

# SPINE

The *Somatic-Projection Interlinked Neural Ensemble* (SPINE) is a control interface system used by the [NH-29](#) and [Type 33 Nekoalkyrja](#) and upgraded [Minkan](#) to interact directly with vehicles. It became available in [YE 29](#).

|                  |  |
|------------------|--|
| Year of Creation | <a href="#">YE 29</a>  |
| Designer         | <a href="#">Kessaku Systems</a> and <a href="#">Ketsurui Fleet Yards</a> |
| Nomenclature     | Type 29  |
| Manufacturer     | <a href="#">Kessaku Systems</a>  |
| Fielded by       | <a href="#">Star Army of Yamatai</a>                                     |
| Availability     | Mass Production  |
| Price            | Starting at 3000KS <sup>1)</sup>   |

## History

The SPINE interface was designed as a joint venture between [Kessaku Systems](#) and [Ketsurui Fleet Yards](#). It was designed to allow direct link interaction between [Nekoalkyrja](#), [PANTHEON-based Systems](#) and vehicles. The SPINE system was first used in [YE 29](#). It replaced the older SLICS (Shoulder Link Interface Control System) found in the [NH-7](#) and [NH-17](#) series models of [Nekoalkyrja](#).

## Function and Design

The Somatic-Projection Interlinked Neural Ensemble (SPINE) is a highly advanced and sophisticated control interface system employed by the [NH-29](#) and [Nekoalkyrja](#), [Type 33](#), designed to facilitate direct interaction between these synthetic beings and various types of vehicles, ranging from ground-based automobiles to aerial and even space-faring craft. SPINE is a remarkable fusion of cutting-edge technology and biological integration, revolutionizing the way [Nekoalkyrja](#) interface with their surroundings and machinery.

## Location

SPINE is integrated into the anatomical structure of the [Nekoalkyrja](#), [Type 33](#), and is primarily located on the small of their back. This placement was carefully chosen for both practical and ergonomic reasons. The location ensures that SPINE remains accessible and unobtrusive while allowing the [Nekoalkyrja](#) and upgraded [Minkan](#) to interact seamlessly with vehicles and other equipment. The design of SPINE incorporates elements of synthetic biology and cybernetics, making it a pivotal component of [Nekoalkyrja](#)'s physical and technological makeup.

Biological Integration: SPINE represents a remarkable fusion of [hemosynthetic](#) biological and technological innovation. The system interfaces directly with the [Nekoalkyrja](#)'s neural networks and

digital mind, allowing for the seamless exchange of information between the synthetic being and the vehicle they wish to control. This direct neural connection enables lightning-fast responses, unparalleled precision, and an intuitive control experience.

The biological component of SPINE includes specialized nerve endings and neurotransmitter receptors, which are intricately integrated into the [Nekovalkyrja](#)'s central nervous system. These biological components ensure that the [Nekovalkyrja](#) can transmit their intentions to the connected vehicle as naturally as if it were an extension of their own body.

## Technological Integration

Complementing the biological aspect, SPINE incorporates advanced cybernetic technology. This technology includes an array of sensors, data processors, and communication interfaces from [PANTHEON-based Systems](#). These components work together to process data from the vehicle's systems, environmental conditions, and the user's own sensory input.

Through the technological component of SPINE, the [Nekovalkyrja](#) or militarized [Minkan](#) can access vital information about the vehicle, such as engine performance, navigation data, and diagnostics, in real-time. Additionally, SPINE can provide sensory feedback, creating an immersive experience for the operator. For example, the [Nekovalkyrja](#) can feel the vibrations of a vehicle's engine or the subtle nuances of its controls through its biological integration with SPINE.

## Usage

The SPINE interface and placement on the small of their back, along with its direct neural connections and advanced technology, revolutionizes the way these synthetic beings interact with vehicles, providing unparalleled control, efficiency, and safety in various operational scenarios.

SPINE offers numerous advantages for interactions with vehicles:

- **Enhanced Control:** The direct neural connection ensures precise and responsive control over the vehicle's functions, enabling superior maneuverability and safety.
- **Efficiency:** SPINE streamlines the process of vehicle operation, reducing reaction times and minimizing the risk of errors.
- **Versatility:** Nekovalkyrja equipped with SPINE can interface with a wide range of vehicles, adapting to various operational needs.
- **Immersion:** The sensory feedback provided by SPINE creates a deeply immersive experience, making vehicle operations more intuitive and engaging.
- **Safety:** The seamless integration of SPINE reduces the risk of accidents and mishaps, enhancing overall safety during vehicle operation.

## OOO Notes

This article was written by [Wes](#). Updated by [Andrew](#) on 2023/09/18 16:45. With assistance from ChatGPT.

This was approved by [Wes](#) on 2023/09/18.<sup>2)</sup>

| Star Army Logistics       |                                 |
|---------------------------|---------------------------------|
| Supply Classification     | Class E - PARTS AND COMPONENTS  |
| First Used                | <a href="#">YE 29</a>           |
| Products & Items Database |                                 |
| Product Name              | SPINE                           |
| Nomenclature              | Type 29                         |
| Manufacturer              | <a href="#">Kessaku Systems</a> |
| Year Released             | <a href="#">YE 29</a>           |
| Price (KS)                | 3 ,000.00 KS                    |

<sup>1)</sup>

Not for sale, merely reflects value

<sup>2)</sup>

<https://starmy.com/roleplay-forum/threads/spine.70897/#post-440323>

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