

Hypersurreal?

Hypersurreal • 4 Dec 2023

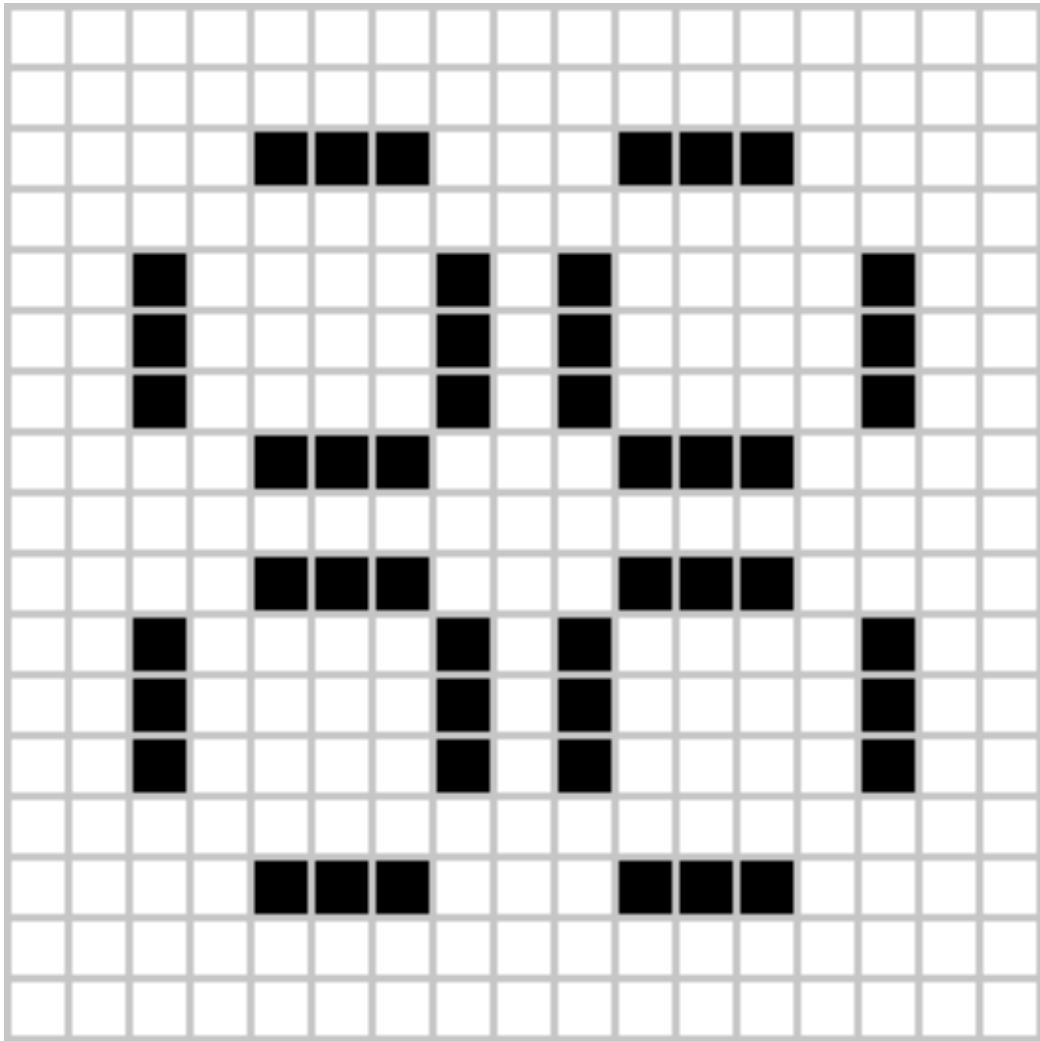


But why?

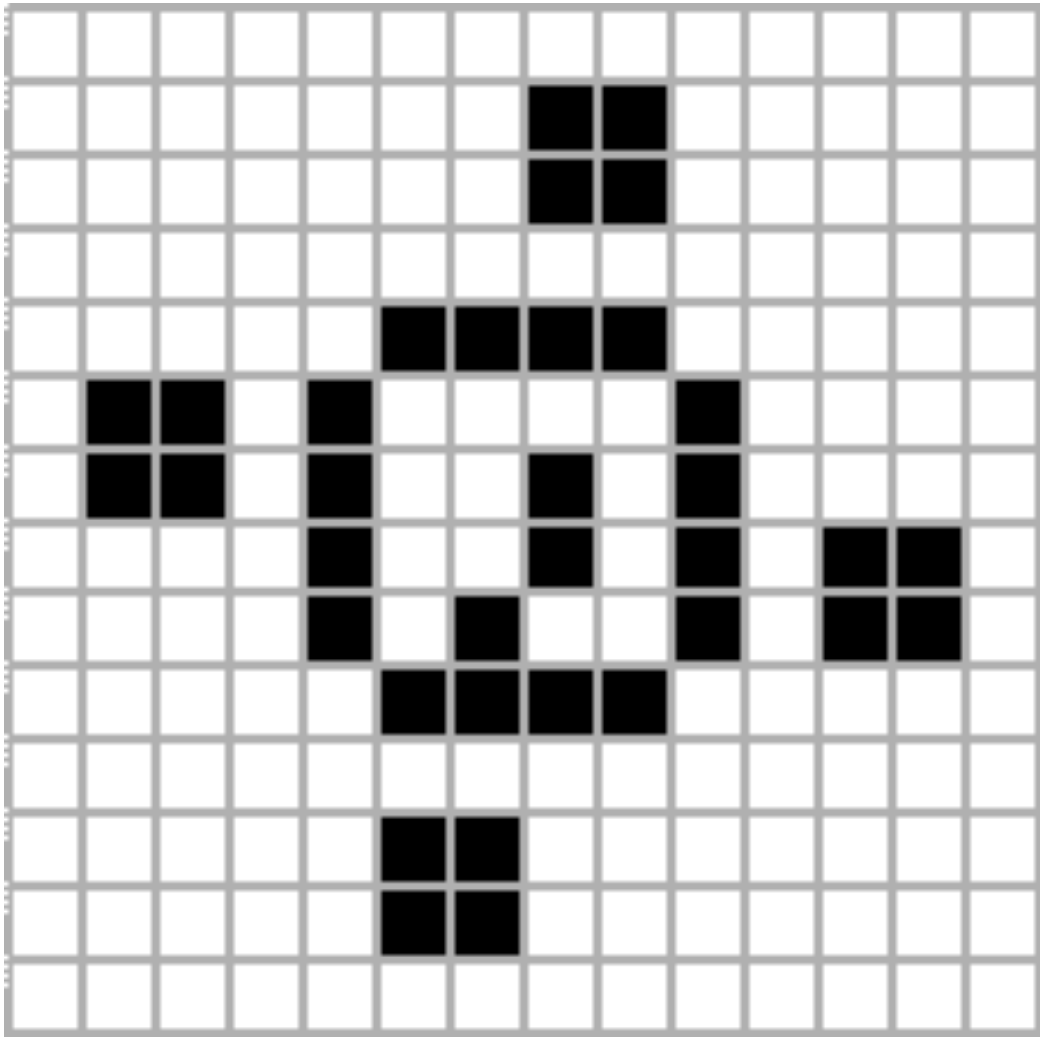
Why not 🤖 Really tho, the reason I choose to use the term hypersurreal is because things are done a certain way within the surreal numbers & combinatorial games. However as vast as the field may be, it still limits itself in many ways. 2 players. Competitive. Partizan. Impartial. Maybe misère.

There seems to be *very* limited work done on 1-player games (combinatorial puzzles - although it is interesting to note that impartial games can be viewed as puzzles). There is a lot of interesting information around “0-player” games ([cellular automaton](#)). However I haven’t seen anything about the maths for these types of “games”.

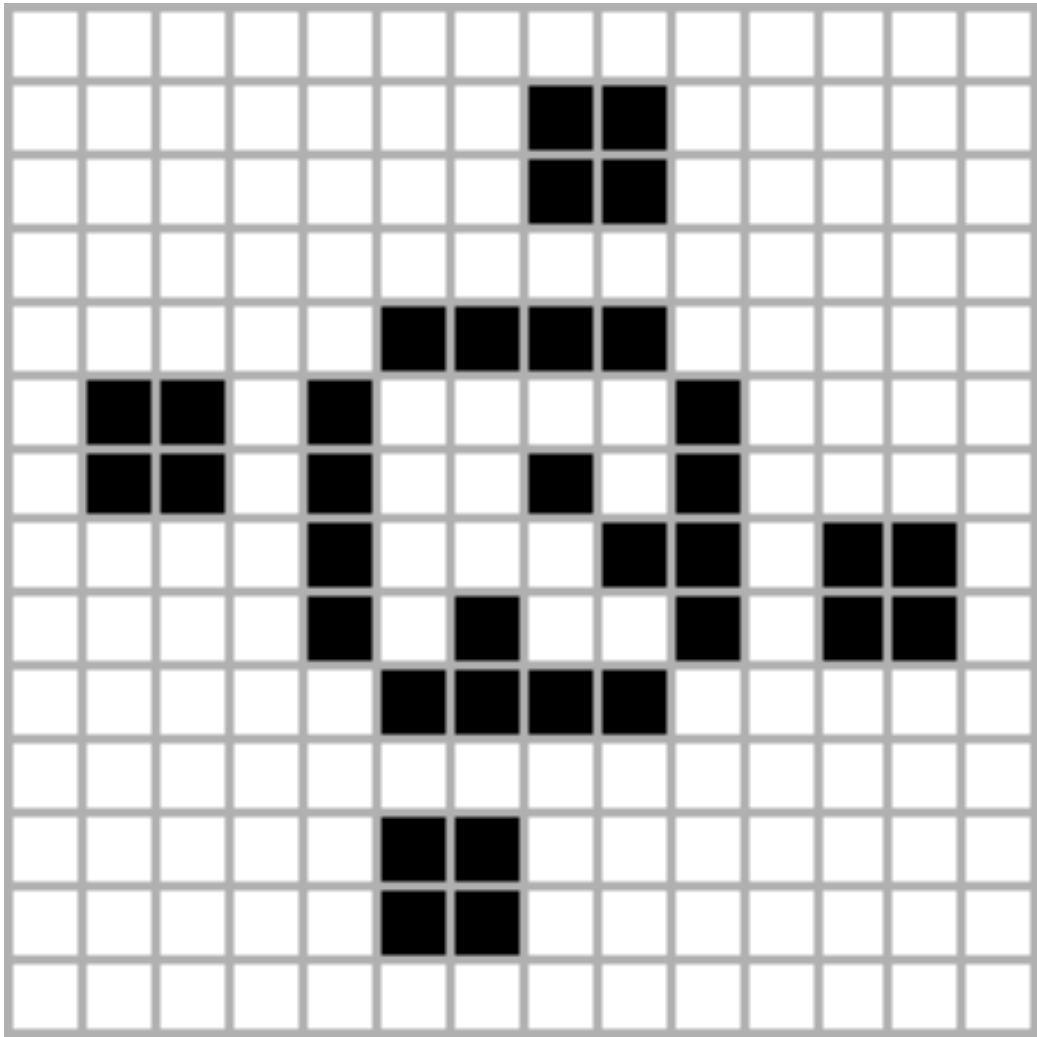
I did find some interesting oscillators tho:



Suns, Moons & Stars?



Normal time?



Loopy time?

Also, what about [cooperative games](#)?

Aside I find [mechanism design](#) rather interesting.

On top of all of that, ever since learning about transfinite recursion there is now constant recursion (re)occurring. Surcomplex? Sounds good. I'll take some surdenians as well plz & ty (& yes.. I would like to know about the ω th step in the [Cayley-Dickson construction](#), ty kindly).

