The Internet has AIDS and it's time for us to build a new one. By kicking over the chess board and breaking some rules we can bootstrap our own self-funded network. Our network has to be built on specific pillars:

1. INDIVIDUAL CONNECTIONS

Our reliance on social platforms has empowered a limp-wristed army of triggered faggots to control the online public square. The basic building block of our network must be direct private connections between individuals through multiple unrelated channels (email, chat, encrypted DMs, etc). Social platforms can still be part of our toolset so long as we maintain active off-site connections. This gives us the coordination to migrate to other platforms when we need to.

2. PIRACY

Piracy is the seed activity that will bootstrap our network. The sort of piracy network I'm proposing is not based around yet another torrent site or file sharing forum. We can still use them as sources but we can't rely on them as a means because they are centralized choke-points. We will exist as a manual layer on top of these different content sources without being bound by any of their rules. We'll share pirated content with each other directly. We'll do it through temporary file hosting services or p2p software. It will be less convenient at first but it will force us to build a community and to streamline our protocols. We'll coordinate our piracy activities. Different people can make inroads into different file sharing communities. Or they can sign up to different paywall sites, download all their premium content and trade with each other.

3. MICROTRANSACTIONS

We won't be a **free** file sharing network, we'll be a **cheap** file sharing network. We will use micropayments of a feeless cryptocurrency such as NANO to buy and sell files amongst ourselves.

NANO isn't the only feeless crypto out there, but it's the most well-known one, so I'll stick with it as a working example. Just remember that any feeless crypto would do.

We'll only transact with each other in sums that can be easily gathered from faucets. We'll sell files to each other for fractions of a cent. Initially these paltry amounts will be seen more as a reputation score than as a serious profit motive. Trading pirated files this way is intended more to gamify file sharing at first, and to grow into something more serious later on.

Sellers and buyers will constantly seek out new sources of piratable content and new sources of free NANO (or whatever). They'll also come up with their own ways to spend and earn NANO within the network. That's the idea. Piracy is meant to bring together large numbers of people and get them used to trading crypto with each other. They'll build their own additional markets themselves.

As our network grows, the value of NANO will grow with it. This is what happened with MMORPG virtual currencies like WoW gold; worthless "game" money took on "real world" market value because of the popularity of World of Warcraft. The same will happen with our *essentially* worthless sums of NANO once we grow large enough as a piracy network. We will begin to exert an upward pressure on the "real world" market value of NANO, and this will pay dividends on the small sums of NANO people earn through file sharing.

This also offers an investment opportunity for people who want to play the long-game. They can buy and hold onto large sums of NANO in order to profit from the return on investment we'll create by adopting NANO into our network.

4. REPURPOSING

The Internet is our sandbox. Everything on the clearnet and the darknet is ours to abuse for our own entertainment. If we find an obscure shit-chan on the TOR network we'll use it as one of our hubs until the admin kicks us off. We'll adopt a feeless crypto as our official coin and assign our own market value to it so that it functions like a private currency within a currency. We'll use encrypted paste-bins as blogs. The only way we'll use anything as it was intended will be by accident, or as a smoke-screen for misusing it in some other way.

5. GASLIGHTING/ALTERNATE REALITY GAMES

For the sake of devilment, infamy, culture jamming, camradery, trolling and other good reasons, we'll gradually stitch together our own internally consistent, fictional reality. It will be an inverse mockery of the current Internet. In fact we'll explicitly deny the existence of the "regular" Internet while at the same time openly leeching off of its resources. Or we'll profess a belief in "dead internet theory" and pitch ourselves as the "real" Internet. We'll feign confusion over accusations of DMCA violations and pretend we've never heard of the DMCA. We'll claim to be the legitimate owners of the content we're pirating, whether it's from Microsoft or Brazzers. We'll use their brand names and trademark logos and imitate them to the point of absurdity so that newcomers to our network can clearly see what we're doing and play along with it. We'll create the impression of an alternate time-line where the Internet doesn't suck. The point is to get people thinking in radically different ways about what the Internet *could* be.

SO HOW'S THIS AN ALTERNATIVE INTERNET?

It's not a physically seperate Internet per say, but there are already projects to build a physically seperate Internet. Hyperboria.net is one. We could incorporate networks such as these into our everyday use. Many of these sorts of projects languish in obscurity because they are based on the premise of "If we build it, they will come." But the vast bulk of online traffic is driven by inertia. A network like ours could mass-adopt projects like Hyperboria and give them the life blood they need to get off the ground. We don't need to reinvent the wheel, just lend our numbers and traffic to existing projects that take the Internet in the direction we want to see.

To build this sort of coordination our primary focus needs to be on direct, private connections between individuals. We are a nomadic social network and a manually maintained darknet. We hide inside the regular Internet and we span across different architectures. In terms of physical infrastructure we play within the digital ghost towns, blind spots and accidental structures of the Web.

HOW OUR ECONOMY WILL FUNCTION

The idea is to build a decentralized, trustless and anonymous file-sharing crypto economy where users are free to create additional markets of their own. Its protocols are voluntarily followed. These protocols have to be built on immediate incentives so they don't need to be enforced from the top down. Adopting a feeless cryptocurrency is vital for this because it can be used for microtransactions. We can

assign our own private market value to a feeless crypto and use it like a currency within a currency. This accomplishes several things:

1. IT MAKES THE ECONOMY TRUSTLESS

The amounts of crypto we'll use will only amount to fractions of a cent in "real world" market value. Ripping people off would be pointless and nobody would care anyway. In the beginning it would just add a fun level of gamification to file sharing. The network would essentially still be a gift economy. This changes later on.

2. LOW BARRIER OF ENTRY FOR NEW USERS

It will be easy for new users to jump in and get started. They can sell files for crypto, or easily collect crypto from faucets to buy files. Since we will only use feeless crypto they won't need to fool around with faucet wallets or long transaction times. It's straightforward and headache-free.

3. THE CURRENCY STAYS IN THE NETWORK

The sums of currency we'll be using will be worthless outside of our network. Instead it will accumulate and circulate within our circles and incentivize our community to come up with new ways to earn and spend it amongst themselves.

4. SIMPLE AND CHEAP TO IMPLEMENT

Fusing cryptocurrency with a gift economy isn't new. Minds, steemit and LBRY already do this in an overly-complicated fashion. They've developed their own Ethereum tokens and custom blockchains to accomplish what could be done cheaply and manually using existing resources and a few hacks.

WHAT SORTS OF "NEW MARKETS" WILL THE COMMUNITY CREATE?

The first new markets will be direct dirivatives of file sharing. Some people might translate foreign pirated content, or scan & digitize books, for a small fee. But the possibilities go beyond file sharing.

1. GIFT ECONOMIES

Any sort of gift economy is a potential new market. Things people already do for free can be gamified with microtransactions. File sharing is one example. Another would be social question & answer platforms like Quora. As a nomadic network we wouldn't operate the exact same way as Quora does. But we could adopt the same general concept: sharing your field of expertise with a larger community, but for micropayments of crypto.

Also consider the sorts of small miscellaneous requests people make online every day. ("Can someone remove the background from this pic?", "Can someone translate this video?", "Can someone make a deepfake for me?") These are all potential new markets once we have enough people asking for them.

2. GAMBLING

We can hold lotteries, have winner-takes all competitions, or create a prediction market. Just don't get any weird ideas from Jim Bell.

3. CONTENT CREATION

Artists, writers, vloggers and other creative types could build their brand by creating content for small sums of crypto. If they become popular enough they could even be crowd-funded. This way content creators could charge "real world" market value for their work while the individual buyers still only pay in microtransactions.

Speaking of crowd-funding, this leads us to another potential market:

4. MONEY MANAGEMENT

Escrow services, crowd funding, currency exchange, crypto tumbling, these all need to be managed by somebody. Trusted community members who've built a solid reputation for themselves (pseudonymously of course) could set up shop managing other peoples money.

5. META MARKETS

These are markets related directly to the functioning of the network itself.

Like I've said, the Internet is our sandbox. One of the things we do is infiltrate our way into other online communities and take advantage of their networks and hosting resources. But some communities are picky about who they let in. You have to spend time contributing before you're granted full privileges and access. Two examples of this are Torrent Galaxy and Black Hat World. If you put in the time and effort to earn a trusted account in one of these communities you can be a middle man and charge other people for inside access.

Another possible meta market is account creation. It's getting harder to set up anonymous accounts on big tech platforms: They blacklist VPN IPs and they use phone verification. There are some paid services that let you get around this but it's too much hassle for most people. But you could set up shop creating anonymous accounts on these platforms and then sell them to other people for crypto.

BEYOND GAMIFICATION

Gamification is a necessary first step for bootstrapping a more serious economy. Combining microtransactions with a gift economy like file sharing doesn't require any centralized trust; people already share files for free anyway. Micropayments will have more of a social value than a financial value at first.

But eventually people will start taking the currency more seriously. Once the network grows large enough, and the number of things you can "buy" expands beyond the scope of file sharing, people will want some sort of guarantor of their transactions. How do we accomplish this in a trustless, decentralized network?

1. People will want to establish a trusted reputation in order to gain repeat business. It's in their interest to play nice and not screw people over.

2. Piecemeal transactions are another trust mechanism. If someone is selling a large archive of pirated content they could transfer it piecemeal. Send some of it, wait for a partial payment, then send some

more until the whole transaction is complete. The rough equivilant to this for content creators would be the subscription/patreon model.

3. By this point we will have achieved some partial centralization anyway. It's called the Pareto Principle or the 80/20 rule. Roughly 20% of the community will likely be responsible for roughly 80% of the activity. These will be people who've established a trusted (pseudonymous) reputation within the network as its most active participants. Others will likely turn to them for things that require centralized trust, like escrow services or holding onto collatoral.