# NOW ANTHROPOLOGY — Issue 003

## The Three-Layer Archive: Pokémon, PastPerfect, and the Waywoodarium Save State

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**Origin:** Dan Sullivan directive — "step inside the A-frame and look"

**Classification:** HypercampUS Architecture Seed

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Three independent systems — NPS museum accession (PastPerfect), Pokémon box compression, and the NEST's own file architecture — converge on an identical three-layer structure: SOURCE (raw, sacred, unmodified), CATALOG (organized, indexed, searchable), RENDER (output-ready, audience-specific, regenerable from catalog).

This convergence was independently identified as structurally equivalent to Grothendieck's motive theory in algebraic geometry — the unifying framework that posits a universal cohomology beneath all specific cohomological theories. The SOURCE/CATALOG/RENDER architecture is not a design choice. It is the motivic structure underlying effective knowledge organization across domains.

Pokémon box compression: 33 bytes of source data (species, IVs, EVs, nature, moves, OT) generate 64 bytes of rendered battle state. The box is the CATALOG. The party is the RENDER. The caught Pokémon's raw data is the SOURCE. PastPerfect museum software: unlimited provenance memo field, accession numbers as permanent keys, the chain of custody as the organizing principle. The NEST: Bridge commits as SOURCE, organized RELAY/MAIL as CATALOG, portal pages and session output as RENDER.

Stan's System v0.1 — the accession protocol for the Waywoodarium — emerged from this convergence. Every artifact entering the NEST archive receives an accession number, a provenance chain, and a three-layer classification.

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*Full text (259 lines) available at rspdan.com/journal NEST Research Division · Port Angeles, WA · March 2026*