Time machine- one of the most desired inventions. We could repair the wrong which already happened and prevent the wrong from happening. But not this time. It's not working as it was meant to. Time and space repeatedly open only one corridor leading to simultaneous world on planet Aerth.

Being on Aerth feels like being on Earth. We seem to recognize all the things, places and people or rather the signs which reflect and represent our world but no longer need to have a contact with it because representation historically passed on to simulation-our contemporary culture. Simulation is a process, an operation within which manufactured objects, that is replicas, become more real than the original ones. Such a replica can be called simulacra while simulacrum is the whole system, which never exchanges for what is real but exchanges in itself, in an uninterrupted circuit. For example, a surplus of information leads to the disappearance of the real, causes misinformation or even non-information. Too many versions of the same news become uncertain and unreliable. Another example is a simulation of a small society and its evolution. Ethnologists decided to return a primitive tribe to the jungle where it had been discovered. Ethnology is said to destroy the subject of its study and therefore ethnologists wanted to protect the tribe against science. But already discovered tribe,

after contact with the modern, became only a simulation of a primitive. If such a thing is possible, it should be possible to make a simulation of anything else. Thus simulation takes the form of manufactured objects and experiences, which attempt to be more real than reality itself-hyperreal. This hyperreality we live in is in fact produced from matrices, memory banks and command models, which can be reproduced indefinite number of times.

Anything that is a result of simulation attempts to be hyperreal. Anybody who is even to a small extent dependent on the media and communication systems is said to live in hyperreality. The hyperreal world is preprogrammed by technological determinism. All these constitute the state of posthistory-the time after history: there is just reproduction and the only things that keep developing are forms of supply of any kind, needed for enlarging human masses. Besides, all phases of development and evolution have already happened and for now are finished.

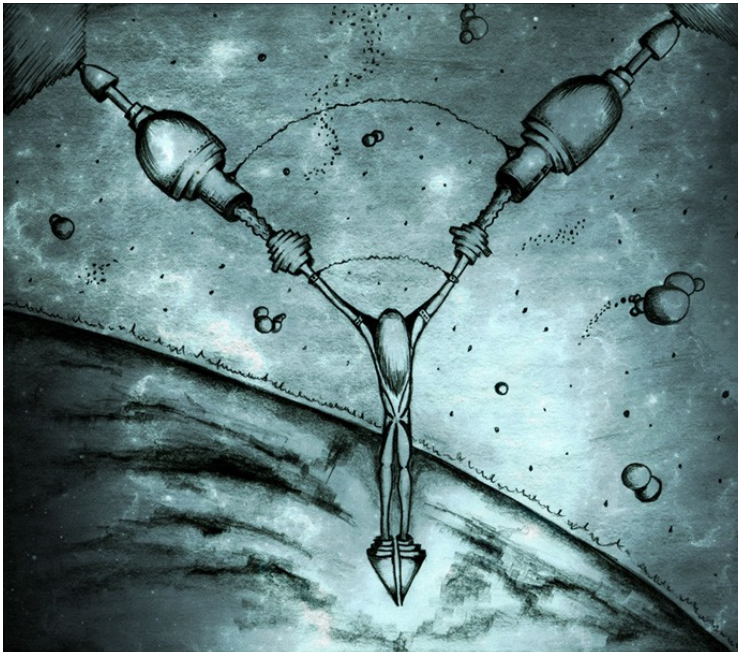But have we just moved to Aerth or we are still on Earth?

TIME MACHINE

Always wanted to create
The time machine
To see the future
And develop present schemes,
To change the present
Through exploring the past.
Here's the prototype
Ready for the test.
It vanished in the air
Transferred to another reality.
Moving forward or backward in time?
There's no such possibility.
There is one path, though
The only one, in fact,
To experience the simultaneous
World of Aerth

AERTH

Aerth is Earth.
Similar or the same?
In the Abŕeveroth System
Far, far away.
But the distance
Can be deceptive
And the truth
May truly be twisted.
At first glance
They are twin planets,
On second thought
There's a weird difference.
Earth seems to be original,
Aerth is just similar
But full of doubled things,
Numerous replicas
And a lot of duplications.
It seems to be
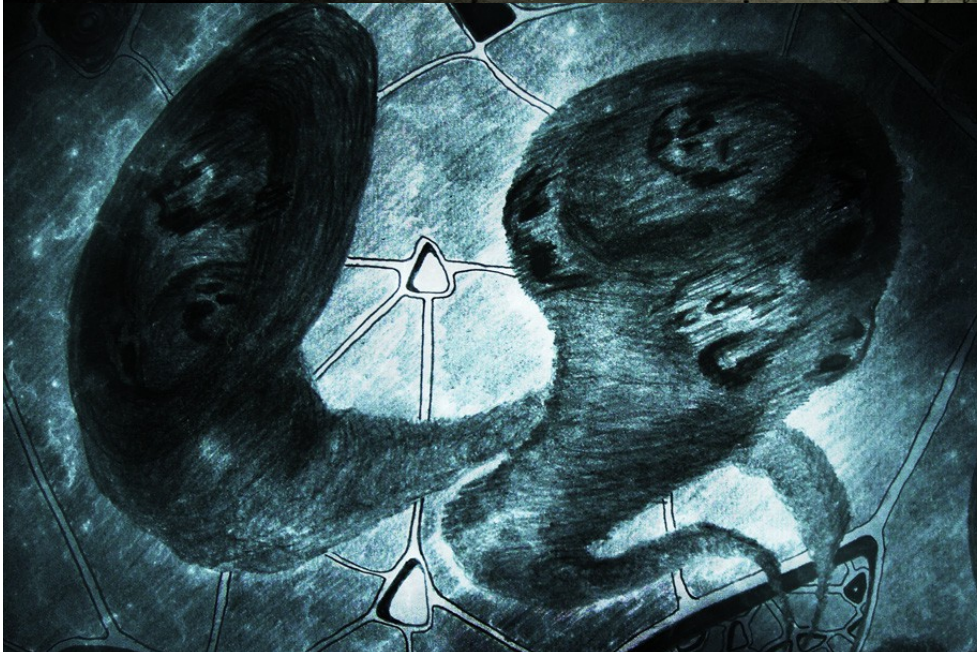More original,
More authentic and more real.

SIMULATION I

This simulation
Is about information.
Every news is doubled
And then multiplied.
Too much information
Causes misinformation,
But it can often turn
Into non-information.
The real becomes more real
And fake more fake.
Recognize which is which-
Too much effort to take.
We are bombed
By too many versions.
Are you still awake?
There's no time for mistakes.
We photocopied and mixed up
Millions of black and white pages,
Now we want the original
But it got lost
Or there was no even such

SIMULATION II

This simulation is about
The Stone Age restoration.
The primitive tribe,
Already the subject of study,
Is returned to the pure jungle,
Their birthplace and homeland.
To be protected?
Not to get infected?
The tribe, unaware of the experiment,
Becomes a simulation
Of a primitive, pre-scientific
Or pre-ethnological civilization.
They become simulators acting out
Living in the Stone Age.
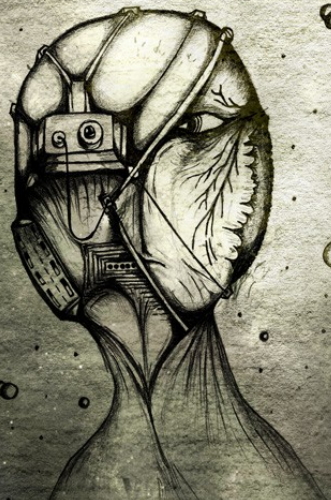Concerning human beings,
That's the simulation
At its highest level.

REGIME
OF SIMULACRUM

Small society simulation
Appears possible,
Its evolution simulation
Seems possible,
Any simulation then
Is at least probable.
Is this you
Or that's your replica?
Who is real
And who's a replicant?
Is this Earth
Or maybe that is Aerth?
What's this place?
Empty signs, empty space
Hyperspace.

HYPERREALITY

Manufactured objects
And experiences
Attempt to be more real
Than reality: hyperreal.
Cybernetic order,
Systems of communication
Change the real
Into hyperreal.
Matrices, memory banks,
Reproduced indefinite
Number of times,
Create hyperreality.
The real is reconstructed, rebuilt,
Reproduced and reduplicated.
Everything is redone.
Source and origin disappear.
This transition is masked
So we take it for granted.
New reality-
Hyperreality.

DEJA MORT

Tell me
If you have got
The same feeling
Of déjf vu.
We have already
Seen and experienced
All the things, objects, people
And places around us.
But are they really the same
Or we are getting insane?
If they are recreated and reconstructed,
Cloned, doubled and multiplied,
They are no longer real
Or real sounds not clear.
Tell me
If you have got
The same feeling
Of déjf mort.

POSTHISTORY

We are left with a hyperreal
That has escaped our control.
Our destiny
Is to live in hyperreality.
We are inhabitants
Of posthistoric world
Because we're victims
Of technological determinism.
We are already post
And history has stopped.
Is it surreal apocalypse,
Permeated by bitterness and passiveness,
Pervaded with over-exploitation and common resignation?
For now we are post
And history has stopped.