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whose ticks are "infinite" with respect to any reference frame. The "clocks" in a Time Hollow universe, in a sense, are always running. Time Hollow So, time can only flow in one direction, and is "static" or "equidistant" in some reference frames (if you move to a different reference frame, the tick rate increases and you lose time). But the universe might not be bound by the laws of time and space. Because there's a third dimension that allows events to happen in any location within the universe. The image above shows one example of the second and third dimensions. The events that are happening near the top are happening "now", but the ones below are "unseen" because we are seeing them from the "top". Image: XKCD. Time Hollow might be a reasonable way of thinking about reality, but its mathematics can be hard to get your head around. For example, in Time Hollow we can (and do) define the velocity of a particle at any given moment. If we choose a reference frame, where the velocity vector (ticks per second) is $(0,0)$ - so the particle is at the centre of the 82157476af

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