DECRYPTING THE NOAH RIDDLE
by
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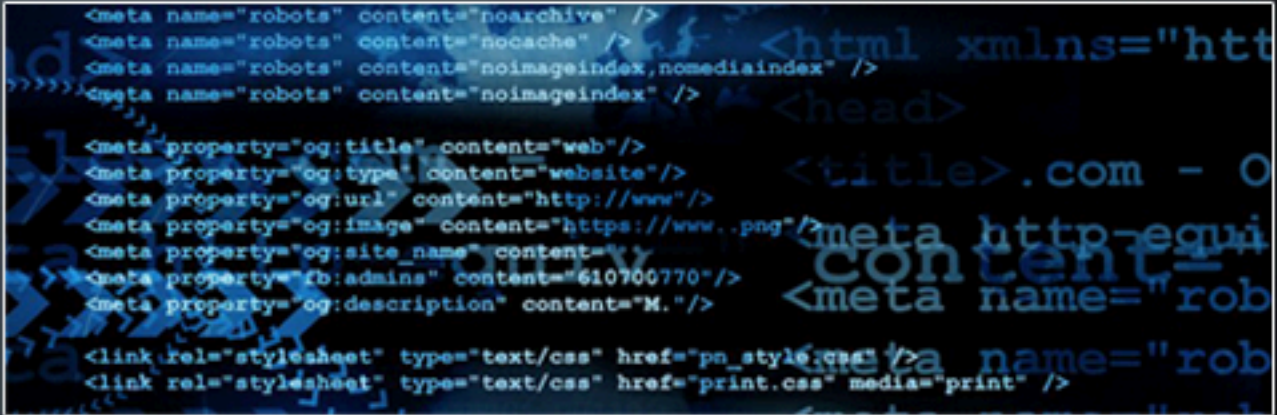

This early Sumerian illustration of the ark and its inhabitants is generally thought to be definitive.

As every schoolboy or girl knows, if you wanted to get inside Noah's Ark, you needed to find a partner because just about everybody and everything all went in "*two by two*". Procreationists have long held that this was just the ancient scribe's way of signalling that - even way back in the times when low-bellied snakes roamed the land and original sin was a very recent memory - everyone knew it "*takes two to tango*".

So it's only more recently that science has begun to ask more fundamental questions. Is there something more deeply significant in the number two than we have hitherto assumed? Did, for example the number 2 mark the limit of our ancient forebear's capacity to count? Was Noah stuck on two because he could not yet conceive of a quantity beyond it - let's say 3?

In 2017 computer scientists from the University of Alton Pancras entered into collaboration with The Thrupiece Faith Foundation, The Threadbone Institute for Semiotic Decryption and The Royal Dorset College of Animal Husbandry to see if they could finally solve the "*Riddle of Noah's Ark*" by bringing the finest minds and the latest computing techniques to bear on the problem. By April of that year they had produced an ultra-high definition digital scan of the most important surviving Sumerian illustration of the Ark (the original plans for the Ark are thought to have been mislaid during a violent but little undertood rain-storm and flood) and it was this which was to prove key to the complex digi-forensic investigations which followed.

Only the most advanced science allied to groundbreaking computer programming could solve once and for all the ancient riddle. It took Threadbone Laboratory technicians two years to develop their methods and confirm their startling findings.

Chief scientist Dr Canaan Able believes that the spin-off value to both computer science and image decryptation will be absolutely immeasurable.

TOP: Work in progress; MIDDLE: The number crunching; BOTTOM: The Threadbone Laboratories designed super computer [The MACCAPACCA PRO 3160]