A Simple Proof

"'People from North Korea are very paranoid,' said Kim Heekyung, a clinical psychologist at Hanowan [in South Korea] who supervises group therapy for defectors. Paranoia, she added, is a rational response to reality in North Korea."

– Blaine Harden, "N. Korean Defectors Bewildered By the South," Washington Post, April 12, 2009

I am holding a ball; I let it go. It falls to the ground. I do it again and again, I notice that the ball only travels in one direction when I let it go. It has no options to go up, left or right unless I force it; it will always fall down. After about the 100th repetition, I decide this is not a coincidence; it must a law of the universe, at least where I am standing. Similarly, whenever you are trying to accomplish anything, it seems that something stupid always has to happen. Out of all of the possible results, in all of the possible universes, the one where the stupid thing happens is the one that always happens. After some hundred repetitions, it is no longer a coincidence. Someone or something apparently takes pleasure in tormenting us in petty ways and has an eternity with nothing better to do.

- ✓ Note: A Type 4 Fundamental Reality provides a persona for the position to develop and play in the game. Hopefully, it will be taken for and as enjoyment. A position is limited to one Type 4 Fundamental Reality, which has neither Major nor Minor forms.

- ✓ Note: Rational Frustration. Rational Paranoia. Grinding Teeth. To Screw List.[1]

Character & Chorus:[2]

- ➢ Survivalist
- ➢ Rational
- ➢ Cartesian
- ➢ Biased
- ➢ Persecuted

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[1] "We say someone has a mental problem if they are more paranoid than we think makes sense in our society. But of course personal circumstances will vary, so we should beware of overconfident paternalism in judging when others are excessively paranoid." – Robin Hanson, Overcoming Bias (blog), April 13, 2009.

[2] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Anthropomorphism

From our earliest childhood and the earliest 'modern' history of humanity, human traits and forms have been attributed to animals – the sly fox, the grumpy bear, the quick-witted rabbit. Someone is being fox-like, bearish, or squirrely. It is possible that the earliest forms were a result of either an architectural change in the human brain or hunters empathizing with the animals they killed. Early religions developed anthropo-morphic deities and spirits to represent the natural world and human traits. During the game, positions taking this Fundamental Reality will present a stereotype persona consistent with the traits typically attributed to certain well-known animal species.

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✓ Note: This Fundamental Reality does not automatically assume an anthropo-morphic physical appearance of the species holding this Fundamental Reality. However, science-fiction settings and gaming are well populated with sapient and technologically advanced cat-like, dog-like, lizard-like, and bird-like alien species.

✓ Note: The choice of species must be made before the game and played consistently through the game to its logical conclusion. The persona cannot be changed once the game begins.

✓ Note: Furries! Archetype anthropomorphized animal persona (i.e. fursona, your what's AAAP). Animal Farm (George Orwell, 1945).[1]

Character & Chorus:[2]

➢ Wise Owl
➢ Sly Fox
➢ Slow Tortoise
➢ Squirrely
➢ Industrious Beavers, Ants
➢ Careless Grasshopper
➢ Smart Crow
➢ Batty
➢ Rabbity
➢ Hounding
➢ Loyal like a Dog

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[1] In the Beastmaster TV series, the Enchantress turned his two ferret friends into humans so she could interrogate them. But they kept acting like ferrets, voraciously looking for food instead of answering.☺
[2] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Catastrophization

"If ten years from now you were to realize that this 'catastrophe,' although clearly not part of your plan, was actually the best thing for you at the time..."

– "Cognitive Distortions Definition of Catastrophizing," cogbtherapy.com (blog), September 10, 2015

Despite having made it to the 1st Era and the invention of Stardrive (and all those other achievements), avoiding nuclear annihilation, the outward face that your species presents to the rest of the universe is one of paranoia and catastrophization. Utopia has simply refused to appear. You just know that 'they' are out to get you and the latest bad news can always be traced back to 'them.' This is not just a political gimmick of the current government to distract the population from their own internal problems; no sir, the struggle is real!

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- ✓ Note: Catastrophizing current and future events. Cosmic persecution complex. Waiting for the other shoe to drop. Waiting for Darkness (Ozzy Osbourne, 1983). Paranoid? Who's paranoid?

Character & Chorus:[1]

- ➢ Pessimistic
- ➢ Distrustful
- ➢ Fearful
- ➢ Depressed
- ➢ Crouched
- ➢ Clenched
- ➢ Careful

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[1] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Claptrap

"'There is power for good and evil on the net and we are starting to see how it can be used for both purposes,' Marc Andreessen, founder of Netscape and one of the gurus of the internet revolution, warned an internet magazine back in 1999. 'The internet is just a reflection of us. There's still a lot of euphoria around the technology but … the net is a terrific place for people who share a common hatred to get together and reinforce their tribalism.'"

– Paul Sheehan, "Sinking to the level of internet claptrap," Sydney Morning Herald, September 15, 2013

It seems that the destiny of your species is to keep the galaxy supplied in claptrap. The best sort of claptrap is the kind that is not obvious at first glance. Sometimes absurdity turns out to be truth.

- ✓ Note: A Type 4 Fundamental Reality provides a persona for the position to develop and play in the game. Hopefully, it will be taken for and as enjoyment. A position is limited to one Type 4 Fundamental Reality, which has neither Major nor Minor forms.

- ✓ Note: Absurdity. Nonsense. Spindizzy.

Character & Chorus:[1]

- ➢ Pretentious
- ➢ Cheap
- ➢ Showy
- ➢ Fast-talking
- ➢ Double-talking
- ➢ Imaginative
- ➢ Sociable
- ➢ Amiable

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[1] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Conspiracy Theory

"Because official accounts are insufficient and disbelieved, people are turning to conspiracy theories, defined as 'the unnecessary assumption of conspiracy when other explanations are more probable' (Aaronovitch, 2009, p. 5). This disjunction between reality and belief is not necessarily false, considering some contemporary and historical examples where conspiracy did happen – for example, the attempt to experimentally test the effect of mind control by dosing people with LSD in the MKUltra program of the CIA (Wilson and Rose, 2013)."

– Andreas Goreis and Martin Voracek, "A Systematic Review and Meta-Analysis of Psychological Research on Conspiracy Beliefs: Field Characteristics, Measurement Instruments, and Associations With Personality Traits," Frontiers in Psychology, February 11, 2019

Does anyone think it was an accident that all of the Major Races in the game arrived in or were resident in the Galactic Space all at the same time (i.e. the beginning of the game)? No, it's not an accident. **They** set up that way for some unknown reason. And if they won't come forth and provide a transparent reason, then they must have a nefarious plan. We don't want to let **them** play us for fools.[1]

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- ✓ Note: 'They.' 'Them.' Coincidences & Conspiracies. Distant, monolithic entities. Unknown motives & plans. Everyone has a conspiracy theory. Some conspiracies are real.

Character & Chorus:[2]

- ➢ Suspicious Minds
- ➢ Anxious
- ➢ Bunker mentality
- ➢ Disagreeable
- ➢ Paranoia
- ➢ Narcissism
- ➢ Cynicism
- ➢ Novelty

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[1] In a reimagined Battlestar Galactica discussion with a friend, I think it was early in the second season, I described the remaining human population on the fleet of ships as being in a petri dish for Cylon study.
[2] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Danse Macabre

'All are equal in death.'

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- ✓ Note: Egalitarianism in Death.[1] Death humor, gallows humor. Grim & Ghastly. Medieval woodcut allegory. *Momento mori.* Holographic performances of deceased music stars with live dancers.

Character & Chorus:[2]

- ➢ Mortal
- ➢ Artistic
- ➢ Medieval
- ➢ Humble
- ➢ Pained
- ➢ Repentant
- ➢ Charitable

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[1] Death was the 'liberal' release from the conservative, religious, improverished, structured society of the Middle Ages. The revolution was in bringing liberalism to the living, worldly liberalism.

[2] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Deadpan

Ambassador Mollari: [emotional] *"Why don't you eliminate the entire Narn homeworld while you're at it?"*

Mr. Morden: [menacing, chilling deadpan] *"One thing at a time, Ambassador. One thing at a time."*

– Babylon 5, "Revelations" (1994)

It is said that your species once expressed their feelings by playing pipes; that a language developed of pipes. Then the last piper died and interest was lost in expression. Having no other means of bodily or outward expression recognizable to most alien intelligences, and little desire to communicate with them, your species presents an expressionless 'face' (if they had one) to the universe.

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✓ Note: Deadpan Comedian...

Character & Chorus:[1]

➢ Blank

➢ Stoney

➢ Stoic

➢ Calm Demeanor

➢ Un-emotional[2]

➢ Impassive

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[2] Deadpan is not without emotion, the deadpan actor, speaker or comedian has emotions, rather, it is deliberate emotionless and impassive delivery. Thus, contrary to the description of this Fundamental Reality, in humans, deadpan is a deliberate act. The participants will need to determine if this species is emotionless or simply deadpan, as this may affect Aspects and other parts of the game.

Doom & Gloom

"You want me to be all doom and gloom, or just shut up?"

– Stephenie Meyer, <u>Breaking Dawn</u> (2008)

Mr. & Mrs. Doom & Gloom have entered the room! Your message to the Galaxy is that we are all DOOMED! Maybe we are all DooMED to an intergalactic war of mutual destruction because we can't get along. Maybe some divine intervention is at hand and, you, the righteous, will survive while all other wicked civilizations perish. Perhaps living is just pointless and we are all going to fail no matter what we do, so why are we out here trying? Pick you poison and broadcast it to the Galaxy. Maybe you have an angst to grind? Maybe your lover just left. Just try not to be too over the top because it gets old very quickly.

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- ✓ Note: Predictions of disaster, the end of the world. Repent! M.A.D.-ness. Big Crunch vs. Heat Death of the Universe. Notice the page number below?

Character & Chorus:[1]

- ➢ Pessimistic/Nihilistic
- ➢ Hopeless
- ➢ Tragic/Ill-fated
- ➢ Glum
- ➢ Miserable
- ➢ Dark
- ➢ Confused
- ➢ Guilty

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[1] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Epic Interpretation

"The word 'epic' is one of the most misused and overused filler words in the English language. … If you have used the word out of context, which means any time since 2008, you should stop whatever it is you're doing and start plowing fields, because you lack the ability to form language that doesn't involve mimicking others, and are therefore a cow. … Using words like 'epic' to describe how extremely impressed you are by everything has ruined the word. If everything is epic, nothing is epic."

– Maddox (George Ouzounian), "Not everything is epic, shitheads." thebestpageintheuniverse.net, undated blog

Everything is 'epic' nowadays. Before that, everything was 'bogus' or 'rad' or 'hyper.'[1] Before that, everything was 'super' and 'super-duper' in the 1970s. After good became bad, and bad became good, and cool became kewl.

- ✓ Note: A Type 4 Fundamental Reality provides a persona for the position to develop and play in the game. Hopefully, it will be taken for and as enjoyment. A position is limited to one Type 4 Fundamental Reality, which has neither Major nor Minor forms.

- ✓ Note: Periodic Overuse of Words, Mind-blowing Heroic Melodrama, Out-of-this-World Significance. This Fundamental Reality is about cliquish language.

- ✓ Note: If something is 'truly epic' were all of the other 'epic' things before it less truly so?

Character & Chorus:[2]

- ➢ Drama Queen/King
- ➢ Histrionic
- ➢ Self-Promoting
- ➢ Larger than Life
- ➢ Hammy
- ➢ Over-blown
- ➢ Cliché

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[1] I recently encountered an intellectual blog where everything was 'hyper-' this and that – hypermodern, hyperconnected, etc. I asked the author if super-carriers (aircraft carriers over 70,000 tons displacement) should be renamed hyper-carriers. I never received a response, of course.

[2] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Evil Empire

"Yes, let us pray for the salvation of all of those who live in that totalitarian darkness – pray they will discover the joy of knowing God. But until they do, let us be aware that while they preach the supremacy of the State, declare its omnipotence over individual man, and predict its eventual domination of all peoples on the earth, they are the focus of evil in the modern world …. So, in your discussions of the nuclear freeze proposals, I urge you to beware the temptation of pride – the temptation of blithely declaring yourselves above it all and label both sides equally at fault, to ignore the facts of history and the aggressive impulses of an evil empire, to simply call the arms race a giant misunderstanding and thereby remove yourself from the struggle between right and wrong and good and evil."

– Ronald Reagan, famous "Evil Empire Speech," March 8, 1983

Evil empire, complete with Dark Lords (both supervillains and faceless bureaucrats), hallow malicious laughter, and pin-stripes. Throw lots of money around, hire hench-goons named Bruno, Batty and Guano, buy or take what you want, build a skull-shaped skyscraper headquarters, and laugh in their face. Change the world so that it revolves around your desires, regardless of consequences to others. Maybe even taunt them. Then crush them. Mercilessly.

- ✓ Note: A Type 4 Fundamental Reality provides a persona for the position to develop and play in the game. Hopefully, it will be taken for and as enjoyment. A position is limited to one Type 4 Fundamental Reality, which has neither Major nor Minor forms.
- ✓ Note: Physical or Political Extinction of your species is possible. Hallow and obnoxious behavior, corny lines and overbearing threats of others imminent demise, profoundly wicked, immoral, depraved. Dark comedy, black humor. Political incorrectness. The need to gloatingly explain your diabolical plans to the imminent victims… so they can appreciate your cleverness before their demise.[1] May be hazardous to your species long term viability in the game.
- ✓ "I didn't spend six years in evil medical school to be called mister!" – Dr. Evil.

Character & Chorus:[2]

- ➢ Self-centered
- ➢ Warped
- ➢ Ingenious
- ➢ Vulnerable
- ➢ Confident
- ➢ Manipulative
- ➢ Subtle or Overbearing
- ➢ Focused/Goal Oriented
- ➢ Ambitious to a fault

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[1] This was comically exploited in a television commercial for insurance in 2018 titled, "A presentation in world domination." Rather than executing the hero – tied to a chair, with a dangerous looking oversized weapon pointed at him – the villain rolls out a Power Point projector to explain his diabolical plan.

[2] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Girly Girl – Manly Man

Be the Little Missy of the galaxy! You can even be a little missish if you want. Sweet Lolita dress required.

In the alternative, by the Power of Grayskull!, this Fundamental Reality can also be played in the opposite, as Manly Man. And Crom count the dead!

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- ✓ Note: This Fundamental Reality delves into the feminine and masculine tropes that have been around since the first creation myths. These can be regarded as either solely human and among the human players (for amusement) or they can be regarded as universal forces that exist in all species evolved on exoplanets.[1]

Character & Chorus:[2]

- ➢ Feminine::Masculine
- ➢ Demure::Brazen
- ➢ Squeamish::Thick-skinned
- ➢ Sentimental::Unfeeling
- ➢ Effeminate::Manly
- ➢ Lolita::MILF
- ➢ Little Endian::Big Endian
- ➢ You get it.

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[1] There is also a running neuroscientific-social dispute about whether men and women have physiological differences in their brains. This could have significant ramifications and might be of interest to this Fundamental Reality.

[2] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Housecat Happy

"Though chains be of gold, they are chains all the same."
– Bruce Cockburn

No cat is happier than the lady Tabby cat who finds a new, unsniffed, unknown, unexplored space.

Batting things around is fun, especially things that crinkle and crackle, and if you are not supposed to be playing with it, the better.

A quiet sunny window (with chirping birds) greatly improves your perspective on life.

Getting food from others is the second happiest moment of the day, right after being the first to mess the clean litterbox.

Meowing/growling loudly will get attention and anything you want (except freedom); claws must be sharpened at least 20 times a day.

Everything is done for your entertainment; sometimes it's dangerous too!

Living in a Gilded Cage.

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Character & Chorus:[1]

- ➢ Contented
- ➢ Domesticated
- ➢ Blissful
- ➢ Sleepy
- ➢ Curious
- ➢ Familiar
- ➢ Accepting

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Humblebrag

I'll be in sweats everyday [attached picture of sender standing on deck of massive warship crewed by military officers in uniform][1]

Just achieved godhood. Must be a mistake. Wonder how long 'til God takes it back?[2]

Seriously? 2 Diplomatic Protests in 1 day? Only me. I should enter a contest.[3]

That's cool! I got my dream internship and got funding to travel to Paris. Ugh, it's so hard to decide which one to choose.[4, 5]

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- ✓ Note: Humblebrag occurs when people want to boast, but are trying to be modest by showing humility or by adding a complaint. Boasting by not boasting.

- ✓ Note: If you are not on social media and cannot humblebrag naturally, in 140 characters, you probably should not take this Fundamental Reality. If the preceding is false, have fun driving the other positions insane with galaxy-sized false modesty while you are kicking their alien butts.

Character & Chorus:[6]

- ➢ Irritating
- ➢ Braggart
- ➢ False Modesty
- ➢ Natural complainer

---

[1] Modeled after Instagram by Jordyn Woods which had a picture of her in front of a shiny black BMW.

[2] Modeled after an actual Tweet by Jared Leto.

[3] Modeled after an actual Tweet by the band Counting Crows.

[4] Actual humblebrag used in a study published in the Journal of Personality and Social Psychology.

[5] All text modeled after actual social media posts shown in or the study referenced from Victoria Allen, "'Humblebragging' is MORE irritating than outright boasting because it makes you look insincere," Daily News, January 11, 2018 (caps in original).

[6] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Kawaii

"If you are feeling down, I can feel you up!"

– anonymous, found on kwaii GIF site

The cuteness is the function. Culture of cuteness. Disarming cuteness. Gender performance. Neotenic.

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- ✓ Note: Sweet Lolita fashion. Hello Kitty. ACeR – Acute Cuteness Revulsion (for which one takes an ACeR inhibitor pill with a shot of whiskey).

- ✓ Note: Cuteness is a human thing, it plays on our nurturing instincts, it is our reaction to a baby or a small furry mammal that is manipulated by animation, filmmaking, and books, and in some places, culturally to smooth over conflict and stress. It is difficult to think that the concept may exist among sapient lizards or in any species that does not nurture their young, or where the young are not helpless. So a distinction must be made in play between the cuteness persona's appearance to the human players in the game, and whether or not it works on other creatures in the game universe who might simply be indifferent to it (e.g., ants[1]).

Character & Chorus:[2]

- ➢ Big-eyed innocence
- ➢ Shy
- ➢ Coy
- ➢ Childlike rapport
- ➢ Non-threatening
- ➢ Evokes nurturing instincts

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[1] Though much maligned and respected for their seeming single-minded performance of tasks, ants do nurture their young and have been observed carrying injured comrades back to the nest.

[2] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Left & Right

"And the parting on the left
Is now parting on the right
And the beards have all grown longer overnight!"

– The Who, "Won't Get Fooled Again" (1971)

Whatever your internal politics may be, your interstellar diplomacy and vision for multi-species interstellar civilization is either consistently far left or far right. The position's players should choose before the game to be either leftist or rightist, whichever they are more comfortable playing.

- ✓ Note: A Type 4 Fundamental Reality provides a persona for the position to develop and play in the game. Hopefully, it will be taken for and as enjoyment. A position is limited to one Type 4 Fundamental Reality, which has neither Major nor Minor forms.

- ✓ Note: Leftist and rightist are hard to pin down exactly in our political language, but it's one of those things that you know it when you see it. The players will know what they think are left or right positions, characteristics and ideologies and should play them in the game.[1] There are not a large amount of theatre-like character traits that establish conclusively that one is left- or right-leaning; position players will create those traits in the game by consistently promoting far leftist or far rightest views in game interactions; the 'far' is necessary to create recognizable character for the position.

Character & Chorus:[2]

- ➢ Liberal (leftist)

- ➢ Egalitarian (leftist)

- ➢ Anti-consumer/ Anti-materialism (leftist)

- ➢ Conservative/Reactionary (rightist)

- ➢ Hierarchy/Social Stratification (rightist)

- ➢ Traditionalist/Religious[3] (rightist)

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[1] Rightist originally meant monarchist in the French Republic; there are not many monarchist around now, demonstrating that the political terms left and right have shifted left, right, and center with the social, economic and political changes of the 19th and 20th centuries. Thus, it is expected in the game that players from different places may have slightly differing ideas on what it means to be leftist or rightist.
[2] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.
[3] 'Hierarchy' in English derives from the ancient Greek terms for the rule of priests and presiding over rituals.

Moocher

"'You want to talk about a senseless killing? A plate of food. The defendant alleged that the victim had been mooching food from his mother and that upset him,' District Attorney Patrick Dougherty said. 'The ironic thing was she made a plate of food for the defendant and one for the victim, for some reason that didn't sit well with the defendant.'"

– Ashley Hardaway, "Man gets 4½ to 10 years in shooting death over food," Channel 4 News, Pittsburgh, January 31, 2015

IOUs never repaid. The psychology of begging is to put the target into a position where they feel obligated to help, despite the fact that there is no immediate emergency, and despite any misgivings or suspicions the target may have toward the requestor or the, probably fictional, reasons for the request. Whether the begging is successful or not, the target suffers a degraded image of themselves, either because they refused to help when asked and could have, or because they feel as though they have been taken advantage of when they help someone they probably consider inferior.

Mooching has a more personal connotation, as being between neighbors or people who know each other, who have some established relationship; as opposed to the beggar on a crowded street who is in a position to be ignored (an object), or someone who approaches strangers on the street and tries to strike up a conversation leading to a request.

People feel less offended when the solicitor is a child or pet animal; no one thinks that an animal or child is being deceptive in asking for food or drink. In my grandmother's youth, it was common to send children to the neighbors to mooch, it served as a social introduction to the neighborhood and created space separation for the parent.

The moocher is also debased by this activity; it's amazing the stories that people will spin to get a couple of dollars or a loaf of bread or cup of sugar or a few cigarettes...

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Character & Chorus:[1]

➢ Smooth-talker, confidant
➢ Crafty
➢ Calculating
➢ Creative
➢ Conniving
➢ Exploitive
➢ Entitled
➢ Best Drinking Buddy

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[1] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Ontological Obsession

"I have been far away all this time, and I haven't left the room...It was clear to me that it was because I was a spirit that I had so vividly 'seen' and felt a place a thousand miles away. Space was nothing to spirit!"

– Helen Keller, <u>My Religion</u> (1927), p. 33

You are going to drive everyone in the game into another state of being![1]

- ✓ Note: A Type 4 Fundamental Reality provides a persona for the position to develop and play in the game. Hopefully, it will be taken for and as enjoyment. A position is limited to one Type 4 Fundamental Reality, which has neither Major nor Minor forms.

- ✓ Note: Whatness. Howness. Category of Beings. Ontological Terrorism. Entity Words. Shakespeare. Universals and Particulars. Existenz - err, Existence.

Character & Chorus:[2]

- ➢ Philosophical
- ➢ Tendentious
- ➢ Preoccupied
- ➢ Compelled
- ➢ Disturbing
- ➢ Prepossessed
- ➢ Logomaniac
- ➢ Persistence of Existence
- ➢ Idée fixe

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[1] "Process philosophy is based on the premise that being is dynamic and that the dynamic nature of being should be the primary focus of any comprehensive philosophical account of reality and our place within it. Even though we experience our world and ourselves as continuously changing, Western metaphysics has long been obsessed with describing reality as an assembly of static individuals whose dynamic features are either taken to be mere appearances or ontologically secondary and derivative. For process philosophers the adventure of philosophy begins with a set of problems that traditional metaphysics marginalizes or even sidesteps altogether: what is dynamicity or *becoming* – if it is the way we experience reality, how should we interpret this metaphysically? Are there several varieties of becoming – for instance, the uniform going on of activities versus the coming about of developments? Do all developments have the same *way* of occurring quite independently of *what* is coming about? How can we best classify into different *kinds* of occurrences what is going on and coming about? How can we understand the emergence of apparently novel conditions?" – from Stanford Encyclopedia of Philosophy article, "Process Philosophy."
[2] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Paranoid. Delusional.

"Finished with my woman 'cause she couldn't help me with my mind
People think I'm insane because I am frowning all the time."
***
"Make a joke and I will sigh and you will laugh and I will cry
Happiness I cannot feel and love to me is so unreal."

– Black Sabbath, "Paranoid" (1970)

Are they laughing at you or with you? They should double-think that. Why are those two talking over there? One thing is sure, they will remember you for a long time.

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- ✓ Note: The leader of a certain country on the northern border of China that we cannot name here. Paranoid that we are deluded, or deluded that we are paranoid? Might as well add some megalomania too.

Character & Chorus:[1]

- ➢ Anxious/Fidgety
- ➢ Conspiratorial
- ➢ Idiosyncratic
- ➢ Eccentric
- ➢ Suspicious
- ➢ Fearful
- ➢ Conceited

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Pounding the Table

"It was the same story, and the same handful of chapters, that Nunes told across every day of the public impeachment inquiry. Ultimately, they blended together, becoming something like a prolonged shout into the void."

– Sam Brodey, "The Chronicles of Nunes: How His Impeachment Speeches Created an Alternate Reality for GOP," The Daily Beast, November 26, 2019

If you have the facts on your side, pound the facts. If you have the law on your side, pound the law. If you have neither, pound the table. Your species is the reason that tables will be outlawed someday.

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Character & Chorus:[1]

- ➢ Bombastic
- ➢ Overwrought
- ➢ Exaggerated
- ➢ Gesticulating
- ➢ Flatulent[2]
- ➢ Bellicose
- ➢ Phony this, phony that
- ➢ Media Spin
- ➢ Trumpian

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[2] Not what you instantly thought when you read 'flatulent' – see Merriam Webster at flatulent: 2: pompously or portentously overblown. i.e., a pompously or portentously overblown character.

Schadenfreude

"The English feel schadenfreude even about themselves."

– Martin Amis

There is a whiff of Schadenfreude in the air. It must be that the air circulation systems are not working properly.

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- ➢ Note: Schadenfreude: A new brand of perfume from Harm-Joy.

Character & Chorus:[1]

- ➢ Epicaricacy

- ➢ Sardonic

- ➢ Relieved

- ➢ Gloating

- ➢ Vengeful

- ➢ #NotMe (opposite of #MeToo!)

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St. Anger

Missy: *I think you're forgetting you're surrounded by a bunch of very old, very angry Daleks. … Meet the locals? All blind and squelchy and out of their tiny minds, but they can still smell! Nobody hates like a Dalek.*

***

Dr. Who: *Generations of Daleks just woke up very cross, and they are coming up the pipes.* – from Dr. Who, "Witch's Familiar" (2015)

Have you ever known an 'angry person'? Known someone who somehow seemed angry even when they were smiling and seemingly having fun? The underlying current of your species civilization is one of 'anger' whether they have a word for it or not; your species will act toward other species as what the humans would call an 'angry person.' Except that they don't know it; to your species, the way they present themselves to the universe is 'normal.'

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- ✓ Note: Some languages sound angry, gruff or harsh to speakers of other languages, one of the most common discussions of this type on the English language internet is the spoken sound of German to English speakers. Some offer that German doesn't have more throaty sounds, isn't more guttural than other languages, and is actually easiest for English speakers to learn as a foreign language. Still, others do admit that it does not have a roll-off-the tongue melodic sound that other languages with the same linguistic base do to English speakers. It's a mystery, but the independently recurring perception each generation is enough to make it 'fact' to English speakers.

- ✓ "You inspire my inner serial killer." – anonymous meme.

Character & Chorus:[1]

- ➢ Sardonic
- ➢ Tremulous
- ➢ Glowering
- ➢ Snappish
- ➢ Petulant

- ➢ Hulking
- ➢ Irascible
- ➢ Curt
- ➢ Passive-aggressive

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Stiff Upper Lip

"Imagine smiling after a slap in the face. Then think of doing it twenty-four hours a day." — Markus Zusak, <u>The Book Thief</u> (2005)

Your species displays a distinguished level of decorum, stoicism, fortitude and restraint in all matters, along with an infallible sense of propriety and attention to the details proper order of things. This is not to imply that your species is emotionless, in fact, rather the opposite, since one without emotion cannot be complemented for restraint of it.

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- ✓ Note: Very Properly Upper-middle and Upper Class English Aliens. Very Confucian Celestials. English-speaking donkeys on Sirius who spend their time discussing eugenics (from a comment by historian J.B. Bury).

Character & Chorus:[1]

- ➢ Fortitude
- ➢ Stoicism
- ➢ Composure
- ➢ Restraint of emotional expression
- ➢ Steady/Steadfastness
- ➢ Determined/Determination
- ➢ Possibly unflinching

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United Nations

"So now you'd better stop and rebuild all your ruins,
For peace and trust can win the day despite of all your losing."

– Led Zeppelin, "Immigrant Song" (1970)

Charter member of the Galactic Order of Pacifists, your species exudes and promotes restraint, understanding, inner and outer peace and order, natural laws of co-existence (e.g., Metalaw), and above all, a dislike for the entropy of sovereign states grinding against each other that nearly destroyed your homeworld.

Some might mistake you for weak.

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- ✓ "Ah, but the U.N. pretty much rules the world now (Yes. More conspiracy theory stuff)…" – Nick Peters, "A Brief Look At Alexander Cain," May 6, 2015 (forum post, TheologyWeb.

Character & Chorus:[1]

- ➤ Pacific
- ➤ Conciliatory/appeasing
- ➤ Disarming (both figuratively and literally!)
- ➤ Propitiatory
- ➤ Parliamentary
- ➤ Purrrrrrr….

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"Vampires in the U.S. are Dying of AIDS"[1]

How would you describe 'tabloid personality disorder' if such a clinical diagnosis existed? A compulsive need for sensationalism, a disregard of facts, trivializing the sensational and sensationalizing the trivial? All, not in any form of propaganda, but rather sensationalizing for its own sake.

- ✓ Note: A Type 4 Fundamental Reality provides a persona for the position to develop and play in the game. Hopefully, it will be taken for and as enjoyment. A position is limited to one Type 4 Fundamental Reality, which has neither Major nor Minor forms.

- ✓ Note: Huh? What did you say? Aren't vampires by definition dead already?[2] Who makes this stuff up?

- ✓ Note: Google dictionary notes that the North American usage of 'tabloid' differs, specifically meaning "sensational in a lurid or vulgar way."

Character & Chorus:[3]

- ➢ Double take
- ➢ Histrionic
- ➢ Hammy ('chewing the scenery')
- ➢ Melodramatic
- ➢ Sensationalist, lurid, vulgar
- ➢ Drama Queen/King

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[1] This was a memorably ridiculous super-market tabloid headline I saw in the early 1990s when I was working on a night cleaning crew, while going to college during the day. I might have also been watching Forever Knight episodes around that time.

[2] Yes, there is a narrow subculture group who call themselves vampires – often thought to be goths, but goths don't really like them from what I have read – but I didn't get the impression that this was what was meant by the headline. Perhaps at best the headline was a double entendre?

[3] Theatrecrafts.com Glossary of Technical Theatre Terms at *character*: 1. The mental and moral qualities distinctive to an individual within the world of the play and at *chorus*: 1. In Greek theatre, a character (or group) representing an element in the drama which comments on the action, and advances the plot.

Vociferous!!!!!!

"Meowing is an interesting vocalization in that adult cats don't actually me-ow at each other, just at people. Kittens meow to let their mother know they're cold or hungry, but once they get a bit older, cats no longer meow to other cats. But they continue to meow to people throughout their lives, prob-ably because meowing gets people to do what they want. Cats also yowl – a sound similar to the meow but more drawn out and melodic. Unlike meow-ing, adult cats do yowl at one another, specifically during breeding season. When does meowing become excessive? That's a tough call to make, as it's really a personal issue."

– ASPCA article, "Meowing and Yowling," aspca.org, undated, unattributed

Polite aliens describe your species as vociferous!!! The other alien riff-raff of the universe use less flattering terms for your species!!!!!!!

- ✓ Note: A Type 4 Fundamental Reality provides a persona for the position to de-velop and play in the game. Hopefully, it will be taken for and as enjoyment. A position is limited to one Type 4 Fundamental Reality, which has neither Major nor Minor forms.

- ✓ Note: Vociferous Synonyms: blatant, caterwauling, clamant, clamorous, ob-streperous, squawking, vociferant, vociferating, yawping (or yauping), yowling (from Merriam-Webster online dictionary).

Character & Chorus:[1]

- ➢ Clamorous

- ➢ Vehement

- ➢ PUSHY!!!!!!! RUDE DUDE!!!!!!!!!!!!

- ➢ Demands and Protests

- ➢ SPEAKING IN ALL CAPS!!!! (WITH TOO MANY EXCLAMATIONS!!!!!!!!!!) BE-CAUSE ANYTHING YOU HAVE TO SAY IS THE MOST **EXTREMELY IM-PORTANT** THING TO BE SAID AT THE MOMENT!!!!!!!!!!!!!!!!!!!!!!!

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