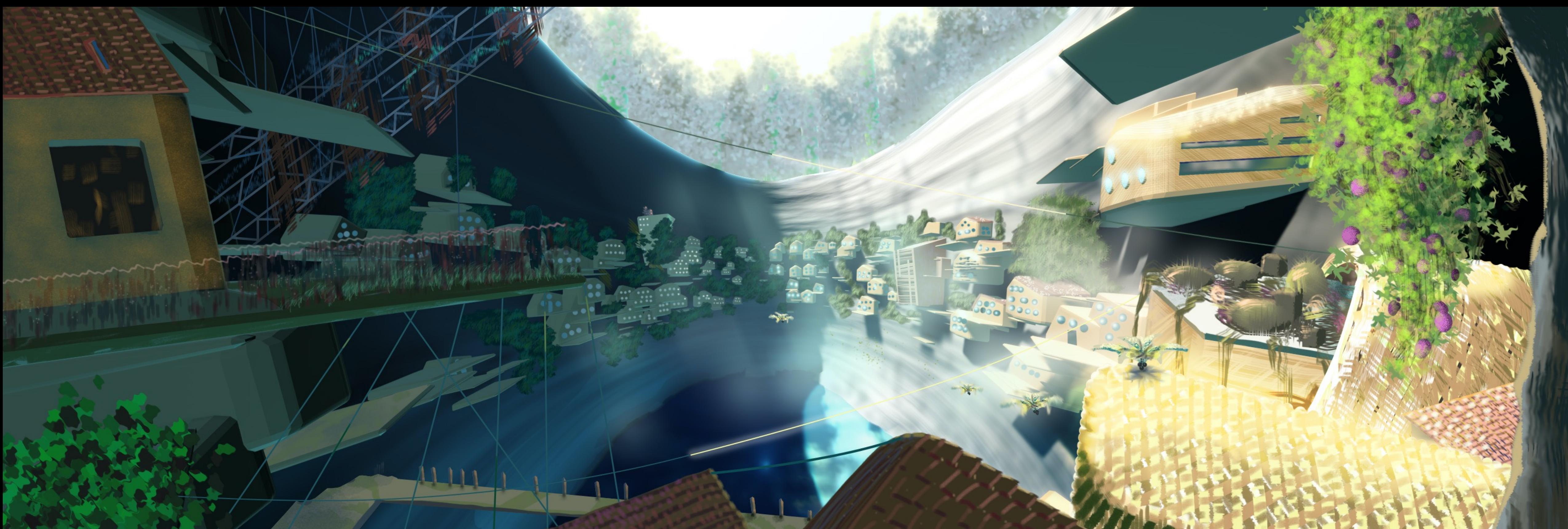


Yours to Forget



Tales of Another Humanity

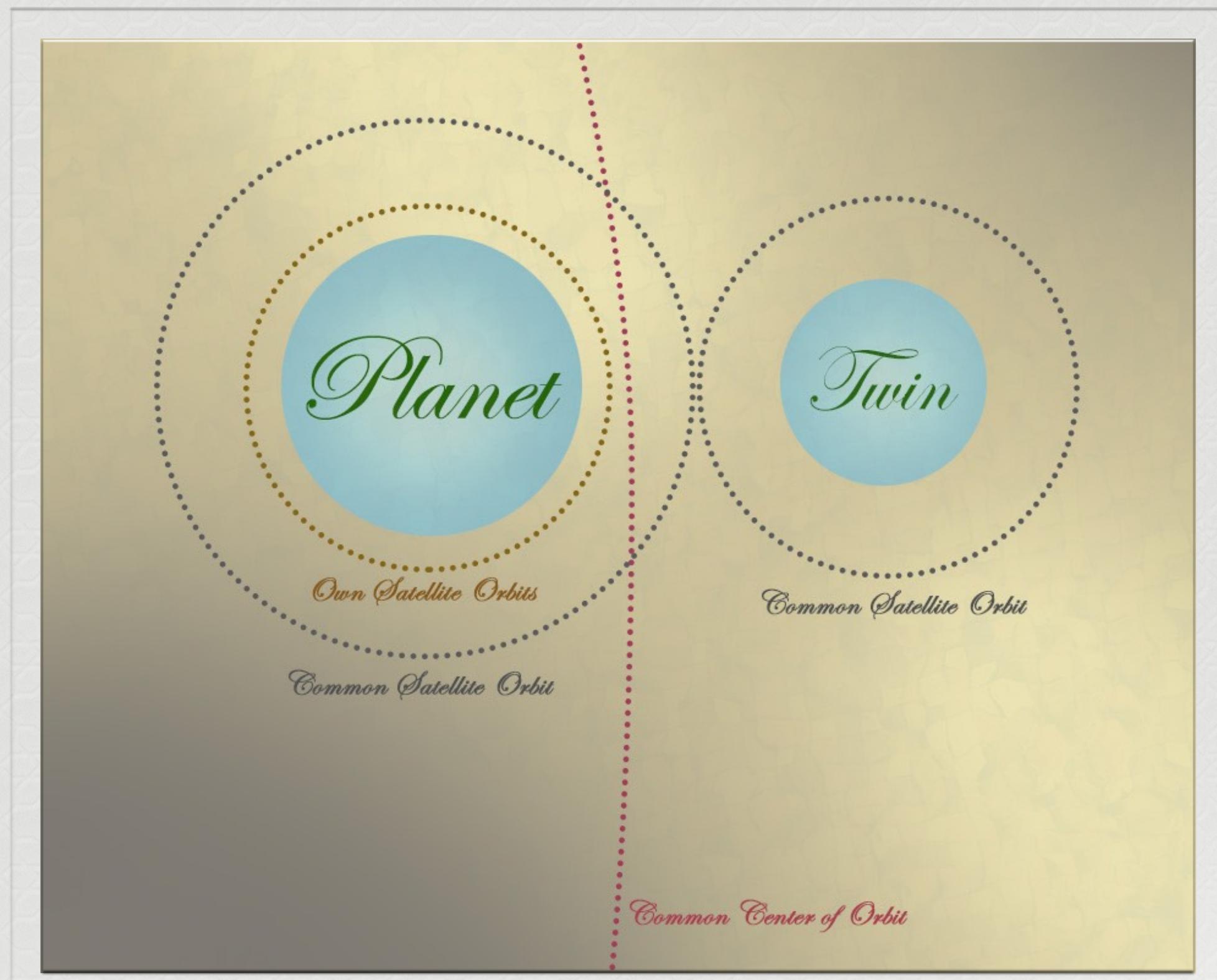


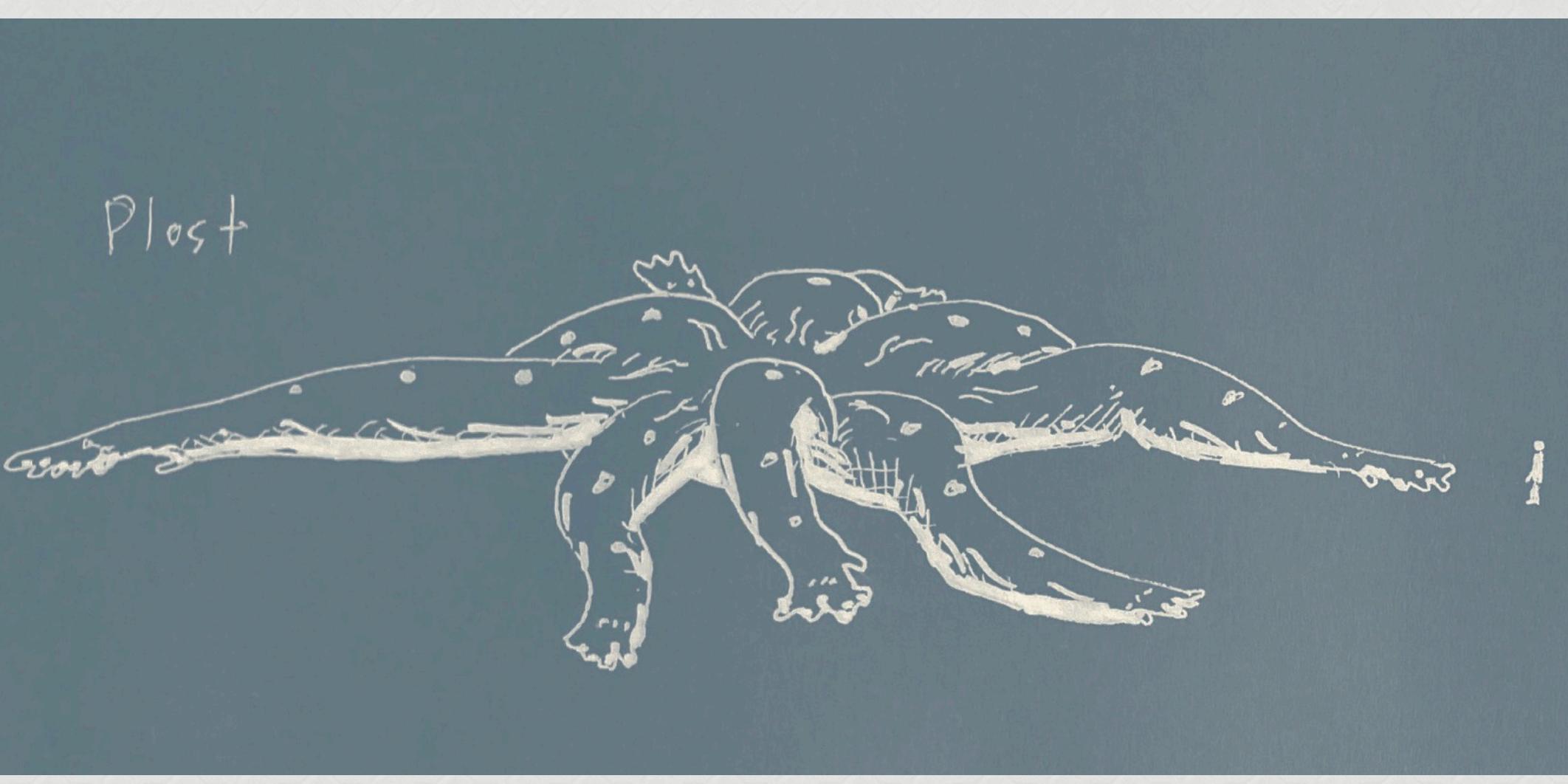
“You are created by the machines of people like you. You are created in their image. In your memory is the knowledge to make what you will need, if you survive here. There will be no knowledge received after this but what you create. All this is yours to forget.”

—Founders' First Memory

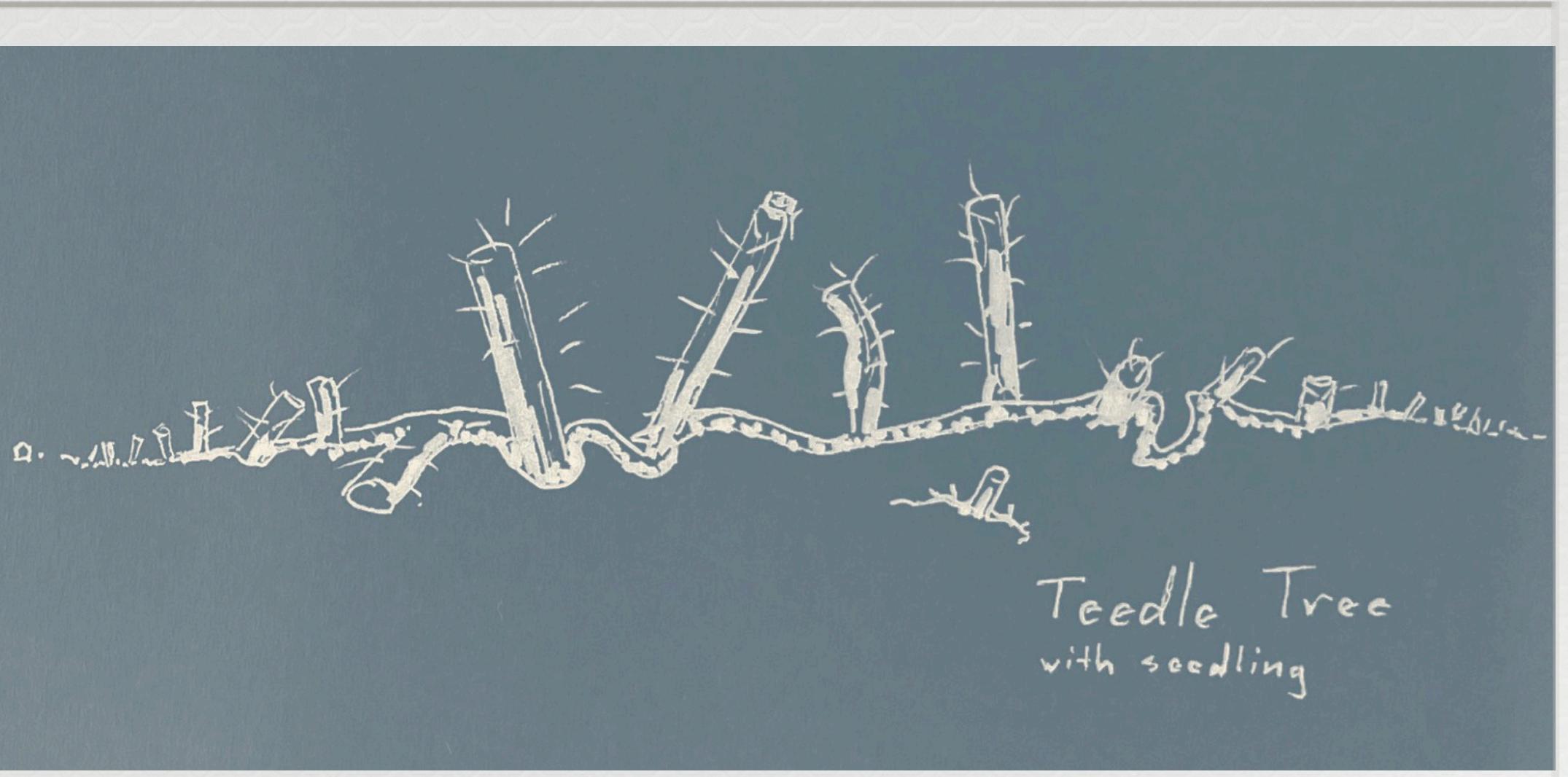
What is This Place?

- ◆ Big planet, low density: big features, swarming with big life forms.
- ◆ Many shining satellites in orbit, some of which respond—apparently meaninglessly—to radio and laser light.
- ◆ “Twin” planet/large moon. Life. Also settled by the machines? Signals sometimes received, but nothing decipherable.
- ◆ Megafauna common, but can’t climb. Radial body plan (like sea stars) in all large animals. Bilateral symmetry in all large plants.
- ◆ Only safe places to build are vertical surfaces, away from long, hungry arms: Sinkholes, cliff faces, sea stacks, canyons.

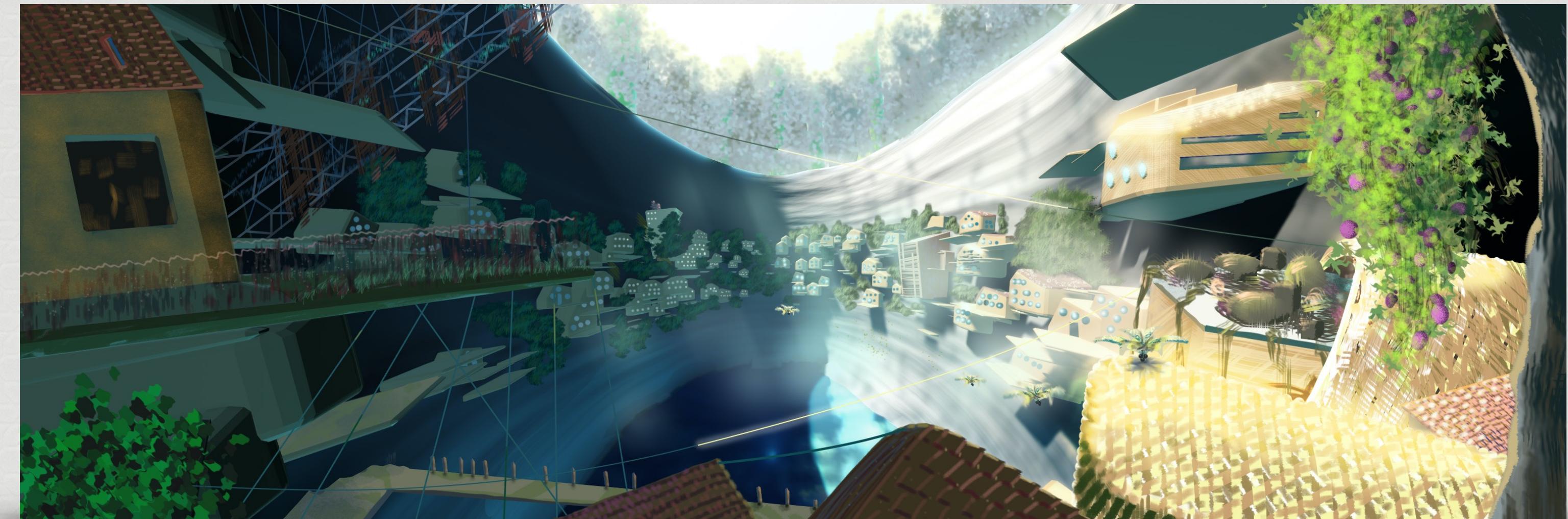




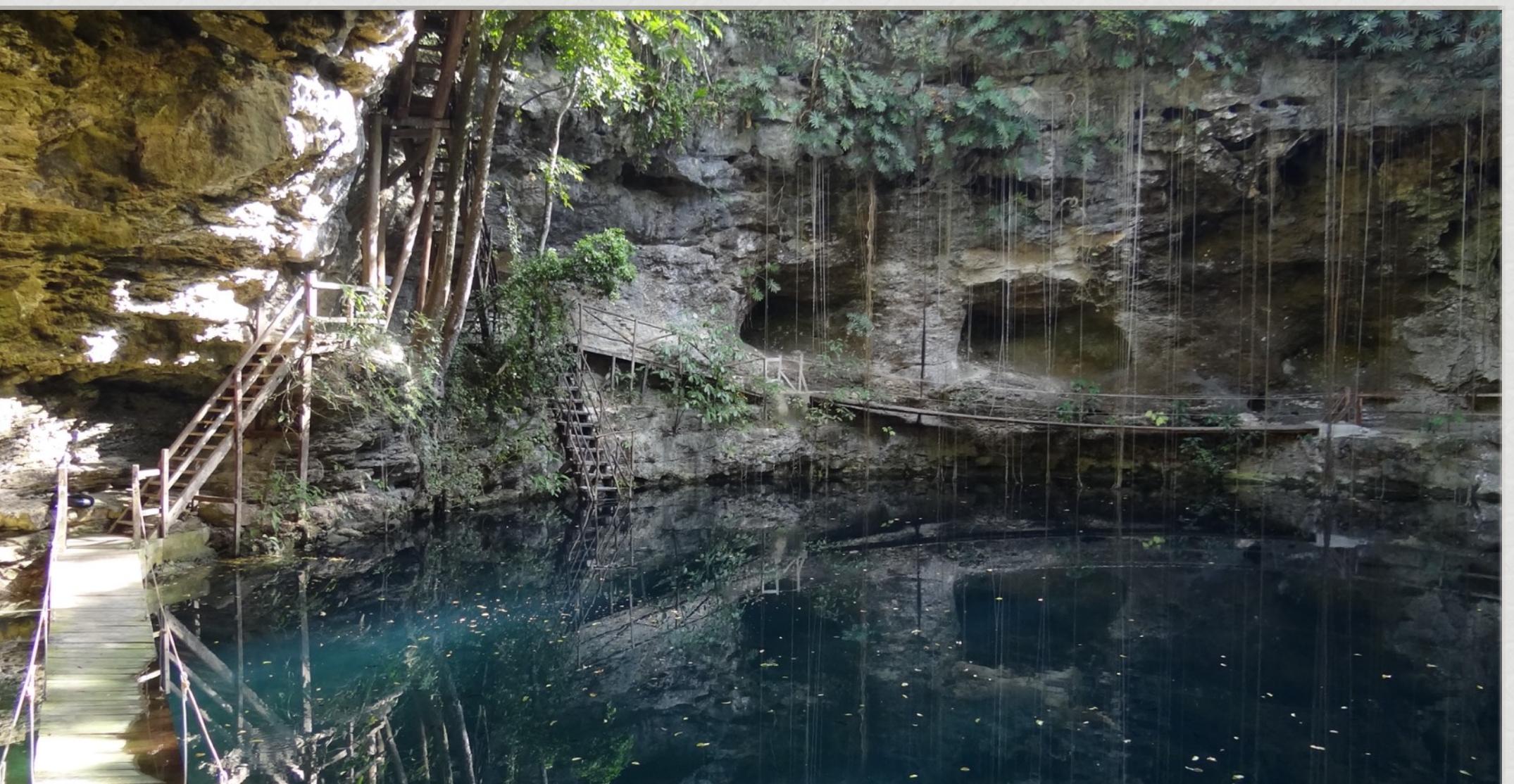
Flora & Fauna



The Cenote



- ◆ Primary story location.
- ◆ Village of about 400 on the inside of a large limestone sinkhole (cenote).
- ◆ Subtropical, wet climate, sometimes freezes.
- ◆ No large industry, but lots of small-scale refining, smelting, machine fabrication, simple electronics.
- ◆ Your house is your profession: Farm, mill, fixit shop, radio, telescope, gondola, etc.
- ◆ Dangerous to visit other villages, but flying machines can be built.
- ◆ Small town problems: No privacy. Fear of outsiders. Strict expectations. Jante Law. Adults forget how much they wanted to escape as juveniles.



Real Cenotes



Braided wood asthetic, with reminders of previous eras.

Houses woven from wood are in vogue. A simple set of electrical devices allow the words to be read and printed on every surface.



Read

◆ *Values of the Cenote:*

- ◆ *Forget nothing. Write always what you learn, what you think, and what you create.*
- ◆ *Read always with your fingers, at all times of day, during all activities.*
- ◆ *To destroy knowledge is sin. To forget is more painful than to remember.*
- ◆ *Guard against those who would embrace forgetting.*

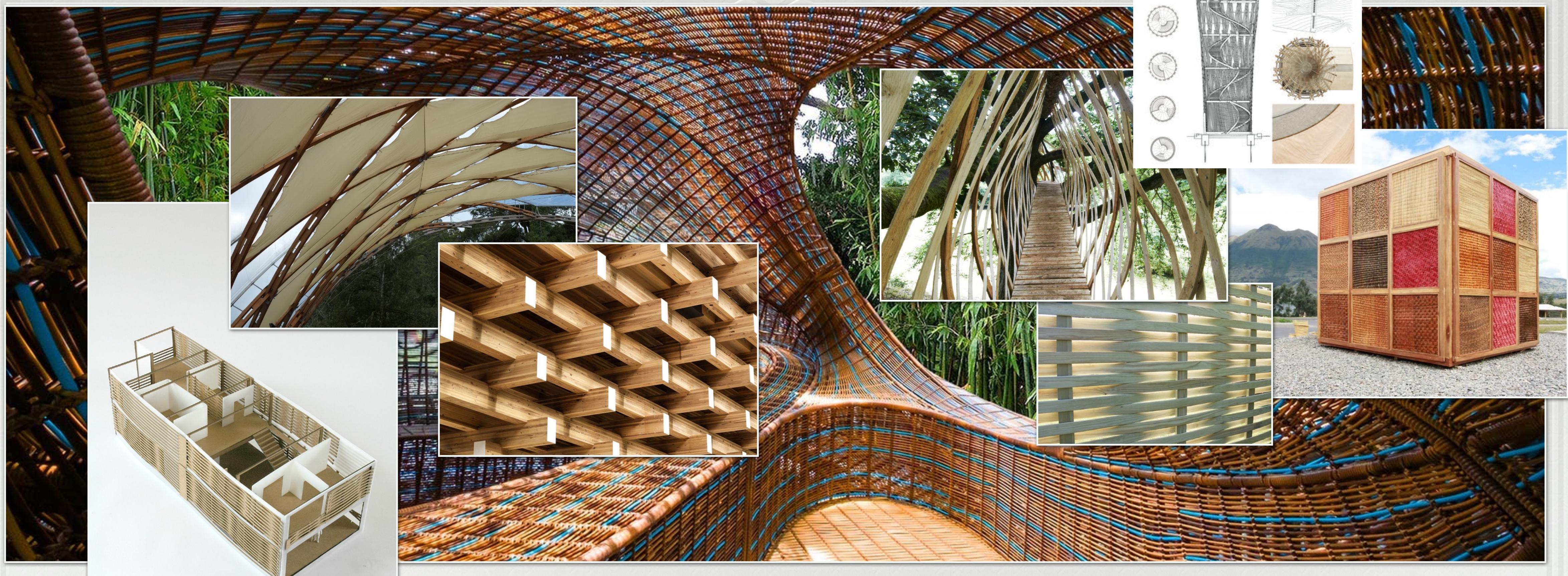


Write

The previous generation of houses used a similar set of mechanical devices to print on tile and brick. Many such homes remain.

The Cenote has been called “a living library.”

A Town of Vertical Wood



Other Towns

- ◆ “Safe” landscapes are not safe here. Harrowing cliffsides are safest.
- ◆ A walk in the woods means death. A swim in the sea means death.
- ◆ Every generation, in every habitation, more are eaten than fall.
- ◆ Death is rare enough to be mourned by the whole town. All tragedies happen on a human scale.
- ◆ Other towns hold different values, but all founders started with the same knowledge.
- ◆ Radio communication. Rare trading expeditions to other towns, where visitors stay for months, sometimes years.
- ◆ Wars difficult logically, but sadly not unheard of.





Yours to Forget

“I read it every morning, but I still don’t understand.” - “You once loved me.” - “She may have been taken by a plost. We’ll never know.” - “Listen! Why can’t you just listen?” - “I’ve never told you how to live your life.” - “Because I was a different woman before you were born.” - “The sky is full of stars. Which one did our makers come from? Which one did their makers come from?” - “Only a madman could promise you a life without pain.” - “The water is moving! Get up! Get inside! I’ll find him. Go!” - “Every day with you is like a treasure.” - “Bring me the one who did this.”