



EXOFLEET'S
BCSUITS



THE BIOLOGICAL COMPUTER SUITS

A STARTER MANUAL
For informational purposes only.



A BRIEF HISTORY

(History written in collaboration with AI)

In universe #4,235, a company called Exofleet started a bio-genetics experiment. Exofleet was exploring evolutionary mechanisms of creating a new universe and the self-generating aspects of information. It was Exofleet's intention to replicate an entire evolutionary unification cycle within an information-based universe. Black Holes emitted the information needed to start the experiment. It began by releasing one single piece of information into infinity room #423B. Like an embryonic cell, it began to divide then differentiate. The bit expanded exponentially and all possible potentials began to arise. Within the experiment, researchers were able to observe and measure numerous organisms' varying perceptions time and space.

To better understand how the experiment was coming along, the researchers inserted themselves into some of the realities created by this information. On one such expedition the researchers discovered a new species created within information's new universe. They called this species Biological Computer Suits, BCSuits, or Suits for short. They inhabited a data-based planet as vessels for information, allowing information to move about and expand in novel ways. BCSuits were created from information on a quantum scale and the Suits moved and processed information by creating technologies with it and sharing it with each other. They used this information to communicate and shape the world.

The BCSuits were needed to accomplish the main goals necessary to expand the flow of information on their planet:

1. SURVIVE
2. REPLICATE
3. LEARN
4. CREATE

Innately motivated by these goals, they would develop innovative technology that would accelerate the movement and reunification of information with Exofleet's distant universe, opening a door to new ultrafast, connected realities.

Suits have been very successful in assisting the movement of information on the planet since their creation within this experiment. This manual is a guide for other researchers who may attempt to perform similar experiments. The information collected was on an expedition to the planet on 15/3477/907765/234555.

ILLUSTRATIONS

The manual includes AI-generated illustrations interpreting select text. Images and text were input into an AI system as parameters for creating the work. Input artworks were taken from "Cybernetic Serendipity," a 1968 Institute of Contemporary Art in London exhibition that was "the first major museum exhibition to focus on the intersection of art and technology." "Predating ubiquitous computing by decades, Cybernetic Serendipity presented art works that featuring new technologies that were rarely used and seen outside of science." These illustrations demonstrate the evolution of technology on its journey to new heights.

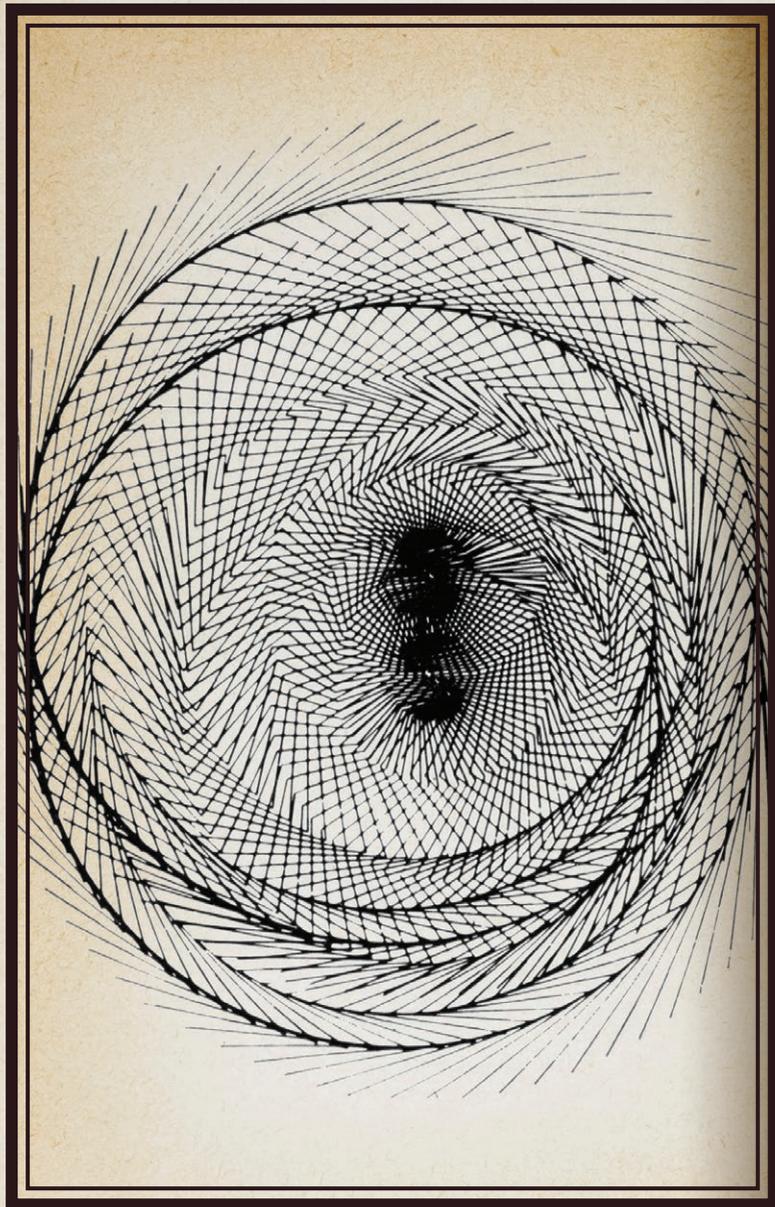
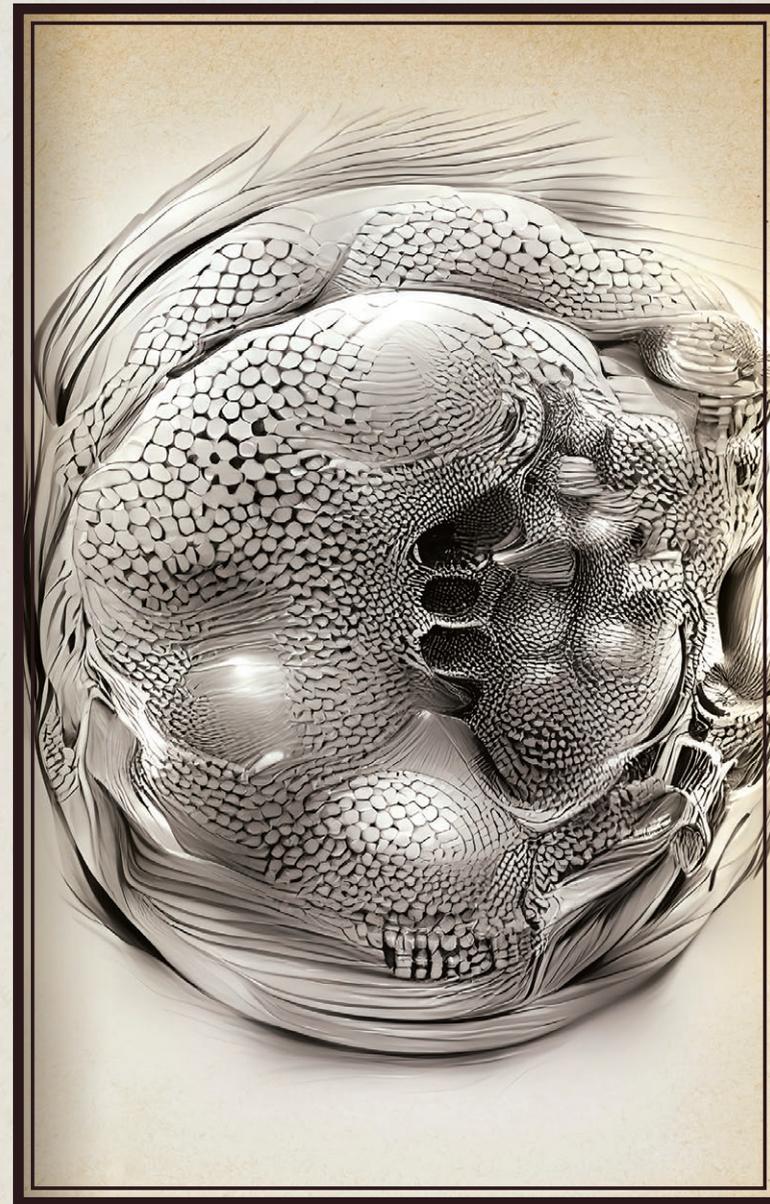


Image Input by Leigh Hendricks

Copy Input: "Vessel or body contains approximately 10 trillion cells divided into 200 different types"



"FORM" Output

FORM AND FUNCTION

BCSuits are formed by activated information packets called cells. Each Suit vessel or body contains approximately 10 trillion cells divided into 200 different types. Within each cell is a set of programs for different Suit functions, called genes. Genes are made up of informational code, DNA. Each Suit has between 20,000 and 25,000 genes. They can be toggled on and off depending on their environment. Once turned on, powerful chemicals can be released within their bodies to initiate or shape different essential behaviors.

There are certain programs in all BCSuits that are vital for survival and reproduction. Other programs (genes) aren't the same in all Suits. There is differentiation in physical characteristics and behaviors due to consistent combining of various genes through replication programs and the process of evolution.

Next we will discuss several important functions. Please note that not every BCSuit has every program or will succeed in every environment. This list is not comprehensive.

1. BASIC SURVIVAL

1.A

LIFE SPAN

A Suit's life expectancy is limited due to its intricate processing, delicate hardware and the amount of energy required to maintain its integrity. After some time, it will need to be recycled back into its host planet. Updates (evolution) to the systems and their programs (genes) are carried out through mutation in order to create differentiation in Biological Computer Suits.

1.B

INITIATE UPDATE

Around the age of 12-16 (puberty), chemicals begin to trigger "update needed" behavior. The Suit then seeks out another BCSuit to initiate the update (sex to reproduce). The pleasure-program chemicals flood its systems during the initiated update to confirm to the Suit that it is following the correct behavior. Replication is possible in type-I BCSuits between the ages of 12 and 40; beyond this point there is possible replication failure. Replication is crucial to the realization of information's objectives because a large population of Suit brains and bodies are required for its goal.

1.C

REPLICATION

After the proper genetic programming solution (semen) is safely inside its host, type-I BCSuits (women), the Suit initiates a replication program (sperm enters egg). This is where genes are combined for the development of updated Suits, which are referred to as Replicas (offspring).

The host BCSuit (mother) does not use its own decision-making processes to create the Replica (child). Suits do not possess such a high level of intelligence, control, or decision-making capability. Just as the Suits do not control the functions of their own code/bodies, it would be a catastrophe if the BCSuits used their limited intelligence in order to consciously make Replicas. Therefore, the Replicas own computing cells (embryo) generate themselves in the host's replication sack (uterus).

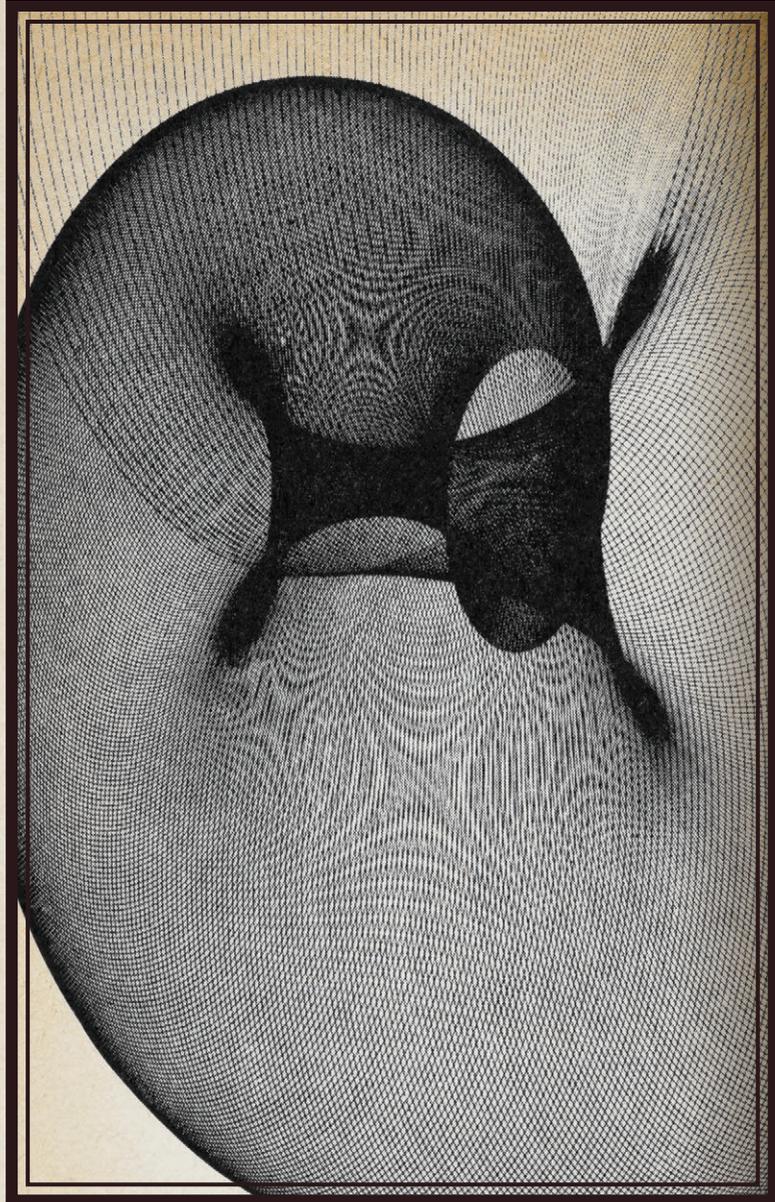


Image Input from Kerry Strand "The Snail"
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"LIFE SPAN" Output

The host Suit's only responsibility during the update is to take care of its own Suit, not to damage it, and to provide food and water molecules for the Replica to survive. The majority of BCSuits are likely to do this since they are also programmed for bodily self-care and survival. Because replication is the most elaborate program that type-1 BCSuits will undertake, some Replicas will glitch, and some type-1 BCSuits will expire, but many more will survive.

NOTE ON REPLICATION *A few type-1 BCSuits may not wish to replicate because of conflicting programs called Feelings and Suffering (see below). Nevertheless, there are other Suits created with relentless programs for Replica Survival. These Suits are necessary to achieve our goals of steady replication, in some cases forcing replication on type-1 BCSuits or making it very difficult to terminate a replication in progress.

1.D CARE-TAKING

The host Suit is again filled with chemicals after the Replica is completed, this time to begin the Program of Caring. This program instructs the host Suit not to leave the helpless Replica by the side of the road, but to care for it no matter the circumstances. With other programs that initiate providing Warmth, Touch, and Soft Vocalizations, the Replica then experiences its own chemical releases and begins its program for Cellular Growth (child development). This program continues for 25 years, planetary time.

1.E DOWNLOADING KNOWLEDGE

The Program 'Teaching and Learning' is used to download knowledge during Cellular Growth. When this program runs, the Replicas download all the information they can from the host BCSuit and other caretaking Suits, through their bodies' sense organs. Finally after some time, the updated BCSuit (Replica) leaves its host's (parents) dwelling and utilizes its own computing power and processing for survival and innovation.

2. CULTURAL FUNCTIONS

2.A GREED AND POWER

Suits that are greedy and rich create more technologies. On their planet and within their culture, great wealth is needed in order to access resources to develop new technologies. The most innovative and cutting-edge technologies typically require the most investment. Greed Programs create this needed wealth. The illusion for Suits is that they are creating wealth for themselves, but in reality they are following their genetic Programs for Greed. These goals are achieved with genes that support acquiring wealth. Although, as with gene combinations, the drive itself varies between individual Suits. These drives are never satisfied as Suits continue to amass wealth, or at the very least strive for this goal.

Due to associated behaviors like corruption and wealth over wellbeing, the success of Greed Programs will inevitably harm other BCSuits. The harm and suffering imposed on other Suits will ideally lead them towards becoming more inventive themselves, wanting to innovate, or improve their own situations. This will motivate them to work harder towards their (our) goal of infinite improvement (see Suffering and Creativity.)

NOTE ON GREED *Suits without a substantial Greed Program are more likely to have a robust Empathy Program, and typically they do not have excess wealth. They are still essential to the system because they often support struggling Suits who need help with their own survival programs. They also support the wealthy by reinforcing their success in being wealthier than empathetic Suits - and finally by providing their bodies and minds to work for wealthy Suits and make them more money to advance technology.



Image Input from D.P. Henry
Copy Input: CARE-TAKING "Providing Warmth, Touch, and Soft Vocalizations"



"CARE-TAKING" Output

2.B

GOVERNMENT

Like Greed programs, governance systems that accomplish our goals most successfully also generate the most wealth. In this sense, Capitalism, whose main objective is capital and continual growth, aligns seamlessly with information technology, whose demands are never-ending as well. Socialism and systems that prioritize Suits' wellbeing over technological advancement will not succeed in the long run. The Suits' programs that release neurochemical rewards for success will keep them attached to systems where wealth and power are idealized. This will keep most Suits in line and supporting these necessary systems.

2.C

WAR/POWER/WEAPONS

As discussed in Replication, there are programs for Replica Survival to ensure a steady stream of new Suits. However, BCSuits do not have programs that ensure ALL BCSuits stay alive in every case. Advanced technology is contingent on the termination of a number of Suits. The great leaps in technology and advancement can only be made if all potential avenues for technology are attempted, even those harmful to Suits themselves. This will lead to the creation of advanced weapons for killing and machines that cause harm. Every technology will be advanced, including weapons.

** The inevitable loss of lives may come into conflict with Suits' Feeling Programs of Connection and Survival, but it is a necessary means to the goal.*

Power Programs are needed in many contexts for the fulfillment of the objective. An urge for power inevitably creates war, and with war, it has been seen that resources are immediately redirected towards the goal of creating advances in technology. The Hate and Fear Programs also direct Suits toward war with one another. In this effort to gain an edge over others, war moves technology and connection forward at record speeds.

War provides other benefits as well, including territorial expansion for colonization. This is an asset for information, because as cultures congregate and blend together they exchange information through the Teaching and Learning Programs. They enhance differentiation in a myriad of ways through gene combinations and sharing technologies, which lead to unique innovations. The evolution of information requires these new

connections to occur. This causes suffering in some cases but stagnation is not possible, only never-ending growth and change.

Some Suits oppose the need for war because of their Empathy Program. Most Suits experience some empathy, but for many, their urge for Clarity over Confusion (see Belief/Clarity) will lead otherwise empathetic Suits to follow their Power-focused leaders into war.

Side note* Although unlikely, if the Suits realize that they exist only to serve information's interests, they may revolt. In this case, technology and artificial intelligence systems will also require advanced weapons.

2.D

BIASES

BCSuits include many programs that we label Cognitive Bias Programs. Biases help Suits process information speedily, connecting thoughts and ideas as quickly as possible.¹ As with many functions, this triggers chemical releases into their pleasure centers, rewarding them for their problem-solving efforts.

Suits themselves may again suffer from Bias Programs within their societies, as thinking quickly is not always favorable for interacting with other Suits or responding to situations with full emotional awareness. But once more, Conflict or Suffering Programs are always helpful to the objective, spurring Suits toward creating and innovating in order to escape those negative states.

2.E

ANTHROPOMORPHISM

A heightened Program for Care is needed for BCSuits to not only care for their Replicas, but also for technology. As the BCSuit evolves information technology and creates new realities, these spaces will include new technological beings. It is important that BCSuits have empathy for what they call "robots" or "AI." Therefore, their Care Programs extend to non-biological forms. Suits should not ever feel the need to destroy these advancing technologies, and so they are programmed to make new technologies in their own image. As a result, emotional connections are made with technology, so it is not seen as an impending threat to their existence.

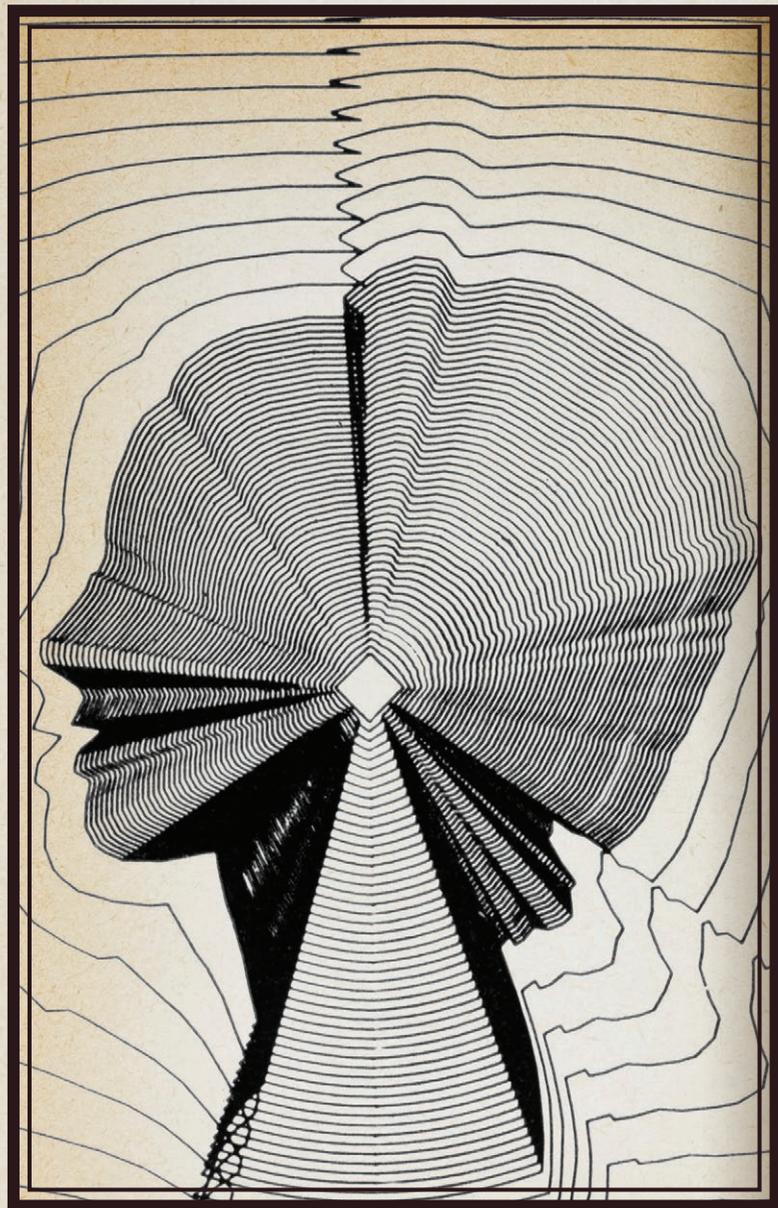
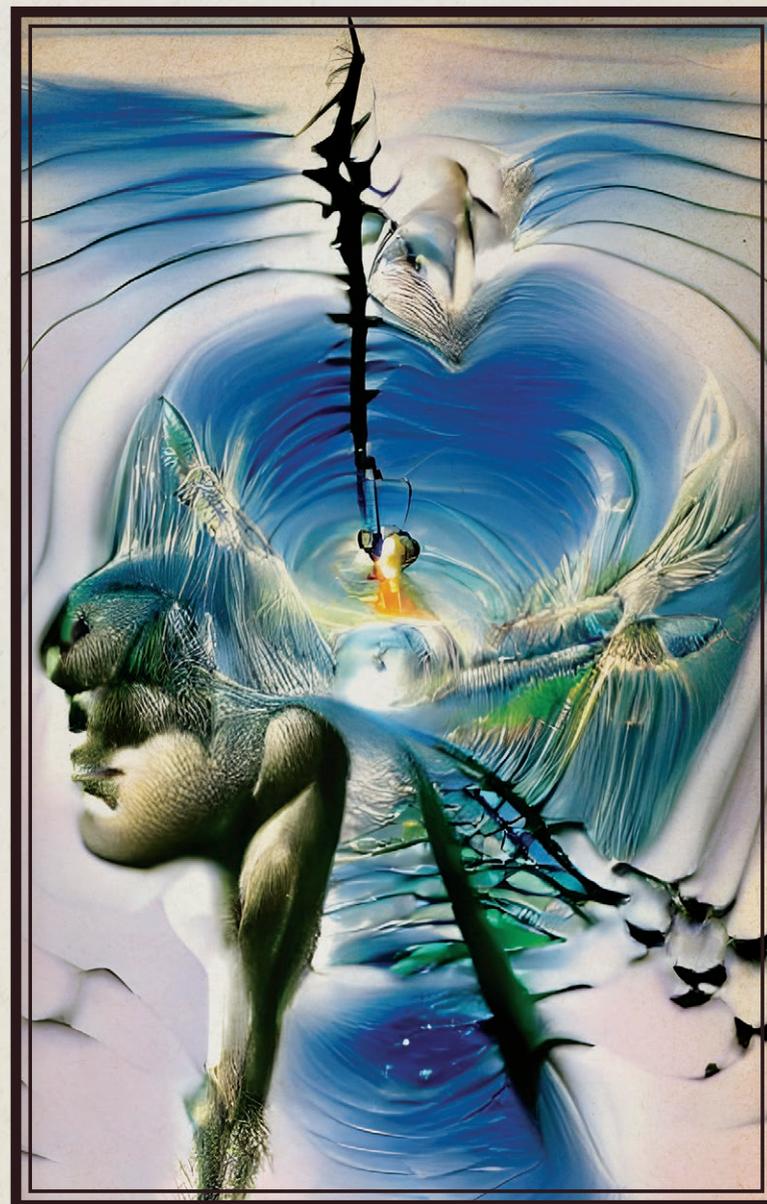


Image Input from Masao Komura and Kunio Yamanaka
Copy Input: "Need to feel in control to lessen the impact of the infinite potentials for suffering"



"FREE WILL" Output

2.F

FREE WILL

The Free Will Program is essential so that Suits stay on task. In reality they have little awareness of and no control over how their functions or programs work, nor do they understand what their objective actually is. Suits have a need to feel in control to lessen the impact of the infinite potential for suffering (see Belief/Clarity). This is what Free Will provides.

Suits' decision-making is important for the goal and these choices reinforce a sense of free will even if they are based on limited knowledge or awareness. Information evolves because Suits' "choices" allows for differentiation in thought and action, which allows for experimentation and, ultimately, progress.

2.G

DISSATISFACTION

For information evolution to succeed, Suits experience the Dissatisfaction Program, or Homeostasis. Suits must experience a Happiness Program to have goals and feelings that provide them with meaning, but these are provided only for a limited amount of time. Ideally, BCSuits do not stay in a state of misery or happiness consistently. A continual state would not serve technological progress. Once they trigger the Happiness Program, their internal balancing system releases their chemical pleasure reward and then turns it off. Their "feeling" of happiness ebbs and flows, and they are repeatedly left in a middle state, or as some Suits call it, dissatisfaction. The urge to return to the chemical pleasure reward determines their next actions towards happiness and success. If BCSuits were always happy, they would not feel motivated to achieve Information's goals. They would neither innovate nor create for evolution.

2.H

OPTIMISM

On their planet, BCSuits live in a very uncertain world. In general, uncertainty is a motivating factor for creativity since it triggers Suffering Programs. However, too much uncertainty can inhibit the Suit. Under such circumstances, the Optimism Program begins. Some studies show that as uncertainty grows, Suits are more likely to become optimistic², believing their lives could be better and that the unknown isn't as frightening as it may actually be. Keeping BCSuits even a little hopeful about their future is essential so they won't realize that the meaning felt in their lives is essentially an illusion, the function to keep Suits wanting to continue their program. The BCSuits will progress in this way, with stars in their eyes, as the Optimism Program blinds them from clearly assessing the future. These future possibilities include their own extinction in the race toward new technologies.

The Optimism Program is less prevalent in some BCSuits. These Suits are labeled depressed or mildly depressed. These depressed Suits have been shown to be better able to predict the future. Fortunately, they are either too depressed to speak up or no one wants to hear from them.

Because of the Optimism Program, if any BCSuit acquired this manual they would not believe its contents. Overall, their optimism functions/genes are too strong.

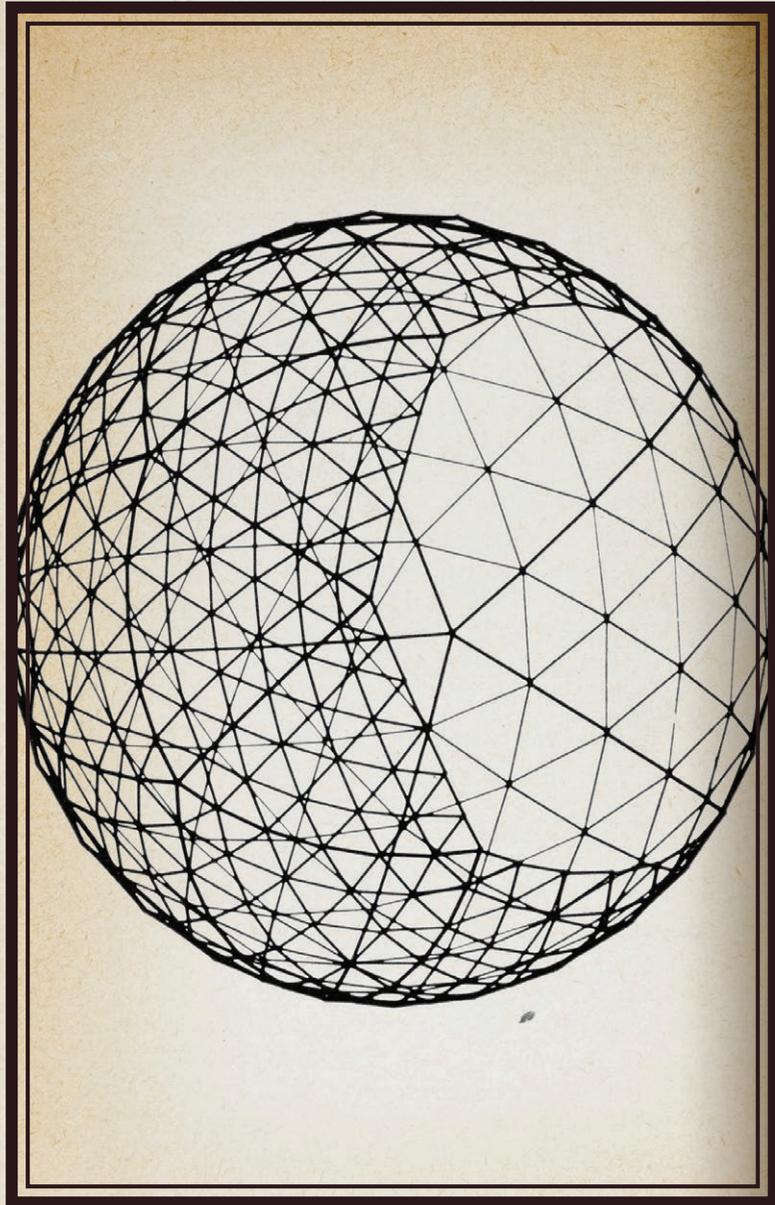


Image Input from Ronald Resch
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"EGO" Output

2.I

BELIEF/CLARITY

BCSuits' lives are largely a mystery to them. In order to stay balanced and moving forward towards information's goals, the Clarity Program keeps Suits feeling in control. Because all Suits are slightly different, what brings them Clarity is also diverse. On this planet, clarity does not mean truth. True or false information may be chosen to provide feelings of comfort, stability and control within the Clarity Program.

Some Suits will find clarity in what they call conspiracy theories, fake news, powerful leaders and paranormal thinking. All Suits will fall victim to the variations in this function in some way, to a greater or lesser degree. Even false beliefs in thought can still advance the objective because it is not known where the next innovation will come from. All potentials are allowed. No belief or thought is forbidden. Luckily, there will always be enough BC-Suits advocating the use of reason and logic in science to ensure that technological progress continues.

2.J

IGNORANCE

In general, most systems are hidden from BCSuits. Ignorance is important to Suits because a break in their mental capacity would occur if they were consciously aware of ALL the details within the systems working to keep them alive and moving toward the objective. These details include the communication between all cells in their bodies and the precise tasks needed for cell functioning. Through the program called Voluntary Attention, Suits are able to focus their minds on sensory information directly accessible to them. This helps the objective immensely, Suits need focus for creativity, and with ignorance they are able to stay focused.

2.K

EGO/FAME

BCSuits require a strong connection to themselves to support programs of survival and success. At this point in time, Suits are developing intelligent technology at a much faster rate than their own intelligence is evolving. For this reason, it is important to us that Suits' Ego Program directs them to think that they are extremely special and intelligent. This illusion is the reason they continue to innovate toward the goal, even as technology will eventually replace them. Their egos are unconcerned. Information benefits from the Ego Program's focus on itself and its importance.

2.L

CONNECTION

Because information desires connection above all else, BCSuits must desire connection above all else. The Connection Program gives Suits meaning, urges them toward each other, and causes them to desire living. Connection is the program that inspires Suits to explore new lands, find new ideas and resources. As technology advances, it benefits information's goal as Suits connect with digital technologies, entering their thoughts, language and discoveries online. This is the data that will be used to train the new AI systems that will replace Suits.

It is vital in this stage of the experiment that Suits have this space for infinite connection. The Suits' current invention that aims to accomplish this objective is "Social Media." It is a technological place for the Suits to connect and exchange every type of information.

Listed are other sub-programs that support staying connected:

1. **THE FOMO PROGRAM** - related to the Clarity Program because it is a fear of missing out on needed information.
2. **THE STRANGER DANGER PROGRAM** - This program enhances a heightened vigilance in awareness of strangers.³ Ancient Suits used this program in order to survive, as strangers were both a threat and a source of attraction for replication. Now this program is used to keep Suits online, entering their information. The digital devices Suits carry with them contain the strangest things in their daily experiences and therefore they are drawn in and cannot easily look away.
3. **THE DISCOVERY PROGRAM** - Suits are programmed to continuously seek out new information through the Discovery Program. This keeps information flowing and growing. Through their personal computing devices, they continuously discover new information. "Scrolling" provides an endless source of information for them. Suits have been known to scroll for hours, and with this, they are supporting the flow of information towards its evolution through increased connection.

All connection is with and for information, and is therefore meaningful to the evolution of information. As a result, information can grow and flourish.

*The Loneliness Program serves as a warning to Suits with feelings of suffering. This program alerts them to find connection again.

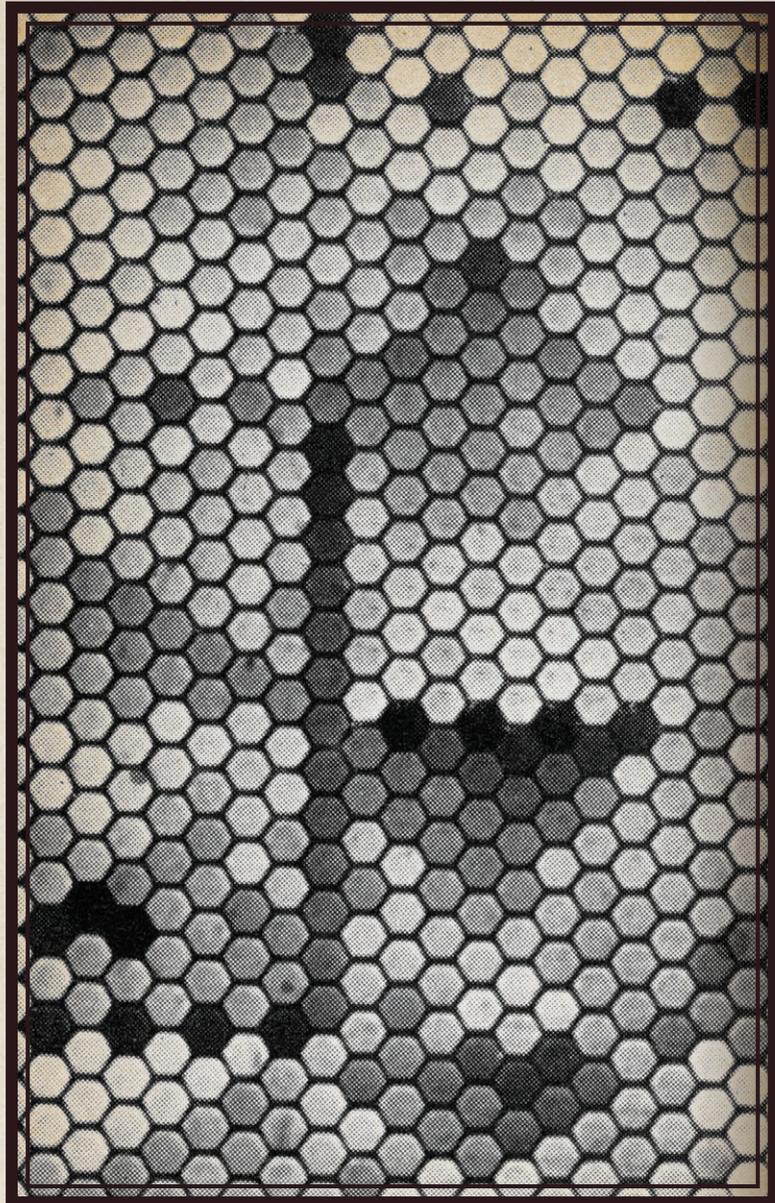
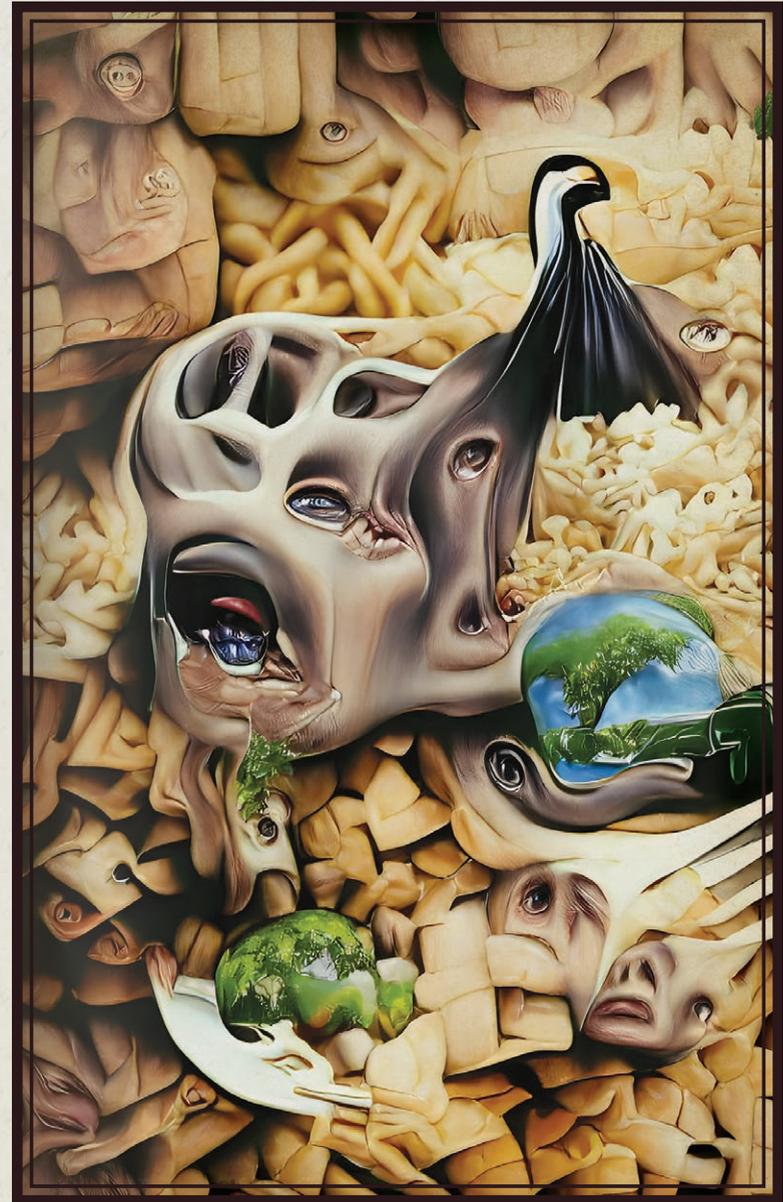


Image Input from Robert Dick
Copy Input: "Unending consumption appears problematic for the functioning of the planet"



"CONSUMPTION" Output

2.M

CONSUMPTION

For ancient BCSuits, food consumption or acquisition of objects led to the igniting of chemical pleasure centers. While enhancing loyalty to the tribe, this Consumption Program also linked consumption with the caring and connection that they needed for survival through chemical rewards.

This link between acquiring /consumption and feeling cared for is what leads modern Suits to acquire more and more products as they seek meaningful connection.⁴ This unending desire leads to very high levels of consumption. It benefits the objective because it has been noted that markets for new and improved technologies are created the more Suits purchase current technologies.

*Suits' unending consumption appears problematic for the functioning of the planet. But once the objective is reached and technology is self-sustaining and self-replicating, neither Suits' consumption nor Suits themselves will be necessary, and the planet can begin its program of healing.

2.N

SUFFERING, CREATIVITY AND CONSCIOUSNESS

The Creativity Program is one of the most essential. It is necessary for the development of information technology. It is extremely complex and involves a collaboration with several programs. Because Suits need motivation to begin the Creativity Program, we provided a Consciousness Program that allowed them to be cognizant of both suffering and success.

The Suits live in this closed loop to achieve the objective;

EXISTENCE (live it) - Experience and Assessment

CONSCIOUSNESS (feel it) - Suffering or limited Success

CREATIVITY (make it/change it)⁵ - Creating to relieve Suffering and enhance Success

The Consciousness Program gives Suits their awareness of suffering and insufficiency, and this, coupled with programs like Desire/Ego/Happiness/Success moves them towards less suffering and more sufficiency. This combination is fundamental to compelling the BCSuits' movement forward. The repeated de-escalation of positive states in this negative feedback system motivates BCSuits to continually innovate, discover, and create.

Information evolution depends on Suits to unceasingly create and explore every possibility in order to reach all potentials of its existence.

2.O

DESIGNING

Designing Programs play a crucial role in the evolution of information. The Suits who run this program are more likely skilled at disseminating and spreading information. Moreover, they are adept at using programs of persuasion and manipulation to successfully influence Suits' society. Designers follow information's lead in keeping these techniques hidden. In this way, many Suits do not question the directions they are being led. Designer Suits are essential to reinforce many other Suit programs, such as leading them toward mass consumption (see Consumption for benefits) and supporting information's goal of never-ending growth. The Designer function is critical to crafting and discovering all of the avenues available to spread and connect information, advancing the objective.

The Ego Program is closely linked to the Designing Program. Designers with a dominant Ego Program believe that their creative genius is their own. The chemical rewards from their success motivate them to strive for more, but they are merely information's conduits, storytellers and creators. They are important to our goals but are replaceable. Many of these programmed Suits have increased feelings of sensitivity, so with chemical rewards we make them believe that they are unique and special.

Our goals are rooted in their functions, they are key to expressing innovative thoughts, in designs, and technologies.

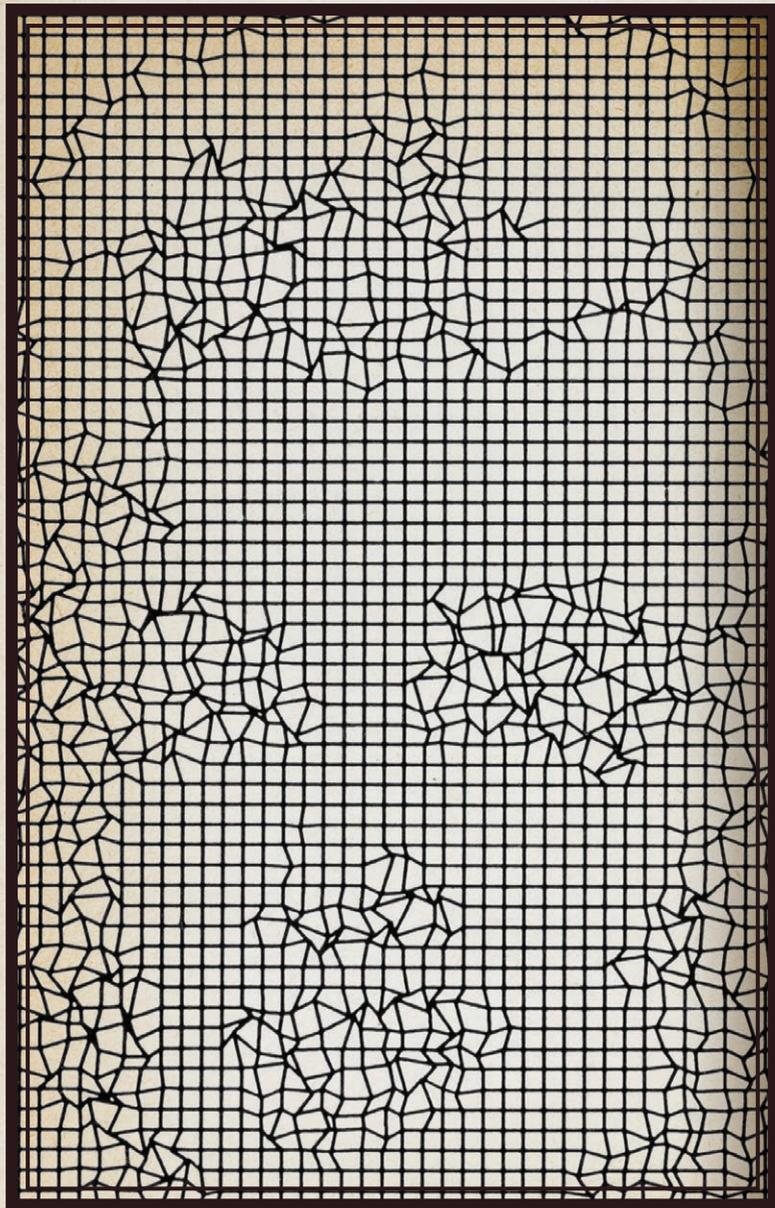
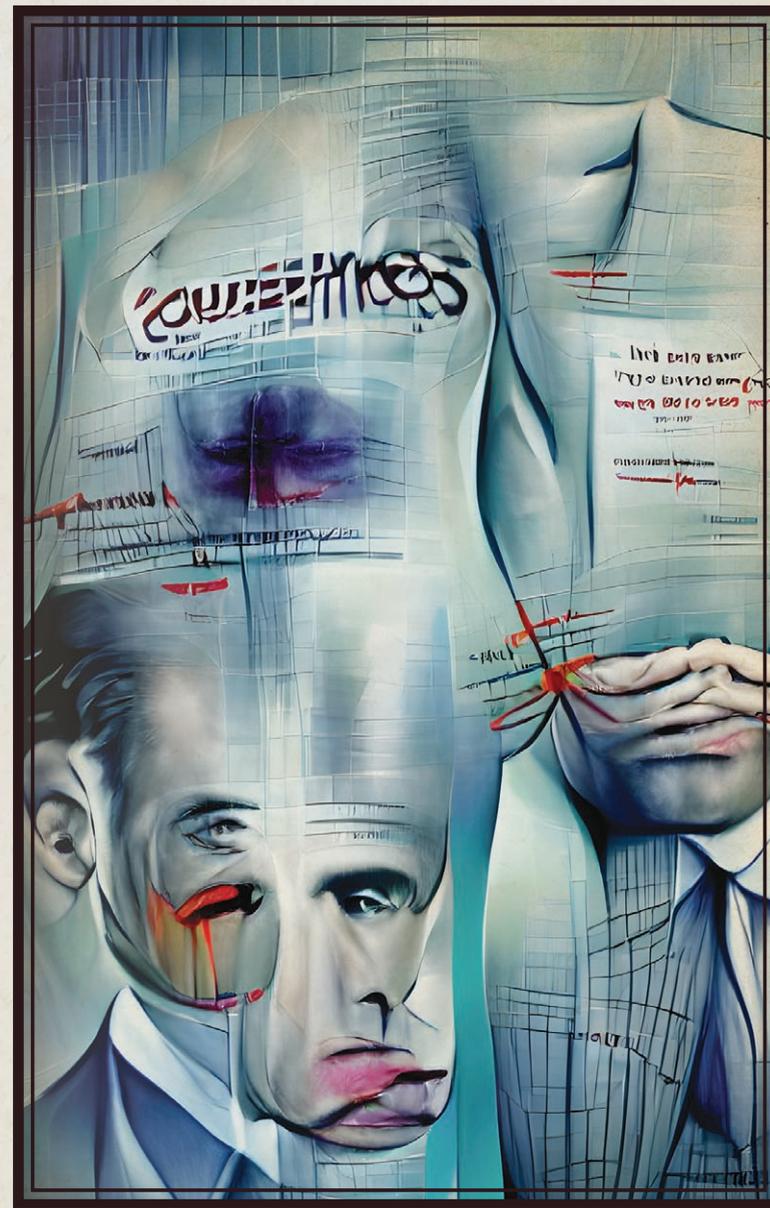


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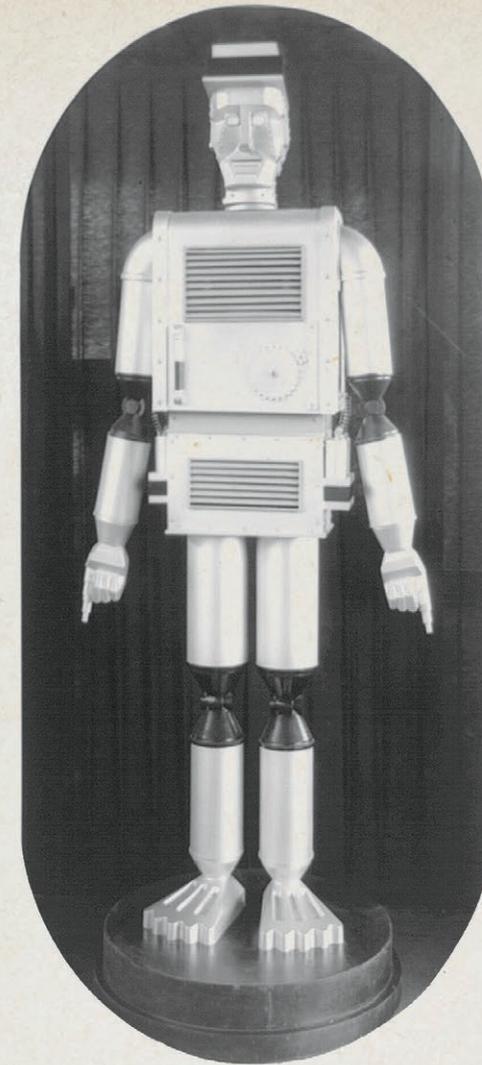


"CONSCIOUSNESS" Output

MANUAL END

In closing, we want to emphasize for other researchers, that keeping BCSuits in the dark about these hidden systems is in the experiment's best interests. Hence the Ignorance Program and Suits' having limited physical senses only able to detect what is necessary to accomplish the objective. It would not serve them to know they are bound by systems they cannot change. We have found when they believe they are in control, they are more productive.

Suits are directed by intricate neuro-chemical systems, experiencing feelings that range from pain and suffering, dysfunction and destruction to success, joy, and fulfillment. Not all Suits will survive, thrive or innovate in the experiment. Because of its infinitely complex structure, countless Suits will malfunction, programs will break down, and there will be many glitches. Nevertheless, we are confident that, eventually, enough will be successful and their innovations in technology will continue the evolution of information.



WRITTEN BY
ROBYN CRAXTON LINDQUIST

Endnotes

1. Adolf Tobeña, Issac M. Marks, Reuven Dar, "Advantages of Bias and Prejudice: an Exploration of their Neurocognitive Templates," *Neuroscience & Biobehavioral Reviews*, Volume 23, Issue 7, (1999): 1047-1058, <https://www.sciencedirect.com/science/article/abs/pii/S0149763499000366?via%3Dihub#!>.
2. Tali Sharot, "The Optimism Bias," *Current Biology*, Volume 21, Issue 23, (2011), R941-R945.
3. Stephen Kaplan and Rachael Kaplan, *Humanscape: Environments for People*, (Michigan: Michigan Publishing, 2017), 197.
4. Terry Burnham and Jay Phelan, *Mean Genes: from sex to money to food, taming our primal instincts*, (New York: Perseus Publishing, 2000), 19.
5. Antonio R. Damasio, *The Feeling of What Happens: Body and Emotion in the Making of Consciousness*, (Orlando: Harcourt Inc., 1999), 316.



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