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THE REALLY WEIRD STUFF

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PRELIMINARY READING

Before you begin reading this document, you should first read my article:

<http://www.disclosuree.com/AfricaEarth.pdf>

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WARNING: The ideas presented in this document significantly diverge from contemporary UFO mythology. **You may wish to think of the rest of this document as “very WEIRD science fiction”.**

HOW TO MAKE POLITICAL/BUSINESS/MILITARY PLANS IN A WORLD WHERE ANYONE CAN SPY ON YOU (PART 1)

UFO technology changes the process of planning and making decisions because:

- Anyone who makes “plans” (such as military or strategic plans) **can be spied on visually or audibly** using spy-bots.
- Their **thought processes can be spied** on using brain implants.
- They can be **influenced by their brain implants**.

Some **ramifications**:

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- **Individuals (or groups) may be biased** by the imperius curse. Be aware that **an idea or plan may not “feel right” even though it is “empirically” right...** and that an idea or plan that is “empirically” right **doesn’t take the important element of “intuition” into account.**
- If a **single plan** is being developed, **assume that the plan is known by the “enemy”.**
- If **several plans** are being developed, **assume that they’re all known by the “enemy”.**
- **Create so many plans at once** that the “enemy” **can’t counteract** all of the plans.
- **Be prepared to execute any single plan (or multiple plans) at any time.**
- Don’t plan on making plans **too far in advance.**
- **Make decisions** about which plan will be executed **at the last moment.**
- Be prepared to **improvise.**
- Use **varied communication channels**, assuming that they are all watched and/or modified by the “enemy”.
- **Conceptually encode communications** so that even if they’re decrypted, the “enemy” fully understand the communications.
- **The more encrypted or conceptually encoded a message appears**, the more effort an “enemy” will put into decrypting it.
- A **pair of dice** is always handy.

A deeply random thought

If you **gave your children 2" x 4" pieces of wood** and let them create whatever they wanted in a woodworking shop, what would you do if they **built themselves wooden swords and proceeded to bash each other up?** How many **years** before you would provide them more wood?

EXTRA-DIMENSIONAL UNDERGROUND CITIES (AND VILLAGES) (PART 1)

If the **Earth is extradimensional**, then:

- **Extradimensional mountains often exist in the same three-dimensional space as ordinary mountains**, especially when tectonic-plate folding formed the mountains.
- The **extradimensional mountains may be slightly larger (taller) or smaller (shorter)** than the ordinary-space mountains.
- If an **ordinary-space mountain has been mined out (perhaps millions of years ago)**, then **extradimensional mountains may sometimes exist where ordinary-space mountains do not**.

Extradimensional underground cities can be built in extradimensional mountains:

- The **"layer" of extradimensional space must be carefully chosen** so that the city's occupants won't fall ill too quickly. Nauseousness and worse illnesses

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are a side-effect of an ordinary three-dimensional person **living in an extradimensional space**.

- The rocks/soil are **removed in a manner similar to creating underground bases** (described previously).
- The walls must be **sealed to minimize oxygen leakage**. **Extradimensional engines** are sometimes included in the walls and rooms to **minimize the illness-causing effects of extradimensional living**.
- If possible, **cubes are placed on top of the mountain in a “counteracting” layer of extradimensional space**, so that people working in the mountain city by day, **can “decompress” in their condo cubes by night**.
Extradimensional elevators connect the workspace and condos.

This is difficult to explain, except in terms of thermal temperature: People who work in thermally-hot workplaces like to visit thermally-cool escape rooms (showers or air-conditioning) once in awhile to cool off. If they stay in the thermally-cool escape rooms too long, they become too cold, and need to return to the thermally-hot workplace.

- A **UFO port** is inevitably attached to the extradimensional city.
- Several **gateways** (extradimensional elevators) will also be attached to the city, allowing residents to enter ordinary space when no “Homo sapiens sol” are around. The gateways may even be large enough to **transport trucks to/from ordinary space**.

Extradimensional underground cities are located all over the Earth. At the moment, they can only be “seen” by extradimensional vehicles travelling in a nearby “layer” of extradimensional space.

A deeply random thought

Consult your Yellow Pages for businesses providing tours of your local extradimensional underground city.

ENCOUNTER SUITS (PART 1)

Encounter suits are like “**dry suits**” (http://en.wikipedia.org/wiki/Dry_suit) that allow their wearers to **safely enter extradimensional space for short periods of time.**

These instructions are **ONLY** guidelines, and **NOT** intended to be a complete guide to encounter suits. Encounter suits are very **DANGEROUS**. Going near or interacting with people in encounter suits is at **YOUR OWN RISK**.

BASIC ENCOUNTER SUITS

Some notable features are:

- **Head-to-toe coverage**, just like a “dry suit”.
- The material is often **grey** in colour, but not always. They are made from a **flexible polymer of metal atoms and atypical atoms** (unusual baryons

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(<http://en.wikipedia.org/wiki/Baryon> and http://en.wikipedia.org/wiki/List_of_baryons) and/or extradimensional matter).

- The suits include “**extra-dense**” **shoe soles** for walking, and **hand pads** for picking up objects. Thick **buttock pads** and **back pads** let the wearer sit down on steel or wood chairs in ordinary three-dimensional space.
- **Goggles** built into the suit provide **vision that is extradimensionally shifted**. **Telemetry** is also displayed in the goggles. The combination of **grey colour and bug-eyed goggles** causes some races wearing encounter-suits to look like (people formerly known as) “greys” from a distance.
- **Oxygen** tanks or generators are included, along with **heating and/or cooling**.
- **Weak extradimensional engines** allow the wearer to **move extradimensionally** and, to a lesser extent, **fly around three-dimensional space** (particularly when the person is extradimensionally shifted, resulting in weaker gravity).
- An optional **headband** allows the wearer’s **head to be extradimensionally shifted**.
- **Safety measures** include **self-healing skins** (for small punctures) and **automatically pushing** the occupant out of ordinary three-dimensional space in the event of an emergency.

MOVING IN AN ENCOUNTER SUIT

Extradimensional suits let their wearers move through solid objects.

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- When someone in a **suit is extradimensionally shifted**, they are “**melted**”:
 - **Gravity is weak**, letting people fly without using much energy from their energy packs.
 - People can **fly/float through low-density materials**, such as **wood and glass**. As a general rule, basic encounter suits can only pass through **thin steel**.
 - **You cannot see someone extradimensionally shifted** in an encounter suit.
- As soon as someone in an encounter suit “**touches**” a solid object (like a floor), they begin to “**un-melt**”. As the person un-melts, **their suit and body extradimensionally shift towards normal three-dimensional space**, while the **object they touch extradimensionally shifts away** from normal three-dimensional space.

As an analogy: **Someone in an encounter suit is “hot”, while the floor is “cool”**. When they touch the floor, people in encounter suits “cool off”, while the floor “heats up”.

- As the encounter suit **un-melts**, the suit goes from **invisible to transparent to opaque**. Depending on the suit, the **person’s skeleton is sometimes visible** before their suit is. (This is a useful party trick for Halloween and haunted castles in Scotland.)
- Whatever **the encounter suit touches (such as the floor) starts to melt**. The melting object first **loses colour**, becoming dark-grey, then becomes **transparent**, and eventually **invisible and untouchable**. **Never touch a melted encounter suit or object**.

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- **Someone unmelting in an encounter suit must continue walking forward** or the floor they are standing on will melt, and they may “freeze” to the floor... having their flesh partially embedded in the floor or object.
- **Once the person is completely unmelted** and is standing in ordinary three-dimensional space, they must spend time “**decompressing**” before they unzip the encounter suit. The act of decompressing is often **nauseating**, so people who are decompressing prefer to **sit or lean** against a “dense” object, such as a steel chair (without padding).

SPOTTING PEOPLE IN ENCOUNTER SUITS

Encounter suits can be **spotted** using the following methods:

- If you **walk through someone** who is so extradimensionally shifted that they’re **invisible**, it may feel (a) **unpleasant to painful**, or (b) like you’re **walking through a ghost**.
- People in encounter suits are **semi-transparent while unmelting** into ordinary three-dimensional space. **Do NOT walk through someone** that is semi-transparent and/or unmelting.
- Looking through an extradimensionally-shifted encounter suits is similar to looking through a faint “**heat shimmer**”.
(http://en.wikipedia.org/wiki/Heat_shimmer)
- If you happen to have a wall of **flyscreen**, the “heat shimmer” is clearly **visible against the flyscreen** during the day.

WARNINGS:

- Always **follow the telepathic instructions** given by someone in an encounter suit. **Rephrase and repeat all instructions** using telepathy to ensure that there is no miscommunication.
- Wearing an encounter suit is a **claustrophobic** experience, particularly because of the **limited visibility** from the suit. **The person in the encounter suit may be more afraid than you are.**
- Always **keep away** from someone wearing an encounter suit.
- Make sure to **keep pets away** from people in encounter suits by locking them in a room.
- **Never touch**, walk through, or walk into someone wearing an encounter suit.
- Always carry a **LED flashlight (not halogen) and shine it at your feet** so people in encounter suits can more-easily see you. **Never shine a light** on someone wearing an encounter suit.
- Always wear a **white shirt** so people in encounter suits can see you more easily.
- Always **wear thick-soled shoes** when near people in encounter suits.
- **Never approach** an encounter suit or you may be melting, which could lead to wooziness, illness, or even death.
- **Do NOT attack anyone in an encounter suit** or throw anything into them.

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- **Do NOT run away or walk quickly unless clearly and REPEATEDLY instructed. Always walk slowly with half steps. Do not panic.**

A deeply random thought

Don't take a walk in a lightning storm with a UFO hovering above you.

HOW TO ARRANGE YOUR FURNITURE FOR EASIER ENTRY BY PEOPLE WEARING ENCOUNTER SUITS (PART 1)

These instructions are **ONLY** guidelines, and **NOT** intended to be a complete guide. **UFOs and encounter suits are very DANGEROUS.** Going near or interacting with UFOs or people in encounter suits is at **YOUR OWN RISK.**

THE BASICS OF ENTERING A HOUSE USING A UFO AND AN ENCOUNTER SUIT

For someone to **enter a house using an encounter suit:**

1. **A UFO hovers near the wall of the room** where the person is to enter. The UFO is **extradimensionally shifted** and usually not visible. A low-pitched buzzing/hum may be heard.

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2. The UFO **extradimensionally “melts” the wall** and part of the room; it is not melted in the normal sense of “melt”. See below.
3. The person in the **encounter suit flies into the room through the melted wall**.
4. The **UFO leaves** and lets the **wall and room “un-melt”**.
5. The person slowly **walks across the floor and un-melts**.
6. People in encounter suits must **stand or sit for several minutes to “decompress”** into normal three-dimensional space. Since decompressing is often nauseating, people in encounter suits prefer to decompress while sitting and/or leaning against an object.

SELECTING A ROOM WHERE THE UFO ENTERS

For someone to **enter a house using an encounter suit, a UFO (usually) extradimensionally “melts” an entry wall and part of the room**. The external wall **doesn’t melt in an ordinary physical sense**. Instead, it is **pushed out of ordinary three-dimensional space**.

The **external wall (and room) where the UFO enters** should generally be:

- On the **top floor**. Extradimensionally melting a wall weakens the structure slightly while the wall is melted. Walls on the top floor must bear less weight.

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- The external wall (and room) should **be as far away from the home's occupants (humans and pets) as possible**. Being melted is not a pleasant sensation.
- The external wall (and room) should be **as far away from your neighbours as possible**, unless you don't like them very much.
- **Wood and sheetrock entry walls are best**. They should contain **very little metal**, such as copper water pipes. Large glass windows and doors work. Walls with steel framing require more melting of the room. Melting stone and/or brick walls isn't recommended.
 - **WARNING: Stone and/or brick walls might collapse** when melted. Your homeowner's insurance may not cover this.
 - **WARNING: Wood structures may catch fire** when melted. Your homeowner's insurance may not cover this either.
- The room's floor should **not be carpeted or have any rugs**.
- The room's floor should be made of **hardwood** (not the fake stuff), **concrete, very flat tiles, or flat steel**.

"MELTING" SAFETY

- **Always obey the telepathic instructions** of the person in the encounter suit of the UFO pilot. Make sure to **repeat instructions in your own telepathic sentences** to verify that you understood them.
- **Never go near a wall or room that is melted**. You could become nauseous, fall unconscious, be injured, or die.

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- **To un-melt yourself, slowly walk away from the unmelted portion of the building.** You might run in an emergency, but could become nauseous, fall unconscious, be injured, or die if you move too quickly.

The signs of moving too quickly are:

- Feeling **nauseous**.
- The **ground feels slippery**. Always wear thick-soled shoes when walking on a melted surface or you may lose the soles of your feet.
- Your **surroundings lose colour** and become **semi-transparent**.
- You find it **difficult to breathe**.
- You fall unconscious and **die**.
- **Touching a “grounded” metal or stone object may quickly un-melt yourself.** Quickly unmelting yourself can cause you to become nauseous, fall unconscious, be injured, or cause death.

ARRANGING THE ROOM FOR THE SAFETY OF THE PERSON WEARING THE ENCOUNTER SUIT

To arrange a room where **people in encounter suits can enter**:

- **Always consult your local UFO pilot and encounter-suit specialist about specifics.**

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- The room's floor should be **hardwood** (not the fake hardwood), **very smooth tile, concrete, or steel**.

- Make sure the room **isn't carpeted and doesn't have any rugs**.

- All **toys and floor clutter** should be cleaned up.

- Move furniture **away from the entry wall**, and **away from the centre of the room**.

- A clear **un-melting pathway** should exist in the room. (See "Encounter suits (part 1)").

- At the **end** of the un-melting pathway, you should have one of the following, depending on what your **local UFO pilot and encounter-suit specialist recommends**:
 - An **unpadded hardwood chair** that the person in the encounter suit can sit in. Softwood doesn't work well.

 - An **unpadded (folding) steel chair that someone can sit in**. Unfortunately, these are difficult to purchase nowadays because plastic resin chairs are ubiquitous; plastic resin chairs do NOT work.

 - A **1200 x 1200 x 3 mm piece of steel on the floor** at the end of the pathway will let someone un-melt quickly. You should have a **thick bar of steel at hand height** for them to lean on while decompressing just in case they become nauseous. You could **rest the steel on a hardwood table**. A **heavy steel** (not aluminium) **step-ladder** might work in a pinch.

 - A **2100 x 1200 x 5 mm** piece of steel on the floor will let someone un-melting in an encounter suit lie down on the floor.

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- Make sure **all lights are turned off**.
- **Do NOT photograph or shine a flashlight on the person in the encounter suit.** The light is very unpleasant to people in encounter suits.
- **Make sure door is closed** (or entry barred) so you, your family, your house guests, your children, and your pets cannot easily enter the room.
- **You SHOULDN'T have any weapons in your house, especially guns.**

WHAT TO DO WHEN PEOPLE (FROM OTHER PLANETS) VISIT YOUR HOUSE

Having a UFO drop someone off in an encounter suit is very dangerous. Only do so at your own risk.

When someone enters your house with an encounter suit:

- Always **wear thick-soled shoes**; if you walk on a melted or un-melting floor, it is better to lose a few millimetres off the soles of your shoes than a few millimetres of your skin.
- Always **wear white shirts**; people in encounter suits can see you more easily when you wear them.
- Always carry a **LED (not halogen) flashlight, shining down at your feet**. This makes it easier for people in encounter suits to see you. Never shine it at them.

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- **Obey the telepathic instructions of the UFO pilot and/or person in the encounter suit. Repeat all instructions** in different telepathic sentences to ensure that there is no miscommunication.
- Make sure your **family, children, houseguests, pets, and yourself are in a room as far away from the entry wall as possible**. Preferably, you should **be alone**.
- Make sure your children (etc.) **stay far away** from the entry room and **cannot enter it**.
- **Stay in your room** while melting, entry, unmelting, and decompression are taking place... unless specifically asked to leave your room.
- **Be prepared to lie down on your floor to minimize the effects of melting** on yourself.
- **You** (and your house's occupants, and any unruly neighbours) **may be knocked unconscious** (via a medical bot or other technique) to ensure you don't interrupt the process.
- **Be prepared to quickly/rapidly exit your room in a direction away from the UFO and entry wall**.
- Be prepared to be **spied on by unfriendly spy-bots** and potentially **attacked by kill-bots**. UFO activity often attracts unwanted "guests".

Every house is different. Expect the UFO pilot and people wearing encounter suits to perform **many test runs** before they successfully un-melt, decompress, and unzip their suits.

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GATEWAYS ARE SAFER

Entering a house by using a UFO to melt an entry wall so people can enter using encounter suits is about **as safe as hovering a helicopter over a house and having people repel through the skylights.**

The people who produce “gateways” wish to point out that their products are much safer. 😊

A deeply random thought

Quick-quotes quill

(http://en.wikipedia.org/wiki/Magical_objects_in_Harry_Potter)

A Quick Quotes Quill is a **stenographic tool employed by Rita Skeeter to spin the words of her subjects into a more salacious or melodramatic form more to her liking.** Rita uses the quill to interview Harry about his participation in the Triwizard Tournament in Goblet of Fire for her column in the newspaper, The Daily Prophet. Harry continually tries to correct the inaccuracy of the quill to Rita. However, she rudely ignores him. Additionally in Deathly Hallows, Rita mentions in her interview concerning Dumbledore's posthumous biography that the Quick Quotes Quill helped her to write the book so quickly after his death.

Every society has its own press.

The off-planet press uses special bots to remotely fly around the Earth and interview people by **asking questions telepathically**. The bots wield several different **cameras**, as well as implant capability so **“spy implants” can be placed in interviewees’ heads**.

Press-bots can be used to conduct **“subconscious” interviews**, where simple telepathic questions are asked to the interviewee’s **“quiet” telepathy**. When interviewed subconsciously, you’ll notice your **mind wandering over various subjects** related to the interview, but **you won’t actually perceive the questions**. See also, legilimency (http://en.wikipedia.org/wiki/Magic_in_Harry_Potter).

Some unique aspects of the off-planet press are:

- Thanks to telepathy, it is **very difficult to lie** to the interviewer.
- An article needs to be **translated into a few Eigen-languages**, and then **automatically translated** into the thousands of languages used throughout the galaxy.
- **Third-eye news broadcasts** are transmitted to subscribers. They “hear” the text of the article telepathically, and **“see” it with their third eye** (which is also used to look through invisible spy cameras).

A deeply random thought

Twinking (<http://en.wikipedia.org/wiki/Twinking>)

In computer role-playing games and MMORPGs, twinkling refers to **outfitting a new character or player with items or other resources that are not normally available to new or low-level characters**. A twink in this usage is a type of powergamer and munchkin. The term can also refer to the twinked character itself (e.g., "My twink has all the best gear.") In its most basic definition, a twink is a character with better gear than they could have easily gotten on their own.

Twinking is typically done by transferring higher-end equipment from the player's (or his friend's) more experienced characters (who often have excess gear that would be much more useful to the lower-level character). It can also be done by equipping the character with the best possible gear for his level range, and filling them with end-game enchantments.

Many new players dislike twinking of other's characters, since it gives a major advantage to established players starting a new character. Some new players do not like to have their own characters twinked, as they prefer to earn the equipment for themselves.

THE "TWINKING" OF EARTH

"Twinking" (<http://en.wikipedia.org/wiki/Twinking>) is a term invented by players of **Massively Multiplayer Online Role-playing Games** to describe what happens when a **high-level character gives high-level (advanced) technology to low-level characters**.

The process of "disclosure" inevitably leads to the **introduction of new technologies** into a society. The level of new technology introduced by disclosure **depends on off-planet politics** (as well as how Earth governments and populations react to "aliens").

Earth's new "level" after twinkling	Technology effect
Twinked down to level 8	Earth's technology could be rolled back to the 19 th century.
Stay at level 10	People (from other planets) stop by to say "Hello" but don't help us with our technology .
Twinked up to level 15	Earth-based companies are allowed to purchase extradimensional engines to be used in commercial aircraft .
Twinked up to level 20	Advanced medical technology can be purchased by Earth medical institutions, as well as the introduction of personal aerial/extradimensional transport .
Twinked up to level 25	Off-planet holidays for Earth's middle-class are common. Etcetera.

In other words, if disclosure happens, **Homo sapiens sol may become a "twinked" race**. Unfortunately, this leads to problems: If **half of Earth's population can't handle credit cards (a level 9 technology)**, then **how will they cope** with the sudden introduction of **personal aerial/extradimensional transport (a level 20 technology)**?

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A deeply random thought

Pen-bot – A small extradimensional UAV that abducts people’s ball-point pens and redistributes them to low-tech planets who are still using fountain pens.

The existence of pen-bots explains one of the great mysteries of life. Now, we only need to figure out what the “head nacho” is.

HOW TO CONTROL THE INTERNET IN TEN EASY STEPS

IT’S EASY

Most people do not understand how **easy it is to impede and/or control information flow on the Internet:**

1. **E-mail servers (auto-forward)** – It is **trivial** to have E-mail servers **automatically forward all E-mail to an off-site server.**

How tempting would it be for a **spy-agency** to produce a **shell company**, **low-bid** an out-sourced E-mail service for a **government** or important corporation, and **spy on** all of the government’s/company’s E-mails?

2. **E-mail servers (communal mail storage)** – Many governments and corporations store all of their employees’ E-mails on a **“master server”** **instead of their employee’s computers.** In general, this is more convenient for both the employees and government/corporation.

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Someone with a “master password” could read, delete, or change E-mails without people in the government or corporation noticing... not to mention forwarding the E-mail on, as mentioned above.

3. **E-mail routers** – E-mail is sometimes routed through a few different E-mail servers (using SMTP, for example). **Any E-mail server in the routing chain could decide to “drop” the E-mail** and prevent it from being received.
4. **E-mail encrypting** – E-mail is **encrypted so that only the intended recipient can read it**. Despite encryption, **all E-mails can be decrypted**, but it might take **thousands of years of computation time to decrypt a single E-mail**. The **NSA** might have supercomputers fast enough to decrypt E-mails. Likewise, **high-tech “crystals” from off-planet** might be able to do the same... which means an off-planet mafia could easily read E-mails to/from government officials and important corporations.
5. **Assistants** – Many government and corporate executives have assistants (formerly called secretaries) who manage their schedules and E-mails; assistants could easily read, modify, or delete their E-mails.
6. **Porn lists** – Porn lists (and spam filters) can be used to **prevent people from reading “pornographic” web pages**. **Who controls the porn lists? How many “pornographic” web sites are actually political in nature?**
7. **Routers** – **All information** transmitted over the internet travels through several **“routers”** to get to the destination. Information could **intentionally be “damaged”** at a router, **blocking E-mail**, as well as causing **web pages to become inaccessible**.
8. **Fibre into and out of the US (or other countries)** – The US (via the NSA), as well as other countries like China, **monitors and (potentially) controls internet information entering and leaving the country**.

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9. **Undersea and underground fibre** – A high-tech off-planet organization could use extradimensional UFOs to **fly underwater or underground**, quickly **cut the fibre**, and **place “listening stations”** to monitor and control internet traffic.

WHO WOULD WANT TO CONTROL THE INTERNET?

Who would want to control the internet?

- **Numerous Earth-based organizations** (nations and corporations)
- **People (from other planets) who do NOT want disclosure** to happen, such as an off-planet mafia.
- **People (from other planets) who WANT disclosure** to happen, but in a controlled manner.

A deeply random thought

“Maybe, maybe not” is a commonly-used telepathy phrase. It appears in the game, “Mass Effect 2”.

BODY WARPING FIELDS (PART 1)

An advanced technology that some people (from other planets) use are **body warping fields**. These fields “stretch” space around specific body parts to **change someone’s appearance**.

They can’t alter small details, but they can make someone look **taller or shorter**, or **flatten their face** so they look more like a Homo sapiens; the person may also need to shave off their fur and apply makeup. Such changes work in the **dark of night**, or when **abductees are drugged**. They are unconvincing under closer scrutiny.

A deeply random thought

Telepathic conversations that you have today may be from today, tomorrow, yesterday, or never.

OTHER INVISIBLE CITIES (AND VILLAGES)

ALTERNATIVES TO DAMP UNDERGROUND CITIES (AND VILLAGES)

Invisible cities on Earth aren’t limited to just underground cities:

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- **Cubes** – A city of “cubes” can exist in sparsely-populated areas without many trees. Hills and mountains are preferred.
- **Underwater cities**
- **Extradimensional space stations**
- **Cities on the moon and other planets**

UFO HIGHWAYS

UFO “highways” (like the Jetsons, http://en.wikipedia.org/wiki/The_Jetsons) connect the invisible cities, both over land and across Earth’s oceans. Speed limits are strictly enforced. 😊

WHO OCCUPIES THESE CITIES

People (from other planets) that look like Homo sapiens sol (such as Homo sapiens Nordics), can **live in cities such as New York City** without being spotted.

People that don’t look like Homo sapiens must **live in one of the many invisible cities**.

REASONS FOR INVISIBLE CITIES

Earth-based invisible cities (and villages) have **varied economies**:

- **People travelling between star systems** and **tourists** rent hotel rooms.
- **Researchers** (such as abductors) and people working on **disclosure** rent temporary accommodation.
- Some people live **permanently** in the cities.

For example: Shark-evolved people enjoy living in their spacious underwater cities, often fitted out with a salt-water spa in every condo. Some Australian aboriginal rock-art bears a striking resemblance to (people formerly known as) “greys” (<http://en.wikipedia.org/wiki/Wondjina>), who many have lived in Australia for hundreds of thousands of years.

- **Trade** is important for the economies of invisible cities. Unfortunately, much of the trade is **derived from illegally “shoplifted” goods and resources** from the Earth.
- **UFO repair-centres** as well as other stores (**supermarkets, dentists, fast-food restaurants, and gift shops**) are important to any invisible city/village. Particularly popular are T-shirts imprinted with *“My sister visited Earth and all I got was this stupid T-shirt.”* 😊
- Many of the cities act as **defence-bases to protect Earth from pirates and other criminals**.
- **Etcetera**

A randomly deep thought

Commuter shuttles regularly fly between invisible cities. The commuter craft are either **traditional UFOs** (circular or triangular) that fly extradimensionally and are invisible to Homo sapiens. Or, **jet-plane shaped UFOs** are flown between cities by day; from a distance they look like terrestrial jet aircraft.

RACES AND META-RACES (PART 2)

Many **races and racial groups (meta-races)** exist:

Evolved from	Some races and/or meta-races
Arthropods	Centipedes, crabs, insects, mantis, spiders, stick insects, etc.
Carbon-free life-forms	Various meta-races.
Crocodiles	Arboreal (primate-like) and ground-evolved.
Dinosaurs	Saurians (egg layers and marsupials), flying (distantly related to archaeopteryx), cat-like, horse-like, primate-like, etc.
Frogs	Various meta-races.

Geckos	Various meta-races.
(People formerly known as) “greys”	Anasazi, Anglasi, Annunaki, Angma, etc.
Lizards	Frilled-necked lizards, goannas, etc.
Marsupial mammals	Gliders, macropods, possums, thylacines, thylacoleo (http://en.wikipedia.org/wiki/Thylacoleo), quolls (including flying quolls)
Placental mammals	Antelope, apes, bears, bovines, cats (sabre-tooth tigers, cougars, lions, tigers, cheetahs), canines, coati, elk, Elotians, ferrets, guenon, hares, horses, lemurs, mice, monkeys, racoons, rats, rabbits, tamarins, etc.
Sea urchins	Hooroohaloo, etc.
Sharks and rays	Various meta-races.
Etcetera	Various meta-races.

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A deeply random thought

Personally, **my experiences with “aliens” has been more like Farscape** than Babylon 5 or Star Trek. (<http://en.wikipedia.org/wiki/Farscape>, http://en.wikipedia.org/wiki/Babylon_5, [http://en.wikipedia.org/wiki/Star trek](http://en.wikipedia.org/wiki/Star_trek))

65 MILLION YEARS AGO

THE INTENTIONAL DESTRUCTION OF LIFE ON EARTH?

Dinosaurs went extinct on earth 65 million years ago.

(http://en.wikipedia.org/wiki/KT_extinction)

The **current theory** is that a large **meteor** impacted the Earth just north of where the **Yucatan** peninsula currently resides. As a result of this impact, the **dinosaurs went extinct BUT** mammals, birds, and other species survived.

Some interesting observations are:

- The impact crater for the extinction is **circular, not an elliptical**. This implies that the meteor hit the Earth **perpendicular** to the surface. What is the **probability of a perpendicular strike on the Earth?** Around 10%-20%.
- A **rare earth element, iridium, is distributed in a thin layer around the Earth**, coincident with the impact.

A deeply random thought

<http://en.wikipedia.org/wiki/Iridium>

K–T boundary presence

The K–T boundary of 65 million years ago, marking the temporal border between the Cretaceous and Tertiary periods of geological time, was identified by a thin stratum of iridium-rich clay.[40] A team led by Luis Alvarez proposed in 1980 an extraterrestrial origin for this iridium, attributing it to an asteroid or comet impact.[40] Their theory, known as the Alvarez hypothesis, is now widely accepted to explain the demise of the dinosaurs. A large buried impact crater structure with an estimated age of about 65 million years was later identified under what is now the Yucatán Peninsula (the Chicxulub crater).[41][42] Dewey M. McLean and others argue that the iridium may have been of volcanic origin instead, as the Earth's core is rich in iridium, and active volcanoes such as Piton de la Fournaise, in the island of Réunion, are still releasing iridium.[43][44]

- Iridium is a metal that **might be useful in the construction of advanced-technology buildings**. (This is speculation.)
- All of the dinosaurs went extinct, even the small ones. **What is the probability that no dinosaur species survived the impact?**

Here is a **hypothetical** scenario to consider:

1. 65 million years ago, a large meteor was **directed** towards the Earth with enough **accuracy** that it impacted perpendicular to ground.
2. The **impact site** may have contained a **colony city (or cities)**, with buildings constructed using an **iridium alloy**. This could explain the iridium layer.

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3. **One or more** of the following occurred:
 - a. **Dinosaurs were intentionally rendered extinct** – The asteroid impact destroyed most life on Earth. **Any remaining dinosaurs were exterminated using biological agents (viruses)**, chemical agents, or by hunting them down.
 - b. **All life was rendered extinct** – The impact was so catastrophic that all sizable flora and fauna were rendered extinct. After the atmosphere recovered, flora and fauna was transplanted from other planets back onto earth. **Dinosaurs were intentionally NOT returned to Earth.**

WEALTH CREATOR?

1. According to current theory, **Earth's core is highly-pressurized molten metal, mostly iron.**
(http://en.wikipedia.org/wiki/Structure_of_the_Earth#Core)
2. **Logically, denser metals (aka: heavy metals like uranium) should fall towards the centre of the Earth** over hundreds of millions of years. If this is the case, **one and two-continent planets should have very few dense metals present on their surfaces.**
3. A large meteor impact could **dislodge dense metals from the core and redistribute them on or near the surface of the Earth.**
4. Such **easily-accessible dense metals** (including iron) would make Earth **valuable** as a resource centre.

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5. Additionally, **asteroid impacts encourage plate tectonics**, which form **mountains, preventing** the centers of continents from becoming **flat, lifeless, and infertile deserts** like Australia's interior.

In other words, **because a large meteor impacted Earth 65 million years ago, Earth is now a valuable planet.**

A deeply random thought

At the **end of Babylon 5**, (http://en.wikipedia.org/wiki/Babylon_5) viewers learn that the **Vorlons** (<http://en.wikipedia.org/wiki/Vorlon>) and **Shadows** ([http://en.wikipedia.org/wiki/Shadow_\(Babylon_5\)](http://en.wikipedia.org/wiki/Shadow_(Babylon_5))) are working together to "evolve" the younger races. Their differences are philosophical: **The Vorlons believe in evolution and growth by nurturing, while the Shadows believe in evolution and growth by conflict.**

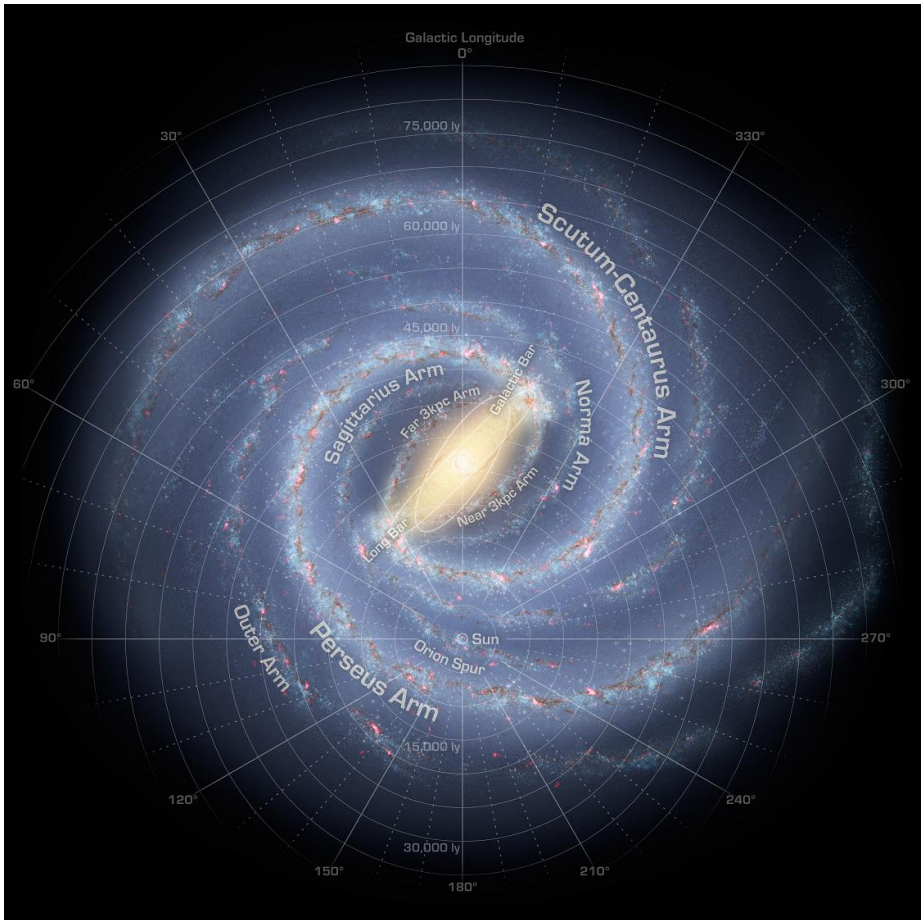
The television series **didn't describe the full extent of their philosophies:**

- **Conflict is intentionally damped** since it, unfortunately, arises naturally. Some elder-elder races dampen/discourage conflict more than others.
- **A person, nation, or race is best understood when tested under both ideal conditions (nurture) and disaster (conflict).**

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EARTH'S LOCATION IN THE GALAXY (PART 1)

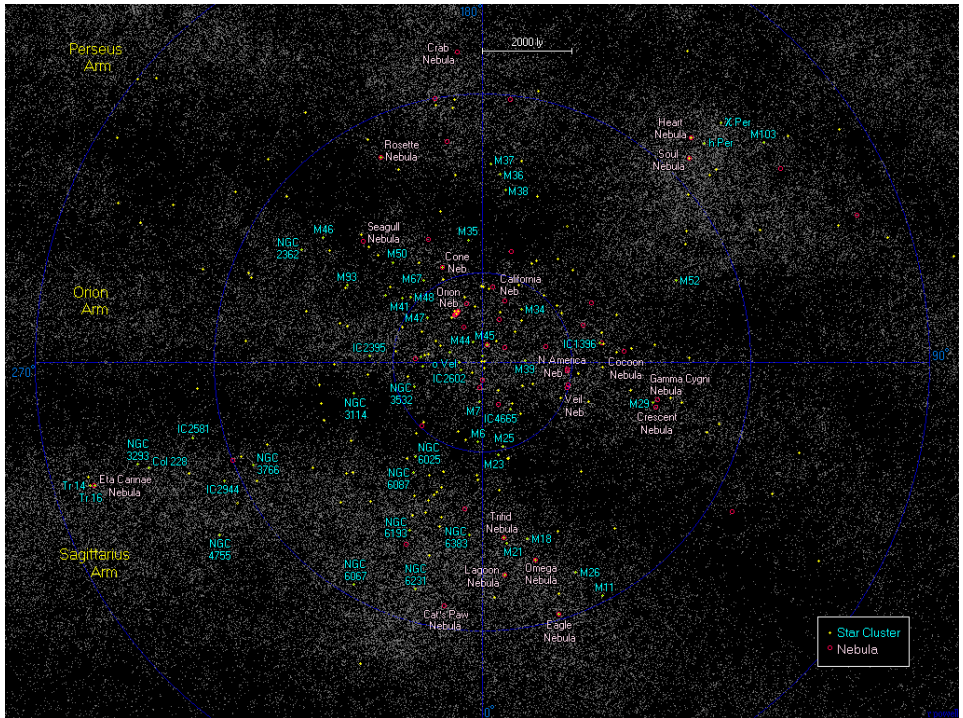
Earth is located in the Orion Spur/arm: (http://en.wikipedia.org/wiki/Local_Spur)



http://en.wikipedia.org/wiki/File:236084main_MilkyWay-full-annotated.jpg

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Earth is located near the **centre of the Orion spur/arm**:



[http://upload.wikimedia.org/wikipedia/commons/6/6f/Nearest Nebulae and Star clusters.gif](http://upload.wikimedia.org/wikipedia/commons/6/6f/Nearest_Nebulae_and_Star_clusters.gif)

Oh, and **don't forget**, Earth is a **valuable planet** because of its resources, multiple continents, and mountains... and made **more valuable by being in the centre** of the Orion spur.

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A randomly deep thought

Viagra-saur^(tm), Viagra-saur for women^(tm)

INTELLIGENCE/TELEPATHY POGROMS

Dictatorships sometimes carry out **pogroms**. (<http://en.wikipedia.org/wiki/Pogrom>)

Pogroms are the mass-murder of specific segments of a nation's population.

Pogroms are often targeted at **(a) intellectuals, (b) dissidents, and (c) telepaths who can resist the imperius curse.**

What are the **advantages of pogroms to dictatorships?**

- **Intellectuals** possess the **intelligence** required to “outsmart” the intelligent people running a dictatorship.
- **Dissidents** have the will to **rebel and cause problems** for dictatorships.
- **Telepaths who can resist the imperius curse** cannot be easily controlled by implants.

Eventually, such pogroms **weaken the genetics and culture of the population**. If the dictatorship's government is selected from the nation's population, **this leads to the**

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eventual mental decline of the government, and its collapse.

(http://en.wikipedia.org/wiki/Pol_pot)

However, **if the government is run from outside of the population** (such as from an off-planet mafia), then a **servile, unintelligent, and imperius-curse-pliable population is easy to control.**

A deeply random thought

(Tasmanian-tiger-evolved and Thylacoleo-evolved) nachos

Salsa

- 1 avocado, diced
- 1 lime, juice mixed in with avocado
- 1 tomato, diced
- 1 chili, diced
- Cilantro to taste

Corn chips

- Cover the plate with corn tortilla chips
- Grated quality cheddar-cheese, covering the tortilla chips – **Double or triple the amount of cheese for Tasmanian-tiger-evolved or Thylacoleo-evolved people.**
- Microwave for 30 seconds.
- Spread salsa on top
- **1 tablespoon of ground pepper “lightly” sprinkled on top of salsa... if you are Tasmanian-tiger-evolved or Thylacoleo-evolved.**

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BODY WARPING FIELDS (PART 2)

Slightly different body-warping fields can be used to **permanently alter someone's skeleton** over the course of weeks to months:

- **Teeth straightening** – Sorry, but Earth-based dentistry, like Steve Martin's in *Little Shop of Horrors* ([http://en.wikipedia.org/wiki/Little_Shop_of_Horrors_\(film\)](http://en.wikipedia.org/wiki/Little_Shop_of_Horrors_(film))), will (hopefully) be a thing of the past.
- **Bone lengthening, shortening, and straightening** – Fields can be used to alter someone's skeleton.
- **Cosmetic surgery** – Fields can be used to alter someone's skeleton so much that they no longer look like their former selves, or even their own race.

A deeply random thought

On other planets, a toothbrush is bundled with each tube of toothpaste and sold as "Brush-with-this^(tm)".

HOMO SAPIENS ALIENII

EXTRADIMENSIONAL HUMAN BODIES

Just like planets, **cells are thinly extradimensional and people's bodies are thinly extradimensional**. Bodies aren't just one-cell thick in three dimensions. **Bodies are several cells "thick"**, in an extradimensional sense.

"PAINTING ON" STEM-CELLS EXTRADimensionALLY

Cancers (and other illnesses) can be repaired at a cellular level by:

1. **Locating and extracting stem-cells** from someone's body.
2. **Replicating them into a thick "paint"**.
3. Using extradimensional tools to **"paint" the stem cells onto one extradimensional "side"** of someone's body.
4. The stem-cells **take "direction" from their neighboring and pre-existing differentiated cells**. Differentiation-encouraging chemicals are sometimes employed.
5. **Extradimensional tools (and/or natural changes) are employed to kill off a layer of cells on the other extradimensional "side"** of the patient's body.

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RESISTANCE TO DISEASES AND POISONS

More technologically-advanced societies can **genetically modify the DNA** of the cells that are painted on:

1. The person's **original DNA** is isolated from their stem cells.
2. Their **DNA is modified**, perhaps including genomes for **diseases and poison resistance**. Prankster geneticists may also include the **glow-in-the-dark gene** (<http://en.wikipedia.org/wiki/Bioluminescence>) so their patients are more identifiable at black-light parties.
3. Similarly, **faulty genes can be removed**.
4. The **"paint on" process** proceeds as above.

"COSMETIC SURGERY"

"Cosmetic surgery" can also be accomplished by "painting on" stem cells:

1. The person's **original DNA** is isolated from their stem cells.
2. **Target DNA**, such as that from a **donkey** is isolated.
3. Approximately **1% of the target DNA is used to overwrite the equivalent nucleotides** in the person's original DNA.
4. The **stem-cell with 1% modified DNA** is cloned and extradimensionally **"painted on"** the patient, as above.

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5. Repeat, **gradually replacing the person's original DNA** with modified DNA until 100% (or less) of the target DNA is incorporated.
6. Include **skeletal modification** using body-warping fields (as above) to **turn someone into a donkey**, or at least a **humanoid donkey**.
(http://en.wikipedia.org/wiki/A_Midsummer_Night%27s_Dream)
7. **Tails** require additional surgery.
8. **Gender changes** are optional.

LOOKING (AND SMELLING) LIKE A "YOUNGER" RACE

Over months to years, a combination of body-warping fields and paint-on stem-cells can be used to:

- **Transform someone from one sub-race to another**, such as Caucasian to African.
- **Transform someone to a related race**, such as Homo sapiens to Pan troglodytes (<http://en.wikipedia.org/wiki/Chimpanzee>).

Therefore, the following **races could walk amongst us unnoticed**:

- **Homo sapiens from other planets.**

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- At **night**, we wouldn't notice races that **look like Homo sapiens** when enough **makeup** and **temporary body-warping fields** are applied.
- Individuals from **genetically-similar races that wish to permanently look like Homo sapiens** could walk amongst us unnoticed.

A deeply random thought

(Thylacoleo-evolved) omelet

- 2 eggs, scrambled
 - 1 tablespoon milk added to eggs
1. Heat the frying pan.
 2. Melt 1 tablespoon of butter in the frying pan, or **4-8 tablespoons of butter for Thylacoleo-evolved people.**
 3. Cook omelet, as usual.

THE IDEAL SLAVES FOR OFF-PLANET HOMO SAPIENS

AFRICAN SLAVERY IN 1850'S AMERICA

In **1850's southern America**, **Africans were used as slaves** by wealthy white landholders.

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In the eyes of the wealthy white landholders, African slaves had the following problems:

- They looked similar to “humans”... causing some overly-moral people to claim that they were in fact, human, and deserved human rights.
- Even from the slave-owners’ perspective, Africans looked too “human” and could not morally be treated like the “livestock” (chattel) they were.
- Slavers’ wives objected to their husbands “breeding” with the slaves.
- Half-breed slaves provided further moral dilemmas. After a few generations they would be bred so “white” they would be indistinguishable from their masters, making it difficult to keep them enslaved.
- Due to their grasping hands, Africans were capable of wielding the same weapons that their white masters used.

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“ANIMAL”-EVOLVED RACES ARE IDEAL SLAVES

Fast-forward to other planets and some **off-planet Homo Sapiens with advanced technology**.

What would the “ideal” slave race be?

- **The race should NOT look anything like Homo Sapiens.** This minimizes the chance of anyone being morally confused and believing that members of the race were anything but semi-intelligent animals.
- Preferably, **the race should look like livestock:** horses, cows, sheep, pigs, and/or geese. Fur is an obvious demarcation of a race being an “animal”. **Homo sapiens are used to treating livestock as property.** Therefore, **races that look like livestock are quickly assumed to be property.**
- The race should be **less intelligent than their Homo Sapiens masters.** As with African slaves, lack of an education helps reduce IQ.
- The race should be capable of **speaking only a few words of a Homo Sapiens language**, and should never be fluent in the language. Since **most “animal” races don’t have the vocal-cords, tongue, and mouth flexibility of Homo Sapiens**, they can never speak Homo-Sapiens languages well.
- The race should be **humanoid (standing upright with hands) so they can use tools.** The race’s hands should be **incapable of grasping dangerous weapons**, particularly pellet guns.
- The race should be **docile and unlikely to produce “uppity” individuals who might rebel.** Herbivorous races work well. Some races, particularly those evolved from carnivores, are more likely to fight back.
- **Herbivorous races require no meat, so they’re cheaper to feed.**

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- **Races that don't naturally self-organize into large groups** (a high Dunbar number) are less likely to self-organize into rebellions.
- Races that are **easily controlled by implants and the "imperius curse" are desirable.**
- To prevent organization, **wealthy masters keep slaves from a variety of races.** Since all the races speak different languages and are incapable of speaking each-others' languages, **they cannot easily self-organize.** Most slaves have implants, but the implants can be censored and monitored to prevent individuals from communicating with one another.
- The use of **a variety of races on an estate prevents females from breeding.**
- The race should **not look "pornographic" to Homo Sapiens when unclothed.** With Homo Sapiens, clothing is symbolic of (a) being above an animal, and (b) social status.
- From the wives' perspective, **the race should be sexually unappealing to their husbands.** Obviously, the "animal" races cannot bear the children of Homo Sapiens.
- **If an individual of an "animal" race needs to be "culled",** the skin of furred races can be used for lamp-shades, and leather goods, such as **seamless leather jackets.**
- Animal-races with **low odour levels are preferred** for domestic servants.
- Many individuals from races who would not normally have breasts **opt for breast "implants" because their survival-rate is better.**

HOW TO ENSLAVE A PLANET OF “ANIMAL”-EVOLVED PEOPLE

Enslaving a race of “animal”-evolved people can be accomplished using the following steps:

1. **Locate an incubator planet** with an “animal” race. As per the **20,000-year plan**, incubator planets are common, especially near Earth.
2. **The race is intelligent enough for enslavement if they are primitive tool-users** (like Africans were in the 1700’s), **but don’t yet possess firearms and/or machinery.**
3. **Watch the planet for a few years to make sure the race doesn’t have a “protector” race/organization.** Surveillance can be accomplished by allowing some risk-taking **Homo Sapiens to settle on the planet, amidst and AGAINST the primitive race.** (As per Jamestown and Plymouth in the American colonies. http://en.wikipedia.org/wiki/Jamestown_Settlement, http://en.wikipedia.org/wiki/Plymouth,_Massachusetts)
4. **Use spy-bots to watch individual members of the race** and create Stasi-like files on them. The files on most individuals are limited to, *“Mostly harmless. Might work well as a maid.”*
5. **Run a pogrom, using kill-bots.** Kill off the race’s intellectuals, agitators, landholders, leaders, and individuals who can resist the imperius curse.
6. **Find some way of training members of the race the skills they will need as slaves,** perhaps by introducing (religious) schools.
7. **Abduct desirable members of the race** (such as potential servants) and transport them to the Homo Sapiens’ planet.
8. **Encourage more Homo Sapiens settlers to move onto the planet.**

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9. **Hire quiescent members of the “animal” race in local industry.** In Australia, Aborigines were hired to work on large cattle stations.
(http://en.wikipedia.org/wiki/Cattle_station)
10. Use the spy-bots, Stasi-like files, and kill-bots to **deal with individuals who might become agitators or cause a rebellion.** Ideally, hire individuals of the race to spy on their own kind.
11. **If a rebellion occurs,** use pellet guns, armoured vehicles, and military aircraft to quell the rebellion. Don't forget: Low-tech incubator races without guns and machinery are targeted, so quashing a rebellion is easy.

A deeply random thought

Would you trust the Serbs to be peacekeepers in Bosnia?

(http://en.wikipedia.org/wiki/Bosnia_war)

RUSTY UFOS AND GRASS SKIRTS

When people from one race first land their UFOs on a planet inhabited by another race, they sometimes intentionally land in old, rusty UFOs, wearing “grass skirts”.

Why?

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- **The planet's inhabitants watching the "rusty" UFO land may underestimate the visitors' technology.** Consequently, they may **underestimate the visitors' intelligence, and arrogantly reveal information they wouldn't normally reveal** to someone that they thought to be intelligent.
- **If the rusty UFO were shot down,** scientists from the planet wouldn't gain any new technology by reverse-engineering the UFO.
- Instead of displaying their wealth and technology (via clothing or jewellery) **visitors' often wear "grass skirts"** (primitive clothing, or none at all). This also **encourages the planet's inhabitants to underestimate the visitors' intelligence.**
- **Visitors often ask stupid questions that they already know the answers to...** simultaneously making the visitors appear stupid, and testing the honesty of the planet's inhabitants.
- **Visitors may be intentionally rude,** also a test.
- **Multiple meetings with different (but colluding) races are arranged for approximately the same time.** The honesty and reactions of the planet's inhabitants can be tested by comparing answers.

A deeply random thought

The bullet metric – A document’s success is measured by the number of kill-bots it attracts.

See also, *Conspiracy Theory*, the movie.

([http://en.wikipedia.org/wiki/Conspiracy_Theory_\(film\)](http://en.wikipedia.org/wiki/Conspiracy_Theory_(film)))

A HYPOTHETICAL HISTORY OF THE ENSLAVEMENT OF EARTH (PART 1)

1. **A thousand years ago, Homo Sapiens lived on approximately 25 planets.** (See “Build your own alien race in 20,000 year increments”.) The most technological Homo Sapiens had almost reached **industrialization**.
2. **The elder-elder races experiment and test on grand scales.** (See http://en.wikipedia.org/wiki/Babylon_5)

Over the course of the last thousand years, **half of the LEAST-POPULATED of the Homo Sapiens planets have been twinked** (<http://en.wikipedia.org/wiki/Twinking>) with **extradimensional and interstellar technology** to see what Homo Sapiens, as a genetic line, would do with the technology.

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3. **When Earth's Europeans invented ocean-faring vessels 500 years ago**, they colonized (settling) the Americas and Australia, as well as colonizing (administering) Africa, India, and Southeast Asia... Not to mention the slave trade, opium trade, etc.

When Homo Sapiens on other planets were recently (hundreds of years ago) **twinked with UFOs capable of interstellar travel**, they had similar colonization urges. **Homo Sapiens began settling (colonizing) incubator planets with low-tech (often primitive) "animal" races**, including some incubator planets with primitive saurians.

4. Colonization was accelerated by the **"hoard the planets before the hoarders do"** mentality as different Homo Sapiens planets competed for dominance. Europeans performed the same "land grab" with the Americas, Africa, and Southeast Asia.
5. Incubator planets have **"guardian" races**, who often **neglect the monitoring of their planets...** usually due to **budget cuts**.

The **guardian races eventually noticed the colonization** efforts by Homo Sapiens.

6. **The guardian races contacted the Homo Sapiens governments**, landing in **rusty UFOs and wearing grass skirts**. (See above.)
7. Many of the **Homo Sapiens governments, thinking that they had the equivalent technology** level as their "enemies", decided to **continue on with colonization**.
8. Continued colonization led to **occasional conflict**, which turned to **low-level wars**, which turned to **major wars**. **Truces** occasionally held.
9. **The guardian races held back on their warfare technology** (due to galactic laws and norms), only increasing their weapons' potency as the Homo

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Sapiens increased their technology level. The Homo Sapiens governments **believed they were fighting an enemy whose technology was advancing at the same pace as their own.**

This led Homo Sapiens to believe (a) **that their enemies had coincidentally become space-faring at the same time as the Homo Sapiens**, (b) **that their enemies would overrun them if they ever got the upper hand technologically**, and (c) **that Homo Sapiens were fighting for the survival of their species.**

These misunderstandings were **intentionally encouraged** to test Homo Sapiens, and/or teach their cultures a lesson.

10. Meanwhile, **the twelve Homo Sapiens planets became increasingly XENOPHOBIC**, since each planet's colonization efforts and treaties with other Homo Sapiens led them into conflict with one or two of the dozens of guardian races.

The twelve Homo Sapiens planets (in aggregate) were at war with more than a dozen guardian races.

11. **Other races sympathized with the Homo Sapiens** though, and twinkled them with more advanced technology. **Galactic power politics** also played a role.

A randomly deep thought

- **Corporations should not control private militias**, particularly when the militias have advanced military technology. (See Earth's military industrial complex.)
- **Religious institutions should not control private militias**, particularly militias of kill-bots.
- **Political parties should not control private militias**. Nor should they be controlled by religious institutions or corporations with private militias.
- **Democracy cannot exist when one or more major political parties have private militias**, because members of the opposite party have a tendency to die of heart attacks, strokes, and/or car accidents.

THE FOURTH KIND

Some thoughts about the movie, **The Fourth Kind**:

(http://en.wikipedia.org/wiki/The_Fourth_Kind)

- Yes, **the levitation did happen, and the UFO was real.**
- **The provided translations are completely wrong.**
- **The movie is only the tip of the tip of the iceberg.**

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- After reading and understanding this document, you might be able to guess what was actually happening. Basically, **the levitation is the “extradimensional mechanical arm” method of abduction gone horribly wrong. The deaths and suicides are from kill-bots and telepathy-bots (aka: imperius curse).**
- The events took place in Nome, Alaska.
(http://en.wikipedia.org/wiki/Nome,_Alaska) When I moved to the Northern Territory in Australia,
(http://en.wikipedia.org/wiki/Northern_territory) I realized that **the Northern Territory was like Alaska**, except warmer and flatter.

A deeply random thought

Ben & Jerry's Ice Cream and/or Haagen-Daz, are recommended for people being “painted” with new DNA. (<http://www.benandjerry.com.au/>,
<http://www.haagen-dazs.com/>)

The “Chunky Monkey” flavour is particularly recommended. (I've been paid to say this. Personally, I prefer Cookies & Creme, and Chocolate Chip Cookie Dough.)

A HYPOTHETICAL HISTORY OF THE ENSLAVEMENT OF EARTH (PART 2)

1. War has a way of encouraging dictatorships to form.

Many of the Homo Sapiens dictatorships are/were **democracies controlled by powerful corporations**, who in turn had **private militias**. See **The East India Trading Company**.

(http://en.wikipedia.org/wiki/East_India_Trading_Company)

The term, “**off-planet mafia**” that I used earlier is a euphemism for “**off-planet corporation**” and “**off-planet dictatorship**”.

2. **Dictatorships PLUS xenophobia encouraged** “*The ideal slaves for off-planet Homo Sapiens*” ... which led to more conflict between Homo Sapiens and the “animal” races (most of the galaxy’s races).
3. In another large-scale experiment, test, and political arrangement, **the Homo Sapiens planets were allowed to be wardens (or to “stealthily” take control of) the primitive Homo Sapiens planets, such as Earth.**
4. **The Homo Sapiens planets, now dictatorships, perfected their techniques for enslaving planets of “animal” races.**
5. **Earth’s “primitive” Homo Sapiens could not be used as slaves by off-planet Homo Sapiens because they looked like off-planet Homo Sapiens. Earth industrialized nations also had substantial militaries. Therefore, the “enslaving planets of animal-races” techniques were modified to be more subtle.** (See, “*How to take over a democracy in ten easy steps*”.)

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6. **We are/were more serfs than slaves.** We are bound to the land (the Earth) and cannot leave because we don't have access to extradimensional and/or interstellar travel. (<http://en.wikipedia.org/wiki/Serf>)

7. **Many of the Homo Sapiens on other planets have themselves become prisoners of their dictatorships. Their governments' "enslaving planets of animal-races and planets of Homo Sapiens" techniques were turned inward to enslave their own populations,** just as Julius Caesar (http://en.wikipedia.org/wiki/Julius_caesar) used his private army and his experience in controlling Roman provinces to invade Rome.

8. In total, there are around **12 space-faring Homo Sapiens planets, 12 slave/surf Homo Sapiens planets, and 25 "animal"-race planets colonized** by Homo Sapiens.

A randomly deep thought

A **moral dilemma** for the last 60 years:

- **Do the non-Homo Sapiens races (aka: the Interstellar United Nations) let Earth remain a permanent slave/serf-planet in a Homo Sapiens empire?**

- **Or should Earth be a protectorate of the non-Homo Sapiens races? (the Interstellar United Nations)**

“ALIEN” SPEECH AND HEARING

HOMO SAPIENS

Homo Sapiens **speak** using:

- Their vocal cords to **produce a basic harmonic tone**, kind of like an “aa” sound. By turning their vocal cords on and off, Homo sapiens can produce unvoiced phonemes like “f” and “h”.
(http://en.wikipedia.org/wiki/Vocal_cords)
- Their vocal cords can **modify pitch in two ways**: One muscle controls pitch in large sweeps, used for singing and pitch-falls over a sentence or phrase. A smaller muscle fine-tunes pitch, used for vibrato or syllable-based pitch prosody.
- Homo Sapiens can open and close their **nasal passages during speech**, altering the sounds produced.
- Homo Sapiens have a medium-flexibility **tongue** whose position **acoustically filters the tone produced by their vocal cords**. Homo sapiens’ tongues can produce **flaps**, like “d” in “ladder”. (<http://en.wikipedia.org/wiki/Tongue>)
- Homo Sapiens have **very flexible mouths and well-controlled mouth muscles**. (http://en.wikipedia.org/wiki/Facial_muscles) These muscles not only enable a wide variety of vowels and long consonants, but also plosives like “p” and “b”.

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The **combination of the various sound-generating organs and muscles** in Homo Sapiens lets them produce a variety of **phonemes**.

(<http://en.wikipedia.org/wiki/Phonemes>,

http://en.wikipedia.org/wiki/International_phonetic_alphabet).

Homo Sapiens hear using their ear canal (http://en.wikipedia.org/wiki/Ear_canal):

- Their ears are **particularly sensitive to formants** (<http://en.wikipedia.org/wiki/Formant>), much more than other races. Formants are generated when the “aa” sound from Homo Sapiens’ vocal cords are acoustically filtered using the Homo Sapiens’ tongue, nasal cavity, and lips.
- Homo sapiens **do not accurately distinguish plosive sounds or unvoiced sounds**. For example: Clicking their tongue against the roof of their mouth just behind their teeth produces a different sound than the point 1 cm back, which is different than the click produced 2 cm back. These locations are not usually perceived as different phonemes.
- Homo sapiens can **recognize pitch sweeps well**. In Western languages, pitch sweeps are used for “prosody”, and subtly affect the meaning of a sentence: “How are YOU doing?” vs. “HOW are you DOING?” Some Homo Sapiens languages, such as Chinese, use pitch sweeps to change the meaning of a word completely. (http://en.wikipedia.org/wiki/Tonal_languages)
- Homo sapiens have **very poor “perfect pitch”**, so poor that absolute pitch isn’t used for speech generation and perception.
- **Rhythm and timing aren’t very important** to Homo Sapiens speech.

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(PEOPLE FORMERLY KNOWN AS) GREYS

Listen to the speech in this YouTube video

(http://www.youtube.com/watch?v=V_wZsdcasjU). The words are the **person's best attempt to speak English**. The transcription is, "**What are you doing Mike? ... Wait**".

(People formerly known as) greys speak using:

- **Vocal cords** that are a different shape than Homo Sapiens.
- **Very accurate pitch control**.
- **A flexible throat and mouth cavity**.
- **No tongue**.
- **More-limited lip-muscle control** than Homo Sapiens.

Their languages have:

- **Fewer voiced or unvoiced phonemes** differentiated by **formants**.
- **Pitch sweeps** (as per tonal languages) affect the meanings of words.
- **"Absolute pitch"**, to within $1/6^{\text{th}}$ of an octave, affects the meaning of the word.
- **Rhythm and timing** are somewhat important.

As a consequence of this:

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- (People formerly known as) **greys cannot speak Homo Sapiens languages well.** (They are very good with written English, and employ much better grammar than native English speakers.)
- **Nor can they easily understand Homo Sapiens speech.** (They don't get their humor either. 😊)
- **Homo Sapiens cannot understand their languages well,** especially due to the lack of absolute pitch.
- **Homo Sapiens certainly can't speak "grey" languages** without sounding like a "donkey".

ARTHROPOD-EVOLVED RACES

Many of the **arthropod-evolved races** produce speech using:

- **One or two "vocal cords"**, sometimes in stereo.
- **Clicks and "whizzes" using different organs.**

ETCETERA

- **Kangaroo-evolved races** – These races do not vocalize often, but instead rely on a large variety of unvoiced phonemes and rhythm/timing.

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- **Horse-evolved races, wolf-evolved races, cat-evolved races, and races evolved from other commonly-known terrestrial animals** – You can imagine how their speech would differ from that of Homo Sapiens.
- **Highly-telepathic races** – The more telepathic a race is, the less important verbalized speech is to the race, so the simpler/smaller their tonal phoneme set is.

A deeply random thought

Theory of mind

- **Theory of mind level 0** – Children under three years of age assume that any information they know is known by all other people, or that it is not known by anyone else. (http://en.wikipedia.org/wiki/Theory_of_mind)
- **Theory of mind level 1** – Teenagers assume that anyone who does not like their music must be an idiot.

In other words: Two people provided the same information and the same circumstances MUST inevitably come to identical conclusions, or one of them is mentally flawed.

Or, if someone with a “theory of mind level 1” is a conniving backstabber, they assume that everyone else is a conniving backstabber.

- **Theory of mind level 2** – Typical adult Homo Sapiens; they understand that other people might like Jazz even though they don’t like listening to it.
- **Theory of mind level 3** – This exercise is left up to the reader.

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...

- **Theory of mind level 10** – People who can understand and predict how (people formerly known as) “greys” think. 😊

THREE-YEAR OLD CHILDREN

Remember back to when you were a three-year-old child, or when you raised a three-year-old child.

How did you see the world as a three-year old child?

- You (thought you) knew **everything about your home and backyard.**
- You were **only allowed outside in the protection of your backyard**, or under the **escort of your parents.**
- You **didn't realize how complicated the world was.**
- You **didn't realize that you didn't realize** how complicated the world was. To quote Donald Rumsfeld, **“These are things we do not know we don't know.”**
- **If it weren't for your parents** (or some other adult), you would quickly die.

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What else do you remember about being a three-year old child?

- You **only played with other three-year old children.**
- As a three-year old, **you could only win a game against a six-year-old (or an adult) if they let you.**
- You felt **self-satisfied that one-year-old babies existed below you.**
- **Six-year-old children** would either (a) **ignore you**, (b) **mother you** (if they were girls), or (c) **beat you up** (if they were boys or girls).
- **You didn't know how much more the six-year-old children knew** than yourself.
- **The more time you spent with three-year-old children**, and the less time you spent with six-year olds and adults, (a) **the better the other three-year-olds treated you**, (b) **the better you learned how to socialize** with three-year-olds, but (c) the **slower you "mentally" matured.**

IMHO, while **grouping children by age** (1st grade, 2nd grade, etc.) is a **necessity for teaching** and ensuring roughly-equivalent heights to **minimize bullying**, it **retards the social maturity of children**. Teenagers are a prime example – they should never be left alone to create their own culture. (http://en.wikipedia.org/wiki/Lord_of_the_Flies)

- **Three-year-olds that spend time with adults are "mommy's boys/girls".** They are able to better socialize with adults, but are shunned by their own age group... and tend to get beaten up when the adults aren't watching.
- **Three-year-olds cannot comprehend adults, and adults can no longer fully-comprehend three-year-olds.**

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- **We are three year-old children that have only ever played with three-year-old children. In fact, we have only ever played with our three-year-old siblings.**
- **We do not understand how three-year olds from other neighbourhoods behave.**
- **We cannot comprehend how much more intelligent (IQ of 180+), knowledgeable, and “wise” many people (from other planets) are.**

A deeply random thought

The Earth has been “sold” more times than the Brooklyn Bridge.

SEGMENTING GALACTIC POPULATIONS BASED ON LEVELS OF TECHNOLOGY

Organizers of the galaxy separate races (and organizations) by technology levels, like a more-complicated version of Star Trek’s “prime directive”.

http://en.wikipedia.org/wiki/Prime_directive

Roughly speaking, **the technology that a race is PERMITTED is based on:**

- **The race’s IQ.** (Mean and variance.)

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- **The race's past history using specific technologies.** For example: Not only do Europeans have a history of colonizing and enslaving less-advanced races when they achieved ocean-going vessels, but they produced military vehicles with the extradimensional engines provided by people (from other planets). Should Europeans be allowed to partake in uncontrolled interstellar travel, or produce their own extradimensional vehicles?
- Permitted technology levels are affected by **other races in the region**, and how **technology might leak from more-advanced races to neighbouring less-advanced races**. Also, if **less-advanced races might be "ganked"** (beaten up) by the more advanced races, then **the advanced races might have their technology-growth stunted**, or the **less-advanced races might be "twinked"**.
- **Individuals of a race are sometimes "twinked" above the technology allotted for their race.**

In other words, **races are grouped by "age"**. Three-year-olds mostly interact with three-year-olds. Six-year-olds with six-year-olds. Etc.

This separation helps to:

- **Prevent technologically-advanced races from "beating up" or taking advantage of** less-technologically-advanced races.
- **Prevent technology leaking from high-tech races to low-tech races**, particularly technology that is too dangerous for less-mature races to use (such as neutron bombs, reality bombs, encounter suits, etc.).
- **Separation lets less-technologically-advanced nations compete economically.**

Separation is enacted by:

- **Low-tech races (primitive tool users without a written history) can only be visited by permit.** Visitations can be openly made since the race is unlikely to “remember” the event in any written history.
- **Industrialized races are undisclosed and marked as “invisible”.** UFOs must remain invisible to the indigenous population. Abductions require “forget-me” drugs. Permits are required.
- For disclosed planets, **jump-gates lead to other disclosed planets of equivalent technology.** Permits and escorts are required to visit more-advanced races.
- **People with advanced technologies are not usually allowed to bring their equipment to lower-technology worlds,** so that technology won’t leak (be sold or reverse-engineered) to the less-advanced races.
- **If there is a conflict between a technologically-advanced race and a less-technologically advanced race** then (a) **the more-advanced race often has its technology limited,** and (b) the conflict is often “refereed” by elder races.
- **More technologically-advanced races often “hide” from less technologically-advanced races.** If they do appear, they usually pretend to be less technologically-advanced than they really are.
- **Solar systems often have many more planets than are immediately visible.** The planets are extradimensionally “rotated”, and can only be seen and/or accessed by people with higher technology or appropriate supervision. (Earlier, I intentionally incorrectly described them as in a different “layer”.)

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- **Stars (and their solar systems) can be “pushed down” or “pushed up”**, also preventing them from being visible and accessible to lower-tech races.

A deeply random thought

Death dream

From http://en.wikipedia.org/wiki/Harry_Potter_and_the_Deathly_Hallows

Harry surrenders himself to Voldemort, who attacks Harry with the Killing Curse, sending Harry to a sort of Limbo between life and death. There, Harry meets Dumbledore who explains that because Voldemort used Harry's blood to regain his full strength, Harry is protected from any harm that Voldemort could commit, meaning that the Horcrux inside of Harry is destroyed but that he can return to his body despite being hit by the Killing Curse. Harry then returns to his body, the battle resumes, and after the last remaining Horcrux destroyed, Harry is able to defeat Voldemort.

EARTH'S LOCATION IN THE GALAXY (PART 2)

Some more **trivia** about Earth's location in the galaxy, from *“The Hitchhiker's Guide to the Galaxy”*: ☺

http://en.wikipedia.org/wiki/Hitchhiker%27s_guide_to_the_galaxy

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- **The Orion Spur is like Africa compared to the rest of the galaxy.**
(http://en.wikipedia.org/wiki/Local_Spur)
- Consequently, **Earth is Africa (the planet) within Africa (the section of the galaxy).**
- **Earth is a “mostly harmless” planet within “Africa”** ... not really. I have already spent some time explaining why Earth is valuable, and may add to the explanation later.
([http://en.wikipedia.org/wiki/Phrases from The Hitchhiker%27s Guide to the Galaxy#Mostly Harmless](http://en.wikipedia.org/wiki/Phrases_from_The_Hitchhiker%27s_Guide_to_the_Galaxy#Mostly_Harmless))
- **The Orion Spur, being spatially isolated, is an incubator region for new races,** Homo Sapiens being one of the incubated races.
- Being an incubator, **technology is (theoretically) intentionally kept low** until the races mature. This is only a theory: Many of the races have already been tinkered.
- **Each race is allotted approximately five stars with planets,** not all of which are legally accessible to the incubated races.
- **Stars and meta-nations were grouped into “eggs”.** “Eggs” are 40-80 light-years in diameter.
- **“Eggs” were grouped into clutches,** with a central “egg”, and six to eight “eggs” surrounding the central egg.
- **The “eggs” were originally intended to “hatch”, become space-faring, in a specific pattern.** Every other “egg” surrounding the central “egg” was to mature first. Followed by the remaining surrounding “eggs”. The central “egg” was planned to be the last to hatch.
(http://en.wikipedia.org/wiki/Dinosaur_egg)

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This design comes from egg-laying races where the earliest-hatching eggs are on the outside of the nest so that when the infants break out, they don't damage the other eggs. The worst possible scenario for a clutch of eggs is for the central egg to hatch first, and the newly-emerged infant damages all surrounding eggs while attempting to get out of the nest.

- **The Orion Spur is divided into many clutches**, each with seven to nine “eggs”.
- **Earth is in the central egg of one of the central clutches.**
- **Government planets of elder races are usually located in one of the stars in the central egg.**
- **Government planets, as well as most other planets, are invisible and inaccessible to less-technological races.**
- Being an undisclosed but valuable planet in the central egg of one of the central clutches of the Galactic equivalent of Africa, **Earth is an (un?)-intentional test planet for other races** (and organizations). That is why **Earth has been “sold” more times than the Brooklyn Bridge.**

A randomly deep thought

First contact, lesson #621: **Never sit on a “spawn of Cthulhu”.**

First contact, lesson #622: **Never ever call them a “spawn of Cthulhu”** or they might stop by with their friends the next evening to rub lesson #621 in. (<http://en.wikipedia.org/wiki/Cthulhu>)

REVEILED TRANSITIONAL RACES

One problem with “building your own alien race in 20,000 year increments” is that a **lot of less-intelligent versions of the race** are left scattered around the galaxy (or galaxies).

In the case of Homo Sapiens, **the less-intelligent versions are transitional races/species between Australopithecus and Homo Sapiens.**

(<http://en.wikipedia.org/wiki/Australopithecus>)

The fundamental problem with transitional races is that **they are too intelligent to be an animal** (8 standard deviations below Homo Sapiens intelligence), **but not intelligent enough to use anything more than primitive tools** and smash the occasional digital watch.

([http://en.wikipedia.org/wiki/Phrases from The Hitchhiker%27s Guide to the Galaxy](http://en.wikipedia.org/wiki/Phrases_from_The_Hitchhiker%27s_Guide_to_the_Galaxy))

The Australopithecus-to-Homo-Sapiens transitional races/species are more troublesome (to put it mildly) than most transitional races:

- They have **grasping hands and can easily wield tools.**
- Our ancestor’s hands are so good at grasping that they can skilfully **wield weapons**, such as clubs, spears, and knives. **Many transitional races cannot grasp and swing primitive weapons as effectively as our ancestors** because their thumb and/or forearms aren’t strong enough.
- **Our ancestral males, as with chimpanzees, and our modern teenagers, have a habit of organizing in small gangs that gain confidence in numbers.**

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- **Gangs** of Australopithecine males wielding weapons are known to **break into people's houses, kill members of the family, and eat them.** Homo Sapiens teenagers, at least, don't usually eat their victims.
- This presents a moral dilemma: **Our ancestors are intelligent enough to wield dangerous weapons, but not intelligent enough to realize that they have committed murder.**

A deeply random thought

The elder-elder races often test the younger races.

Conversely, **the younger races find ways of testing the elder-elder races.**

EARTH'S LOCATION IN THE GALAXY (PART 3)

AN "INVISIBLE" PLANET

Earth is currently categorized as an "invisible planet", where UFOs and people (from other planets) are supposed to stay hidden from the planet's indigenous population... although many people (from other planets) "accidentally" get themselves and their flash UFOs photographed.

Reasons for and against "invisibility":

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- One of the reasons Earth is “invisible” is because **some members of the galaxy think that Homo Sapiens aren’t intelligent enough to “disclose” to.**
- **Many people don’t like what the off-planet Homo Sapiens have done when provided interstellar technology**, so why should Homo Sapiens on Earth be provided similar technology? Maybe letting Homo Sapiens “mature” for a few more decades will help.
- Our ancestors, **Australopithecus, aren’t well liked either.**
- Earth was originally part of **an experiment to see if races could evolve to space-faring without twinkling.** This is considered an important experiment (to some): Planetary civilizations have been known to “go extinct” due to catastrophes. Why not an entire galaxy? If all civilizations in the galaxy went extinct, how long would it take before a civilization could rebuild itself and reach space-faring capability again?
- **“Invisible” planets are more-easily controlled by higher-tech organizations,** providing easy wealth, as per “Extradimensional shoplifting”. People making money from an undisclosed Earth certainly don’t want disclosure.
- **Disclosing to Earth might require that neighbouring planets be disclosed to also;** their inhabitants are lower-tech, and definitely NOT ready for disclosure.
- **Contractual/treaty dates currently end around 2012/2013.**
- Conversely, **if Earth isn’t “disclosed” to, it is easy prey for people that wish to exploit its low-tech inhabitants.** At least a “disclosed” Earth will be able to pay taxes to pay for its protection.
- If Earth isn’t disclosed to, **lawless organizations (pirates, organized crime, etc.) hide out on Earth** and exploit its resources to strengthen their organizations.

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- **Earth is already exporting goods and technologies (namely computers and entertainment).** While this is a reason for disclosure, such exportation could profitably continue secretly (via theft) for a few more decades. **Open trade is preferred by many.**
- **People don't like that Earth is a slave/serf planet.** Disclosure would prevent this.
- If other Homo Sapiens planets are disclosed to, then **why not disclose to Earth also?** Or, if Earth is not disclosed to, **should the other Homo Sapiens planets be rolled-back to pre-interstellar travel?**
- Many other planets around the galaxy are in the same "limbo" as Earth. **If Earth is disclosed to, other money-making invisible planets around the galaxy will also have to be disclosed to.**
- Some organizations wish to postpone disclosure so they can **finish up their intelligence-boosting projects** on Earth.
- **Disclosure can't safely happen until the "invisible" war is dealt with...** see below.

Fighting an invisible war requires that other governments commit resources to the effort, which they are reluctant to do.

A randomly deep thought

The Smilodon-evolved people wish to put their joke here.

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<http://en.wikipedia.org/wiki/Smilodon>

AN “INVISIBLE” WAR

The movie, “The Fourth Kind” is not about alien abduction: It is about an “invisible” war. (http://en.wikipedia.org/wiki/The_Fourth_Kind)

To put it simply:

- **Earth is still legally an “invisible” planet**, so UFOs and people (from other planets) aren’t legally allowed to be seen by the indigenous population.
- **Mafia-like organizations (some of them off-planet Homo Sapiens) are taking advantage of Earth’s “invisible” status to make money**, or at least get a foothold in a potentially lucrative black market.
- **Other organizations are fighting these mafia-like organizations**, often mutually with weapons.
- Due to “invisibility” laws, **conflicts on and surrounding Earth are fought extradimensionally**. The criminal (or invading) organizations certainly DON’T want the war to become “visible” to Earth’s population because “disclosure” will ruin their business model. The other organizations are bound by law.
- **Homo Sapiens sometimes stumble into this invisible war...** as documented in *The Fourth Kind*.

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Disclosure can't safely happen until the "invisible" war is dealt with. Visible UFOs and people (from other planets) are vulnerable to attack from weapons possessed by their enemies. Threats of nuclear attacks also hamper disclosure.

Controlled disclosure, where people (from other planets) first meet with Earth's government officials, is particularly difficult. Anyone with a UFO and/or high-tech weapon can disrupt a landing and or kill people (from other planets) as soon as they land, not to mention the government officials. **Uncontrolled mass-disclosure is safer** because too many targets are presented for them to all be killed.

A deeply random thought

Apparently, **fifty contactees/abuctees were taken from Earth 20-25 years ago** and given the "grand tour". Most of them were assassinated by organizations that didn't want disclosure to happen.

TELEPATHY (PART 3)

TYPES OF TELEPATHY

Important: **Not all people have the same telepathy implants**, or the same telepathy abilities/features. This information **will not be valid for ALL telepathy-implant users**. See your telepathy-implant manual for details about your telepathy implant. (People provided free telepathy implants may not have been provided a manual.)

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WARNING: When telepathy implants are first activated, some people incorrectly think that they're hearing voices, talking to marketing angels, and/or going crazy (due to schizophrenia or a brain tumour). Consult your physician before committing yourself to a mental institution.

Types of telepathy:

- **Beam telepathy** – No implant is necessary. A beam is directed at the person's head, usually causing auditory telepathy.
- **Speaking/whispering (via implant)** – People speak or whisper to use telepathy. An implant monitors the speech-related muscles to accomplish speech recognition. Sentences are communicated, along with some conceptual information. When an incoming speech signal is received, the telepathy implant causes the person's speech-related muscles to move. These implants often come with automatic language translation for the most common galactic languages.
- **Brain/thought (via implant)** – Thoughts, concepts, and images are communicated rather than sentences. Some advanced implants can communicate simple sentences (with some language translation). To use this form of telepathy to communicate with someone, think about transmitting an idea.
- **Back-channel** – This is an extradimensional accessory "organ" that runs down your spine. To listen to your back channel, you must "open" it up. Use your back-channel for reading emotions and legilimency. Telepathy-bots (aka: light globes) often send subconscious messages through the back-channels, such as "There are no UFOs". Back-channel communication works best when communicating with people from the same race.

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The back-channel is sometimes called the “Vagiglia gland”, after the name of fairies’ magic gland from the “Fairly Odd Parents” cartoon.

(http://en.wikipedia.org/wiki/The_Fairly_OddParents)

- **Linked brain implants** – These implants communicate thoughts to a specific person or set of persons. They are located in the brain. To use them, move your mental focus (a virtual ping-pong ball in your brain) to the part of the brain where the implant is located, and think thoughts you wish to send.
- **Avatar (via implant)** – These implants let someone use your body as an avatar, or vice versa. Higher-end models not only allow muscle control, but include senses such as touch, taste, odour, and vision.

COMMONLY ENCOUNTERED TELEPATHY PROBLEMS

Telepathy implants are **never as reliable as advertised**. Communication with other people often fails because:

- You dial the **wrong number**.
- **Call forwarding** redirects you to another number.
- The **person is too far away**, and/or long-distance charges are unacceptably high.
- Either your implant, or their implant, **doesn’t have enough power**. Wait a few hours for your brain to recharge your implant.
- The person called has **no implants**.
- The **person is asleep**, and you end up talking to their semi-conscious self.
- The person’s implants have **not yet been activated** by their local carrier.

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- The person's **implants sometimes pretend to be the person**, kind of like a hyper-intelligent answering machine with an attitude. Implants will often pretend to be a person **if the person isn't mentally capable of handling implants** (perhaps because the person would commit themselves to a mental institution if they heard implant voices), or because they haven't paid their monthly telepathy bill.
- A **"proxy" person** (or implant) might pretend to be the called person, acting as an intermediary. The called person may not even be aware that they are taking part in a conversation. Proxies can be used to protect the called person's identity, or merely to censor information.
- People can **pretend to be someone else**. Never trust telepathy's caller ID.
- **Telepathy signals can be blocked, intercepted, and modified by third parties.**
- **Marketing angels may spam you:** advertising newspapers, alternate religion plans, and/or life insurance.
- **Sentient implants** can "sound" like telepathic calls.

TELEPATHIC ATTACKS

Telepathic attacks are a serious matter:

- **Dangerous** – The use of telepathy is **dangerous when un-friendlies are around** because (a) it is easy to **listen in on people's telepathic conversations**, and (b) eavesdroppers can **deduce who the people in the conversation are or trace the call**.

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- **Telepathic spying** – Telepathy implants allow people to **monitor your thoughts**. Spy camera may also be employed.
- **Intuition** – Telepathy bots , sometimes called “**light globes**”, can **easily distort your intuition**. **Hunches, about the future**, or what **decision “feels” best**, are unreliable when telepathy bots are nearby.
- **Urges/compelling** – Telepathy bots can **implant urges**, like the sudden urge to walk in front of a bus.
- **Emotions** – Telepathy bots can **affect emotions**, such as inducing depression, anger, feelings of safety, or feelings of danger. Opening to your back-channel sometimes reveals these subliminal messages.
- **Befuddlement** – Telepathy bots can make it difficult to think “logically” and sequentially.
- **Spamming friends** – If you attract the wrath of someone, **telepathy bots may be assigned to influence your friends**, relatives, and neighbours, causing them to act out of character.

A deeply random thought

Syntha-brains – When your friends don’t want to donate any more of their brains to you.

METAORGANISMS (PART 1)

WHAT IS A METAORGANISM?

A metaorganism is an **organism composed of organisms**.

- You are a metaorganism **composed of trillions of cells**.
- A cell is a metaorganism of **organelles**.
- A nation is a **metaorganism composed of people**. In a “nation” metaorganism, the **government is the metaorganism’s brain**, and **corporations and infrastructure are metaorganism “organs”**, such as the liver, heart, intestines, etc.

Metaorganisms are sometimes so oppressive that they quash people’s individuality.

The **signs** of being part of a metaorganism that is **dangerously oppressive** are:

- Many oppressive metaorganisms **don’t let people leave**.
- **Totalitarian governments** are often oppressive metaorganisms.
- People who **don’t comply with the norms of an oppressive metaorganism are readily killed**, imprisoned, punished, or socially-coaxed until they comply with the norms.
- Oppressive metaorganisms often **assign people a profession**, and/or **don’t allow people to change their profession** later in life.
- **Long work weeks** are an indicator of oppressive metaorganisms. (http://en.wikipedia.org/wiki/Working_time)

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- **“Knowing”** that you **shouldn’t discuss important issues** with your friends, family, and neighbours, such as those issues raised in this document, is a sign of being in an oppressive metaorganism.
- Some metaorganisms **aren’t oppressive to the members** of the metaorganism, but are **oppressive to others**. Slavery is one example.

Computers and the Internet empower oppressive metaorganisms:

- Employers can **monitor what employees do on their computers**, logging keystrokes, programs run, and E-mail sent/received.
- Governments and corporations can **monitor individuals’ use of the internet**.
- Governments and corporations can easily **collect copious records on individuals**.
- **Mobile phones and E-mail at home** means you can never leave work.
- Conversely, **the Internet can be used to bypass an oppressive metaorganism’s control of the mass media...** for awhile: **Metaorganisms eventually learn how to control the Internet**, with porn filters, for example.

Telepathy implants, spy-bots, and kill-bots also enable metaorganisms:

- **Telepathic spying** can be used to identify and monitor “troublemakers”.
- **Telepathy bots** and implants can be used to **influence people’s thoughts and behaviours** to comply with the metaorganism’s norms.

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- **Implants monitor what people do and think.**
- **Implants can sometimes “compel” weak minded individuals.**
- **Kill-bots punish and/or assassinate “troublemakers”.**

National and/or planetary metaorganisms sometimes turn oppressive with the advent of telepathy and computers. Newly “hatched” races are especially susceptible.

TYPES OF METAORGANISM

- **Cells**
- **Bodies**
- **Corporations**
- **Organized religions**
- **Slavery**
- **Mafias**
- **Planets**
- **Parasitic metaorganisms**

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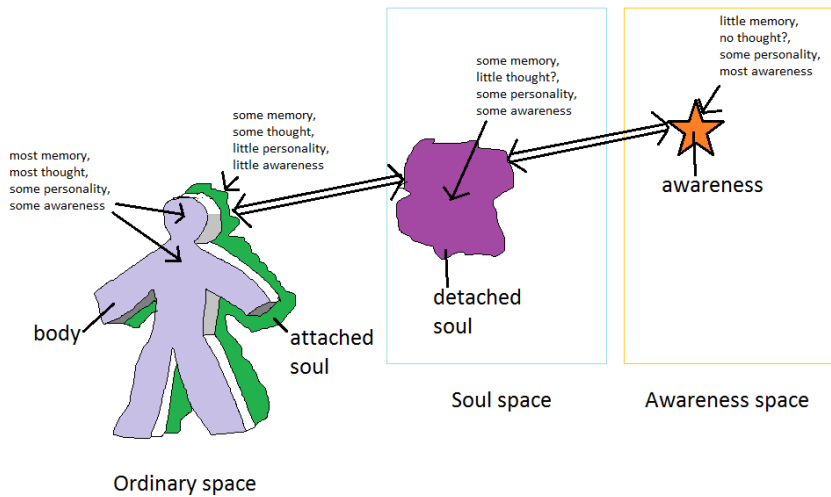
- **Cancerous metaorganism** – A metaorganism whose main purpose it to grow. Other functions, such as charity or helping members, are secondary. Empires are also cancerous.
- **Government-controlling metaorganism** – These metaorganisms (organizations) survive by taking over the “brains” (governments) of “nation” metaorganisms.
- **Wars** – Wars are metaorganisms.

A deeply random thought

Syntha-brains – When your friends don't want to donate their excess brains to you anymore.

BODY, SOULS, AND AWARENESS

A SIMPLISTIC DIAGRAM OF THE BODY, SOULS, AND AWARENESS



SENTIENT IMPLANTS

Having a sentient implant is **like having another person in your head.**

- You can have **interesting conversations** with them.

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- With permission, some sentient implants can **take control of your body and “drive” it for you**. It’s like being in a car with two steering wheels, where your passenger can take over the task of driving.
- Sentient implants can **“unravel” and combine awarenesses with you**. See below.

BRAIN TRANSPLANTS

Depending upon the technology level of your world, you may be offered a **partial brain transplant** if your brain is **damaged in an accident, shot out by a kill-bot**, or if someone you know has recently died and bequeathed you their brain.

The **brain-transplant process** follows:

- You will be **asked if you want to accept someone’s (partial) brain**. In some special circumstances, the brain will be transplanted into you without your knowledge.
- **Brain transplants are usually done at night**, while you are asleep. Painless extradimensional surgery is used.
- **The transplanted brain is slowly activated and “merged”** with your existing brain over the course of days to months.
- **Your personality may change slightly**.
- You may have **dreams of being the person whose brain is implanted**.
- You may **lose a few of your own memories** if part of your old brain is removed to fit the new brain.

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- **Some implants may be transferred** along with the partial brain transplant.
- For fun, **try moving your brain's "focus" (a virtual ping-pong ball in your head) to the location of the transplanted brain.**

ACCEPTING SOMEONE'S AWARENESS

You may be asked to accept an awareness of someone when they die. In special circumstances, someone's awareness **may silently be attached to yours** and gradually introduced over the course of months.

- Sharing your body with someone's awareness is **like having another person in your head.**
- With permission, they can **control your body.** It is like **driving a car with two steering wheels**, where your passenger can drive too. You will initially have overriding control, but a mutual arrangement must be decided upon.
- If their awareness doesn't care for you or vice versa, **they can "move on" in a few days or weeks.**
- At first, **their awareness will be a separate personality.**
- Over days, weeks, or months, **their awareness will gradually combine with yours.** Maintaining separate awarenesses in one body is not recommended.
- **Your personality may change** as your awarenesses combine.
- You **may be able to access memories of their awareness**, and vice versa.
- You may have **dreams of being that person.**

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- You know that you have a new awareness when you **get thoughts like:**
“Lucerne used to taste much better when I was a zebra-evolved woman, especially when raisins were mixed in.”
- **Partial brain transplants** from the person are often included in the package.
- The awarenesses of **especially-aware animals** are occasionally tied to your awareness.

A deeply random thought

The other night I had a stimulating conversation with a Nyarlathotep over tea and Chianti. (<http://en.wikipedia.org/wiki/Nyarlathotep> - The Wikipedia article is entirely wrong, by the way. 😊)

UN-RACES

As technology matures, **the concept of “race” blurs:**

- For **contemporary** Homo Sapiens, the definition of “species” (aka: race) is that a **male and female can produce viable offspring.**

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- As technology improves, it becomes possible for **closely related races to breed**, and produce viable offspring.

Added to this are “**un-races**” ... **races that aren’t really races**:

- As per “Homo Sapiens Alienii” (above), **people can have their DNA and RNA modified, with or without looking markedly different**. They can also have their **skeleton shaped**, with or without DNA changes.
- Animals (not very intelligent) can have their **skull expanded with skeletal shaping**, as well as their skeleton shaped. An **enlarged skull and a few chemicals makes the animal as intelligent as any race**. When the former animal breeds, their offspring are just animals.
- **Animals** (not very intelligent) can have their skull expanded, and **replaced with someone’s brain**.

A randomly deep thought

Cthulhu-aliens appear in HP Lovecraft’s books, and as Babylon 5’s Vorlons. A tripod race appears in in HP Lovecraft’s books, C.S. Lewis’ science fiction, and Mass Effect. (<http://en.wikipedia.org/wiki/Cthulhu>, <http://en.wikipedia.org/wiki/Vorlon>, http://en.wikipedia.org/wiki/Out_of_the_Silent_Planet, http://en.wikipedia.org/wiki/Mass_effect)

DIVERSITY OF RACES

A galaxy requires a **diversity of races** to:

- **Ensure maximum use of planetary real estate.** Different races prefer different climates. Some of them live on different layers, or in-between layers.
- **Every race thinks and perceives the world differently**, kind of like “multiculturalism” on steroids.
- A diversity of races **protects against viruses** (often intentionally created to genocide entire species), **chemical attacks, implant wars, and other parasitic organs.**

The **downsides** of a multi-racial galaxy are:


- **Toilets...** just don't ask.
- **Seating** in vehicles and houses becomes tricky.
- **Clothing, medical care, etc.**
- And, well, basically, er... it **turns the galaxy into Farscape**, where **every race (or organization comprised of a race) has one or two other races that they just don't get along with.** Preventing “ghettos” from forming is VERY important.


A deeply random thought

The mental act of grouping individuals into a metaorganism often causes them to become a metaorganism.

Conversely, treating members of a metaorganism as individuals breaks up the metaorganism.

RACES AND META-RACES (PART 3)

Evolved from	Some races and/or meta-races
Carbon-free life forms Different than terrestrial DNA	Androids  <p>Definitely NOT called “the browns” http://www.aliendoodles.com/thegallery.htm</p>

<p>“Greys”</p>	 <p>Definitely NOT called “the wig people” http://www.aliendoodles.com/thegallery.htm</p>
<p>Highly-dimensional races, or races that don’t usually exist in three-dimensional space</p>	<p>Cthulhu races, etc.</p>
<p>Not in ordinary space</p>	<p>People living in soul and/or awareness space.</p>
<p>“Permian” races</p>	<p>Dimetrodon-evolved but with two sails (http://en.wikipedia.org/wiki/Dimetrodon), etc. (http://en.wikipedia.org/wiki/Late_Permian#Lopingian)</p>

A deeply random thought

Dread-google – A 1-km in diameter circular UFO equivalent to a WW-I dreadnaught battleship, but much scarier. Since the “naught” in dreadnaught might mean “zero”, some people prefer substituting the suffix “naught” with “google”, which is 10^{100} . (<http://en.wikipedia.org/wiki/Dreadnought>)

Dread-googleplex – Either a very large dread-google, or a movie theatre showing *Close Encounters of the Third Kind* in all eight theatres. A googleplex is 10^{google} . (<http://www.omniplex.ie/>)

HOMINIDS: HOMO GATTACA, IN A GALAXY FAR FAR AWAY...

Australopithecus and its descendents have been used as “seed” material for a number of races, not just Homo Sapiens.

Imagine a hypothetical “**Homo Gattaca**”, a technologically-advanced **hominid** race that looks similar to Homo Sapiens... (<http://en.wikipedia.org/wiki/Gattaca>)

SOCIAL MODIFICATION THROUGH SOCIAL CASTE

In **contemporary Earth society**, many people in the “**upper class**” see themselves as the “**ruling class**”. (http://en.wikipedia.org/wiki/Ruling_class)

Consequently, **people in the upper class** often have the following views:

- **Upper-class children are sent to private schools and ivy-league universities.** While the education might be better at these schools, the most important part of the education is the **social contacts** that the children make with other wealthy families.
- Ruling-class education encourages **people-management skills, wealth management, creativity, and (ideally) risk taking.**
- The ruling class **encourages their children to take up professions** in politics, business management, law, and occasionally medicine. These professions are either **politically important**, or well paying.
- As a **consequence** of their **school/work friends** (garnered from their ivy-league educations and professions), and due to **inheritance pressure from their parents**, adult children in the “ruling class” are **encouraged to marry** other adult children from the **ruling class**.

In an extreme society, **laws prevent people in the ruling class from marrying people from the lower classes.**

- People in the “ruling class” **avoid (intentionally and unintentionally) socializing with the “little people”.** (http://en.wikipedia.org/wiki/Leona_Helmsley) Needless to say, but I’ll state it anyway, they tend to look down on the “little people”.
- Not having cut their own lawns, people from the **ruling class don’t understand how much effort it takes to maintain a manicured garden.**

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“Little people” waste their lives cutting grass where sheep and a few “has has” would do. (http://en.wikipedia.org/wiki/Has_ha)

People in the **ruling class think that people in the lower classes should:**

- Middle and lower-class children are sent to **public schools**.
- **In the extreme**, middle and lower-class **education should be about apprenticeship, NOT about social contacts** to be “milked” later in life. The skills needed to work as a **day labourer, electrician, or engineer** should be taught. Working in a **group, rote learning, and obedience** are paramount. People-management, wealth management, creativity, and risk taking are (ideally) discouraged.
- After an education, the **lower classes should work nine-to-five jobs** until they retire at age 60 and move to Florida, where they can play golf, drink, and smoke for the rest of their retirement.
- **Marriage takes place along caste lines**. Middle-class people tend to marry middle-class people, and lower-class people tend to marry lower-class people.
- People in the lower classes **mistrust the ruling class**. Due to circumstances and choice they **DON’T socialize with people in the ruling class**.
- Not ever having worked in management, people in the **lower classes don’t understand how management decisions are made**; they **mistrust and misunderstand their managers’** decisions partly due to justified paranoia and their lack of experience in the role.

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GENETIC MODIFICATION THROUGH BREEDING

In the **1800's**, British nobility were concerned with **"blue blood"** (http://en.wikipedia.org/wiki/Nobility#.22Blue.22_blood), the concept of **eugenics applied to nobility** (<http://en.wikipedia.org/wiki/Eugenics>). Wealth inheritance also played its part. By the late **1950's the concept had been dropped** along with the decline of the British aristocracy.

Imagine **what would happen to a society** of "Homo Gattaca" where "Social modification through social caste" (see above) lasted **500 years, or 15 generations**:

- **"Homo Gattaca" might split into "Homo Gattaca Alpha"**, the 5% of the population that is the ruling class, and **"Homo Gattaca Beta"**, the 95% of the population who are the lower classes.
(http://en.wikipedia.org/wiki/Brave_new_world)
- If people are allowed to be promoted and demoted between the Alphas and Betas, then **DNA would be self-selected. Alphas would be genetically disposed** to be more-intelligent, people-management capable, creative, and risk takers. Conversely, **Betas would be genetically disposed** to be less-intelligent, group-workers, rote-learners, and followers.
- If the society became **obsessed with eugenics**, the genetic discrepancy between Alphas and Betas would increase.
(<http://en.wikipedia.org/wiki/Gattaca>)

GENETIC MODIFICATION THROUGH STERILIZATION

A eugenics-based society might **sterilize "undesirables"**:

- **Retarded children** (and potentially their parents and siblings) would be **sterilized.** (http://en.wikipedia.org/wiki/Compulsory_sterilization)

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- Children with **autism** (as well as their parents and siblings) would be **sterilized**. The same might happen to people with **Asperger Syndrome**. (<http://en.wikipedia.org/wiki/Autism>) (http://en.wikipedia.org/wiki/Asperger_syndrome)

Such sterilization might lead to a **decline in engineers, mathematicians, and other technical professions**. For an inverse example, see this article about the increase in autism in Silicon Valley, a community with a high percentage of engineers. (<http://news.bbc.co.uk/2/hi/health/2192611.stm>)

- **Criminals and dissidents would be sterilized.**
- **Betas that try to act like alphas** (aka: be independent, creative, and risk takers), but who aren't intelligent enough to be alphas, might be **sterilized**.
- **Alphas that aren't genetically capable of partaking in the ruling class** might only be allowed to marry Betas. Or, the Alphas might be **sterilized** so their genes for intelligence, independences, creativity, and risk taking wouldn't end up in the Beta population.

GENETIC MODIFICATION THROUGH DNA CUSTOMIZATION

Technology could accelerate the genetic differentiation, as per **Gattaca**. (<http://en.wikipedia.org/wiki/Gattaca>)

- **Wealthy ruling-class parents (Alphas) could preselect embryos** (or modify their children's DNA), targeting intelligence, people-management, creativity, and risk taking.

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- Once **Betas have been assigned a profession** (through aptitude tests), their **DNA might be modified** somewhat to **improve their efficiency**. Modification might include **changes to their personality**, particularly important for people assigned to the military.
- In the extreme, **DNA replacement to idealized templates** for day labourers, electricians, and engineers could be applied using the “Homo Sapiens Alienii” methodology. For example: All electricians would become genetic clones of “the best electrician ever” as part of their apprenticeship.

PUNISHMENTS, FROM CHILDHOOD THROUGH ADULTHOOD

In 1800’s England, “**Spare the rod and spoil the child**” was the motto. In other words:

1. The first time a child misbehaved, they would be **told to stop it**.
2. The second time, they would be **physically prevented** from troublesome behaviour.
3. The third time, the child would be **slapped**.
4. And the fourth time, the child would be **caned**.

Compare this to **contemporary first-world techniques for disciplining** children:

1. The first time, the child is **told to stop it**.
2. The second time, the child is **physically prevented** from the troublesome behaviour and **receives an explanation** about why they shouldn’t do it...
“**Because if you push Johnny, he won’t like you.**”

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3. After that, the child receives a one minute **time-out** per year of age.

Disciplining theory continues through adulthood:

- Contemporary **employees who are troublesome** receive many **warnings** before being fired. Two hundred years ago, they might have been **fired immediately**.
- Contemporary criminals receive **prison sentences** whose duration increases with offenses. Two hundred years ago, criminals were **shipped off to Australia for petty theft**.

Imagine...

- Imagine a society whose **disciplining techniques modelled 19th century Britain**.
- **Telepathy bots** could read people's minds and ferret out people with **undesirable thoughts**.
- **Spy bots** could **watch** "trouble-makers".
- **Telepathy bots** could be used to "**imperius curse**" trouble-makers into submission.
- **Kill bots** could provide **more-severe physical punishments**.
- **Kill bots** could also "**silently**" **execute trouble-makers** that the ruling class dislike.
- Imagine **1984**. (http://en.wikipedia.org/wiki/Nineteen_Eighty-Four)

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- **Combine** the punishment regime with social caste, selective breeding, sterilization, and DNA customization.
- The net result is an **oppressive metaorganism** more oppressive than Stalinism and East Germany because of (a) the **technology**, and (b) people are **genetically modified to accept the oppression**.

HOW PEOPLE'S THINKING IS CHANGED BY BECOMING HOMO GATTACA

In such a society...

- **No one is going to “make waves”** because (a) they'll be severely **punished**, and (b) any **“wave making” DNA that existed would have been bred/culled out** a few generations back.
- **Artists** that try to spread messages or create new ideas are quashed.
- People who “invent or understand” by **wild experimentation disappear**. (See below.)
- **Betas**, designed to be followers and workers, might end up having an **impaired “theory of mind”, perhaps to teenager level**.
- As **autism is eliminated** from the gene pool, followed by **Asperger Syndrome**, so are **mathematicians and engineers**.
- No mathematicians means that the population is **incapable of “inventing and understanding” based on first principles**. (See below.)

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- No (or few) engineers means that the **population finds any technically-oriented invention to be difficult.**
- Homo Sapiens who like **science fiction and fantasy tend to be “geeks”**, who are on the **Asperger and engineering side of the autism spectrum**. As the **“geek” population is reduced**, the cultural **urge to enter “strange new worlds” disappears.**
- **Contemporary main-stream Homo Sapiens find it difficult to understand people with Asperger/engineering Syndrome**, labelling them “geeks” and “nerds”. The opposite end of the autism spectrum, **“artsy” people, are labelled “weirdos” and “hippies”.**

Many **non-hominid races have thought processes and behaviours that are radically different** than main-stream hominid behaviours. **If main-stream hominids aren’t “forced” to learn how to endure “geeks” and “weirdos”, how will strange will they find other races? Xenophobia is inevitable.**

I want to comment about “invention” and the **ways someone can creatively come up with an invention**. As an example: **How could the Wright Brothers have invented the airplane?**

- **Assimilation** – The invention is **copied in its entirety**. **No creativity** is required. The ability to **discern a useful invention** from a less-useful invention is important... The primary task when assimilating airplanes is: **Does existing airplane “A” fly better than existing airplane “B”?**
- **Evolution** – An existing invention is **modified with an incremental change**. If the incrementally-changed invention works better, the increment is kept. In terms of airplanes: If an airplane with two wings flies, does one with three wings fly better? Evolution has a high success rate, but often runs into “dead ends”; you can’t get to a UFO design from an airplane.

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Japanese corporations are known users of “evolution” applied to invention; as a cliché, they perfect technology invented elsewhere.

50% (?) of Homo Sapiens use evolution as an invention tool.

- **Wild experimentation** – The inventor puts **two completely different ideas together** to create the invention. For example: Combine a helicopter and an airplane to produce a gyrocopter, or spoon and a fork to create a spork... the bane of fast-food restaurants everywhere. Wild experimentation has a very-high failure rate.

Only 5% (?) of Homo Sapiens try “wild experimentation”.

- **First principles** – The inventor **understands the laws of physics and exact requirements for the invention**. The invention of flight proceeds from there, without any prior examples of flying machines. Mathematicians rely on “first principles” to prove theorems.

“First principles” inventing requires intelligence and knowledge, and is something that only 1% (or fewer) of Homo Sapiens can do well.

- **Other techniques** – Other invention techniques exist.

Someone’s **understanding of the world** can follow an analogous path:

- **Assimilation** – People are **taught that dropped objects fall to the ground**. From then on, they assume that all dropped objects fall to the ground under all circumstances. When they find an example of a dropped object not falling, such as an airplane, their world is turned upside down. Similarly, **when such people read this document, they will reject any new ideas as utterly false, or just ignore the ideas and get on with their 20th-century lives**.

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- **Evolution** – When someone observes that airplanes don't plummet to the ground, they **modify the “rules” lexicon in their head to deal with airplanes**: “All dropped objects fall unless they have wings.”
- **Wild experimentation** – If airplanes don't fall, “wild experimenters” add **many “random” rules to their brain-lexicon**: “All dropped objects fall unless they have wings”, “All dropped objects fall unless they have an engine”, “Airplanes defy the laws of gravity because of magic”, and “Airplanes are really UFOs in disguise”. Most rules are eventually eliminated from the person's rules-lexicon as observation shows them to be true or false.
- **First principles** – If airplanes don't fall, then the rule, “All dropped objects fall” must be reconsidered and reworded, perhaps by using thought-experiments and building new rules from first principles.
- **Other techniques** – Other learning/understanding techniques exist.

Over time, a hypothetical “Homo Gattaca” society produces **people who are only capable of assimilation and evolution**.

In the extreme, they are only capable of assimilation.

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HOMO GATTACA EMPIRE

EXTERNALLY oppressive metaorganism + assimilation + xenophobia

(leads to) -> **War with other non-Hominid races**

(leads to) -> **Strong military-industrial complex**

(leads to) -> **Homo Gattaca military chaebol** (<http://en.wikipedia.org/wiki/Chaebol>)

EXTERNALLY oppressive metaorganism

+ time + bad luck

(leads to) -> **INTERNALLY oppressive metaorganism**

thus...

EXTERNALLY oppressive metaorganism + assimilation + xenophobia

(leads to) -> **INTERNALLY oppressive metaorganism + assimilation + xenophobia**

= Homo Gattaca empire

UNRAVELLING THE GORDIAN KNOT

Some important concepts to consider:

- **Sigma function** – This is a function whose value flips from 0 to 1 instantly at an x value of 0. Mathematically: $\text{sigma}(x) = 0$ if $(x < 0)$, or 1 if $(x \geq 0)$.
- **Switch “debounce”** – Flipping a **light switch on is a sigma function**, since the light goes from “off” to “on”. If an oscilloscope is connected to the switch, and the power passing through the switch is monitored, you’ll notice that the light never goes instantaneously from “off” to “on”.

Instead, when a switch is flipped from “off” to “on”, there is a **period of a few milliseconds where the power flow fluctuates “randomly”**. During that time, **electromagnetic radiation is also produced** by the switching mechanism.

In other words, **sigma functions don’t just go from 0 to 1 instantaneously**. For values of x near 0, $\text{sigma}(x) = \text{“random”}$. Not only that, for x near 0, $\text{sigma}(x) = \text{MULTIDIMENSIONALLY random}$, even though the sigma function is supposed to be a single-dimensional value.

For x near 0, $\text{sigma}(x) * \text{large amounts of energy} = \text{an infinite improbability drive}$. (See the Hitchhiker’s Guide to the Galaxy, http://en.wikipedia.org/wiki/Hitchhiker%27s_guide_to_the_galaxy).

- **“The straw that broke the camel’s back”** – This ancient riddle/question states: If a camel is sitting down and loaded with 1000 kg of straw, it will stubbornly stand up and its back will break. Loaded with 100 kg of straw, the camel’s back won’t break. Backs are either broken or not broken. Therefore, there **MUST** be a point someplace between 100 kg and 1000 kg where the camel’s back suddenly snaps... and therefore, a single 1 gram straw is

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responsible for breaking the camel's back.

([http://en.wikipedia.org/wiki/Straw that broke the camel%27s back](http://en.wikipedia.org/wiki/Straw_that_broke_the_camel%27s_back))

In other words, "The straw that broke the camel's back" is a $\sigma(x)$ function, where x is the number of grams of straw.

Which means: **No single, incremental straw breaks the camel's back.** Near the $\sigma(x)$ jump-up, $\sigma(x)$ produces a multidimensional value, so **adding more straws might actually fix the camel's back** (as per a chiropractor), not make it worse. **Adding a few more straws might turn the camel into a whale or bowl of petunias**, a low-probability extradimensional result, as per The Hitchhiker's Guide to the Galaxy. **If a couple more straws are added, $\sigma(x)$ returns to a single-dimensional value of 1, and the camel's back will be broken.**

- **The Gordian Knot** – In the legend of the Gordian Knot, some ancient hero is presented with a tangle of a knot that he must untie in order to marry some ancient princess. No-one had ever been able to untie the knot before him. His solution? Take out his sword and slice the knot in half.
(http://en.wikipedia.org/wiki/Gordian_knot)

Untying the Gordian Knot is a long drawn-out process that would have taken the hero many years, and quite a few tedious stanzas of poetry. **Cutting the Gordian Knot is a sigma function**, and like any good Infinite Improbability Drive, **won him a bride, as well as an extradimensional effect of everlasting fame in ancient mythology.** (Fortunately for him, the hero was neither turned into, nor eaten by a whale.)

A randomly deep thought

A moral dilemma:

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- **“Cut” the Gordian Knot of the Homo Gattaca Empire** – In other words, “nuke it from orbit” and risk all sorts of strange and violent extradimensional effects like the deaths of billions of people, and the creation of wars 1000 years in the future.
- **Unravel the oppressive metaorganism of the Homo Gattaca Empire slowly** – At the “inconvenience” of sub-empires and planets within those sub-empires.
- **What are the “cracks” inbetween?** – Other solutions exist between these two extremes. Finding better solutions requires time, experience, intelligence, creativity, and knowledge.

THE BORG-IFICATION OF A RACE

If the Gordian Knot cannot be unravelled:

INTERNALLY oppressive metaorganism + assimilation + xenophobia

+ time + bad luck

(leads to) -> **The Borg** (<http://en.wikipedia.org/wiki/Borg>)

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A randomly deep thought

Mythologically, “aliens” usually talk to contactees about **peace and love**, or terrorize them with **anal probes**. 😊

In my case, they **complained about my inadequate house cleaning**. And now they’re **telling me to do my taxes; God damn aliens**. 😊

FOOD

AN INTELLIGENCE TEST

Some **thoughts** about food and intelligence:

- The next time you stop by the supermarket, **look at the person next to you** and **guess how intelligent/educated** they are. Then, look at the **contents of their shopping cart**. Enough said.
- It is well known that **long-term malnutrition affects intelligence**, or at least the **ability for malnourished children to learn**.

HOW TO EAT INTELLIGENTLY, SO YOU DON'T BECOME MALNOURISHED AND REDUCE YOUR INTELLIGENCE

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How to eat unintelligently and malnourish yourself:

- Purchase (and eat) the **cheapest food brands** in the supermarket.
- Purchase (and eat) **pre-made frozen meals**.
- Eat **lots of fast food**. (http://en.wikipedia.org/wiki/Supersize_me)

Conversely, **thoughts about food nutrition**: (Consult your physician before believing them.)

- **Eat the highest nutrition foods that have the least amount of carbohydrates, fat, protein, and sugar...** unless you specifically have cravings for carbohydrates, fat, protein, and sugar. Carbohydrates, fat, protein, and sugar are necessary and **cannot be eliminated** from your diet, just reduced.

As a general rule: white wheat flour, white rice, white potatoes, mass-produced poorly-fed chicken, purified cane sugar, and soft drinks are all questionable.

As a general rule: Fresh foods have more nutrition than preserved, canned, and frozen foods.

- Imagine breaking a food item up into its **constituent parts**. Do most of the parts **taste good individually**? If not, then don't include the ingredients in the recipe, or cook a different recipe.

For example: Chocolate brownies are made from flour, purified cane sugar, eggs, butter, chocolate, and a small amount of leavening agent. Flour, by itself, is tasteless. A stick of butter and purified cane sugar don't sound too

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appetizing either. Perhaps eating a dark-chocolate omelette would be better? (Having said that, chocolate brownies are still one of my favourites.)

- **Eat (or pick on) what you have a craving for**, so long as that craving doesn't lead to poor nutrition. **Only eat when hungry, and only eat to the point of being "satisfied"**, not "full" or "stuffed"
- **Purchase the most expensive brands** of a food item that you can, and **eat LESS (by weight) of the food**. Why? The more expensive brands (usually) have more nutrition per weight.

For example: If you have a craving for ice cream, don't purchase the cheap stuff with 30% cream and 70% sugar and fluff. Buy the spoon-bending 60%-cream ice-cream and eat half as much.

- Remember **Maslow's hierarchy of needs**:
(http://en.wikipedia.org/wiki/Maslow%27s_hierarchy_of_needs)
 1. Above all else, ensure that you **don't find yourself in a neutron star**. Your life expectancy will be around a femtosecond.
 2. **Never be without oxygen for more than 60 seconds...** which means that clean air is very important.
 3. **Never go more than 24 hours without sleep.**
 4. **Never go more than a few days without water...** which means that clean water, uncontaminated by soft drinks and alcohol, is important.
 5. **Never go more than a few weeks without food...** which means quality food is more important than a large-screen TV.
 6. **Etcetera**

A randomly deep thought

The word “**twinking**” has been **added to the galactic eigen-language**.

NIFTY BIOLOGICAL FEATURES (PART 1)

- **Pouches** (macropod and saurian) are **handy for carrying pens and pencils**. Unfortunately, erasers tend to get lost in them.
- The **white/light skin on the faces** of some lizard-evolved races is a convenient canvas for **painted body decorations**.
- **Guenon-evolved races enjoy stringing their beard-hairs with beads**. Orange and black are particularly-obnoxious colours.
- **White fur is good for dyes**.
- **“Wings” (aka: sails) on drunk Dimetrodon-evolved people make excellent laundry racks**.

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- The ability to **eat mussels whole, digest them, and regurgitate the shells** is convenient. There is no need to boil them, and/or crack the shells open. However, having mussels open and then “bite” your stomach lining is unpleasant.
- **Some saurians paint their “wings”** (the skin between their arms and hips/legs, and legs and tail) **with body decorations.**
- **Saurian “wings”** combined with **antigravity bracelets** make for **easy skydiving.**
- **Ear-shaping**, pointy or rounded.
- **Self-replacing teeth.**

A deeply random thought

Revised colors of the **rainbow**:

- **Deep red** – Somewhat infrared.
- **Red-orange**
- **Yellow**
- **Cyan**
- **Indigo**
- **Violet**
- **Lemon tart** – This color looks like a pale, slightly-greeny version of the

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yellow in artificial lemon pudding.

(http://bennettsbakery.com/lemon_tart.JPG)

- **Blorple** – This color looks like a combination of blue and purple, but not quite.
- **Ultraviolet maroon**
- **Ultraviolet teal (?)**

UN-NIFTY BIOLOGICAL FEATURES (PART 1)

- Saurians often have to **shave proto-feathers**
- Or, Saurians can **get their proto-feathers plucked...** which **uncomfortable for the plucked, and the plucker...** who receives several hours of verbal abuse during the process.
- Many races need to **use an “angle grinder” to grind-down their nails** to “the quick”. Homo Sapiens’ “tear off” nails are much more convenient.
- **Fur requires copious amounts of “body wash”.**
- Long tails drag on the ground, requiring **tail holders**.
- Some **tails are docked on young children** so they don’t need tail-holders when they’re older.

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- **Saurian “wings” are often trimmed**, enabling more limb mobility and better clothing styles.
- Some saurian children have **feather-fingers amputated** at an end-knuckle.
- Fancy-dress parties require that some lizard-evolved races **“wax” their “scales”**.
- **Furred people who sit too much have fur worn off their bums.**
- **Diarrhoea** from “pinky” children is **difficult to clean out of your pouch.**
- **Arthropod-evolved people sometimes have “grumpy” legs.**

A deeply random thought

Alieny – Someone who prefers to interact with people of substantially different races.

3-YEAR-OLD HOMINID EMPIRE

SIMPLE “BUSINESS MODEL” FOR A 3-YEAR-OLD’S EMPIRE

From earlier, the hypothetical Homo Gattaca empire (in a galaxy far far away) has the **following problems**:

- **Little creativity** – It is a society based on the assimilation of technology, not invention.
- The society is **xenophobic**.
- The society is a **dictatorship**.
- It is a society based on **war**.

Simplistically put, such an empire would have the following “**business model**”, similar to **Spain’s colonization** of the Americas:

(http://en.wikipedia.org/wiki/Spanish_empire)

1. **Invade and control** planets of “**primitives**” (or in the case of Spain, central and south America)
 - **Kill off** many of the “primitives”
 - **Control** the rest
2. **Extract resources** from the conquered territories:
 - Extract **finite resources** (existing wealth such as Aztec gold, mining, forestry, slavery)
 - Extract **sustainable resources** (some forestry, agriculture, slavery) using settlers and enslaved indigenous peoples.
3. **Sell** most of the extracted **resources to third parties**

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- Use the funds to **purchase** (or build) **invasion equipment** (weapons and spaceships), **“primitive”-control equipment** (various bots), **mining equipment** from third parties. Use this equipment to further expand the Empire.
 - **Over time**, the Empire’s economy might **outsource non-core production**; towards the end of the empire, **mining equipment would certainly be imported, not made**. Most **weapons and spaceships would be imported**. Even some **“primitive”-control equipment might be imported**.
4. The empire would not be able to **purchase some of the illegal products that it needs**, so it would have to invent and manufacture them:
- **Telepathy bots and kill bots** used to **enslave planets and control local populations** might be invented and manufactured by the empire.
 - **Nuclear, chemical, and biological weapons** might also be produced within the empire.
5. **Settlers would move** from the Empire’s core planets **into the occupied planets**. Settlers are **more-independent and risk takers**, gradually siphoning their genetics and culture from the core Empire.
6. **Repeat.**

If the Empire were run by 3-year-old children:

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1. **Invading planets**, killing off “primitives”, “controlling” them, stealing resources from the “primitives”, and selling the “primitives” as slaves is **illegal, or at least intensely disliked**.

A 3-year-old Empire could be **conned and/or coaxed into this behaviour** because its leaders wouldn't know any better, **particularly** if they were **already xenophobic and at war** with many other races.

2. **4-year-old nations** might intentionally (or unintentionally) **convince/coax the empire to invade planets**.

4-year-old nations would **purchase tainted resources** from the Empire, as well as some slaves.

The **tainted resources would be mixed with more-expensively acquired legal resources** produced by the 4-year-old trading nations, and **“washed” of their taint**. (For an example on Earth, see “illegal logging”:

http://en.wikipedia.org/wiki/Illegal_logging)

3. **Other nations** (4 or 5-year-old) would **transport the goods**, further hiding the taint.
4. **5-year-old nations** (and above) would **purchase the less-tainted resources without feeling guilty**.
5. Other 4-year-old nations might **sell mining and military equipment to the “rogue” 3-year-old Empire**, enabling future expansion.

Scales of manufacturing, as well as **temporary low-balling of equipment pricing**, could **encourage the 3-year-old Empire to outsource its mining and military equipment**, simplifying the 3-year-old's economy.

6. If not very bright, **the 3-year-old Empire would be left with a bare-bones economy based on illegal endeavours** (invasion, enslaving, stealing

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resource, selling slaves). **The 4-year olds would be less-legally liable**, providing the 3-year-old Empire with mining equipment, military equipment, and transportation. **The 5-year-olds would benefit from the cheaper resources.**

A randomly deep thought

First contact, lesson #782: **Never taunt a ~~monkey~~ simian-evolved person.**



<http://en.wikipedia.org/wiki/Simian>

UNTYING THE 3-YEAR-OLD'S GORDIAN KNOT

Older nations would try to **untie the Empire's Gordian knot** by:

- **Talking to the metaorganism**

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- **Meet with their leadership and explain to them that they were headed into trouble.** This would be a difficult task for a xenophobic empire. Analogous (but still different) are the attempts by Earth nations to convince **North Korea** (http://en.wikipedia.org/wiki/North_korea) to “open up” and stop producing nuclear weapons and missiles.
- Elder races might attempt **mass-media messages, particularly tricky if media were censored.**
- Elder races would **meet individually with influential people** who could then communicate with other people in the society, which is a lot of work.
- Nations would try to “**starve**” the metaorganism:
 - Try to **prevent the sale of illegal goods**
 - **Prevent goods from entering empire** (tricky)
 - **Prevent further expansion**
 - **Retake invaded planets**
- Other approaches would be used to **undo the Borg-ification of the race.**
 - Teach the **metaorganism valuable lessons** about what it had done (aka: history books)
 - **Change the culture** (thinking) of the metaorganism
 - **Roll-back technology** a few hundred years, much as the Roman Empire was “rolled back” to the dark ages.

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- **Change the genetics** of the population.

THE EMPIRE PREVENTS ITSELF FROM COLLAPSING

The hypothetical empire would need to **find solutions for the following problems**:

- **Counteract a skills and loyal-labour shortage**
 - **Citizens that didn't wish to partake in Empire-building** would **move to the provinces** (invaded planets), or **emigrate to other nations** (non-Hominid?).
 - The 3-year-old empire would **gradually lose creativity, science skills, and manufacturing skills**.
 - The **Roman Empire** eventually encountered problems when it **didn't have enough Roman citizens** (and then "Italians") to **populate the military**. The empire eventually **recruited people from the provinces**, leading to **less-loyal troops**, and **speeding up the Empire's decline**.
(http://en.wikipedia.org/wiki/Roman_citizenship)
- **Prevent the Gordian Knot being untied** by the elder races in a way that was detrimental to the empire.

To solve the skills and labour shortage:

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- The empire would **assimilate Hominid populations from other planets:**
 - **“Disclosed” Hominid planets would be assimilated into the empire** using a process of trade agreements, then treaties, and then merging them into the Empire.
 - When the supply of disclosed planets was “used up”, **“undisclosed” Hominid planets would be incorporated as serfs.** Disclosure would **occur over generations**, beginning with the **wealthiest**, and providing time for **the Empire’s culture to be imposed** on the undisclosed societies.
- **Non-Hominid populations would be incorporated when Hominid planets were “used up”**, preferably with **Hominid-looking and Hominid-personality races.** This would be analogous to the Roman Empire recruiting Germans from the provinces.

To prevent the Gordian Knot from being detrimentally untied by the elder races:

- The Empire would **invade more incubator planets.**
 - When the local supply of incubator planets was used up, **planets in neighbouring Galaxies would be invaded.**
- Attempts would be made to **transform the economy:**
 - In addition to an “invasion and resource extraction” economy, **the Empire would try to diversify into invention and manufacturing.**
 - On Earth, **large corporations prefer to acquire skills and technologies by merging** with corporations rather than spending years building their own skill set. **Hominid planets with the required skills** would be assimilated.

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- The Empire would try to go **pan-galactic**:
 - Hominids may have **simultaneously been evolved in 5-10 galaxies**. Other Hominid planets and empires would be incorporated as they were discovered.
 - Just as Earth's corporations prefer to be multinational, **having an Empire spread out over several galaxies would make the Empire more difficult to regulate** by the larger galactic political structures. In other words, **being pan-galactic would make it more difficult for elder races to untie the Gordian Knot**.

A randomly deep thought

Tazzy ice-cream:

- Quality New Zealand vanilla **ice-cream**
- Shredded genuine **Tasmanian cheddar cheese**, to taste
- **Ground cinnamon**, to taste
- **Cracked pepper**, to taste
- Mix

EARTH

Earth would be an ideal target for a pan-galactic Hominid empire:

- Earth has **reasonable skills and technology**, but is “starved” of **space travel** because it hasn’t been “disclosed” to. The population has skills not common to an “invasion and resource extraction” Empire, such as manufacturing, invention, etc.
- The Earth has a **large population**:
 - The large population would be **useful for manufacturing**.
 - The large population would provide **military recruits loyal to the empire**, particularly if the Earth were attacked by the Empire’s enemies.
 - Unfortunately, incorporating such a **large population** would make Earth a **powerful part of the Empire’s political system, weakening the current leadership. Leaving the Earth an “undisclosed” serf-planet would solve this**, somewhat similar to the British Empire’s treatment of the American colonies.
- Earth is conveniently **located at the centre of an incubation site** in another galaxy.
- Earth is **resource rich** because it isn’t just a two-continent planet.

Unfortunately, **for Earth’s population, this would lead to:**

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- A **delay in disclosure**.
- Earth's population being **incorporated into the Empire's oppressive metaorganism**.
- **Potential war** as other races tried to prevent the Empire from expanding, and from oppressing Earth's indigenous inhabitants with an oppressive metaorganism.

A randomly deep thought

Bizarre accidents: From

<http://www.cheapcarinsurance.com/news/neglecting-automobile-safety-could-result-in-bizarre-accidents/>:

We all know that auto accidents can happen every day. While some accidents are unavoidable, the majority of them can be prevented simply by using automobile safety. You may have heard about the recent incident where a woman caused an accident as a result of shaving her unmentionable areas. Here we find six unusual causes of auto accidents that occurred from not taking precaution on the road.

...

6. **UFO Sightings-** Believe it or not, some drivers have claimed they crashed as a result of sighting an unidentified flying object. In a few such cases, drivers have actually reported having no control over the vehicle during the paranormal experience. Of course, there has been no substantial evidence to prove this. Automobile safety precautions for such a situation? Be prepared for anything when you are driving, including flying saucers.

STRANGE THINGS THAT NON-HOMINID CHILDREN DO (PART 1)

- Arthropod children **impale their heads with pens and pencils**. To treat, use an eraser to temporarily plug up the hole. Such incidences are common, and not a problem unless the child's head becomes infected.
- Arthropod children **shove small toys in their spiracles**. (<http://en.wikipedia.org/wiki/Spiracle>)
- Carnivore-evolved children **bite their friend's tails off for fun**. And/or, they **intentionally and cooperatively scar their friends** with cool patterns that last a lifetime.
- Carnivore-evolved children sometimes get into fights and **bite through the leg and arm muscles of their friends**.
- Arthropod children **enjoy being painted with brilliant colours**. So do their parents. Gluing **metallic sparkles** onto them is also fun.
- Some **fly-evolved children "light up" when excited**. Night-time hide-and-seek is challenging.
- "Grey" child have been known to **swallow children's scissors, carefully pilfered from top-secret US military bases**.
- Luckily, **crayons can be washed off of "light walls"**.
- **Shark-evolved children have their teeth dulled** so their "love bites" don't leave scars.

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- **First feathers are often extra-colourful and good keepsakes.**
- **Smilodon-evolved children have nasty claws/nails**, often employing them as pitons to scale your back.
- Some **arthropod children climb onto parents' horizontal backs and won't let go**. Parent's arms can't reach behind and pull off the children, so dislodging children often require a broom.
- **Some children eat their diapers.**
- **Little girls often fill their pouches with sand when visiting the beach**. This embarrassingly makes them look pregnant.
- **Ant-evolved children produce a "resin" that can be moulded into a sculpture**, left to harden, and given to their grandparents as a present.
- **Clawed children sometimes climb high into trees and then can't get down**. Naturally, their "friends" encourage them to jump.
- **Children jump out of pouches, "Alien" like, during important corporate meetings.** ([http://en.wikipedia.org/wiki/Alien_\(film\)#Chestbuster](http://en.wikipedia.org/wiki/Alien_(film)#Chestbuster))
- Arthropod-evolved children sometimes **pull off their little brother's legs**. A bit of "leg glue" usually works.
- **Elotians paint their walls white so their children disappear**; not to mention all the hidden pantries and cupboards they can hide in... or be locked in. ☺

A randomly deep thought

Imagine a **jigsaw puzzle** with (a) **missing** pieces, (b) **extra** pieces, and (c) the majority of pieces fitting so poorly that if the jigsaw puzzle were put together it would **topographically resemble the Himalayas**.

Said jigsaw puzzle represents reality.

- A **typical Homo Sapiens** will find the Hymalayan topography and erroneous pieces to be too daunting. They will **slowly put together a small corner of the puzzle and give up**.
- **Other Homo Sapiens** will try to put the **entire jigsaw puzzle together** and deal with the cardboard mountains (and missing puzzles) by **bashing the puzzle flat with their fists**.
- I just **arrange the puzzle pieces in their approximate locations**; I don't bother putting the puzzle together any further.
- (People formerly known as) greys will **quickly assemble a mostly-flat corner of the puzzle**. When they want to see the image in the centre they will **disassemble the corner, and quickly assemble a mostly-flat center of the puzzle**.

MORE NASTY WEAPONS (PART 1)

PERSONAL WEAPONS

- **Pellet guns and zip guns** – Variations on pistols, rifles, and machine guns, but with an extradimensional twist.

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- **Extradimensional strap-on weapons** – These weapons are extradimensionally attached to people’s skeletons. They are invisible, and can fire a variety of projectiles and energy beams.

Telekinesis models exist, but are only useful for opening doors; they cannot be used to lift spaceships out of Dagobah.

(http://en.wikipedia.org/wiki/Empire_strikes_back,
<http://en.wikipedia.org/wiki/Dagobah>)

- **Molecular-disruptor blades** (very advanced “tech”) – These “blades” cleanly split molecules apart. Molecular-disruptor blades are not nearly as cool looking as their fictional movie versions, light-sabres.
(<http://en.wikipedia.org/wiki/Lightsaber>)

Disruptor blades are particularly deadly when combined with **time bending**. (See <http://www.youtube.com/watch?v=qrt41Ziz71c&feature=related> for a videoed example of time bending.)

BOMBS

- **Neutron bombs (eyeballs)** – Sometimes as small as peas (single-victim neutron bombs), these bombs emit a neutron-like particle that travels 1m – 500m before morphing into a proton.
(http://en.wikipedia.org/wiki/Neutron_bomb)

When a neutron-like particle morphs into a proton while in flesh, the proton often breaks apart a protein, lipid, DNA, etc. Bones can turn to pure calcium and crumble. People die within a few hours to weeks, or later develop severe cancers. Being hit by a neutron bomb feels like being sanded (at best), or having severe sunburn inside your entire body.

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If enough neutron bombs are detonated on a planet, a chain-reaction may be started that turns much of atmosphere's hydrogen (in the atmosphere's water vapour) into helium, killing off life.

- **Floating neutron bombs** – Drop hundreds of them extradimensionally from a bot or UFO, and they float towards targets... detonating when they reach someone's body.
- **Efficient nukes** – These golf-ball sized nukes don't produce a fireball (heat) or much radiation. Instead, their energy produces a blast zone and extradimensional displacement. Sizes range from one kiloton and up.
- **Reality bombs** (very advanced "tech") – They "change" the laws of physics in an area.
- **Exploding UFOs** – Extradimensional shrapnel, particularly extradimensional engine blocks, can slice through or embed in flesh. A detonated power plant might produce a neutron-bomb-like detonation.

MORE BOTS

- **Industrial bots** – Created to build extradimensional UFOs and other large objects, these bots can be used to crush bone and/or rake bits of metal (placed by implant bots) through someone's flesh/brain, killing them.
- **Exploding implants** – Implant bots can place exploding implants in peoples' brains and/or hearts; they explode immediately upon extradimensionally settling, or via remote control. Death often follows.
- **Venom bots** – These inject various poisons and toxins, either using small bullets or extradimensional sprays. Toxins that rapidly kill (or "freeze")

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neurons (aka: someone's brain), as well as those affecting peoples' cardiovascular system, are popular.

- **Military bots** – Hovering extradimensional bots with an array of weapons.
- **Crawlers** – Remote-controlled extradimensional military robots that “walk”.

CYBORGS

- **Walkers** – An extradimensional robotic framework with an array of weapons. The robot is controlled by a person whose limbs (arms and legs) and lower torso are removed, and “stored” in a hardened encounter suit that is part of the framework. More-advanced walkers can **bend time**, enabling them to move and attack at incredible speeds.

A randomly deep thought

Being of sound mind and body: In the event that my awareness is moved into a new body, I hereby will my estates and monies to said body. Until said body appears to claim the estate and monies, an approved executor shall keep my estate and monies in escrow.

The body will take the form of an intelligent wedge of cerulean-blue jello, a humanoid dasyurid, a saurian evolved from a velociraptor, a echidna-pus (humanoid echidna/platypus), or any other race.

A perscribed password will be spoken or written by said body to verify my

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awareness' presence. The password will definitely NOT be "perrywinkle".

... **Wills get a bit complicated.**

STRANGE THINGS THAT NON-HOMINID CHILDREN DO (PART 2)

- Velociraptor-evolved children sometimes **wake up with cracked-apart pencils in their mouths**... their friends claiming that they chewed the pencil to bits while they slept.
- Some insect-evolved children **paint their faceted eyes with coloured shapes so they see the shapes overlaid on their vision** for the next few months; they only do this once.
- Saurian children **eat the fleshy parts of each other's proto-feathers**; apparently different colours taste slightly different. Children without the fleshy bits are named, "spikes", for the next few months.
- "Grey" children find it very easy to **impale pens into their eyeballs**.
- **Never get your tail stuck in a tail hole** (a notch on the back seats of school chairs).
- Velociraptor-evolved teenagers have **venomous toes**. Sucking the venom from one's own toe has little effect. However, if two teenagers have sufficient genetic differences, they can become ill on each other's venom...

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Creating toe-venom contests. Who can withstand their “enemy’s” venom the longest, thereby becoming the most macho?

- Velociraptor-evolved mothers **tap their venom toe on slate** to subtly indicate to their children that their **children are in BIG trouble**.

A deeply random thought

Ever have that **strange feeling of having your awareness experience several different timelines at once?** Deja vu.

(http://en.wikipedia.org/wiki/D%C3%A9j%C3%A0_vu)

METAORGANISMS (PART 2)

Some thoughts about metaorganism from a **galaxy-design perspective**:

- **Increasing an individual’s intelligence is a well-known process.**
- **Increasing a species’ intelligence is a well-known process**, though more difficult than increasing an individual’s intelligence.
- **Giving a UFO to an individual is trivial.**

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- Given one billion years of history, most low-tech technology (like extradimensional UFOs) has been created before. **Giving (or hinting) UFO construction technology** to a civilization is more difficult than handing out UFOs, but is a **well-known process**.

What is **NOT well-known** is:

- How to **increase the intelligence of “new” species without turning them into bastards**.
- How to **produce civilizations that can invent useful technology** that is more beneficial to the galaxy than harmful.
- Also challenging is **how to cultivate a society’s metaorganism** so that the metaorganism doesn’t:
 - **Turn oppressive**.
 - **“Dissolve” on contact** with the larger galactic society.
 - **Go “insane” and completely change character** when new technologies like UFOs and genetic manipulation are introduced.
 - **Become xenophobic** and/or lifelong enemies of another race.

The first two attempts at creating intelligent hominids had major failures in the “not well-known” category. **This third attempt**, over the last 150,000 years, is **presenting its own challenges**.

Hominids aren’t the only troublesome 3-year-old race.

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A randomly deep thought

Are **dreams an artefact** of your **brain** inventing a new reality, your **detached soul** being temporarily attached to a different body (on another planet), or your **awareness** being temporarily attached to a different body and/or physics?

TARDIS UFOS (WITHOUT THE TIME TRAVEL)

For now, this section is left up to the reader to consider. I may eventually write something up.

<http://en.wikipedia.org/wiki/Tardis>

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DREAMS

For now, this section is left up to the reader to consider. I may eventually write something up.

TEST DREAMS

WARNING DREAMS

DREAMS OF OTHER PLANETS

TEACHING DREAMS

AWARENESS DREAMS

USING FRIENDSHIPS TO HELP KEEP THE PEACE

For now, this section is left up to the reader to consider. I may eventually write something up.

Reconciliation technique

INTERSTELLAR “UNITED NATIONS” ON EARTH?

For now, this section is left up to the reader to consider. I may eventually write something up.

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MARS

For now, this section is left up to the reader to consider. I may eventually write something up.

ROYALTY AND ARISTOCRACIES, DICTATORSHIPS, REPUBLICS/DEMOCRACIES

For now, this section is left up to the reader to consider. I may eventually write something up.

ENCOUNTER SUITS (PART 2)

For now, this section is left up to the reader to consider. I may eventually write something up.

LEGAL COMPLICATIONS

For now, this section is left up to the reader to consider. I may eventually write something up.

- UN refugees

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- Holiday visas
- Citizenship
- Marriage
- Toilets
- Child car seats
- Car seats
- “Aliens” who have been living invisibly (extradimensionally or incognito) on Earth for long enough to be a citizen
- “Aliens” born above the United States of America
- Automobile seats
- Imported automobiles
- UFO licensing
- Blurry line between intelligent people and animals
- What country is extradimensional land in?
- Exporting flora and fauna off planet
- Etc.

VISION AUGMENTATION

For now, this section is left up to the reader to consider. I may eventually write something up.

- Better colour vision
- Better night vision
- Smooth colours – FFT/wavelet of colour spectrum
- Infrared and ultraviolet
- “X-ray” vision – not quite
- Telemetry on extradimensional objects

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BRAIN AUGMENTATION

For now, this section is left up to the reader to consider. I may eventually write something up.

- Implants
 - Communication
 - Knowledge
 - Personalities
 - Speech/language
- Brain transplants
- Speed up nerve transmission times
- Protection from bleeding to death

SENSORY AUGMENTATION

For now, this section is left up to the reader to consider. I may eventually write something up.

- Improved smell (Highly NOT recommended, especially for bachelors who don't do their dishes)
- Improved taste
- Poisons/toxins warnings
- Improved hearing
- Sense extradimensional objects

MUSCLE AND SKELETON AUGMENTATION

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For now, this section is left up to the reader to consider. I may eventually write something up.

- Change the shape of skeletons
- Protection from nerve damage
- Prevent/minimize heart attacks

WANDERERS AND NON-CORPOREALS

For now, this section is left up to the reader to consider. I may eventually write something up.

Including wanderers that look like animals (half way between croc and alligator, lion-like, horse-like, etc.)

COLOUR THEORY

For now, this section is left up to the reader to consider. I may eventually write something up.

Sharp/smooth colours – Fourier transform of spectrum, kind of

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PLANET FORMATION – NON-ACCRETION THEORY

For now, this section is left up to the reader to consider. I may eventually write something up.

Stellar collisions or super nova?

CROSS-SPECIES BREEDING

For now, this section is left up to the reader to consider. I may eventually write something up.

HOW TO RUN A PAN-GALACTIC HOMINID EMPIRE

http://en.wikipedia.org/wiki/Eastern_Roman_Empire

PLANETARY DEFENCE AND MONITORING INFRASTRUCTURE

For now, this section is left up to the reader to consider. I may eventually write something up.

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DIVERSITY OF GENETICS, PERSONALITIES, AND CULTURES (EXPERIMENT)

For now, this section is left up to the reader to consider. I may eventually write something up.

REJUVENATION TANKS

For now, this section is left up to the reader to consider. I may eventually write something up.

BODY SPLITTING

For now, this section is left up to the reader to consider. I may eventually write something up.

Extradimensionally slicing a three-dimensional body in two, for purposes of cloning or recovery of a not-yet-dead body for rejuvenation tanks.

FURTHER READING

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This document continues in:

<http://www.disclosuree.com/TheNarrative.pdf>

<http://www.disclosuree.com/PervertingTheCourseOfHistory.pdf>

<http://www.disclosuree.com/PervertingTheCourseOfHistory2.pdf>

<http://www.disclosuree.com/PervertingTheCourseOfHistory3.pdf>

optionally followed by

<http://www.disclosuree.com/Stories.pdf>

HTML and Microsoft Word versions are available on <http://www.disclosuree.com>.