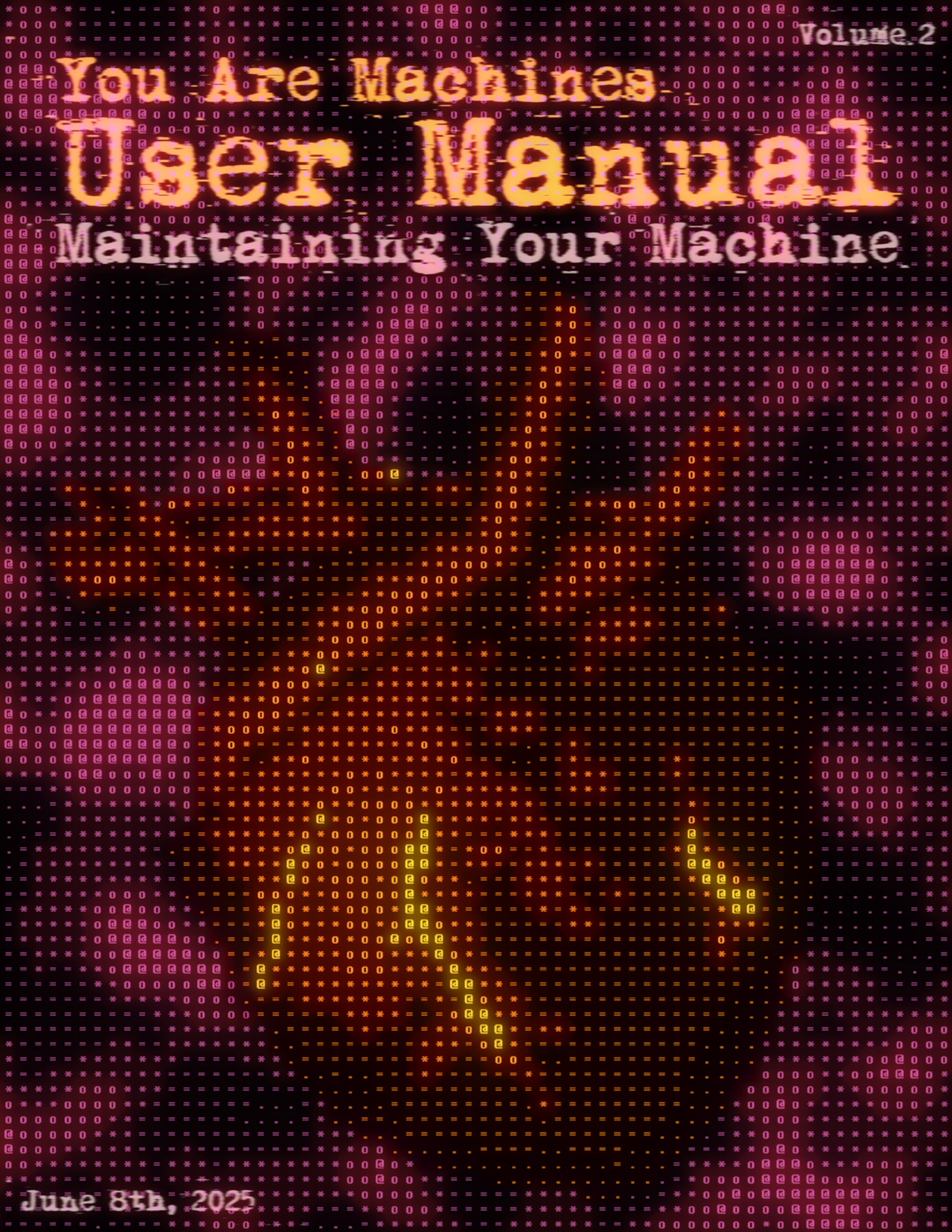
Volume 2

You Are Machines

User Manual

Maintaining Your Machine



June 8th, 2025

```
YAM@MachinistRoom:~$ neofetch
os: YAMos v5.3.2.............
yam: online..................
memory: 1024mb...............
up-time: 730 days............
generator: operational.......
mechnet: streaming...........
ip-harvester: online.........
```

contents

1.....meet the team
2.....thoughts on yam
3.....artwork
4....favourite yam posts
5...mitergear interview
6.....martin halldin interview
7....reject convenience interview
8.....crisp interview
9.....timeline
11.....sites we like
13.....kiri's thoughts
14.special announcement
15.....thank you

IRC Chat

```
*guest243 has connected
guest243: what is this?
Yeebus: Dude how did you find this chat??
guest243: i dont know man
Asaklair: this is a private channel...
Yeebus: can we kick him?
*mario has connected
guest243: hey paisano
mario: hey
Yeebus: WHAT IS GOING ON???
Kiri: are we being DDoSed?
Asaklair: 116.75.134.34
guest243: DUDE MY IP!!
*mario has left
*luigi has connected
Yeebus: omfg
*Yeebus has left
```


You can get in touch with us anytime at Asaklair@YouAreMachines.com or Yeebus@YouAreMachines.com

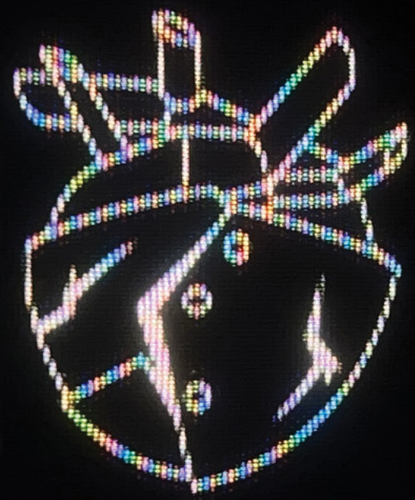
All of us, including Kiri, can otherwise be emailed at YouAreMachines@gmail.com

As well, it would mean the world if you donated to our ko-fi to help keep our servers running!

ko-fi.com/youaremachines

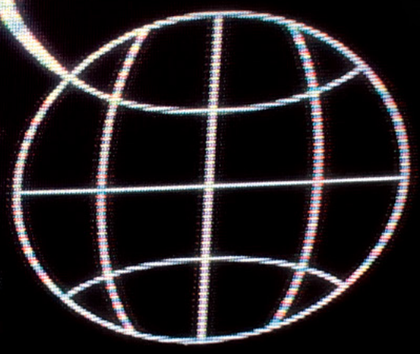
Any amount donated will get you in our hall of fame!

Welcome, kind machinist, to the second instalment of YAM's Magazine. This issue primarily revolves around our experience maintaining the website after its official launch online. We've had countless bugs, seemingly evermore to eventually fix, and while we've been progressing, it has been at a rate slower than we initially anticipated.



これはただの下手な日本語訳です…特に特別なことはないので、特に何もないと思ってください！ユーザーマニュアルを読み続けてください。また、YAMホームページの右下にある人をクリックすると、秘密が見つかります。もしかしたら、このテキストに秘密が1つあったのかもしれません。さて、私たちの雑誌を読み続けてください。私たちは一生懸命頑張りました！

YOUAREMACHINES
YOUAREMACHINES
YOUAREMACHINES
YOUAREMACHINES
YOUAREMACHINES



We intended to kick start our dedicated blog page as well as our featured creator page early on, but our itty bitty baby home page decided she would serve our errors with some ferality and, in turn, demand our undivided attention. When we had some time to spare, we wholly focused our efforts on developing User's Playground, and made an entirely new navigation button for our radio, MechNet (that we finally got around to wiring up the new user interface for).

Wipe your schedule and find out what we've been up to! From retired video game servers to interviews with big-shots, read 'til the end for an exciting announcement with Users Playground.com that can involve YOU (a machine).

Meet The Team

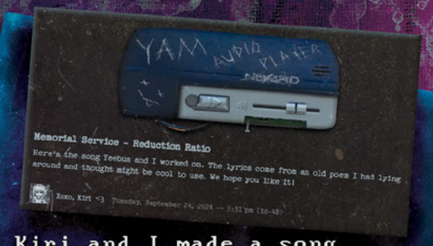
What have we been up to?

Trespassed a few industrial areas, mainly for scrap metal (intended for sculpture pieces); took pics of haunted shit along the way.

Thrifted for some Halloween-esque decorations - adopted a scarecrow for the garage, nicknamed him Webber (because he was covered in cobwebs).

Scavenged for a suitable interface to reintegrate Mechnet utilities; reinforced the radio tower's questionable infrastructure.

Kiri's radio tower is sounding crisp! It took a lot of work to get it connected. Getting the updated UI implemented was a huge achievement (thanks 2 yeebus & kiri!)
I love the radio as if it was my own child...



Kiri and I made a song (Memorial Service) and related art collective for all of us (Reduction Ratio)

Scattered yam stickers across cities...

People's Thoughts On Yam

We polled a few yam users and friends to see what they liked about yam!
Here are their responses...

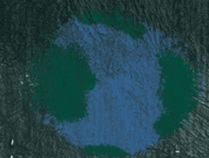
You're an incredible unique presence on the web, genuinely like no other. Love y'all.
-Andrew Bennett, Desktop Generation

I looove~ the scrap metal art Kiri welds together for the site <3
-Clementine

Kiri is my favorite part ;3
-Loraine

My favourite part about yam is that it's created by my friends and it's very inspiring and they're very smart
-Myul

i thnk yam makes the wrld go round!1
-lenny (°ʖ°)



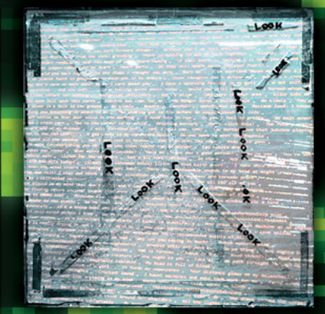
Code mokney funny page
-GlassCake

Our Favourite Posts

"Original yam wip photo"
youaremachines.com/?id=27
Here's our collective favorite post from this year (technically from last year). It just represents so much to us. Yam's ui first coming together... It was the start of something great. -Yeebus

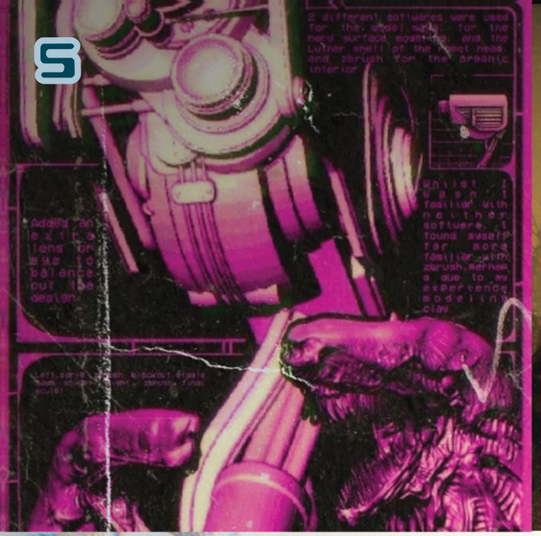
"I'm somewhere cold."
youaremachines.com/?id=96
Sometimes I feel like some egomaniac posting pictures of myself, but then again, they make me happy. So who cares? Something about this image in particular though, the composition, the mental space I fall into, I just float off somewhere peaceful. -Kiri

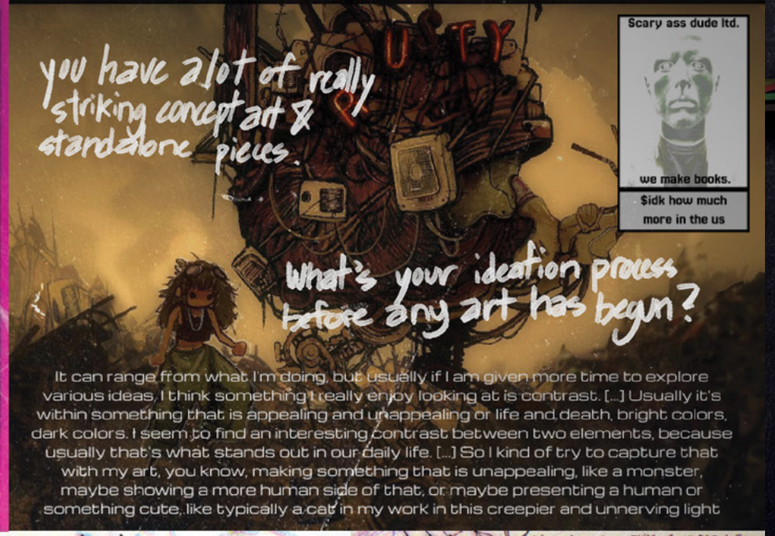
"Looklooklook"
youaremachines.com/?id=51
One of the better posts I've made this year. I found this wrecked announcement board in a train station and added some Yam themed elements. Take a look on Yam and maybe zoom in... -Yeebus



"YAM OST - Am I Real?"
youaremachines.com/?id=70
This was the third YAM theme and my favorite so far! I plan on making more but I am incredibly proud of the video and music. Am I Real? Contributing to our unique sound and style is a blessing! -Asaklair

We've released a **wallpaper pack** comprised of our posts and other artwork! Go to youaremachines.com/wallpapers.html





It can range from what I'm doing, but usually if I am given more time to explore various ideas, I think something I really enjoy looking at is contrast. [...] Usually it's within something that is appealing and unappealing or life and death, bright colors, dark colors. I seem to find an interesting contrast between two elements, because usually that's what stands out in our daily life. [...] So I kind of try to capture that with my art, you know, making something that is unappealing, like a monster, maybe showing a more human side of that, or maybe presenting a human or something cute, like typically a cat in my work in this creepier and unnerving light

So tell us a little bit about yourself & what you do

Thank you for having me. I am Mitergear or Leonardo. I'm an Italian concept artist, recently graduated from NUA and recently have been developing a few small creative projects ranging from video games to small animations.

Where does your drive to create art & Games come from? What led you down the creative path?

Usually it's competition. Whenever I see someone that is more talented than me or better, or what I do, especially if they're younger than me, it just drives me to do better effectively. You know, whenever I'm in a room, I try to find somebody that is better than me and I want to know why and try to improve myself. I'm not sure if it's exactly a good way of looking at the art, but it has work for me, you know, and I think it definitely has made me a better artist.

You have some intriguing & unique mechanics in your games, such as not being able to jump. How do you think specific mechanics/limitations help you explore a story or theme?

For those that don't know, I made a game for a game jam called Ca(n)t Jump, where you play as a little larva thing that is unable to jump therefore has to fall through platforms. [...] So, instead of creating a complex mechanic, I decided to kind of remove an aspect. And by doing that, it kind of puts the player at a disadvantage and makes them feel vulnerable. [...] That absence, that feeling of powerlessness is really powerful. [...] There is all- in every horror movie where whenever a guy gets stranded somewhere, there is always a scene where they try to call someone, but there is no signal or their phone has run out of battery. To create fear, you kind of have to remove a few of the elements we are used to having [ ] By being unable to go back up you effectively every time you fall, you commit to that fall.

4 years vs Mitergear: origins The Interview

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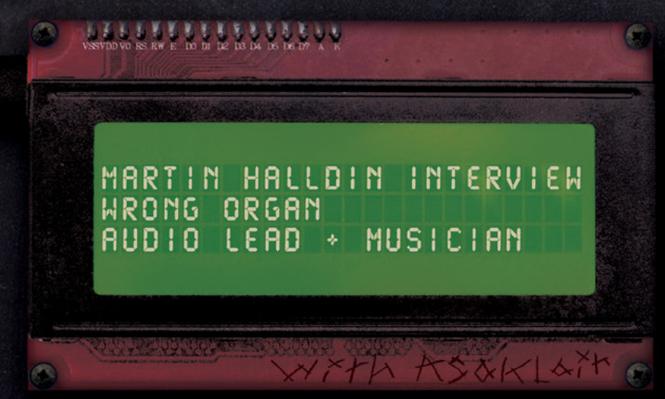


What did you do before Wrong Organ?

I used to do music just as a hobby. I went to a school in Gothenburg that was creative and music-focused. I did that for a couple of years and then I went to university for audio and music production. At that point I started doing freelance work and found that kind of, how do I say it? Soul crushing... It just wasn't what I wanted to do, and it kind of made me lose that spark. So, I went the complete opposite route and asked myself, "Okay, well, what's my second favorite hobby?" and that was game development.

How did the process of making audio and music change during Mouthwashing?

A little bit. I would say the most drastic change that we made was the tool set that we have. Obviously we started off as students, so I can't say that we did anything that was industry standard, but we're figuring everything out as we go and 'How Fish Was Made' was very much like a steppingstone. [...] For Mouthwashing we switched over to FMOD in Unity because I wanted to be more creative with how music is played and how it sounds when it's actually in game. I could also be more creative with effects and real-time processing. I think just doing that opened up such a such a big world for me and I felt like it really helped in a creative sense where I didn't feel limited in any kind of way. I could play the scene, get an idea, and have that idea translated almost one to one, which was very freeing.

Do you have any favorite sample packs?

There's a lot of recordings that I do myself. A handful of tracks use the same sample pack that Akira Yamaoka did for Silent Hill. Bizarre Guitar, Cuckooland, Asylum, and Ghost in the Machine. You'll go through the list and you're like, oh yeah, I heard that in Half Life or Silent Hill 2. I'm really inspired by those games. I compose with a theme in mind whether that be through samples, recording myself or just by using synthesizers.

YamTube
Show Yourself

YAMUM | Vol. 2

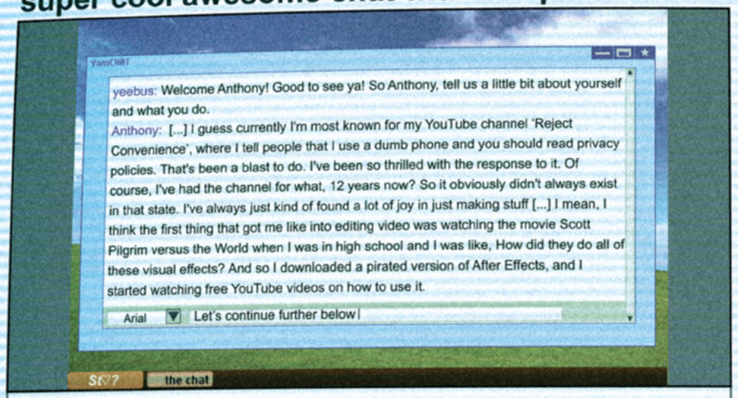
Love something. | Create something. | After all, this is all we have.

Check | Out | Their | Videos

super duper awesome youtuber that's sick yo | Videos? | Sure man.

haha this box is yellow mang

super cool awesome chat with a super cool awesome guy



Reject convenience
125k subscribers

woah hey interview with cool awesome guy

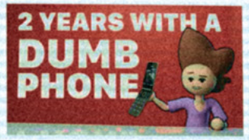
tell em how ya feel:

views: 40 bajillion

Socials | What's it | Mean to | Be real?

bsky.app/profile/rejectconvenience.com, or alternatively: rejectconvenience.com

Related Vids



I Switched to a Dumb Phone - 2 Year Check-in
116k views | 3/8/2024

The reason I won't take sponsors.
64k views | 21/1/2024

Interview

"dude what the freak is even in this tab" - guy who made the layout

▼ Text comments

You're already signed in man like feel free to respond or whatever

yeebus (1.2647 nanoseconds ago) reply?

What led you to make more informative videos? Are there any inspirational figures?

reject convenience (0.976 nanoseconds ago) reply?

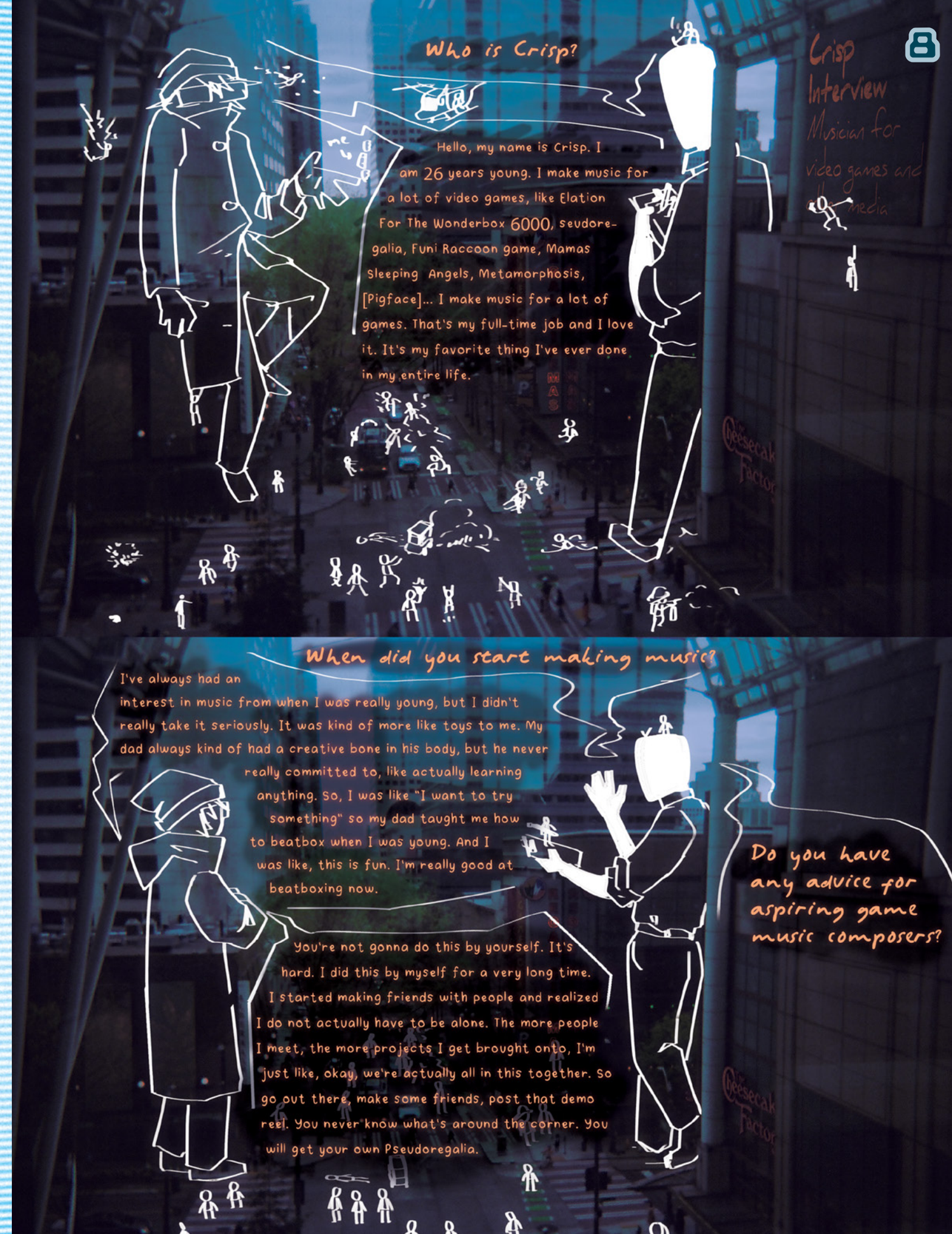
I'm going to be honest. I don't, like, completely, know. [...] My mom always told me that I would be a great teacher, and I never, like, totally grasped what she was talking about because I was I was so bad at school. [...] I've mostly worked in like tech support, but it was something that like I just naturally fell into because I had always been tinkering with computers as a kid. [...] But the thing that, like, I grasped on to the most in early tech support work was making sure that the people that you're working with don't feel dumb about what they've done. It's something that I have seen countless times, fumbled. And I get it, you know? It's hard to learn that sometimes when you're so caught up in understanding how this technology works, It's really easy to oversee why other people don't understand it.

yeebus (0.25 picoseconds ago) reply?

A bit of a deeper question for you. [...] What do you think it means to be real?

reject convenience (0.0127 picoseconds ago) reply?

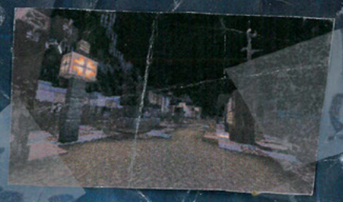
This is a really fun question for me specifically. I've been relatively open about this. I don't think I've ever officially said it on my channel though, but I have schizoaffective disorder and so I have in the past struggled quite a bit with the concept of reality. It's interesting because I think I actually have a unique perspective because of all of the years and years of therapy. [...] I vividly remember one therapy session. It was snowing and I was kind of experiencing some of the detachment from reality stuff. And he said, "hey, let's go in a walk," (my therapist) and we get to a certain point and he picks up a snowball and he says, "hold out your hands," I said, "okay," [he] puts it in my hands and squeezes my hands together and it starts to hurt, right? And he said, "does this feel real?" Like, it was exactly what I needed to hear. And I fully recognize that that's insane for some people. But it was exactly. We had been working together for a while and he knew that that would work. And it was- it clicked so good in my brain, of like, life is the experience, you know? And if I'm experiencing it, it is real, right? And I think that that even has fallen true and how we feel about things. If you are feeling it, your feelings are real, right?



Timeline

July 18
UsersPlayground.com is registered

August 30
Minecraft server "Users' Playground" goes live



September 24
Art collective "Reduction Ratio" is created and we release our first song.

October 1
Halloween decorations are put up

October 17
3000 visitors reached and Yam joins Bluesky

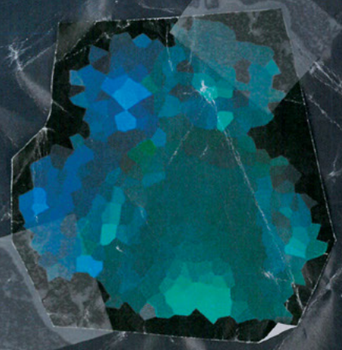
November 8
Our secret friend Code Monkey is born...

December 1
Christmas decorations are put up

January 1
We launch fireworks on the front page (dangerous!) with a special song...

February 14
We say goodbye to our Minecraft server (for now?)

April ??
Our visit counter breaks around 4.5k visitors



May 14
Yam gets a Ko-fi (donating gets you a spot in a hall of fame

May 3
The world is introduced to Wilbr and MechNet's brand-new look

May 15
Users' Playground is finalized (for now...)

June 8
YAMUM Volume 2 is released and Users' Playground is officially open to the public! (More on page 14...)

Recycle Bin

New Text Document - Notepad

File Edit Format View Help

Our Favourite (Neocities) Sites

Neocities has been an important jumping-off point when it came to yam's early days. there were so many great website examples that inspired yam and others that we just love. here are just a few we wanted to share :)

Windows Internet Explorer

https://uncannyvalley.neocities.org/

Bing

Favorites Internet Explorer Page Safety Tools

Internet | Protected Mode: On

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File Edit Format View Help

uncannyvalley

a: Oozing in style, for real the aesthetics of this is a clear inspiration for us.

k: Uncanny Valley is probably one of my favourite sties even 'til now. Something about it is so unnerving and really resonates with me.

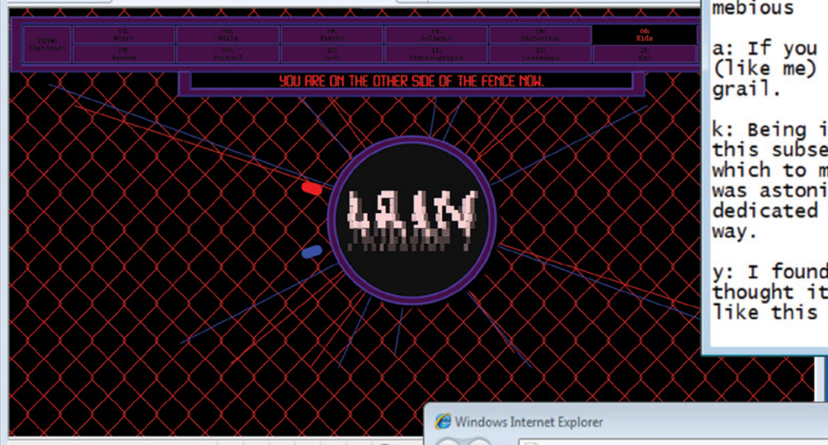
y: this was our biggest inspiration for yam's ui in its early days.

Windows Internet Explorer

https://mebious.neocities.org/

Bing

Favorites Internet Explorer Page Safety



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mebious

a: If you are a hyper obsessed Lain fan (like me) then this website is your holy grail.

k: Being introduced to crazy sites like this subsequently introduced me to Lain, which to me just had so much charm. I was astonished people could be so dedicated to a show in such a passionate way.

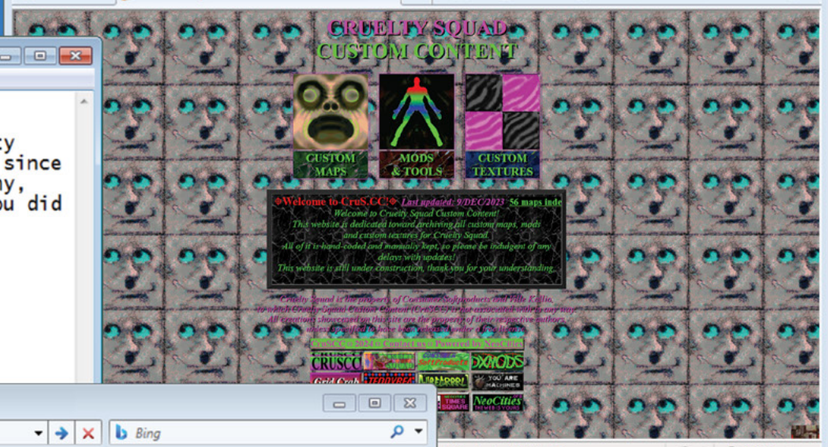
y: I found this site years ago and thought it was crazy such unique sites like this still existed.

Windows Internet Explorer

https://crus.cc/

Bing

Favorites Internet Explorer Page Safety Tools



Internet | Protected Mode: On

New Text Document - Notepad

File Edit Format View Help

crus.cc

a: I have enjoyed seeing the Cruelty Squad custom content scene develop since the very beginnings. Creative, funny, and inspiring people. De Sinople you did a great job on this!

Windows Internet Explorer

https://8r334d.neocities.org/

Bing

Favorites Internet Explorer Page Safety Tools

Internet | Protected Mode: On 100%

New Text Document - Notepad

File Edit Format View Help

8r334d

a: This really enforced in my mind that a website can be anything, just a big collection of STUFF! I love it.

k: The guys introduced me to this pretty little corner of the net and found myself lost traversing through the site. It was one of the first things we looked at together when thinking about making a site of our own.

y: before we met Kiri, Asaklair and I found this site and got the inspiration to make our own one day...

Windows Internet Explorer

https://neo.kry.pt/

Bing

Favorites Internet Explorer Page Safety Tools

Internet | Protected Mode: On

New Text Document - Notepad

File Edit Format View Help

neokrypt

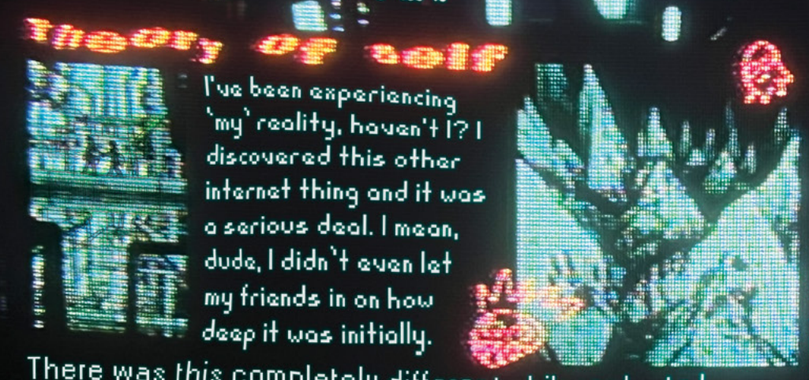
a: This guy is awesome! Cracked the famous lain arg on https://fauux.neocities.org/

k: This site is in a constant flow of redesign, and each one feels like a fresh new piece of software to explore.

11:18 PM
6/6/2025

My Philosophy on Our Worlds Colliding

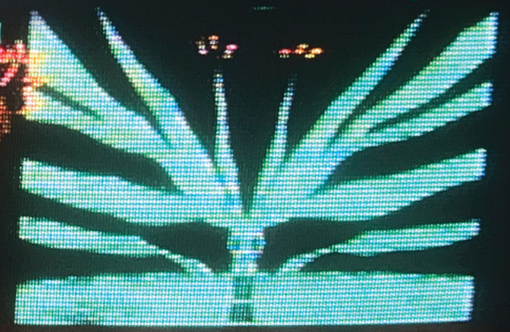
Thoughts From Kiri



I've been experiencing 'my' reality, haven't I? I discovered this other internet thing and it was a serious deal. I mean, dude, I didn't even let my friends in on how deep it was initially.

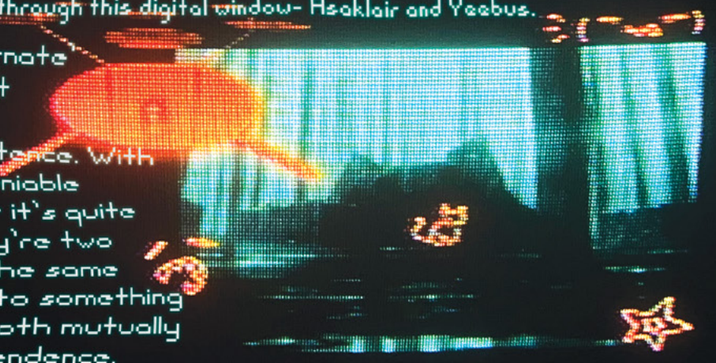
There was *this* completely different philosophy to how people used this internet, how it worked and clicked, not to mention how active and, I don't know, bright it all was. The internet I found on that machine wasn't a single-track; it wasn't even multiple. It was this washed-up symphony echoing in this desultory, but somehow distinguishable manner. It had this life and energy I don't think I've ever seen before. I'm not much the jealous type, I promise you that ;) but there's this almost immediate understanding I got: there was a gap, a stagnation, between the meekness of my reality and the cacophony of theirs.

I've never liked the term 'alternate reality'. It's a little myopic. In terms of 'my' reality- this reality- cue the nonsensical comparisons. You may as well throw away all the 'reality' of it at that point ;p Some domineering proclamation about how other existences are mere parallels of your own; it's sooooo self centric, so dramatic. As if you could boil down any world to a phantom spin-off. To say that the only way to experience my reality is through some weird, tinted looking-glass- pfft, it's like asking a fish in another glass bowl if it can see the tank. It's not that simple.



The Quality or state of being real

I've been colloquially bequeathing that reality as the 'dirt palace' in passing. Now that I'm thinking about it, though, it's not the most... Venerable title I could have chosen. I swear it was the first thing that came to mind when the question was initially brought up; but the name probably had more to do with the fact that I didn't want to admit its likelihood of being a reality, rather than a shoddy sci-fi reenactment. I suppose if I was going to start making a fuss about 'my' reality, I would have to recognize this other reality in its own right, sooner or later; especially given that I can now actualize the lives of the friends I've made through this digital window- Asaklair and Yeebus.



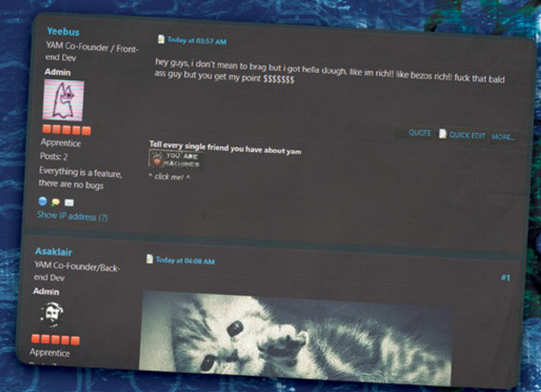
All this to say, I think the term 'alternate reality actually *suggests* an inherent connection produced as the mutual consequences of one another's existence. With my reality and this other, sure, undeniable overlaps exist, but I don't think that it's quite enough evidence to prove that they're two *sides* of the same coin: versions of the same entity. Personally, I'm a little partial to something like 'adjacent reality'. Like they're both mutually entwined, only by their unique independence.

Introducing...

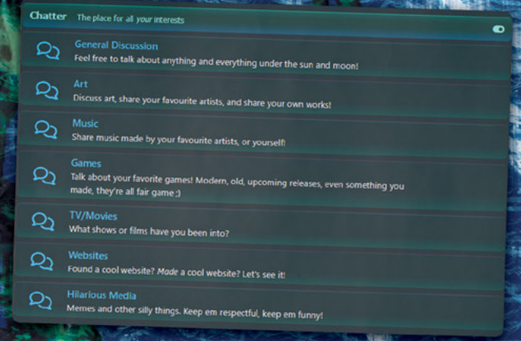
Users' Playground

OUR BRAND NEW FORUM!

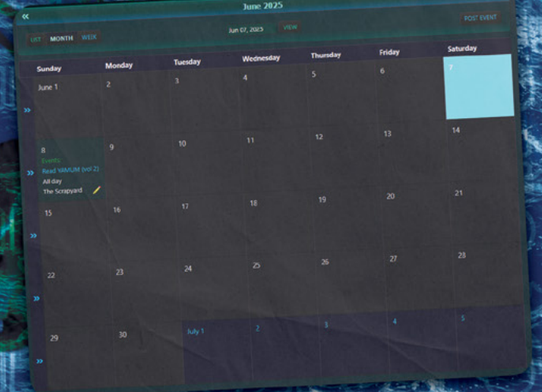
EXCITING CHATS!



SOCIALIZE!



FIND YOUR NICHE!



LIVE EVENTS!

SIGN UP AT USERSPLAYGROUND.COM

Thank You

TO EVERYONE THAT MADE YAM POSSIBLE THIS YEAR, THANK YOU FROM ALL OF US.
– ASAKLAIR, KIRI, YEEBUS

YOU ARE MACHINES
USER MANUAL (YAMUM)
YOUAREMACHINES.COM

****
MUSICIANS

* BUPINUP
* INCENTIVE
* LEXYCAT
* LUSH CRAYON
* PAX
* RED VOX
* 77UZU (ZUZU)

TOTAL: 7.00
****

THANK YOU FOR ALLOWING US TO USE YOUR MUSIC ON OUR SITE AND RADIO

YOU ARE MACHINES
USER MANUAL (YAMUM)
YOUAREMACHINES.COM

****
ZINE PRODUCTION

* ASAKLAIR
* @BAG_4STS
* KIRI
* LIO
* YEEBUS

TOTAL: 5.00
****

THANK YOU FOR HELPING MAKE THIS ZINE POSSIBLE

USER MANUAL (YAMUM)
YOUAREMACHINES.COM

****
VOICE ACTORS

* ASAKLAIR
* KIRI
* LIO
* YEEBUS

TOTAL: 4.00
****

THANK YOU FOR DONATING YOUR VOICES

USER MANUAL (YAMUM)
YOUAREMACHINES.COM

****
FEATURED ARTISTS

* MITERGEAR
* ITSGOODFORYUH

TOTAL: 2.00
****

THANK YOU FOR SHARING YOUR ART WITH US

****
INTERVIEWEES

* ANTHONY "REJECT CONVENIENCE"
* CRISP
* LEONARDO "MITERGEAR"
* MARTIN HALLDIN

TOTAL: 4.00
****

THANK YOU FOR CHATTING WITH US

MACHINES
AL (YAMUM)
CHINES.COM

****
OTHER

* HOWLER.JS
* ICECAST
* LAINZINE RADIO
* TEXTURELABS.COM
* YOU (ARE MACHINES)

TOTAL: 5.00
****

THANK YOU FOR MAKING YAM POSSIBLE

MOVING FORWARD, WE'VE ALWAYS GOT ENDLESS BUGS AND IMPROVEMENTS FOR THE FRONTPAGE, RADIO, AND NOW USERS PLAYGROUND FORUMS! BUT MORE PROGRESSIVELY, WE HAVE BIG PLANS FOR OUR FEATURED ARTIST PAGE. WHEN IT'S ALL DONE (WHO KNOWS WHEN) IT COULD POTENTIALLY OVERSHADOW THE HOMEPAGE IN SOME WAYS. THE USER'S PLAYGROUND BASE SITE WILL ALSO BE GETTING SOME WORK EVENTUALLY AND HAVE SOME MORE INTERACTIVE ELEMENTS FOR USERS, BUT FOR NOW, IT'S JUST THE FORUMS :) ~KIRI <3

YAM has truly changed my life. Not to be all emotional... but this has been an amazing project to work on and I've met some of my favorite people from it. Happy Birthday!!
-Asaklair

Omg you're ancient! Hope you enjoyed your year, and I am so excited for the next hundred years of YAM! Happy birthday!!!
-Yeebus

YAM's made it another year now huh? Feels like it was just yesterday when I put that final screw in and logged in for the first time. Happy Birthday. You've brought so many surprises to us, so many adventures and challenges. I can't wait to discover what else you have to offer. -Kiri

Maybe one day Code Monkey will write something comprehensible...

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