

Manipulation

Of the above, the *manipulatable* characteristic of *Culture* is the most pertinent to our story.

There are periods in history, long-ones, where: whoppers told by those with the cultural clout to make them come true ... came true ... ! Cultural Influencers succeeded in track-jumping *Reality* onto a non-Truth, alternative universe. Anthrax/Iraq War 2 is one (non-contentious?) example - but there are many others - bigger ones - we'll get there shortly.

That raises some questions:

If Culture can exert mass influence on its human components to create a fake reality, are we living in a *Lie-averse*, an *Unreality*?

What happens to the real *Reality/Time/Future* - that was hi-jacked?

Does that still exist? In some parallel mode? Can we re-connect? Or: *that's all gone now ...?*

In the culture/time equation, the idea that *progression = enlightenment* ... it's not like that. Yes *Time/Nous* can travel towards the light, but also sideways, backwards, into darkness ... It's not a fixed-deal ... well it isn't, ... until it is.

Fixing the deal in an interactive game-world *is* the goal. It's in our DNA to do that. The more you fix it, the better. Moreover, it's a *War* - against *Whoever-you-project-to-be-a-threat*. If you control the *Cultural Image of Reality*, you control everything, including *Time*, whatever that means ... you get to decide.

Therein lies *Culture's* time-travelling trick. Orwell puts it best in 1984 (written 1948):

Who controls the past controls the future: who controls the present controls the past

Jesus Culture is a good example of how that works - at scale.

Revision #8

Created 14 November 2022 05:06:55 by dulanndrift

Updated 5 September 2024 00:38:46 by dulanndrift