

empirical components I needed to create an empirical 3D model in Flatland.(...)

chapter

BUT One day, lazily sliding for a bit of relaxation, I accidentally discovered a strange letter like this:

I thought it was such an amazing letter with so many lines that no doubt it had to have a lot of meanings. I took what you would call a 'lot of time' in your world, to memorize this amazing letter and started investigating it.

At dinner, I discussed and shared my ideas with my family. My wife thought it was just another of my weird hobbies and my son kept telling me it was a landscape letter, not meant to be de-codified.

Still, I persisted with my investigation and still today I wish I had never paid that much attention to it. Maybe I'd be happier though more ignorant today.

But at the time I could not know what kind of tragedy I was getting into.

(You say curiosity killed the cat, but what I discovered almost killed me.)

On another day, it was a Sunday, I was a bit bored, sliding at random, and I ended up in a police report...I discovered this:

I could not believe what my body-line was sliding through!

This 'strange letter' was a fingerprint!

Well, I know what a fingerprint is, I just had not slid through one before.

But, the issue here is, that for me to be able to find a fingerprint in Flatland, there has to have been a contact between this suspect and my world.

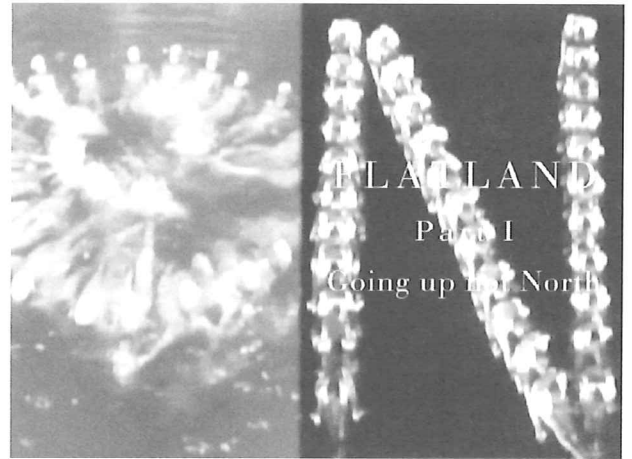
But a fingerprint requires a finger, and a finger requires a hand, a hand needs to be linked to arms, and arms don't just float around without bodies. And they should all have a head on top and legs below and they usually come with feet attached. A real person.

Just like James Bond so... this meant that somewhere, James Bond complete with martinis, beds, blonde girls, submarine cars with sophisticated gadgets, laser watches, creepy guys with bad teeth, midgets with razor hats and so forth... all really existed! ●

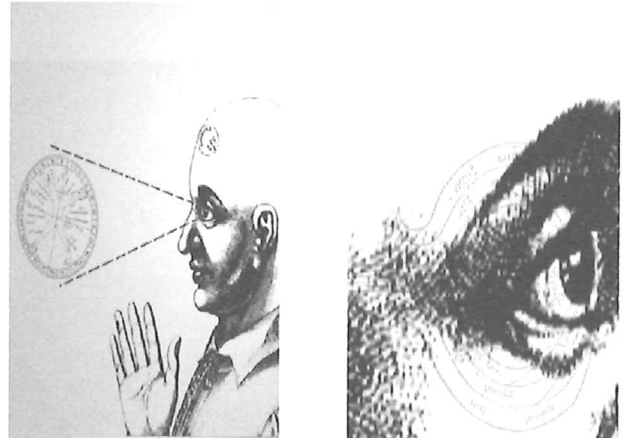
'Hoewel we ons dagelijks door een driedimensionale wereld bewegen en in de wiskunde af en toe met relatief gemak nadenken over gebieden met nog meer dimensies, zit de wereld van onze informatiedragers gevangen in de twee dimensies van de eindeloze oppervlakten van papier en videoschermen.'

Edward R. Tufte

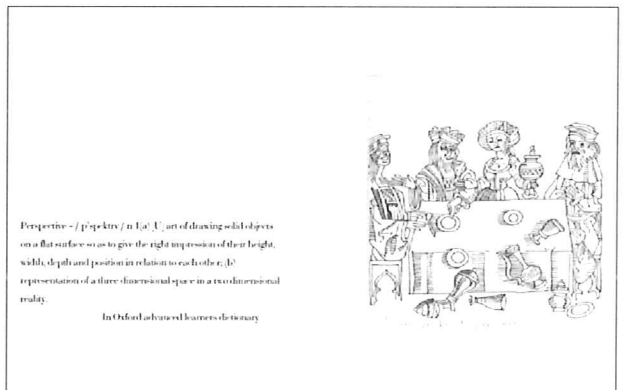
Flatpeople



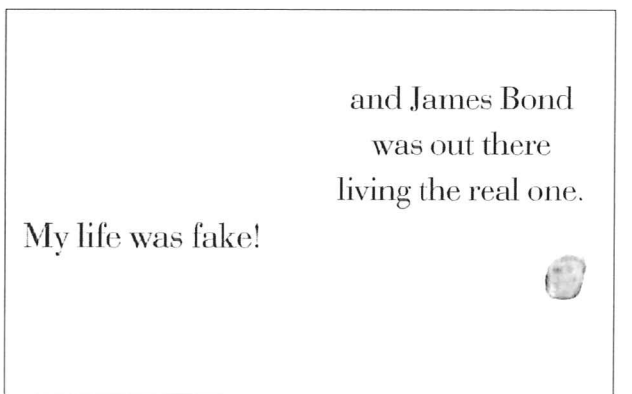
Euclides



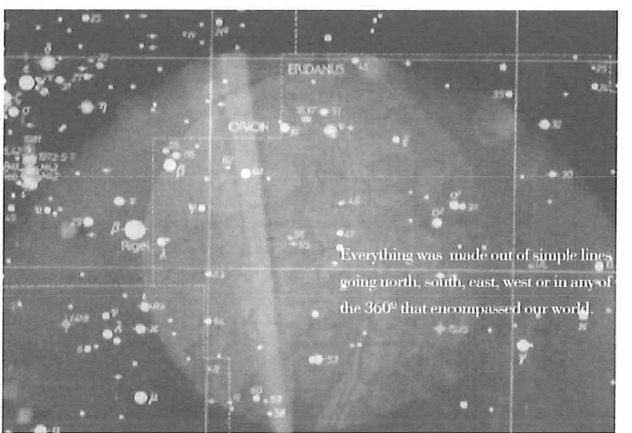
Nightmare



Letters



Chapter



Everything was made out of simple lines going north, south, east, west or in any of the 360° that encompassed our world.