Previous work. The work reported upon herein, both bears strong resemblances to both Copycat [Mitchell and Hofstadter][5] and Boltzmann[BBB] simulations[4].

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Abstract (and key words) Abstract: We show how various societies of simple agents can simulated on a serial computer.

The key words are agent, object and state.

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Notes:
A. In Society of Mind we say nemes are data lines and nomes are control lines.[1][3].
B. A flick-test involves rapidly interchanging two sets of agents and noting any and all differences.
C. Total number of figures is two.
D. The current most inner loop iterates from [1 to 100,000]. No beyond bounds exceptions reported, yet.

Future work: Work is already underway to port the entire system to local lisp architectures.

References: [1869-2023]
[4] Ludwig Eduard Boltzmann[BBB], Dr. habil., 1869
Figure Two: ‘gubbins’ of the C interpreter.

```c
#include <stdio.h>
#include <stdlib.h>

[...] 
for (lp=1;lp<=100000;lp++){
    left=hold_slip[buf[lp]].left;
    right=hold_slip[buf[lp]].right;
    l=0;r=0;a=hold[left];
    o=a;S1=hold[left].s1;
    if (obj[o]==s1){
        l=1;
    }
    a=hold[right].a;o=hold[right].o;S1=hold[right].s1;
    if (obj[o]==s1){
        r=1;
    }
    //collision
    if ((l+r)<2){
        if (l>0){
            a=hold[left].a;
            o=hold[left].o;
            obj[o]=hold[left].s2;
            buf[lp]=left;
            count++;
        }
        if (r>0){
            a=hold[right].a;
            o=hold[right].o;
            obj[o]=hold[right].s2;
            buf[lp]=right;
            count++;
        }
    }
}
return count;
}

int main(){
    return 0;
}
[...]
```

Status: Preprint.