

A QUICK
GUIDE TO
URBAN
HIEROGLYPHS:
a SAFE DIVERSION
Publication

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Publication



WELCOME SCOUT! 

Congratulations on finding this quick guide in the back of your mailbox or tucked in the cracks of ancient architecture or hidden somewhere in the science fiction section of your local library.



The hidden world mirrors the real world. We enter aspects of this elsewhere by way of metaphorical wormholes called "hole punches". Using the seen to conjure what is not. And the intangible you walks out, while the tangible you walks in. The hidden world is jagged and unpredictable. Strange things manifest in the underground. Use this guide to recognize them, mark them, and respond appropriately.



- THE ARCHITECT

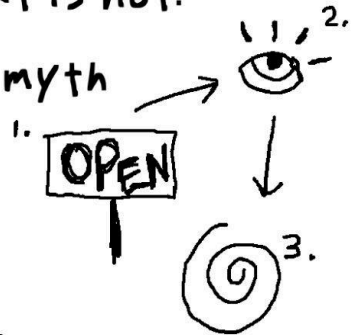
* HOLE PUNCH (START)



the beginning of a
wormhole into the hidden
world, aka Elsewhere.

* HOW TO OPEN A HOLE PUNCH

- Use what is seen as a physical representation of what is not.
- Impress your personal myth upon the city.
- Remember the drift.



* HOLE PUNCH (END)

the end of a
wormhole into the
hidden world, aka
Elsewhere.

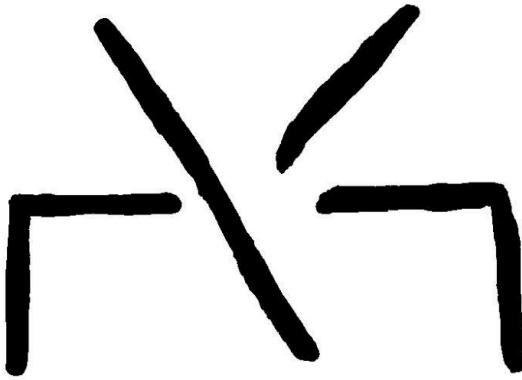


- mall music

- local decal

- rain whispers

- street rush

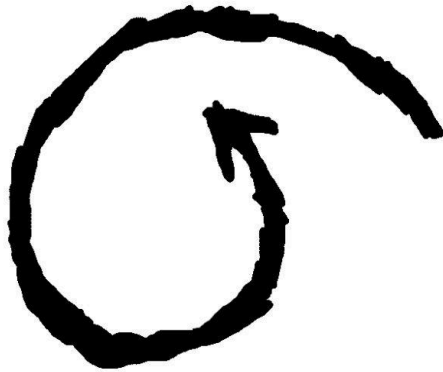


GOOD SIGNAL

You are able to hear the
in between frequencies
in this area.

WHAT DOES YOUR CITY SAY
BENEATH THE NOISE?

- a digital camera at the foot of a telephone pole
- a building with no doors
- an OPEN sign hanging outside of a storm drain

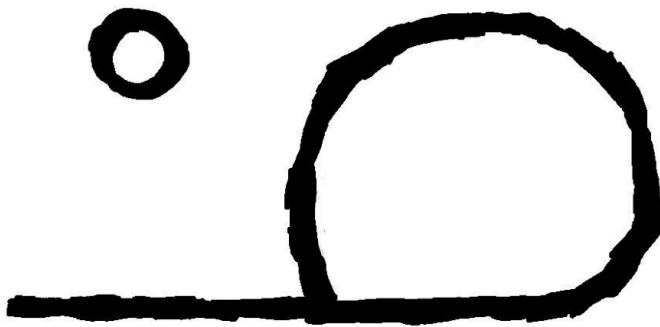


AROUND THE BACKDOOR

An unconventional way is needed to get in.

CHECK FOR ALL ANGLES, EVEN NON-EUCLIDEAN ONES.

- an open sprinkler
- community center basement
- an empty baseball field
- glow in the dark mini-golf



PLAY ZONE

A designated place to let
your guard down.

WHERE DO YOU FEEL
INHERENTLY LIGHTER?

- the Bermuda Triangle of street signs

- secondhand bookshops

- liminal activity



LIGHTNING IN A BOTTLE

A striking piece of brilliance
has been captured here.

REMOVE YOUR SUNGLASSES.

- getting gas
after midnight

- place you can't
remember

- overlooked
street

THIS IS
THE GAME



THIS IS
YOU

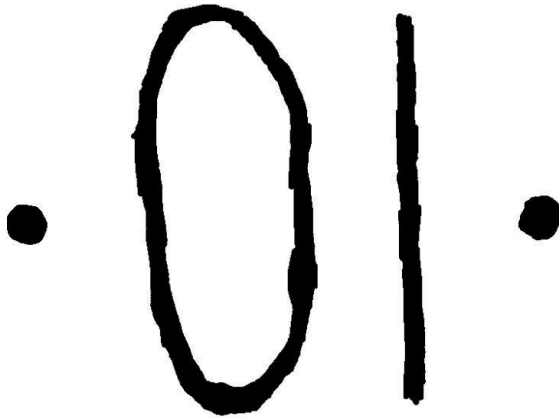


AFTER ALLEY

You are way off
course, beneath the
game map entirely.

MUST'VE TURNED A WEIRD
CORNER...

- forward
- slower
- out of order
- faster
- backward



SKewed TIME

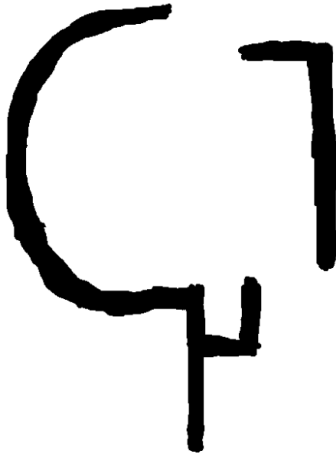
The experience of
time is warped in
this area.

PAY ATTENTION.

- secret forts

- the post office

- old architecture



MEMORY CACHE

Holds many

significant memories

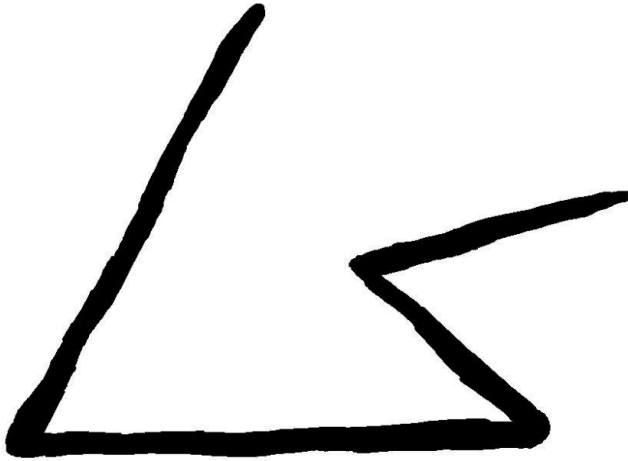
inside.

CONTRIBUTE ONE OF YOUR
OWN.

- mindless drive

- horizon halo

- frozen food aisle

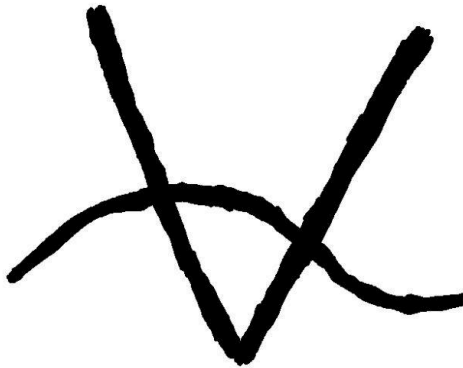


SPINE SHIVERS

Things click into
place.

WHAT'S YOUR REVELATION?

- last light left on
- smoke and battery acid
- restroom graffiti

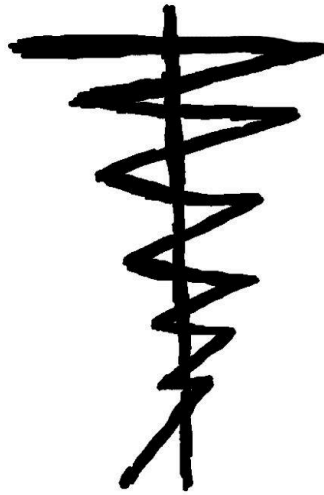


MAD SCIENCE

Weird experiments are in progress, both an invitation and a fair warning.

DON'T HESITATE TO ASK
WHAT'S BURNING.

- heavy air
- sudden call from a telemarketer
- long line at...wherever
- brain freeze



UNSTABLE ELECTRICS

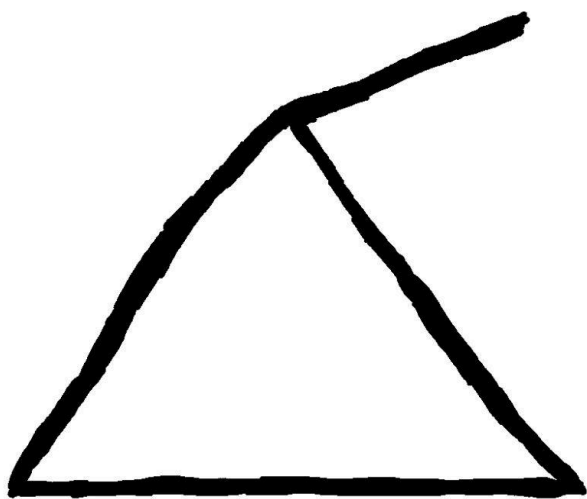
The current presentation of reality is faulty.

STAY IN THE SUNLIGHT.

- desire line
- trapdoors

- secret eye society

- shroud trails

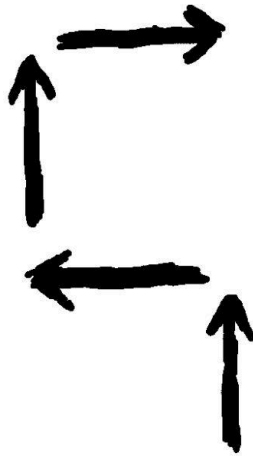


HIDDEN PATH

A secret passageway exists.

BECOME AN INITIATE.

- through the bookshelves
- through the woods
- through the Kitchen
- through the collective unconscious

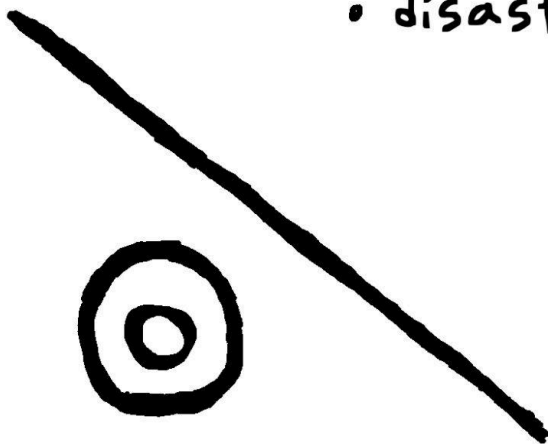


MULTIPLE TRAJECTORY

Many paths exist to get to the same place.

LEAVE YOUR STEPS TO CHANCE.

- vision blur
- drag path
- noise is just noise
- disaster path



DANGER ZONE

Something is wrong
or off here.

KEEP TRACK OF WHAT'S
INVISIBLE.

- midnight burger joint
- day flights
- afternoon lawn chair
- evening trees



FLUX STATE

Not absolute, prone to shift and change on a frequent basis.

ASSUME ALL IMPOSSIBILITIES.

A QUICK GUIDE TO URBAN
HIEROGLYPHS has been brought
to you by the Bureau of Safe
Diversions.

Follow the beacon@
[safediversion.neocities.org](mailto:safediversion@neocities.org)

STAY THOUGHTFUL

STAY CURIOUS

STAY WEIRD

STAY SAFE OUT THERE.

~THE ARCHITECT

