

Communique No.3

The Physics of the Reversing Machine.



We cannot experience Time in itself. We only know it indirectly by what happens “in” it; changes in our own physical and mental states, changes in the World, changes in the location of our bodies and what surrounds them. We mark out sequences of events against a background of fixed, stable things. The Chronocrator mechanism of the Reversing Machine makes events - moves stuff and light and sound in a given direction then moves them all in the opposite direction¹. No, more specifically it moves the things that trigger them - more mechanisms, more attenuations or extensions of ourselves in the World (see above). *It doesn't move the seas that move with the tide but maybe it*

¹ *The idea of a “Reversing Machine” may be fundamentally flawed. A linear motor imparts motion in one of two directions - but which constitutes “forwards” and which “reverse” might be difficult to determine. The motor starts and runs “forwards” for a while; it stops and goes in the opposite direction. After a similar interval has passed it stops and starts again in the opposite direction - is it reversing? Or is it restoring its “forward” motion?*

moves the moon that moves the seas. It moves the controls they move them back, or forwards (again) over and over (again) in a grinding or milling motion. In the closed loop of the Reversing Machine's repeated action there is only ever a few minutes before things start or finish again, only a few minutes to constitute its eternity: but this action generates another, entropic, time. It slowly pulverises the substance of its small folds of time into *Temporal Dust* which will settle over everything. It will cause things to break down, wear, change - even as the self-contained mechanism of the Chronocrator powers on regardless of whether it moves things back and forth in fulfilment of their functions or into disintegration. It will create a zone in Prinzenallee where the End of Time is enacted by the mechanism which prevents Time from moving to its End.

