Quotidian Quorom: Survival Strategy

Congratulations for displaying the virtue of: Curiosity!

You may be asking yourself: "Just how do these idiot crow bois actually not go extinct in ten minutes? I've literally seen them 'investigate' a naga's waiting and open mouth. "

The key here is the fact that unlike most evolved sapient species, InQQuisitive Beings are R strategists! This means that individual units are low quality, prone to death and just generally kind of idiots. The species survives as long as they can breed in numbers that overwhelm their own potential to walk right up to a Titan to get an interview.

Now, an obvious follow up question here is: "If every individual inQQuisitive Being is a death prone idiot, how do they get ANYTHING done other than survival?"

The key lies in Swarm Intelligence. Even if 11 inQQuisitive Beings die gathering data, if the 12th makes it back to an InfoHoard with the data gathered by the first 11, the information is preserved. inQQuisitive Beings follow relatively simple rules that cause complex emergent behavior in the group as a whole.

If you get enough inQQuisitive Beings working at a problem, incredible progress may be made even while no individual inQQuisitive Being understands what is going on in its entirety or even working at cross purposes.

inQQuisitive Beings are roughly categorized by their strengths. By far the bulk of inQQuisitive Beings have low levels of sentience, and could not be mistaken for sapient. They gather and report data with a singleminded focus. Less commonly, you will find inQQuisitive Beings capable of basic processing of data, synthesizing conclusions from reports and forwarding them up the chain. Most rarely, generally in the role of "Faction Leader", you will find inQQuisitive Beings capable of organizing and directing the efforts of the swarm as a whole. These beings take in vast amounts of highly processed data and form a high level "Executive Summary" to present to "Bestie" clients. In the absence of a micromanaging "Bestie", faction leaders will even

broadly direct the swarm towards goals that best fit with the priorities of the "Bestie".