EGYPTIAN HIEROGLYPHICS (3000 BC)

THE ELECTRONIC REVOLUTION

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[...]   The *is of identity*. You are an animal. You are a body. Now whatever you may be you are not an *animal*, you are not a *body*, because these are verbal labels. The *is* of identity always carries the assignment of permanent condition. To stay that way. All name calling presupposes the *is* of identity. This concept is unnecessary in a hieroglyphic language like ancient Egyptian and in fact frequently omitted. No need to say that the sun *is* in the sky, sun in sky suffices. The verb *to be* can easily be omitted from any languages and the followers of Count Korzybski have done this, eliminating the verb *to be* in English. However, it is difficult to tidy up the English language by arbitrary exclusion of concepts which remain in force so long as the unchanged language is spoken.

The *definite article the. The* contains the implication of one and only: *the* God, *the* universe, *the* way, *the* right, *the* wrong; if there is another, then *that* universe, *that* way is no longer *the* universe, *the* way. The definite article *the* will be deleted and the indefinite article *a* will take its place.

The whole concept of *either/or*. Right or wrong, physical or mental, true or false, the whole concept of *or* will be deleted from the language and replaced by juxtaposition, by *and*. This is done to some extent in any pictorial language where two concepts stand literally side by side. These falsifications inherent in the English and other western alphabetical languages given the reactive mind commands their overwhelming force in these languages.

Consider the *is* of identity. When I say to be me, to be you, to be myself, to be others – whatever I may be called upon to be or to say that I am – I am not the verbal label *myself*. The word *be* in the English language contains, as a virus contains, its precoded message of damage, the categorical imperative of permanent condition. To be a body, to be an animal. If you see the relation of a pilot to his ship, you see crippling forces of the reactive mind command to be a body. Tell the pilot to be the plane, then who will pilot the plane?

The *is* of identity, assigning a rigid and permanent status was greatly reinforced by the customs and passport control that came in after World War I. Whatever you may be, you are not the verbal labels in your passport any more than you are the word *self*. So you must be prepared to prove at all times that you are what you are not. Much of the falsification inherent in the categorical definite *the*: *the* now, *the* past, *the* time, *the* space, *the* energy, *the* matter, *the* universe. The definite article *the* contains the implications of no other. *The* universe locks you in *the* and denies the possibility of any other. If other universes are possible, then the universe is no longer *the*; it becomes *a*. The definite article *the* is deleted and replaced by *a*. Many of the RM commands are in point of fact contradictory commands and a contradictory command gains its force from the Aristotelian concept of *either/or*. To do everything, to do nothing, to have everything, to have nothing, to do it all, to do not any, to stay up, to stay down, to stay in, to stay out, to stay present, to stay absent. These are in point of fact *either/or* propositions. To do nothing *or* everything, to have it all, *or* not any, to stay present *or* to stay absent. *Either/or* is more difficult to formulate in a written language where both alternatives are pictorially represented and can be deleted entirely from the spoken language. The whole reactive mind can be in fact reduced to three little words – to be *the*. That is to be what you are not, verbal formulations.

I have frequently spoken of word and image as viruses or as acting as viruses and this is not an allegorical comparison. It will be seen that the falsifications of syllabic western languages are in point of fact actual virus mechanisms. The *is* of identity, the purpose of a virus is to *survive*. To survive at any expense to the host invaded. To be an animal, to be a body. To be an animal body that the virus can invade. To be animals, to be bodies. To be more animal bodies, so that the virus can move from one body to another. To stay present as an animal body, to stay absent as antibody or resistance to the body invasion.

The categorical *the* is also a virus mechanism, locking you in *the* virus universe. *Either/or* is another virus formula. It is always you *or* the virus. *Either/or*. This is in point of fact the conflict formula which is seen to be an archetypical virus mechanism. The proposed language will delete these virus mechanisms and make them impossible of formulation in the language. This language will be a tonal language like Chinese, it will also have a hieroglyphic script as pictorial as possible without being too cumbersome or difficult to write. The language will give one option of silence. When not talking, the user of this language can take in the silent images of the written, pictorial and symbol languages.

I have described here a number of weapons and tactics in the war game. Weapons that change consciousness could call the war game in question. All games are hostile. Basically there is only one game from here to eternity. Mr. Hubbard says that scientology is a game where everybody wins. There are no games where everybody wins. That's what games are all about, winning and

losing… The Versailles Treaty… Hitler the occupation Jig… War criminals hang at Nuremberg… It is a rule of this game that there can be no final victory since this means the end of the war game. Yet every player must believe in final victory and strive for it with all his power. Face by the nightmare of the final defeat, he has no alternative. So, all technologies with escalating efficiency produce more and more total weapons until we have the atom bomb which could end the game by destroying all players. Now mock up a miracle. The so stupid players decide to save the game. They sit down around a big table and draw up a plan for the immediate deactivation and eventual destruction of all atomic weapons. Why stop there? Conventional bombs are unnecessarily destructive if nobody has them, hein? Let's turn back the war clock to 1917:

> Keep the home fires burning
> Through the hearts are yearning
> There's a long, long trail winding…
> Back to the American Civil War…

"He has loosed the fatal lightning of this terrible swift sword". His fatal lightning didn't cost as much in those days. Save a lot on the defense budget this way on, back to flintlocks, matchlocks, swords, armors, lances, bows and arrows, spears, stone axes and clubs. Why stop there? Why not grow teeth and claws, poison fangs, stingers, spines, quills, beaks and suckers and stink glands and fight in out in the muck hein?

That is what this revolution is about. End of game. New games? There are no new games from here to eternity. *End of the war game.*