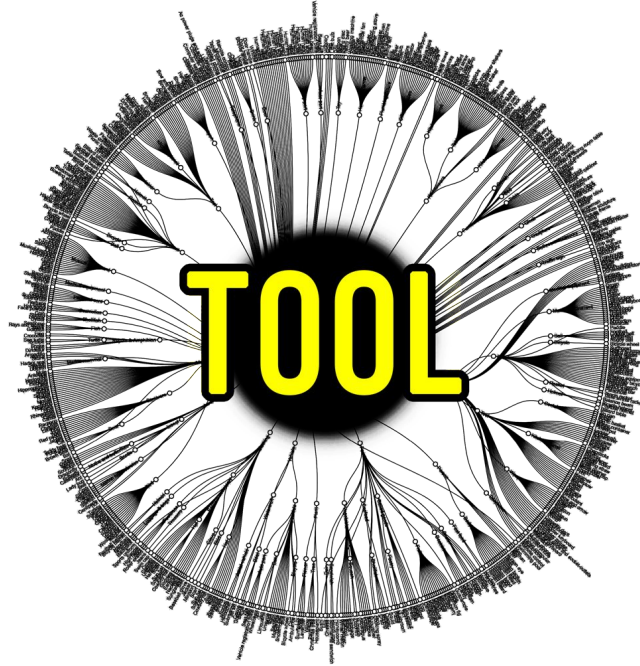# The Tool

An additive epistemology emulator

a short guide (for russian version press [here](#))

The Tool

A relaxing and educational casual puzzle game. Create your own combinations of world objects, watch and run simulations, create new messages and share your creations with other players. Receive packages from the cloud and unbox it.
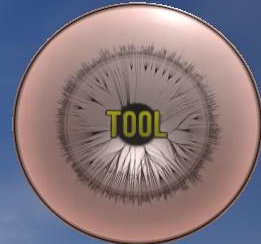
SPEED UP YOUR LIFE TEMPORARY

Artificial Objects Panel

Natural Objects Panel

Save to Slot (from Vault only)

SAVE
LOAD

3d viewport. Move mouse to orbit,
Mouse wheel to zoom/out

Store to
Vault

STORE

Trinity Slots: Matrix,
Content, Fetus.

Vault

TOOL

Here you can create a named ToolAsset

MAKE
META

Slime Inhibitor

CALL

MetaTools Exchange Control Buttons

Call from
Vault

Clear Viewport

CLEAR
RESET

MetaTools Panel. MetaTools is a player`s created
things from noosphere (Noosphere Cloud)

Clear all Saved Slots

SPEED UP YOUR LIFE TEMPORARY

Animal World Panel

Plants Panel

The Tool

The basic concept of the game is the endless equipment. The program screen allows you to interact with living and plant objects, planetary systems and microscopic chemical structures. In the Game you create unique combinations of these objects and launching it in the gravitational dance, then you can name the resulting kits. You can collect the word packages into statements and share them through the Internet cloud. You can download other people's messages and make colorful unpacking.
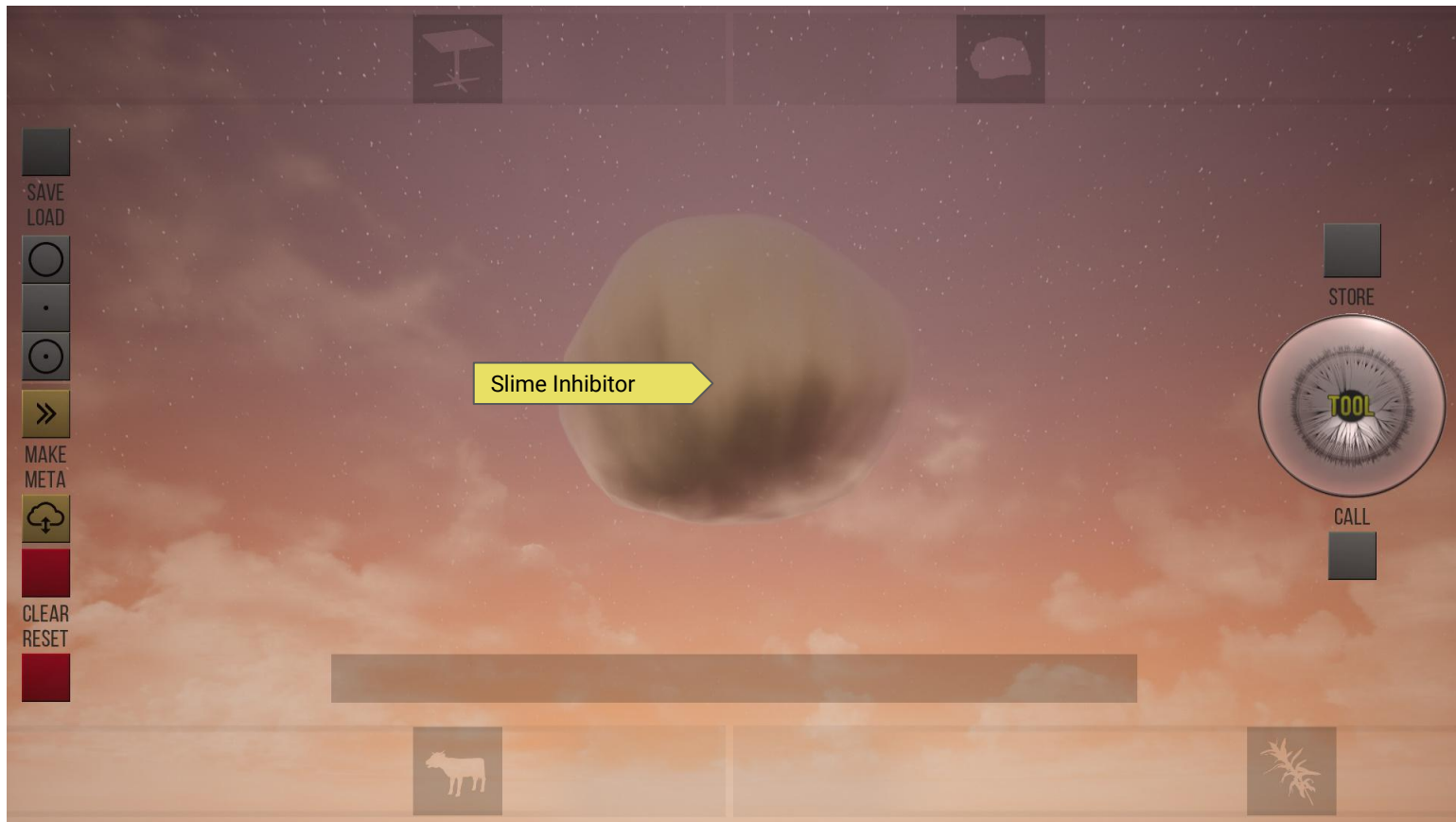
There are only few objects in the **Objects Pane**l at the beginning of the game, but the more you progress in creating and saving tools, the more objects will be available. In the central part of viewport you can view **Slime Inhibitor** the basic element of world matter. Move mouse to orbit Slime and scroll mouse wheel to zoom/out.
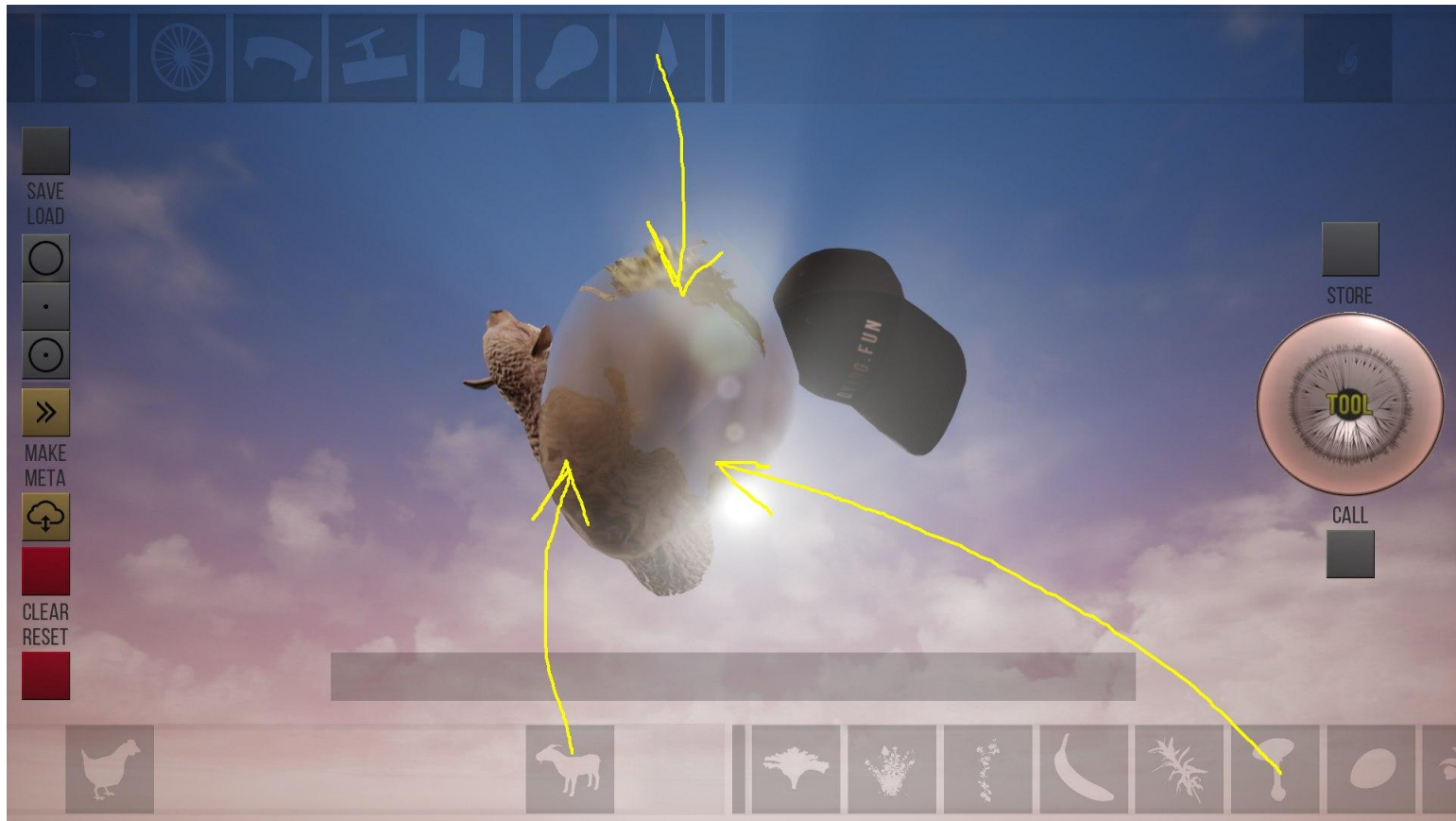
Drag and drop an object icon to the center of the **Slime Inhibitor**, and you create your first object. You can combine objects and create **Tools**. All objects have different mass and different gravity to the **Slime Inhibitor**. Move, simulate, experiment, observe! Have fun! Press **Clear** button to clear screen. Press **Store** button to store object to the **Vault** for future save. Press **Call** button to call objects from the **Vault**. Let`s try it!

The Tool

The game concept is a reinforcement of the human tools and a simulation of progress through additivity. Such a principle of knowledge contradicts The law of conservation of mass and can eventually uncontrollably destroy the ecosystem of human world. This game is a warning about this scenario.

TOOL SAVED TO FETUS
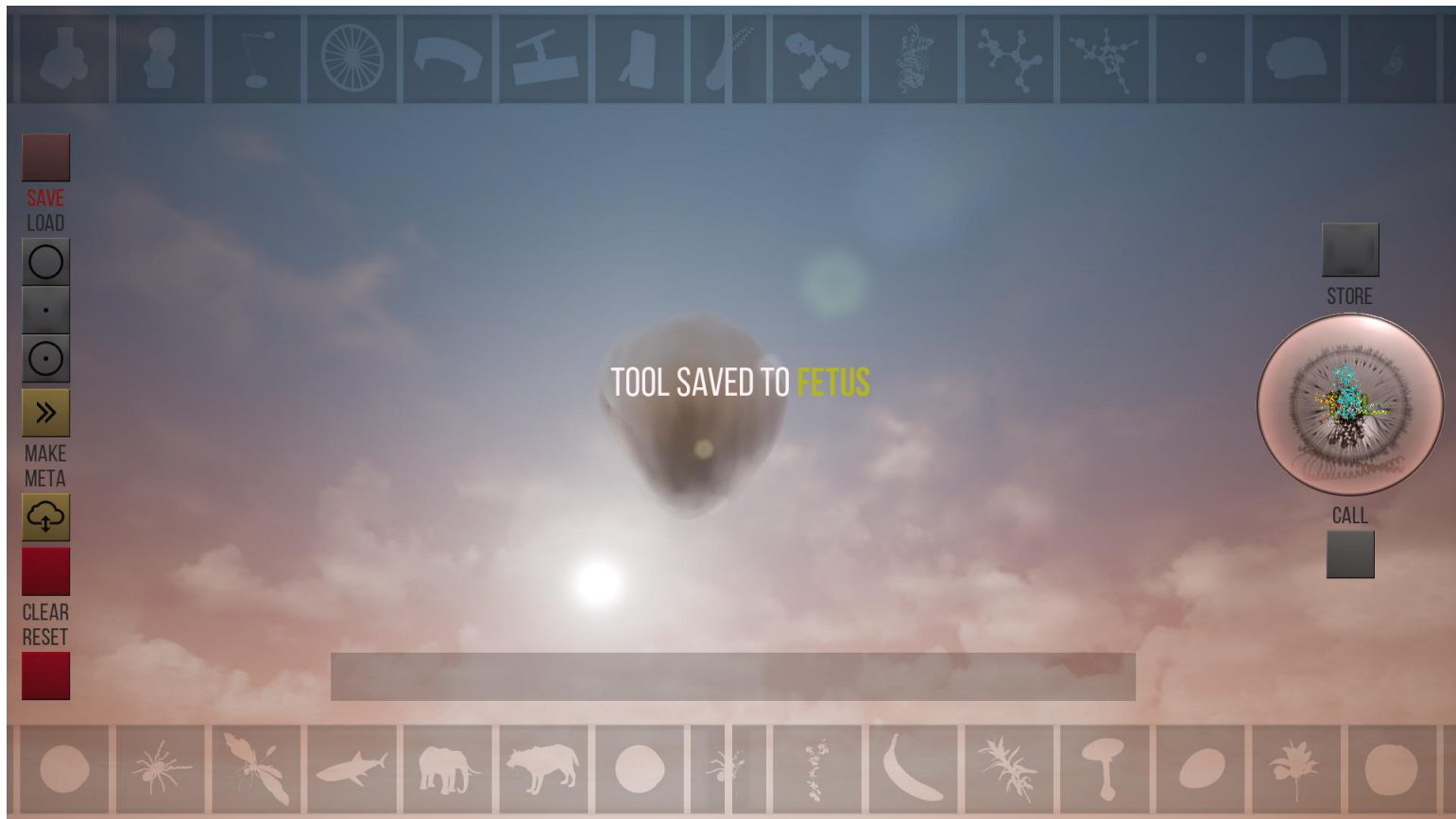
When the **Vault** is full, you can save objects into trinity of slots: **Matrix-Content-Fetus**. Place objects in The Vault and press on the **Save** button. You completed the **Matrix** slot. Create two sets of objects and save them in the following slots (**Content** and **Fetus**)
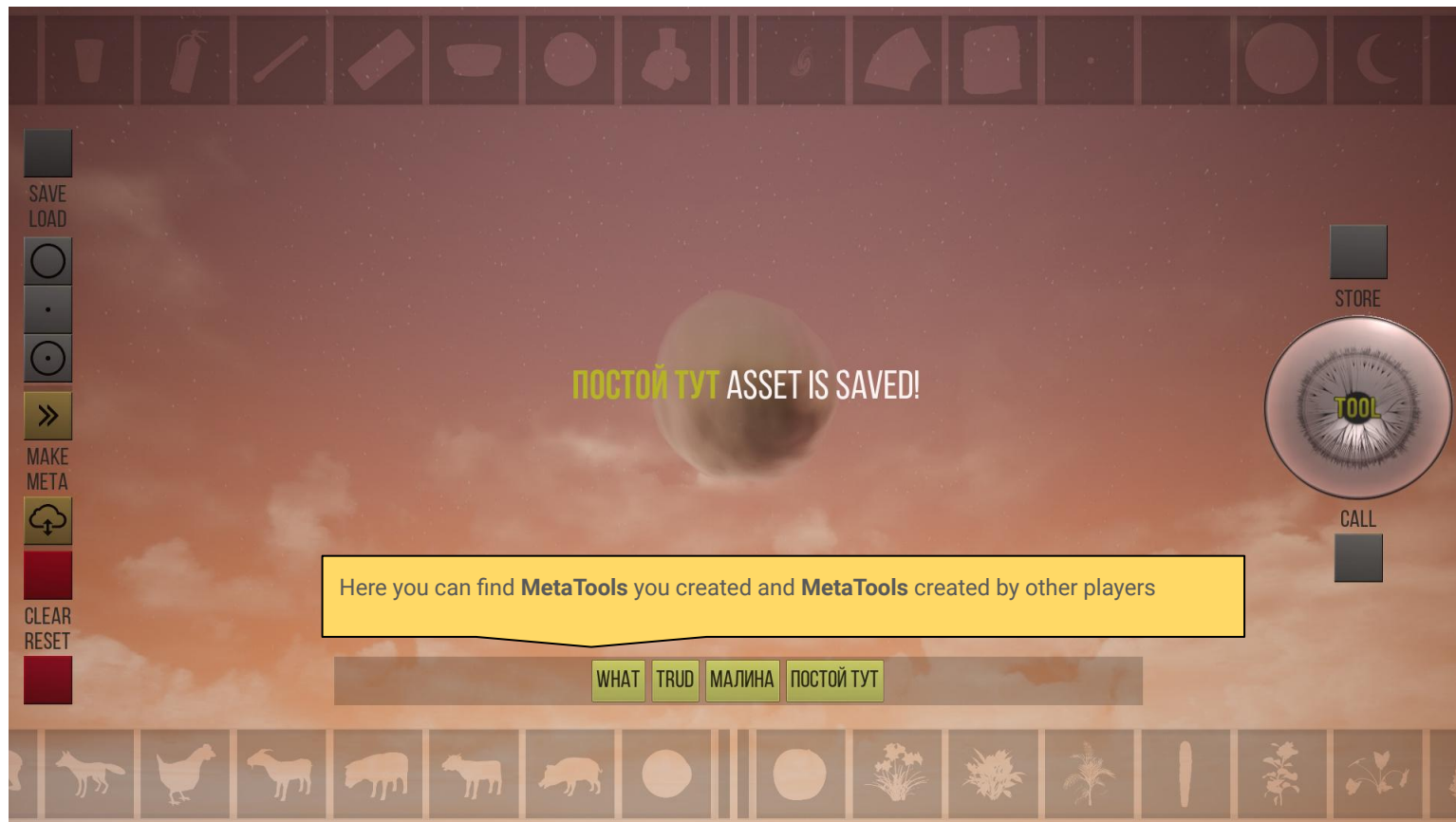
- these buttons calls saved sets on the screen. If you made a mistake, press the **Reset** button. **Reset** button will erase saved sets.

The Tool

Often we are not able to understand the scale of what is happening, neither at the macro nor micro levels. The additive accumulation of tool properties does not always increase its characteristics. In general, the possibility of exchanging ready-made tools via the Internet and the use of saved instruments in other enlarged meta-instruments will allow us to visualize the basics of human epistemology.

Now you can name your first **ToolAsset**. Right to **Make** button provide a new asset name and press enter. Congratulations! You create your first named **ToolAsset**!

ПОСТОЙ ТУТ ASSET IS SAVED!

Here you can find **MetaTools** you created and **MetaTools** created by other players

WHAT TRUD МАЛИНА ПОСТОЙ ТУТ

SAVE
LOAD

MAKE
META

CLEAR
RESET

STORE

TOOL

CALL

Chains called **MetaTool** are created from the **ToolAssets** containing sets of the **Tools**. Only **MetaTool** can be transferred through the **Noosphere Cloud** to other players, as well as anonymously received.

Press on the **Meta** button. Then you open **MetaTool** Interaction toolbar. **MetaTool** Interaction toolbar:

 - Send to **Noosphere Cloud**　　 - Download from **Noosphere Cloud**　　 - Clear **MetaTool** Panel/Stop Operation

Add a **ToolAsset** to viewport and press on it. The magic box is unboxed and the **Trinity Slots** will be filled with corresponding **Tools**.

You can combine text assets and world objects. You can upload your **MetaTools** in **Noosphere Cloud** and receive **MetaTools** from other players. Each of these metamessages contains data in text and object fields.

Sending and receiving of **MetaTools** is the final stage forming a human epistemology in the concept of **The Tool** Game.

Let`s play video demonstrates principles of The Tool (with developer commentary in russian)

GLUCOSE
IS A SIMPLE SUGAR WITH THE MOLECULAR
FORMULA C6H12O6. GLUCOSE IS THE MOST
ABUNDANT MONOSACCHARIDE, A SUBCATEGORY
OF CARBOHYDRATES
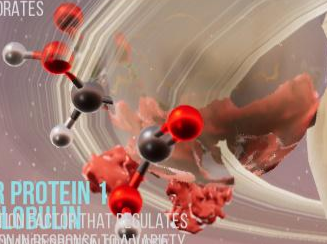
MOON
IS AN ASTRONOMICAL BODY ORBITING EARTH AND
IS THE PLANET'S NATURAL SATELLITE

SATURN
IS THE SIXTH PLANET FROM THE SUN AND THE
SECOND-LARGEST IN THE SOLAR SYSTEM, AFTER
JUPITER. IT IS A GAS GIANT WITH AN AVERAGE
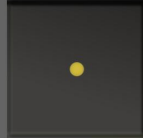RADIUS OF ABOUT NINE TIMES THAT OF EARTH

STORE

TOOL

CALL

ACTIVATOR PROTEIN 1

IMMUNOGLOBULIN

TARTARIC ACID
IS A WHITE
OCCURS NATURALLY IN MANY FRUITS, MOST
NOTABLY IN GRAPES, BUT ALSO IN BANANAS,
TAMARINDS, AND CITRUS

MY FIRST ASSET | MY FIRST ASSET | FOR | INTEREST | FOR | THANKS | HAVE FUN

TOOL

WORLD MATTER
+

SEPHAR
MATRIX

SIPUR
CONCEPT

SEPHER
FETUS

NAMED
WORLD MATTER

IN THE NOOSPHERE

ЛЮБИМАЯ

МОЯ

ЛЮБИМАЯ МОЯ

SAVE
LOAD

X
Y
Z

CLEAR
RESET

>>

MAKE
META

STORE

TOOL

CALL

THANKS

For Quit The Tool press Esc

DYING.FUN