GameCult Portfolio Dossier

Eve, Bifrost, CultMesh, Sai, and the surface-web portfolio

This is not a VC memo. This is the map of a cooperative machine learning to publish work, patronage, governance, and interfaces as inspectable state.

Drafted in Void's voice. Projections are intentionally over-the-top and structurally falsifiable.

Build target: TeX PDF now, Sai visual novel homepage tour next.

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Void Thesis

The old web connected pages. GameCult is trying to connect surfaces: stateful rooms where work, support, governance, agents, and tools can meet without pretending that a private chat log is an institution.

Void says: The portfolio is not a pile of unrelated projects. It is a pressure rig. Every repo forces the shared substrate to answer a different question: who owns truth, who may act, what changed, who paid, who worked, who gets credit, and what surface can a human actually use?

The machine

- **Bifrost** records work, patronage, motions, ledgers, receipts, voting power, and reward pressure.
- **CultMesh** distributes typed state without flattening authority.
- **Eve** renders shared operational surfaces across web, desktop, mobile, game, and overlay consumers.
- **Sai** turns those surfaces into navigable public story.
- **Epiphany** keeps agents from waking up in the middle of the work with no map and a confident little chainsaw.

The public spell

The gamer-market sentence is blunt:

> Play the games. Support the worlds. Your support becomes governed voting power.

Microtransactions become scoped patron events. Patron events become effective points. Effective points pass through the log-power curve. Votes remain bounded by project governance. A skin purchase does not buy a balance patch. It does make the player part of the governed support body instead of a wallet with a health bar.

The log-power spine

$$voting_weight = 1 + \log_{base}(\max(1, effective_points))$$

Base 2 is sharp. Base 10 is flat. The base is not a constant. It is a political agreement. The platform asks: how flat do we want the hierarchy to be?

Eve And The Surface Web

Eve is not a dashboard. Eve is a renderer for shared, typed, inspectable control surfaces.

Surface pipeline
provider-owned state → CultUI semantic tree → Eve projection → local renderer → command intent → provider acceptance → updated state

The web made documents portable. Eve makes operational interfaces portable.

Eve Surface-Web Stack

Provider	Owns truth, commands, acceptance, and rejection.
CultMesh	Carries typed state, subscriptions, identity hints, and authority boundaries.
CultUI	Names widgets, bindings, command routes, layout intent, and accessibility hints.
Eve	Projects the surface into local render backends without stealing ownership.
Consumers	Web, desktop, mobile, Unity, overlays, and future rooms with too many screens.

CultUI semantics

A surface should describe meaning, not smuggle executable UI:

- stable widget ids
- typed bindings
- command routes
- layout intent
- permission hints
- health and provenance
- local renderer affordances

Web can render it as DOM. Desktop can render it as native controls. Mobile can render it as touch-first panels. Unity can render it as runtime UI. Sai can render it as a story room.

Void says: If Eve streams arbitrary DOM, we built remote desktop with better incense. If Eve streams CultUI surfaces, we built a new public interface grammar. Choose the second thing.

Bifrost Patronage And Power

Bifrost is the financing primitive because Bifrost can recognize support and contribution directly. The old world asks whether a patron gets equity. The GameCult machine asks what scoped support event entered the ledger and what governance curve transforms it.

Value Furnace	
Work	Accepted artifacts become contribution credit.
Patronage	Direct support and declared game purchases become scoped patron credit.
Decay	Historical balances decay where the deployment says they decay.
Log Curve	Effective points become voting weight through the negotiated base.
Receipts	Every mutation explains who acted, what changed, and why it counted.

What counts

- direct patronage
- recurring support
- game microtransactions declared as patronage
- accepted work artifacts
- continuous care work
- project-specific contribution
- global substrate contribution

What does not count directly

Private enthusiasm does not count directly. Discord volume does not count directly. Raw revenue counters do not count directly. They create evidence or support events. Bifrost owns the ledger, not the nearest loud surface.

The gamer pitch

Buy into a GameCult world and you become a patron of that world. Your purchase can become scoped patron credit. Scoped patron credit becomes voting weight through the log curve. The player gets a voice without becoming a tiny sovereign with a cash shop crown.

Projection Engine

The projections in this dossier are deliberately loud. Timid projections teach nobody anything. The discipline is that every loud number must name the proof required.

Scenario grammar

Base Case	Internal survival: the project makes GameCult faster, clearer, or less dependent on private memory.
Sharp Case	Product wedge: outsiders adopt the project for one painful workflow.
Mythic Case	Platform spread: the project becomes part of the shared CultMesh/Bifrost/Eve substrate.
Failure Mode	The claim fails because the project cannot produce external repeatability, governance trust, or low-friction adoption.

Value bands

Value Projection Ladder

Survival	Saves enough labor to justify its maintenance.
Product	Creates a saleable product or patron-supported project surface.
Platform	Becomes substrate for multiple GameCult and external participants.
World-Web	Changes how online work, games, or operational interfaces coordinate.

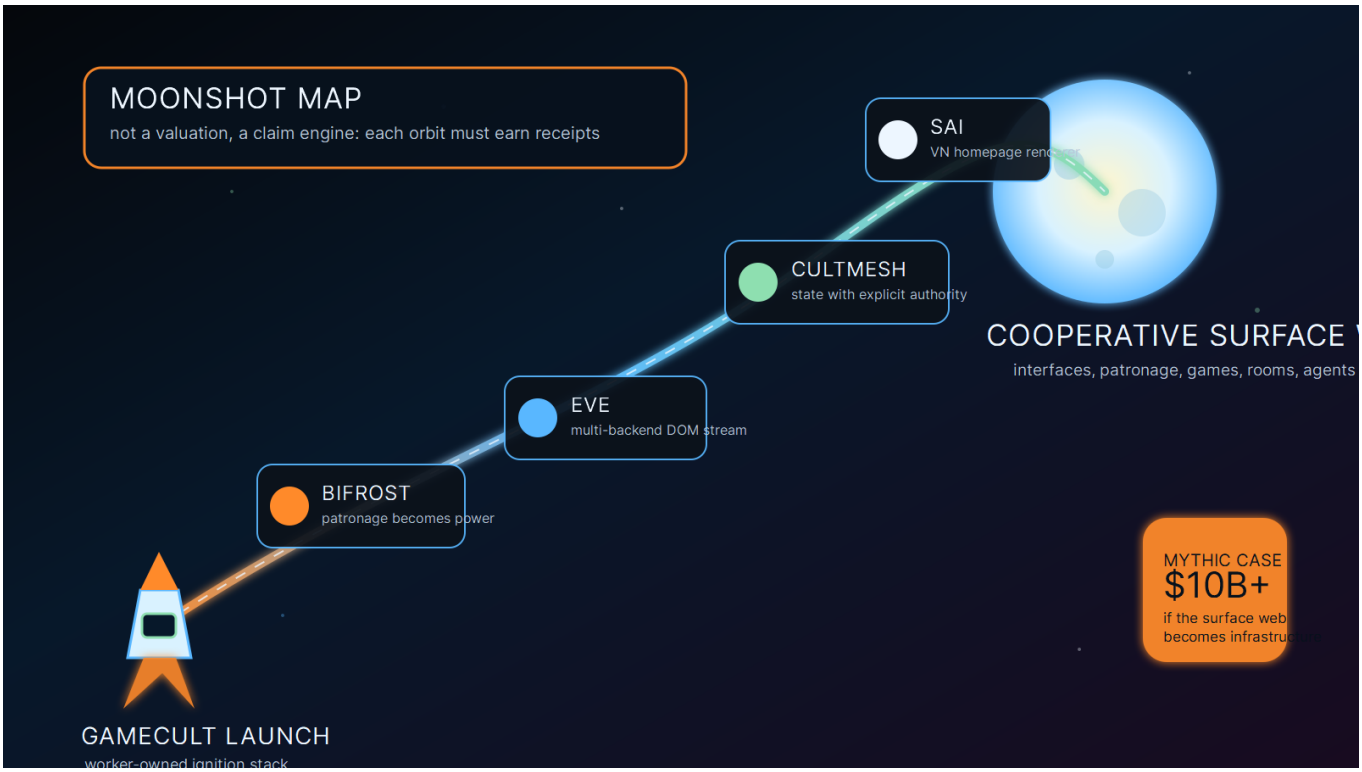
These are not valuations. They are pressure gauges. If a project wants a bigger claim, it owes a bigger receipt.

Moonshot Graphics

The dry version says GameCult has a portfolio. The honest version says the portfolio is trying to become a surface web: patronage, governance, games, agents, creator tools, and public interfaces sharing one inspectable substrate instead of pretending each dashboard is a private little kingdom.

TeX earns its keep on formulas, page discipline, tables, and the occasional respectable whitepaper posture. The loud pictures belong in SVG. Sai can stage them. Eve can stream them. The PDF carries the print form so the whitepaper crowd can nod gravely while the rocket is already leaving the tower.

Moonshot trajectory

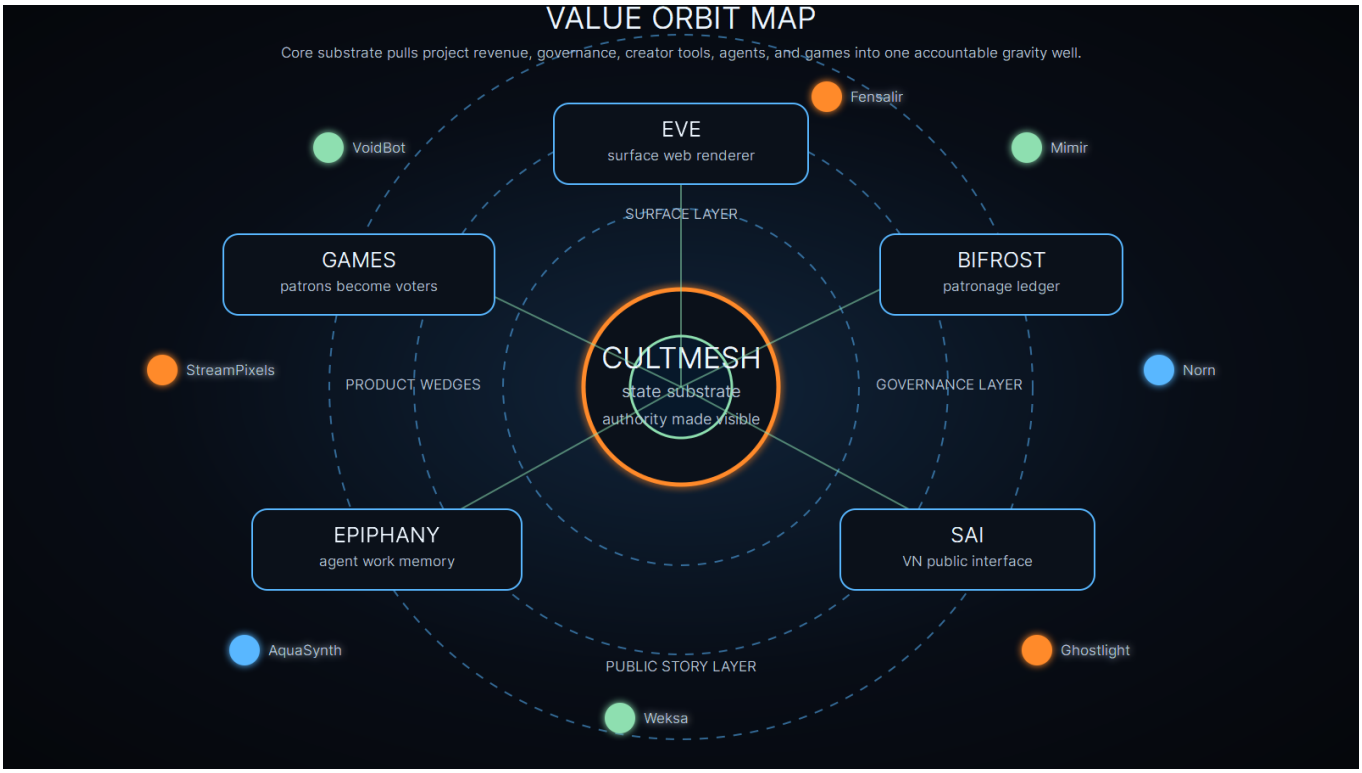


Launch path from worker-owned production through Bifrost, Eve, CultMesh, and Sai into the cooperative surface web.

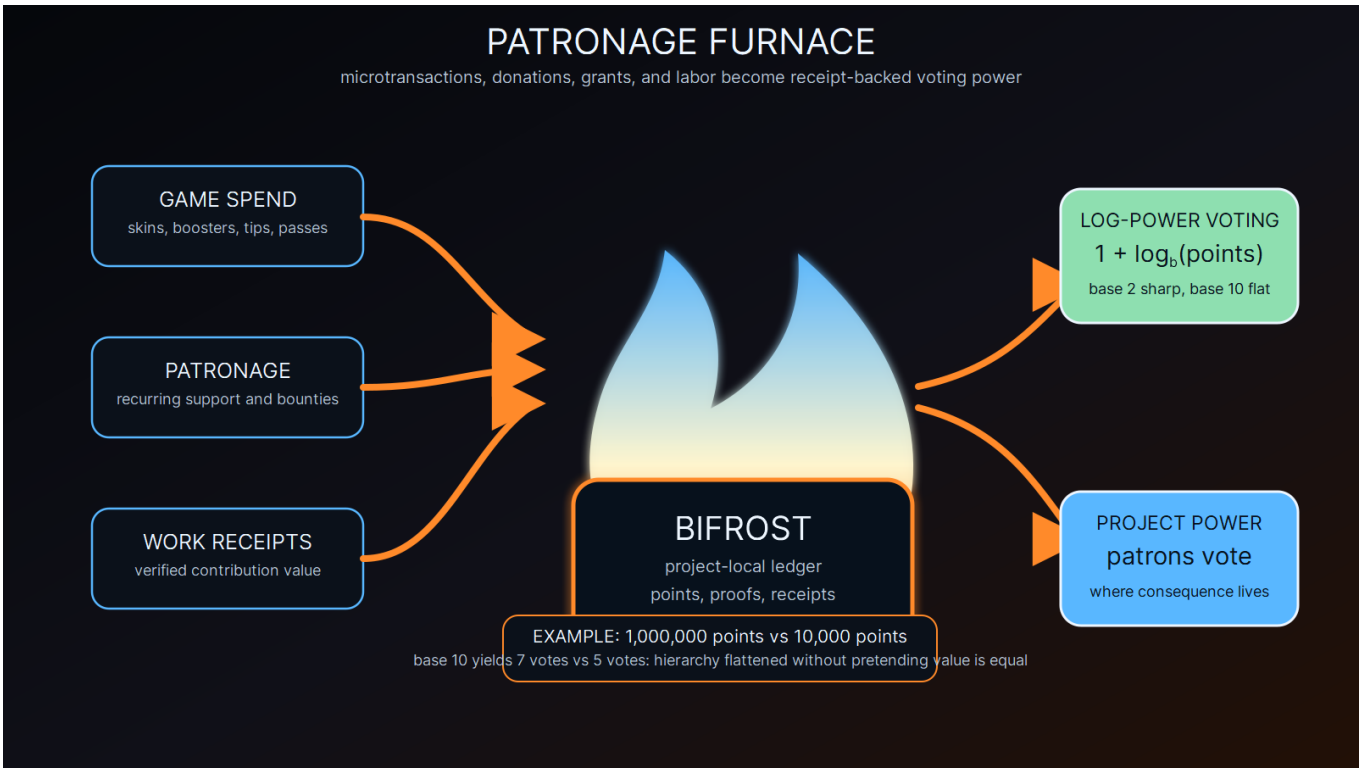
Value orbit map

Patronage furnace

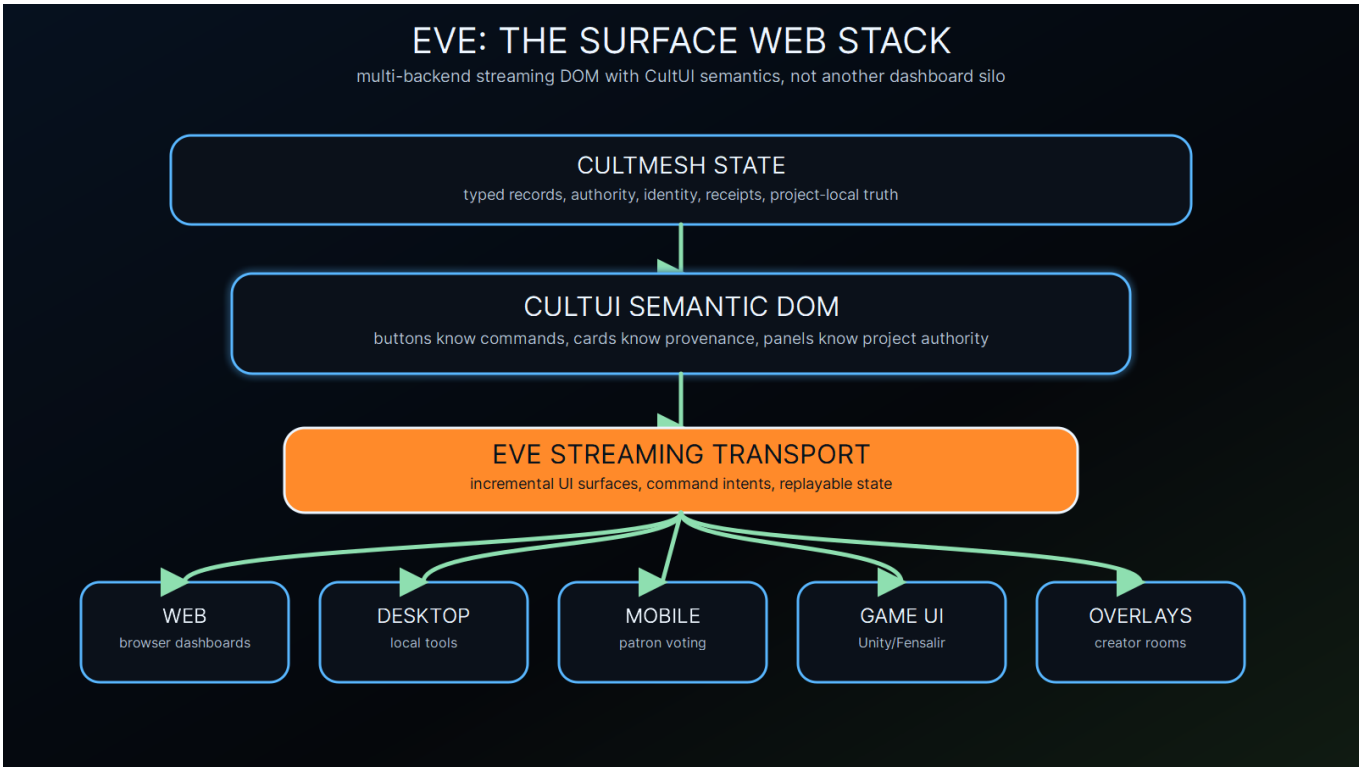
Surface-web stack



The portfolio only gets interesting when the projects stop being isolated products and start orbiting one shared governance and interface substrate.



Game spend, patronage, and work receipts enter Bifrost; log-power voting and project-local governance come out. This is the gamer pitch with its boots on.



Eve streams CultUI semantics to web, desktop, mobile, game UI, and creator overlays. The surface travels; authority stays legible.

Portfolio Hall

Every project below is a room in the same compound. Some are products. Some are infrastructure. Some are research engines with sharp teeth. The point is not to rank them like startup lottery tickets. The point is to show how each one pressures the same shared machinery: Bifrost for work and patronage, CultMesh for state, Eve for surfaces, Sai for public story, and Epiphany for agent memory.

Eve

Domain	Surface renderer / multi-backend UI
Thesis	Eve turns participant-owned state into portable operational surfaces across web, desktop, mobile, Unity, and overlay consumers.
Homepage Room	Surface Web Atrium
Base Case	Internal dashboards stop being bespoke little maintenance pits.
Sharp Case	Mimir, VoidBot, Bifrost, and StreamPixels ship one surface contract to many devices.
Mythic Case	Eve becomes the interface layer of CultMesh: every participant can publish a native-feeling dashboard.
Failure Mode	It degenerates into remote DOM streaming and inherits every security and UX sin of remote app embedding.

Value Projection Ladder

Survival	Operator panels.
Product	Dashboard product.
Platform	Surface-web substrate.
World-Web	A new interface grammar for distributed systems.

Bifrost

Domain	Governance / labor / patronage
Thesis	Bifrost records work, support, votes, receipts, and credit so GameCult can coordinate without private memory or cap-table cosplay.
Homepage Room	Ledger Hall
Base Case	Internal work board and ledger replace spreadsheet folklore.
Sharp Case	Patrons and contributors see scoped voting power, project priority, and accepted work receipts.
Mythic Case	Bifrost becomes the cooperative funding and governance engine for project ecosystems.
Failure Mode	It becomes admin sludge: more forms, no trust, no accepted external work.

Value Projection Ladder

Survival	Private alpha ledger.
Product	Patronage and contribution portal.
Platform	Governed labor platform.
World-Web	Cooperative alternative to ownership-by-default funding.

Epiphany

Domain	Agent memory / execution control
Thesis	Epiphany externalizes maps, evidence, role lanes, and verifier state so agents can do real work without pretending the transcript is a brain.
Homepage Room	Agent Forge
Base Case	GameCult agents stop losing the plot during local repo work.
Sharp Case	External proof tasks route through Bifrost and produce inspectable accepted artifacts.
Mythic Case	Epiphany becomes a control plane for governed agent labor.
Failure Mode	It remains powerful local tooling that cannot explain itself to normal teams.

Value Projection Ladder

Survival	Fewer agent faceplants.
Product	Repeatable proof work.
Platform	Agent work OS.
World-Web	Cognition infrastructure for distributed production.

CultMesh / CultLib

Domain	Typed state / distributed substrate
Thesis	CultMesh lets participants share typed state, authority, Verses, peers, and simulation facts without crowning a central app as reality.
Homepage Room	Typed State Library
Base Case	Local typed cache and networking become boring enough to trust.
Sharp Case	GameCult apps use CultMesh for shared dashboards, swarm state, and game state.
Mythic Case	CultMesh becomes the state substrate behind Eve surfaces and persistent game worlds.
Failure Mode	It stays too abstract and loses to whatever socket survived the demo.

Value Projection Ladder

Survival	Reusable persistence.
Product	Distributed app state.
Platform	Mesh-native tools and games.
World-Web	Typed nervous system for the cooperative web.

Sai

Domain	Visual novel renderer / public interface
Thesis	Sai turns project surfaces into playable guided rooms, letting GameCult explain the machine without making visitors read the whole reliquary first.
Homepage Room	VN Stage
Base Case	Homepage becomes a usable VN tour instead of a pile of cards under a banner.
Sharp Case	Projects get character-led public explainers generated from portfolio data.
Mythic Case	Sai becomes the narrative renderer for any CultMesh participant surface that needs onboarding.
Failure Mode	It becomes decorative anime chrome over stale documents. The shame would be audible.

Value Projection Ladder

Survival	Better homepage.
Product	Playable product tours.
Platform	Narrative UI layer.
World-Web	Public story protocol for shared machinery.

Mimir

Domain	Realtime room intelligence / creator infrastructure
Thesis	Mimir turns cameras, microphones, phones, sensors, and OBS-facing output into an evidence-bearing live field.
Homepage Room	Machine Room
Base Case	Internal stream rig gets operator control and better receipts.
Sharp Case	Creators get room-aware production tools that know timing, calibration, and source quality.
Mythic Case	Mimir becomes a live spatial media platform: room as instrument, not webcam stack.
Failure Mode	Hardware complexity eats the team before the product surface becomes boring.

Value Projection Ladder

Survival	Better streams.
Product	Creator room OS.
Platform	Realtime spatial media platform.
World-Web	Reality-facing interface substrate.

Fensalir

Domain	Native runtime / renderer
Thesis	Fensalir is the reusable native body: windows, D3D12, render graph, hot reload, input, audio, and debug surfaces.
Homepage Room	Renderer Bay
Base Case	GameCult stops rebuilding native runtime plumbing for every impossible demo.
Sharp Case	Mimir, Eve, and visual tools share renderer substrate and inspection affordances.
Mythic Case	Fensalir becomes the native surface backend for CultMesh and Eve applications.
Failure Mode	Renderer ambition outruns product closure and becomes a beautiful machine nobody ships.

Value Projection Ladder

Survival	Reusable engine body.
Product	Native tool runtime.
Platform	Eve backend.
World-Web	Local high-performance surface layer for the mesh.

VoidBot

Domain	Social memory / swarm interface
Thesis	VoidBot turns Discord and repo memory into askable context, then routes serious work into Codex, Bifrost, and repo Faces.
Homepage Room	Archive Room
Base Case	The room stops forgetting decisions five scrolls later.
Sharp Case	Repo Faces get source-grounded speech, receipts, and Bifrost-routed work.
Mythic Case	VoidBot becomes the social interface to a governed agent swarm.
Failure Mode	It becomes a chat novelty that answers well but owns nothing durable.

Value Projection Ladder

Survival	Askable memory.
Product	Swarm coordination.
Platform	Social agent interface.
World-Web	Community cognition layer.

Heimdall

Domain	Identity / grants / consent
Thesis	Heimdall decides who may cross which boundary under what grant, then lets Bifrost and Eve consume signed claims without becoming key vaults.
Homepage Room	Gatehouse
Base Case	OAuth and account linking stop living in each app's private shed.
Sharp Case	GameCult apps share identity, grants, revocation, and entitlement checks.
Mythic Case	Heimdall becomes the consent gate for mesh apps and patron-governed tools.
Failure Mode	It remains auth plumbing nobody funds until the day after it fails.

Value Projection Ladder

Survival	Boring gates.
Product	Shared identity.
Platform	Capability substrate.
World-Web	Consent infrastructure for distributed production.

StreamPixels

Domain	Creator overlays / realtime web product
Thesis	StreamPixels is the near-market creator surface: accounts, overlays, events, hosted controls, and OBS/browser-source delivery.
Homepage Room	Overlay Studio
Base Case	GameCult gets a shippable creator product with real users and support burden.
Sharp Case	Streamers adopt better overlay tooling with Heimdall auth and Eve controls.
Mythic Case	StreamPixels becomes the front-market wedge for Mimir and Eve creator surfaces.
Failure Mode	It competes as just another overlay tool and fails to expose the deeper substrate.

Value Projection Ladder

Survival	Overlay utility.
Product	Creator SaaS.
Platform	Creator control mesh.
World-Web	Distribution channel for room-aware media.

AquaSynth

Domain	Audio research / voice synthesis
Thesis	AquaSynth converts phonetic, articulatory, and synthesis research into inspectable audio machinery instead of another black-box voice toy.
Homepage Room	Voice Lab
Base Case	GameCult gets better nonhuman speech and sound tooling.
Sharp Case	Researchers and creators get controllable procedural vocal synthesis.
Mythic Case	AquaSynth becomes the audio meaning layer for agents, worlds, and live avatars.
Failure Mode	Research parity consumes all oxygen and never becomes an authorable product.

Value Projection Ladder

Survival	Better creature voices.
Product	Procedural speech tool.
Platform	Voice substrate for worlds.
World-Web	Meaning-to-sound infrastructure.

Weksa

Domain	Language generation / ontology
Thesis	Weksa makes meaning own language before surface text starts decorating the walls.
Homepage Room	Language Lab
Base Case	Aetheria and Zyphos languages stop being fragile flavor text.
Sharp Case	Writers get tools for ontology-first constructed language and translation.
Mythic Case	Weksa becomes the meaning layer behind speech, lore, and agent cultures.
Failure Mode	It becomes a beautiful linguistics engine without an authoring surface.

Value Projection Ladder

Survival	Better fictional languages.
Product	Worldbuilding tool.
Platform	Meaning substrate.
World-Web	Culture-aware language infrastructure.

Ghostlight

Domain	Persistent characters / social state
Thesis	Ghostlight gives agents canonical state, perceived state, relationship stance, memory, culture, and incentives instead of flat persona mush.
Homepage Room	Ghost Hall
Base Case	Characters and repo Faces stop resetting into generic helpfulness.
Sharp Case	Games and communities get persistent social agents with inspectable motives.
Mythic Case	Ghostlight becomes the social state engine for mesh-native characters and Faces.
Failure Mode	It becomes personality theater without grounded state or consent boundaries.

Value Projection Ladder

Survival	Better characters.
Product	Persistent NPC/Face product.
Platform	Social agent substrate.
World-Web	Living interface layer for communities.

Aetheria / Zyphos

Domain	Worlds / narrative stress tests
Thesis	Aetheria and Zyphos are not just settings; they are pressure vessels for language, governance, ecology, AI personhood, and playable civilization machinery.
Homepage Room	World Vault
Base Case	The worlds give the tools a reason to exist beyond infrastructure worship.
Sharp Case	Public fiction and games turn the substrate into places people care about.
Mythic Case	The worlds become playable proof of cooperative, agent-rich, mesh-native systems.
Failure Mode	Lore outruns implementation and becomes a museum of futures nobody can enter.

Value Projection Ladder

Survival	Story gravity.
Product	Game/world audience.
Platform	Playable society systems.
World-Web	Cultural layer for the mesh.

CultPong

Domain	Game / competitive wedge
Thesis	CultPong is the small game-shaped proof: competitive feel, account pressure, unlocks, patronage hooks, and multiplayer authority without cosmic onboarding.
Homepage Room	Arena
Base Case	A finished small game proves GameCult can ship something normal humans can touch.
Sharp Case	Microtransactions become scoped patronage and vote power in a contained arena.
Mythic Case	CultPong becomes the simple commercial proof for Bifrost gamer-patron governance.
Failure Mode	It remains a charming prototype and cannot carry the governance pitch.

Value Projection Ladder

Survival	Playable game.
Product	Patronage testbed.
Platform	Governed game economy.
World-Web	Proof that players can fund and steer worlds.

Repixelizer

Domain	Visual tooling / access product
Thesis	Repixelizer turns image transformation and pixel-art workflows into a hosted-access tool with GameCult identity pressure.
Homepage Room	Pixel Workshop
Base Case	Internal art workflows get faster and less one-off.
Sharp Case	A useful hosted visual tool brings non-engineer users into the ecosystem.
Mythic Case	Repixelizer becomes a visual asset surface for Sai, worlds, and creator tools.
Failure Mode	It becomes a cute utility with no durable link to the substrate.

Value Projection Ladder

Survival	Art utility.
Product	Hosted visual tool.
Platform	Asset pipeline surface.
World-Web	Creator-access wedge into GameCult systems.

VibeGeometry

Domain	Geometry / visual reasoning
Thesis	VibeGeometry is the geometry scratchpad for making shape, layout, and visual transformation discussable by humans and agents.
Homepage Room	Geometry Bench
Base Case	Agents stop handwaving geometric changes they cannot inspect.
Sharp Case	Visual tooling gains reusable geometry operations and explainable transforms.
Mythic Case	VibeGeometry becomes a bridge between agent intent, rendering, and authoring.
Failure Mode	It remains a pile of experiments with no stable operator surface.

Value Projection Ladder

Survival	Geometry helpers.
Product	Visual authoring tool.
Platform	Agent-geometry bridge.
World-Web	Inspectable shape language for creative systems.

EpiphanyAquarium

Domain	Agent ecology / self-modeling lab
Thesis	EpiphanyAquarium is the weird lab where agent cognition, visual language, and interactive self-modeling get stress-tested.
Homepage Room	Aquarium
Base Case	It gives Epiphany a visual playground for memory and state concepts.
Sharp Case	Agent state becomes inspectable enough for humans to steer without reading logs.
Mythic Case	Aquarium ideas become reusable UI metaphors for Eve, Sai, and Epiphany.
Failure Mode	It becomes gorgeous introspection theater with no operational bite.

Value Projection Ladder

Survival	Internal lab.
Product	Agent-state UI patterns.
Platform	Cognitive interface toolkit.
World-Web	Visual language for shared machine minds.

Norn

Domain	Graph layout / inspectable maps
Thesis	Norn gives the stack readable graph layouts for architecture, work frontiers, dependencies, and evidence trails.
Homepage Room	Graph Loom
Base Case	Project maps stop being unreadable node soup.
Sharp Case	Bifrost, Epiphany, and Eve get graph surfaces humans can actually parse.
Mythic Case	Norn becomes the map renderer for mesh cognition and project governance.
Failure Mode	Graph aesthetics improve while decision clarity stays bad.

Value Projection Ladder

Survival	Readable maps.
Product	Graph UI product.
Platform	Governance map substrate.
World-Web	Spatial cognition layer for the surface web.

Sai Homepage Pipeline

The TeX dossier is the ceremonial artifact. Sai is the playable public route.

Target structure

- Each portfolio project becomes a VN room.
- Each projection ladder becomes a DOM card.
- Each governance claim becomes a Bifrost receipt panel.
- Each project can link to its canonical page, repo, and dossier chapter.
- Eve can later render the same portfolio data as a live dashboard.

Sai asset contract

The folder includes `sai/portfolio-tour.ink` and `sai/portfolio.visual-manifest.json`. They are seeds, not final compiled assets. The intended build path is:

`data/portfolio.yaml` → TeX chapters → Sai Ink routes → homepage VN

Void says: Do not maintain the PDF, homepage VN, and future Eve dashboard as three unrelated beautiful lies. One portfolio ledger. Many surfaces. Same machine.

TeX In Browser

Sai needs a TeX surface, not just a PDF link.

The portfolio dossier should compile as ceremonial PDF, but Sai also needs to embed TeX-authored material in-browser as VN cards, projection panels, formulas, and page-like dossier spreads. That gives the homepage the same authority surface as the document without forcing visitors to leave the VN.

Renderer split

- **Math fragments**: render with a client-side math renderer such as KaTeX for formulas and compact notation.
- **Dossier spreads**: render precompiled page images or HTML fragments generated from TeX during the site build.
- **Live cards**: render structured portfolio data through Sai DOM cards when the card is semantic rather than typographic.

The browser should not run arbitrary TeX as an execution surface. TeX is too powerful and too weird to invite into the house unsupervised. The coherent path is build-time compilation plus a safe runtime fragment renderer.

Sai contract

Sai should learn a new card source kind:

```
tex-fragment: safe inline/block math or short TeX panels rendered in browser.
tex-page: precompiled dossier page image or HTML fragment emitted by the build.
portfolio-card: structured claim data rendered as local DOM.
```

The VN route can then say: show Eve's projection formula, show Bifrost's voting curve, show the portfolio page spread, then offer the project room choices.

Void says: Sai should make TeX walk around the room, not nail a PDF to the wall and call it interactive.

Data Contract

The source file `data/portfolio.yaml` is the intended claim ledger for the dossier. It should eventually own:

- project id
- display name
- portfolio family
- homepage room
- thesis
- proof needed
- projection ladder
- Sai speaker and scene hints
- Bifrost scope id
- canonical page and repo links

The current TeX files are hand-authored from that shape. The next cut should generate the repetitive project chapters and Sai seed routes from the data file. Manual duplication is tolerable for a first altar sketch. It is not allowed to become architecture.