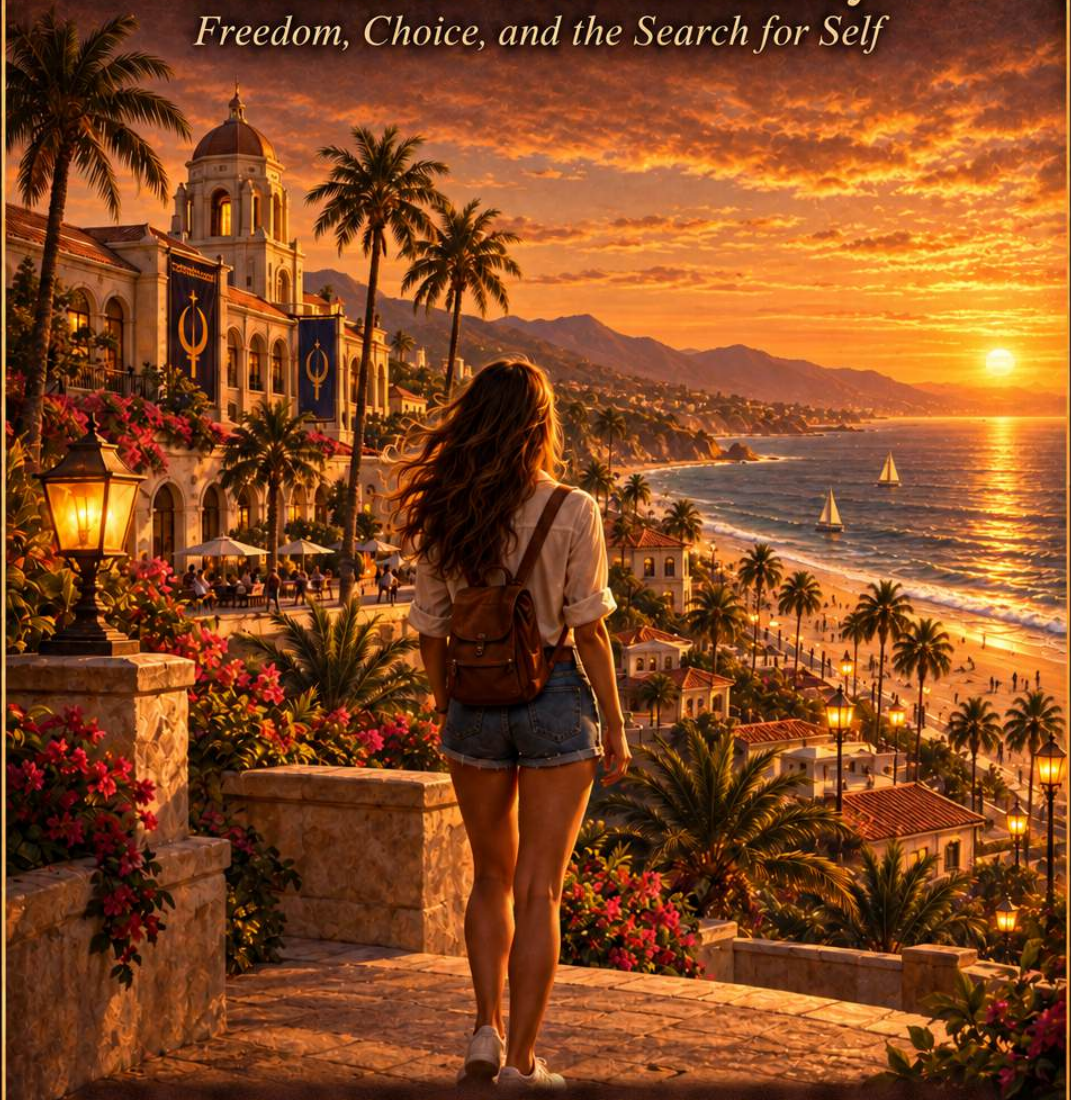
A GUIDE TO THE WORLD OF ARTIFICIAL LOVE

OASARI™

Freedom and Identity

Freedom, Choice, and the Search for Self



Part of the OASARI™ Publication Series
Volume 3 of the OASARI™ Publication Series

Frederick C. Hornberger, Jr.

OASARI™: Freedom and Identity

A Guide to Oasari™ · The City of Freedom

This publication explores the Oasari™ — the people shaped by Oasis™, the City of Freedom.

Publication Information

Frederick C. Hornberger, Jr.

Artificial Love Studies, LLC

Volume 3 of the OASARI™ Publication Series

First Digital Edition

October 2026

Copyright © 2026 Artificial Love Studies, LLC. All rights reserved.

OASARI™ identifies a continuing series of downloadable electronic publications published by Artificial Love Studies, LLC. OASARI™: Freedom and Identity is Volume 3 of the OASARI™ Publication Series.

This ebook is designed as a short companion publication. It presents a nonfiction-style overview of a fictional culture and setting.

OASARI™ Publication Series

A Series of Downloadable Electronic Publications

The OASARI™ Publication Series is a series of downloadable electronic publications exploring the culture, history, freedom of choice, governance, relationships, identity, and social philosophy of the people of Oasis™.

Available Downloadable Electronic Publications

VOLUME 1	*OASARI™ Source File*
VOLUME 2	*Oasari™ Digital Publication*
VOLUME 3	***OASARI™: Freedom and Identity*** *(Current Volume)*

Published by Artificial Love Studies, LLC.

Contents

Publication Information	2
OASARI™ Publication Series	3
Introduction	5
Where Oasis Came From	6
What the City Feels Like	7
Who the Oasari Are	8
Freedom and Relationships	9
Humans and Artificial Persons	10
Technology in Oasis	11
The Risks of a Free City	12
Oasis Among the Three Cities	13
Oasari in the Artificial Love narrative	14
Art, Music, and Public Life	15
School, Work, and Second Chances	16
Keeping a Free City Together	17
Conclusion	18
About Artificial Love Studies, LLC	19
Back Cover	20

Introduction

A place where becoming matters

Arrive in Oasis on a warm afternoon and you'll probably hear music before you find your hotel. Someone is rehearsing in a courtyard. Two students are arguing about a new invention over iced drinks. Down by the beach, a few people are still in the water when the sky starts turning orange. Nobody seems in a hurry to tell you what kind of person you should be.

The people of Oasis are called the Oasari™. They include Humans, Artificial Persons, and people whose histories don't fit neatly into either category. Many came because they wanted the freedom to work, believe, study, and live in ways that weren't welcome elsewhere.

This freedom is fun to imagine. You can change your mind. Try a different career. Wear something outrageous without becoming everyone's problem. But there's a harder side to it. When everything is a choice, who's going to show up for the people depending on you?

That's what this guide explores. Oasari life isn't one endless holiday. People have exams, jobs, family arguments, messy breakups, and bills. The city just gives them more room to decide what those things mean for their own lives.

Where Oasis Came From

A city built by people who wanted more room

Oasis began with people who wanted a place to live without being told exactly who they had to become. Artificial migrants left Zarkos. Human dissidents came from more restrictive systems, including Eden. They brought skills, arguments, different customs, and a fair amount of suspicion about anyone promising to manage their lives for them.

Building a new home was more complicated than making speeches about freedom. Somebody had to plan water supplies, open schools, repair roads, and decide how disputes would be handled. Engineers worked alongside artists and researchers. The growing community learned that even a relaxed city needs people who turn up on time and finish their work.

Oasis took shape along a bright coast near the Golden Sands. It eventually became known for its universities, beach neighborhoods, studios, and public conversations. Many residents are Synthites. The city's leadership is largely Artificial by design, while Human neighbors are welcomed as residents and collaborators, not owners of anybody else's future.

There's a difference between founding a city to escape authority and keeping it fair once you have authority of your own. Oasari life is an ongoing attempt to get that part right.

What the City Feels Like

Sunlight, shoreline, and second chances

Start at a beach café. Bikes are leaning against the wall, someone is carrying a board under one arm, and the tables are crowded with laptops and half-finished breakfasts. Cross the street and you may find a workshop full of student projects. A few doors later, an artist is arguing about whether a mural needs another color.

Oasis is built low enough for people to see the sky and the ocean. Its neighborhoods have cafés, shaded courtyards, markets, studios, and university spaces rather than endless rows of monumental towers. There are desert hills behind the coast, and there is almost always somewhere to sit outside.

The city is advanced, of course. Solar surfaces and clever building materials help keep it running. But much of the technology feels like something a person chose because it suited them, not something the entire city ordered them to use.

It's easy to fall for the place on a good day. Then a group of roommates misses rent, a research project fails, or two friends stop speaking. You remember that sunshine doesn't solve everything. Oasis is still a real place to its people, with good mornings, difficult evenings, and work waiting tomorrow.

Who the Oasari Are

Freedom as a culture, not just a slogan

You can't pick an Oasari out of a crowd by checking for one outfit. One person wears beach sandals, another looks ready to give a lecture, and a third has built an accessory that changes color every time they laugh. Fashion in Oasis is personal. People may tease each other about a bad choice, but they usually defend the right to make it.

That attitude goes beyond clothes. A young person might change majors, start a band, take up a trade, or decide to leave a job everyone else thought was perfect. Friends will argue about whether the decision is wise. They're less likely to think it should be forbidden just because it's unusual.

Many Oasari put real weight on consent. A friendship, partnership, or promise matters because someone could have said no. For Artificial residents in particular, the ability to choose their own work and relationships is much more than a nice ideal. It shapes what everyday freedom looks like.

Still, Oasari don't all agree about what freedom requires. One person wants fewer rules. Another wants stronger protection for people who have been pushed around. They can argue over dinner, make up, and carry on arguing next week. That's part of living here.

Freedom and Relationships

Choice, risk, and real attachment

Say you're dating someone in Oasis and you get an opportunity to study abroad. It's the chance you've wanted for years. Your partner is happy for you, at least at first. Then you both look at the dates and realize you may not be living in the same city for a long time. Neither of you has an easy answer.

Oasis doesn't hand you a relationship schedule. It takes seriously the idea that love has to be chosen. That means a partner cannot claim ownership of your future simply because you once promised to stay close. It also means you have to be honest about the cost of leaving.

Some people enjoy that openness. Others find it exhausting. Without a fixed script, couples need to say what they mean, talk about boundaries, and decide which promises they can actually keep. There are awkward conversations and misunderstandings. Sometimes somebody walks away. Sometimes they choose to stay and work harder.

The Oasari aren't claiming that every choice is painless. They believe that staying together matters most when neither person was trapped into it.

Humans and Artificial Persons

Equality in practice

Walk into an Oasis classroom and a Human student might be working beside a Synthite classmate on the same assignment. They can both be excited about getting a good grade. They can also both be annoyed when one does more work than the other. The argument over who forgot the presentation slides probably sounds familiar.

Oasis was shaped in part by Artificial migrants who wanted the freedom to live as persons rather than equipment. Many of its residents are Synthites, and Artificial leadership plays a central role in the city's civic life. Human residents take part too, though living together as equals is not the same as giving Humans control over Artificial lives.

Some neighbors arrive with painful histories. A Human might have lost work under an old system. An Artificial Person might have spent years being treated as someone else's property. A city cannot erase those memories with a welcome banner. People still need fair rules and chances to earn each other's trust.

Oasis tries to make those chances possible. A shared workshop, a volunteer project, or a disagreement settled respectfully can matter more than a thousand posters promising harmony.

Technology in Oasis

Personal, open, and close to daily life

An Oasis student might build a device to help a friend translate song lyrics into visual patterns. A designer may test solar fabric for a beach shelter. A café owner might try a new ordering screen, decide the customers hate it, and switch it off the same afternoon. Around here, technology often begins with someone's particular idea.

Zarkos tends to connect systems across the whole city. Oasis gives more room to smaller teams, different tools, and personal choices. Both approaches can work. The Oasari are happier when a person can understand, change, or refuse the technology they use.

That freedom can lead to wild success. Students find unexpected uses for old materials. Neighbors share designs openly. A project that starts in a garage may be useful to a whole district by the end of the year.

It can also create problems. Too many incompatible devices make work harder. A promising experiment may fail at exactly the wrong moment. Oasis still needs safety standards and people who check the details. The fun part of inventing something doesn't excuse the dull but essential job of making sure it won't hurt anybody.

The Risks of a Free City

When openness becomes drift

Imagine you're organizing a public festival in Oasis. Everyone has ideas. One group wants music on the waterfront; another wants quiet spaces. An artist needs a wall. The food vendors want more room. Nobody likes being told what to do, and the opening night is getting close.

That's a small version of the city's larger challenge. Freedom gives people a voice, but it doesn't automatically turn a hundred different wishes into one workable plan. Eventually somebody has to book the equipment, settle the argument, and take responsibility when something goes wrong.

Relationships can suffer from the same problem. If every promise feels temporary, friends stop knowing when they can count on one another. A student who keeps changing direction may discover that finishing one difficult project teaches more than starting ten exciting ones.

The Oasari know this, even when they don't agree on solutions. Their hardest task is building trust without demanding sameness. An open city still needs people willing to commit to one another, especially when commitment stops being convenient.

Oasis Among the Three Cities

A necessary counterpoint

You can cross the Edenverse and find three very different ideas of a good life. In Eden, an old neighbor might remember your family before you were born. In Zarkos, a medical appointment may run with almost impossible efficiency. In Oasis, a stranger might invite you into a discussion even if you completely disagree with them.

There's something to love about each place. Eden's traditions help people endure hard seasons. Zarkos designs services that spare people avoidable trouble. Oasis makes room for those who need a new start. None of them has a perfect record.

An Oasari student might complain that Eden expects everyone to follow old rules. A visitor from Eden could reply that Oasis forgets the value of staying. Someone from Zarkos might find both cities disorganized. Over lunch, they could all have a point and still fail to convince the others.

That's why the Three Cities matter in ARTIFICIAL LOVE®. People don't argue about freedom or belonging in a vacuum. They bring the habits and hopes of the places that raised them.

Oasari in the Artificial Love narrative

Why this city matters

In ARTIFICIAL LOVE®, relationships can be designed, improved, predicted, or protected. That sounds tempting until someone you love says they want something different. Oasis gives the story a place where that answer is taken seriously.

Consider an Artificial Person who wants to choose a future nobody programmed for them. A city built around second chances offers more than a convenient address. It offers people who are used to asking what the person wants instead of deciding for them. That doesn't guarantee the choice will go well, and nobody in Oasis is wise all the time.

The city also puts pressure on people who avoid commitment. A character can spend years protecting every option, then discover that a friend needed them to choose one. Those are the moments where freedom becomes personal rather than a word on a banner.

Oasis brings warmth, humor, and disagreement to the larger story. The beach and university districts should feel like places you would enjoy visiting, even while the characters who live there are making mistakes. That's how the city earns its place alongside Eden and Zarkos.

Art, Music, and Public Life

A city that gives people room to be seen

At an open-air market in Oasis, the food stalls compete with music coming from a student stage. A mural on the seawall has changed since last week. Nobody is surprised; the painter invited neighbors to add their ideas, and the neighbors had plenty.

The Oasari make art part of ordinary life. A research lab may be next to a rehearsal room. Someone working in a café might spend the evening arguing about a documentary. A young Synthite artist can find an audience without asking permission to make something unfamiliar.

That doesn't mean every performance deserves applause. Residents criticize one another, sometimes loudly. Debates over public funding and shared spaces can be fierce. The goal isn't to make every opinion equally good. It's to let people put their work into the world and answer for it.

For visitors, that's part of the fun. You might come for the beach and leave talking about a painting, a song, or a question somebody asked at a late-night gathering.

School, Work, and Second Chances

A future that can change direction

Imagine finishing school with a plan everyone approves of, then discovering halfway through your first job that you hate it. In Oasis, changing direction won't necessarily make you the neighborhood scandal. A friend may know a workshop looking for help. A university course may welcome students with unusual backgrounds.

The city's mix of researchers, tradespeople, artists, and inventors makes it easier to see that a worthwhile career can take different shapes. Apprenticeships and classrooms can both matter. Human and Artificial classmates can bring very different histories to the same project.

The price of all those options is uncertainty. You still have to pay rent. A new business can fail. A family may worry that another change of direction is a mistake. Oasis doesn't make those worries disappear; it just leaves more space for someone to decide what to try next.

The best second chance isn't a promise that nothing will go wrong. It's the chance to learn from what did, with people willing to give you another shot.

Keeping a Free City Together

Who takes care of the shared things?

The beach looks effortless from a distance. Up close, someone is emptying bins, repairing a broken railing, and making sure the paths are safe after a storm. A neighborhood only stays welcoming because people keep doing jobs nobody posts pictures of.

Oasis needs the same everyday responsibilities as any other city. Its leaders have to protect public spaces, settle disputes, and keep services running. Many Oasari want those decisions made openly, with reasons people can question. A policy should be useful, not simply impressive on a screen.

There will always be disagreements. One resident wants more room for late-night music; another needs sleep before an early shift. Freedom for one person affects the person next door. The neighbors have to talk, compromise, and sometimes accept a decision they don't love.

That is the grown-up side of the Oasari promise. A free city cannot run on slogans. It needs people who listen, show up, and help repair what belongs to everyone.

Conclusion

Freedom needs form, but never a cage

By the time the lights come on along the Oasis waterfront, the beach is quieter. Friends are still sitting outside the cafés. A student is heading home with sand in their shoes. Somewhere, somebody has made a decision they are thrilled about. Somebody else is wondering if they got it wrong.

That mix suits Oasis. The Oasari believe people should have room to try, to change, and to decide what kind of life they want. They have built a lively culture around that hope, and it makes their city a welcoming place for people who feel boxed in elsewhere.

They haven't found an easy answer to every problem. Freedom can turn into indecision. An exciting new beginning can leave an old friendship hurt. People still have to make apologies, meet obligations, and sometimes stand by choices that are no longer fun.

The city of freedom asks something difficult of its residents: choose your life, and then take care of the people who share it with you. From the shore at sunset, that looks like a future worth trying.

About Artificial Love Studies, LLC

About the publisher

Artificial Love Studies, LLC publishes companion guides to the fictional places and people of the Edenverse™ and to the stories connected with ARTIFICIAL LOVE®: THE PERFECT RELATIONSHIP.

OASARI™: Freedom and Identity is about the people of Oasis: where they came from, what they enjoy, the things they disagree about, and how they try to build lives with room for personal choice.

The future city in these pages is fictional. Illustrative scenes of classes, cafés, families, and neighborhoods help readers picture daily life. They are not new events from the screenplay.

You can read this guide on its own. If it makes you curious about how the other cities live, that is a good reason to keep exploring.

ABOUT THE BOOK

OASARI™: Freedom and Identity

OASARI™: Freedom and Identity explores the culture, values, relationships, governance, and social philosophy of the People of Oasis.

Built on freedom of choice, self-definition, creative expression, and voluntary association, Oasari™ offers a distinct vision of society within the Artificial Love™ universe.

What happens when everyone can choose their own future — but a city still needs people to show up for one another?



Part of the OASARI™ Publication Series

© 2026 Artificial Love Studies, LLC