

You Are Machines

User Manual

Maintaining Your Machine

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

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- 11.....sites we like
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- 14.special announcement
- 15.....thank you

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

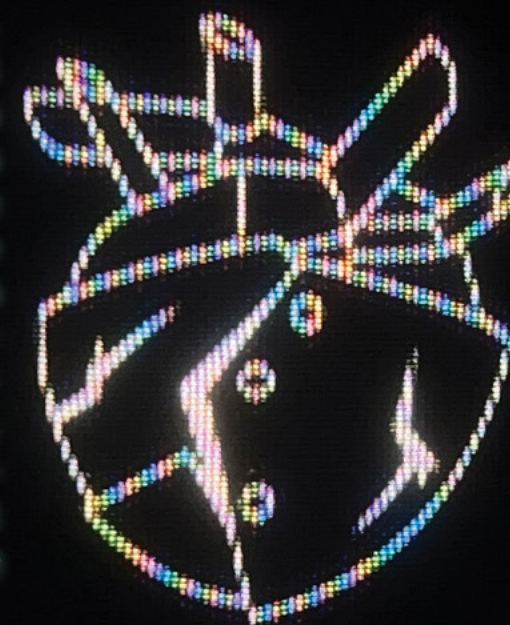
Any amount donated will get you
in our hall of fame!

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

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 count-
less bugs, seemingly ev-
ermore to eventually fix,
and while we've been pro-
gressing, it has been at
a rate slower than we
initially anticipated.

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

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!ユーザーマニユアル
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が
。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



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 an-
nouncement 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.



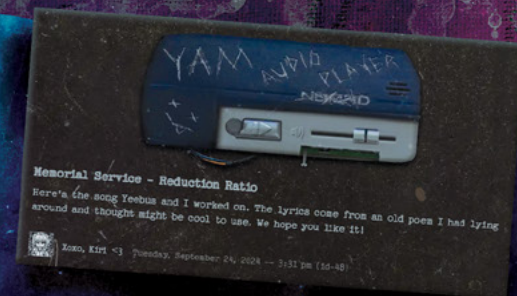
Kiri's radio tower is sounding crisp! It took a lot of work to get it connected. Getting the updated UI implemented was a huge achievement (thanks 2 yeebus & kiri!) I love the radio as if it was my own child...



Asaklain



Kiri



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



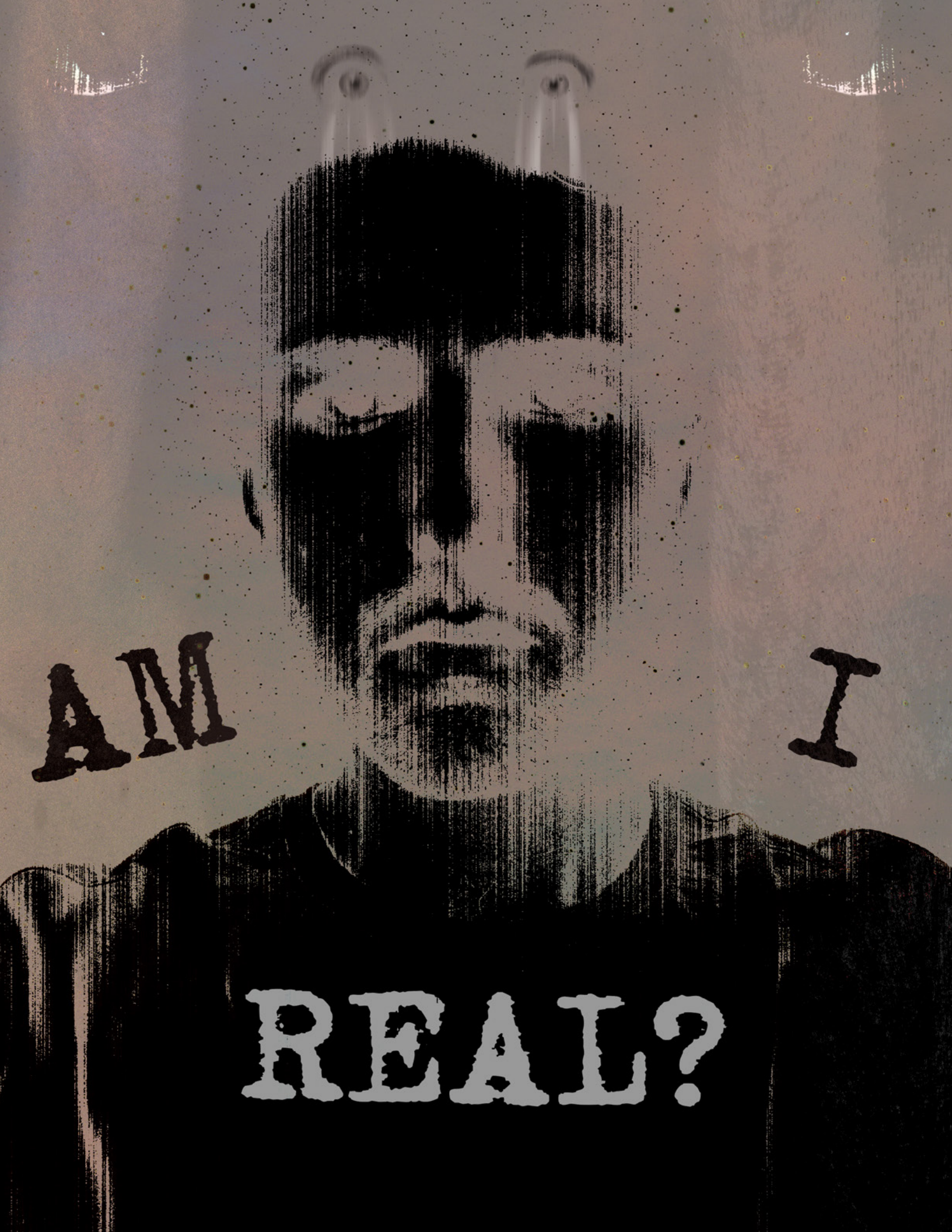
My favourite part about yam is that it's created by my friends and it's very inspiring and they're very smart
-Myul



i thnk yam makes the wrld go round!1
-lenny (๑_๑)

Code mokney funny page
-GlassCake





Our Favourite Posts

"Original Yam wip photo"

[YouAreMachines.com/#id-27](https://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 coming first together... It was the start of something great. -Yeebus



"I'm somewhere cold."

[YouAreMachines.com/#id-96](https://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](https://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](https://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

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

YamTube

yeebus: Welcome Anthony! Good to see ya! So Anthony, tell us a little bit about yourself and what you do.
Anthony: [...] I guess currently I'm most known for my YouTube channel 'Reject Convenience', where I tell people that I use a dumb phone and you should read privacy policies. That's been a blast to do. I've been so thrilled with the response to it. Of course, I've had the channel for what, 12 years now? So it obviously didn't always exist in that state. I've always just kind of found a lot of joy in just making stuff [...] I mean, I think the first thing that got me like into editing video was watching the movie Scott Pilgrim versus the World when I was in high school and I was like, How did they do all of these visual effects? And so I downloaded a pirated version of After Effects, and I started watching free YouTube videos on how to use it.

Arial ▾ Let's continue further below

SC? the chat

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](#)

REJECT CONVENIENCE

Reject convenience
125k subscribers

woah hey interview with cool awesome guy

2 YEARS WITH A DUMB PHONE

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

SPONSORS PROHIBITED

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

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?

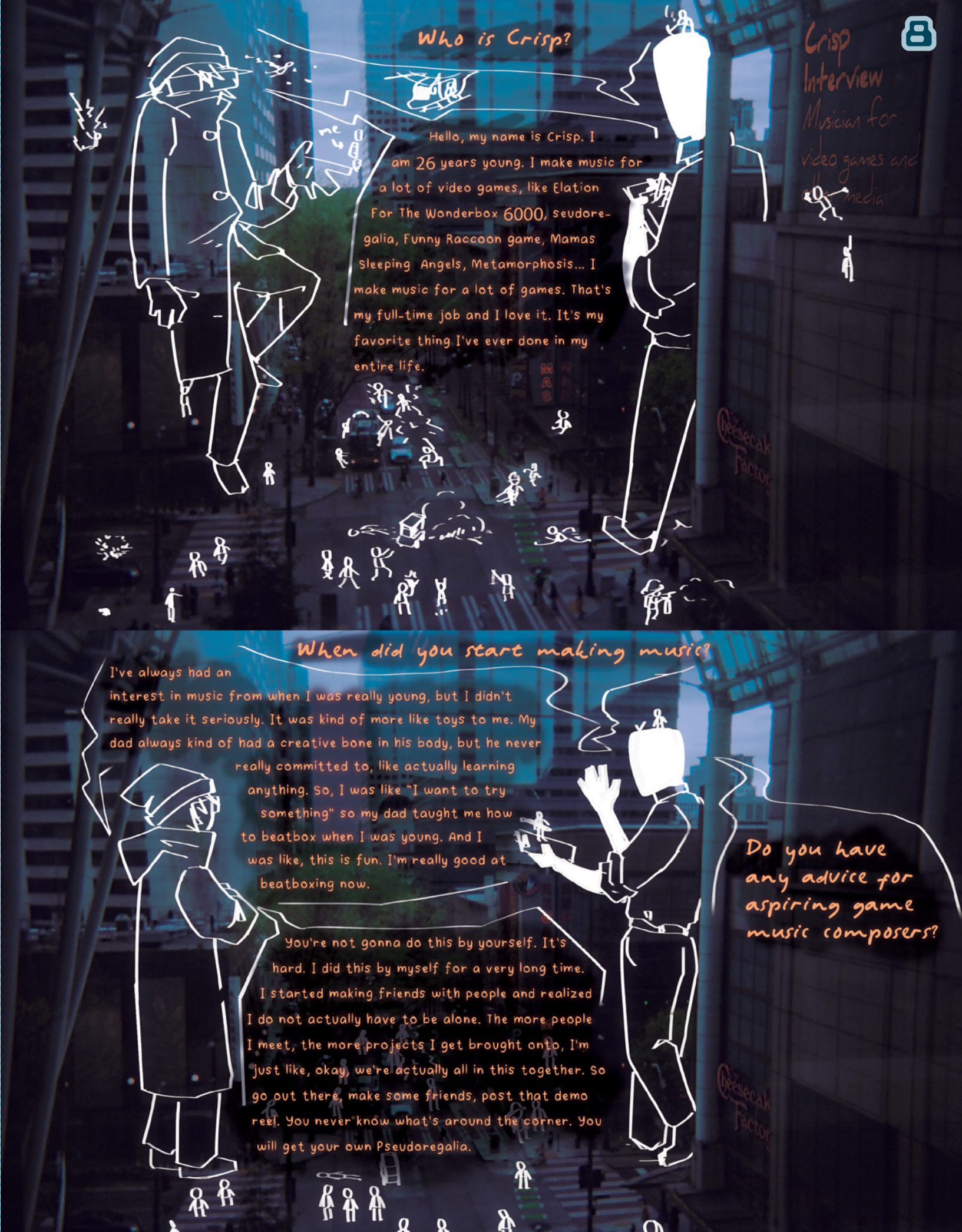
I'm going to be honest. I don't, like, completely, know. [...] My mom always told me that I would be a great teacher, and I never, like, totally grasped what she was talking about because I was I was so bad at school. [...] I've mostly worked in like tech support, but it was something that like I just 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



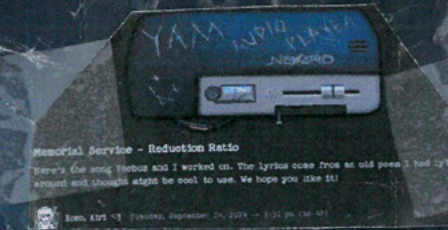
AUGUST 30

Minecraft server "Users'
Playground" goes live



SEPTEMBER 24

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



NOVEMBER 8

Our secret friend Code
Monkey is born...



OCTOBER 17

3000 visitors reached
and Yam joins Bluesky



OCTOBER 1

Halloween decorations
are put up



DECEMBER 1

Christmas decorations
are put up



JANUARY 1

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



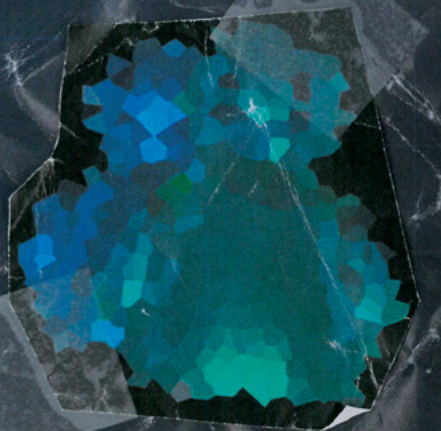
FEBRUARY 14

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...)

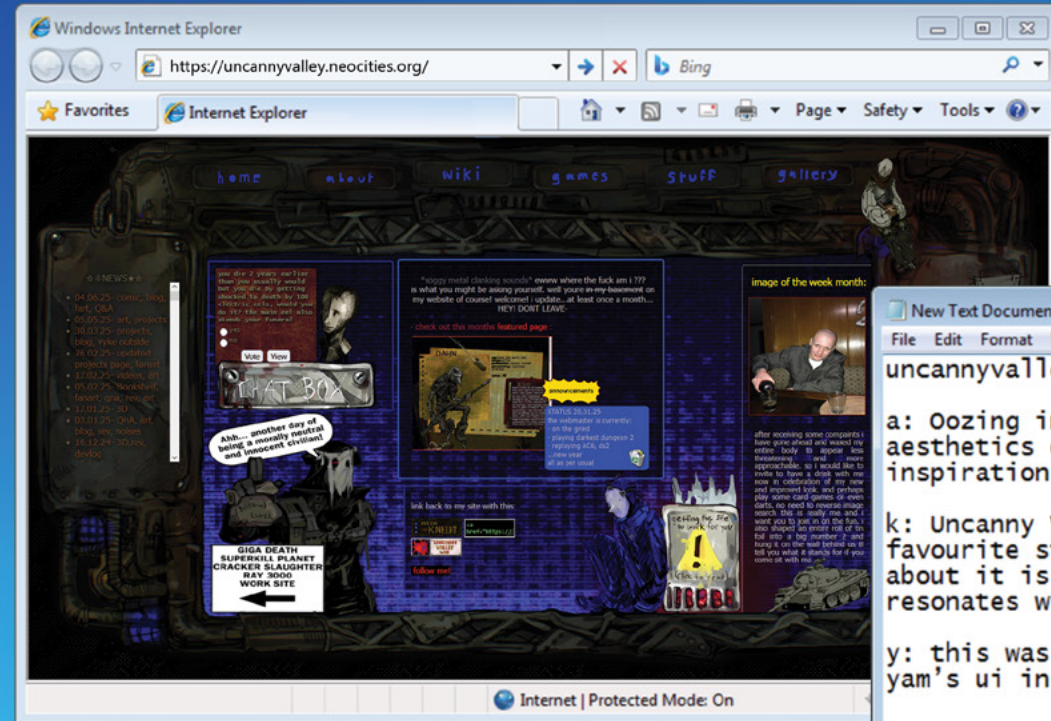


JUNE 8

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



Recycle Bin

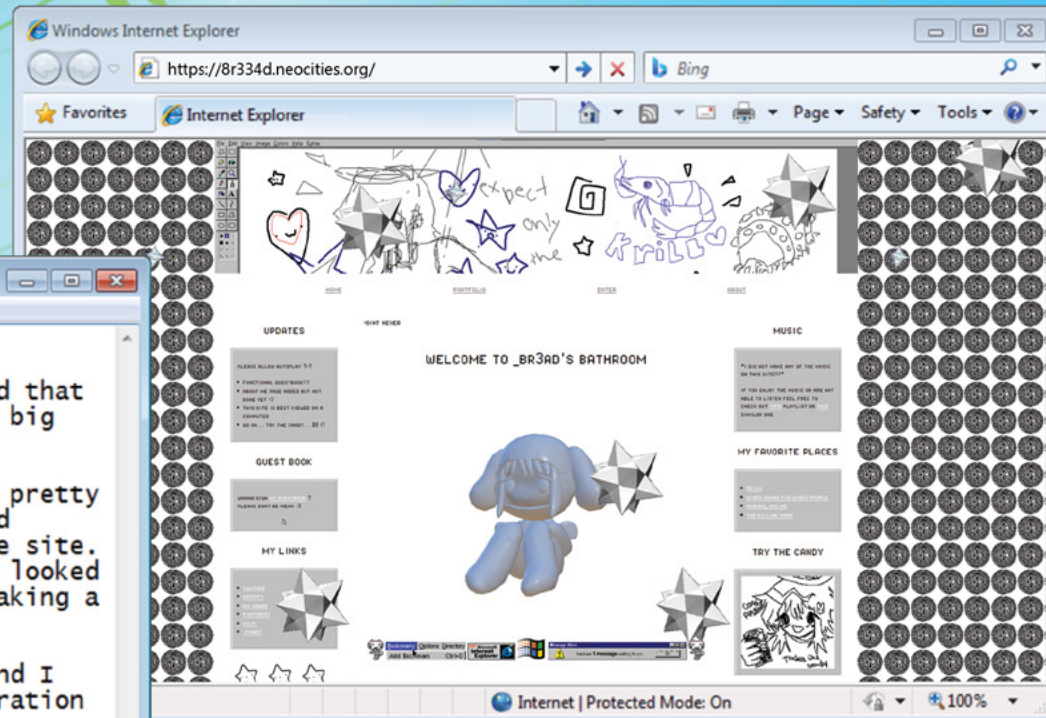


New Text Document - Notepad
File Edit Format View Help
uncannyvalley

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.

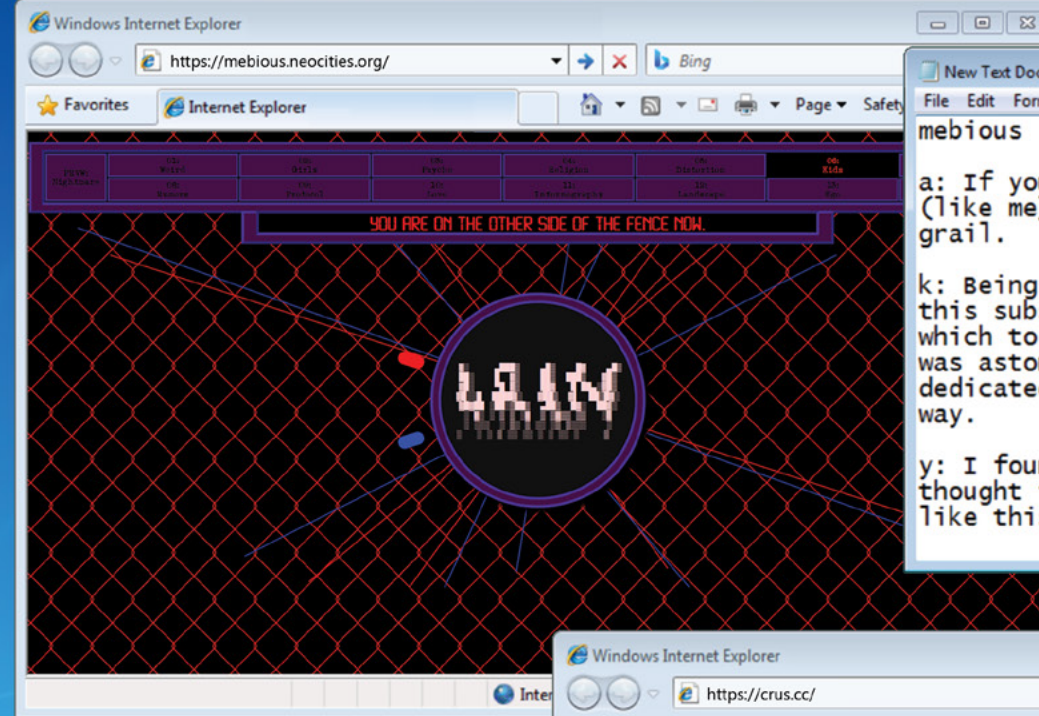


New Text Document - Notepad
File Edit Format View Help
8r334d

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

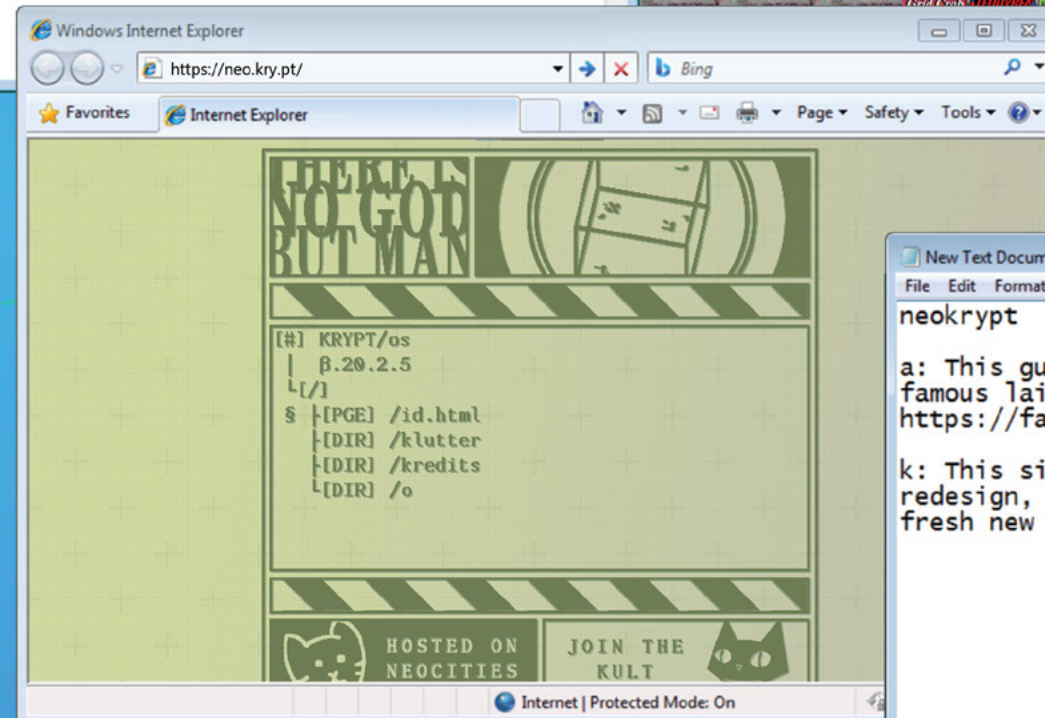
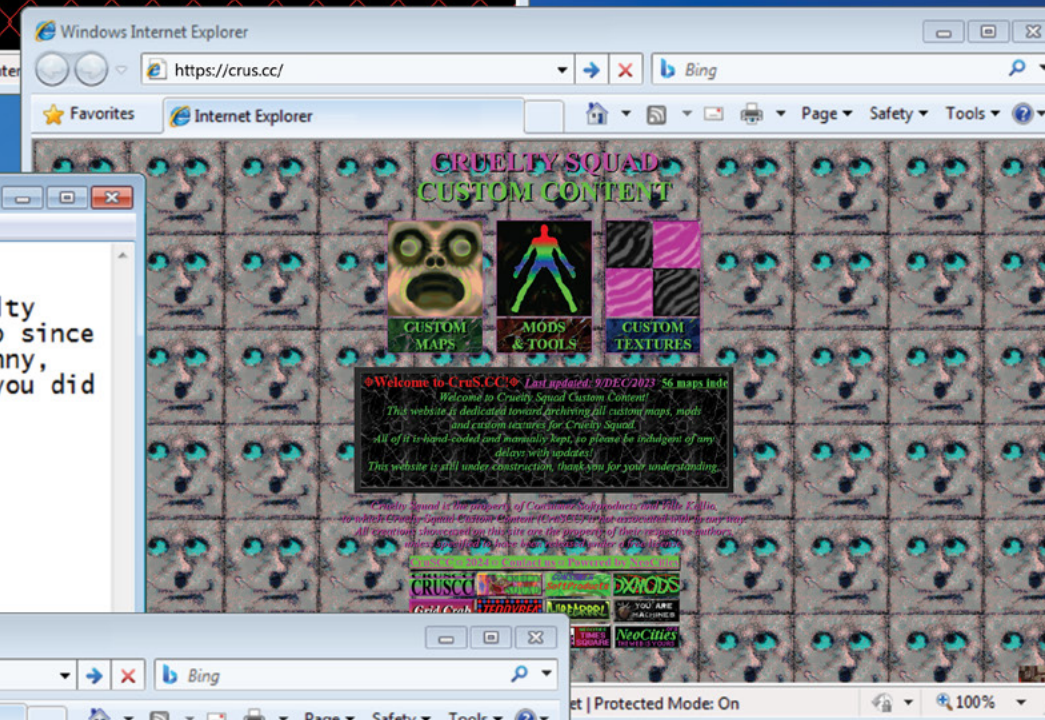
k: The guys introduced me to this pretty little corner of the net and found myself lost traversing through the site. It was one of the first things we looked at together when thinking about making a site of our own.

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



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!



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.



MY PHILOSOPHY ON OUR WORLDS COLLIDING

THOUGHTS FROM KIRI

Theory of self

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.



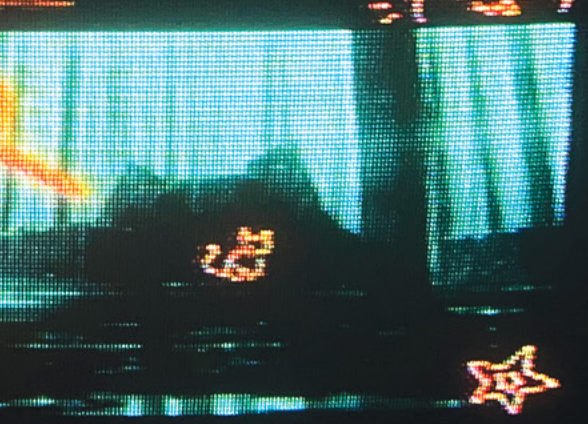
All this to say, I think the term 'alternate reality' actually suggests an inherent connection produced as the mutual consequences of one another's existence. With my reality and this other, sure, undeniable overlaps exist, but I don't think that it's quite enough evidence to prove that they're two sides 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.

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.

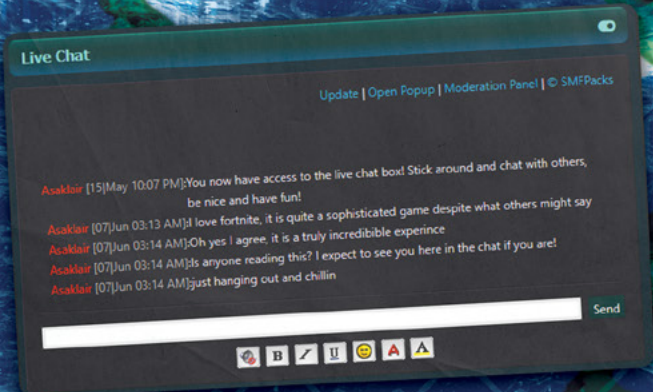


Introducing...

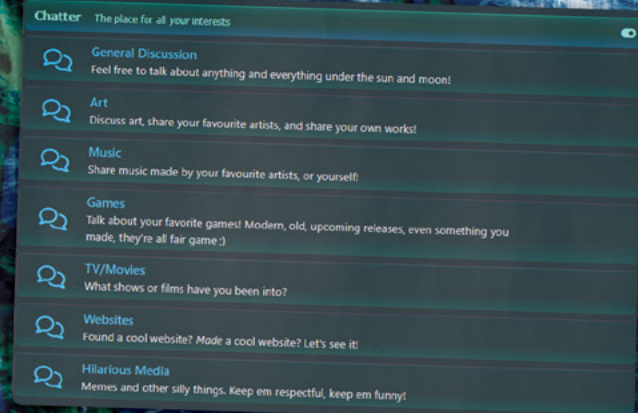


USERS' PLAYGROUND

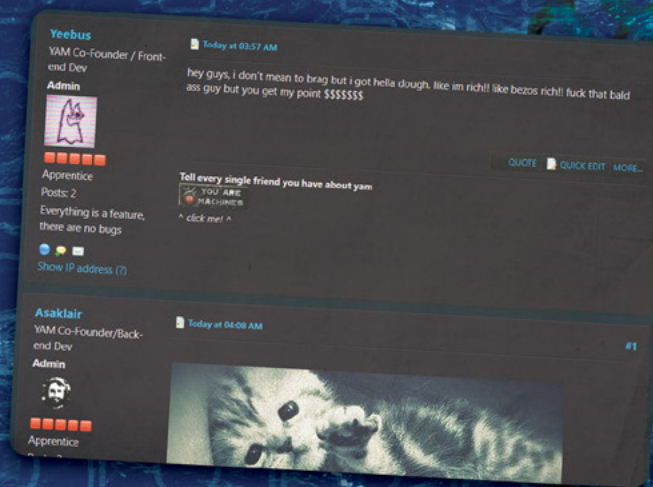
OUR BRAND NEW FORUM!



EXCITING CHATS!



FIND YOUR NICHE!



SOCIALIZE!



LIVE EVENTS!

SIGN UP AT USERSPLAYGROUND.COM

Thank You

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

YOU ARE MACHINES
USER MANUAL (YAMUM)
YOUAREMACHINES.COM

VOICE ACTORS

- * ASAKLAIR
- * KIRI
- * LIO
- * YEEBUS

TOTAL: 4.00

THANK YOU FOR
DONATING YOUR
VOICES

YOU ARE MACHINES
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

YOU ARE MACHINES
USER MANUAL (YAMUM)
YOUAREMACHINES.COM

OTHER

- * HOWLER.JS
- * ICECAST
- * LANE ZINE RADIO
- * TEXTURELABS.COM
- * YOU (ARE
MACHINES)

TOTAL: 5.00

THANK YOU FOR
MAKING YAM POSSIBLE

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

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

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



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