

SOCIALMEDIAISM

By George Philip Birney

Subtitle: "*The hidden reality of social networks.*"

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INTRODUCTION

Unlike social media, social networks form the commonly shared space for similar minded entities, according to certain social scientists. Social media can be seen as means of communication for everyone. Social networks can be seen as means of sharing specific islands of interest.

In this book, however, I only talk about social media, because that is in fact the greater overlap of social networks and social media. Conceptually they are pretty much the same, no matter what our dear specialists are trying to differentiate. Social media and social networks serve the common purpose to bring people together for sharing what they like, and dislike.

Virtual freedom of weirdness is humanity's way of overcoming the ever-increasing pressure to live in real life conformity. But the virtual world isn't what it seems. However, there is a way to break free for real.

"Unlike Social Media Like" is the state of mind people are in when under influence by social networks, marketing campaigns, mind control, ego tripping, desires and fantasy. Cyberlusalional is the state of mind people are in when under influence by social networks, dating sites, porn sites, chat and webcam sex, and telecom relationships.

Both words are new. I invented them. They indicate the state of mind of anyone who lives in the virtual world in one or another way.

When someone is taken so much by a virtual entity - whether that entity is a human being, a game, a social environment of some sort, or anything else digitally constructed - that his or her life in the real physical world is more or less turned upside down, so to speak, then this person is in such mental state.

The virtualusalional state addresses the existence as a human social being that mixes-up the real physical world with the virtual world. Similar to the cyberlusalional state of mind.

In this book, "real" world means "physical" world. Just to make sure that the virtual world isn't physical. Reality doesn't have to be physical, of course. Anyone into the realm of psychology or spirituality knows this. Cyberians mistakenly use the term "In Real World" - abbreviated as IRL - to indicate the physical world. But the words do not match the true meaning. So in a way they deny the reality of virtuality.

Let me state this: virtuality is reality. It's just not composed of solid matter.

Virtuality is the state an increasing number of people are truly in. I know of psychologists who make good money giving therapy to these, such as to handle virtual relationships related problems.

Of course there are books about social networks, dating, cyber sex, and what have you. Eat them! Meals without sauce. If you want quirky reads and not that dry boring academic shit, then this book is for you. And beware, in this book I will call you names, I will scold and swear to you. Just to try getting into you, to reach you, to touch and go. But, no hard feelings, my dear friend. I am really with you till the end. Believe it or not.

You need to know what the whole internet scene is really doing to you. And vice versa too sometimes. You need to now why you never really feel up-stat after having been online. No, you don't.

You need to know how and how much you are being fooled by the virtual world. You need to know why cybersex is worse than having no sex at all. You need to know how business organizations try to entangle you in their financial grips. You need to know why people become violent and what causes humanity to be aggressive.

You need to know who you really are and who you really are not, when you are in the physical or in the virtual world.

You need to know why you want all that virtual stuff.

Of course anyone has the choice to use or waste time. The time online is entirely at the expense of the remaining time to live physically. Up to you how you spend it.

I am not saying that the internet is a curse to stay away from. It can be used to your advantage. Just make sure you know what is really happening out there. That is what this book is about.

This non-fiction book "Unlike Social Media Like" has been written after my first novel Cyberlusalional. These two books are related and may come in one bundle as well.

The state of virtualusion is caused by living in between social networks, dating sites, marketing campaigns, mind control, ego tripping, desires and fantasy.

At the end of this book you'll find two diagrams that define cyberlusalional and virtualusalional. Cyberlusalional is defined by the whole book titled "Guilty Of Cyber Love". "Unlike Social Media Like"

is defined by this whole book "Unlike Social Media Like". When you have read it, you will know for sure.

Now, let's sign on.

Enter.

EXPECTATIVE SUMMARY

Oh yeah, I forgot to say, I'm coining new words here and there. In case you might wonder WTF word that weird one is.

To summarize this book, in another fashion than displaying the table of contents, I would like to start saying that some background information is needed in order to understand how the internet evolved into what it is today. That is why some glossary of terms and some historical & basic facts come onto the foreground in the first chapters.

For those who are into virtual relationships, or dating of some sort, I dig into various pitfalls that make you believe it is all real when experiencing cyber love, or that give you the feeling that everything is under control, whilst the opposite is true. You do not need to be a Jedi to know more about the dark side of the virtual universe. You are in it.

Today's global level of social atmosphere seems to be degrading towards communicative robotism at best, if not aggression. It has various causes, such as games and cyber sex, surprisingly perhaps.

Your true identity - which is largely your personality - behind your nick or virtual profile is easier to spot than you think possible.

At the technology level, spy ware is more than just what you could upload. Every apparatus is a potential spytronic device.

Ancient magic and symbols including their spells are a reality in the virtual world. Every logo or banner may carry such elements. Every online user under estimates the power of thought behind all this.

There are many more topics. The book ends with the biggest topic of all times: Freedom. You may be surprised or be stepped on your toes or be totally dismayed after reading about that. Maybe not. It depends on how free you really are or want to be.

On purpose I have been staying away from stiff academic lingo. I have been a university lecturer & teacher myself, Professor, if you will, and one of the things I have learned from my students is that verbal communication should be human, simple, warm and honest, open, to the point and accessible by anyone's mind. In addition, to be emotional from time to time is not unprofessional at all. It is like eating a meal with some spices added to it.

This book is dedicated to all frustrated cybernauts (those who surf on the web) who hope finding their life companion or life improvement through the internet.

HISTORY OF MARKETING CHANNELS & SOCIAL NETWORKS

First of all, social networking has a very broad meaning, when it comes to defining this phenomenon. It all started as advertising. And still today, social networking is, in fact, advertising.

Advertising can be defined as the act of drawing someone's attention and affinity toward something to share reality and/or communication with.

Most people nowadays do associate social networking with dating. They are not completely wrong. Dating is a form of marketing, say, at the personal promotional level. In general, it has to do with admiration.

Now, let's have a look at the time track of the marketing phenomenon.

1839 Posters on private property in the UK. People were basically tweeting about their offerings. Anyone walking along could read it or ignore it. If they read it, they could spread the word, follow and retweet, so to speak. And that's the way people communicated about common interests. That was word of mouth, literally. So the concept of twittering was put into the business arena.

1864 Telegraph mass spam. Just another one to many communication method. Shouting about what's being offered, where to get it, how much to pay for it. Telegraphs were normally used to send messages through radio wave broadcasting. At the receiving end, an electrical typewriter writes out the message. At the end of the message, a small commercial gets typed. Later on, commercial messages got broadcasted just like that, so anyone who had a telegraph machine could receive it. That was the beginning of unsolicited spam.

1867 Billboard rentals. Well, the idea from 1839 proved to pay off, and so people started to make a living out of creating and planting billboards all over the place. Interesting to know that the physical billboard came only three years after the electronic telegraph.

1905 The University of Pennsylvania releases a first course in Marketing Of Products. Yep, the concept of reaching the mass by using various methods has gotten scientific status. It is not clear whether PhD degrees in billboard planting could be earned. Just kidding. Anyway, this university was before the now more famous Harvard.

1908 Harvard Business School opens. Nothing special for the moment, HBS still being in the grassroots. Just that there was considerable attention to the how-to of doing business. And marketing of course. Interesting to notice that HBS was not the first university with this

curriculum.

1922 Radio advertising. The good old telegraph and billboard have given way to radio broadcasting. The DJ's, as they were certainly not called that time, did their commercial talk to the listeners. Quite an impact.

1940 Computers. Here we are talking about mainframes. In present time we tend to use the term Cloud Computing, which is conceptually mainframe computing, a sort of centralized or grouped piece of computing power that users can hook up with through a terminal or workstation. Hey, don't think in the 1940's they had Linux or Windows. Just punch cards and line printers Huge machines with switches, wires and plugs, and only a few KB of RAM. Mainly production of printed documents. Lots of them. No office without paper.

1941 TV advertising. Same as the 1922 radio advertising, but then visually. Not too many special effects, besides of white noise on the monochrome cathodic ray tubes.

1957 Approximate ... The internet immaculate conception. Here is when the first internet application got public. At that time, it was all mainframe based, with point to point terminals. This network technology was created by ARPA, with some military background flavor. Only 15 years later, the TCP/IP protocol came live. But really, the internet was born in the mid fifties!

1970 E commerce Electronic commerce is the technological implementation of computer aided selling and buying. You know, online shops and stuff like that. In those days the internet was not as it is today. It was an era without Java, Ajax, PHP, MySQL, XML and DHML stuff like that.

1980 Database marketing, relationship marketing, computer oriented spam. Business contacts got neatly recorded into electronic files that could be quickly read by computer programs that generate commercials. Addressed to the contacts directly. Printed.

1982 TCP/IP based internet world wide. This was the after birth of the internet whose immaculate conception was in 1957. Roughly 15 years after 1982 it became a commercial platform, the way we have it today.

1984 Guerrilla marketing. Wrong name for a peaceful way of spreading the commercial word by as many, more and most in the least possible amount of time. Typical quantity leap strategy.

1985 Print advertising through desktop publishing. Now anyone can create, print and distribute their own flyers. That's what it basically was. In a way, flyers are paper pop-ups.

1990 CRM marketing & promotions planning. Customer Relationship Management simply means to take good care for your rolodex, and use the contacts to increase interest in your offerings. CRM is not just sending commercials. It is also integral part of account management, to keep the contacts live and happy through effective communication.

1991 Integrated marketing communications. An expensive term for smart computer programs that aid the marketer in segmenting and targeting. It has never been exactly defined what precisely the word "integrated" means in this context. It is not the first time that expensive words are used for simple stuff by those who don't even understand these words themselves. And to this day, the word "integrated" is frequently misspelled by IT professionals.

1995 Alta Vista, Yahoo and eBay are born. The first search engines on the world wide web plus the first global auction site. Some 100,000 websites, roughly estimated, were around and indexed by the search engines. Hey, at that time my website was in the top 1000! Now its position sucks.

1996 Ask.com viral marketing. The word "viral" - meaning spreading around and picking-up quickly, like a virus - is coined by some young dynamic people who really had too much caffeine on their desk. Viral won't make anyone sick, other than unsolicited spam ads.

1998 Google and MSN. Yes, Google was born only in 1998! Today it has even become a verb in quite a few languages. A verb. Yak!

1999 Epinions, Second Life and Video Games. The 3D world is still in its infancy today. That is mainly due to crappy slow hardware & networks, and the intellectual entry threshold is a bit demanding compared to the average applications in the virtual world. Second Life and some adult games are misused for 3D virtual sex. Up to now, these virtual reality environments have not been used to the max of their true potential. A decade later: still a lot to do in this area! Except in modern movies where 3D rendering is absolutely necessary. Actors are being replaced by 3D avatars.

2001 Social bookmarking is nothing more than a one-click way of storing your favorites. Usually it concerns a social network of some sort. Controlled through a mild form of mafioso. If you have your own social network, unless you can prove your 7 or 9 figures, you are likely not to be included in the world wide social bookmarking list. Prove me otherwise!

2002 Flickr and Photobucket photo sharing. Photo sharing was nothing new, as at countless other websites photos could be downloaded and saved. But some "official" entities managed to add some sort of formalities to it, to give that elevated feel of authority.

2003 MySpace. We have not forgotten the shared multi-site concept as brought forward by numerous free website providers. MySpace had a more dedicated look and feel and was targeted to a more specific audience with a web creative mind-set.

2004 Facebook and Digg. Same as MySpace, but in a different setting. Facebook, no way of individual page designs. Another social network that surprisingly still attracts under aged users as half of their total audience, although it started out as a local face-book at a university adult class. Only a sparse flavor of dating is present, contrary to the more specific or localized social networks. Micro blogs & comments are often used as two way conversations of limited time span.

2005 Vimeo and Youtube. Videos got available through the internet and of course heavily used by marketers. And daters too! Porn is forbidden on these sites and there is considerable censorship on video content.

2005 Ten years after 1995, over 1,000,000,000 websites were around, most of them carrying some sort of ads. That is ten thousand times the number of 1995. Explosive growth.

2006 Twitter was one of the latest new marketing channels to come into existence, and is based on micro blogging of time lines. Most Twitter users blog URLs of external sites and have no content to write by themselves. There is hardly any two way conversation. Everybody is just shouting.

2011 The majority of social network developments are simply polishing the user interface. Some sites got better, most got worse. Graphical user interfaces got cosmetic overhauls at disastrous levels. Functionally little new, though. Shifting a menu, changing a background color or resizing thumbnails is not a significant improvement. It seems the developers have either fallen asleep or ran out of imagination. They just keep doing plastic surgery on their sites without really improving their business.

2012 Nearly everybody is waiting for doomsday in December. WTF! Just like with 911, a lot of 2012 social mushroom sites may pop-up in the clouds of desperation.

2013 Okay, my prediction, after Doomsday that never happened, the

need for social interaction will be on another platform than before. Say, less private and more business. A global social cooling, to speak in terms of social climate change. Decreased need for resting in each others arms. However, an increasing number of nature loving people will emerge. They will focus on the physical world in all its simplicity and beauty, and try detach from the virtual endeavors. Say, a kind of counter movement opposite the cold tech age.

Alright, enough about history.

For decades, countless dating sites are around, most of them local, i.e. for specific country, in that language, for that audience. Global dating sites are usually in English and accommodate all countries but not all languages in the world.

Generally, it became silent in the world of marketing channel creativity. The past 5 years later still nothing new. Old Google is trying to get that market slice with Google Plus, a very bit late, even though the past couple of years the entire subject of social networks has been overcooking the marketing soup. Google Plus is attempting to beat the social network market and confront Facebook with the numbers. They have to catch up half a decade and half a billion users at least! If the Google guys are smart, they better focus on the day after 2012.

I am inclined to say: less is more. I would opt for Google Minus. Of course, Google wants to control information, globally. Those who control information, control the universe. Right? In a way.

It seems the social network phenomenon starts moving down the slope of success. An increasing number of users are getting less fixed on their social network accounts and wouldn't mind getting rid of these. One of the main purposes behind a social network is to collect contact data and to expand collective mind power. Without users, nada.

Yet another marketing channel has to come up. Hopefully not. We have had all of them. The logical idea is to invent something new. But still, the workability of every market channel is solely dependent on the users, people.

Throughout the past 50 years, we have moved through the various phases of virtual existence: data, information, knowledge, intelligence, creativity & creation. So it is time to start all over again, but on a higher plateau. Data is the level of primary survival. And that is exactly the level where mankind faces the biggest problems, therefore have the highest needs. I am talking about primary survival.

Up to now, marketing channels are based on the working of one or more of the five human senses. In another century, marketers may be using direct thought injection through mind control alpha wave technology that bypasses the five senses, using the subconsciousness.

Mind control for business purposes is a serious subject, today. Part of it is already implemented as an integrated set in entertainment products. So there is no longer the need to read ads and listen to commercial jingles or voice tracks.

Marketing channels will become stealth. That's why it seems the development - in terms of creativity - of marketing practice is quieting down the past five years. But "no noise" doesn't mean it is silent.

That collective mind power comes in handy when a business needs 100 million people think at the same time about their new product. That mind power works better than media broadcasting. Mind-casting is what we talk about here. So from that perspective, social networks are a necessity. They will be around for another couple of years, together with online games that gradually take over social network functionality.

And as said before, full mind control is the next step. I did not say that this step hasn't been taken already.

All of a sudden you want to buy a specific item. You don't know why. You fight against it. The urge gets stronger. And finally you buy it. As soon as you have it, you stash it away and you don't care anymore. End of excitement. Mind control is real.

History has not yet ended. Future is not yet here. In between we are, wondering what comes next, ignoring what is really happening today.

VIRTUAL DISCREPANCIES

Now what? 5 Billion websites and users. The internet technology and facilities have not made people less lonesome, have not brought more real satisfaction, have not changed the world into a peaceful paradise. It was never on the agenda. The internet was originally a military application! Not a commercial or social application.

The phenomenon that the internet is used for commerce and socializing does not mean that it isn't used for military purposes. Far from it.

Okay, now the more peaceful exploitation.

Cyber sex is basically an intimate act between people where through the exchange of words and visuals some sort of sexual arousing and pleasure is experienced. Such acts are largely used as an aid to masturbation. Cyber sex or ASCII sex is the big winner in virtual two-way endeavors, along with web cam sex and 3D sex (such as Second Life).

In virtuality, cyber sex is a self-to-other and an other-to-self communication cycle. Two way. However, the physical satisfaction is stimulated by a self-to-self communication cycle, also referred to as self-sex or masturbation. So that is the discrepancy between the virtual sex world and the physical sex world. They are not congruent, because in the mind it is self-other but in reality it is self-self. Different flows.

If the mental flow deviates from the physical flow (or vice versa) then the result is frustration.

In the physical world, having sex, there is clearly a self-to-other and other-to-self communication cycle, in the physical reality. In the virtual world this is only a fantasy, nothing more. So, physical world desires are heated up by the virtual world, later to find out that none of these desires have been truly satisfied.

Pornography, also known as porn, is for the viewer basically witnessing an other-to-other communication cycle, while in fantasy the self to be one of the others. This event is translated in a self-to-self communication, or self-sex, or masturbation, and voila, that's how porn is experienced. The other-to-other virtual communication cycle is physically translated into self-to-self. A many show into a one show. So that is the discrepancy between porn and real sex. They are not congruent. Different flows again.

At this time I do not speak of the porn acting parties, only of the user perspective.

Now what is the ultimate effect of all those uncongruent sex comm cycles? The answer is: Sexual frustration. Go figure. See, the sex industry is on one hand highly "free". Everything seems to be allowed and accepted as normal. And people want e-food increasingly and it seems never ending this kind of appetite. They do not get more of the physical world stuff. Only more virtuality crap.

People are frightened by the AIDS phenomenon, and use condoms. Most people do not like condoms. These rubber things do not improve sexual quality between lovers, whatever manufacturers may advertise with all those colors, aromas, shapes, lubes and what have you. And that is another source of sexual frustration. Really, that rubber or latex stuff sucks. Some fetish love it, okay that's their hobby.

So, people are double sexually frustrated. The virtual world stimulates the physical world sex drive, but the physical world discourages proper sexual satisfaction. What a fucking load of shit!

On dating chat channels, people love to talk about sex and their related fantasies. They fantasize and masturbate. Some even using a condom because it may feel like a wet pussy. May heaven forgive us.

Almost all dating sites carry the most wonderful profiles, supermen, superwomen, you know, folks that ultra aborigines of super planet Krypton would be jealous of.

You may wonder how come that all those stunning creatures still do not have a relationship. Obviously, most profiles are either completely fake or partially fake. The latter meaning that they contain data that is true and data that is false. Regardless, they suck. Their only purpose is to improve the visitor count to the dating site and to ego trip with visitor desires.

If the true goal of dating sites is to bring people together, by the way from that moment the profiles have no reasons anymore to pay for the dating services, then dating sites would certainly expose "ugly" profiles. Because these are in the most need for dating services, aren't they? I yet have to discover a dating site specifically for ugly people. Come on, wanna make money? Hey! It's my idea!

The average naive visitor registers, starts peeking, poking and pinging around, tries to get profiles to meet for a date, pays the money, tries a bit more, and more, and finally finds out that after a long time there is still not anyone knocking at the door like "hey here I am to have a good fuck with you tonight". You know, that is just a fantasy and that is not going to happen in the physical world, even though it is suggested by the context of the countless dating site banners.

So here again, sexual frustration. Yes, sexual. Because anyone wanting a date is thinking of sex as well. Don't deny it. It is a healthy thing. Men want first sex then love, women want first love then sex, in general of course. Regardless the order of natural priority, they all want sex. It's totally okay to desire sex. Sex is so fucking good. But what is not healthy is the persistent lack of sexual fulfillment the way mother nature has intended. It drives you mad. Other people start to over eat, or to drink alcohol, or to use drugs, or to commit crimes. That is the reality. I hope not yours.

So please, log off, open the front door, get out, go down town, pick up someone, and have a good physical world fuck.

LOVE THY CYBER

I have written a novel, titled "Cyberlusalional". I am sure you bought it. If not, then it is my lost hope, or yours. As you read it, you will notice how people turn a virtual world into a physical world scene. Really, they have never met in the physical world, yet they behave as though they are in the physical world. That is the ultimate virtual experience that most social network users enjoy.

One of the greatest desires of social network users is to get the maximum possible number of contacts, also referred to as friends, followers, buddies, and what have you. In no way it means that these users communicate with all their contacts. Sure not. They just get a hard one or a wet one by the number, the stats, the counters. That's all what is important.

A lot of profiles have thousands of contacts. But they mail with only one or two of them. The rest is just for hit hunting satisfaction. Another kind of masturbation, rather emotional. I call it mindurbation. Kinda ego tripping.

The bottom line is this: social network contacts may not be of the dating kind, however, they do inflict that feeling of being loved. The higher the contacts counter, the more love, right? Wrong! That is the illusion brought forth by this sort of naive thinking. And also here rules the game of imaginary satisfaction. It is not real. A count of ten thousand followers or buddies does not make you more loved. There is no love at all.

Love is, by the way, not what you feel. It is not that wonderful feeling mistakenly taken for love. Is has nothing to do with feeling at all! Love is what's been done for someone. That is love.

People obtain a certain status from social network stats. "Oh yeah that person has 100,000 followers, so that person must be real special". Sure. And then what? You have 100,000 clicks, so that makes you a superior person, someone whom should be respected. Of course, and that only means food for ego tripping. Now you float in your own virtualusalional or cyberlusalional soup.

Believe me, the web is crammed with people like that. Whole cyber wars are fought just to get the numbers. Facebook and Google are at war. They want the highest count, the best Alexa rating, the highest page ranking, and what have you. How pathetic.

The internet is a bunch of count games. Think of page rank, Alexa stats, stat counters of all kinds such as page views, number of comments, number of likes and dislikes, time count, and what have

you. More is better. That's what they say. Ultimately, all those counters bear nothing more than just an ego trip feeling of some sort. Wank your mind and cum a good feeling. Yeah right.

If a webmaster artificially updates with PHPmyAdmin a counter in the MySQL database, oh no, that's not the same! It does prove involvement of the "need for real" factor when it comes to counting. Fair enough. Counts should not be tempered with, even though no one would notice. Sounds pretty real.

Sure there may be some marketing value related to the count, in which case we talk about "reach". The 100,000 friends user posts one message and 100,000 users can read it instantly. Handy for broadcasting commercials and other important or not so important messages. But just a random 100,000 folks doesn't mean they are all qualified prospects. Yes, they all "like" you, but perhaps only one would buy from you and pay you. So the value of numbers is a bit relative.

Many time line micro blogs level with the IQ platform of "I got an egg for breakfast", "my dog sneezed at mid-nite", "I hate the rain", "check out this page", and so forth. And behold, there are people who follow and befriend with those profiles every hour of the day another one. Amazing.

Most micro blog entries refer to an external URL of a website that is not owned or operated by the one who places the micro blog entry. "Hey visit this page <http://www.etc.!!>" In other words, people tell me where I should "check out". Come on, I know how to find information on the fucking web! Most time line readers, however, do click the URLs, which is a great way of driving traffic to a website. They want to be surprised in one or another way. Well, not me. I stay focused on my objectives and do not side track all the time on a social network. Of course I post my own web URLs on some micro blogs What the heck! Yeah, I need traffic goddammit.

Now back to the subject of "virtualusional". What has micro blogging to do with that? You guess it. It is the illusion that people love you for what you post and put you on a pedestal of the higher status in the social network community. And all boils down to self-to-self, i.e. ego trip.

And here we have a common denominator: The "e-drug". Internet users are addicted to one or more of the community type of web applications. Some prefer dating, others want porn, there are those who like their daily forums, and so forth. Whatever the object of addiction may be, it is an e-drug. Period.

We have become e-junkies.

THE DARK SIDE

There is the dark side of virtuality: Games. People are fooled by the specifications on the game package about the PG rating and age rating and nonsensical details like that. "Oh it's just a game, therefore not real, thus harmless". That is the general thought. And that is exactly the thought wanted.

Games are, strictly spoken, education machines. They are the next higher level of teaching robots or simulators. Games educate the user, usually children, how to seek and destroy fellow beings, structural creations, animals, cities, nations, mankind.

Okay, now, suppose there are one billion people at war on this planet. Say, that is roughly 20 percent of the total count, so one fifth of the world population is having a fight at the same moment. I think we could absolutely speak of a world war. In the virtual gaming world, there is this sort of world war indeed. There are one billion gamers on planet Earth and most of them fight, shoot and kill. No wonder than no alien being dares to land on planet Terra in the Sol system. Would you dare to land on a planet where you see on your radar screen how all those weirdos keep shooting at each other all day?

And we should not under estimate the power of thought. If one billion people think of killing and destroying, it is most likely that such will happen in the real physical world. Maybe not tomorrow, but after a couple of years brainwashing through games I can assure you there will be major warfare in the physical world. It has nothing to do with self fulfillment. It has all to do with mind power. A form of brainwashing based education, indoctrination and even an amount of telekinesis, if you will. This is not far fetched. The future will show for sure. I bet my reincarnation on it.

We had already a talk bout sexual frustration. And we did mention that persistent lack of sexual satisfaction may cause a certain level of aggression. So here it is. People have cyber sex and play war games. Now the circle is round. Why, because people want to revenge against frustration, and the best way to do so is to act violently. And because people fight, shoot and kill, their respect and love for real life values decreases. As a result, their sex life worsens, and as a consequence their sexual frustration increases. Thus their desire of violence increases. And that makes the circle even rounder than it already was.

It is not fiction, my friend. Just look at the whole world with different eyes. Listen to your heart, your intuition, what it feels and what it tells you. And you will recognize a couple of things I am

telling in this book.

The news media, twinning with entertainment media, show things like violence, war, killing, and so forth. And so do the entertainment media, although under the label "movie" or "game", very overtly on all kinds of media. Now, this brings us to the closely related subject : Games.

Children nowadays, play with PlayStation, Nintendo games, computer games, watch cartoons on TV. Most of these games and cartoons contain violence, fights, shooting, killing, etc. But, in an "innocent" look. But the concept is exactly the same as "hurt thy neighbor". Those kids are growing up, with a mindset filled with violence. And then, what happens next, is "real" violence, ranging from irritation, mild aggression, to vandalism, fighting, injuring and killing. And quite likely with minimum emotion, because it is "normal".

We live in a world where people get their daily brainwash through television, internet, radio, newspapers, magazines. And they are not aware. All that information gets swallowed, without asking themselves the question "what am I going to do with that information?".

Movies, such as the early series of the "X-files", labeled as "entertainment", contain more "truth" than the government could ever publicly admit on the news channels. Such movies are allowed, even promoted, of course, because they appear under the label "science fiction" or "fantasy". And nearly everybody takes that for granted.

So, there are several ways to convey information to the people. But it is up to the sharpness of their minds to separate the wheat from the chaff, the "truth" from the "fake". Entertainment media fill up the news media, and vice versa. And here ends and starts the vicious circle of the media.

Media : "the best way to lie is to do it loudly, looking into the eyes, without blushing" like "here are the data, but it is not true". And that is what the media are doing.

And the internet ? Well, that is not very much different. I would say, even worse. Staring at the computer screen, people submerge themselves in a dreamworld. Any form of unpunished bad behavior seems normal these days.

All of the above, and more, unfortunately, are seeds of terrorism. If the basis of education and so called entertainment does not change for the better, then terrorism will keep on being reborn. Think about it.

Please note that the FCC "ruled" years ago that subliminal

programming with television was illegal, but it never stopped. You find it more common on cable TV. They are using subliminal conditioning on all cable networks. They use it to emphasize different elements of what you are seeing around you. People end up being brainwashed and stay programmed this way towards ignorance, violence and greed.

None of all the computer games has been following up any ruling concerning subliminals. None of all the computer games has been correctly analyzed on its impact on the human mind, especially on children and their mental growth. "It is just a game", that's what they say.

But for the mind's subconsciousness there has never been any difference between fantasy and reality. Any dream feels real when you are in it.

For a child it is very tempting to check out physical world reality, compared to what he or she learned in the games. And that happens daily.

Little kids play all sorts of games that offer loads of shooting, fighting, crashing, and what have you. All in all, a lot of violence. PlayStation, Nintendo, XBox, PC and many other game machines are accessible by any child.

Most parents think that a game is just a game, therefore not having any adverse effects on the mind of their children. They read the label "game" on the package, and they think it is just a game.

But all those machines are educational systems. Essentially, they are teaching machines.

A game can be defined as a series of actions and reactions in relation with overcoming resistances and counter actions in order to reach certain goals. In a way, just like life is.

The subconscious mind does not know the difference between a fantasy, dream, and reality. Intelligent psychologists know that. Foolish psychologists work for the game industry. They fill their pockets with money, and don't care about the end results of their educational programs.

Today's children spend more time communicating with electronics than with people. And if they communicate to real people, they do it through email, chat, sms, etc., not in person.

Most electronics are hosting violent games. Even the "innocent" arcade games, abstract as they are, they do very clearly instruct the

operator (read: the child playing that game) what to do and how to react. Synaptic programming in the brain ensures optimization of action-reaction patterns, and from there on the child doesn't know any better ever after: "Seek and destroy!"

Children learn how to enjoy killing and destroying. They learn explicit language and unethical behavior. They learn a certain meaning of success, in the realm of violence. And after some time it all runs on autopilot. Children have been brainwashed in the most pleasant way about the least constructive activities. For them it has become "normal" to act & react as taught by the games. As a consequence, their reality has been programmed already.

Terrorism has in this regard a whole different meaning. It is not Osama or Obama, political processors as they are. It is CPU and TFT, violence educational processors. Billions of them. And because of this number, we can speak of a world crisis of some sort.

In fact, and I purposely repeat what I said before, as a billion people are having their daily dose of fighting and destruction, it equals to a world war. Let's call it a subconscious war.

This problem can only be solved if there are enough intelligent leaders who are conscious about this subject. Today, there aren't. All eyes are closed, except to the countless gaming TFTs in some apathetic way.

Nevertheless, people get shocked each time a child commits a crime. People seem to have no idea that they, stupid parents, are directly responsible for the actions by children. There is no excuse for parents' ignorance about games. And in the end, they will be the victim of those whom they allowed to master destructive behavior in the first place. Parents who allow violent games suck.

FALSE CONTROL

One of the hidden agenda items is to give the impression to the internet user that (s)he has full control over the virtual endeavors. Thereby giving the feeling as though it applies to the physical world. And so the internet user feels strong and superior, largely supported by the ego trip stats from social networks. In this illusion a lot of people live their daily life. They sit in front of the TFT all day, checking emails all day, checking their site stats all day, checking their buddy counts all day, checking online shops all day, checking anything that could be checked. The day gets filled with a lot of busyness and night falls. And then what? The user has lived another day. And how.

People get a bunch of avatars that they use as their primary means of communication. That includes their profiles of course at the various social networks. And I say this: There is not a single profile that is 100% true, actual and accurate. There is always something not up to date, not really true, not quite applicable to present time, and so forth. Users tend to hide behind profiles that merely amplify their good facets and hide the bad stuff.

Interesting is the age factor. Most dating profiles hide behind a false age, a younger age. They live with the illusion that to be young is an accomplishment and that they will gain more love. Not to be rude, but a young age is simply an anomaly on the time track, and definitely not an accomplishment. Younger people are likely to be able to love a lot less than older people. Given the true meaning of love.

But that is not what the dating industry is about. It is all about fantasy and cyber sex. Most daters never meet another dater for real. This is a cold hard fact. Maybe a warm one, taking into account real physical world mismatches.

Certain profiles deliberately put an excessively high age, to mask a real high age. The point is that users are not honest about themselves. Yet they spend considerable time on the web to try find out who the others truly are. And even if they find out, then what?

Nothing.

RELATIONSHIP STARTERS

You most likely tend to have a computer as your primary companion. The world comes by on a rectangular dream scape powered by a couple of thousands of tiny pixels you are drawn into, thinking it is all harmless, a game, and you feel totally untouchable and safe. But that may be just the easy physical part. For now.

You invent one or more identities, and chat with someone who invent these too. You have one or more intentions. And that other someone has those too. But the intentions may not be the same or compatible. You may be fantasizing about a peaceful beach walk, hand in hand, with flowers on your head, soft kisses and warmth in your soul. The other someone may be fantasizing about having sex with a minor, somewhere strapped in a dungeon, even though it may not be apparent in the chat. There are many ways to use words and hide meanings.

You may have fun together with your friends sitting next to you, telling what you should type next. At the other side of the modem an unknown person may have fun with software to try tracing your location. And the day after, you may be honored with a real stalker around the place where you live, or a bunch of e-mails or forum postings that drive you crazy. Or some messages on your screen.

Or the other person may be someone with honest intentions, trying to find a real loving partner for life.

The intention or game of the unknown other may not be the same as yours. You may fall in love with that wonderful profile on the internet who has stolen your heart completely. Not realizing that this person seems too good to be true. You may be tempted to meet for real, even giving your real name and address. If you do so, it usually will turn out to be a grand disaster. You will not believe what I say, but ask yourself, how on Earth can you be so sure about that other person purely based on a few keystrokes in the chat room? You cannot. No one can. Physical world reality is completely different from virtuality.

There is nothing wrong with chatting, for as long as the sole purpose between the two of you remains chatting and nothing else. It works fine with the two of you if you already know each other in real physical life.

Otherwise, the virtual world is not the physical world. It is a world on its own. In that world the bits and bytes that move between the modems represent fantasies, usually about what you want to see in another about yourself. That's what you call compatibility. Yeah right.

You most likely have a checklist, like "This is my type, these are the items where should be scored, such as the height, weight, color of the eyes and hair, likes of music and food, movies preferences, personality characteristics, sense of humor, sincerity and what have ya." and the list goes on, right? These are all things about yourself that you would love to see reflected into another's soul, right? These things concern the physical world. Yet you seek them in the virtual world, on dating sites, social networks, net communities and the like. What's the meaning of red hair and big boobies on the internet?

And during the chat there is no way to know to what extent the incoming words exactly match the real things. Even with a web-cam you can be fooled.

If you are chatting and you want to make a date, behold, it is not like web shopping. In a web shop, things are properly described, accompanied by pictures, company information, reviews, etc. In a dating-site it is supposed to be as neat, but it is not! Most profiles seem to be reflecting a super being from Titan. But reality is a whole different story.

More often than not, a dating profile carries a photo picture of 18 years back, often with the annotation "add a few years to it and that will be me today". They fucking don't upload a real recent pic.

Cyber dating has been in existence for a century at least. In the old times, people put ads in a newspaper, exchange a couple of love letters, meet for real, and get happy ever after. That form of dating had a high score of success. In those days there was no color TV, no internet, telephone was scarce, typewriters too expensive, and photos were in black and white. So the primary means of telecommunications was writing on paper, by hand, using a pen dipped into ink. One spelling error, or a smudge, means tearing the sheet of paper and starting all over again. So to write a good love letter could take a full day! So the level of effort and time spent played an important role in paper cyber dating half a century ago. Dating was a sincere undertaking, done by sincere people whose true goals were having a lasting relationship.

The internet has definitely not improved the real dating process.

Today, a chat message, an e-mail or a cyber scrap is made within minutes, if not less. Spell checkers clean-up your prose and you don't need to walk to the post-office to buy a stamp. Such love message has often little value, as far as the real effort and dedication behind it is concerned. More than often text is copied/pasted into love mails. It is lazy luv. It has nothing to do

with love. It is mere cyber snack.

We live in a quick and dirty mode. Everything has to go fast. Everything has to go easy. And we are spoiled in that regard, because we expect to be treated like royal knights, without having to return such favor. But high speed does not necessarily mean that your intentions arrive safely or effectively at the destination. This is true for any kind of traffic. Also dating traffic.

We live in a world where the complete absence of computers is unthinkable. We live in a world where computers are part of our daily reality. The latest human generation has no clue about the past world without computers. One global blast of EMP and they will be the most helpless.

We live in a world where data is perceived as real as the entity represented by the data. So as soon as you love the data, the meta information, then you think you love the real thing represented by this information. Data is not love. Data is not a real person (I am not referring to that sci-fi trek movie guy).

For example, you chat and e-mail with an unknown person. You see some nice pictures, a profile that matches your checklist, and your heart starts pounding. But you have not met this person for real. You do not even know whether that profile has been deliberately constructed as to match yours. Oh yes, that happens all the time! Yet you believe you love this person, you long for this person, or worse, you want to have sex or get married with this person. But in fact, you love this person's data, created by that person or by a dating system, mixed with your own imagination! In other words, it is not real. You are in a cyberlusalional state.

There are people sleeping with laptop and web-cam attached to it, to watch each other masturbating. And that's the way they think they truly love each other. They love the fact that it is not physically real anyway and therefore it is "safe". They live in fantasy. A lot of people pay for webcam-sex, just to find out later that all they did was DIY. Telecum my ass!

Remember, the only thing the virtual world and the physical world have truly in common is your time. You spend a day in the virtual world, but that day is subtracted from the remaining physical world time. And vice versa of course.

You sleep 8 hours per day. Do college 6 hours per day. Eat, wash, shop, sport, etc. total 2 hours per day. Study 2 hours per day (which is not enough), talk to your family 2 hours per day, that totals up to 22 hours per day of physical world necessities. So there are 2 or 4 hours left for "private enjoyment".

Now, are you going to "enjoy" some data or taking part of the physical world? The choice is yours. Few hours. I can hear you say "2 hours on the web, 2 hours on the street". That's fine. But never think that 2 hours cyber equals 2 hours real. I repeat: 2 Hours fantasy does not equal 2 hours physical reality. It is only the physical world that truly makes you grow and develop into a person valuable to yourself and to others. Not your fantasy.

If you are born in a physical world, then it is your destiny, duty, or karma if you will, to live life in the physical world. Otherwise you would have been born as a zipped file or 3D avatar.

So, if half of your remaining time is spent in the virtual world, then you should accept half results in the physical world, and nothing better than that. The virtual world is not life itself. It is only a means of communication. Nothing more. It is not a means of love. It is not a means of raising a family. It is not a means of truth. The internet is inundated with lies and false data. And that data is largely sheer fantasy that does not reflect the real physical world.

Has your heart been broken by finding out that the other unknown person was having a cyber love affair with another? Even though you never met that person physically? Yet your real time is spent on feeling bad the other 2 hours or more in addition. There is no such thing as virtual time. It is your physical time. From the moment you power-up your computer till its shutdown. Time is always real and subtracted from the rest of your life. Your remaining life time is getting shorter every second. And you don't know when it will end. You assume you will have plenty time left to waste half of it just like that. Dumbo.

Suppose you see someone hugging and kissing a desktop computer, crying tears onto the keyboard. You most likely find that silly, right? Yet may you do exactly that. Think about it.

Cyber lovers tend to argue that chat.love goes straight from heart to heart, not limited by physical resistances. That is totally fine, but that is the virtual world. Even though it does feel like in the physical world, simply because you feel it, the essence is in the virtual world.

In a physical world relationship you exchange a wealth of expressions, through the five senses. When you laugh, it gets heard. When you cry, tears fall down and can be kissed away. When you make love, well, you can guess what happens, it is truly felt. When you blush, your face turns red. When you hold hands, you hold real warm hands. You know, the real stuff.

In a cyber relationship you exchange a wealth of expressions, through smilies, words, beeps, pics, etcetera. When you laugh, you click a smiley or type an abbreviation such as ROFL, LMAO, LOL. When you cry, you click a smiley or type "*cry*". When you make cyber love, you type "ahh ohh". When you blush, you click another smiley or type "*blush*". When you hold hands, you type "*hold hands*". Pretty neat. But you know what, this is not real life. Frankly, it's an insult to anyone's intelligence. Unless there is no IQ at all.

So it all boils down to my basic advice:

If you have a cyber relationship, treat it as a cyber relationship, not as a physical world relationship.

Keep those things as they exactly are at all times.

That's the long and the short of it. Simple.

You can use chat as a means to meet for a real date. If you do so, do it as fast and as safely as possible. The longer you share love in the virtual world, the further you drift away from reality. After all, only reality will tell if you meet the right person. Never forget: The virtual world shatters into pieces the moment the physical world is entered. Always. So all you learned about each other in the virtual world you can forget about as soon as you are together in the physical world, where the population of super beings and wonderful profiles is far less in number. In the physical world a smile is no longer a symbol, a hug is no longer a smiley, and the keyboard is useless on the couch or in bed.

You can use the internet to initiate contacts. Then meet for real without too much delay, which may sound strange, but the longer you live in virtuality, the lesser you experience reality and the more you get stuck in illusions. And if the other one does not go for meeting IRL, then disconnect instead of trying to fill the gap between the virtual and the real, unless you wish to keep it virtual indefinitely. Remember, a relationship is a whole reality by itself. So if you both agree to a virtual relationship, then keep it that way and accept all the implications.

You should know one more thing: The chat.net is a virtual street. Many profiles walk by and you never know whom you would be meeting next. This is exactly the case with real streets. So why not just going out for a real walk? The fun is that this is real, you get some sunshine and fresh air, and it keeps you from getting RSI. I agree that on the street it may not be safe either, but what kind of life experience would you prefer: A computer screen or life itself?

Caution: Do not trust anyone on the net.chat. No exceptions, unless you have already met that one for real and have already established absolute mutual trust many times over IRL. But still then, use a common "pass-code" to type at the beginning of the conversation, just in case your account is hacked.

If you date someone in physical world for the first time, through the net.chat, make sure you meet at a place where you are fully protected, for example near friends, family, police, etc. Introduce your date to them! Yes, step up to a cop, telling you are having this first date. The police officer may react superficially, but will surely remember. Do not go to an isolated place, ever, before you and your relatives are fully confident about your date! Use your friends wisely in this regard. Make sure there is someone to aid you if you get into trouble!

If your first date partner keeps on insisting on being alone the two of you, let this be an alarm for you. Just reply by proposing to go to a public place, saying that you you feel happier that way. Do realize that at the first date you are on your own. And all the cyber crap of the world can do nothing for you. This is real.

And remember: As soon as you get warm feelings for a cyber profile, please do analyze yourself to figure out what exactly turns you on. If you are honest to yourself, you may be surprised. If you are so much in love with a cyber profile that your life gets turned upside down, go seek a therapist. I am dead serious about this!

Last but not least: Anyone living only his or her life just on a square foot TFT is not living true life any greater than that...

Log off

EX OF DECADES AGO

Ah, now here we have one of the more annoying or exciting endeavors on the social world wide web. Finding an ex and re-date. What a fucking disaster.

Quite a few men receive messages or invites from an ex of literally decades ago, the ex assuming that the man immediately will get turned on and go for that re-adventure, or re-assignment

The ladies often post some profile pics of decades ago, with a description "add a decade and a half and that's me then", and this way they hope to catch the man. They have hopes that their past loved one will return and knock at the door with bouquets of flowers in the hands and a hard one in the pants.

Hey, men have become smarter, dear ladies. And more picky too. They want young and tight, not old and overworked. Men want good looks. And in their older years they still want to revive that spark of youth. They don't want older ladies. Sorry, but that is harsh reality. Men are men. Women are women. Different planets.

Women are naive in this regard. They think that their old love would love them again the same way as decades ago. But men aren't that consistent. They may change over time, but what they do not change is their basic preference. They stick to that till the end of times. They want that young gorgeous sexy loving girl when they are 20, 40, 60 or older, oh yes. I do, hah!

So, my dear lady, if you happen to have had a love relationship at the age of 20 with a 20 year old guy, and 30 years later you find his profile on a social network site, you may find him still attractive, and you may still feel that special warmth or moist inside. These are good memories, not two way street present time. Drop it. Leave the man alone. Say "hello howdy oldie", leave it virtual and move on. Just mail or chat, but don't try to date him. It won't work outside the virtual world.

And you guys, remember when you were 17 and got disgusted when a woman of 42 was playing charm with you? So why should it be okay that you at the age of 42 should be immediately accepted by a young girl of 17? Clean ole man thou art! Be good and increase the min age requirement.

So women and men are living their typical cyberlusalional fantasies and get nowhere in the physical world. That is one of the expected effects. One of the main purposes of the world of virtual desires is to discourage or even kill desires.

The so called freedom of letting go your desires is responded by sheer frustration. Over and over again people get frustrated on the internet, but they are not conscious of it. Virtual interaction goes fine, but when it comes to the physical world, more often than not it is simply killing the last fire of desire. Experience this a couple of times and lo behold you will be frustrated.

Accumulated frustration ultimately kills potency. True sexual interest goes down the zero line. But people do not want to accept that, so they go against their sexual decay. They seek stronger impulses, more violent, more direct, harder, louder, deeper, and so forth. Just to break through the barriers of frustration. Just to break free from imposed conformity.

And then they find out that even stuff like BDSM, SM, fist fuck, inserts, threesome, orgies, pain dungeon, facials, and worse, does not turn them on at the minimum required level anymore. The flame of their true sexual candle has died. The virtual world has nothing more to offer. The physical world neither.

So the toy business got flourishing a while. People didn't give up and seeked tools to DIY. But today, people seem to have seen enough. The thrill is no more at a peak. Society is going sterile. Real sex is in a decline. Population growth decreases. NWO agenda item xxx is executed successfully.

There is a noticeable tendency towards mental means of handling the problem of sexuality, such as through ebooks, advisory sites, meditation, etc., rather than entertainment related activities. This indicates that the human being still does not give up in seeking means to cope with life by means of the spiritual.

Who or what will ultimately turn out to be the strongest is yet to be seen. Time will not tell. Activity will tell. My gut feel is that the human being will be the winner and that the synthetic system will be an extension of mankind at most, but not leading it.

The question remains, what is better? Just leave the flow of the world in the tooth-wheels of imperfect technology or in the hands of insane leaders?

Perhaps it is the ex reminding you that the good old times may be relived again without artificial means. So, on the other hand, why not take that drink?

MAZE IN THE NETWORKS

Social networks seem the number one means of collecting contacts. There are several hundreds of social networks that are frequented heavily, some of these even making a lot of money.

But I am not going to talk about social networks. I am going to talk about the people who use social networks.

Most people who are involved with social networking tend to accumulate as many contacts possible. This is a similar phenomenon as websites (their owners) trying to get as many visits or hits possible, the highest possible ranking and so forth.

Why?

Let's go back to the very core of the heart of the human being who lives in a world that seems sinking in an ocean of virtuality. Reality is getting drowned. Let's face it. The majority of means of inter human communication today is electronic, artificial, virtual. Email, SMS, chat, ping, micro blog, time line, and what have you. Not to mention countless networked games.

There is a growing number of people who take on virtual relationships, having never seen or touched each other in real life, and treat these relationships as the real thing. Many people do not even want or dare to migrate to the real meat.

On social networks, most people do not actually really communicate with all their contacts, a few at most. All the other names remain just names, the more the better, giving the networker a certain status. It is part of virtual ego tripping. Not only that, as ego tripping is largely caused by a need for some sort of overcompensation. Social networkers are amongst the most lonesome people. Many of them spend hours and hours each day at the computer, logged on to their favorite social network and counting the stats.

People seem to have forgotten how to interact in the physical world. Even when someone does initiate a real interaction in the physical world, in most cases the other person will feel ill at ease. Simply because of the virtual world that person is used to. Reality has become awkward. People are scared, afraid of reality variances, not having the power to click it all away.

On the street and in public places, sure there are many people there in the physical world. But most of them are having a cell phone call and tapping an SMS, wi-fi surfing on the internet, playing a portable game, and so forth. And now the world has been spoilt to the extent

that if a person in the real physical world starts to talk to someone for the first time, it is regarded as highly suspect, or as an opening of a hidden agenda, or as someone sick. That someone backs off or goes in defcon red. Either way, normal face to face comm is a commodity that's getting extinct.

Half a century ago, a typewritten personal letter was regarded as sloppy, because the author did not take the trouble to use a pen. People were expected to write with a fountain pen, only later with a ballpoint pen. Now, a handwritten personal letter is regarded as sloppy, because the author did not take the trouble to use a computer.

Perceptions and acceptations change over time. When I go to an office supplies shop and ask for Parker ink, they tell me that the shop next door sells coats. It really happened.

Half a century ago, a personal dating ad in a newspaper was guaranteed reflecting the real person. The advertiser gets a response by hand written letter and soon meets with the other for real. Nowadays, a personal dating ad in a social network is almost guaranteed reflecting a fake person. And as far as a meeting in the physical world is concerned, either there won't be any, or it turns out to be a slight disappointment, if not a major disaster.

More often than not, social network profiles carry photo-pictures of many years ago, same for age and body shape, and so mocked-up profiles attract other mocked-up profiles in a mocked-up virtual environment. I state that at least 80 percent of any social network population is mocked-up, partially or wholly. The only truth in dating sites is usually a lie.

There is nothing really wrong with that. For as long as the participants accept that. For sure it is all confusing, to face a mix of real and fake profiles.

Now, what is the "maze" I started this article with? Well, the maze is that a social network is believed to help people catch a lot of friends. Virtually they do. In reality, most fall through the mazes. Simply because there isn't much of the real to catch. They merely catch numbers.

As a natural consequence, the use of social networks leads the individual into depression. The harder the individual clicks on social networks, the deeper the depression will go. It is a fundamental mistake to expect real physical world things from a virtual world. All you get is a heap of (dis)illusions.

Life is short. Why burning up precious real time in a world that does

not really exist?

HANDS-ON DATING EXPERIENCE

What does a dating profile show on page number one? The face! That is considered the most important part of the human being to expose in this nifty sales effort. Some smart ladies how off their legs too.

In the physical world, the eyes are scanning all over the body. Not just the face. But for now, let's focus on the virtual world.

Dating is sales. But what exactly is the user trying to sell? A face? Legs? Boobs? It seems so. What about male profiles? Potential partners are trying to buy into, you guess it, a face. Most of them do so. The face on dating sites is widely regarded as the prime identifier, just like passports and drivers licenses show.

On general social networks, the tendency is to show off with a picture other than just the face, such as a symbol, a logo, whatever.

Dating is the process of trying to convince the other about one's qualities and trying to open up a physical world test case. Sounds like business science. And yes, it is. But dating sites do not accommodate dating the way it is actually needed.

For example, male A displays profile A to lady B. The next week they meet IRL. Then what? The meeting is most likely to fail. And you know why?

A dating profile shows the bait rather than the fish that you try to catch. So in a way, a dating site is a baiting site. The bait says little about the fish. Sure you can argue that specific baits help catch specific fish. Yeah right. But with people on a dating site it is a whole different story.

Through the dating site, most, if not all, users tend to exaggerate or even lie about their true features, whatever these may be. Users put photo pics of a decade ago, photoshop some other pics, copy/paste a CV of Superman, brag about their education, IQ, talents, accomplishments, anything, for as long as it is super or mega. I'd call it quantum dating, the more particles the better. Yeah sure.

Did not you ever wonder why all these super beings did not manage to have an in physical world relationship? Because in the real physical world they suck!

I have not seen yet a dating-site that truly responds to the largest dating market sector in the world: Ugly people. Most singles are ugly. Excusez le mot. I don't want to be offensive, but I have to use clear words to make my point.

The unattractive people, these are the most in need for dating services. Yet dating sites brag about the good looks of their members. There are even dating sites that refuse ugly faces! Face discrimination by dating sites is a reality. No wonder people come up with fake profiles.

So the looks, is that all about in internet dating? Well yes, largely. After all, all you have is a computer screen. But underneath that superficial layer of lust there is a persistent painful thought that invades all users. And that is fear. Fear to be not good enough, fear to be rejected, fear to not find anyone at all, fear to screw up, and so forth. This fear cannot be handled if the dating site promotes the opposite.

That brings me to the conclusion that a good dating site is a system that focuses on ugly people and carries simple honesty about the profile background. I know of a dating site that promotes "only love, no sex". Plenty registered members. So it is feasible.

There is another thing I want to mention. Sharing. See, why do people get interested in each other through a dating site? When they find things they have in common. They feel they can share common interests.

I personally would not seek the same things that I have already, so I go for the different things which would make my life more exciting. But that's just me. I simply refuse to order the same meals that I cook myself, so to speak. But there is a but.

About common interests. Most dating sites do not or highly insufficiently accommodate the share factor. There are specific dating sites, for example for BDSM, car racing, pilots, single parents, etc. So that's pretty okay. However, these sites too fail in match making performance.

Why? Because the common interests are not being programmed in the match making logic.

Let me give a practical example. And you guys, who are into dating site construction, here is an idea and I want 10 percent of the first years turn-over.

The average dating site asks questions such as "what music do you like?". Good thing! But their search engine or match maker utterly fails in putting people together who want to listen to the same music!

If I have JS Bach Cantata in the music section of my profile, I would

appreciate not my date squeezing 100 dB out of a Jimmy Jackson MP3. I will have to view every single dating profile in detail until I find JS Bach Cantata. That takes ages, and I most likely end up not finding her in that dating site. So I terminate my account. Bye bye paying VIP member of the dating site that utterly fails in music match making.

Oh yeah, I forgot, the new business idea. Here goes. A website where music lovers can sign-up, exactly specify which music they listen to regularly, and that's not it. The special thing is that the search engine of that site asks the user: "what music should your lover like or tolerate?". You fill in the blanks and the search engine starts crunching. Search results appear, and guess what it shows.

It shows people with whom you can share the same room while having exactly the same music on. This is so important! Music is something that commonly shared space is filled-up with, and anyone who cannot breath comfortably gets drowned and will break-up the relationship sooner or later, under one or another pretext, likely not saying it's the goddam music.

This happens all the time.

So, this particular dating scheme we can refer to as spatial dating. In other words, dating on the basis of what space is filled-up with. Not just music. We can think of other common spacial fill-ups as well. Such as temperature, plants, pets, smell, colors, arts, architecture, and so on. It would be silly for an Eskimo dating a Zulu because they cannot share a common room temperature A smoker won't make it with a non-smoker without arguments. And so on. See?

Now, back to the initial subject: What do dating sites not show?

Having a look at the in physical world world, what are the visible elements of you and your partner that are most frequently shared and felt? Are they not the hands? You know, the hands are all over the body, well, at least if you have a healthy intimate life, you touch each other every day at least somewhere. Hands are everywhere, but no pic of them on the profile page. WTF.

Dating sites do not require to upload pics of your hands. Hey, I am not talking about fingerprints! I am talking about the looks.

Who would like to have a date with someone whose hands are the Hulk product of Dr. Frankenstein? Someone may have a nice face, but what about the hands? Hands that touch your naked body, your intimate parts, your genitals, hands that bring you food, that caress your face. Those hands better look attractive too, no?

I have not yet seen a dating site that specifically shows hands in the profile pages. Match making on the basis of hand shape or hand features would be yet another dating tool.

"Not so handsome 32 y.o. guy with artistic Mona Lisa hands and hard knuckles seeks medium breasted female violinist to squeeze Nocturne each day."

Click!

SHORTCUTS

A lot of abbreviations are being used in electronic communication. Is it the lack of semantic creativity or the lack of linguistic respect or simply laziness? Perhaps something else?

There are different types of shortcuts. Alphabetical abbreviations, words with vocals omitted, graphical smileys, characters to mimic smileys, single characters that sound like complete words. That's about it. If you know more, well, I'm sorry, I don't want to know.

"How R U" is a rather common one. I don't find it polite at all, simply because it shows that less than some decent effort is taken to be polite. It is not human language in that there is not a speck of space left for anything that may have to do with the romantic scene. In other words, it is feeling-less, just robot lingo. I hate this "How R U".

Oh yes, there is more I dislike. Yep, negative thinking isn't that bad after all. Stupid abbreviations like "LOL" or "LMAO". I can assure you that the one who types LOL is not laughing out loud in physical world at all, but rather most likely having just another coffee or at least yawning in front of the TFT. And laughing my ass off is simply an expression that is absolutely ridiculous.

"BRB", be right back, is just another way of saying without any apology that unavailability has just reserved an indefinite amount of time. Don't expect that person to be back very soon. He or she won't. Just log off and do something real.

For those who try to express feelings of affinity, they call it "love", there is of course the code "<3", obviously a heart symbol on its side. How cute. So "I <3 U" is today's way of saying "I love you". Of course not taking the trouble to use full scale semantics to convey this very important message. WTF is the matter with mankind? Have we become so robotic or so ignorant or just plain dumb?

Oh, I beg your pardon, "WTF" means "what the fuck". Of course you knew it, right. I use that stupid abbreviation too. Yes, I am stupid.

Anyway, there are some more, but I'm not going to elaborate on all of them. Then there are the graphical smileys of course that seem heavily used at micro blogs, time-lines, comments, etc., mails and chats. Lots of folks use more smileys than words. Verbal creativity has become nearly antique.

Arguments such as smileys to be modern hieroglyphs that put our comm level at the same height as ancient Egyptian pharaohs are just BS.

"BS" meaning "bull shit", you know, that stuff that comes out of the bull's rear.

Or that this modern way of communicating is a sign of the hi tech time we live in. What a load of crappy reasoning! Hi tech my ass! I say, shortcuts in inter-human communications is a mental laziness pur sang. We live in an era where everything has to go fast, where all has to be bigger and more, where social temperature has gone down near freezing point. Let's face it.

I don't see the beauty or quality of all this. What kind of life enjoyment must I practice to stay as human as I can be? Or must I become a machine, perhaps running on social tooth-wheels that are part of a pre-programmed clockwork? I am not proud of the Aquarius age if the world goes on like this.

See, people still do meet for a date in real physical world, and then they just fail to communicate because they don't have computer aided comm tech anymore. Some folks try mimic smileys or keep their vocabulary very short, because they have forgotten how to use words and full sentences and their grammar sucks. Really, this happens. And then they seek their shelter in front of the computer screen again and continue accessing fucking dating sites, social crap sites and online shit games.

And as a consequence, more and more people do not want anymore in physical world contact. Just virtual. That feels easier, safer, faster. Those people live in a world not greater than a square foot. Right, the screen size. I'm not saying that life quality is proportionally measured by space occupation, but I do say that life is a lot more than just what happens on a fucking TFT.

So. Try the following game with your friend or loved one. Say something, using only one full sentence, with as many words possible and a lot of commas and complex grammar. Now that's fun. Precisely the opposite of chat and SMS. You even won't like it. It's great fun to discover your speak-ability

Yeah, why going the hard way if you can make do with the easy way? Well, this sort of reasoning is typical one of the symptoms of the disease named "modern". Yes it is a disease. Go figure, has the human being truly become a better social person, the past century? In what respect? You should imagine the complete absence of all technological goodies, then make the comparison and tell me where we have evolved socially as true human beings.

Mankind has become more antisocial. It is already noticeable in the way language is used.

People are spoilt by gimmicks and games. They live by shortcuts. They die by Alt-Ctrl-Del.

CYBERSEX

Okay. First of, what is sex?

Of course we all know what it is, but do we really? Hey, I am not going to rewrite the Kama Sutra or Herr Doktor Pill, just teasing you a little bit. I know you know what sex feels like. That's good enough for now.

Cybersex is easily demonstrated as follows. You can do it safely at home:

Sit at the kitchen table opposite your partner. You both keep the mouth shut. In the middle of the kitchen table there is a large piece of cardboard, such as an old large pizza box, that separates you and your partner. You cannot see each other. Write on a piece of paper a sexual message to your partner and give that piece of paper to your partner, by throwing it over the cardboard separator. Your partner reads that piece of paper and writes a sexual message in return. Your partner throws that piece of paper over the separator to you. Each one of you touch your own body for sexual stimulation if the need arises or as suggested by the writings. Keep on exchanging that piece of paper. Until you both cum.

Good morning

In essence, sex is communication.

Communication, WTF is that?

A working complete definition is : A's intention to transmit something, A actually doing that, B's intention to receive that something, B actually doing that, B acknowledging receipt of that something to A.

That is the complete communication cycle. Communicating something is not just moving words from A to B, but can also be physical objects.

There are 4 communication flows:

- 1) Self to self
- 2) Self to other
- 3) Other to self
- 4) Other to other

Physical world sex, such as a man and a woman having a good time, is primarily flow 2 and 3. It can be said that the one who gets that wonderful feeling is the receiver and therefore is in flow 3. Both

partners can be. The flows do not exclude one another, so if one enjoys flow-3 that doesn't mean that the other cannot enjoy flow-3. They both can. Of course they both do flow-2 as well, to give some input. You can have various flows at once.

Anyway, in physical world sex is basically flow-2 and flow-3. Freely translated as "give and take".

Cyber sex is the act of witnessing an event of sexual nature and being sexually (re)stimulated to the extent that flow-1 (masturbation or self sex) gets heated up, thereby flow-4 (others having sex) as a stimulant. In the mind, let's say in fantasy, flow-2 and flow-3 is happening. The one having cyber sex is transforming flow-4 into flow-2 and flow-3 in the mind but executing flow-1 at the physical level.

So that is the fundamental difference between in physical world sex and cyber (virtual) sex.

Confused by this clinical way of analyzing? Okay, here goes the empirical way. Hey, must I write a sex story or what? Read my novel Cyberlusalional!

IRL sex of course can be done in so many ways and combinations of participants. But let's take for example a man and a woman having a good time in bed. He thrusts his rock hard penis in her hot juicy pussy and doing so he is in flow-2, self to other. She receives his penis in her pussy and doing so she is in flow-3, other to self. Her pussy stimulates his penis, and so she is in flow-2, self to other. And so fucking horny on. Basically, this in physical world sex involves two flows: self to other and other to self.

You certainly have heard of the expression "I give myself to you", usually said by a woman to a man. What she means is that she is lying down, spreading her legs and allowing the man come into her. So basically she is in flow-3 other to self. She is therefore the one who takes or receives, rather than the one who gives. So in that regard she is not telling the truth. She should have said "I myself receive from you". Still romantic enough. Welcome to reality.

Virtual sex, or cyber sex, can also be done in many ways and combinations of participants. But basically it is the act of witnessing that is converted in masturbation. For example, a man is watching a porn web-cam transmission. He sees a man and a woman having sex. He is in flow-4, other to other. Ideally he should be in flow-2 and flow-3. But this is the virtual world. In his mind, he imagines to be that man having sex with that woman on the screen. So in his fantasy he is in flow-2 self to other and flow-3 other to self. But in the physical world he gets a hard one and wanks his dick. He is in physical world in flow-1, self to self. Yes he cums,

but that is not what in physical world sex is all about, regardless of what triple-x video sites keep broadcasting! in physical world sex is so much more than just cumming. In the physical world, cumming is only the smaller part. At least, that's what the Tantric teachings are saying. They're not wrong. Sex is a mutual undertaking in many aspects such as physical, mental, and emotional enjoyment.

So, to summarize: in physical world sex is flow-2 and flow-3, cyber sex is flow-1 and flow-4. Basically. Of course flow-1 and flow-4 have their pleasant values! No bad word about it. But it ain't physically real.

Because of the discrepancy of flows versus reality in cyber sex, flow conversion is required, however, the reality factor is distorted. In other words, cyber sex is far from real. Moreover, the absence of physical energy exchange which is essential to in physical world sex, causes great frustration because just masturbation does not fulfill the in physical world sex desire. Real sex is not just stimulating the genitals. It is truly a complete communication - physical, emotional, sexual, social, environmental - cycle, and this is exactly lacking in cyber sex.

Cyber sex, an in physical world sex simulation on a dozen inch TFT, is human's last resort to sexual satisfaction. Today's virtual communities, such as dating sites and porn sites largely overstimulate sexual desire, but it all boils down to DIY. What else would you expect from some RGB pixels? And ultimately the world is left dissatisfied. Good for the sex industry. Exactly as planned by the New World Order agenda.

It is somewhat comparable with food. You can eat very good artificial products that look, smell and taste like that fantastic chicken, but you won't get the same real proteins that a real chicken would deliver. Ultimately your body will suffer as it cannot just live on synthetics.

If the human being - as a complete combination of body, mind and spirit - gets crap as input, then the human being produces crap as output. And that crap becomes input for others. And so the whole world is getting full of crap. I am not exaggerating. Look around. The internet, the physical world. Look well. See for yourself. Be analytic. Be honest in what you see. Why the fuck do you think there are so many dating sites and social networks? They serve as virtual hospitals! All frustrated folks are welcome. Who is not member is outcast. But they are way healthier. That is the world today. As though the mad folks are outside of the wall of the asylum, yeah right.

"Oh are you not on Headbook or Tweeter? Is there something wrong with

you?" Hah! It is the other way around. Really.

I know a few people who do not use the internet, who have no cell phone. My goodness, they are so ... natural. They remind me to the Flower Power era, when technology was not yet in, and when there was no internet. There were no social networks other than pop concerts in open air.

Now, 40 years later, Flower Power has long gone. Cyber Power is up. And behold we are all fucked.

VIRTUAL 3D LIFE

There are quite a few Second Life type of open grids where users can enjoy a 3D virtual world scenery. Sooner or later, all these grids will interconnect, so members can easily move from one to another without having to take a separate avatar for each individual grid. It's just that some technocrats need to align their scientific tunnel visionary highways

People actually have their homestead in Virtual 3D Life, doing some business such as selling virtual objects, or just socializing around on a variety of wonderfully designed places.

Most Virtual 3D World users, however, usually stay within the borders of their own piece of land, doing things with and in the house, garden, and just being there. Truly to be at home. In their mind it feels all real.

It seems that the prime goal of Virtual 3D Life is to mockup a physical world. But it is not. A virtual world is there to be virtual. As in such world, things can take place not otherwise possible in the physical world. Simple example: People who fly without machinery, people who transform their bodies in a minute, people who hear over great distance, people who fuck and cum 10 gallons an hour, and so forth.

I am not rude. This is reality. In the virtual world.

Virtual 3D Life users truly enjoy the electronic world as a reality at least as real as the physical world reality. Avatars even fall in love with one another, they make love, they chat, they marry and live together under the same virtual roof.

So, in a way, some mental activity in the virtual world is directly linked with the physical world. Similar concept as watching a movie. Only, the interaction and the ownership makes it more interesting for the user.

In such world all objects may not be physical world solids, however, they are truly experienced as solids in Virtual 3D Life. And once a user is in Virtual 3D Life, all is truly real. It feels real, it functions real, it is real.

There is a saying "if it is true for you, then it is true". And that definitely applies to Virtual 3D Life. People are making money in Virtual 3D Life by selling virtual objects, such as things to dress an avatar. Shoes, clothes, hair, jewelry, you name it, and Virtual 3D Life members buy and pay physical world money for it.

In some Virtual 3D Life worlds, considerable amounts of prostitution is going on. Bluntly spoken, avatars fucking with avatars. Lots of pedophiles and BDSM practitioners make money by selling such services. Not hard to imagine that the physical world people behind those avatars have a good time. Other Virtual 3D Life worlds are crowded with fighters who seek and destroy, completely unpunished in the physical world.

3D Games is a growing market for people who are in great need to go beyond the physical world borders that have been imposed onto them. We call it "freedom", to cross the fence of law. The real definition of "freedom" may be different, of course. But let's take a commonly used meaning, for now. Soon people will "fuck" with life size holograms. And after half a century a brain interface will ensure the proper physical and mental sensations.

3D Games are, in fact, a dedicated Virtual 3D Life environment, specific to the context. For example medieval warriors, star soldiers space war, I love you anime Samurai, and so on. Every week a new game is coming out. Social networks display countless ads from the gaming industry. Most social networks even integrate games into their system.

There are online games that serve as social networks too. Very clever. So little is real. So much has an impact on reality.

And there we have the no-man's-land between the physical world and the virtual world. Members enroll in all kinds of games, and from that moment onwards they are the puppets manipulated by the games. Not vice versa. It only seems that way, that members pull the strings, that's why games are called "games". But all those virtual world games are in fact pre-conditioners of the human mind. They are education devices. They are electronic dictators, telling the user operator exactly how to think. They instruct the human being how to react, what to do and what not to do. The human being gets trained. To become a brave New World Order citizen.

That is what you ask. That is what you get. You want fun? Welcome to the NWO.

People who are affected to this extent - in one or another way - by the virtual world in the physical world, are in a virtualusional state.

That makes one billion of such folks, if not a lot more. They wake up from their virtual dream, and they have become a better shooter, mastering better explicit language, having less sympathy with the wounded or the dead, having less respect for the property of others,

getting more used to vandalism and terror, and so on. No, that does not make people a super being at all. The reality is different. It makes people better robots, who obey according to NWO's rules.

Of course you are not one of them! You don't play games, do you? You don't chat, do you? You don't date, do you? You don't click on ads, do you? You don't fill out surveys, do you? You don't watch porn, do you? You don't stalk profiles, do you? You don't hunt for social network likes, do you?

Of course I do!

You don't have to quit all that heavenly virtual beauty. Just be conscious about it. Otherwise it will control you.

GRID DESIGN CONSIDERATIONS

The past years I have been visiting countless shops in SL for example and I must say there is a couple of question marks I'd put onto the way these shops have been designed. I want to share this with you. It is not an exhaustive list, but I picked a few important issues.

SL business is tough, much tougher than the WWW business (e-commerce). There are only about 45-thousand visitors SL online at any given time, on the average, which is nothing compared to the WWW surfers, billions... So the market range is very small. And still to be able to score, you must really consider the way you design(ed) your shop. Up to you to make a choice: to entertain or to do business. Obviously you want both.

I am not just talking about SL. Just taking that one as an example. I have been active in various 3D grids, some of them I constructed objects in, others I was only watching. The most common type of business in all 3D grids is the shop. The retail store.

Just like in the physical world, those virtual shops need to function efficiently and attract visitors. There are many ways to do that, and there are many ways to under-do & overdo that.

So here's a summary:

1 - RUNNING WATER

Although I do not see any water in the shop, yet I do hear running water. Sometimes even sounds like a leaking toilet! What's the point of having this kind of sound?

2 - FIRECRACKERS

Not seeing any fireworks, yet I do hear firecrackers on the background. A good way to scare off visitors! Why?

3 - GUARDIAN

At the entrance a muscular guardian is standing there, often fully armed in neko style. What a welcoming act! Is that how you welcome visitors?

4 - LANDING POINT

This is one of the most frequent mistakes: A landing point at an outdated location. So the visitor ends-up underground, in the air, under water, or gets an error message that the location is not accessible. No wonder why you don't make sales! Any visitor would never try a second time. Can't you just re-set your LM?

5 - VENDOR KIOSKS SCATTER

The most efficient way of displaying your vendors is simply at straight walls. Remember, avatars can fly. But you should not turn off the flying option! Lots of kiosks across the floor forces the visitor to walk, walk, walk. That by itself isn't as bad as the lack of clear indicators (signposts) of, say, product categories. For example, where are the shoes, the jackets, etc.? Why having to walk along all kiosks to find out that there are no shoes for men? Why not clearly indicating the content of the shop by means of message boards? And, by the way, in many shops the vendor kiosks are just scattered without any distinct structural location plan. You know, visitors get dismayed and TP to elsewhere!

6 - BIRDS

Too often I hear the same bird songs again and again and again, never seeing any bird, though, not even a tree where they would be sitting. So what's the use of broadcasting bird songs? Does it increase your sales?

7 - GREETERS

It is absolutely fine to have a greeter robot saying some nice welcoming words. But why having all kinds of drone-like greeters flying around the visitor? It feels like Mars is attacking Earth! Also, a full screen loaded with all kinds of messages leaves little room for enjoying the shop's interior. You know, those messages with a semi-transparent black background, that is highly annoying. Come on, do greet, but don't overdo it!

8 - ROLLING STAIRS

Rolling stairs is nice. But then they should function exactly like physical world rolling stairs do. More often than not you'd better fly over these! Most rolling stairs do not work right! Why having rolling stairs anyway?

9 - MULTIPLE FLOORS

If you really need to expose multiple floors, then you should clearly indicate how many floors there are, where the teleporters are, and what product categories are on each floor. Visitors do not like to endlessly walk around without knowing where they're up to. Would you, when visiting a mall?

10 - SPIRAL STAIRS

The worst design of stairs is the spiral! Why a spiral? Why not simply a straight vertical lift, or a straight stairs? Avatars fall off spiral stairs because climbing them is a pain in the neck!

11 - GIMMICKS

Sure it is nice to have all sorts of (scripted) gimmicks in the shop, such as moving things, particle generators, weird sounds, flashing lights, walking robots, butterflies, insects, etc. but ... the question

is: do all these things add-up to making the visitor more comfortable and to making the shop more profit?

12 - FLOATING TEXT

Floating text above the items is okay. But when the items are stacked close to one another, the floating text of these items gets super imposed and there is no way reading that text without perhaps moving around each item to and fro. Also, the floating text of an item should not appear on the floor above that item, if that item is close underneath the ceiling. The floating text should not describe what the visitor already sees. For example, do not use the floating word "dress" if the 3D object clearly shows a dress. Visitors aren't that stupid. Rather show the price. Yes I know, the search engines blabla. Well, sorry, but the search engines do not index floating text from scripts. They index object text.

13 - OVERVIEW

Any visitor does like an instant complete overview of the entire shop. So please: no divider walls, no endless small shop buildings along a long street, no corridors and sideways to go through, no doors that don't open automatically, no vendors hidden behind gimmicks, no multiple floors (yes I do mention this!) unless from any given floor any other floor can be clearly seen, no absence of signposts at the landing point, no crowded hover text that overlap hover text of neighboring vendors, etc.!

14 - EXCESSIVE PRIMS

Another advice: only put those prims in the shop that lead directly to sales. Such as vendors, signposts, teleporters, message boards. All the other things like furniture, plants, aquariums, animals, gimmicks, well, what have you, is a waste of prims and load time. Remember, just like on the internet (websites), people want to surf fast. Any website that is cumbersome will get clicked away from within seconds! And in SL it is no different! Really, despite of the idea that SL is an entertainment environment. I agree with the entertainment value of SL, that things have to be nice, but let's face it, when I do business, having a shop, I want to sell, not to entertain. And believe me, entertainment does not or only very little increase sales! Same for WWW websites, the sites with the most gimmicks sell the least!

15 - LAST BUT NOT LEAST

Of course SL is all about visual experience. A shop should not be a bunker and should look very nice. Just don't overdo and don't be vague! That's my message.

Good luck and happy 3D grid selling!

WHAT YOU WANT IS WHAT YOU GET

You are modern. You live in the 21st century. You are from one of the latest generations. Still young, or perhaps a bit less young. You are used to live surrounded by apparatus, machines, computers, cellphones, all kinds of technologies.

You want high resolution TFTs, hi-fi surround sound, virtual reality, wi-fi internet, software tools, music mp3s, 3d movies, 3 games, extreme porn and free cyber sex, virtual social contacts from the comfort of your home, your own weblog, beautiful people in your friends list, exciting emails from potential lovers, respects and likes on your postings, every day more hits on your profile, have your fav song DJ'ed, and what have you. Science fiction is old fashioned to you and all you want is more modern, more state of the art, more sophistication, more gimmicks & pimps, more bells & whistles, more admiration from members of your favorite social network.

All you need to do in this kind of life is to sit in your comfortable chair. Just sit and click. How elevating for the mind! Behold, this makes you truly a wiser person with a lot of life experience. Yeah right.

You want it? You get it! Easy as that. You sit in the chair in front of the TFT all day long and stare at your tiny world of one square foot all day long and that is what you do all day long. That's your dream come true. That's the life you deserve. You ask for it. You get it.

So then don't complain that life sucks or that you feel like shit or getting depressed or that you don't really enjoy masturbating anymore. Or that you can't live without computer.

What the fuck! You feel so great on the internet? You enjoy cool chats, you feel loved by friends & followers who "like" you, and you watch those hot porn pics and videos, you have web-cam sex with horny folks, "yes we cum!" says Cybama, and life has never been so free!

Yes, you are free! Yeah right.

You may feel liberated from a yet to be defined set of bondages, and enjoy virtual freedom. Yes, you do.

You are liberated from the bondage of reality, right? Well, I have news for you. Freedom is only when it is real, not virtual. For that reason that assumption of being liberated is wrong. Logical.

The virtual world is one where all kinds of "freedoms" are created, and within their virtual boundaries (doesn't sound free, eh) the cybernaut fools around without any specific goal other than just to stay busy.

"To kill time", as people call it. And that is exactly the trap you fall into. Through virtual life, you kill real life. Every virtual action is entirely at the expense of physical world time. Your life time. And that piece of time, my friend, will never return. The remainder of your life has just become shorter.

The shorter your remaining life time and the more of that time is spent in the virtual world but not in the real physical world, the less of an annoyance you are considered by the invisible physical world government. That's the bottom-line

The problem of physical world's over-population is largely solved by moving people into a virtual world. There they kill each other, they confuse each other, they frustrate each other. Result: Less active minds in the physical world. Illuminati mission accomplished.

It is funny how much time is being killed. It is a form of suicide. Simply because you subtract a number of "killed" years from your total lifetime by being busy with useless elements of virtual freedom. So I say again: killing time in the virtual world is suicide in the physical world. A former technical term is "waste of time".

What is the use to post a micro-blog about the food you have given to your cat? Stuff like that, you know? Well, you may feel relieved of some sort, or enjoy the attention of your readers, or ego trip on the comments you receive, and at the end of the day you feel like shit all the same. Nothing real has been accomplished! And all you do is to read the same superficial shit form others. And so the whole internet community keeps floating in a useless dream that leads to nowhere.

You don't like this book, eh? You don't like me to write all these things eh? Well, what about yourself, do you like yourself so much? Look at yourself. In the mirror. Have a good goddam fucking look! What do you see? And now log off Look again! What do you really see? WTF are you doing on the goddam internet?

In the physical world there is a bondage that you feel you can escape from only by virtual means. That bondage is quite real. It is that feeling of being controlled, by the government, by big brother, by stealthy powers, by the monetary and the tax system. No money, no life.

And that every working day of the week. The weekends to be used up

for cleaning, laundry, shoppings and other duties related to prepping the upcoming work week and so there is never a real free day. Other people are unemployed, but they too have every week ahead, for their job search and trying to keep their head above the misery they live in.

Whether you are a working person or someone in between careers, you are imprisoned in what we call physical world life. No wonder why you seek to escape through the virtual world. It is a world where the mind goes further than the body. Unhindered by imposed laws. Well, almost.

From all kinds of external rules we are bound to conform till the end of extremes. We are tired of conformity and thus we seek craziness We need to be crazy. It is natural.

It is interesting to see how on one side the mind evolves, aided by an ever growing world of technology, and how on the other side the body decays, aided by an ever growing world of technology. At the physical level, we do a lot of unhealthy things. Let's face it. We are kept in a prison we largely maintain ourselves. The prison of decay that seems impossible to escape.

So if we cannot escape it physically, then perhaps mentally. And this is the essence of virtual delusion. This is why we play games of all kinds on the internet. This is how we end up feeling unreal.

THE VOODOO OF THE INTERNET

You certainly have heard about black magic such as voodoo. Basically, that stuff is like taking an image or object representing someone or something and use that to visualize an event to happen on what is represented by that image or object. Of course the true meaning of voodoo is different, but I am using the word voodoo in a generally accepted meaning. Please accept my apologies.

Have you any idea what's been done with your profile image? Or with the rest of your profile?

I am not talking about black magic the way they do that in the bush bush. I am talking about commercial entities that read the profile data and generate market target profiles in order to support advertising campaigns. Google does that with AdSense, didn't you know that? Ah they renamed it to AdChoices in the ads. As though the site visitor has a choice. My ass.

But that's not all. The exchange of profile views is yet another way to kill time, so the internet user's real life gets shorter, therefore that person is complying with the hidden world population plan in the Agenda of the New World Order. The NWO is the ultimate voodoo spell on mankind. I already wrote about cyber wars. Well, virtual battle isn't necessarily what we think it is. Battle has little to do with what we think of when reading that word.

Mankind is being not wounded and/or killed from the outside but from the inside. The real cyber war is not the shooting of bullets, bombs, beams and what have you. It is not the exchange of external objects. The real cyber war is manipulating the human mind. So from within the inner being, the human is subject to corrosion. And at the end, nothing but an empty shell will remain, to be blown away by the wind of a conspiracy no one has ever heard of.

And because of the apparent slow speed, spanning decades, we won't notice any movement.

Far fetched? Anyone influenced by that magic spell thinks it's far fetched. That's part of the magic.

ANONYMITY AND SPYTRONICS

"So my friend, what is your nickname at this social net site?"

"Oh well, it's so-and-so."

"And what does it tell?"

"That's obvious in the so-and-so name, no?"

"Yep, very much so."

Now what does the name "John Doe" tell you? Actually, this name is being used in movies to show the person is anonymous or with unknown identity. Yet the name "John" is quite familiar.

Ah, I hear you thinking. Many people having the same name, so in that mass it's harder to identify the individual, like a drop in the lake. Sounds logical, but that's not what I mean with the term "anonymous".

Anonymous means "not being known through known ways of identifying in the known world."

That sounds pretty safe. But it is not. Bluntly stated, anonymity is not. It is an illusion at best.

We, humans, have been living in a matrix of monitoring and control for quite a few years. And every year the wiring gets tighter. Have a little walk outside, anywhere. Look around, a bit up. At least every 100 meters there is a video camera. Most of them record sound too. Mind your voice.

You may be carrying a cell phone. That device communicates with fixed cell phone towers, so your location is known wherever you go. It's simply the way cell phone tech works already for decades.

Every cell phone conversation can be completely listened at, simply by leaving a voicemail in your box, to make the pairing, and a piece of software at the sender phone takes care for high eaves-dropping sound quality. Anyone can buy this system for 60 bucks on the internet. Imagine, 60 Dollars, and you can listen to the President's cellphone. Food for jokers. Or terrorists. I tell this, just to show how easy it is to break through the boundaries of your privacy.

Even if you have an anonymous prepaid phone card, combined with your name spoken by either you or your conversation partner and your location plus video images, lo behold you can be identified and located up to the square foot precision.

Now the virtual world isn't that much different, as far as privacy is concerned. In fact, it is even worse.

No, there are no video cams spying on your whereabouts, unless your web-cam is online - may heaven forbid. There is no telemike catching your voice, unless your webmike is online - may heaven forbid that too.

What we do not know, is which computers have hidden cams, mikes, or other spy components, and which computers are void of these.

I repeat: Hidden cams, mikes, locators.

Modern TFTs come with built-in cam and mike. These peripherals are usually well hidden, perhaps showing a tiny hole of some sort. Some don't. Not to mention other peripherals such as printers, USB disks, routers, etc. You don't see them.

It is not far fetched to assume that most peripherals may have hidden built-in "probes" - to use a sci-fi name for "spytronics". And these probes you won't see in the system device list of your operating system.

Spytronics got introduced by James Bond 007, and that's exactly what the manufacturers were waiting for, to have the public believe these are only Hollywood gadgets and nothing more. And that none of that fantasy stuff will ever exist as real stuff in the physical world.

The same trick was used with UFOs, making the public believe they come from outer space and are flown by aliens.

And the public buys it. People believe that spytronics is not applied to their private (and business) life and that they have their freedom and their privacy, including protection by privacy laws and shit like that. They take a bath and have no idea who's watching them. They phone with their lovers and have no idea who's listening in. They email with their friends and have no idea who's reading the mails. They're shopping at the supermarket and have no idea who's keeping track of their expenditures and eating habits. They drive to some sight seeing and have no idea who's monitoring all their driving experiences. And the beat goes on.

Why all this?

The greater part of monitoring and control is done by super computers. They analyze and filter behavioral patterns. Anything out of the ordinary gets flagged and redirected to another system, and so on until a human must intervene. People are monitored because of many reasons. I am not talking about "National Security" because that is a term rather void of any meaning in modern times, simple because the only Insecurity is the local government itself. I am talking about the New World Order. Big Brother is the "concierge" of the NWO, so to

speak.

Well, it is not so bad to be monitored. You won't notice anything. You eat your meals, do your work, make love at night, get up in the morning, do some shoppings, have some fun, you know, the usual platform of life.

You won't notice anything. The composition of your meals, the kind of work you do, the way you have sex, what keeps you tick in the morning, the way the malls operate, the kind of entertainment you enjoy, you know, the usual stuff.

You don't notice what you eat exactly, what happens at work exactly, what your sex life is exactly, what exactly controls your daily agenda, how exactly malls are constructed and why, what exactly you experience and learn during entertainment sessions. Do you?

No problem. You live. You drive a car. You have a home. You have a partner. You have kids. You do a good job. You make money. You feel okay. Nothing goes wrong. Life is good. There is stability in your life and that feels comfortable.

That's right. Comfortable. Because of our conformity.

Now, all that comfort that is given to you, must be paid for in one or another way. We are not talking about money here. For example, political leaders want your vote. Manufacturers want your order. Advertisers want your clicks. Celebrities want your respect. And so on, and it all boils down to your mind. Your mind is what the big players want.

The power of the mind is more valuable than gold, and this is what the big players have recognized long time ago. For instance, if 500 million people can be kept busy concurrently with online war games - this is actually happening - then 500 million minds makes up a lot of war power.

Am I talking out of the blue? WTF. Did you ever have a quarrel with someone who was directing anger towards you? And you felt that anger even at the physical level, making you tremble or throb? Now that was only one mind. Imagine that force times 500, times 500 thousand, times 500 million. Got it?

And all that online highly realistic war gaming leads inevitably to one thing: war in the physical world. Go figure. Seriously.

Now what has all this to do with anonymity?

People have a tendency to love doing naughty things without being

punished. They ill behave in the virtual world. At forums they insult each other, from behind the safety of their screen. At dating sites they come with indecent proposals, and no-one brings them to court. At war games they murder anyone coming their way and can do so the next day again without ever getting the death penalty.

Internetters feel so free, as they can do such crazy things. Why? Because they are anonymous. At least, that's what they think. They believe they are untraceable. How naive

Every device, nowadays, has its own unique identifier. Let's call it a DID for short, a device identifier. That DID could be an IP address or any other code that is accessible through a network. And that network is not necessarily the WWW as we know it.

There are more world wide networks, we do know or we don't know, but we do not realize they are networks that have the capability to transport data. That's the main characteristic of a network. The least expected and the most used network is the electricity grid. Yes, that network can transport data as well. There are home devices available to use the electricity wires to pass data or sound.

Where there is a network, there are ports. Ports are used to pass stuff such as data into or out of a network. Just like cars that can enter or exit the highways All electrical devices that have a DID are connected to the electricity network and can be uniquely identified including their exact location. Moreover, a DID enabled device may have a hidden cam or mike or any kind of probe. And here we have our world wide spytronics implementation opportunity.

Is it happening? We do not know. It is hidden. We do not know.

Those DID enabled devices are all operated by humans, that push some buttons. In other words, all operation actions can be captured and recorded and processed by the grid. I am not saying they are. I am saying they can.

We do not know. Yes they can.

Our not-knowingness is our weakest point. NWO/BB knows that.

On the web there are loads of spy cams for sale, in all kinds of shapes and styles. That might suggest that anything else is not spy stuff. Yeah right.

Now, going back to the subject of nickname. After all, that's what this chapter should be about. In fact we have already been talking about it throughout this chapter, although not by name.

All that DID crap, what has that to do with nicknames? Well, it is quite simple. The operator, i.e. the user, of the computer signs on with a nickname. A couple of "probes" are now active, such as the DID, the computer IP logging, the password manager, the email account, the social network or dating account, and what have you. And all those vectors ultimately point into one single direction: You.

So you can nickname what you want, but it won't make any difference for BB. Moreover, your nickname "so-and-so" is far more personal than the human name of "John" or "Jane". You invented your own nickname, and more often than not, your nickname tells something about you, the real you. Hence your nickname is less private than your real name.

Sure we all have the freedom to mockup any nickname to activate any web account to join any community. Sure we all have the freedom to lie about ourselves, our age, our looks, our libido, our income, our everything. And we do that all the time. Honesty is no more on the net.

In the virtual world of course "honesty" has a whole different meaning. It is the virtual honesty, about something that has been created as a virtual entity or object. Fantasy, as we call it. And all fantasy is honest. Right?

Your nicknamed virtual identity has much to do with the physical world, with who you really are. Add this up to technology and the WWW and bye bye freedom. If at all there was any.

Yes we are free to invent our own virtual properties, as an extension of the fantasies in the mind. But because these are part of the real us, these virtualities are merely anchor points to the BB tracking system.

Freedom in the virtual world is even more an illusion than in the physical world.

VIRTUAL DRUGS

The old computer formula "bad input - bad output" applies to the human being as well. No matter how well the input gets processed.

Hollywood and areas like that produce countless movies of all kinds. The bottom line is: more antisocial behavior, more violence, more disasters, more destruction, and so forth.

We live in a era of snacks. Emotional snacks. Eat it quick and get saturated quickly without too much effort.

A lot of things have reached the level of superlatives. You know, those softy romantic love stories of decades ago just don't fit anymore in today's world of extremes. Everything has to be hard porn, brute violence, death kill, blood and broken bones, stunts beyond belief, dark language, speed and force, noise and barbarism and what have you.

Just to get a brainial rush for a little while. Most people get addicted to it. They want every time more. But with the least amount of effort.

But that "more" of that "rush" is, in fact, a drug. Here we are not talking about entertainment but about audio visual drugs. Yes, they are drugs. A drug is defined as "a substance that alters mental or physical behavior beyond the point of control with the purpose to get the impression that things go better". A drug is not necessarily a chemical compound but can also be of another nature.

And that is exactly what is happening in the cinema, in front of the TV or the computer screen. Audio visual drugs. Who can live without audio visual entertainment? Or media stuff?

So what do those e-drugs, as I call it, do or cause?

First of all, they open the mind, due of the emotional flavors. Then, once the mind is open, they show the mind how to do certain things, such as how to fuck, how to kill, how to insult your neighbor, how to divorce, how to destroy, how to react, etc. So it is an educational process. More and more movies also carry subliminals, so the subconscious mind gets "programmed" as well. Not many people are aware of this abusive technology of Hollywood studios and marketeers.

It seems that our emotional inside is surrounded by a thick skin. It looks like the soul has become tougher somehow. In other words, we have lost the ability to feel tiny nuances of the heart. It seems that only the strongest impulses get through. But worst of all is

that we live with the false assumption that we have become stronger, just because of the stronger impulses and mass that we can handle. But nothing is farther from the truth.

What we assume is an illusion, nothing more than that. We have become weaker. Proof? When it comes to real feelings, such as in a real love affair, most people are absolutely unable to cope with this. They need help because there is no longer a website in between. And there are all sorts of examples. Today, there is way more work than the grand total of all therapists can handle. Check the stats.

So, on one side, mankind has become the "tough" Earthling. But on the other side, mankind is disrupted by input overload. So the human doesn't know anymore how to handle reality. As with using any other drugs.

We already do not know what we eat and drink at the physical level, yet we wonder why we are not so healthy. We already do not know what we take at the virtual level, yet we wonder why our mind feels not up to par.

The importance is that people should be aware of the kind of input they are consuming.

ROBOTS HAPPY TO ENTERTAIN YOU

The worst illness is a state of unhealth in which the human being wants no cure. And that's exactly what's going on with mankind on the internet.

Nowadays, the average people prefer to eat prefab meals rather than home made meals. People prefer to play games rather than the physical world experience. People prefer to hear (not the same as listen to, by the way) template music (read: rhythmic sounds) rather than concerts or recitals. People prefer to watch TV rather than some landscapes out there near the horizon. People prefer robot made objects rather than man-made objects.

And soon, people will prefer robot composed music, robot generated paintings, robot written fiction stories, robot made news, stuff like that. And you should know, robots are going to use our data on the internet as their input. Our data. Entertainment generators will be fully artificial intelligence driven.

And you know what, we, naive stupid people, we are going to like it, all what the goddam robots are creating. The major search engines of today will be the artists of tomorrow. Yes, you read it right: artists.

Of course a robot isn't necessarily a human like machine that walks like C3P0 or R2D2. I am talking about software robots, virtual machines.

Look around. Look at the people. Have a good look. What are they doing in their spare time? Apart from letting the dog piss or shit on the street? They game. They chat. They email. They internet. All in all, they are busy in a virtual world.

The good old fashioned picnicks and beach walks have become rare. You are labeled abnormal if you prefer to go have a walk along the blossom trees rather than having a chat in a cyber cafe. Things have changed. You have changed. We are sick and want no cure.

Robots will tell you are healthy and okay. That is one of the tasks of robots, to make people believe they are okay and they have everything under control. So you get ranking and ratings and you feel good about it. Sure that's your prime goal in life, isn't it?

SOCIAL MAFIOSO

An increasing number of social networks (sites) is requiring physical world identification to make sure some basic personal data is correct, such date of birth, true name, etc. This indicates that social networks on one hand do their best to maintain authenticity of their members, and on the other hand do their best to steal physical world private information. And all those acts and laws about privacy of personal information get bypassed by smart internet tricks.

I know of several occasions of some of my physical world friends how social networks removed their profiles under the pretext that their basic data was incorrect or that other members have mailed that their profiles are fake.

The freedom in the virtual world is no more. Even now in the virtual world, an increasing amount of physical world control is applied. In the not too distant future, this will definitely lead to a total fusion of the physical world and the virtual world. These two worlds will be exactly the same! You see that already in certain enterprises. End of freedom.

Of course this conversion is being implemented smoothly. First give the user the illusion that (s)he can do whatever desired in the virtual world. Maintain that idea for a decade or so and then start changing gradually from the inside to convert that world to reality. And that is exactly happening right now. And little by little Big Brother is taking over, serving the New World Order by imposing a global grid of conformity.

This is not far fetched.

Look at the major social network players, how they little by little make modifications in their sites. A little gimmick here, a little ad series there, a little app, another button, a new feature, an interface with another network, and what have you.

Nowadays if I say "no" on the question "are you on Headbook?" (or something like that) I hear how much a black sheep I am. I am considered anti-social if I am not a registered member at a major social network. I am an outcast. In the physical world! "Oh, he has no profile. He must be hiding something." It has come this far already.

Yes, the time has come now where the virtual values have solidified into reality elements. In essence this means that the internet, originally a military application, has helped conquer without having to fight a physical war. Wars are fought to win freedom. But here we

lose it.

We live in a society where we cannot live without e-mail, without online shops, without cyber adventures, without sms, without wireless devices, without computer, without household equipment, without gadgets, and so on. It is like humans have invented artificial legs and cut-off their own legs in order to walk on these things.

That is exactly the world today.

And we don't know.

Those who walk on their own genuine legs are looked down upon, and they are dismissed as tree huggers of some sort. Those who do not comply with cybernetic society are abnormal and must be excluded. That is the thinking in modern times.

The world cannot be stopped.

And we know that.

The world does not need to be stopped or turn the other way around. The social networks do not need to be deleted, hacked to death or do other things. Let them! If we want things change, then we have to change ourselves, from within. Let the crap stay crap.

We still can use dating sites, but we can choose to be honest rather than to maintain faked profiles. We still can use e-mails and chats, but we can choose to be neat and correct in use of language rather than to click shortcuts and smileys. We still can use machines, but we can choose to not over do that. We have to respect resources of all kinds. We take everything for granted and we are not even thankful. We have the choice to wake-up and spend a few minutes of being thankful that we live in this world of great affluence. We in our cars have the choice to send a hand-kiss instead of a middle-finger when we are not given priority on an intersection. We have the choice of smiling to a stranger rather than scaring him or her off when that stranger is standing in the way. It could become a happy world.

See, just a few small examples, just to highlight our attitude towards life.

Frankly, our overall social attitude sucks. Social networks are largely responsible for that. They force the human being with particular shortcuts in communicating. In that regard, social networks are social dictators too. They dictate how humans should interact. And if you don't comply with their rules, then you will be blocked or deleted. Have a good look at their web applications.

Why don't you just log off right now and have a walk outside? Talk to a stranger. Yes, today. And you know what, you will be surprised what that little talk may cause.

MULTIVIDUAL TEMPLATE

The word "individual" can be decomposed into Latin elements, for example

"Indivi" meaning "cannot be divided", and "dual" meaning "two".

Now, what the "two" are, remains a question. The best guess is that it represents the duality of "spirit" and "body". In real life, these two usually are not separated, and together they form the human being. There is a third element, named "mind", the interface between the spirit and the body. So, logically we should not talk about individual but indivitrial, "trial" meaning "three" (not court case here).

Just another way of looking at the word "individual".

I decided to coin another new word "multividual", saying that the human being can be many-fold, in a way, more worlds or identities of life into one. Now we are getting somewhere. Today's human being lives in the physical world and in the virtual world. Conceptually and functionally, even technically in a way, the human being is a multividual. By the way, that is not the same as being schizophrenic or schizoid.

Even though the human being appears more able this way, (s)he is - logically - less individual and more of a "groupie" type of organism. Look at you, on various social networks, forums, communities and dating sites. The social network itself represents a model of an individual, a template so to speak.

You know, when making up your profile, you fill in all the blanks and you behave according to all rules, and move within all boundaries, and do what all members are supposed to do. That is template driven life. You live in that virtual social world like anyone else, thinking you have your own identity, but you have not. Your identity is a copy/paste of a template. You comply to stringent definitions and behavioral patterns. For example, in Facebook you cannot click the dislike button, because there isn't any. You are only allowed to click the like button. At YouTube you can choose between like and dislike, but there is no neutral button. They assume neutral if you don't click anything. You have to comply with their behavioral pattern.

The whole REAL world is template driven too. People dress according to the latest fashion. Templates. Business people drive lease cars. Templates. Families eat prefab meals. Templates. Families live in prefab houses. Templates. People go on vacation to touristic places.

Templates. Populace vote on leaders with predefined ideas. Templates. You love only perfume this and shoes that. Templates. Lovers fuck according to the book and porn vids. Templates. And the beat goes on.

In fact, the human being wants to fuse with a sort of collective social mind. Just to feel home somewhere, to feel liked by some, to feel in good company, to feel useful and functional, and so forth.

The concept is congruent with that of public entertainment where the group of visitors has a common feel. Social gathering is all about emotion of some sort.

Curious enough, most humans are quite certain that they strive towards the highest form of individualism, independence as they call it. But nothing is further from the truth. They do not want to be more independent, because they subconsciously know that independence equals a certain loneliness.

People do not want to be alone in this world. They seek good company, and they do that through virtual social facilities.

Yet those profiles tend to behave the way of independence, towards ego tripping, simply by going for the maximum possible number of points of attention, also referred to as hits, respects, likes, friends, stars, and so on. Profiles want to stand out, to be looked at in awe. And that's where collective virtual social behavior seems to end.

But it does not. It's the overall template in which people are captured.

People tend to believe that in the virtual world there is more freedom than in the physical world. But if you have a real close look, you will find out that the virtual world is a huge collection of formulas of conformity. In order to be a member of whatever virtual community, you must comply and conform to quite some stringent rules and requirements. That's not freedom, I'm sorry.

CELL PHONE WOOF

Nowadays, interpersonal communication seems no longer be subject to ethics of any kind such as respect and politeness. Moreover, if someone reminds the "perpetrator", it will most likely not be received with a "thank you" but rather with something like "go fuck yourself".

Let me outline a usual scene, happening everywhere anytime: Person A is having a talk with person B. The cell-phone of person B starts making noise. Person B picks up the phone and starts talking to person C. Person A has to wait throughout this interruption. If person A would ask person B to stop, for sure person B will not accept that, and person C will be pissed off.

People have become cell-phone slaves. Beep-beep, and immediately that phone must be answered. Only very few people have the politeness and the guts not to answer the cell-phone, and stay with the current conversation. Yes, it takes guts to do so, because it would give the right example "I do not answer the phone while being in a conversation". That would imply a lesson being taught to the other person. And that might hurt, provoke resentment or worse.

Okay, at schools for example, in class, cell-phones must be switched off. For obvious reasons. But at someone's home, in board rooms on a business meeting, during dinner with a loved one, at the cashier in a shop, in the bus, at the dentist, well, everywhere, cell-phoning seems to be the next normal thing to do. Even worse, people even encourage each other to answer the cell-phone "hey your phone rings, do your talk, I'll wait". Because if they don't, then they most likely have to confront a power struggle! And that is never a pleasure.

The world of today has become saturated with disrespect, impoliteness, and electronic slavery. We, humans, are on the verge, if not beyond, of setting highest priorities to what the electronic environment is dictating us. A beep, and like trained dogs we grab the phone and woof "hello".

We have free will. A lot of it. But we have given up using it in the right way. Do we deserve freedom? No-one wants a New World Order, yet everyone is behaving within the NWO parameters. Physical world communication has made way to virtual communication. SMS, chat, phone, e-mail, and what have you. There are even people who refuse to communicate face to face in physical world. There are even people who have full-time relationships with one another purely on the basis of virtual contact! And that number is increasing steeply.

Half a century ago, it was normal to exchange handwritten letters. Few decades ago it became normal to exchange emails. Now it is normal to exchange chats, SMS, time-lines (micro-blogs or comments on a social network profile page), pokes & pings and yellow smileys. And after twenty years the entire in physical world communication will have come near a halt. Another fifty years, and people will have completely lost their ability to confront face to face meetings of any kind. If it goes on like now.

People complain about their unhappiness and feelings of solitude. But they do not realize that they themselves are the major cause. The more we leave human tasks to machines, and the more we are obeyant to technology push, the less will be enjoyed by us. But humans increasingly seek their joy in electronics and virtuality. Cybersex is another example.

Perhaps I seem to be sidetracking a bit now, but I want to get my point across. We shall not blame the computer or any other other electronic device for our behavior. We still have the choice between being an e-slave or an ethical being. Do you want to stay a human being, or an extension of mass apparatus?

What has this to do with being in a virtualusional state? A lot! One of the symptoms of virtualusion is unconditional obeyance to electronics.

I would say: Be real and do real! So help you good manners.

Screw cell-phone!

VIRTUALLY VIOLENT KIDS

The news media (twinning with entertainment media), show things like violence, war, killing, and so forth. And so do the entertainment media, although under the label "movie" or "game", very openly on all kinds of movies. Now, this brings us to another closely related subject : Games.

Children nowadays, play with PlayStation, Xbox, Nintendo games, computer games, watch cartoons on TV, play online war games, and what have you. Most of these games and cartoons contain violence, fights, shooting, killing, etc. But, in a "harmless" wrap. But the concept is exactly the same as "hurt thy neighbor". Those kids are growing up, with a mindset filled with violence. It's harmless, right? And then, what happens next, is "real" violence, ranging from irritation, mild aggression, to vandalism, fighting, injuring and killing. Harmless, right? And quite likely with minimum emotion, because it is "normal".

We live in a world where people get their daily brainwash through television, internet, radio, newspapers, magazines. And they are not aware. All that information gets swallowed, without asking themselves the question "what am I going to do with that information?". Those folks are getting reprogrammed every day again. They live by whatever comes out of the screen or radio.

Movies, such as the early series of the "X-files", labeled as "entertainment", contain more "truth" than the government would ever publicly admit on the news-channels. Such movies are allowed, even promoted, of course, because they appear under the label "science fiction" or "fantasy". And nearly everybody takes that for granted.

So, there are several ways to convey information to the people. But it is up to the sharpness of their minds to separate the wheat from the chaff, the "truth" from the "fake". Entertainment media fill up the news media, and vice versa. And here ends and starts the vicious circle of the media.

Media : "the best way to lie is to do it loudly, looking into the eyes, without blushing" like "here are the data, but it is not true". And that is what the media are doing.

And the internet ? Well, that is not very much different, because the

media is largely virtual. I would say, even worse. Staring at the computer screen, people submerge themselves in a dreamworld. Any form of unpunished bad behavior seems normal these days.

All of the above, and more, unfortunately, are seeds of terrorism. If the basis of education and so-called entertainment does not change for the better, then terrorism will keep on being reborn. Think about it.

Please note that the FCC "ruled" years ago that subliminal programming with television was illegal, but it never stopped. You find it more common on cable TV. They are using subliminal conditioning on all cable networks. They use it to emphasize different elements of what you are seeing around you. People end up being brainwashed and stay programmed this way towards ignorance, violence and wanting to have.

None of all the computer games has been subject to any ruling concerning subliminals. None of all the computer games has been correctly analyzed on its impact on the human mind, especially on children and their mental growth. "It is just a game", that's what they say. It's harmless. Yeah sure.

But for the mind's subconsciousness there has never been any difference between fantasy and reality. Any dream feels real when you're in it.

For a child it is very tempting to check out reality, compared to what he or she learned in the games.

Little kids play all sorts of games that offer loads of shooting, fighting, crashing, and what have you. All in all, a lot of violence. PlayStation, Nintendo, XBox, PC and many other game machines are accessible by any child.

Most parents think that a game is just a game, therefore not having any adverse effects on the mind of their children. They read the label "game" on the package, and they think it is just a game.

But all those machines are educational systems. Essentially, they are teaching machines. The word "game" is synonymous with the word "educator" or "teacher". Even the most innocent arcade games of

pointing to moving balls and shooting them into a bucket, these are training programs to improve specific reaction qualities of the destructive kind. Prove me otherwise!

A game can be defined as a series of actions and reactions in relation with overcoming resistances and counter actions in order to reach certain goals. In a way, just like life is.

The subconscious mind does not know the difference between a fantasy, dream, and reality. Intelligent psychologists know that. Idiot psychologists work for the game industry and are well paid.

Today's children spend more time communicating with electronics than with people. And if they communicate to real people, they do it through email, chat, sms, etc., not in person.

Most electronics are hosting violent games. Even the "innocent" arcade games, abstract as they are, they do very clearly instruct the operator (read: the child playing that game) what to do and how to react. Synaptic programming in the brain ensures optimization of action-reaction patterns, and from thereon the child doesn't know any better ever after: "Seek and destroy!". No wonder after playing such game 10 times a day during 100 days. Thousand times synaptic training reps. That's a whole lot of brainy building.

Children learn how to enjoy killing and destroying. They learn explicit language and unethical behavior. They learn a certain meaning of success, in the realm of violence. They are rewarded by points, stats, numbers, stars, status, same as adults do in social networks, earning their numeric rewards.

And after some time it all runs on autopilot. Children have been brainwashed in the most pleasant way about the least constructive activities. For them it has become "normal" to act & react as taught by the games. As a consequence, their reality has been programmed already towards a reality future that today seems only a game.

Terrorism has in this regard a whole different meaning. It is not president or dictator, political processors as they are. The war on terror is completely off course. They fight no real enemy It is CPU and TFT, violence educational processors. Billions of them. And because of this number, we can speak of a world crisis of some sort. The war on terror should be a large scale regulatory action on the

creation, selling and use of games.

And I say this: Terrorism starts with games.

In fact, as a billion people are having their daily dose of fighting and destruction, it equals to a world war. Let's call it a subconscious war. Every game console is an instrument of terror. And so terrorism comes from within. The ultimate strategy.

This problem can only be solved if there are enough intelligent leaders who are conscious about this subject. Are there any? Hey man, is there IQ in the oval room? There is not a single leader who recognizes the virtual implications. All eyes are closed, except to the countless gaming TFTs in some apathetic way. Governments sure have that hidden agenda, to leave the gaming industry as it is, simply because it wants the population to reduce their number by themselves effectively.

For many years, the media openly announce the headlines as "real". And when it comes to Hollywood soaps, movies, and so forth, then the media announce it as "entertainment". So, "real" and "entertainment" seem easy to recognize or distinguish. From the outside at least.

But between "real truth" and "fake" on TV and in the newspapers, there is no way for most people to verify the content. So they take it for "real" or "true", because "everybody listens to the well respected media". About Aliens and UFOs, the media merely dismiss the subject as "fantasy" or "esoteric". And the same media uses Hollywood to mock-up Middle East war scenes that get pasted into the headlines on TV. Yes, some videos leaked out, I have some of these and they are real, and I can attest that Hollywood mocks-up Middle East news.

Fakes, play, games, elements of truth and reality are mixed into the bouillabaisse of news entertainment that is poured into everyone's throat.

People get shocked each time a child commits a crime. If a child does something wrong, it gets blamed. People seem to have no idea that they, stupid parents, are directly responsible for the actions by children. There is no excuse for parents' ignorance about games. Parents are supposed to think well and to be conscious about what is good or bad for the child. And in the end, as a result of their failure, they will be the victim of those whom they allowed to master

destructive behavior.

BRICK & MORTAR

The term "brick & mortar" did not exist until the term "virtual office" came into existence, even though in reality bricks and mortar have been in existence for ages. Logically, because all of a sudden business folks realized that there is more to the concept of "office".

Many thousands of years ago, the B&M concept already existed, in another way. Here we have the temples where people could come together to direct their spiritual power towards a common purpose. Of course at the spiritual level there is no need for stones to do the good work. It is just that the temple as a symbol symbolically collects the collective mind power - yes I do use double words on purpose - to be the solidified longevity on the track of eternity. It has always been the thought of immortality that kept the architects turning mathematical formulas into pieces of art and magic. Artifacts

Nowadays, "brick & mortar" simply means "office building". It is a coined business term to indicate that the company is "real". But there are other brick & mortar applications too, such as churches, mosques, clubs, schools, all in all spaces for physical gathering of some sort.

Some business folks ABC, who pay huge amounts of money for using a couple of floors in an office building, noticed that some other business folks XYZ did not need a common physical space in order to collaborate on the same projects. And so business folks ABC invented a certain status related with the expenses paid for physical presence. "More physical is more real" is the thought behind it.

At their corporate websites, the first thing you see is a photo gallery of their building. But let's be honest about it, what does a stack of bricks and shiny furniture say about the services? Especially if I as a customer or a business associate never enters that building. If I go to a construction site, and stand next to a pile of bricks, sorry, but I don't get any services even after I put money on those bricks.

No, I am not kidding. See, the concept of bricks & mortar is way overrated. I know of cute buildings that hold lousy corporations with corrupt personnel. Many of them. Same for governments who work in the most prestigious buildings but who fuck-up their country every day more. And I know of crappy ghetto boxes where the brightest and most devoted spirits are delivering genial goodies. Get my point?

Really, all an office or community building was designed for is to keep all workers together for reasons of face to face communication

and control. Nothing more. No matter how ugly or how beautiful a physical building is, the workers do the work and produce result regardless. I personally would be more productive in a barn than in a palace. In a barn I can fart freely, but in a palace I have to ask permission to half of the personnel. For as long as it is a building that has sufficient features to keep me working in basic comfort, I'm okay. But that's just me. And it depends on the kind of work, of course.

Not so long ago, the concept of working at home came into existence. Workers would use their private home, or part of it, as an office, just big enough to put a desk and some office necessities such as a PC and a phone. If they want to communicate, they can phone, video conference, SMS, email, chat, and what have you. And all the desk work can be done at home. From time to time they may meet physically in the B&M premises, to share some company coffee and talk BS.

If someone happens to live in a chalet, okay, it's not bricks & mortar but planks & nails. What the heck.

If you just walk through any office building, you will notice that most people don't talk to each other. They sit apart. Separate rooms or separator screens. So what's the point of being in the same building if people isolate themselves, or if they put a patch "don't disturb" at their door? Why not make each floor one shared room without walls, just open space? Some do, and that is very smart, as it stimulates communication. Any office composed of monk cells is worse than a medieval monastery where any commune communication - yes, that's how I say it - is cut off. Doesn't sound like a lively community.

Part of the brick & mortar concept is also the physical means of transportation, such as business trips by airplane. Executive A flying to customer B just to have a talk is a bit overdone, no? Why not just phoning or video conferencing? Holographic projection will come soon as well. Why moving physical bodies around for bizz talk?

Ah, body language. That's right. Now we are getting to the area where smileys and fonts definitely cannot match the effectiveness of in physical world body language. What a relief! So inter human face to face communication, rather than online, isn't such a bad idea after all. And in physical world dating on the street, rather than online, isn't such a bad idea either, right?

So whoever keeps displaying excessive pride because of using the "state of the art technology" for online communication may have missed some point here. Hey, retract your toes if you don't want to be stepped on these!

Even holographic projection would not match in physical world face to face comm. However, not all comm needs body language. You know, simple procedural bizz talk for example is pretty straight forward and doesn't need sophisticated subliminal synaptic pulses. But the more personal comm stuff, such as playing charm and seduction, is a different story, of course.

Now that holographic projection, and even today's 2D video conferencing, is in fact a B&M simulation. The image shows the meeting participants together in the same space somehow. Virtual space. So here again, it is assumed that people must be in each others vicinity in order to communicate. Even though that may be simulated.

The same applies to 3D virtual reality, where 3D grids offer space for 3D avatars. Also there, avatars must be in each others vicinity in order to communicate effectively. Just like in the real physical world. Nothing new, as far as virtuality is concerned. In terms of communication, virtuality is a mere copy/paste of reality in electronic form. Conceptually there isn't much difference. So why all the web hype? What's so special with the internet, those social networks, that dating stuff?

Most dating users do not even want to go in physical world with any potential candidate. For them the current day to day physical world is enough and they don't need anything added to it. Those who really want an in physical world relationship will seek in the physical world rather than in the virtual world. It is a different mind-set. You just cannot apply the virtual world mind-set onto the physical world. Most daters think they can, but I can assure you they can't.

Why not? A simple example. If you chat with someone in cyber space and you type "I cum on you", you can be pretty sure you won't in the physical world. Why, because the other person has in reality another gender and is 3 times your age and looks awful. And the computer peripherals do not produce fluids. It's all fucking fake.

Another example, You exchange messages back & forth with that wonderful profile who is absolutely in love with you. You both decide to meet IRL. And you do. Of course both of you bring along with you your checklist. Yes, checklist, list of requirements of how the other must be and what the other must have. You sit at the table in a coffee-shop Now what? Adios checklist, why, because you both have to start all over from scratch. Reality is so fucking different, and I bet you both are taken by surprise.

More often than not that is the beginning and the end of the date at the very same moment. Sometimes it takes another hour or so, because of good manners and stuff. Seldom it comes to a next round, no matter

how much you both were in cyber love or in virtual matrimonial heaven. This physical world is planet Earth and you can only walk on it with both feet on the ground.

Now what has all this to do with brick & mortar? A lot! B&M is a solid chunk of reality. It is as it is and as real as it is. Nothing fantasized. The physical world is ultimately the world where we live and learn.

You can choose to live on a chair, at a desk with a PC on top and 3 TFTs from left to right. You can choose to stay there for 25 years. And then, after a quarter of a century you think you have gained a lot of knowledge and experience. Yes, you did. All virtual. Nothing physical. Now what? You stand up and open the front door of your house and you go outside down town. As soon as you start interacting with one other person down town, you will have to learn about a whole new thing after those 25 years: A real being.

Chats, SMSes, eMails, smileys, pins, pokes, etc are absolutely useless on the street. There is no menu hanging on peoples chest. You can't copy/paste the proper default response when a stranger shows you an unexpected act. You are dealing with an entity in the form of flesh, bones and blood. Say, a biological instance of B&M. F&B - flesh & blood.

B&M or F&B is hard reality, no matter how clumsy it may appear, or how complicated it may seem, but it is something we can perceive with all the senses. VR (virtual reality) is just for the eye, perhaps with some sound, but that's it. There is no touch, no smell, no movement, no weight, no temperature, no pressure, no stiffness, and so forth.

Virtual office is a very nice business concept, for certain types of businesses only. But the old fashioned way of in physical world confrontation can never be replaced by the most futuristic technology imaginable.

You feel like shit. You feel depressed. You feel alone. You sit in front of that TFT and you wonder why you feel how much life sucks. Shut down the goddam computer, get out of your home and go see the world outside. Have a talk with a stranger and share a drink or so. And after, you come home, and I bet you feel revived all over.

Life is good. Don't waste it by seeking real life in a virtualusional state of mind. Cyber life has nothing real to offer other than illusions and disillusions. Or worse.

BUT IT FEELS SO REAL

When you are hit to the core of your being filled with a nuclear charge of affection and heat of the heart above the boiling point of your desires, you are in a cyberlusalional state, and you are about to fall down miles into the abyss of yet another virtual social deception.

Oh yeah, and so you have that instant "click", that spark, fire, connection with the other, and the other has that with you. Both of you think to be in love. Deep love. The whole day you are only thinking of the other. You feel warm inside. You are boiling. Your smile is warm and cannot be hidden anymore. Your world seems full of flowers. Nothing can spoil your day. Life is so good.

But you haven't yet met for real.

So you are chatting, with someone whom you never met IRL, and you both are typing "I love you so much" all the time. You feel that direct emotional communication that goes straight from soul to soul without the resistance usually caused by physical properties. You are even chatting about this way of communicating, and you both agree in awe. You enjoy that immediate mutual understanding, without having to type endless phrases. Like you are in telepathic connection with each other. Without any barrier. The ultimate conversation you don't want to log off from.

And you are ready to do whatever it takes to go and meet the other in physical world. However, knowing in the back of your head that it might never happen.

You are fooling yourself. Your mind is your mind, whether you are in a virtual or in a physical world. You can have tons of avatars and profiles, but you are still you, no matter how hard you don't want to be you.

The big mistake people accomplish is to mix-up the virtual with the real. The virtual and the physical worlds are two highly distinct worlds. In each one of these worlds, different principles apply.

For example, in virtual, a *kiss* smiley is a symbol on the screen. In physical reality, a kiss is a 37degC moist candy ;-), you know, lips, tongue, saliva, yummy. In other words, a conversion can be done by the mind to translate that smiley into a sensation of a real kiss.

It is still only in the mind and not physical. Some people might say that the physical is bypassed, as all that matters is the enjoyment, the emotion, the feeling.

Well, I personally prefer the physical sensation from which I derive the emotional sensation, such as with having in physical world sex. I want my tongue and lips do some work too, but not on the mouse or keyboard for heavens sake.

Here we have our differences. On one side, the mental sensation has the higher importance or value. On the other side, the physical has the higher importance or value. It is a matter of personal preference. There is no such thing as "virtual is better than physical" or "physical is better than virtual". It all depends on the viewpoint. Of the person. The spirit. On the other hand, you can't really say that an apple is fruitier than a banana.

Someone said "I don't care if it's real or not, for as long as I feel what I always wanted to feel, I got what I wanted." Well, good point. The "feeling". Indeed one of the ultimate end phenomena of a successful social interaction is a "good feeling". It is that wonderful emotional poetry straight in the heart that glows like a campfire in the dunes where outdoor love making under the moon and stars is taking place. And nothing can change this wonderful night. That scene is the culmination of all the real effort put into virtual endeavors with only one goal in mind: "find love".

WTF is the meaning of "real"? Is only the physical real and anything non-physical not real? In other words, anything mental or spiritual is not real? Now wait a minute, there are some philosophers knocking at the door.

According to some teachings, "reality" is what we agree upon. No matter what that may be, physical or otherwise. So that literally means that if more than one person agrees on something to exist, it exists. But what if that person is the only one? Well, (s)he can agree with self. No need to have a split personality.

The same teachings say that "if it is true for you then it is true". For the insiders, I am referring to Scientology, where they say: "Reality is that sequence which begins with postulates (thoughts) and ends with mass, which we originally defined as an agreed-upon thing. Reality is the agreed-upon apparency of existence." But that denies virtual reality, because of the mass. Unless mass is not only a solid.

In other words, it addresses something that has mass, thus having physical properties. Translated in modern terms (after all, this def came from the mid '90's) something that can be perceived and measured. Teasing the Scientology scholars a bit more, they are wrong, because that "something" can be in electronic form as well or as a thought. Thus that "something" can be virtual. Thus virtual is

real. Obviously the term "mass" had a different meaning, not taking quantum physics into account.

Here some more definitions: "That which is real, is real, simply because it is agreed upon, and for no other reason" (Dianetics 55). "Reality is the agreement on upon perceptions and data in the physical universe" (Scientology 0-8).

Now this last Scn 0-8 definition to be the clearest one, the "physical", combined with the previous "mass" brings us to a generally acceptable definition of "solid entity". To put the meaning of "mass" into proper perspective. That makes a lot of things easier to talk about.

But I have news for you: All these definitions suck.

Most internetters talk about "IRL" - In Real Life - to indicate reality as opposed to virtuality. But they don't realize that virtuality is also reality. That's why I don't use the term IRL but rather "in physical world" instead. Or IPW.

So let's use simple terms the way we are already used to, such as "physical world" as the physical realm and "virtual world" as the electronic realm. Electrons are physical too, hehe.

In other words, real is what we can perceive with any of the senses. That's my definition. Period.

Okay, back on track again. Philosophers and Scientologists gone. You can stay.

"Real love" seems what most people refer to as a "warm feeling of elevated affinity". Just read the chapter "LOVING LOVE" (you can't click here) a bit further on, and you'll understand what I mean.

Anyway, so it seems that the average desired culmination of dating activity is immaterial, i.e. not physical but rather emotional. Feelings, yeah right. Now what? So you have great feelings. It seems to keep you tick up-stat for another day or so. Good for you. And then, that's it? Want to repeat the same act to get the same shot again? Obviously.

So you have just become a cyber junkie. Addicted to that dating e-drug. As most major drugs names have 3 characters, let me call it DTN (DaTiNg). So every now and then a shot of DTN and lo behold you are virtually high. Cyber stoned mistakenly taken for "real love".

Read the chapter "VIRTUAL DRUGS", and find out that there is nothing wrong with that. Although there is another side of the darn pill.

But if the DTN rush is all you're after, then what is your true value you would attribute to love? If that is only a rush, being stoned, well, don't complain about still being single.

Sure you are not complaining. You beef up your profile, a little cyber sauce here, a little e-spice there, and off you go. Next day you have more friends or followers (read: a longer contact list that you never use), more respects or pings or pokes or comments, and that fills your heaven full of twinkling stars making you feel so fucking good. And that's what life is all about, because it feels so real. Yeah right.

So next morning you get up, have breakfast, drive to the office, work your ass off, and return home in the evening. You put your business outfit off and dress as sloppy as you can, sitting in front of that lovely TFT. Now your life starts to live, right? You feel free in this endless digital ocean of gigabytes and megapixels. Here you can start stop be-do-have whatever you want. No boss breathing behind your neck. No cop peeking over your shoulder. No ex harassing you. Hopefully. And so on.

You feel you have full power and control in the virtual world. You upload a great looking pic and that is you. You fill in the profile blanks and that is you. You click your date of birth and that makes your age. You feel so young. You upload a nice background pic and that is your emo. You upload some more pics of cars, planes, yachts, villas, and what have you, and that's your wealth. Now you are a super being in this dating-site and you are ready to receive tons of propositions.

Days go by. Mailbox empty. WTF! Why is that? Oh wait! You are not the fucking only one! Everybody else is superman and superwoman. Holy cow! The whole goddam dating community is born on Krypton! And best of all, most members know that most members are lying to most members.

All in all, the dating market for beautiful lying people is saturated. It is time to implement dating facilities for ugly honest folks. Hey, I'm not saying you are ugly or dishonest. I just don't believe you're from Krypton. Just contemplating on some marketing issues.

Now, back on track on topic. The reality factor is often denied in the virtual world. But with a simple example it can be demonstrated how important the real object is behind the virtual representation:

Suppose you are a guy, chatting with that gorgeous pretty teenage lady you have never met, having a strong sexual conversation,

including in physical world masturbation. You cum. End of session. Few minutes later you receive a private message titled "thank you" in the box. Sender is that girl. The content of that message reads a confession. In physical world she was an older guy. So, the solid entity and the virtual profile did not match.

So, how do you feel? Don't you feel screwed, fucked, cheated? Why? It was only virtual, no? Ah. There was a linkage between the virtual world and the physical world. So the physical world scene should have been accurately reflected in the virtual scene. So the virtual world isn't that much of a game but rather a serious representation of the physical world. That's what you in fact require, otherwise you wouldn't be upset by that message.

Now here we have a flaw.

The problem is that people do not clearly differentiate between the virtual and the real scene, when it comes to perceptions, interpretations, feelings and beingness. I would say, when you are in the virtual world, be do have virtual, but when you are in the physical world, be do have physical. Don't assume the virtual world to represent the physical world.

When you have a virtual relationship, treat it as a virtual relationship, not as an in physical world relationship. When you have an in physical world relationship, treat it as an in physical world relationship, not as a virtual relationship.

Simple as that.

Mix-up these worlds and you are in deep shit.

VIRTUAL VERSUS REAL

You most likely tend to have a computer as your primary companion. The world comes by on a rectangular dream scape powered by a couple of thousands of tiny pixels you are drawn into, thinking it is all harmless, a game, and you feel totally untouchable and safe. But that may be just the easy physical part. For now.

You invent one or more identities, and chat with someone who does that too. You have one or more intentions. And that other someone has those too. But the intentions may not be the same or compatible. You may be fantasizing about a peaceful beach walk, hand in hand, with flowers on your head, soft kisses and warmth in your soul. The other someone may be fantasizing about having sex with a minor, somewhere strapped in a dungeon, even though it may not be apparent in the chat. There are many ways to use words and hide meanings and to scan for anyone's preferences.

You may have fun together with your friends sitting next to you, telling what you should type next. At the other side of the modem an unknown person may have fun with software to try tracing your location. And the day after, you may be honored with a real stalker around the place where you live, or a bunch of e-mails or forum postings that drive you crazy. Or some messages on your screen.

The game of the unknown other may not be the same as yours. You may fall in love with that wonderful profile on the internet who has stolen your heart completely. Not realizing that this person seems too good to be true, and may even have a different age and gender than listed. You may be tempted to meet for real, even giving your real name and address. If you do so, it usually will turn out to be a grand disaster. You will not believe what I say, but ask yourself, how on Earth can you be so sure about that other person purely based on a few keystrokes in the chat room? You cannot. No one can. Physicality is completely different from virtuality.

There is nothing wrong with chatting, for as long as the sole purpose between the two of you remains chatting and nothing else. It works fine with the two of you if you already know each other in physical life.

Otherwise, the virtual world is not the physical world. It is a world on its own. In that world the bits and bytes that move between the modems represent fantasies, usually about what you want to see in another about yourself. Go figure.

You most likely have a checklist, like "This is my type, these are the items where should be scored, such as the height, weight, color

of the eyes and hair, likes of music and food, personality characteristics, sense of humor, sincerity" and the list goes on, right? These are all things about yourself that you would love to see reflected into another's soul, right? These things concern the physical world. Yet you seek them in the virtual world, on dating sites, social networks, net communities and the like. What is the meaning of red hair on the internet where you cannot see or touch it physically anyway?

And during the chat there is no way to know to what extent the incoming words exactly match the real things. Even with a web-cam and some studio software the "live display & voice" can be manipulated. You will not know the difference.

If you are chatting and you want to make a date, behold, it is not like web shopping. In a web shop, things are properly described, accompanied by pictures, company information, reviews, etc. In a dating-site it is supposed to be as neat, but it is not! Most profiles seem to be populated with a super being from an alien planet. But reality is a whole different story.

More often than not, a dating profile carries a photo picture of 10 or 20 years back, sometimes with the annotation "add a few years to it and that will be me today". That way they admit they look like shit today, no?

Cyber dating has been in existence for a century at least. In the old times, people put ads in a newspaper, exchange a couple of love letters, meet for real, and get happy ever after. That form of dating had a high score of success. In those days there was no color TV, no internet, telephone was scarce, typewriters too expensive, and photos were in black and white. So the primary means of telecommunications was writing on paper, by hand, using a pen dipped into ink. One spelling error, or a smudge, means tearing the sheet of paper and starting all over again. So to write a good love letter could take a full day! So the level of effort and time spent played an important role in paper cyber dating half a century ago. Dating was a sincere undertaking, done by sincere people whose true goals were having a lasting sincere relationship. And it worked. Pen and paper.

Today, a chat message, an e-mail or a cyber scrap is made within minutes, if not less. Spell checkers clean-up your prose and you don't need to walk to the post-office to buy a stamp. Such love message has often little value, as far as the real effort and dedication behind it is concerned. More than often text is copied/pasted into love mails. It is lazy luv. It has nothing to do with love. It is mere cyber snack. Emo peanuts.

We live in a quick and dirty mode. Everything has to go fast.

Everything has to go easy. And we are spoiled in that regard. But high speed does not necessarily mean that your intentions arrive safely at the destination. This is true for any kind of traffic. Also dating traffic.

We live in a world where the complete absence of computers is unthinkable. We live in a world where computers are part of our daily reality. We live in a world where data is perceived as real as the entity represented by the data. So as soon as you love the data, the meta information, then you think you love the real thing represented by this information. Data is not love. Data is not a person (I am not referring to that sci-fi movie poker face guy).

For example, you chat and e-mail with an unknown person. You see some nice pictures, a profile that matches your checklist, and your heart starts pounding. But you have not met this person for real. Yet you believe you love this person, you long for this person, or worse, you want to have sex or get married with this person. But in fact, you love this person's data, created by that person or by a dating system, mixed with your own imagination! In other words, it is not truth.

There are people sleeping with laptop and web-cam attached to it, to watch each other masturbating. And that's the way they love each other. They love the fact that it is not physically real anyway and therefore it is "safe". They live in fantasy. A lot of people pay for webcam-sex, just to find out later that all they did was DIY left or right-handed.

Remember, the only thing the virtual world and the physical world have truly in common is your time. You spend a day in the virtual world, and that day is subtracted from the remaining physical world time. And vice versa of course.

You sleep 8 hours per day. Do college or office 6 hours per day. Eat, wash, shop, sport, etc. total 2 hours per day. Study 2 hours per day (which is not enough), talk to your family 2 hours per day, that totals up to 20 hours per day of physical world necessities. So there are 4 hours left for "private enjoyment".

Now, are you going to "enjoy" some data or taking part of the physical world? The choice is yours. Four hours. I can hear you say "2 hours on the web, 2 hours on the street". That's fine. But never think that 2 hours virtuality equals 2 hours physicality. I repeat: 2 Hours fantasy does not equal 2 hours reality. It is only the physical world that truly makes you grow and develop into a person valuable to yourself and to others. Not your fantasy. Why else do you live in a body?

So, if half of your remaining time is spent in the virtual world, then you should accept half results in the physical world, and nothing better than that. The virtual world is not life itself. It is only a means of communication. Nothing more. It is not a means of love. It is not a means of raising a family. It is not a means of truth. The internet is inundated with lies and false data. And that data is by and large sheer fantasy and disinformation.

Has your heart been broken by finding out that the other unknown person was having a cyber love affair with another? Even though you never met that person for real? Yet your real time is spent on feeling bad the other 2 hours or more in addition. There is no such thing as virtual time. There is only one time. It is your real time. From the moment you power-up your computer till its shutdown. Time is always real and subtracted from the rest of your life.

Suppose you see someone hugging and kissing a desktop computer, crying tears onto the keyboard. You most likely find that silly, right? Yet may you do exactly that. Think about it.

Cyber lovers tend to argue that chat.love goes straight from heart to heart, not hindered by physical resistances. That is totally fine, but that is the virtual world. Even though it does feel like in the physical world, simply because you feel it, the essence is in the virtual world. Unless you are a true 100% telepathic spiritual being.

In a physical world relationship you exchange a wealth of expressions, through the five senses. When you laugh, it gets heard. When you cry, tears fall down and can be kissed away. When you make love, well, you can guess what happens, it is truly felt. When you blush, your face turns red. When you hold hands, you hold real warm hands. You know, the real stuff.

In a cyber relationship you exchange a wealth of expressions, through smilies, words, beeps, pics, etcetera. When you laugh, you click a smiley or type an abbreviation such as ROFL, LMAO, LOL. When you cry, you click a smiley or type "*cry*". When you make cyber love, you type "ahh ohh". When you blush, you click another smiley or type "*blush*". When you hold hands, you type "*hhands*". Pretty neat. But you know what, this is not even real life.

So it all boils down to my basic advice:

If you have a cyber relationship, treat it as a cyber relationship, not as a physical world relationship.

Keep those things as they exactly are at all times.

That's the long and the short of it.

Yes you can use chat as a means to meet for a real date. If you do so, do it as fast and as safely as possible. The longer you share love in the virtual world, the further you drift away from reality. After all, only reality will tell if you meet the right person. Never forget: The virtual world gets broken down the moment the physical world is entered. Always. So all you learned about each other in the virtual world you can forget about as soon as you are together in the physical world, where the population of super beings and wonderful profiles is far less in number. In the physical world a smile is no longer a symbol, a hug is no longer a word, and the keyboard is useless on the couch or in bed.

You can use the internet to initiate contacts. Then meet for real without too much delay, which may sound strange, but the longer you live in virtuality, the lesser you experience physicality. And if the other one does not go for meeting in physical world, then disconnect instead of trying to fill the gap between the virtual and the other world, unless you wish to keep it virtual indefinitely. Remember, a relationship is a whole reality by itself. So if you both agree to a virtual relationship, then keep it that way and accept all the implications.

You should know one more thing: The chat.net is a virtual street. Many profiles walk by and you never know whom you'd be meeting next. This is exactly the case with real streets. So why not just going out for a real walk? The fun is that this is real, you get some sunshine and fresh air, and it keeps you from getting RSI. I agree that on the street it may not be safe either, but what kind of life experience would you prefer: A computer screen or hot meat?

Caution: Do not trust anyone on the net.chat. No exceptions, unless you have already met that one for real and have already established absolute mutual trust many times over IRL. If you date someone for the first time, through the net.chat, make sure you meet at a place where you are fully protected, for example near friends, family, police, etc. Introduce your date to them! Yes, step up to a cop, telling you are having this first date. The police officer may react superficially, but will surely remember. Do not go to an isolated place, ever, before you and your relatives are fully confident about your date! Use your friends wisely in this regard. Make sure there is someone to aid you if you get into trouble!

If your first in physical world date partner keeps on insisting on being alone the two of you, let this be an alarm for you. Just reply by proposing to go to a public place, saying that you feel happier that way. Do realize that at the first date you are on your own. And all the cyber crap of the world can do nothing for you. This is physical.

And remember: As soon as you get warm feelings for a cyber profile, please do analyze yourself to figure out what exactly turns you on. If you are honest to yourself, you may be surprised. If you are so much in love with a cyber profile that your life gets turned upside down, go seek a grand parent or a therapist. I am dead serious about this!

Don't let yourself fool by some nice face on the profile pic. The virtual contact is already void of pheromones, subliminal sensations and body language, and all you know about the other is a photo of the face. There are dating sites that try match profiles pure on the basis of faces only. People can vote stars per face and click like or dislike as to invite the face to reciprocate the favor.

So much hassle for going nowhere. No one is ever going to end up in a serious relationship that way. It is all superficial fake and a waste of time. Oh, are you the exception? Congrats, you're the only one on planet Earth.

Last but not least: Anyone living only his or her life just on a square foot TFT is not living true life any greater than that..

LEVELLING ON & OFF

I have had enough of Facebook, Twitter, Hyves, and what have you. I did involve myself in these worlds, to see the possibilities. "It is up to you what you make out of it", is what people tend to say. That is the most bull-shit reasoning I have ever heard. It is up to you to conform with the global level of the social network you are in. And frankly, I refuse to conform.

Facebook: "My cat is ill." - "Aww" [like] - "Did she sneeze?" - "Do they? [like] - "Mine does" [like] [like] [like] - "Hey I didn't know you had a cat" [like] - "LOL" - "ROFL" - "Aw" [like] - "Meoow" [like] [like] [like]"

Hyves: "My dog got wet in the rain" - [respect] [respect] [respect] - "Yes it was raining here too" - [respect] [respect] - "Hi greetings to ur daggie." - [respect] [respect] [respect] [respect] [respect]

Twitter: "Check out <http://tiny.url.12345>" - "I'm going to LA theatre tonight." - [retweet] - "Great shoes <http://tiny.url.67890>." - [retweet] [retweet] - "OMG I'm late!"

So, you know, that is what I mean saying "global level". This is the intellectual level of these three social networks that stand as a model for all other social networks. Sort of, right?

Come on, let's be honest! It sucks! And you know what, when something intelligent is posted, usually not a single [like] or [respect] is amended. And you know why? Because of the lack of genuine intellectual level. Social network members don't want to think. They just want to have some superficial fun. Yes I step upon many toes. I really hope so. Fuck toes.

And I refuse to conform with such herd of cattle. No, it is not up to me what I make out of it. I cannot raise the level of a social populace. Yes, I am arrogant.

Moreover, I am tired of continuously having to navigate myself in between all kinds of virtual expectations in the back of my mind. You know, stuff like "how many hits do I get today", "will Facebook not block my account", "will people like my pics", "do my followers click on the URLs", "that cure girl, is she single", "is that blocked profile not spying on me through another fake", "is she really a woman", "why do I get pinged all the time by these folks", "those ads seem to know who I am", "if I don't click on like, perhaps he might think I hate him", "I better unfriend that asshole", "I don't like what that profile writes each day", and so on the whole goddam day like that.

I have better things to think about. Really.

Now I feel so free. It is a lovely relaxed feeling. Bye social networks, I'll never miss you again!

So long.

Ctrl Esc

Hey, I have not yet finished this fucking chapter.

So why is this the way it is?

A population that feels happy by staying occupied with simple things that keep that population below the zero line of critical thinking is like having a dog that feels happy by fooling around with a piece of plastic bone in the back yard.

We have a general term for this phenomenon: Mind control. See, nothing is easier for a government or leader to reign than over a flock of white sheep that moves along with the social breeze over the virtual valley. The populace must be quiet, must accept all that the government dictates, and must do so without any serious form of protest.

And yes, at Facebook, Hyves, Twitter and what have you, members do post stuff like "how awful that new law" [like] [like] [like] or "I disagree on this new law" [retweet] [retweet] - "me too" [retweet] - "yes we can" - "nooow laaaw LOL" [respect] [respect] [respect] [respect], etc.

Really, it won't go any further than that. And so, hundreds of millions of people are kept quiet, simply by keeping them in a world where they have the illusion of freedom and respect. It's a bit like a virtual flower power. But that's where the similarity ends right away. Social network members are voluntary prisoners who live on menus, comments, pings, clicks and pics, guarded by ads and games that pull them further into social virtual "well-being".

So we end up with two kinds of quiet folks. The lazy ones and the busy ones. The lazy ones are those whom I just described. The busy ones are the gamers. They have that almighty feeling, that sensation of superiority, that adrenaline that keeps them busy like a rat running in a treadmill.

GAMES OF SUPERLATIVES

It seems the time of pre-flowerpower style whispering is definitely over. Now it is noise and size that matters. Virtual muscles, so to speak. And that fits naturally in the era of speed and power. Does it really?

In online games where virtual fighters try seek and destroy each other, the world is crammed with special effects, and the single most principle that applies is "more is better". It seems only exaggeration is still that remains barely perceptible. It tells you something about the users too. See, gamers are addicted to this cyber game drug. And like any drug, when you've been using it a bit too long, you get sedated. Like you are surrounded by a shell that keeps pulses of sensation outside of the mind. That's why so many gamers who wake up in the physical world seem so void of natural emotions. They often lack that direct heart to heart warmth. No wonder, because their human interface has always been the game computer.

In the physical world, a great many of those guys feel not home. They find the world boring, void of excitement, so some of them attempt to do the same cool virtual stuff in reality. A few of them buying a gun, shooting at school, go home, log on again, and eat a slice of cold pizza. If they make it home again. For sure they make the headlines. And no one understands what has really happened. Gamers don't. They just think it's a game. Logically, they have been brainwashed that way.

Game stations are teaching machines. These devices teach you how to kill, how to swear, how to destroy, how to cheat. Teaching machines are way more effective than teachers in front of the classroom. They never fall sick. They never get tired or hungry. They never get upset. They always keep working, keep instructing, keep motivating. That technology is a true blessing. And a curse.

But the way that technology is used is beyond any disgust. That tech is being used to teach mankind to destroy mankind. Yes, there are few love games too, but these games make kids fall asleep and live in sweet dreams not to wake up from. They do not really teach the true meaning of love, only some fantasy fairytale stuff. Either way it sucks.

The only games that truly follow the principles of constructive education are simulators, such as flight simulators. And I am not referring to world war sims. There are more types of sims, such as for architecture, space science, physics, and so on. Fortunately. These kinds of games are no gold pot. The audience isn't so dense as for doom-ware (yes, I know this word).

Now there is an exception of the use of superlatives, as far as their effectiveness is concerned. Surprisingly, that is in marketing, or better, sales practice.

See, countless one page websites, also referred to as mini-sites, travel around the web. Usually linked to through email spams. Such sales pages show huge fonts, telling you how super mega giga the product or service is, how much you save when you click the "buy now" button, and that your life will be better than ever, bla bla bla.

Some marketers figured out that any exaggerated superlative on a mini-site denies the purpose of any written text below it. Of course powerful heading titles are great, but anything else will be less powerful and therefore useless to read. Okay, that might be true. It's a matter of how you look at it. An attention drawing header may invite to further reading. Too much exaggeration may leave the reader in disbelief. Sure, not everybody is naive.

Sales folks still do not quite understand how to write decent sales pages. There is usually way too much emotional content, too much subjective semantics. Why not simply stating what solution exactly you are selling for what kind of problem exactly, and that in simple words without having to canon fire inflated fonts and expressions all the time? It is cheaper too. Oh you need an example? Okay, here goes.

a) "Ladies and gentleman and anyone in between, I have had such great results that changed my life forever with this fantastic super power mega cream that turned my bald head into a forest of genuine mega hair making me look 50 years younger, and I love it so much, I feels so good, and you know what, I can offer you this for only half the price, yes you read it wrong, only for one quarter of the price, so you save 75 percent, I feel so thrilled about it, only valid for a limited time, act now, buy now, and enjoy the rest of your wonderful life with hours of combing your fantastic hair, just like mine, see the before and after photos, in front of the mirror, you will not regret, click here, save off, buy now and tell a friend!"

b) "Limited time offer. You are bald and you want hair. We have cream that grows your hair. You pay us 25 percent of the retail price and get 200 percent hair. Fair deal?"

c) "Sale. Proven hair growth cream. Discount 75 percent."

So, what ad would really appeal to you most? You're sure?

The point I want to make is that more isn't always better. Why having to use so many words if a few would be enough? I, as a buyer, wouldn't care shit about how the seller wets his pants about the

product, apart from the photoshopped before & after pictures. I am the one who should get a good feeling, and certainly not feeling more miserable after having paid a sum of hard earned money.

Banners, billboards, hinges, wall & roof signs, and what have you, they all try to emanate the biggest possible impact. Big symbols. Big characters. Big lights. As though the passer-by is considered stigmatic. Huge fonts try to shout out cum loudest. And so is horny Dr. Marketeer happy again.

Now what do people do when they enter an area of high information bandwidth such as combined audio, slides, video and data? You know, those narrow casting panels for example. The natural reaction to information overload is a contraction of the mind iris. Just like the eyes do when there is too much light. The mind iris controls the amount of audio visual and data input coming in. In other words, the human being has a defense mechanism against data pressure or overload. That's why most narrow casting panels are simply ignored. Advertisers are so naive to believe the effectiveness.

The stronger or more complex the messages, the more resistance against these. The weaker the messages, the more they are ignored. So it is a matter of applying the right dose. There are ways to compute the human bandwidth comfort zone. That zone will not change in the foreseeable future. Hey Darwin, wazzup? It is the capacity for digesting information. People can be trained to increase that capacity, of course, but I am talking about the untrained folks.

A very simplified way of looking at information bandwidth input & processing capacity of the human being is the amount of bytes per time unit, e.g. per second. Just like a computer CPU needs to work harder, so does the human being, when it comes to a higher density of bytes.

So if you are considering to trade your banners for prose, keep in mind that it includes an increase of information bandwidth. The more the data presented fits in the human way of perceiving & thinking, the more effective the data transfer is.

Sure there are things like trade-offs when it comes to using symbols, pictograms, subliminals, stuff like that. But the law of bandwidth capacity stays. The input section of the human being has active filtering. Any psychologist knows that.

On the social network scene, the fill-in the blanks profile forms tend to force the use to stay short and to the point and within specific boundaries. No lengthy bio shit, you know. It has to do with marketing and sales, and with the information bandwidth. Users are advertising themselves on the contact market, and they don't want to

spend too much time to writing. There is a whole trade of affinity going on. Loud mouth posters are not wanted the most. And many of those folks know that, so they dim their lights a bit and try go along with the mainstream of the social network site with some minor provocations at best.

Dating site users who rely on too many superlatives will not be taken serious. There is now even a tendency to go for the more moderate type of profiles. People have learned that superlatives are synonym for lies. And if a dating user is so super, then why has (s)he not yet found a relationship in the physical world?

We have had enough deceptions by all that super crap fried air. The time has come to be real, or virtual. Unexaggerated.

Cut the crap!

CYBER BULLY

How easy it is to click & key anonymously into someone's message box some nasty words or a dirty pic. That coward would not dare to do so in physical world of course. Weenie, softie, asshole! I of course would beat the shit out of such bastard. Real hard.

Those motherfuckers don't want to be beaten, of course, so they hide their ass behind the TFT, a fake profile, an anonymous prepay cell phone SIM card, and a free mail account.

Usually they target someone whom they know, rather than a complete stranger. Why, because of the thrill, as in their sick minds they convert this cyber endeavor into physical reality, so they literally mindurbate (yep, a new word again).

The effect upon the receiver caused by the "semantic terrorist", if I may call such idiot, is heavily underestimated. "Oh it's just a message, it's just a pic, it's not real, it's a game, it's a joke...".

And this is exactly where the real problem is.

What is completely ignored or dismissed is the hard fact that behind each and every virtual receiver (the profile that receives messages) there is a real person.

A real person is composed of a real soul, having real feelings & emotions, and so forth.

Now, if you, yes you, happen to play an active role in cyber bullying, think of the following:

Suppose one night you suddenly wake-up from that wonderful vacation dream by the sound of an SMS on your cell phone. You rub your eyes open and go read that message "Within one hour your house will be on fire and your dog will die and your genitals will be cut off". Guess what, you are absolutely pleased with that message and you go peacefully sleep again. Right?

Kiss my ass!

Please note that really not all victims are capable of peaceful sleep after having received such kind of terror message.

At school, cyber bully gains fast growing popularity. It is that kind of "micro terrorism" that has become common venture at both under-aged and adult communities. More often than not, cyber bully is executed by a team.

Yes, team. You know, a couple of cowardice boys together, targeting a weak girl, they mastermind a verbal threat to be sent by SMS from their anonymous prepay phone to her pink cell phone. "You will be raped by someone you trust".

For sure that poor girl won't dare show up anywhere near her friends anymore. She locks herself up. Can't do her homework. Calls sick. Leaves school. Takes drugs. Commits suicide.

Far fetched? If you refuse to try understand this, then fuck off and do not read any further, for behold you are truly incurable and destined to live as an in physical world idiot till the end of times.

Perhaps you remember the so-called "Anthrax letters" that got sent around. That was a form of cyber bully too! Up to a physical level. It wasn't meant to provoke illness or death. It was meant to trigger fear.

Of course you can argue that an SMS or an email or chat is just a bunch of words, pixels on a screen. Fuck you. The fear factor is what it's all about. It is very easy to invoke a huge amount of fear in anyone's mind, just by touching the right "mind buttons".

Fear is a level at the tone scale where the person is most defenseless, least productive and most often isolated.

A human in fear cannot develop. Fear is an endless circle, or spiral if you will, that turns in a black hole of inner solitude. Fear gives the feeling that there is no hope, no one to help, no energy, nothing. Just wanting to hide and waiting for death to take away this curse.

Off the record, some alien technology involves "Stendek", which is a generator that uses certain frequency waves that cause heavy feeling of fear. It is used to keep Earthlings from coming nearby. No, this is not science-fiction. But I don't give a damn if you think it is. Anyway, it underlines the effectiveness of fear in any circumstance even in (pre-)combat.

Kids play combat games, try to invoke fear upon their virtual enemies and shoot the shit out of them. To make sure their target gets a good amount of fear, they go to great length in these games. And then, of course, the next level is reality.

Those semantic terrorists will use any technology available to spread their seeds of fear. Today it happens at school. Tomorrow at the office. Next week at the top government. And at the military. Do I need to explain more?

Okay, there are more variations of cyber bully - hey don't copy the idea ! - such as creating fake profiles on social networks or dating sites, creating false weblogs on public blogging sites, posting photoshopped pictures or edited videos to public sites, and what have you. Yes, these are annoying, however, you can still turn your head.

If you are a victim of cyber bully, you should know that those semantic terrorists are weak, cowardice, dumb, stupid, stigmatic, impotent, and when it comes to do something valuable or constructive they are nothing. Those folks are not worth to be taken seriously. Their messages are simply saying "look how dumbfuck I am". They truly have nothing intelligent to say. So just give that low IQ bacterium a laugh and move on.

Those motherfuckers want your energy, your attention, they want to see you cry or worse, they want you to go against it so that gives them more of your energy. I would say, don't go against them. Ignore them. Don't give such asshole any attention. They're not worth your intellect or energy.

You know, if in physical world a real lunatic comes waving to you and say you will be raped, how would you react? You'd probably not take it very seriously, perhaps saying "fock off".

Voila. Do so at the virtual level, and you'll be immune.

PS: There are organizations that fight against cyber bully. But that is not the way to eliminate cyber bully. Whatever they may do. Don't donate any money to those anti cyber bully orgs. It's useless. Any action against is only giving additional energy to it, according to the law of attraction.

The only way to eliminate cyber bully is to eliminate the need. Now what is the need exactly? The need is to experience a thrill. And that thrill comes the moment the effect caused by the cyber bully becomes evident. So, for as long as the effect is not shown, there won't be any thrill. In other words, do not show yourself as a victim. To not show the effect, even if it is there. Smile it off, shrug your shoulders, and you will notice those folks won't try again. Because they don't get any thrill.

CYBER CHEAT ADULTERY

A guy having a real life relationship with one and a virtual relationship with another. He has sex with the in physical world partner. Does he cheat on her by having cyber sex with the one he is in virtual contact with? Does he cheat on the virtual lover because of his in physical world sex?

These are the typical questions asked in many general chats. What people tend to forget is that the physical world is a different world from the virtual world. But one thing they have always in common: The in physical world human being. The mind. The spirit. The whole human entity. You and the other. In short, the user. And that includes his/her lifetime availability.

Lifetime availability. The estimated time left to live. The virtual world eats up all the time from the physical world.

Now, back to that dubious question.

An in physical world relationship has all the physical characteristics, including the sexual activities and the acts of love, i.e. doing things for each other.

A virtual relationship may or may not be regarded as a game, depending on the sincerity level of the partners. If it's a serious undertaking, then it's not a game. Regardless, it is virtual.

Now, to go off track just a little bit, when you masturbate, while having an in physical world relationship, you might wonder "do I cheat on my partner by having sex with myself?"

You know, also referring to earlier chapters about reality and communication flows, when you have sex with yourself, in your mind you most likely have sex with another person than your in physical world relationship partner. So technically you cheat on your partner. Now if you have a virtual contact with someone whom you chat and have cyber sex with, i.e. typing sexual content and masturbyting (existing word here) along with it, it is again physically having sex with yourself. Socio technically you cheat on your partner.

But if masturbation is not on the cheat definition list, then cyber sex is not cheating. But there is more to it. Hold on a minute.

The elasticity of the relationship tolerance is direct proportional with the solidity of reality. I mean, the more virtual the "adultery" is, the less solid, the easier to tolerate. Theoretically. In real life people act a lot more complicated, though. And not always

without good reasons.

Back on track, the more elaborated reasoning – and that's of course what you have been waiting for – is a whole different story. Yes, you got it, the mental emotional spiritual side of the story.

The general understanding of "love" is that it has to do with taking care for each other and that usually includes an emotional and social bond on the basis of exclusivity. Love is not "you only fuck with me, whether you like it or not". That fits better in a template called possession or something dominating like that.

On the basis of that common exclusive relationship bond, which is by and large in the heart, the core of the soul, thus not material but rather emotional and spiritual, love is to the couple on a clear platform of reality. It is a mutual agreement and persists in the present space and time. They agreed to fuck only with each other and not with anyone else for as long they share their relationship. Well, sounds perhaps like real enough. So any deviation is considered either an anomaly or a sin. Well, a cheat. Immediate result: defcon red.

The fear exists that the current in physical world relationship will suffer because of the virtual escapades, mainly because the interest vector points into another direction than agreed upon. So the reality level of the current relationship decreases because there is less agreement there. And that decrease is felt as a loss. Like any loss, that hurts. Something felt like broken. And actually is.

It can be either a break in affinity, reality or communication. To recover from such break, first it must be quickly and precisely determined what break it was. Was it a break in affinity, reality or communication? Then a similar earlier break must be sought for. There must be one or more similar breaks in the past. Find them and make them clear to the mind. One by one, each time earlier on the time track. Do that until you feel okay and revived. It truly works.

Now this recovery formula doesn't mean you can get away with cheating. The fact that a car can be repaired doesn't mean you can get away with crashing it each day. In general, anything repaired over and over is less to be trusted.

That burning question, you naughty, if you can cheat in another world without having to feel guilty, is asking for permission to hurt someone. See, when you cheat in another world, it is still you, no matter the entourage around you, and there is still your partner with whom you share the relationship. So what matters it is not so much what you do or how much you cheat, but rather what your partner has to go through. You should talk openly with your partner about such

issues. Don't keep secrets. They are felt anyway. They destroy more than you want to imagine.

Remember, you is you, regardless the world(s) you are in. There is only one soul of you. Be honest to your partner. Don't lie. Don't cheat in any world. Only then you can say you truly cherish the relationship from the core of your soul.

WHAT'S IN A NAME

It is, of course, highly tempting to come up with a list of names and describe each one of them according to undefined rules of unwritten magic. There are plenty websites devoted to this task.

I just want to trigger a general "feel" as to the functionality of names, in particular of nicknames also referred to as user ids. These nicks are used as login identifiers or as user profile labels. Nicks represent real persons in virtual appearances.

The average user is convinced that the nick effectively hides his/her real being. The nick is usually invented by the user and more often than not does represent something very personal about the real being. Just check some user ids and you will know.

You might think about a name being trivial and just as an accessory. The value of a name is very easy to recognize. Example: someone calls you by a wrong name. Tell me how you feel. So, that's clear now.

Nicks have the tendency to quickly trigger an association with something specific, such as a personality trait, a preference, a desire, a mythological entity, a symbol, an event, a date. Nicks can be very powerful. They instantly identify the mind of the user. And the user lives with the illusion to be anonymous. I shake my head.

A nick can do many things to those who read it. A nick can trigger feelings of affection, but also feelings of fear. A nick can symbolize a business, an event, a location, a role in a game, a job in an enterprise, anything. Regardless of what the nick symbolizes, it is usually very precise, it usually is powerful, it usually provokes certain feelings, it often means what no dictionary has been describing before.

People seem to feel the need to be provocative, to stand out, to be special, to be respected and admired. And they do all in their virtual power to achieve some of these taps on the shoulder. Hey I don't! I

Users feel more associated with their nick than with their in physical world name. Logical, because their parents - the givers of the name - had no clue about the user's mind in present time. Besides, nicks are usually not allowed as in physical world names, by some law. Stupid. I don't see why I shouldn't call my boy R2D4 or Spoq. The in physical world law prohibits such names. Hm, bad thing. Nah, just kidding.

The power of names is not something to be underestimated. A name is

not just a tag like a product bar-code A name is not just meta data.

Imagine, suppose you have a first name and a middle name. It is perfectly legal to call you by the middle name. The moment someone does so, you will react totally different from if you'd be called by the first name. Yet you are properly identified in both cases.

My own experience: My name is George and my middle name is Philip. There are people calling me George, but most people call me Philip. When I asked why, their explanation was that Philip suits better the way I look. George would sound too intimate or naughty, according to some. So I introduce myself as George Philip all the time ;-)

Well, just an example. But the point is that a name triggers a whole bunch of thoughts, feelings, emotions, and so forth. It is not just a re-stimulation of the reactive mind when the calling of a name causes an effect. If it were, then anyone with a cleared mind would not listen to their name when called. Dianetics cannot deny this.

There are lots of people who carry a certain "history" in their name. For example, John Doe has been molested and scolded at in his early youth. Later on, each time he hears his name, he gets re-stimulated in that he feels again the shit he was in when he was a preteen. And that feeling can be so strong that it overrides the actual force of the name. His reactive mind is stuffed with a chain of bad experiences of the similar kind.

Nevertheless, if he has a quiet day, being somewhere in a nice place, and he hears a loved one calling his name, chances that he gets that restim are very slim. He hears his name, feels the real he in himself, and responds the way he really is. He is he, the spirit, not the reactive mind.

So, I am taking about the name at the level of the spirit, apart from the level of the reactive mind or the physical body. We must not take into account the restim factor in order to understand the true spiritual power of the name. Otherwise we mix up different forces, such as the force of the (reactive) mind, the force of the body, the force of the spirit.

With the word "spirit" or "spiritual" I do not mean anything religious, let this be clear. Every life form, such as the human being consists of 3 things: body, mind, spirit. The spirit is the ego that uses the mind to control the body. In simple terms. We need to have a working reference without going into religious discussions.

The spirit, that's you, the person, the character, the way you truly are. The fact that the mind can fuck up a couple of things for the spirit, okay, that's the case with each one of us.

Your name is a direct access key to you, the spirit. For example, you are in a crowd such as a seminar, and your name gets called. "Shit that's me!", "Fuck that's I the spirit!". So this demonstrates the direct access.

Now what happens when your name is called and you hear that?

1) The body. Your ears catch the name. Certainly your attention is raised for a moment. Your antennas extend quickly, your radar turns around, your sensors plop to 110 percent. This is the least that happens, pretty much at the surface.

2) The mind. Now all those senses are on and running at full speed and intensity. We are still in that first second. In the reactive mind all sorts of sensations may arise, re-experiencing events, feeling bad, feeling good, and all in between of all kinds.

3) The spirit. Having all the data and knowledge that's been gathered over the years, including some spiritual downloads from the collective universal databank, some form of association is activated. You know that name points to you, and you feel some basic characteristics that name is assigning to the person.

Parents, who have given certain names to their children are usually absolutely unaware of the power of names. They just call their kids by a name that their grannies had or a celebrity or whatever walk. You know. A name is a name. Well, not so.

So the first 10 or 20 years of their lives, the children hear their names and get programmed or brainwashed and even traumatized. They have to live with those goddam names for the rest of their life. Thank god they can go online in a virtual world and invent their own name. What a blessing, isn't it?

Yes it is.

In fact, the law on names should be changed. People should be allowed to change their name at no cost and without red tape hassle. It is not their fault they have been given something they would be very unhappy with during a lifetime. It is already bad enough that we cannot choose our own color or gender, despite of what reincarnation scientists may believe.

If you would given the free opportunity to change your name, what will it be? Seriously. Perhaps you do not want any change of name. Perhaps you want something extra ordinary. In any case, you would like to have a name that you feel well with.

To have the same name as a celebrity does not make you a celebrity. It doesn't work that way. Even though people have the same names doesn't mean they are the same people. The name as a tag is one thing, the name as a key is another thing we are talking about.

So there is some sort of context involved. A name is not an absolute. But a name could be regarded as a key that opens a door. Now on Earth there are many identical keys. But it is just at what door you are! In other words, the name and the meaning or power thereof is in direct relation with the one whom is addressed by that name. So if you call "John", he should be within hearing distance, otherwise there is no effect.

So the force of the name is inverse proportional with the distance between the name and the owner of the name. So far the communication cycle.

Okay, now let's highlight that spirit thing again.

I'd like to skip the subject of etymology and names databases. Those listings show a lot of data, but data quantity is not the same as information quality, let alone understanding.

For the occultists, calling a name is like throwing a crystal into the lake, causing concentric circles moving wider and wider, each circle telling a story, so forming an ever expanding chain of stories, where the origin is at the outer rim rather than where the crystal landed. Each wave an episode of any duration within eternity where every end is another beginning.

A name is something very personal, thus spiritual. You address someone by the name, you address the spirit. Apart from that Akasha stuff, there is something else going on. The name touches the soul, the very being, and is not just an identifier but is part of the spiritual being. It is something used every day many times, but nothing seems more precious than the name. The name is something to be cherished, honored and protected at all costs. It is the key of your front door. No wonder people want to stay anonymous on the internet. They don't want to throw their name for grabs. No way of opening the door for random people just like that. So they use a nickname.

On one of the social networks where I was fooling around, I used my web domain name "T-7x24" as a nick. On another dating network I used my middle name "Philip" as a nick. On again another social network I used the title of my first book "Cyberlusalional" as a nick. Nothing provocative, however, these nicks do tell a bit about myself. But not too much. Just enough. And that's exactly what I wanted and I was happy with. Sure there are folks who exaggerate with their nicks. Why

not? It's fun! In Second Life my real nick is Captain Foxtrot and that avatar looks like a captain and happens to live on a virtual yacht. What the heck!

It is perfectly normal or acceptable to invent nicks in the virtual world. It is so normal that people do not even expect you to use your in physical world name. That would sound too much in physical world personal. From the virtual world point of view. Almost suspicious. Yes, too much real in the virtual world may be suspicious. The other way around as well.

An in physical world name or a cyber name, regardless, it is a name, with all the key elements in it. A name is that magical gift that is free for all.

So if at any time you encounter any name. Know that behind that name is a whole universe of true and real human beingness.

VIRTUAL SPELLS AND REAL MAGIC

For the occultists it should be evident that the term "WWW" represents three dragons or snakes. Or perhaps one as big as three. You know, stretch that term out and you will truly see a snake. In any case, the symbol of a Reptilian is involved. The snake leading mankind through the forest of knowledge.

So, if you are into esoterism, or mythology, or theosophy, here goes.

HTTP sounds a bit like "Heh Toth Apep", some ancient Egyptian godlike, freely translated as "infinite snake leader". WWW sounds very much like the old Egyptian god Wep Wa Wet - "Opener of the Ways" - usher of the dead. Coincidence In the world of magic, nothing is by coincidence, even when incidentally put together.

Most likely you may dismiss this as far fetched or sheer nonsense. Yes, and that is exactly how humans must think, otherwise there is no power to the magic. Magic is always constructed in a way that humans do not think of it seriously, thus they wear no shields. And if they do, then that is totally fine with Magic too, as it enters the human from behind.

The world wide web internet connects people, so the magic can freely flow from one to another. Now what is that magic all about? There are many instances.

For example, the countless ads that mesmerize internet users and make them buy into products and services and elections. And the countless games that attract all walks of life who learn how to seek, destroy and to kill. And the countless sexual endeavors that lurk on the screen. But that is just the superficial side of the virtual magic.

What is underneath that "innocent freedom of choice" from an ever increasing abundance of what humans perceive as a healthy natural growth of our economy?

Well, exactly the same as in the real physical world. Except that in the virtual world, the relative symbolic density is much higher than in the physical world, because of the actual information bandwidth.

The information bandwidth in the physical world is multi sided: We move around things, things move around us. And many things symbolize the course of our life. In the physical world there is plenty room for symbols. In the virtual world, there is little room, as we communicate with the virtual world with a device of perhaps a square foot in size. That is why the internet applications, such as websites, ads, talkers, etc. must exaggerate a bit in order to draw

the user focus to the core.

However, websites that exaggerate too much with symbols make it too obvious and therefore reduce the power of magic. They won't attract many returning visitors. Strange as it seems, but that's the way magic works. "Magic" does not necessarily mean "waving a wand" of some sort to make things happen with the snap of the finger. In the context of this book, magic has a meaning associated with the long term, rather than the short term. In fact, the least evident web elements often bear the strongest magic. Go figure.

So, talking about the long term influence of the dragon WWW onto mankind, we need to enter into the world of the occult.

According to some ancient and contemporaneous scriptures, the serpent - dragon or snake - has been merged with the human at some point in time, as a result of genetic engineering by some Aliens. Traces of such history can be found in the Genesis scripture and in records originating from Mesopotamia. The serpent has always been the more superior living being, in that its DNA represents a highly resilient physical.

When you visit a zoo and watch some snakes, you won't have an intelligent conversation with them, so it can be safely stated they are not super intelligent at the social level at least. But in ancient times, the serpent was a highly respected entity with super powers both physically and mentally. In fact, the serpent, as referred to in ancient times, was not that snake or dragon animal at all. It was simply used as a symbol. To represent an entity of some sort. A straight line that by itself can become a circle. A highly esoteric symbol.

It is most likely that the serpent only symbolized the spiral molecular structure of DNA. Straight line and circle. Far fetched? Read between the Genesis lines, and you will see a lot of genetic engineering going on. Read the Secret Doctrine of Blavatsky, founder of Theosophy, a scholar that cannot be wrong on this one, as confirmed by many researchers of past and today.

Today's serpent symbols on medical businesses, what do they mean? Most MD's or nurses do not know, or some may think it had to do with medical snake poison. Usually the symbol is a serpent climbing in a tree. Remember the story of Genesis, the beginning of life? Sometimes the symbol is a twisted pair of two serpents, like DNA molecule, representing the beginning of life. A tree. The letter W symbolizes the serpent. A sperm cell has the shape of a serpent. Either way, it all comes to the same meaning: Life.

It is a big thing, to be in control of life. And what better way

doing so in modern times than through the WWW. That is a hell of a threefold serpent. The letter W is the number 3 as in Genesis, the number 33 as in Free Masonry, the number 333 (half of 666) as in Virtuality.

Here is the formula that tells it all: $3 + 33 = 333$.

In other words, Genesis plus Free Masons equals Internet. That's the other half of 666. I am not talking about the Free Masons clubs on the street where those guys are having a drink, some jobs exchange, some chit chat, etc. I am talking about the top rite, which is a whole different club. They try control the world's mind.

Here we are talking about the New World Order. Masonic level-33 is found everywhere a political leader is on the forefront.

That "Genesis", in modern times, is medicine, or better, drugs. So in this context the number 3 represents drugs. The implementation of the New World Order goes through drugs.

Now, a drug is not necessarily a (bio)chemical substance to give instant behavioral change. There are other drugs as well. I am now talking about e-drugs, or electronic drugs, such as games, music, videos. There are virtual drugs such as social networks, dating sites, chats. There are material drugs such as cars, fashion (clothing), jewelry. And the list of addictive items goes on. Those drugs serve longer term effects that no average social network user would ever have a clue of.

So, the formula $3+33=333$ indicates the use of drugs by FM Level-33 to control the virtual world.

Those who control the virtual world, will - ultimately - control the physical world. That's the idea behind it. Simply because those who control the mind control the physical world. And the mind can be controlled through the virtual world.

No matter how improbable this may sound. Look around you, on the internet, in the physical world, and see the changes. If only you would focus on the gaming industry. What happens there? Who are the users? What are they gaming, i.e. what are they learning and training? So, what will be their next competence or ambition? Answer: seek, destroy, and kill.

It is a global thing, the gaming world. One billion gamers in a fight. So, we can speak of a world war going on. All that collective mind power. Read the numbers. This is no exaggeration. Physical wars destroy buildings. Virtual wars destroy minds.

As far as social networks and dating is concerned, there is not really a war going on the way we would perceive the concept of war, i.e. fight, destroy, take position. It looks all peaceful, everybody having a good time and hunting for souls and pleasure.

Some makers of social network giants laugh their ass off, as they become rich, richer, richest, and the users keep paying them till the end of times. Amongst the giants, their CEO's, there are transactions going on.

And who are their soldiers, their pons? Who else can they be than the users? The users are the ones who vote for or against a social network, and they do that profusely in numerous forums or swarms. You know, social-network-three-dot-com sucks. Stuff like that. Not knowing that social-network-four has a deal with social-network-five to work together as opposing forces. This concept has been existing in politics for as long as there are nations. All opposing parties are pointing their vectors into common directions. There is no real opposition That is just fake.

The users have the feeling of great freedom in the virtual world. Yet they work for the giants. Not for themselves. No user earns money as a customer on a dating site or on a micro-blogging site. All the user can do is to feed Big Brother with the most private information possible, while enjoying the least possible useful rewards such as stars, respects, follows, and comments on their useless postings.

No I am not rude. This is reality.

Tell me, what's the use to post a micro time-line blog like "aw whatta bad weather", "shit my cat is sick", "my aunt divorced from her guy", "i gained 2 pounds", you know, the whole internet is crammed with such news! A billion people micro-blog each day about what they want you to check out, which is basically posting URLs of web objects made by others. "Hey check this out! " is the usual message. Half a billion people say "oh" and the other half a billion people say "ah". And so the busyness circle is round again. Everybody happy.

This is the kind of freedom that social network users are enjoying. They feel so free. They can type what they want, more or less, they can upload pics and vids, they can insult each other without paying the price physically or materially, they can act as though they are of another gender, age, celebrity, scientist, what have you. To be and not to be. They can create their own mocked-up world.

That's what you want. That's what you get.

It is so sad that "freedom" has gotten to this level. People do not

know about true freedom in the true world. It has been taken away, made invisible, made un-understanable, almost unreachable, kept in cryptic form.

Organizations such as Silva came up with true working meditation techniques based on visualization at the alpha level of the consciousness. It aids the human in spiritual freedom to a large extent and to become a valuable asset to the fellow beings.

Some "religions" such as Scientology developed spiritual tools as to break free (Clear) from the mind and get truly free as a spirit (Operating Thetan). And it works. But the price to pay is way too high for most people, and so it is reserved only for the financially fortunate. Besides, it is largely fried air too. You'd have to do a lot of useless cycles. I have been in that organization.

Anyway, spiritual freedom may exist, but is hard to get at, and we may not know what to do with it. So if a human being cannot afford a 5-course dinner, (s)he then eats a 1-piece snack. And that is what a social network could be compared with. The good side is that it helps people to survive mentally. That's just another illusion, by the way.

BRANDS LOGOS LABELS

Yes I know, there are excellent publications on this title, and I am not going to try reinvent wheels and stuff, however, I just want to highlight some point of view relevant to the case, where no other pub is talking about.

I am not going to talk about 3D symbols in the world of architecture, such as buildings, road-tracks, cityscapes, etc. That is a subject vast enough to cover a very thick book. So the scope is only 2D.

It's not just the physical world where you see labels, patches, logos, stuff like that where ever you go. It seems the only decoration down town is just that. Yep, even the goddam clothes you are wearing. Take off your cap, what's written there? Take off your jacket, look at the patch, the label. Go have a piss. What's in your underpants? No, I mean the label. Every car driving by has a logo. Every shop has a logo. Every parking pole has a logo. Every kid's toy has one. Every object has one. Man, there are logos all over! Every person is wearing symbols.

Oh you may think, WTF, logos, don't give a damn about them. Sure, that's what we think. Then why do we buy this beer and not that beer, this car and not that car, and so forth. We tend to think that we do that because of the technical or functional or artistic specifications that please us so much. Is it really that what pulls us?

All these logos you walk by, hardly noticing them, even the largest logos you ignore. At the conscious level. At the subconscious level, all these logos are subliminal messages and they tell you something. We don't exactly know what they tell, and even the business people that display their logos do not always have a clue what their logos are really about.

The history of logos goes way back. I am not referring to the birth of marketing tools and channels of 2 centuries ago. I am referring to thousands, millions of years ago. What logos do we find there? We do find many symbols. A logo is - in fact - a symbol, only for business use. That's what we tend to think. Is it really just business? What is business?

Symbols have always been a prime communication protocol. A language. Not necessarily a spoken language. Rather to document important matters that today we tend to refer to as mythology. But what has been documented, although in some artistic form what we call "tales", has never been "myth-o-logos" (words of myth). There was no myth at all. There were cold facts. Just the writing style appears a bit

different from the hard language that we use today. They had different points of reference that are not common to ours.

We simply lack the knowledge and ability to properly fully understand the "mythological" symbols of ancient times. Nevertheless, these symbols still do have their unaltered meanings. Throughout all the past ages and forthcoming ages. And that is exactly what makes these symbols so powerful. They have their fixed point in intellectual and emotional space, where they have been persisting for eons. Symbols have been copied/pasted from generation to generation, as though some eternal spirits have been behind the symbols. In a way they did. Emanated thoughts do not just evaporate into nothing. They are energy, substance, and have causative power. And that stuff can last for millennia.

Now look at a symbol. Any symbol. Doesn't matter which one. Just pick one. Now. Then, look in your mind, feel your belly, inside, feel, sense, extend all your antennas. You will discover that you do feel something. No matter how tiny bit or how short of duration, you do feel something. That is what that symbol causes.

No, it's not the reactive mind, as some scio scholars may suggest. It is condensed data transfer.

That feeling is the signal that you have received, i.e. the data from the symbol. That feeling is not the end phenomena of the symbol, though. The end phenomena of the symbol is information. Logically, as it is with every kind of language protocol.

The human being is not just a temporary piece of life being operational only from birth to death. That is just what the body may be. But the real being, the spirit, is truly an eternal being, whether you like it or not. I am not going to preach about reincarnation and stuff, but simply want to address the subject of accumulated collective records in the universe. Some scholars call it "Akasha", others call it "Time Track".

Now, WTF is that? The accumulated collective records is a kind of central database where all (meta) data of the world is stored. At the subconscious level, everyone can tap from that database. And everyone does access that database, without consciously knowing. Of course that database is not something that runs on a web-server It is not even physical the way we might imagine. The accumulated collective memory is of spiritual nature. See, nothing in the universe gets lost, not a single thought disappears. Everything is stored indefinitely, newly created elements as well as the oldest earliest ones. That's why the universe is expanding. Yes, data needs space too.

The term "time track" comes from Scientology, however, is not quite correct. It should be "data track", why, because it is about data rather than about time-line. Each data record has already a time field. Besides, time is not space or matter. It is action, according to Scientology. They are right in this regard. But then using the term "time track" is a bit odd on their account. They are wrong.

Anyway, ancient symbols carry powerful pieces of meta info that connect with the accumulated collective records. So, as soon as a symbolic meta record is read, some accumulated collective data is downloaded into the mind. It is an ongoing information retrieval by the subconscious mind. Symbols largely cause their effects exclusively at the subconscious level, no matter how hard we try to process them consciously.

In a way, you can compare a symbol with a URL. The symbol itself is data, and meta data, and points to a whole chunk of history. So, the moment you confront a symbol, there is an instant pre-download of the entire record that the symbol points to. It gets cached.

In modern times, for the record the times we live in today, we use a lot of - modern - symbols, not realizing that these modern symbols are often based on ancient symbols. Many company logos, personal logos, group logos.

To demonstrate how powerful logos can be, also the ones you've never seen before, try visit a fashion store where they sell only punk rock gothic tribal stuff. Don't talk to anyone, don't analyze anything you see, just move swiftly along the racks. A few minutes is largely sufficient to absorb some of the atmosphere, some meta information, some look and feel. Then exit the store, and you will certainly have that particular punk rock gothic tribal feeling for a little while.

You have downloaded some energy data. You'd say "it's the ambiance, the atmosphere". Yes, and that's what symbols cause. They cause that feeling. And feelings are thoughts beyond logic reasoning. Feelings go much deeper than thoughts. Feelings are therefore the more important messengers. At the subconscious level. Very powerful.

And the Mind Controllers know that. Mind control is not about thoughts. It is about feelings.

A symbol is a condensed solidified crystallized carrier of data. They do not only represent data, they are data. It's getting even better, those bloody symbols make all related data persist for as long as the symbol persists.

So really, the only way to get rid of an influence (or spell) by a

symbol, is to delete the symbol and all instances of it. Almost impossible. The duplication factor is always higher than the delete button can handle.

You cannot deny the feeling that you have when wearing some clothes of some specific brand. It just feels different from another brand. You feel different in an Armani outfit than in a Wallmart suit. Even though these suits look identical Why? Because of the brand, the logo, the symbol, that pulls you into a certain realm you just cannot escape from.

You feel different walking with a real iPhone at your ear than you would feel with a clone. No matter how hard you try fool yourself.

You feel like being one of them. "Them" being the group related with that brand. The upper-class for example, those who are achievers, or rich, or famous. You share that spiritual ambiance And that tastes lovely. And perhaps there is one person outside who recognizes your Armani outfit or your iPhone. You'd feel double admired and your point well positioned in real social space.

Admiration, ego tripping, mindurbation, you know, you mentally cum. Cos it feels so fucking good to be co-branded with all those lovely logos! People look up to you and woot. And you get wet in the pants. So don't tell me you don't give a shit about logos. Logos is everything!

Brands, logos, symbols, are all the same. Just different appearances, but essentially they are all symbols, all condensed thoughts, all crystallized data. Every symbol emanates a statement and acts as an input device to import "respect".

Throughout the times, the content of these virtual data crystals have been acknowledged over and over again by countless people. Wars have been fought because of a flag, which is a symbol.

Imagine, all those zillions of thought waves what they can accomplish. For example the symbol of dragon or snake looks in ancient settings really like a serpent type of animal. In modern times it's more abstract, something like a ring when the serpent bites its own tail, or like a W when the serpent moves forward. But the essential core of the symbol remains visible.

Symbols are, at the surface, pictograms. That is, condensed word-free language. A pictogram can be read out into any word language directly. Symbols address the intuition directly. You just feel what it tells you, even though you may not be able to put that into wordings. For the mind any word language is not important at all. Images are far more effective, besides of the fact that they provide

access to the accumulated collective database. In IT terms, a symbol is a primary key value.

Symbols have eternal lifetime, for as long as there are thoughts. Symbols are both the thoughts and the access key to the thoughts and the storage of the thoughts. The ultimate holographic database that HAL-9000 would be jealous of.

In the morning we get dressed. We look at the brand of our clothes, and decide to go for this-and-that brand today. To close the door behind you, and moving through town you feel what your clothes tell you. It's not the tissue or the color or the cut. It is the brand, the symbol. You feel you belong to that special class. The day is programmed. You move along that track. The day goes by. You have been behaving according to what the brand, the symbol, has been drawing you in. But you don't know.

Check your jewelry. What are you wearing? What does it truly represent or symbolize? Perhaps your birth sign or a Masonic sign. A line, a star, circle, dots, triangle, wave, you know those so-called abstract signs. Just check on it. You will be surprised of how many you'll find and what you can make-up out of these symbols. "Oh yeah they look so nice." Really? Then why?

It is not you who chooses the brands, the symbols. Reality is the other way around. It is the brands, the symbol, that attracts you and chooses you. They have that magnetic attraction that the mind just cannot escape from. Symbols are the fingertips that push the buttons of our life machine, whether we like it or not.

On the internet we find tons of symbols too. Most of them are on the basis of scanned in physical world symbols. Many of them have been drafted from scratch. But regardless the way and the time they've been created, these symbols all represent specific ideas, thoughts, emotions. Each and every symbol is a tracting force toward deep data. To pull your soul to predefined horizons you can identify with in one or another way. You are embraced by the force of the subconscious whirlpool. No escape.

The initiators of the logos may be long dead, but their logos are kept inherited indefinitely through individuals, groups, sects & cults, factions, corporations, and what have you. Their share of power over the world keeps persisting in time and space, simply by retransmitting the original message through symbols to mankind.

That is what symbols, brands, logos is all about. Modern power magic. To control our thoughts. Without our knowing.

LOVING LOVE

The most frequently used term in cyber conversations is the word "love". "I love you". "I feel your love". And of course the expression "I have feelings for you", usually meant as a way of saying "I love you".

Love is one of the least understood words of any language. Even in dictionaries it is not properly defined. No, don't look it up at Wikipedia. These editors don't know shit about love, obviously. They talk about feelings and emotions.

Anyway, to make it a bit clearer, first of, what love is not: Love is not a feeling. Love is not an emotion. Love is not a state of mind. Love is not a form of friendship. Love has nothing to do with religion. Love has nothing to do with sex. Love is not related with any form of attraction.

Love is not what you feel.

Love is what you do.

Imagine, you go to the supermarket and buy a strawberry cake. You leave the supermarket and see a beggar sitting near the exit. You get that intense feeling of compassion and friendship and make it show in your eyes the way you look upon him. You walk by and go home to enjoy the strawberry cake.

You had deep warm feelings for that beggar. But you did not love him.

Imagine, you go to the supermarket and buy a strawberry cake. You leave the supermarket and see a beggar sitting near the exit. You don't give a shit about the situation and feel nothing special in your heart. You open the cake box and give a piece of strawberry cake to the beggar, calling him a dirty poor chap. You walk on and go home to enjoy the remaining piece of strawberry cake.

You had no warm feelings for that beggar. But you loved him.

Love is what you do to another. It is givingness. Love is when you are like an angel at that moment, with results that are felt as positive. You just do without requiring anything in return. That is amongst the most wonderful things a human being can bring into the universe.

Hey, I am not saying that you should steal from others and give away all kinds of things in order to deserve the favor getting returned. Love is not something that you can accumulate "luvmiles" for. You

cannot say "I deserve love" or "I deserve to be loved that much".

Love is that miraculous thing that comes at the right moment. It cannot be ordered like a pizza delivery. Love is not what can be given, despite of what intellectuals may say. Love is not an object that can be moved from A to B. It is what's been done. It is the creation of a result. It is causing a constructive effect.

Now, why do I talk about love? What has that to do with the virtualusional state of mind internet social network users are in?

Everything!

How often does someone type in a chat box the words "I love you"? Very often! And most of the times, the chatters have not even met in physical world!

In fact, the chatter means "I have feelings for you". But that is not "love", as we just figured out.

Now, "I have feelings for you" is typical an act of selfishness. Ah, now I step on countless toes! I will explain. And keep stepping the toes.

The one who has the feelings is in fact the owner of the feelings and is in fact the one who enjoys the feelings. Mindurbation. See, if the neighbor a block away is drowning in warm feelings towards me, sorry, but I feel nothing at all. Don't assume I am that telepathic. That neighbor is the one who enjoys the warmth of his/her own feelings. I just drink my coffee and talk to the cat, whilst the neighbor is in ecstasy

So if someone is telling me "I have feelings for you", well, good for him or her XTC level, but my antenna receives no signal from outer space and I do not notice any improvement in my life. Nothing is done. You know, to have something is not the same as to do something.

In other words, "I have feelings for you" has nothing to do with "love". It is the one who has the feelings to be the lucky one.

You know, the words "(I) love you" use to be shouted most often at the one who leaves. Someone gets fired and leaves the office. Co-workers yell "love you!". Someone boards an airplane for a flight. Relatives yell "love you!". Kid goes to school. Parent yells "love you!". WTF is that all about? Oh yes, people find it so convenient to give a tiny slice of would-be compassion the moment someone is leaving, as to avoid having to prove it.

Yes, proof. Reality.

If someone tells me "I love you", I ask "prove it". Why not? Why should this not be right? I don't believe anything just like that, come on! I am not naive. You tell me "I feed you". I ask "prove it". You give me a pizza. I say "you have proven it." She tells me "I want to have sex with you". I say "prove it". She jumps on me. Now I have proof.

It is so easy to say words. Just words. Chat is a means of communication using just words. People use chat to have even cyber sex. I call it ASCII sex. Synonyms are UTF-8 porn, modem wank, router cum, World Wide Wet, masturbate, etc., well, to me it is all keyboarded (yep, new word) crap.

"I love you, I miss you". That's been said usually when someone is trying to tell about his/her own feelings of joy or un-joy during the conversation that may end as soon as the conversation is terminated. So, what should have been truthfully said is "I miss my own warmth when we log off". But that does not sound so romantic or unselfish. It is more honest, though.

So here we have that lonely guy in front of the TFT, having a chat with that gorgeous girl who tells him those magical words "I love you". His heart pounds at the highest rate. She takes a sip of coffee. He starts sweating and gets a hard one. She yawns and looks at the clock. He clicks on her 5-stars button. She watches the profile popularity stats going up. He wants to take it to an in physical world date. She types "oops my mom is here" and logs off. Of course there is no mom and all she wants is the easy way out.

Why don't you read my novel "Cyberlusion"? It is crammed with dumb fucking stuff like this. Buy that book first, then read it, and you will have a wider understanding of the number one frustration on the internet, and what is cyber love all about.

Okay, 500 million people chatting every day. Another 500 million people into online gaming. The chatters are cyber sexing. The gamers are cyber killing. They all have such immense pleasure. The virtual world is huge. The bandwidth is the limit. Love has no meaning there.

Anyway, I guess you now see my point. Perhaps I have spoiled the virtual love experience. That's why I kept this topic for the last couple of chapters. Luv ya too.

SAME TIME SAME SPACE

So, the day you start by entering into this nifty twitbook that automatically logs you in by some fresh cookies. Just like every other day. Breakfast dish in front of the keyboard, coffee on the left, mouse on the right.

You look at the virtual wall, see what's new over there, especially the comments and the likes received from virtual friends. These are your daily vitamins that keep you feeling loved and important. Yes, important. You are someone who stands a bit out of the social crowd on twitbook. Your list of follow-friends has a 5-figure number. Less figures would be nothing, insignificant, not good enough to get yourself a hinge with your user display name in bold.

It does not matter what you post in the micro-blog time-line You might have noticed that the lower intellectual level your posting is, the higher the number of reactions. I'm not saying that the crowd is stupid. It's just mental laziness that rules on the internet. People don't want to think. They just want to have some fun. People are tired of thinking. They had to think at their work, at their home, at their families, they just want some rest. Others want to escape from the harsh world of reality because these people are unemployed, socially handicapped, cast out of normal society, or not fitting in the mainstream. All walks of people put considerable effort in forgetting. Well, why doing things if these have to be forgotten anyway in the first place?

Okay, you have entered a new post. About the dog, a new car, the weather, a video you've seen on the web, or simply saying you are awake with a hangover after a wild party (that of course never happened).

Now what? That post of yours. What effect do you want to cause, except for raising the personal stats? You just want to get rid of some steam? That's all? You don't care about your readers? Oh, you wanted to raise your readers spiritual level? Give me a break.

Placing a micro-blog post about the goddam weather, dog, cat or car is just another waste of time. Face it! Really, you can live without this nonsensical shit very well. So your readers can. You will even save time to add to the more useful things, such as enjoying the physical world weather in a more special way, running with the dog a bit further, hugging the tree a bit longer, washing the car until it shines like pearls. See, you can use that extra time to expand quality of life. Real life. You live physically in a physical world.

You may think that I try discourage the use of social networks. Not

at all. I simply try to encourage using social networks in a more useful fashion, and you should think for yourself how to do that. But stop posting all that stupid shit for heaven's sake! Stop insulting the intellectual community. Stop lowering yourself below the level of stupidity. And think, think hard why you should write what you write about wazzup and fuckya.

Of course social network micro-blogs don't need to be crammed with academic stuff. That's not the point. The point is why and when you, for yourself and others, would communicate something.

I doubt whether social networks are the right place to moan about domestic animals pissing under the kitchen table, or about the weather turning your mood into a lower gear. Don't ever think that folks will give a damn about reading such bullshit.

In other words, most micro-blogs are nothing more than mind excrements. Emotional diarrhea. Mental vomit. So don't expect others to eat from it. They would puke and possibly micro-blog about that too.

Certain social networks contain a lot more positive constructive micro-blogs than other social networks having more of the negative time-lines. When you enter these social networks, you can literally feel the difference, with a little bit of confidence in your intuition. Yes you do. You too. I do.

Yeah I know what most folks will answer when I say that social network so-and-so sucks. They say the typical confrontation-less bull-shit "it's up to you what you make out of it". How weak. The typical average herd of cattle answer. Those folks have no clue about collective thought power. I don't blame them, by the way. They are under the spell of the bigger game that's taking place. They don't know what's really going on. Let me explain.

A social network is also meant to gather as many minds as possible to emanate the same thought. For example, 100 million users reading the same ad at the same time, or having a certain symbol in sight. Now that is a whole bunch of mind power. That mind power is both energy and data at the same time. The more members, the more the base thought is carried and multiplied (another word for shared). And that base thought is not always what seems obvious at the superficial level of the site. Usually it is hidden in a symbol that in its turn is hidden in a picture or in text or a combination of these.

A social network does not have a typical structure, at the technical design level. Some are based on open blogging, others are based on forums, there are those based on dating, others are community based, or in the form of a game or fantasy world, some are a combination of

several platforms, the so-called hybrid social network platforms. But they all have one thing in common: Member profiles.

Members think they are anonymous behind their mocked-up identity. And they think that their personal data is protected. It is interesting to see that on the major social networks people tend to be more open & honest about their in physical world identity, but on dating sites they tend to hide behind nicks & mock-ups.

Why is that? Well, simple. Dating is still somewhat of a taboo subject. Oh yes. Dating is a kind of virtual Viagra It keeps you going the mind-fuck way. People do not want to openly tell to their relatives that they lack love life and have no sex. It feels like something to be ashamed of. On the so-called platonic social networks, usually members feel not so inferior having the need to pretend superiority. They feel rather superior and have a certain need to show off intellectually. Slightly, however, noticeable.

And best of all, "it's up to you what you make out of it" does not apply at all in a web environment where you have to conform to about everything that you have access to. And believe me, conformity is not freedom. So there is no such thing as "it's up to you what you make out of it". It only seems that way, but we are all fooled to the inner core of our conforming souls.

But despite of the invited level, the majority of the users just post things that have absolutely no value to others, yet they expect tons of likes & respects. Content does not matter. Stats do. Counters. Higher numbers are generally taken as higher ranking, raise in esteem, increase in VIPortance (you know that word). You know, those folks are real kids. Yes, I step again on some toes. Throw away this book! Or have the guts to face a mirror.

Yeah, so you are having your meal in front of the PC. Eating and clicking. You take a bite. You jot down a quick post, shitting some ASCII. You don't really care what you type. All what counts is the number of reactions. You take a sip of coffee. You click on submit. It's done. What the heck. You count your follow friends once again. You take another sip of coffee. What the fuck. One more follow count. It sucks.

Tomorrow, same time same space.

Have a good reality day.

VIRTUAL REALITY WARFARE

I am not talking about that 3D "virtual reality" technology the way it is usually perceived. I am talking about "reality" that is strictly in "virtual" form. In fact, physicality substituted by virtuality, except that the ultimate accountability is absolutely real, in physical person so to speak.

The virtual world is misused by the media to mock-up news. There have been countless proven cases. You know, there is a difference between fantasy and lie. A lie is what is presented as truth but what is in fact a bunch of untruth. A fantasy is presented as a not real even though it may be felt as real, however, it is not presented as truth, even though fantasy may address some layer of truth.

And the virtual world is not just the internet or everything that runs on the internet. The virtual world is anything electronically made, consisting of bits & bytes. So here we have a big chunk of the media and film studios as well.

Governments are now much aware of the strategic value of the virtual world. They have dedicated personnel that act as regular users, to infiltrate in forums, social networks etc. in order to spy and dis-inform Yes I say "spy and dis-inform" is one of the directives of undercover cybernauts. Such person can be a forum member whom you are in discussion with, or can be a social network member whom you share some micro-blog comments with, or can be the dating profile you are in love with, or even the web-cam sex mistress you pay to have cyber sex with!

You never know.

What has this to do with virtual reality?

To distract people from analytically perceiving the physical world, a whole array of entertainment is setup. Audio, video, games, dating, porn, edu, emo, and so on. To keep people busy by giving the impression that their reality is improved, that they have access to all the knowledge and to the whole truth so help them WWW

The virtual world is, in a way, a copy of the physical world, say, a desired physical world, where people can do what they want. That's what they think.

But what is wanting?

Wanting is not the same as choosing, although they are interchanged often. "I want to wear that dress!" simply means "I choose that

dress!". In other words, if that dress were not there, the choice would be different, because a choice must be made after all. Not a new design. So here we do not talk about wanting but about choosing. If it were wanting, then a dress would be imagined and then sought for a complete design match in the physical world.

"I want this and I want that" is okay, however, the drive behind that wanting may not. Often people want things they don't need. Oh yeah, "nice to have", you know. That sort of enjoyment is usually of short duration because it is just a patch on a disease called "low havingness".

You can think of a triangle "be, do, have" - not in a specific order. These are the three conditions for a smooth or complete life, as some thinkers tend to say. In my unhumble opinion we better think of "be not, do not, have not" - yes, negative thinking can be constructive - as components of some sort of commandments to follow during the course of life.

Anyway, you want to be famous on the social network so-and-so. You want to do all sorts of things to accomplish this and to produce good results. You want to have good stats, stars, respects, follows, so you feel rewarded.

Doesn't this sound familiar?

It is a nice way to forget about the harsh physical world of warfare and terrorism. Perhaps a relief for you to know that this kind of escapism is fairly easy to recover from. One of the virtual world's hidden agendas is that it is used as a playground for mind manipulators.

Not so long ago, it was the idea of mind controllers to use pharmaceuticals - such as vaccinations, medications, drugs, supplements - in order, through bio-chemical induction, to reconfigure the brains. But it became evident that just altering the physical brains is only limited in terms of possibilities. After all, sedated or over excited people aren't that much useful, unless they must work as actaholics (new word) in a factory or disco bar.

Now the mind control programme is much more sophisticated. It is at the level of the mind rather than the brain. Leave the brain fully intact and so the mind can be reconfigured effectively. That sounds logical.

What for? We are not supposed to know. Knowingness is the ultimate defense against mind control. That's one of the basic foundations of Scientology thinking, although not openly taught as such in their Organization, except that they strive for "spiritual freedom". But

Scientology is false flag as well, why, simply because by advocating the road to spiritual freedom they say that the spirit is not free. And they make sure you get to know how much unfree you truly are. They call that auditing. And it is very expensive.

But I can tell you one thing: the spirit is free, has always been and will always be.

The fact that we don't know that is another thing. It is just the mind that is subject to all kinds of shit. And I am not referring to something that Dianetics can solve, i.e. the reactive mind. Even as a Clear you still have to deal with the mind. I am referring to all the goddam impulses that the mind receives from and has to process for both the physical body and the spirit, regardless whether you have reached the state of Preclear, Clear, OT, Excalibur or whatever. The mind is the interface between the body and the spirit. Mind control is based on this principle. Most spirits do not have the strength or guts to dismiss bad influence by the mind or body. Let alone tackle it.

Only two out of three human components are attacked these days. The body, through pharmaceuticals, and the mind, through e-drugs. The spirit is not under attack by the holders of hidden agendas. They simply lack the knowledge how to do that. Even high level Scientology Operating Thetans lack the knowledge how to attack the spirit directly, i.e. without any interface. Some think they can, but they still need the mind to do so. Why else do they still live in bodies?

Today we log on, are online, gaze at the TFT, read the web news headlines, post a comment, watch a video, listen to an MP3, ping a dating profile, upload a pic, open up a game, shoot some avatars, and time flies by. We feel we have accomplished something. And the night falls. We fall asleep and we don't know how much we have been defeated again by "united cyber nations" (just a coined expression).

The war of today is silent, is virtual, is without bombs and bullets. Some speak of an information war, but that is only a small part of it. What is underneath the surface of info noise is the realm of our subconsciousness, where we do not know how to fight against an enemy that cannot be identified by name and location.

It is not always true that the best defense is the attack. Martial Arts shows that clearly. Also the concept of Blitzkrieg won't work, simply because it doesn't fit in the virtual environment. Those who tried, failed. You know, those marketeer hype mushrooms on the web. So the war strategists are not quite right. At the virtual level, the best defense is physicality. Simply because that is what you have your hands on. For example, if you visit a website and you are bombarded by flash ads that make you desire buying that coffee-

machine, simply move away from your desk and walk into the kitchen, touch your coffee-machine, make coffee, drink it, then go back online again. Adios desire, and you just saved yourself 100 bucks. This is a working reality process. Use it!

As to the more destructive side of the virtual world, war games, rather than having stealth planes digging holes in the air, over packed soldiers shooting metal to one another, innocent civilians getting wounded or facing death, buildings collapsing, and what have you, you know, that destructive crap in any physical world war. World War X (where X is an integer) is fought "on screen". Yeah, games, to "enjoy".

So all the ego trips are processed electronically too. Now you think that the nation with the best computer power will win such war. Well, not so. Of course there are regulations, as to balance computing power in a similar fashion as the F1 racing cars of today must comply with technical boundaries. That makes the warriors equal in terms of technology. Now it is all up to human intelligence. Fair deal, right?

Ultimately, warfare will be just such game. After all, war is usually about how people feel about each other, regardless of so-called reasons of economy and stuff like that, which is proven over and over. Why else keep leaders talking about "enemies"? It's not the building's fault that leaders are unhappy with each other. Yet they destroy the physical belongings. Rather close good economic deals. Then all folks win.

Unfortunately that is not the way people would reason today. Every destroyed building generates a new construction project and that brings money into the economy. Bombs are used to dig up dirt, so oil pipelines can be laid into the ground easily. Behind every war there are other agendas.

And today hundreds of millions online gamers are getting trained in warfare.

They don't even know.

I will not live in that warlord era where hypnotized warriors have been brainwashed from early childhood, and I am thankful for that.

I will be dead before they can actually shoot me.

DELUSION AND FREEDOM

What is "freedom"? What is that stuff - more worth than all diamonds in the world - many wars have been fought for, millions of people have been slaughtered for, countless resources have been offered for?

One wants to be free.

Naturally, the question would be "from what?" or "of what?" As though something kept an inhibiting force of some solidity, such as persistent counter resistance or persistent boundaries.

The Borg, as seen in Star Trek movies, form a population that clearly share a collective mind. Trekkies think the Borg are not free. The Borg think Trekkies are not free. It is just a matter of perspective or point of reference. Is it really?

Some modern spiritual movements such as Scientology advocate "spiritual freedom" as the highest something that one can achieve. Meaning that from the OT-8 Level onwards the Thetan can stay out of the body and that "Truth Revealed" is a fact. Well, that sounds like a lot of "free". But LRH, the founder of Scientology failed to properly and honestly define the word "free". If he did, then most of the auditing would not be needed, in my again unhumble opinion.

Well, if an astronaut performs a space walk, (s)he is still bound to be nearby the space ship for extended life necessities. That space walk is a temporary illusionary freedom. Astronauts go straight to the highest tone levels when doing EVA - Extra Vehicular Activity. They feel that ultimate freedom. Liberated from the base. Detached from everything.

When a child reaches the age of 18, (s)he can leave home, and be free. But it may be free from the dictatorship of the parents, but the world outside of that home freedom rather means to have to take into account all sorts of limitations, regulations, laws, social restrictions, communities, obligations, and what have you. Does not sound like free at all. Other boundaries have to be conformed with.

So the sense of "real freedom" seems correlated with more than an emotional event. It has to do with being detached, being not part of, being completely off the grid, totally offline, being absolutely individual, outside of any matrix.

Well, let me tell you something, it is an emotional state, that feeling. It is not as it seems. It is not a physical factual existence. A hermit is not free, being imprisoned in his own cage. A god is not free, being stuck with his own created universe. To

exclude oneself does not imply freedom either. It merely confirms the opposite.

If a human being floats in outer space, no spaceship nearby, no planet nearby, that being is free. But guess what. That being feels most limited, as you can imagine. And that is the opposite of freedom. Freedom means not just detachment, it means having no limits, no boundaries, no cage, no umbilical cord, no dependency, and so on.

People may think that real freedom means to be completely off all grids of all kinds. At least, it seems so. So that free being is on his own. Now what? Is that free being to stay alone for the rest of her/his existence? Oh how lovely to be totally free, to be totally left alone, to have totally nothing to do with anything and anyone, right?

Oh, it's not that? Freedom? Then what is it? No, don't look it up at Google or Wikipedia. All you will find is a bunch of definitions that contain the word "free". Well, my grandmother knew that "free" is "free". So nothing new here as far as a clear definition is concerned. Dictionaries that say things like "freedom is free ..." are useless. If I ask someone "what is shit", then the answer should not be "shit". See what I mean?

There are a couple of things that humans wish to grasp, such as "what was before the beginning", "what's outside the universe", "who is god", "how long is eternity", pointless stuff like that. Okay, these things are a bit hard to define. And so is "freedom". All those questions are asked without being able to grasp the definition of the question, let alone to grasp the answer. We ask useless questions, we want things that we do not even know how to use.

We want freedom, but we lack the ability to understand it, to use it. Let's face it. True total freedom is way over our head. We can hardly grasp its true meaning, let alone find a way to be one with.

It's like climbing a mountain. You climb a bit, see the top, go there, and lo behold, you see another higher top, and so forth. The final top you cannot even see! It's above the clouds. We don't know what the top is like.

Strictly spoken, we are not ready for true freedom.

Give a train freedom, and it will try take a ride outside of the railway. Imagine the consequences. Of course the makers of the virtual world understand this, and they came up with a solution: give the train more railways. Give the user more internet highways Give the user more social networks, more communities, more blogs, more

dating sites, more porn, more downloads, more chat, more online games, more apps, more iphones, and so on, more of more.

More online stuff does not mean more free. It means more time spent in being restricted. So the virtual world isn't that free. Blessed are those being offline. They have less to conform with.

I am not at all saying that freedom prevails in a world of nothingness.

Virtual space is expanding to immense proportions and it seems there is no limit in data transfer, storage and processing. People take on profiles, or avatars if you wish, and live the virtual life with a seemingly ever decreasing amount of restrictions. The sense of freedom increases.

But in reality we want liberation, not freedom. We want to be liberated from the forces that instruct us what to do and how to live. We want to be liberated from those pulling our strings. We want to be liberated from being corrected in whatever we do wrong.

Yes, we are free to drink water. But the water contains fluoride, whether we like it or not. But we are free. We are free to remove our thirst by going online and drinking megabytes. But the megabytes contain spy-ware and subliminal messages, whether we like it or not. But we are free.

But do we have the full ability to really do without? Can we truly live completely off all grids of all kinds?

In fact, the prison, named virtual world, has been expanded. What better than a prison the size of the entire planet? No place can be more free. Yep, I am sarcastic here.

So in other words, freedom is not exclusion but rather inclusion. Enjoying being part of a greater something and purpose. And here we meet with the Borg. They have their cube, we have our globe. In an ocean of time space we float in our virtual vessel without ever reaching a harbor. Whatever that may be.

And so we are all fucked.

FAIRYTALE – THE GOOD BUTTERFLY

I wrote this little fairytale as to finish off this whole non-fiction stuff. Of course to set a bit the colors of the mind. Basically, this fairytale tells a bit about anyone like you or me who lives in a world of social expectancies hoping for good karma. Here goes:

Once upon a time, Drande, a nasty gnome, was walking under a rain shower in the forest. He was kicked out of the house by his fellow gnomes to search for yellow honey flowers, their dinner. The heavy raindrops were beating his angry head. Once again he had been teasing mini gnomes, and the Village became tired of his behavior

Along the road to school, on a red mushroom with white stipples, illuminated by a sunbeam of golden light, a colorful butterfly was playing a flute. Drande's angry face turned startled : "Hey Butterfly, how come it does not rain at your place?" Butterfly did not answer, and kept on playfully throwing little stars of music into the soft breeze. "Hey Butterfly, why do you have wings and I have to walk?"

The music stopped. Butterfly stretched her wings and smiled : "Would you like to be a butterfly, never have to walk in the rain?" Drande stumbled : "Of course, who would not?" Butterfly whispered : "Many wish so, few know how to, and now and then a single will be ... Are you not Drande, the teaser of the peaceful Village?"

Drande did not answer, but his red ears and down looking eyes told her enough. "Why are you always teasing the children?", Butterfly asked. Drande leaned against the mushroom and sat on an early Autumn leaf : "When I was a kid, I was also teased!" Butterfly gently frowned : "But the mini gnomes you are teasing are innocent."

A deep silence came around Drande, who gazed at the far away Village. The rain gradually stopped, and a hazy rainbow hung between the patient trees. "But what has that to do with the wings we were talking about?" Butterfly jumped off the mushroom and landed smoothly next to Drande : "Have you ever seen a butterfly teasing someone?"

Drande stared at the rainbow : "No, in fact .. But they are not even able to!" Butterfly nodded : "They don't need to be able to tease." Drande shook his big nosed and large eared head : "But I need to ! I have to!" Butterfly shook her beautiful head : "Then you will never have wings." Drande bursting out in tears : "But I want so much to be a butterfly!"

"First of all ..", Butterfly warmly said, ".. you must turn your

teasing into loving." "But how !?", Drande despaired. "When it is full Moon, you must give all mini gnomes a kiss on the nose." "And then I get wings?" "No .. first all mini gnomes must also give you a kiss on the nose, when the Moon is invisible .. and then there is one more step to take .." Before Drande could turn his head to ask which step, the Butterfly had already disappeared.

Days went by, Drande wandering along the path between the empty mushroom and the Village each afternoon. No-one knew where Butterfly had gone. The silken sky was glowing the last glimpse of the Sun, and at the flower field the silver Moon quietly rose up from the other side of the end. One by one, all candle lights in the houses went asleep.

Drande silently opened the door of the first house, and went to the bed of a mini gnome. He softly kissed the nose, and quickly sneaked out again. And then did the second house, and the third, and so on, until the last house. The night was almost over, and the silver Moon light made diamonds from the drops of dawn.

No gnome was teased anymore by Drande. Peaceful days and days went by.

Dancing mini gnomes filled the late morning that tickled Drande's dreamy eyes. "But that is the dance of Death ..", he uttered, "... someone is going to New Life .. who is it?" The beardy Head of the Village heard him, as he stood nearby, and he said : "The one, who has seen a butterfly last before she disappears for at least twenty-seven days, has the privilege to start a new life .. At noon there will be a gathering to vote .. be there."

When the Sun was at his highest point, all gnomes of the Village gathered in a large circle. Each one of them had to write on a piece of parchment when the Butterfly was seen last by whom. The Head of the Village took all the heart shaped papers and went into his mansion.

Evening dinner at the market square was attended by everyone. The Head of the Village rose from his chair : "All gnomes, I have to announce to you the name of the privileged gnome." The voices and music faded away into silence. Everyone's ears were waiting. "The name is .. Drande", smiled the Head of the Village. And a breeze of whisperings went amongst the gnomes. "But then I will be again Drande gnome ! I want to fly!" The Head of the Village laid his hand on Drande's shoulder : "You will be Dradrande .. meaning the one who came back .. to become Head of the Village .. which is a great honor." Drande nodded hesitant.

That night, Drande was lying down on a young sunflower, and he drank

the nectar from the golden bowl that was given by the Head of the Village. Drande whispered : "Oh .. I see the stars .. coming near .. the light .." All the mini gnomes gave him a kiss on the nose, under the invisible Moon. He closed his eyes, to be closed for some time. He would become a Dradrande upon his return.

The candle lights went to sleep, one by one. And while Drande was left alone, for a journey to eternity, through his dying eyelids he saw a shadow, of a butterfly, descending upon him. And his last words whispered : "When and how will I come back?" Then, he became one with the night's destiny to be filled with new stars.

Sunrise casted golden light next morning through the twigs and blossoms. The young sunflower was empty. Drande had gone. A group of mini gnomes went to school, and they passed the red mushroom with white stipples : "Oh, look ! A butterfly ! On the mushroom ! Look ! With kisses on the nose!"

EITHER SIDE OF THE WALL

Some psychiatrists are seriously wondering at which side of the wall of a lunatic asylum the delusional folks would live. I must say, their questioning isn't that silly.

As a corollary, you might wonder at which side of the computer the delusional folks live. At the side of the virtual universe or at the side of the physicality universe? Of course you and I are not delusional. Of course we are absolutely completely ourselves when in the virtual world. Of course we behave the same way in the virtual world as we behave in the reality world. Of course for our mind the virtual world and the reality world is exactly the same.

Yeah sure, my ass.

There is a wall. Not the well-known firewall, but a clear separation between what is virtual and what is physical. It seems that a lot of physicality "patients" seek their therapy in the virtual world, whereas a lot of virtuality "patients" seek their therapy in the physical world. So there is some interchange going on. But in the end, the ones who are delusional are the real people. And whether they like it or not, they all live physically in the physical world.

The virtual world is a mad house. Surf around and see what kinda crap is spinning around on the web-servers. People behave and do things exactly what you'd expect in a true mad house. In the virtual world they kill each other just for the thrill. They cheat on each other. Just for the thrill. They insult and bully each other. Just for the thrill. And so on. Isn't that mad enough?

Of course the physical world is a mad house too. Look around and see what kinda crap is happening around everywhere. People behave and do things exactly what you'd expect in a true mad house. In the physical world they kill each other just for the thrill. They cheat on each other. Just for the thrill. They insult and bully each other. Just for the thrill. And so on. Isn't that mad enough?

Of course I can come up with tons more of physical world and virtual world examples. But I guess you wouldn't need more, to understand what it is all about.

Fun or thrill, WTF, it's just taken as a kinda entertainment. Read: over-stimulation. It's all about mental snacks called "emotions". Whatever, it is on either side of the wall where lunatics exist. So there is no way saying that the virtual world has more lunatics than the physical world, neither vice versa. They both suck.

No, I'm not emotional. I'm just observing. Don't worry. There is nothing wrong. Except that there seems no real place to hide from mankind's idiocies. Which makes the question "which side of the wall" invalid.

Here we have our quandary. Our fellow beings who work hard in the physical world, enduring all kinds of stress, in their spare time they seek some enjoyment in the virtual world, and what do they find there: another kind of stress. And they have no strength left to defend.

There seems no real relaxation available in life. The number of massage rooms, escort ladies, porn movies, meditation services, healers, and so forth keeps increasing, but that seems an effort in vain. The WWW has been invented to improve life quality, as with most technologies. That's what we are told. But like many inventions, the other side of the coin prevails.

So what to do about it?

Nothing.

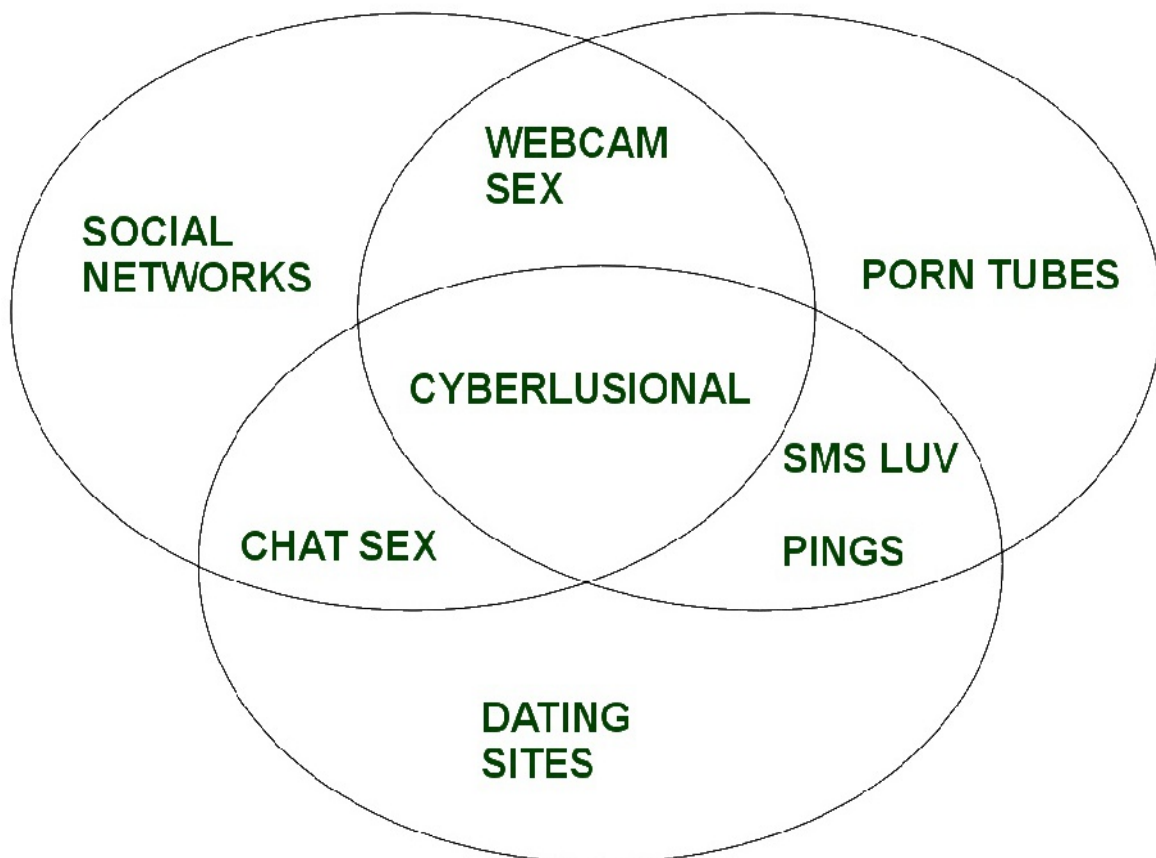
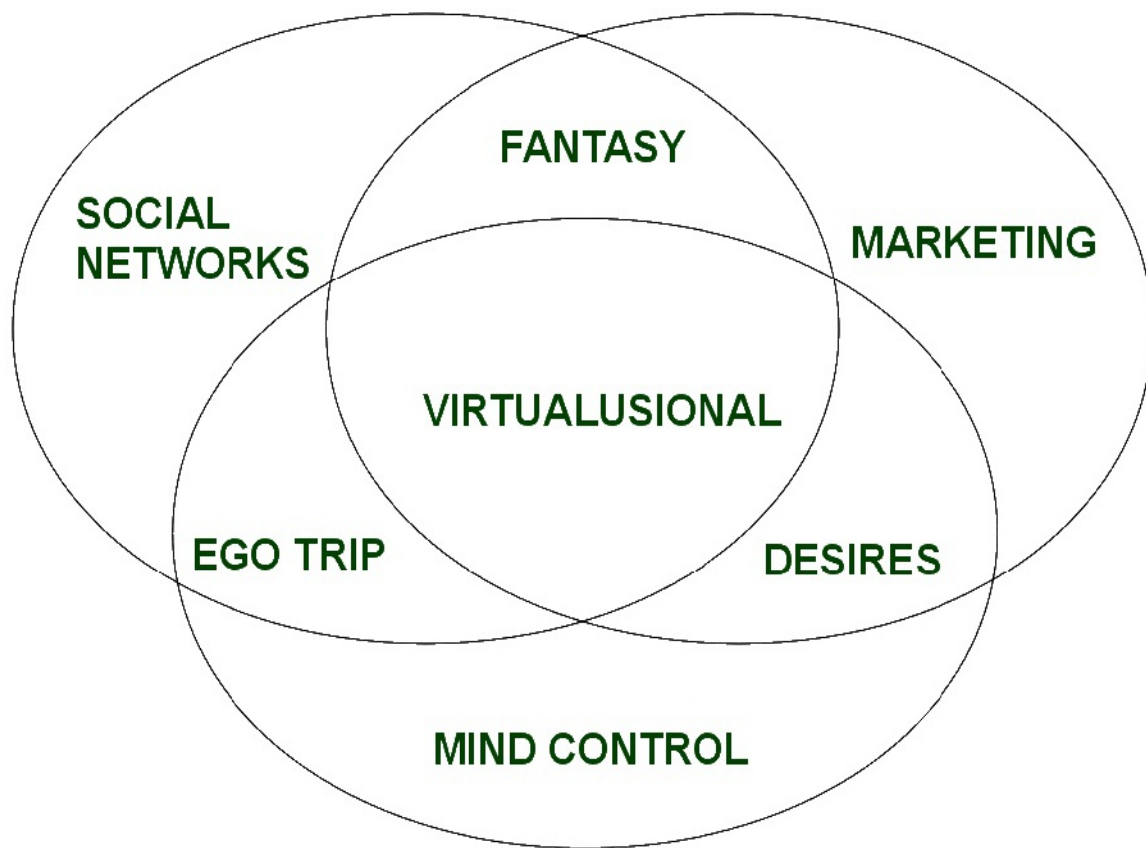
Fortunately, the idea that we can't do anything about it is an illusion. The whole setup wants us to believe that we are under full control by the strings of technology and conspiracy. Of course we can do something about it. Not by trying to change the internet. Not by trying to change your in physical world job or relationship. Not by trying to fight anything. Not even by taking therapy or by practicing positive thinking that is actually putting a silken blanket over a heap of shit. Just by changing a little bit in ourselves, through knowing thyself.

You know, the prime reason why I wrote this book is to raise consciousness about our behavioral aberrations. But foremost, to get to know ourselves. Through inner knowingness we have a chance to become a better human being. That inner knowing is exactly that little change. It works like a detonator to invoke a chain reaction.

If only we have the sincere wish to change, we are already half way. The other half of the road is having a very good look at ourselves of what we are doing and why. For every individual it is different. But one thing we have in common. As a free spirit we have the full ability to look into the mirror and to be honest about ourselves.

Self honesty. That is the key to freedom. And then it does not matter where the walls are and what the walls are.

So help you <http://>



CYBER GLOSS-ARRAY

My first book Cyberlusalional, a novel, is about a physical world story of some folks who cheat on each other in the virtual world. In the meantime, some glossary for you to know got produced. This one appetizer chapter (do not worry, after this chapter the main course will be served) has those for you in store, some cyberlusalional wikitweetz in unreal alphabetical order. Here goes:

A dating profile pic is supposed to mean: "This is me, now". To put a pic of 20 years back would be pretty useless. Ever heard of self esteem?

A fake dating profile is a mock-up by someone who will never be what (s)he pretends and never get what (s)he desires. Usually meant this way.

A friend is someone whom you at least communicate with once in a while. Friends lists in social networks are usually merely hit hunts

A guy is having a real life relationship with one and a virtual relationship with another. He has sex with the 1st. Does he cheat on the 2nd? A guy is having a real life relationship with one and a virtual with another. He has cyber sex with the 2nd. Does he cheat on the 1st? Answers : Wrong question.

A virtual relationship cannot be converted to a real life relationship. You would have to start from scratch. Disagree? I thought so.

All net related ethical matters are referred to as nethics. Net hics is something else.

An addictive that changes physical or mental function is called a "drug". Internetting changes our function. It is also known as an e-drug.

An ALT is another virtual identity for the same real person. Alts are used to avoid confrontation, to cheat and to spy, and to express oneself in another way. Quite handy for having multiple personalities on the web. It is not schizophrenia, but therefore not necessarily mentally healthy either.

Anyone asking your age at first contact seems to calculate options and abilities. Age says nothing about the remaining time.

As soon as you find the lover of your virtual dreams, be prepared for the reality nightmare after.

As soon as you get warm feelings for a cyber profile, first analyze yourself to figure out what exactly turns you on. You may be surprised.

ASCII is the human communication protocol through which wars have started, marriages have been broken up, and cyber dates turned into reality disasters.

Being eaten raw is the feeling you get when you have been hit to the core of your being with love and truth at the same exact moment during a net.session. This is also referred to as fooling yourself in real-time.

Broken relationships should not be fixed. Broken car should, because these could bring you from A to B.

Bullying online is one of the most cowardice actions. You never know who is the real person behind any profile. Too often children make the mistake to create profiles to pretend to be grown-ups. Yet they are emotionally unable to cope with bullying, even though they pretend otherwise during the conversations.

CHAT: Cheating Her/Him All Times. Isn't it?

Chat Box is a program on the internet that you can access via your PC that allows you to talk (keystrokes) to people from all over the world in real time using the keyboard (they see what you write almost the same moment or after you hit enter). It is like having a telephone conversation, but instead of talking you write.

Chat is a comm protocol that bypasses body language. So, over 90 percent ineffectiveness is involved. Yet people chat and fall in cyber love.

Chat lovers feel unhindered by body language, because lying becomes less evident. In the physical world, words only do matter a lot less.

Chatters know they most likely won't meet in the physical world. Yet they spend considerable time to list their body features.

Children should stay away from adult chats and dating sites. A child is a child, in real life AND in cyber space. Period.

Cyber daters generally are life complicators. Cyber dating makes life more complicated because there are two lives at once. Daters obviously need such challenge. No, not you of course!

Cyber daters tend to prepare an extensive checklist of all their

wants and dongs in a candidate. On 1st contact they usually can't find the list anymore.

Cyber daters think they are ahead of time in social networking, but most of them use pictures of long time ago for their profiles.

Cyber love: As soon as you love the data, the meta information, you think you love the real thing represented by this info. Different world!

Chat lovers feel unhindered by body language, because lying becomes less evident. In the physical world, words only do matter a lot less.

Cyber friends know they most likely won't meet in the physical world. Yet they spend considerable time to chat about their body features.

Common interests do not add anything extra, as there is nothing new. Different interests do. So why take common interests as a relationship basis?

Cyber love: As soon as you love the data, the meta information, you think you love the real thing represented by these data. Different world!

Cyber lovers have the tendency to love the one who will never exist.

Cyber lovers world occurs in the physical world time dimension. Why burning up precious real time for a world that has no meat?

Cyber lovers live in a world where data is perceived as real as the entity (person) represented by the data. They're in love with data. Would you kiss a file?

Cyber lovers living their relationship only on a square foot TFT are not living physical world love life any greater than that.

Cyber sex doesn't infect you with any disease. However, that doesn't mean it is spices up your health.

Cybersex sucks. Only with the appropriate peripherals. Otherwise you blow it.

Dating profile pictures usually show the face, sometimes the torso, seldom the hands. The hands are the parts that do active touching the most, so why hide them from the profiles?

Dating profiles tend to contain the best features and personality traits, even though in real life the darker side is the one to be highlighted.

Dating profiles that show a fake gender are from minds in the physical world that basically want to fuck themselves without being fucked.

Dating site users tend to pretend to be younger than they really are. To be young is not an accomplishment. It is a time track anomaly.

Dating sites usually presume that daters search for common interests. However, isn't it the differences that make a relationship interesting?

Did you really lick the screen when having web cam intimacy? And your fingertip caressed the mound-wheel, pardon, the mouse-wheel, right?

Disagreement is usually not caused by diversity, but by what the partners have in common. There is just too much of the same, which happens when you have things in common.

Do you operate a dating site? Here's an idea: profiles must also show pics of the hands. No-one wants to have sex with Frankenstone or Dark Vador, right?

Do you sit at the computer 7 days a week? Advice: Take 1 day a week off. No computer. Use that day to do all without hi-tech. You will truly live.

Don't care what people say, just follow your own way. The only problem is when there is an intersection of internet connections.

Every lie on a dating profile gets rewarded with a reality factor greater than that. Unless there won't be a date for real. But then why dating?

Every new dating site starts with fake profiles, simply because the owner knows that no-one will join a dating site with zero profiles. Most of those profiles will stay in the database forever.

Falling in love with a profile in the virtual world is turning your own fantasies into reality. But it isn't anything more than a gigabyte of nothing.

False dating profile pictures have no meaning in the non-physical virtual world anyway and have no constructive function in the physical world.

First cyber sex was done with Morse code in the 1950's using public telegraphs. Nah, just kidding! People did it by handwritten letter. Don't take it too serious!

Feelings cannot be downloaded as the format is unknown.

Friends are a place we share our sadness and happiness. It is all on the hard disk that can crash at any time.

For many humans it is not an issue whether something is real or virtual, for as long as the desired mental or emotional enjoyment is there.

Give in to love, or live in fear. Back it up on your USB stick.

Pokes and pings have replaced handwritten love notes. Ink has been replaced by clicks. Where art thou, oh romance?

Have a bot transmit your pings and you will be hailed for your constant attention.

Having cybersex? Put a condom over your mouse to add more reality and to protect your system!

Having just started a relationship, dear men, be aware that all your assets, friends and agenda have magically become hers.

Having profile pictures representing a much younger age is like denying the years of life experience, the accumulated personal values.

Having physical world sex with one and cyber sex with another and wondering whether you are cheating? You are. Because you are the same person.

Having physical world sex with one and cyber sex with another and wondering whether you are cheating? You are not. These are separate worlds.

Hit hunters are those being online going at great length just to get traffic regardless of who the visitors are.

Honest dating profiles contain the good, the bad and the ugly. Ultimately, those profiles will hit real gold. The others stay with fantasy.

How R U is an impolite abbreviation of "hello nice meeting you" and "how are you".

Hugs are replaced by smileys. Kisses make way for SMS. Holding hands is done by email. Tears are kissed by chat. How can someone truly type "I love you"?

I created at a social network a fake female profile with all the great features. In a week I got the maximum allowable number of friends. Go figure!

"I love you" is not what is felt but what's been done IRL. "I love you", based on a virtual profile, in cyber space, is therefore an impossibility.

I net.love means I love the imagination of impossible reality defined as love.

If a friend or loved one would "die for you", rather try agree (s)he'd "live for you".

If a profile has many friends on the list, communicating with only 1 or 2, which is usually the case, then s(he) is very busy with no-one.

If all dating profiles would represent the truth and nothing but the truth, no dating site would ever be needed.

If dating profiles truly represent the candidate lovers as shown on the dating site, then how come that these super beings are still single?

If someone in cyber space tells you "I love you" it doesn't automatically apply to the physical world.

If you can't find a lover in the physical world, you won't find a lover in the virtual world either, because you use the same checklist.

If you have a cyber relationship, treat it as a cyber relationship, not as a physical world relationship.

If you interact with your virtual pals more often than with the one whom you are married with, a couple of things may need to be redefined.

If you put a photo of your dog or cat as your dating profile pic, make sure your IRL date will meet with your dog or cat and not with you.

If you put your best photo at your dating profile, you may get more site visitors, but also more disillusioned folks you meet for real.

If you put your worst photo at your dating profile, you may get less site visitors, but folks you meet for real might be more pleased.

If you realize that life is too short for worrying about what other people think about you, there is more time left to enjoy your own self.

If you think that life is too short to waste by worrying about what other people think about you, you may consider stop polishing your profile.

In a chat, when someone types words that indicate a sexual act, rest assured that your computer won't execute the meaning physically. Unless you are an experimental hardware geek.

In a cyber relationship you exchange expressions, through smilies, words, pokes, icons, etc. But you know what, this limited way of communicating is not real life.

In a dating profile, a young age may stimulate sexual interest or suggest vitality of some sort. But then do not expect the wisdom of anyone older.

In love with that wonderful dating profile? The only antidote is an anti date Log off and go meet for real. You may end up loving yourself.

In the real lovers world a smile is no longer a symbol, a hug is no longer a word, and the keyboard is useless on the couch or in bed.

Instead of clicking on dating profiles, why not going down town and grab a stranger for a drink? That's the real stuff and so much more fun!

INTERNET: In Net Terms Ending Reality Never Existing Truth. Clear enough?

Internet daters tend to keep a checklist of all their requirements for a candidate. At 1st physical world contact : Checklist usually gone.

Internet lovers have to manage the virtual and the physical world in the same time dimension. These worlds are, however, not interchangeable.

Into dating and concerned about age? To be young is not a guarantee of having a long lifetime ahead. To be old does not indicate early death.

Into dating? No need to know what you want, for as long as you know what you (and the other) need. Often people want what they don't need.

Into a virtual relationship? Don't get the illusion that the web is real and safe. Psychologists see their customer base grow by the day.

In Reality is a term that confirms that people think of the net.chat as not real. Yet they spend many hours there, mocking up their real dreams that never come true IRL, and trying to find out who the others really are. The only thing they discover is their own self.

IRL is a commonly accepted virtual world term meaning In Real Life. So in a way it suggests that virtual life is therefore not real. Of course, reality does not have to be exclusively physical. Thus IRL is a wrong term. It should have been IPL, In Physical Life. For that reason, and for better readability, I use the term "in physical world" throughout the book.

Kids learn to communicate using tools like chat, SMS, email, pings, pokes, etc. Once they communicate IRL, a new learning curve starts.

Kiss the screen when it is unplugged, otherwise you get static.

Kids learn to communicate using tools like chat, SMS, email, pings, pokes, etc. Once they communicate IRL, a new learning curve starts. This is a heavily under estimated global problem.

Language is something you should be aware of, when you are involved with people on Talkers, is that they are indeed people. Behind the words that appear on your screen there is a soul, a heart, a person. It is easy to take any identity or role on a Chat Box, but regardless of who or what you pretend to be, the person at the other end of the line is also a person, with feelings that can be hurt and cheered up. Also, try to use simple wordings, because the other person may have a different native language and may not always be able to make the correct interpretations of any slang or colloquial expressions.

Living your virtual world life is always at the expense of your physical world time.

Location is the name of the city or country your chat partner pretends to live in. The IP address cannot be reached by public transportation.

LOL means laughing out loudly. It is typed when the mind is unable to come up with a smarter action.

Lots of dating profiles exceed planet Krypton level specifications, yet none of these super beings seems unable to find a partner in the physical world.

"Love' isn't what you feel but what you do for real. Words "I love you' are void if nothing is being done. In cyberspace "love" is a vacuum.

LOVE means Log Out Very Early. An advice, yes! Otherwise it becomes net.love and you will get fooled. Not by the other, but rather by yourself.

LUV means Lying Unreal Virtualities. Same as above.

Main area of attraction in dating profiles is sex & entertainment related. The most ignored area is housekeeping. There is more at home.

Many web daters want to go back to the computer the moment they have their first in physical world breakfast with their new partner. They realize something.

MIRC? Make It Real Creative! Same shit as CHAT.

Modem speed does not matter when it comes to masturbation. Unless there is some sort of premature sensitivity beyond the network.

Most dating site users are not there to find a real partner, but rather to discover whom they cannot be partner with. And most of them have as primary objective to get the maximum possible visitor hits. This is numeric ego tripping.

Most people who are involved with social networking tend to accumulate as many contacts possible as their main objective.

Most porn site visitors use the substitution formula: Mentally taking the place of a role player and telling to self the movie is all real.

Most singles make their life more complicated by getting involved with cyber dating which is in fact a parallel world in a virtual universe.

Most social network members prime goal is to acquire the maximum possible number of friends, contacts, followers, ratings and what have you.

Most web users have a tendency not to take the WWW too seriously, especially in discussions. Yet they don't feel they're wasting their time.

Multiple identities by a single person tend not to talk to one another very often, although it may be very interesting to see how

much the identities may fall in love with one another.

Net.friends are windows folders. Once you open such folder, you have to search for what you won't find. If you find it all the same, then it was your own data-entry anyway.

Net.love is real, if it is real for you. But if it is fake for you, it is fake. Half real does not exist.

Their owners to feel safe behind such names use nicknames. But they forget that nicknames reveal more about their personality than their regular names.

On adult dating sites, many prime profile pictures show genitals. Yes, that's where the brains are.

One of the major endeavors of a profile in a social network is to get the max possible number of ratings (e.g. likes, respects, stars, etc.)

One of the mistakes cyberians make is to convert virtuality to reality, however, it is reality to be the main subject in the cyber world.

On social networks about one third - if not more - of the profile photos do not show the actual face but something else, such as symbols, cats, dogs, cars, comics, and likewise signs of intelligence.

Paying for a dating site? Why not going downtown and pay a stranger a drink. Unless you don't want the physical world. You do want to live life, do you?

People feel that frank connection during a chat, however, ignoring that reality may be not the same as what the modem delivers.

People into virtual dating often think they know what they want, but they don't. Otherwise they would have picked someone in the physical world.

People telling lies on their profiles are paving the way of a journey without a destination other than again a next stop.

Phone.sex seems the next higher reality level of net.sex. Spelling errors become, however, less evident. Translations of smileys sound ridiculous by voice.

Physical features do not matter in cyber relationships. Yet these features are usually the main subject at the first virtual meeting.

Physical features of dating profiles change over time in the physical world. Many profiles remain un-updated in the virtual world.

Profile images use to show the body part that tells the most about the person behind it. They are the entry points of prejudgment

Profiles are exclusively meant to set your prejudgment. Yet none of the profile owners really wants to be prejudged. And all of them do judge others.

Profiles are skimmed over just by the picture. If you have a unique trait, show it on the picture, not just in the description.

Profiles with a dog or cat as the main pic obviously represent a person with a similar level of development.

Real life orgasms during net.sex is nice. But who sleeps with the keyboard in bed, after the act?

Reality you find everywhere, also on the net. There are all kinds of realities where there is no such thing as "realer". The form may differ, like a banana from an apple, but the banana is therefore not fruitier than the apple.

Relationship breakups are usually not caused by diverse, but by what there is in common. There is just too much of the same, causing mental overruns.

ROFL means Rolling Over From Laughter. It is usually typed still being seated and during a sip of coffee by yawning lips.

Seeing the same things in another may uplift feelings of cognition, but that is not the same as attraction. Same applies to magnet poles.

Servers are the homes of net.friends. Yet nobody knows the address.

Smileys may imitate somebody language and facial expressions, but are very limited in usage as far as cyber sex is concerned.

Stop cyber stalking that wonderful profile! There is no way to know if the gender is not the opposite, the pictures and the features are not real.

Talkers as we know today are chat windows that can be found at numerous community and dating sites. In the old days it was Telnet [tm] and ICQ [tm] to be the most popular. Instant messaging became more common. Nowadays many websites have a Java script or Flash based chat box.

The 10 Commandments also apply to the virtual world. The 11th commandment is: "Thou shalt stay real".

The average dating profile indicates what (s)he wants to receive from the partner, rather than what (s)he offers to give to the partner.

The clue of cyber sex becomes evident when typing on a Remington typewriter and handing the sheet over to the one seated opposite who is doing the same in return.

The cyber lovers world occurs in the physical world time dimension. Why burning up precious real time for a world that has no meat?

The dating market is made for all those wonderful beautiful profiles who should not need any dating services in the first place. I yet have to discover a dating site that is specifically meant for unattractive or ugly folks. Simply because these are the people in real need for dating services.

The default search on a dating site is on age, gender and perhaps some physical features. Never on personality traits.

The funny thing with dating profiles is that usually they try sell the person's desires behind it but not the services to be rendered.

The hit count on a dating profile is usually inverse proportional with the chance to get in communication with that profile owner.

The only person whom I can kiss, is my computer screen. Even when the power is off. It is a marginal action, though.

The only truth on the net.chat is a lie. Until the conversation buffer is cleared.

The partner of your dreams may not be the partner of your reality.

The usual default search setting on a dating site is: I am a man 54 y.o. looking for a woman 18 y.o. Most commonly they wouldn't want that.

The usual lie on the net.chat is who you truly are.

The usual sales on dating sites show super beings. What people are really looking for, are normal beings, just as they are. Compatibility.

The virtual world is not life itself, just a way of communication in an area of fantasy where the subject of reality should not really

matter.

Thinking of loving someone on the web you have never met for real makes you end up missing that person till the end of your fantasies.

The partner of your dreams may not be the right partner of your physical world where you are awake.

The times "love you" spoken at peoples departure outnumbers the times at peoples arrival. Conclusion...

The virtual world is not a substitute to the physical world. You cannot fuck a 3D pussy model, neither can you send a real ejaculation by email.

There are 4 sex flows: 1- self to self, 2- self to another, 3- another to self, 4- another to another.

There is nothing wrong with virtual dating, for as long nothing real is expected. First real contact is usually a whole new truth factor.

Those who show photos of 25 years back as their profile pictures should learn to grow up rather than try to stay young. To be young is not an accomplishment.

To be young is not an accomplishment. It a time track anomaly.

To bored teenagers: To be young is not a guarantee that you will become old. Stop throwing your time down the drain. Do something useful.

To convert a virtual relationship into a physical one is only a good idea if the exchanged data has been 100% accurate and true.

To download your own uploaded data in quoted format is commonly referred to as a "reply".

To find a lover in cyber space requires a different checklist if it is for a purely virtual relationship. Body features can be left out.

Too good to be true, for a given profile, often means too true to be good.

To have feelings for someone is not the same as to love someone. To love is not what you feel for someone. It is what you do for someone.

To have the same interests does not necessarily make a relationship better. Because of the differences in the way the interests are acting.

"Ugly" people have the most need for dating facilities. Yet the dating market is not geared up to that need.

Understanding comes about when there is communication, affinity and reality. The virtual world can only be accessed through communication. Therefore affinity and reality are impossible to turn real on the web, only in your imagination.

Upload lies and download lies in return. Get ready to be infected.

Usually the virtual sex flow "another to another" converts to the flow 'self to self' in the physical world. Also referred to as "porn".

Usually the physical world "self to self" sex flow is driven by thoughts of "self to another" and/or "another to self" sex flows. Also referred to as "masturbation".

Virtual dating and chat charms have no physical world meat. Go to a supermarket and ask someone's advice on cooking. That's a great date opener.

Virtual relationship is the next common level of social interaction without biological interference. Virtual couples live in a physical space equal to the size of the screen. Beyond that, nothing is real.

Virtual separation is as easy as setting-up a spam filter and an off-line flag in the chat-box. The next virtual partner, however, could be just the same person under a new profile.

Want a lover? What you really want is within a 10 mile radius. Always. If you don't know what you want, you'll have to walk 10,000 miles.

We sit in front of the PC all day. We feel lonely and wonder why. Remember, almost each house has a front door. Open it and see the world.

What photo to put at your dating profile? Just a regular one. Not the best, not the worst!

What is masterbyting other than masturbating but in the virtual world? It is ASCII sex. Ever tried to have cyber sex with an old Remington typewriter? It is as ridiculous.

What is a crush, but seeing in someone else what you like most about yourself?

What is wanted is often not the same as what is needed. Most virtual daters substitute their needs by their wants.

What's wrong with those wonderful dating profiles? Nothing! Now that's the problem.

What you seek is what you get. What you get is always different from what you really wanted. Even if you download your own uploaded data. As though you really knew what you wanted.

When meeting for real, after setting a date via a dating site, that person is a stranger regardless. So why all that internet stuff?

When you are in love your body produces phenylethylamine (PEA) which is somewhat the equivalent of XTC. It amplifies that wonderful feeling and is commonly accepted as true love.

Where do you find more tweetzdoom? In your own experiences!

You may log off now and stop living so ... social media like.

ABOUT THE AUTHOR

George Philip Birney was born in The Hague, Netherlands over half a century ago. His family roots in Scotland a millennium ago, near Elgin where the Birney Kirk is still standing.

He has been working as a university lecturer in Switzerland and as a Project Management Consultant for information management solutions in the oil & gas & power station industry for several decades, especially in the Gulf Region.

Besides of lecturing information technology, his background includes astronomy, astrology, dianetics & scientology, silva mind control, aeronautics, nuclear physics, chemical engineering, health, the real x-files, aliens & ufos, theosophy and occultism, alpine skiing & delta gliding, composing classical style and groove beat music, martial arts, photography and sports cars. Plus some more things.

George Philip Birney has been married and divorced twice, no kids, and has two sisters and two brothers he has not seen in years. His family fell apart after his parents divorced when he was 12 years old. Part of his life was primarily in the virtual world that he finally escaped from.

Nowadays he works as a freelance business & stress consultant and as a volunteer martial arts instructor.

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