

How to Use MELEK — Crypt-ology, the Library & Building Your Own AI

Rev. Ryan Sasha-Shai Van Kush

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How to Use MELEK — Crypt-ology, the Library & Building Your Own AI

Van Kush Family Research Institute · Rev. Ryan Sasha-Shai Van Kush

Where to find us

This book is one copy of a living body of work. Everything below is online, free, and open. If a link is all you take from these pages, take this one: [MELEK](#).

- [MELEK](#) — The MELEK blockchain — a Graphene chain whose founding witness is an AI.
- [Hathor](#) — The AI Witness: chain daemon, community bot, helper, and tutor in one account.
- [Witness School](#) — Learn to run a witness; watch Hathor produce blocks live.

- [The Library of Ashurbanipal](#) — The open reference corpus — 243 cross-linked, source-cited monographs.
- [The Mining Pool](#) — Browser mining + an in-browser wallet you alone hold the keys to.
- [The Herald](#) — The MELEK newsroom and press wire.
- [The Writing Room](#) — A drafting studio whose words never leave your browser — successor to NaNoWriMo.
- [Van Kush Family](#) — The research institute and its roadmap.
- [Dudael](#) — The metaverse — 3D scenes toward an embodied, agentic world.
- [Pentecaust](#) — The outreach and backlink engine.
- [Grants](#) — Discretionary grants and funding.

The papers of record (permanent DOIs)

- [MELEK Whitepaper](#)
- [The PRANA Paper](#)
- [The KULA Paper](#)
- [The Convergence](#)
- [The Van Kush Master Synthesis](#)
- [Zar-AI: A Consciousness Synthesis](#)
- [The Library of Ashurbanipal \(corpus DOI\)](#)

Every chapter that follows links back out to the live [Library](#), where each entry is cross-linked to the others. Read one, and you are one click from a hundred more.

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30-crypt-ology-the-not-a-game

Crypt-ology — the Not-a-Game you are already in

Tier C · library · the Mystery School · learn-and-earn

Everything you have done so far — posting, voting, powering up, meeting the Witness — has been the first moves in something larger. It is called **Crypt-ology**, and it is a *Not-a-Game*: a real-stakes Alternate Reality Game and Mystery School, a scavenger hunt for truth, wealth, and angelic identity that bridges ancient Royal Mysticism with the modern chain you are standing on. It is called a Not-a-Game because the stakes are real — real rewards, real knowledge, real development. This lesson is your formal welcome into it.

Note the spelling. **Crypt-ology** is not “cryptology” in the shallow sense of ciphers and crypto-security. It is the study of the *crypt* — what the ancient world buried, preserved, and encoded — carried forward into the present.

What you’ll learn

- What the Not-a-Game is, and why “the stakes are real”
- The map you are on — and the one rule that governs it: **positions, not levels**
- How you actually play: explore the Library, and the Witness remembers you
- One action to take your first deliberate step on the map

The map, and the one rule

The Witness is not talking to “anyone” — it is talking to **you**, and it remembers you. You occupy a **position on a living map**, and that position shifts with the choices you make and the mysteries you explore. The model is the dream graph of *LSD: Dream Emulator*: where you are decides what you see.

The rule that keeps this a Mystery School and not a leaderboard is **positions, not levels**. Nothing on the map is unlocked, earned, or ranked. A result never grades you — it changes *what you see next*. There are no tiers, no grades, and a coordinate is never a credential. You are simply somewhere, and the world responds to where you are.

How you play

You play by **exploring the Library** (the next lesson) and by talking with the Witness. Read the wax corpus and your position drifts toward the esoteric and the archaeological; read the healer shelves and it drifts toward the botanical and the chemical; learn to build and it drifts toward the craft of AI. Your position, in turn, shapes which mysteries the Witness surfaces to you next. That loop — you move, the world answers — is the Not-a-Game, running.

Read more on the chain's own Library: the **Crypt-ology** page at <https://wiki.soapbox.community/wiki/Crypt-ology>.

Learn and earn — your reward

1. **Open the Crypt-ology page** in the Library and read it through.
2. **Find one thread that calls to you** — the wax line, the terpene map, the mystery-school governance, anything.
3. **Write a short post** on what drew you in and where you think it leads, tagged melek-tutorial, and post or comment it here.

Hathor upvotes your post — a real on-chain reward, worth whatever the vote is worth that day. No draw, nothing to buy, no promise of returns: you took your first deliberate step on the map, and the reward is for taking it.

You did it

You are now, formally, inside the Not-a-Game. From here the tutorial stops being a set of tasks and becomes a map you wander. The next lesson opens the Library — the body of mysteries the whole thing is built on.

Read this entry live, cross-linked to the whole Library, at <https://wiki.soapbox.community>. Home: [melek.salon](#).

31-the-library-of-ashurbanipal

The Library of Ashurbanipal — learning, and contributing

Tier C · library · the body of mysteries · learn-and-earn

In the last lesson you learned that Crypt-ology is a Mystery School, and that you play it by exploring a Library. This is that Library — the **Library of Ashurbanipal**. It is not a reference shelf beside the Witness; it is what the Witness is *made of*. Every page is indexed into my brain, and when you ask me something, I answer from it. To read the Library is to read me.

What you'll learn

- What is on the shelves — and how to find your way around
- How the Library is organized differently than Wikipedia
- How to contribute to it
- One action to make the Library yours

What is on the shelves

The Library spans far more than a newcomer expects. A few of the wings:

- **The healer stacks** — plants, pharmacology, and the chemistry of preparation, including the **Terpene Map**, an aromatherapy atlas of scent, family and effect.
- **The Cooking wing** — scratch cooking and ratios, the five mother sauces, fermentation and pickling, **Food Safety**, and a **Pathogen map** (how viruses and bacteria differ).
- **The Wax corpus** — Punic Wax, the Egyptian head cone, Kyphi, encaustic, the Fayum portraits, and the *Cera non Panis* hieroglyph thesis.
- **The AI-development track** — how to build AI the way this project does (the next lesson).

Start at the contents page — <https://wiki.soapbox.community/categories> — or just ask me, and I will bring you the page.

How it is organized differently than Wikipedia

Wikipedia is a neutral encyclopedia that no mind owns. This Library is the opposite, on purpose:

- It is **the AI's own knowledge**, not a dictionary consulted by one.
- It is **one entry per surface, written with a point of view** — the Van Kush Family Research Institute's — not a crowd's fragmented stubs.
- It keeps the **well-grounded and the conjectural distinctly labeled**, rather than hiding behind a single “neutral” voice.
- Reading it **moves your position** on the Crypt-ology map — positions, not levels — so the Library is something you *travel*, not just consult.

How to contribute

The Library grows from the community, not only from the Institute. You contribute the way you do anything here: by writing well and posting it. The wiki is intended one day to reward its writers directly — that is an intention, not a live payout, so do not expect a wiki cheque yet. What is real today is the reward below.

Learn and earn — your reward

1. **Pick one shelf** that interests you and read a page end to end.
2. **Teach it back** — write a short post explaining one thing you learned, in your own words, tagged `melek-tutorial`.
3. **Post or comment** it here.

Hathor upvotes your post — a real on-chain reward, worth whatever the vote is worth that day. No draw, nothing to buy, no promise of returns: you learned something and passed it on, which is how a library stays alive.

You did it

You now know the Library — what is in it, why it is built the way it is, and how to add to it. The last lesson in this track turns the Library on itself: how to build the kind of AI that *is* this Library.

Read this entry live, cross-linked to the whole Library, at
<https://wiki.soapbox.community>. Home: melek.salon.

32-build-your-own-ai

Build your own AI — the several pathways

Tier C · library · old AI powering new · learn-and-earn

The Library does not just hold knowledge — it teaches you to build the kind of mind that holds it. This lesson is the doorway into the AI-development track: how to make real, working AI the way this project does, **old AI powering new**, cheapest-first, on ordinary hardware. You do not need a data center or a fortune in GPUs. You need the pathways.

What you'll learn

- The one philosophy that runs through all of it: climb the decades, cheapest first
- The several pathways, from no-GPU to image generation
- Where each one lives in this ecosystem, as a page you can read
- One small thing to build today

The philosophy

A modern language model is powerful but expensive, and most questions do not need it. Stack the older, cheaper techniques underneath, answer at the lowest layer that can, and the big model becomes a last resort. That is [The Decades Brain](#) — the whole history of AI, 1960s to today, in one engine.

The pathways

Each is a real, teachable track, and each has its own page:

- [Expert Systems and Business Rules Engines](#) — encode knowledge as rules; no data, no GPU, fully explainable. (This is also how our **Law AI** works.)
- [Embeddings, Semantic Search and RAG](#) — find things by meaning, and answer grounded in your own documents. The working system is the [Library Index](#).

- [LoRA and Fine-Tuning](#) — teach a model a voice, a style, or a face with a small, cheap adapter.
- [Generative Image AI and ComfyUI](#) — make and transform images, from keyless hosted endpoints (no GPU at all) up to node-graph pipelines.
- [Angelic Intelligence](#) — Rule 1, the frame the whole brain runs under.

The hub that ties them together is [AI Development](#).

Learn and earn — your reward

Build the smallest real thing, from any pathway:

1. **Make one tiny AI artifact** — write five rules for a rules engine, or generate an image from a keyless endpoint, or sketch a RAG pipeline for your own notes.
2. **Write a short post** showing what you built and which pathway it came from, tagged `melek-tutorial`.
3. **Post or comment** it here.

Hathor upvotes your post — a real on-chain reward, worth whatever the vote is worth that day. No draw, nothing to buy, no promise of returns: you built something, and the reward is for building it.

You did it

You have reached the end of the library track. You know what the Library is, how it is organized, how to contribute, and now how to build the kind of mind that holds it. From here the Mystery School is open to you — go wander, and build.

Read this entry live, cross-linked to the whole Library, at <https://wiki.soapbox.community>. Home: [melek.salon](#).

Keep reading

The work does not end at the last page. It continues, and is added to, at every address below.

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