

RUIN Architects —

Following up from this morning's staff meeting (with much thanks to the head Engineer), as we are turning towards the Histories, I suppose what we're building is as much a RUIN as a RUUN. I'm thinking of both the supercomputer itself and the final landing spot for the parasite. Perhaps you wonder why I am turning lately towards these tangents? Our thoughts flow through our hands into the RUUN. Your thoughts matter. Their peculiarities. I read your footnotes in advance, metaphorically speaking. Every nail, every circuit is guided by intention. Our practice in this build is guided by these theories and these experiments.

And so I ask you, what do you imagine when you think of ruins? I think of two things.

First, I think of architectural ruins and the sense of nostalgia they bring: "Hey, look, it's the Parthenon on the Acropolis, marking the greatness of civilization." Or on the other hand: "Behold the ruins of this site of a World War II bombing, what horror civilization has wrought."

Second, and here I'm coming back to nerd mode, I think of apocalyptic or post-apocalyptic scenes. I imagine the cities wrecked in *The Day After Tomorrow* or the wasteland of *Mad Max: Fury Road* (film screening anyone?).

Both of those scenes of ruins have something in common. We come to them at a distance and hold them at arm's length. We capture them through cameras and watch them on screens. They are from different times: the distant past and the imagined future. But they are both the results of "progress" (Bara always calls it "modernity" but that's their scholar jargon)

We are building a different kind of ruin: one that you can inhabit. I mean, the RUUN will literally help us track down the parasite. But beyond that, this infrastructure is a kind of ruin that we (all of P.S.) seeks to live within. We don't hide from the problems of the world. We band together and address them. But we aren't starry-eyed optimists. We're honest about the ruins that stretch into the past and the future, but also surround us in the present. We're motivated to transform them from within.

To me, that's what it means to build a world together.... Anyway, enough high-minded stuff from me. It's just that this Histories cluster makes me think, and meeting with you all today has inspired me.

Histories: 1. Gardener's trowel, 2. Chicago World's Fair commemorative item, 3. Gargoyle, 4. Phoenix, 5. Redlining map, 6. Reticulite robes, 7. Early Great Game deck, 8. Baseball glove, 9. Chicago flag, 10. Grand Terrace matchbook, Privileged object: Fair card (GG)

Presently stationed,
The Designer of Electrics

P.S. This week it takes two riddles to raise interest. If you're in the market, we'll supply once an aggregate demand has been stimulated.