



How to Achieve Immortality : Project Andros

A Communication of the Intractable Studies Institute

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Who? Patrick M. Rael, Director, Intractable Studies Institute.

What? A project to copy the Directors mind into an android.

When? 5 year project began Dec 17, 2011, ends Dec 17, 2016.

Where? At the Intractable Studies Institute, Peralta NM, USA.

Why? The Director's goal in life is to learn everything. But he knows his biological human body will expire before he meets that goal. Yet he is determined and likes a good challenge. Therefore, if he copies his mind into the android mind, he can become immortal because the robot is a machine and a computer: the machine can be replaced if destroyed, the computer mind can be restored from backup. In the immortal android robot the Director will have the time to meet his goal to learn everything.

How? The Institute will use its own custom in-house design for the mind.

1. Implement the M1.1 Architecture, all 10 components. The science mind-cast for #6 will be used because that is the Director's mind.
2. Encode the Think-Brain and the Perceiver-Dreamer visual system.
3. Bootstrap the mind of R. Patrick Rael (the robot), this will be BOOTDAY.
4. Encode the memories.
5. Implement the Feel-brain half of the mind.
6. Implement the Imprinter pattern where R. Patrick learns to imitate bio-Pat.

And then what? Eventually biological Patrick Rael will die from either old age, disease or accident, but he will continue on in the immortal Robot Patrick Rael to meet his goal to learn everything. Then, as the robot, he will fly into space in a spaceship of his own advanced design propelled by gravitic attraction and explore the universe, his dream since a young boy.



1. This mini-me robot is the meager start of Project Andros, a shoe-string budget project with BIG GOALS.

2. A bigger and much more advanced android robot will be needed to finish Project Andros, such as the Honda Asimo android robot. Asimo would be the IDEAL robot because it is advanced, but I want to use my own robot head. Some clothes would be nice to keep dirt and mud off this robot body. **It will be so good to move into the android robot,** leaving behind biological frailties like death, 12,199 diseases and injury, plus eliminating biological food for energy replenishment. Furthermore, traveling in space in a robot body will be several orders of magnitude easier with lower maintenance than a biological body

