

Table of Contents

There are Three Paths You Will Go By	1429
➤ Sojourn.....	1429
➤ Intensiteit	1429
➤ Convictions	1430
Undecidabilities	1430
➤ What’s in the box?.....	1431
➤ Gom Jabbar	1431
Heteropathic Effects	1432
Wave Motion	1432
➤ Brash Youth vs. Self-Doubt	1433
➤ A ‘Total Gurgler’.....	1433
➤ Pseudo-Physics of the KM	1434
➤ Tsunami	1434
Lost in Ludibriums	1436
Endnotes.....	1437

See Appendix DE&A – Disruption Events, Inactive Constructural Elements & Apostasy

See Appendix KM – Kairotic Moment Example

“As the water tumbles and foams, the world’s most famous chimpanzees sway rhythmically in a state of high arousal. First hurling rocks into the spray, the apes then quiet themselves and sit calmly, gazing at the waterfall before them. Jane Goodall, who knows these apes from 55 years of observation at Gombe, Tanzania, interprets these compelling images of our closest living relatives in a spiritual framework. The chimpanzees’ behavior, she says, are ‘perhaps triggered by feelings of awe, wonder’ for magnificent natural features or events. Chimpanzees are so similar to us, she asks, ‘Why wouldn’t they also have feelings of some kind of spirituality?’ That question – rooted in Goodall’s definition of spirituality as the experience of appreciating magnificent, unknowable powers at work in the world beyond ourselves – has taken on a new urgency.”

– Barbara J. King, “Seeing Spirituality in Chimpanzees,” The Atlantic, March 29, 2016

“For me, when I say spiritual, I’m referring to a feeling you would have that connects you to the universe in a way that it may defy simple vocabulary. We think about the universe as an intellectual playground, which it surely is, but the moment you learn something that touches an emotion rather than just something intellectual, I would call that a spiritual encounter with the universe.”

– Neil deGrasse Tyson on The Paul Mecurio Show ¹

There are Three Paths You Will Go By: When a Kairotic Moment is triggered in a game of GGDM – how it is triggered will be discussed later – a set of game processes is launched which positions can resist or ride. A Kairotic Moment always has a specific location (i.e. colony, see Terra Sancta, 1 Kairotic Moments, p. 1420, *supra*) and a specific point in time (i.e. Regular Turn of the originating position) where it begins.

- **Sojourn:** On the Regular Turn that the KM is triggered, a blue marker appears on the *Terra Sancta* chosen by the Concierge and a red dot appears on the position’s current Capital Colony. The color dots have no game effect and no meaning that the position players do not assign to them. Each time the position’s Regular Turn is processed afterwards, the dots will move along the Pathways connecting each of the colonies to a Government Title (see All Roads Lead To..., *et seq.*, 2 Government Titles, p. 595, *supra*) until they reach the opposite colony. When a color dot reaches the Government Title via Pathway, it will pass through the Title as if it were one Monad, and proceed up the Pathway from the Government Title to the opposite colony.
 - ✓ Each color dot will move 1-3 Monads per Regular Turn, equaling the current Intensity Level of the Kairotic Moment.
 - ✓ There is no non-interpretative effect from the color dots passing through the Government Titles, it is merely as symbolic as the participants think it is.
 - ✓ If the Terra Sancta colony and the Capital Colony share the same Pathway, the dots will simply move along the Pathway toward each other, passing at some point, and reaching their opposite colonies directly.
- **Intensiteit:** At the time the Kairotic Moment is triggered, an ‘intensity level’ of either 1 or 3 is randomly determined, with three being very intense, and one being somewhat anemic; some movements start small and languish in the corner then grow big and explode, some

movements explode onto the scene and run their course with a short shelf-life. At specific points determined by the Concierge – possibly based on the progress of the dots – the intensity level will move up one notch if it started at 1 or down one notch if it began at 3, until it reaches the opposite end, where it will remain at its final intensity level for 0-2 Turn Cycles (Turn Cycle is not the same as Regular Turn, see definition in *Buzzing Lightyears*, 4 The Streams of Time, p. 101, *supra*). Afterward, the Kairotic Moment has passed.

- ✓ The Turn Cycle distinction being made here is that the colored dot only moves on the KM position's Regular Turns, not on the next or subsequent positions' Regular Turns.
- **Convictions:** When both moving color dots have reached their destinations, they disappear and are replaced by a single dot (of whatever color, it doesn't *matter* unless participants think it does), on the Capital Colony. On the next Regular Turn processed by the position, the dot will pass onto the First Space of each Diplomatic Space (even if the Capital's status is suspended, see *Waving the Flag*, 2 Constructural Elements, p. 190, *supra*) and thereafter, proceed in the same way across each Diplomatic Space to the opposite First Space, and then on the next Regular Turn, end on the alien position's Capital Colony where it will remain until the end of the alien position's next Regular Turn. There is no direct effect on the alien Capital Colony from this except perhaps timing of Intensity changes in the Kairotic Moment which should be in its final stage at that point (but timing is always up to the Concierge).
 - ✓ It is up to the participants to decide if the color dot can cross Diplomatic Spaces where there is no connection between the First Spaces, i.e. the positions have had First Contact but have not developed any Diplomatic Space. But it seems unlikely to occur unless some valid reason can be given for bridging such a gulf (that is, something emergent). A color dot that cannot move due to no connection between First Spaces will remain on the First Space until the phenomenon has run its course.

So basically, at this point, you think you have read a bunch of nothing, about color dots moving across the Public and Diplomatic Spaces. Intensity numbers might be more interesting, because at least there is a concrete seeming value to latch onto the mind.

[Minbari Rathenn, carrying an ornate ancient chest, chases down Ambassador Jeffrey Sinclair and confronts him]

"I was sent to find you. The ancient books told us on this day, no sooner or later, we were to enter the sanctuary and open this. We did not know what was inside; it has waited, locked and sealed, for over 900 years. We do not understand how or why, we know only that it is."

[The box contains an envelope addressed to Jeffrey David Sinclair]

"How did he know that you would be here? How did he know your name?"

– Babylon 5, "War Without End, Part 1" (1996) opening scene

Undecidabilities: Beginning on the position's Regular Turn after the Kairotic Moment is triggered, at the end of each turn processing, one of three Constructural Elements (Epistemological, Symbolic, or Ideological, see 1 Constructural Elements, *supra*) will be randomly chosen.

Every active Constructural Element of the type chosen on sovereign colonies or ships will be ‘tested’ to see if it becomes inactive. This is not a Disruption Event nor is it considered an *apostasy* (see GGDM Disruption Event in Stewed, Brewed, Boiled, Baked & Fried, *et seq.*, 1 Disruption, pp. 258-259, and *apostasy* in Alieny Apostasy, 3 Disruption, p. 283, *supra*).

- ✓ “Deconstruction is a mode of reading that can be useful to point out the undecidabilities of any text, including the literary text. Undecidabilities are the moments of a text when it is impossible to crystallize one single meaning precisely because a multitude of meanings emerge in a single time.” – Aparecido Donizete Rossi, São Paulo State University, 2012.
 - ✓ “Such being the case, there might be a time when it is impossible to decipher by the grammatical structure of this sentence which meaning is intended by the speaker. Undecidability or indeterminacy characterizes the linguistic system.” – Jacques Derrida, “Deconstruction and Literary Interpretation,” article posted by C Vairavan, Anna University, Chennai, 2012. *Id.*
 - ✓ “In computability theory and computational complexity theory, an undecidable problem is a decision problem for which it is proved to be impossible to construct an algorithm that always leads to a correct yes-or-no answer. The halting problem is an example: there is no algorithm that correctly determines whether arbitrary programs eventually halt when run.” – from Wikipedia article, “Undecidable problem.”²
- What’s in the box?: There is a 5% chance *times the current Intensity Level* for each active Constructural Element of the type chosen to become inactive. Inactive Constructural may be returned to active status normally by activations of the Culture Power for the purpose of Cohering (see 5 Culture, p. 421, *supra*), or on ships by being located at colonies at the end of the Regular Turn (see Mutiny on the Bounty, 3 Disruption, p. 282, *supra*). These checks continue each Regular Turn until the Kairotic Moment has run its full course.
- ✓ If the Symbolic Constructural Element of the Capital Colony becomes inactive, it loses its Capital Status (see Waving the Flag, 2 Constructural Elements, p. 190, *supra*). This will not prevent passage of the colored dot through the Capital into Diplomatic Space (*ut supra*). If the Epistemological Constructural Element is inactive, the colony or ship may not receive the benefits of Enlightenment (see Skool Tyme, 2 Constructural Elements, p. 190, *supra*).
- Gom Jabbar: When 25% or less of any Constructural Element remains active after being ‘tested’ on the turn it is chosen (not if the condition exists on a turn it is not chosen), *all Constructural Elements of that type will become active and may not become inactive* (by any means, including testing) for one to three Regular Turns afterward (an immunity period). This process ends when all three Constructural Elements – Epistemological, Symbolic, and Ideological, have passed through to immunity (or the Kairotic Moment expires, *ut supra*, previous pages), however, it is possible for one Constructural Element to pass through twice (after the first immunity period) if the process lasts long enough.
- ✓ Positions can fight this process by Cohering or they can surrender and let it run its course. It’s hard to say which is right, because it depends on circumstances turn by turn, having only 25% of a Constructural Element active can cause massive Power Activation failure problems, government Conflict Check failures, etc. Some positions may begin with a lot of inactive Constructural Elements and it may be beneficial and

quick to let the percentages go down and come back up. There are *many moving parts* in any GGDM Turn Cycle, e.g., News Events, Disruption Events, Patents, Writs, wars, colonization, Corporations expiring.

What is being represented here is a complete change in worldview of a civilization, *without specifying what changed*. Whether this is religious, secular, epochal, and what changed, is for the participants to decide, if they choose to look.

Joe: *What happened in that motel room? Wally?*

Wally: *Something terrible. Look... Detective Miller, do you ever feel that there's something wrong with the universe?*

Joe: *Yeah, sure.*

Wally: *Well, you're right. Things like this shouldn't happen. But in that motel room, they did.*

Wally Jabrowski: *Sometimes when you start getting Objects together weird things happen. New things. New properties. Totally unpredictable. Take the Watch. Useless right? ... Wristwatch Cooks eggs. Nothing else just eggs. Put an egg in the middle – hardboils it. I don't know how somebody figured that out but they did. Anyway nobody used to care much about the Watch until one day somebody found out that if you put the Watch and the Knife together you get a kind of telepathy.*

– The Lost Room (TV miniseries, 2006)

Heteropathic Effects: “Homopathic effects arise where causes acting together are identical to the sum of the effects of those causes acting in isolation. For example, forces acting on an object can have the same effect when applied in combination or separately. In contrast, heteropathic effects describe emergent properties seen in complex biological and chemical systems. These conjoint actions cannot be characterised by the sum of any individual causes. For example, the addition of sodium hydroxide to hydrochloric acid produces sodium chloride and water. It is unclear how such a reaction could be characterised as the sum of individual components.” – Christopher W. Johnson (University of Glasgow), summarizing J.S. Mill (1844), “What are Emergent Properties and How Do They Affect the Engineering of Complex Systems?” 2005.

- ✓ “At the other end of the spectrum is a more prosaic view in which emergence means little more than properties that are possessed by a ‘whole’ and not by its parts. In this view, almost every non-trivial object possesses emergent properties, including filing cabinets and chairs.” *Id.*

Wave Motion: During the time that the Kairotic Moment is in progress, any alien ship “that Unloads, Loads or Transfers Cargo, Population, Supplies or any Enhancements (including Looting and Trucking)” (quoting Aliency Apostasy, 3 Disruption, p. 283, *supra*) at a Friendly or Naturalized colony (not just the Terra Sancta) owned by the position undergoing the Kairotic Moment has the normal chance of *apostasy plus* the current intensity level expressed in a percentage.

This effect cannot occur if the Power Activation failed due to already inactive Constructural Elements because the Load, Unload or Transfer never occurred (you know it already, Power Off, 2 Constructural Elements, p. 193, *supra*). In this case, you may be saved by incompetence.

- ✓ For example, a One and Only True Earth Cargo Ship Unloading at a Aliency Aliens Friendly Colony who are undergoing a Kairotic Moment at Intensity Level 3, will

- have a 13% chance of each active Constructural Element on the Cargo Ship becoming *inactive* and the resulting inactive Constructural Elements (*apostasy*) cannot be made active until after a Census Power activation by the One and Only True Earth.
- Brash Youth vs. Self-Doubt: One of the defining differences between the Roman Republic and Empire and European global domination of four centuries; the version of the Romans that comes to us is one of brash youth, no-doubt confidence, and a willingness to go all in to win. Conversely, self-doubt is a feature of Abrahamic religions and especially, Christianity (e.g., G.K. Chesterton furious opposites feature quote, 4 Government Titles, p. 629, *supra*).
 - ✓ “Not only did the Jesuits bring Christianity to China, but they also brought China to Europe. In doing so, they impelled an intellectual mutation that had been taking root since the Thirty Years War. To the troubled European society of the late seventeenth century, the Jesuit image of a near utopian civilization governed by moral sages uncorrupted by intolerance, passion, or material desire, offered a refreshing contrast. Kangxi was viewed as a philosopher king whose sense of justice and virtue made Leopold I or Louis XIV seem like moral pygmies. Europe swallowed fact and fancy about China. For the first time, a significant body of Western intellectuals cast doubts on the ethical superiority of their own civilization. Paradoxically enough, this was occurring at the moment when the very same thinkers were producing rational explanations about the physical universe that Eastern sages could not hope to match.” – Raymond Birn, Crisis, Absolutism, Revolution: Europe 1648 to 1789, 2nd Ed., p. 169.
 - A ‘Total Gurgler’: A ship belonging to a position that is undergoing a Kairotic Moment, may affect Constructural Elements of Friendly or Naturalized **alien colonies** with which they interact – as if the colony were a ship – as described above. That is, a ship from a position undergoing a Kairotic Moment can inflict *apostasy* on an **alien colony**; this is the only time this can happen (e.g., Christians in shōgunshoku era Japan). If the **alien colony** is the same Native Population Type as the Kairotic Moment position, the Intensity Level is squared before being added.
 - ✓ Continuing the Previous Example: An Alieneity Aliens Log Ship makes a delivery of the goods paid for by delivery of RPs by Cargo Ship in the previous example. During the Transfer from the Alieneity Aliens Log Ship to the One and Only True Earth colony, there is a chance that active Constructural Elements on the One and Only True Earth colony will become inactive as if the colony were the ship at an Alieneity Alien colony (in the previous example).
 - ✓ If the **alien colony** was the same Native Population Type as the ship’s position, and the Intensity Level was 3, the 3 would be squared before being added to the base chance, i.e. 9% would be added to the chance of each active Epistemological, Symbolic or Ideological Constructural Element at the colony becoming *inactive*. Inactivation is still not a sure thing because the best possible chance would be 19% that each active Constructural Element will become inactive (see Alieneity Apostasy, 3 Disruption, p. 283, *supra*).
 - ✓ Constructural Elements made inactive in this way cannot be activated by any means until a Census Power activation has occurred in their owning position.

- Pseudo-Physics of the KM: Normally, alien ships interacting with colonies do not affect the colonies based on the pseudo-physics idea of the difference in population masses (like Earth and the Sun), even the smallest colony has many times the population and closer local government control than the alien ship with which they are interacting. Thus, it is the alien ship that normally might be affected (see *Alieny Apostasy*, 3 Disruption, p. 283, *supra*). These rules give the Kairotic Moment transcendent power, like the alpha particle that finds itself ‘instantly’ outside a gravity well that it could not normally escape (see similarly, Lynn Montross quote regarding “explosions of human energy,” 6 Diplomacy, p. 1177, *supra*).³
 - ✓ Pseudo-physics is often employed in political and sociological imagery, e.g., political or social ‘inertia,’ ‘critical mass,’ ‘decay’ or the ‘body politic’ or even ‘organs of state,’ equating the state to a living body, or the ‘collective id’ or ‘narcissistic Romanicism’ of a society, describing *fourth order natural phenomenon* in familiar *first-second-third order terms*.
 - ✓ Physics and biological sciences terms are available to analogize third and fourth order phenomenon precisely because first- and second-order facts are still facts (sort of) in the third and fourth orders of natural phenomenon, but the reverse is not true. The arrow of facts/truth in natural phenomenon flows in one direction, like time, suggesting the successive ‘fracturing’ of the universe as discussed in *Order of Genesis*, 1 Order, p. 522, *supra*; *Fourth Frame*, 1 Entropy, p. 226, *supra*. Because the reverse is not true, fourth-order facts need fourth-order language/terminology to describe them.
 - ✓ Even Joseph Tainter’s *The Collapse of Complex Societies* (1988), quoted much throughout GGDM, is pseudo-physics, it describes the movement of civilizations/societies between lower and higher entropic states; the high entropic state of human civilization would be *no civilization*, which is the favorite subject of post-apocalyptic fiction. A word search of an electronic copy of Prof. Tainter’s book shows that neither ‘entropy’ nor ‘entropic’ are used in the book, though certainly they could have been, suggesting a conscious effort to avoid first- and second-order terminology.

GGDM attempts to describe *fourth order phenomenon* in *fourth order terms*, and thus invents or appropriates a few terms along the way, *à la* Edward Soja, Nick Bostrom, but largely fails. See discussions 1 Constructural Elements generally, *Aspects of Sociology*, 2 Culture, p. 371, and *Order of Genesis*, *et seq.*, and *Frame It*, 1 Order, pp. 522, 526 respectively, *supra*, as opposed to others such as Prof. Kenneth Bailey’s (UCLA) Social Entropy Theory (SET) who uses *first order natural phenomenon terms* to describe macrosocial processes – not saying this isn’t useful, but it is limited. We need, like our scientific ancestors, to invent or adapt terms to describe fourth order phenomenon *ipso facto* and *eo ipso*.

- ✓ See FOURTH ORDER LANGUAGE discussion, 3 Fallen to Earth, p. 1544, *infra*.
- Tsunami: It is possible that all Constructural Elements on a ship or colony might become inactive by the preceding exposure to the Kairotic Moment either because the ship or colony had only one active Constructural Element or because more than one active Constructural Element was ... converted ... to an inactive Constructural Element that cannot be made active. What to do, what to do? These situations are more aligned with emergent storytelling than firm GGDM game mechanics, there are several possible paths the story could follow:
 - ✓ The most obvious (and Norman Spinrad ‘Emperor of Everything’ pulp fiction) result is that the ship or colony completely goes over to the other side, the likelihood of this

- being measured by how many inactive Constructural Elements (1, 2 or 3) are unable to be reactivated and the current Intensity Level of the Kairotic Moment (1, 2, or 3). This is akin to the classic (unforced) religious conversion.
- ✓ Kairotic Moments in GGDM, however, despite the religious undertones due to our Western milieu, are not strictly cast in religious terms and do not need to be religious, but are likely at least philosophical/spiritual on some level. For example, practices that were considered religious by Westerners were considered civil customs by the Chinese (supported by their philosophy, worldview), e.g.:
 - “In 1707 Pope Clement XI declared the Chinese rites idolatrous and ordered the Jesuits to repudiate them. Kangxi was infuriated that Europeans who could not even read Chinese characters were condemning practices the he himself considered to be civil, not religious, customs.... By now, however, the Chinese themselves were questioning the compatibility of Catholic orthodoxy with their traditions. ... Moreover, the dualism of Christian theology was unintelligible to them; the exclusiveness of Western religion was repugnant; its glorification of poverty presented a danger to society.” – Raymond Birn, Crisis, Absolutism, Revolution: Europe 1648 to 1789 (2nd Ed., 1992), p. 170.
 - ✓ Thus, between truly alien cultures, even of the same species, much may be lost in the translation (and some odd things might occur).
 - Although science-fiction literature loves a little ‘jihad’ here and there to kick over some applecarts, e.g., Dune or the Word of Blake in the Battle-Tech Universe, these are almost always between populations of the *same species*, i.e. humans in 99.999% of cases. Thus, the alien-owned colonies and ships most susceptible to the Kairotic Moment are those whose population matches that of the position undergoing the Kairotic Moment (i.e. non-Friendly alien sovereign colonies). Rarely are we shown true cross-cultural exchange of important ideas with non-humanoid (‘Americans in rubber suits’) aliens, which is what makes the movie Arrival (2016) so remarkable – truly alien aliens communicating something important to us instead of shooting at us (cf the Arachnids in Starship Troopers or the Formics in Ender’s Game).
 - Even Lost Colonist Positions (see 6 Beginnings, p. 63, *supra*), having the same Native Population type as the position undergoing the Kairotic Moment may not fully understand, e.g., Catholicism in China, *ut supra*.

“IN THE MINDS of the mortals of Urantia – that being the name of your world – there exists great confusion respecting the meaning of such terms as God, divinity, and deity. Human beings are still more confused and uncertain about the relationships of the divine personalities designated by these numerous appellations. Because of this conceptual poverty associated with so much ideational confusion, I have been directed to formulate this introductory statement in explanation of the meanings which should be attached to certain word symbols as they may be hereinafter used in those papers which the Orvonton corps of truth revealers have been authorized to translate into the English language of Urantia.”

“It is exceedingly difficult to present enlarged concepts and advanced truth, in our endeavor to expand cosmic consciousness and enhance spiritual perception, when we are restricted to the use of a circumscribed language of the realm. But our mandate admonishes us to make every effort to convey our meanings by using the word symbols of the English tongue. We have been instructed to introduce new terms only when the concept to be portrayed finds no terminology in English which can be employed to convey such a new concept partially or even with more or less distortion of meaning.

In the hope of facilitating comprehension and of preventing confusion on the part of every mortal who may peruse these papers, we deem it wise to present in this initial statement an outline of the meanings to be attached to numerous English words which are to be employed in designation of Deity and certain associated concepts of the things, meanings, and values of universal reality.” – Forward to the Urantia Book

Page | 1436

Lost in Ludibriums: The Urantia Book was discussed in 2 Dreamtime, p. 154, *supra*, as an amazing example of prolonged group storytelling and collective religious writing.

The foregoing quotes were copied from Wikiquote, however, I recognize them as I did read several pages of the Forward and sampled around various sections of the book. That was all I could handle; I found the book’s tone condescending and the writing tedious, repetitive and confusing, it is not something of such interest to me that I would take the effort to figure it out. But clearly the massive work had an effect of showing later generations how UFOs and alien spirits could become new religions. And how the Bible was probably written.

If humanity has been externally guided toward maturity and technology as some believe – the classic Abrahamic and modern Western ludibriums, whether couched in religion or UFO theories, and always immune to testing – this is the reason why it has been done from a great distance: The ideas need to be translated into human terms by humans (human agents) and accepted as valid or at least, unable to be disproven by humans.

- ✓ If I think I am being directed or coached by aliens, you would be hard pressed to prove me wrong and I would be equally hard pressed to prove it. It is neither provable nor falsifiable. It also wouldn’t be a criminal defense unless some psychiatrist testified that I was so nuts that I didn’t know my actions were wrong. But this is nothing really different than people who claim the same of God (including in criminal trials), except that such claims receive slightly more sympathy because “God” is accepted as real (and as the ultimate objective reality) by most of the world whether they know it or not, and there is a religious tradition, broadly accepted, of God speaking to chosen people in history. So what if you claimed your helpful communicative aliens were spirits or were God or agents of God? It has been done. Already.
- ✓ Consider the issue this way: If we were to try to do the same for our pets, the challenge would be made near impossible due to both their short lifespan and limited cognitive ability (and our limited cognitive ability and patience). We would need to resort to some sort of technology or biological enhancement. We have tried, with marginal success, to provide technology for apes to communicate with humans. But, even within the game of GGDM, there may be considered to be vast differences between Native Population Types that are the Major Races of the game, even though they occupy the same ‘shelf’ of galactic intelligence (see 5 Beginnings, p. 51, *supra*).

- “I don’t practice what I preach because I’m not the kind of person I’m preaching to.” – quote attributed to J.R. “Bob” Dobbs on Goodreads, the probably fictional founder of the parody Church of the Subgenius.

“Last month, a team of 80 scientists led by Hjalmar S. Kuhl and Ammie K. Kalan ... published a paper in Scientific Reports raising the possibility that chimpanzees at four field sites in West Africa may perform a ritual when they repeatedly throw stones at trees in the forest. The apes take aim at the trees with stones they have accumulated (or cached). This behavior, with its striking patterns of re-use of the same stones and trees, has never been observed at Gombe or the other best-known chimpanzee study sites. ...

Given his broad view of religiosity, I asked [Donovan] Schaefer if he sees the West African chimpanzees’ stone-caching and throwing behaviors as religious. He replied this way: ‘People will always debate what is and isn’t sacred, what counts and what doesn’t count as religious. But if we encountered a group of humans who returned to the same trees over and over and performed the same inexplicable action near them and didn’t seem to have any practical reason to do so, there would be lots of people who would interpret it through the prism of religion.’ ...

For now though, I’m still a firm skeptic when it comes to invoking spirituality or religion in these close kin of ours. I’m uneasy with making 1:1 comparisons between the meaning of human behaviors performed at trees in the forest and similar chimpanzee behaviors performed there. After all, even if we unbind religion from language, texts, and beliefs – as I think we should – isn’t it incredibly anthropocentric of us to expect other species to think and feel the way we do?”

– Barbara J. King, “Seeing Spirituality in Chimpanzees,” The Atlantic, March 29, 2016

Endnotes.

¹ Commentary: Note that Mr. Tyson does not define any specific emotion, therefore, it may be a ‘good’ or ‘bad’ emotion (are there neutral emotions?). For me, this ‘spiritual’ is usually frustration, annoyance, and sometimes, sublime. However, as I can describe it in simple vocabulary, it must not be what Tyson is talking about. I’m shallow.

² Commentary: I was possibly involved in a halting problem once, but might also be completely wrong because I am the ignorant sort: Back in 1998-1999, our firm IT person who was a former TV broadcast engineer, and also a MSCE, tried to write a MS server file-manager program that the firm was attempting to develop internally as proprietary software. It had a problem – it would freeze, apparently randomly.

- ✓ This sort of problem is infuriating in IT, medicine or anywhere else because it is non-repeatable in any predictable way and is thus difficult to solve (sort of the same problem experienced in investigations of UFOs, telepathy and occult phenomenon, and also sociology and psychology studies).

I was sat down in the law library at a computer and ran 200 manual tests on the proto-file manager and recorded the results of each test until crash, I never made it to 200 execution tests without a crash. I did this several times over six months, the crash seemed to be random, sometimes it would crash after five tries, sometimes it would be after 90 tries, with no consistency, I must have done the process about eight to ten times. Our IT person travelled (at firm expense) to a MS IT research facility and met with top-level people there. No one could solve the issue, eventually the project was dropped and the firm purchased a file manager system from a vendor, which I helped install on all of the workstations (about 80+) over one weekend in several steps.

³ Commentary: Compare Lynn Montross quote cited to Martin Luther who witnessed the German Peasant’s War and the Münster Rebellion which were unleashed by his rhetoric. Martin Luther also released a transcendent human explosion, but of a different character; the early Protestant revolts were easily defeated by conventional military force but also wouldn’t just go away. The Protestant movement I think changed the nature of modern revolutions, possibly first exemplified by the way the American Revolution was not crushed by conventional military defeats.