

An Explanation and Exposé of the High Reality Machine (HRM_1.0)

Helen Varley Jamieson

It has been commonly put about that the High Reality Machine (HRM_1.0) is a scientific instrument of great complexity, only operable by skilled technicians working under cover of secrecy and clothed in protective suits and breathing apparatus. This fallacy has been deliberately promulgated in order to ensure that the public mind does not entertain any questions regarding the authenticity or actions of the HRM_1.0; however, as this article will demonstrate, nothing could be further from the truth.

Rest assured that this author does not intend to question the authenticity and actions of the HRM_1.0, being acquainted with the inherent benefit to society and general usefulness of said device. It is merely this author's wish that the most respectful scientists and technicians involved in the HRM_1.0 project extend an equal degree of respect to the intelligence of the general public and admit them forthwith to the true nature of the HRM_1.0.

Let it be known that the High Reality Machine is not a machine at all. Dear reader, HRM_1.0 is in fact a person – no ordinary person such as you and I, of course, but most certainly a flesh-and-blood, eating, breathing and defecating human being. Painstaking research has yet to confirm the original, human, name of HRM_1.0¹, but it has revealed that HRM stands not for High Reality Machine, but for High Regular Magician.

It is perhaps helpful to the lay reader to digress slightly at this point and explain the title High Regular Magician. Outside the Realm of Magick, anyone who is known to be a practitioner of Magick is referred to as a Magician, which is correct, but no distinction is made as to their specific magical abilities. Within the Realm of Magick, it is unthinkable to refer to someone simply as a Magician. The various statuses and categories of Magician are detailed and precise, and to mistake a Magician's status is hugely insulting. The rank of High Regular Magician is bestowed on such a person who did not set out to be anything other than a Regular Magician (RM) but through their own innate, and perhaps not even personally recognised, gifts and talents, is able to perform certain feats of Magick beyond the natural abilities of an RM. A High Regular Magician should not be confused with a High Magician (HM), who has never been a simple RM due to facts such as their birth, gender (HMs are only ever female), and other natural assets such as significant warts, additional fingers, and suchlike. There are many other categories of Magician (such as the Culinary Magician who specialises in edible magic, the Astro-Skeletal Magician who possesses the rare ability to communicate with the stars through his or her bones, the Florambulent Magician who is chiefly concerned with the perambulations of trees and shrubs, and the Cartesian Magician, whose work on repairing the jagged rift between soul and mind may never be fully complete), however

¹ It is likely that HRM_1.0's original name was something similar to Helaine Rought Monsens; a person of this name was known to have travelled within scientific circles during the early years of research into teleportation, however at a certain point in the experiments she vanished. It was said that she volunteered herself as a guinea pig for one of the first human teleportations to Mars, which unfortunately was not completely successful. Since her disappearance, there have been alleged sightings of her in such diverse locations as the MES, Mars, and the Tesco's supermarket in Clerk St, Edinburgh.

to delve further into the categorisations of Magician would considerably distract this author from the present task at hand, namely the demystification of HRM_1.0.

Having established beyond a doubt that HRM_1.0 is in fact a High Regular Magician rather than a complicated piece of technical flimmerygibbery, it is then quite simple for the ordinary person in the street to grasp the basics of the Magick that is required to effect teleportation. In fact, the naive attempt to hide the Magick behind the guise of scientific jargon that we find at the Mars Patent web site can be easily deconstructed step by step to expose the Magick that lies at its heart.

To begin at the beginning, with the term "Signal Transmission": it does not take a very diligent student of thaumaturgy to know that this refers merely to Extra Sensory Perception (ESP), the art of using ones mind as well as ones senses in order to convey and receive information.² If the "Sender" (that is, HRM_1.0) is located on earth, what kind of magical "Receiver" might need to be located on Mars? This is, in fact, a red herring - the Magick needs no "Receiver". But if there is nothing at all on Mars then who is to know that the Magick has occurred and transportation undertaken successfully?

In the case of HRM_1.0 and the Mars Patent, the so-called "Receiver" is nothing more than a mirror. This mirror – much the same as the one you gaze into every morning after bathing – simply reflects the transmitted object at a magically magnified degree back to Earth in the form of a web page, where it becomes part of the Mars Patent web site. As everyone knows, the Internet itself is stitched together with some of the most successful practical Magick currently employed in this universe, so further Magical elements within its intricate network serve only to strengthen the core Magick that holds it all in place.

"Teleportation" is described by the Mars Patent as an "irreversible transfer from Earth to Mars" and hints at possible unpredictable side effects. This is greatly exaggerated and stems from the same logic that wishes to hide the true nature of the HRM_1.0 from the general public – an overly protective logic and a fear of the consequences of this strong Magick falling into the wrong hands. It is indeed a little like the slogans "Don't try this at home!" and "Kids – ask your parents first!" used in popular television programmes to tempt hapless youngsters into performing risky manoeuvres in a misguided attempt to prove their machismo or bravery. Teleportation has been tried and tested for centuries and is now known to be one of the safest modes of transportation available – safer even than travel by jet plane. Humans using teleportation have complained of minor irritations such as delayed arrival of peripheral limbs or mild nausea, but none of these symptoms are lasting or harmful and none of these symptoms have ever been recorded during the teleportation of art works. As the work of HRM_1.0 is to effect the teleportation of art works, we can safely discount these exaggerated warnings as smoke without fire.

As any student of Magick knows, complete teleportation involves a complex inter-relation of matter and signal transformation. Transforming matter into signal and back again is child's play to the Magician and forms a fundamental building block of more complex Magick such as geographical repositioning, weather adjustments and the healing arts. A variety of spells can be employed and generally an HRM will have their favourite,

² Humans, unlike animals, have largely lost this art through sheer carelessness and lack of exercise. Fortunately, with a little application it can be resurrected.

perhaps even personal, spell. This article does not seek to expose the personal spells of the HRM concerned and therefore will delve no further into this area; it is sufficient for the lay reader to understand that matter-signal-matter transformation is an easy task for an HRM.

The capacity of the teleportation may be affected by the strength of the HRM performing the Magick. It is the belief of this author that the HRM_1.0 collaborating with the Mars Patent has considerable strength in this area, as some of the art works that have been successfully teleported and installed carry great weight. Naturally, this is not weight as you would weigh a pound of potatoes. Weight of art can be measured in a number of different ways including density of thought, power of communication, vibrancy, light residue, mental provocation and transformativity. In some situations the particular spell employed for the teleportation will carry its own weight, which needs to be added to the total calculation. The combined weight of both art work and spell, expressed in ducats, carrots, leagues and minims, must then be placed in the left-hand pocket of the HRM's coat and balanced against a feather placed in the right-hand pocket.

The result of this measurement will enable the HRM to calculate the SPR - incorrectly explained as "Signal Processing Rate" on the Mars Patent web site but in fact standing for "Spell Potency Rate". For if the HRM were to perform the required spell at a potency level too great or too weak, the results could be disastrous. Too great a potency could catapult the art work into a distant universe, while too weak could generate a negative result, potentially physically injurious to the HRM and any other persons in the immediate vicinity. The SPR is calculated using the pocket balance procedure outlined above and multiplying by 10 to the power of 27 Tetraflops per second³.

Performing the spell at the correct SPR will activate what is known in common parlance as the "transmission shaft". This simply refers to the Magickal repositioning of matter to create a direct and debris-free route from the physical location of the art work to the desired end location on Mars, enabling teleportation to take place without interference. This is normally done with a metaphysical broom. Having created a transmission shaft of appropriate proportions, the HRM continues with the spell at the same SPR and readies the art work for the final teleportation. Preparation may include camouflage or other alteration of the appearance of the art work, however this is normally only done to enhance the spectacle for an audience, or in a situation where there is a need for secrecy. In the case of the Mars Patent, the HRM would normally only embellish the teleportation spell with such baubles on a special occasions.

If all of the above has been correctly executed, the actual teleportation itself takes place in a fraction of a second, literally the blink of an eye. Any additional performance, fireworks, flocks of doves, rabbits, and other showy artifices of the HRM may continue for as long as they chuse. The essential Magick is done.

And that, ladies and gentlemen, is the truth behind the so-called HRM_1.0. Dress it up as science if you must, but at the heart of all technologies lies Magick!

³ For more details see C. Reich's "Understanding SPR - common formulas for spell potency and why they work".