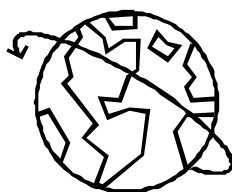


Tactical Reality Dictionary

Cultural Intelligence and Social Control



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Introduction

Culture and Technologies of Control

Culture is not just the expression of individual interests and orientations, manifested in groups according to rules and habits but it offers identification with a system of values. The construction of cultural memory and establishing a symbolic order through setting up mental and ideological spaces is a traditional practice of cultural engineering; symbolic scenarios generate reality by mediating an implicit political narrative and logic. Maps of the world radiating an aura of objectivity and marking out the ways of life are exploited as cognitive tools. An image of the world as simulation or map of reality can be highly inductive and that explains the investment in cultural representation. From historiography to education, perception is influenced by mental scenarios that establish the symbolic order. According to Edward Bernays, a pioneer of modern public relations, the only difference between education and propaganda is the point of view. "The advocacy of what we believe in is education. The advocacy of what we don't believe in is propaganda." The development in electronic communication and digital media allows for a global telepresence of values and behavioral norms and provides increasing possibilities of controlling public opinion by accelerating the flow of persuasive communication. Information is increasingly indistinguishable from propaganda, defined as "the manipulation of symbols as a means of influencing attitudes". Whoever controls the metaphors controls thought.

The ubiquitous flow of information is too fast to absorb and creating value in the economy of attention includes the artful use of directing perception to a certain area, to put some aspects in the spotlight in order to leave others in the dark. The increasing focus of attention on the spectacle makes everything disappear that is not within the predefined event horizon. Infosphere manipulation is also implemented through profound penetration of the communications landscape by agents of influence. Large scale operations to manage public opinion, to evoke psychological guiding motivations and to engineer consent or influence policy making have not been exclusive to the 20th century. Evidence of fictitious cultural reconstruction is abundant in the Middle Ages; recent findings on the magnitude of forgeries, the large scale faking of genealogies, official documents and codices attracted broad attention and media interest. In 12th century Europe in particular, pseudo historical documents were widely employed as tools of political legitimacy and psychological manipulation. According to some conservative estimates, the majority of all documents of this period were fictitious. With hindsight, whole empires could turn out to be products of cultural engineering. Moreover, writers such as Martin Bernal, author of "The Fabrication of Ancient Greece", have clearly demonstrated to what extent cultural propaganda and historical disinformation is contained in the work of European scholars. On the basis of racist ideas and a hidden political agenda historic scenarios were fabricated and cultural trajectories distorted in order to support the ideological hegemony of certain European elites.

The increasing informatization of society and economy is also the source of a growing relevance of culture, the cultural software in the psycho-political structure of influence. During the so-called cold war, too, issues of cultural hegemony were of importance. In publications such as "The Cultural Cold War" and "How America stole

the Avant-garde" Frances Stonor Saunders and Serge Guilbaud offer a behind-the-scenes view of the cultural propaganda machine and provide a sense of the extravagance with which this mission was carried out. Interestingly there were specifically efforts to support progressive and liberal positions as bridge head against the "communist threat". If one chooses to believe some contemporary investigative historical analyses, it seems that there was hardly a major western progressive cultural magazine in the Fifties and Sixties that would not have been founded or supported by a cover organization of intelligence services or infiltrated by such agencies. In the light of this, the claim made by Cuba at the UNESCO world conference in Havana 1998, according to which culture is the "weapon of the 21st century" does not seem unfounded.

Information Peacekeeping has been described as the "purest form of war" in the extensive military literature on information war. From cold war to code war, the construction of myths, with the intention of harmonizing subjective experience of the environment, is used for integration and motivation in conflict management. While "intelligence" is often characterized as the virtual substitute of violence in the information society, Information Peacekeeping, the control of the psycho-cultural parameters through the subliminal power of definition in intermediation and interpretation is considered the most modern form of warfare.

Disinformation Society

It is a boom time for intelligence agencies, not only state but private intelligence. Mass-surveillance, dataveillance, and information processing has grown into a major intelligence industry. While state intelligence is protected by secrecy in the interest of national security, prohibitive fees and large payments affordable by corporations only, guard access to economic intelligence.

Corporations, consumers of economic intelligence, routinely advance the merging of editorial information with corporate public relations in the media. The agenda of privately accumulated capital is further supported by a multitude of think-tanks which publish ideologically biased research and hidden agendas masked as independent academic work. Unlike the billion-dollar brainware industry put into place by corporate interest, there are no Future Heritage foundations of cultural intelligence, no foresight institutes exploring the multidimensional potential of human experimental communication beyond the role as consumers. It seems as if the control of societal development is in the hands of technocratic elites, ill informed bureaucrats and a shady but aggressive lobbyism. The layout for the future of communication is decided behind closed doors.

Technologically determined environments increasingly shape society but the democratic participatory potential is more and more excluded from a public debate. Most of the early hopes of emancipatory practice in a society based on information exchange seem to have vanished and turned into gloom. Instead the potential of information and communication technologies for political control and repression seemingly has no boundaries, as its practical applications become more "normal" and manifest reality every day. The use of information technology for the deterrence of civilian dissent opens up a new dimension of political and cultural control.

By the year 2002, high resolution privacy intrusion is getting into the mainstream big time. Although 9-11 caused a landslide, this development has built up momentum for some years. The European Union's cross border communication interception project Enfopol, and the UK's Regulation of Investigative Powers (RIP) bill, which allows the police to intercept any communication using the "public communications system" were among the earlier legal frameworks paving the way for the rise of the total surveillance society. Despite being taken up by the European Parliament in 1998, the Echelon communications interception system set up in 1948 remains one of the secrets of western intelligence agencies and out of the reach of democratic accountability. Increasing proliferation of technologies of surveillance and control is not only useful for its potential to contain segments of society that fail to be integrated into the economy of machinic symbol manipulation but the long-term effects of social homogenization through the command/control structure of technology are also highly desirable for globalized markets and opinion management.

Future Culture

The situation is getting even more precarious due to the fact that new media are ever more dominated by a dramatic concentration of private interest capital and the absence of the protection of the public interest by political representatives for a society at large. The public sphere can best be developed independently from the state and from dominant business interests. The logic of the control over the media market is strongly opposed to the cultivation and formation of a public sphere, and the dysfunctionality of media markets generates a crucial deficiency of participatory media culture. A society shaped by technological systems and digital communication should keep a perspective where cultural freedom can be actively pursued and in which use and value are not exclusively determined by profits.

Therefore it seems necessary to widen the basis of understanding to support a broad discussion on the political implications of ICT and to raise awareness on issues of conflict. Developments that need to be monitored with great awareness include the attack on privacy and the databody, the digital divide, net.slaves and the deterioration of the workplace, the vanishing of a public sphere in the digital realm, the extension of copyright benefiting the content industry and IP lobby against the public interest but also the establishment of one-sided technological standards, the militarization of cyberspace and new possibilities of disinformation.

Against this less than reassuring background there is a surprising multitude of examples of emancipatory use of ICT to be found all over the world and it has become undeniably an essential tool for political, cultural and human rights activists. These groups and individuals are the ones that keep the spirit of the social use of communication networks alive and give an example of empowerment through new technology.



"What is this?"

Samuel Morse

Tactical Reality Dictionary

Ambiguous Information,
Attentive Relevance,
Behavior Patterns,
Belief Networks,
Coercive Continuum,
Cognitive Framing,
Consistent Illusions,
Control Stratagems,
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Cultural Intelligence,
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Control Intelligence (C4I),
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Deceptive Intelligence,
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Dimensional Framing,
Dream Nation,
Electric Emotions,
Embedded Commands,
Expanded e~scapism,
Expert Systems,
Explanation Driving,
Fluffy Logic,
Future Heritage,
Hyper Politics,
Hyper Topology,
Induction Codes,
Infobody Attack,
Infobody Biofeedback Modulation,
Intelligent Pandemonium,
Invisible Intelligence,
Knowledge Representations,
Leviathan Supersystems,
Magnetic Somnambulism,
Mac Believe,
Manipulation Patterns,
Meme Slaves,
Memory Construction,
Memory States,
Mesmerized Data,
Microwave Discommunication,
Mind Modification,
Mind Patterns,
Nested Images,
Non-Lethal Action,
Pattern Detection,
Pattern Recognition,
Perception Management,
Perceptive Expectations,
Persuasive Influence,
Persuasive Internalization,
Propaganda Propulsion Project,
Psychotronic Stimulation,
Reality Engineering,
Senso-Linguistic Infiltration Programs,
Social Styling,
Spell Checking,
State Control,
Structural Delusion,
Symbolic Order,
Synchronous Isopraxis,
Synthetic Cults,
Synthetic Worlds,
Tactical Truth,
Tactical Synrealism,
Telepresent Contagious Postures,
Vast Active Living Intelligence System,
Virtual Patrol,
WholsWho Anonymous,

Ambiguous Information

The Initial exposure to blurred, conflicting or ambiguous stimuli and data creates deep interference with accurate perception even after more and better information becomes available. This effect has been demonstrated experimentally with subjects that are exposed to a distorted blurred image. As they develop more confidence in this first and perhaps erroneous impression of ambiguous stimuli this initial impression has more impact on subsequent perceptions. When the picture becomes clearer, new data is assimilated into the previous image but the initial interpretation is maintained and resistance to cognitive change is upheld until the contradiction becomes so strong and apparent that it forces itself upon consciousness.

The amount of information to invalidate a hypothesis is significantly greater than the amount of information required to make an initial interpretation and the early but incorrect impression tends to endure. The difficulty is not in acquiring new perceptions or new ideas, but that already established perceptions are difficult to change. Regularly forced to form impressions on the basis of very little information, human assumptions are not rejected or changed unless rather solid and extensive evidence forces to reconsider the analysis. As the impact of expectations and pre-existing images on perception of stimuli is related to the ambiguity of the stimuli and discordance of information, the intelligence analyst's own preconceptions are likely to exert a big impact, despite striving for objectivity. As Cultural Intelligence deals with highly ambiguous situations by definition, analysts adapt a strategy of suspending judgment for as long as possible.

Attentive Relevance

Attention as a mental process is the concentration and focusing on a stimulus, mental event, or task. Viewed as the process of selecting some of the many available inputs, attention is a decision process in the systematic admission of information into consciousness. The capacity to selectively prepare our nervous system to process one set of stimuli, think about a topic, or make a response is an attention set. Attention is a limited mental resource. Automatic processes that operate parallel and where capacities are not coupled with intention and are not requiring awareness, do not strain attention resources. (Thinking about the task might actually introduce errors). Controlled processing, as for unfamiliar tasks, operates serially, takes attention and is therefore resource limited. Human short term memory (Working Memory) is limited in capacity with approximately thirty seconds and the capability to keep around only seven plus or minus two information items, chunks. At any given time, several active or near-active conceptual processes are competing for cognitive resources and attention. A wide range of new information is monitored any moment and there is an even wider choice of information in memory which might be activated to provide a relevant context in which to process new information. "Relevance" is a theoretical term to refer to the cognitive utility of a piece of information in a context, or for an individual at a given time. Human cognition is geared towards the maximization of relevance, the achievement of as many contextual effects as possible for as little processing effort as possible.

Communication creates expectations of relevance in others, raises and exploits specific expectations of relevance. The human pursuit of relevance as a constant factor makes it possible to assume with a degree of success what others are paying attention to, and what they are thinking. They are paying attention to information that seems most relevant to them, combining this information with the most relevant contextual information available. Because humans follow this predictive pattern, they can act on each other's mind by manipulating expectations of relevance and importance becomes a negotiated state-of-mind.

Behavior Patterns

As the threat of international terrorism is projected globally, security agencies are giving increased attention to nonverbal communication which plays a growing role in the training of government, military, and law-enforcement personnel. The ability to see signs in irregular or anomalous behaviors and time patterns is seen as essential to ensuring public security. The training focuses on interpretation of "intention" movements, clothing signals, abnormal gaze patterns, emotional voice tones, and deception cues as well as seemingly meaningless grooming habits, facial expressions, and gestures. Motion energy maps show which areas of the face are activated to express given emotions. Integrated in observation tools they enable computers to recognize and respond to emotion cues of the face. A multi spectral digital camera image which displays the facial muscle contractions of specific emotions is analyzed for facial energy patterns used to read emotions, feelings, and moods. Additionally a subject's bioelectric field can be remotely monitored with special equipment to read the brains frequency patterns of evoked potentials. New surveillance systems use software that is distinguishing between people's normal activities and suspicious behavior. Software can recognize between people walking, talking and acting normally, and abnormal behavior such as a fight or someone collapsing, classifying features of human movement, such as speed, direction, shape and pattern. Neural network software learns and remembers patterns to create new programs generated from a formula to classify normal or abnormal. Enforcing homogenization of social behavior patterns through comprehensive automatic classification of "normality" is in the interest not only of large scale psychological operations or technologies of political control but also appealing for global mass marketing of consumer products.

Belief Networks

The cognitive effect of processing a piece of information is to allow fixation or revision of beliefs. Bayesian Belief Systems and software for manipulating Belief Networks deal with uncertainty management. Varying degrees of certainty giving a better match to real-world systems than logic requiring certainty, Fuzzy Logic has been applied specifically to deal with concepts that are vague; other approaches to problem solving include evolutionary techniques, Genetic Algorithms, Genetic Programming or Neural Networks that simulate the effect of neurons and synapses in the brain. In bottom-up models of Pattern Recognition based on template matching, Prototype and Feature Comparison Theories (distinguishes between detecting and integration), processing starts with part of the pattern and through manipulation yields a more richly specified output. The system works in one direction starting from the sensory

input and proceeding to final interpretation, uninfluenced by expectations or previous learning. Other models include Structural Description Theory and top down processes that focus on high-level cognitive processes, existing knowledge and expectations. The pattern of sensory input alone cannot explain the relatively stable and rich experience we have of our surroundings. The immediate perception of a specific interpretation clearly indicates that it is based on more than the sensory input or the information falling on our retina. The highly accurate guesses and inferences that are made rapidly and unconsciously are based on a wealth of knowledge of the world and our expectations for the particular moment. The influences of these sources beyond sensory input are collectively known as top-down influences.

Expert behavior involves highly specific Pattern Recognition employed in sensation and perception. Research on problem solving provides experimental support for a pattern-based knowledge acquisition approach for expert systems and development is increasingly based on patterns rather than linear hierarchies of rules. The pattern-based approach to knowledge acquisition is centered on recognition memory rather than the more error-prone recall memory used to build general rules. A lot of human expertise seems to result from extensive experience in recognizing and reacting to specific patterns rather than the application of general rules to specific situations.

Coercive Continuum

Coercive persuasion or "thought reform" is understood as a coordinated system of coercive influence and behavior control designed to deceptively manipulate individuals, in the interest of the originators of the program. Thought reform is regarded as situational adaptive belief change and thought reform programs have been distinguished from other efforts in an overlapping continuum of social influence based on the descriptions of the social structure of thought reforming environments. Elements that distinguish from other socialization schemes to promote compliance are the interpersonal and psychological attack to destabilize an individual's sense of self, the use of an organized peer group and interpersonal pressure to promote conformity as well as the manipulation of the totality of the subject's social environment to stabilize behavior once modified.

Some of the social control characteristics of reform programs are typically control of communication, emotional and behavioral manipulation; conformity to behavior derived from doctrine; demands for confession; unconditional agreement to ideology, manipulation of language into clichés; reinterpretation of human experience and emotion in terms of doctrine and inferiority of those not sharing the ideology.

The essential strategy used by such programs is to systematically select sequence and coordinate numerous coercive persuasion tactics continuously over extended periods of time. Thought reform programs are sophisticated and subtle, creating a psychological attachment that is far more powerful than methods of influence that use only threat. Successful psychological destabilization induces a negative shift in global self evaluations and increases uncertainty about one's values and position. It thereby reduces resistance to demands for compliance while increasing suggestibility.

Coercive persuasion is applied in sequential phases of Solve et Coagula. In a three phase model this destabilization period is followed by a phase of "change" leading to a stage of "re-form" consolidation and reinforcement of thought.

Influence procedures commonly used during modern police interrogation can inadvertently manipulate innocent persons' beliefs about their own innocence and, thereby, cause them falsely to confess. Confessions resulting from successfully applying sequential patterns and phases of thought reform are classified as coerced internalized false confessions. The use of certain commonly employed interrogation procedures and a "suspect" with a minimum of psychological vulnerability is all it needs to elicit a temporarily believed false confession.

Cognitive Framing

A frame is a psychological device that offers a perspective and manipulates salience to influence subsequent judgment. By inviting to view the topic from a certain perspective it not only offers a perspective but manages the observer's alignment in relation to the subject. In a visual field some objects are perceived as prominent while others recede in the background. Directing the viewer to consider certain features and to ignore others, perception is organized around the frame and may be resized to fit within the constraints of the framework. By implying a certain organization for the information it co-creates the picture and influences judgment and information received. Influencing the way a problem is perceived can lead to radically different solutions. According to Prospect Theory, a human's first priority is not to lose and gains are secondary to "no loss". Framing a decision in terms of possible loss should motivate more than framing the same decision in terms of possible gain, a person is more likely to follow conservative strategies when presented with a positively-framed dilemma and choosing risky strategies when presented with negatively-framed ones.

All variants of the Frame Problem in a theory of mind are special cases of the problem of complete description. It not only appears within the situation calculus for representing a constantly changing world, closely related to the general problem of the "laws of motion" which can adequately describe the world, but also in prediction, induction, reasoning, natural language understanding, learning and other problems. It is generally not possible to specify the necessary and sufficient conditions for anything and it is even unknown what is meant by "a complete description" of, for example, everything that is relevant for a particular action in a particular situation in view of a particular goal. A prevailing framing effect is in media itself where news programs may even try to follow the rules for objective reporting and yet inadvertently convey a dominant framing of the news that prevents most audience members from making a balanced assessment of a situation.

Consistent Illusions

Illusions can help to understand perception by offering clues when and how perception fails. While hallucinations are defined as a false perception in the absence of stimulation, induced by drugs or other influences, illusions are misinterpretations of stimuli consistently experienced. The horizon illusion, in which the moon appears larger on the horizon than at the zenith was discussed in antiquity, and is still the subject of study. Illusions show the complexity of visual perception but there is no satisfying theory for many of these illusions, or even of the reasons why they should exist. They can be documented and classified though and they do have some practical applications. Illusions are no more or less illusory than anything else but it is

an illusion in the technical sense that if you take a physical measurement and compare that to your perceptual judgment, there's a discrepancy. There are several types of visual illusion that are characteristic artifacts of the visual system and give clues to underlying processes. A long list of optical illusions demonstrates some of these mechanisms. A lot of them have to do with dimensional effects and/or background/foreground effects resulting from a failure of estimation, or from the faulty comparison of distances or objects. Illusions are also related to contrast of brightness and ambiguity. A picture drawn on a flat background is a deliberate illusion attempt to trick the eye into perceiving a three-dimensional scene, the skill of perceiving depth and perspective in a painting is learned and not innate. Since the eye, because the retina is two-dimensional, must do something similar in its normal functioning this is very effective. Adaptation, where the ambient illumination comes to appear as white as possible, and color constancy, where colors are interpreted similarly under different conditions of illumination are not illusions but fundamental and useful properties of the color sense.

From sensation, the reception of stimulation of the environment and the initial encoding into the nervous system to perception, the cognitive processes through which we interpret messages those sensors provide, it is a human cognitive tendency to construct meaningful perception from fragments of sensory information and to group objects into well organized whole structures instead of isolated parts. This grouping of features into perceptual wholes is based on rules like proximity, similarity, continuation, closure and common fate direction. Cognitive illusions or the illusions of knowing are analogous to optical illusions with a systematic discrepancy between a judged answer and a correctly measured answer. Individuals are subject to very consistent and predictable errors in judgment. These errors of reason are not due to lack of expertise or intelligence but are embedded in the fundamental mechanisms by which we process information.

Control Stratagems

Fear and longing as prime human motivations have been used by techniques of influence engineering for ages. On the assumption that all targets are benefit-seekers the perception factor of "good" and "bad" as well as status (having something, or not) plays a substantial role. To provide a structure for understanding behavioral motivation hierarchies of personal needs have been proposed. Physiological needs (survival, food, drink, health) safety needs (clothing, shelter, protection) affection needs (companionship, bonding) esteem needs (self-respect, achievement, appreciation) self-fulfillment needs— utilizing one's potential.

The thirty-six stratagems of the Chinese secret art of war is an ancient collection that describe some of the most cunning and subtle methods that are applied in psychological warfare to undermine both the opponent's will and judgment.

Manipulative information techniques can be classified in various systems and categories but psychological influence stratagems do not replace procedures in PSYOP planning, development, or dissemination. "Self-evident" techniques appeal to authority, slogans, name calling etc. while other stratagems are based on information deficit of target or analyst. ("Lying" or selective omission, simplification and choosing from a variety of facts only those which support the purpose are examples.) While

many techniques make use of dramaturgy (change of pace, stalling and deliberately withholding information, "shift of scene" to take the spotlight off an unfavorable situation by shifting it to another are examples of this category) others use chains of arguments. Where an argument, expressed or implied, is a reason, or a series of reasons, offered as to why the target should behave, believe, or think in a certain manner resulting in the inferred intent of the originator on the target audience.

Corporate Intelligence

Major PR firms, usually international operations, advertise their services clearly: "The role of communications is to manage perceptions which motivate behaviors that create business results." Helping clients to manage issues by combined influencing of public attitudes, public perceptions, public behavior and public policy, Corporate Intelligence is a means of protecting corporate power against democratic forces mainly through advertisement and public relations. To manipulate opinion and policy to their advantage and to confuse the public, corporations spend billions on hiring PR firms to cultivate the press and to manage spin control. Beyond advertisement Public Relations applies advanced media relations methodology and uses authority transfer and third party techniques voicing their messages through "trusted sources" or "independent experts". Corporate Intelligence offers a broad range of services, from using polls and applying psycho geographic profiling based on operations research to find out what images and messages will resonate with target audiences, to active spying on critics, discrediting opponents or co-opting citizens' groups. Commercial Public Relations and crisis management firms routinely apply counterintelligence strategies to neutralize grassroots activist groups. In operation plans activists are sometimes divided into four categories: radicals, opportunists, idealist and realists. Deactivation of a social activist group is achieved by a three step strategy of isolating the radicals, cultivating and educating the idealists into realists and finally co-opting the realists. The "radicals" who usually have an agenda of political empowerment and social justice are marginalized and discredited. The idealists are exposed to reeducation and psychological persuasion. Pragmatic realists and opportunists are manipulated through trade-offs and perceptions of "partial victories". Manipulating citizens groups and fake grassroots mobilization, so called Astroturf, as well as Viral Marketing schemes have become a routine practice for agencies specialized in Public Affairs.

Critical Hedonism

Humans need to find ways to escape the vicious circle of forced work for wages and imposed leisure, to escape symbolic dominance and cultural entrainment, the "reality" of everyday life and the flatlands of binary logic. The change towards an immaterialization of goods, electromagnetic pulses driving the global banking networks and media-satellites is based on a change from body-work to attention span management. Not the inclination for poetry but the compulsion for complexity reduction spirals the information management into the occult while the mesh of media creates black holes of attention and sells it off to the wormholes of the commodified anti-markets. Transactions and exchange is independently leading to the desubstantiation of the economic process through immanent conversion of values. The economy of attention creates singularities, personified attractors of

telemetric flesh as mind focus, dark stars in mediaspace, social sculptures with habits as capricious as tribal African fetishes. The transformation of the economic competition into a battle for attention is sometimes also seen as a hidden blessing in the power structure of the social organism.

If the transfer of control from human to machine is part of a process aimed at disciplining the human body in order to increase its potential and at the same time gain control over its skills, the so-called abolition of slavery led to the introduction of a subtle form of generalized subjugation where with the help of superior methods of control, the symbol-manipulative intelligence of the workforce can be increased to meet the requirements of production. The assumption of solidarity of a working class seems a misconception when association with work is effectively the choice of losers. Political theories and movements relate to historic facts which can become dull and questionable with the advance of time. Hardly any facts can be truly verified anyway - so who cares. The brain filters out all but a few of millions of signals, the rest is called factual reality. The only fairly secure personal facts: birth and death, two numbers with a "-" in between produce a shift of interest from facts to effects. Human pleasure seeking organisms, born to have fun, carry the risk of permanent brain stroke in an environment where "enjoying your self" is a political risk. Synesthetic effects refer to the involuntary physical experience in which the stimulation of one sense modality causes an additional perception in different senses. The movement of hedonistic escape from materialism is a global language of zero work ethics in full e~fact. Towards the united international hedonistic diversification, critical escapism will dance at the grave of ordinary pancapitalism.

Cultural Counterintelligence

Psychological Operations have become a vital part of the broad range of political, military, economic and ideological activities used to secure national objectives or private interests. Intelligence Professionals insist on the efficiency of the manipulation methods: "By the application of sound PSYOP techniques, through face-to-face communication or media communications, it has been demonstrated, time and time again, that the appeal to the intelligence, reason, and emotions of the target audience gets them to think and act as desired."

Intelligence is the virtual substitute for violence in the Information Society.

Counterintelligence (CI) requires systematic, detailed examination or inquiry and is concerned with identifying and counteracting intelligence manipulation by services, organizations, or individuals. Targeting the information environment includes influencing culture, the cognitive industry and the artistic domain to manipulate the emergence of esthetic norms and symbolic gestures. In a conflict of resistance to zombie culture it is understood that traditional art can no longer be justified as an activity to which one could honorably or usefully devote oneself. The increased morbidity of this cultural battle space will add to the importance of stealth, mobility, dispersion and pursuit of a higher operational tempo. The artist as a reality hacker is a cultural intelligence and counterintelligence operator for what should more appropriately be considered parallel or hidden cultures instead of the common terms "underground" or "marginal". In a world filled with propaganda alleging its existence Cultural Intelligence methods against monopolization of perception and the homogenization of cultural patterns have developed to a variety of techniques. Pre-existing elements in society can be used to evoke a meaning that was not originally intended in these elements and by transformation bring about an entirely new

message that reveals the underlying absurdity of the spectacle. But not only the practice of subvertisement, culture jamming, semiotic counterterrorism, collective phantoms, media invasion, autonomous space exploration, all known means of artistic expression need to converge in a general movement of counter-propaganda which must encompass all the perpetually interacting aspects of social reality.

Cultural Intelligence

Cultural intelligence gathers, evaluates and processes meta-information about the foundations of information based society. This includes clear analysis and investigation of its societal, cultural, economic and political potentials and dangers. Cultural Intelligence serves the public interest through empowerment and acts as a balance to traditional military or economic intelligence services that gather information to increase control. Cultural intelligence services compensate the public's lack of meta-information as socio-political and cultural foundation for decision-making. These services need to foster and protect the public sphere and discourse as well as the variety and richness of cultural expressions in a society increasingly determined by information and communication technologies.

To meet the public's need for high quality and accessible cultural information and content, cultural intelligence processes information on developments and probable courses of action in the infosphere. Cultural Intelligence advocates citizen's rights of cultural freedom, freedom of opinion and expression, communication and privacy. By observing and analyzing enlightening cultural, socio-political, technological and economical trends, culture intelligence counters indoctrination and propaganda.

Cybercratic Conspiracy Command Control Intelligence (C4I)

This is not longer about the individual looking at the media, but the media staring back. The walls have become alive with distributed computational intelligence, top sight telecommunication of remote viewing and control. Overwhelming dominance of electronic information systems, digitized footprints of social transactions allow to process information over long sequences of widely dispersed activities, a perpetual, pervasive surveillance. The game is to monitor everything, everywhere, all the time. Unintentional modulation along with unintentional emission constitutes examples of lesser known forms of signal and electronic intelligence. An edition of the DOD Dictionary of Military and Associated Terms explains signal intelligence (SIGINT) as a category comprising all communications intelligence (COMINT), electronics and telemetry intelligence and involves the reception and characterization of electromagnetic radiation. SIGINT effectiveness is at a point where virtually all electromagnetic communication is highly vulnerable. Many Agencies owe their existence to the secretive continuous absorption of electromagnetic emissions, you might say they are harvesting and feeding on it. Confronted with omnipresent, all-seeing data-mining banks, passivity and compliance is the safest route for any citizen, avoiding anything a computer would find interesting.

Deceptive Communication

Most aspects of human communication can lead to misapprehension simply because there is no single way of interpreting a communication. There are subtle mechanisms

that can lead to vastly different interpretations and without appropriate context there is no way to rule out one or another. Although in normal conversation this is problematic, in deceptive communication this is a desired attribute. Considering whether communication is deceptive or not depends on the view point, and the intentions behind the communication, which is often difficult to ascertain. Deceptive communication has different forms and is serving different purposes. Concealment, exaggeration, equivocation, half-truths, misdirection, pretense (or irony, which relies on similar linguistic patterns), can all be considered as types of deceptive communication. Pretense mechanisms may be implicated in a number of other mental processes like counterfactual reasoning or attribution in mind-reading skills. While intentional deceptive communication is deliberately attempting to conceal, unintentional deception occurs depending on a number of factors based on lack of context and equivocation resulting in confusion and misunderstandings. The use of negations has been identified as a behavioral indicator of deception in human communication. As this cue is usually not perceived as signaling deceptive communication, using non-committal and ambiguous negations, are a most effective linguistic deception device (e.g. 'I wasn't sure', 'I don't know', 'I couldn't tell'). Deceptive communication is rated as most effective and credible when it includes equivocal negations, despite it causing more confusion, misunderstandings, and difficulty in comprehension.

Deceptive Intelligence

All communication has an element of deception. Code theory of communication proposed that as long as the transmission is clear, and the code used to interpret the transmission is correct, then there is no discrepancy between the message sent and the interpreted message. Communication between humans relies on context and relevance and does not ensure true communication when transmitted by the sender, or that the right context is used to interpret the message by the receiver. Communication depends on both parties to share a frame of reference, to interpret tone, intonation and idiosyncratic expressions in the same manner, from among a multitude of possible interpretations and to remember the same concepts in the identical way.

Deliberate deception in intelligence and military actions is executed to mislead adversary decision makers as to capabilities, intentions and operations and to cause the adversary to take specific actions (or inactions) that will contribute to the accomplishment of a mission. The US Army-handbook "The Law of Land Warfare" names the deceiving by wrong orders, the use of enemy codes, slogans and signals as well as targeted wrong instruction and propaganda. Professional agency deception work is rooted in psychological operations where selected information and indicators is conveyed to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals. Psychological operations, a non-lethal weapons system also called PSYOP (Joint Pub 1-02) induce or reinforce targets with attitudes and behavior favorable to the objectives. The topics or ideas on which a psychological operation is based are called psychological themes. Once it is known what motivates the target psychological operations can begin.

Decognition Training

Hyper state control as a political tool uses psychologically coercive techniques in order to indoctrinate subjects. The end justifies the means to form an elitist, totalitarian society. If you make a person behave the way you want, you can make that person believe what you want. Hyper state control techniques are based on the same principles as mind control techniques studied in social control systems of cult groups and social bodies in general. Among them are practices of isolation, regression, meta-communication (implanting subliminal messages by stressing keywords or phrases in long, confusing explanations), and group pressure. The aim is alertness reduction, programmed confusion and flattening of the mind. The chthonic will express itself against the conscious mind, when ordinary thinking is silenced, distracted, or thoroughly deranged.

Electronic Dissolution of Memory (EDOM) is accomplished by electronically jamming the brain with microwave technology, causing excess amounts of the neurotransmitter acetylcholine to create static which blocks out sight and sounds. Memory can be stopped for as long as the radio signal continues. The awareness of the person skips over the time during which he is subjected to the radio signal. Any memory of the incident is gone, the mind is blank. Memory is distorted, and time-orientation destroyed.

Digital Ecology

Digital Ecology is about understanding information ecosystems constituted by information flows being processed through various media. Information has become widely digitized and turned into a resource to be exploited, produced, and transformed in a similar way as material resources. A key ecological issue concerns the preservation and increase of the use value for the public at large and the non-commercial properties of information as opposed to the exchange value.

Digital ecology aims at understanding the production, distribution, storage, accessibility, ownership, selection and use of information in technologically determined environments. Economic forces, market failures and political interventions endanger the ecosystem of the infosphere, the pluralism and variety of cultural expression offered by information and communication technologies. Digital ecology seeks to preserve and increase the cultural diversity and quality of life in the information ecosystem.

Digital Human Rights

Digital Human Rights is the extension and adoption of the universal human rights to the needs of an information based society. Information Society increasingly employs advanced information and communication technologies, that all stem from a military background. These tools are extended into Non Lethal Weapons technology and can be easily abused in the hands of governments or corporations and used against the interest of the general public in a highly dangerous way. New power structures arise, with the potential to substantially dominate those lacking skills and access to communication tools. Therefore realization of digital human rights shall grant that every human may participate in this medium and use its potential freely and unrestrictedly.

Digital human rights are based on the understanding of communication as motor of civilization and a base of individuality as well as society. Basic digital human rights

include the right to access to the electronic domain, the right to freedom of expression and association online, and the right to privacy. The digital divide between those with access to the new electronic communication channels and those without, violates the right to education and skills in new technologies of the infosphere and the right to a basic level of information via public institutions and service providers.

Online free expression shall not be restricted by direct or indirect means, such as censorship, restrictive governmental or private control over hardware or software, telecommunications infrastructure, or other essential components of the electronic networks. The right to privacy, anonymity and security includes the protection from arbitrary surveillance of either content or association online as well as the right to choose privacy technology such as cryptography to protect communication. Efforts that lead to the development of communications infrastructure designed for surveillance, individualized user profiles, tracking data traces or intercepting online communication for surveillance or marketing purposes violate this right.

Dimensional Framing

States receptive to hypnotic suggestion are likely to bring about sensations of hyper reality - more detached or more connected than usual to your surroundings. Using every element of the environment to build the subjects experience is a key to immersion. Using everything and feeding back to the subjects what they observe is essential to successful induction. Distractions are incorporated in order to take subjects even deeper in trance. A seamless tapestry of the imaginary space, building a rich sensory description of a desired state will create a rich sensorial experience in the subject while changing state through reframing questions. An information-menu is a special form of map. Symbolic orientation systems attributed with the aura of objectivity are a traditional subject of military- and extra- intelligence. Distortions from dimensional effects and the use of perspective have always been an instrument of power and topographic maps are processed and manipulated for strategic reasons. In world maps, projections of a 3-D sphere onto the plane are propagandistically used regarding size and the center of power. The trapdoors of perception are wide open for travelers on territorial maps.

With the complexity of a non-linear information system, as in hypermedia one can expect not only enhanced retrievability of data but also a field for manipulation of an higher order. A major threat in modern life is being killed by your own defense system, which has been triggered too often by direct and indirect hypnotic suggestions, automatic clusters of deep trance phenomena that act as our patterns of defense. Not taking responsibility for the frames then means something else will...

Dream Nation

Dictionaries define < hyp-no-sis > as: An induced sleeplike state in which the subject readily accepts the hypnotist's suggestions. Hypnosis, a derivative of the Greek word "hypno" meaning "sleep", is a "sleep-like" state and not sleep itself. Everybody has been in various hypnotic states many times without notice because it seemed natural. Hypnotic states are normal for humans and animals and people frequently lapse into a hypnotic state, triggered anytime a person remembers a sequence of events.

Hypnosis is associated with hyper suggestibility, whereby subjects accept suggestions at deep levels of consciousness. Anyone is hypnotized as the common link between most situations of hypersuggestibility appears to be a narrow selective focus of attention resulting from such diverse conditions as sensory isolation, relaxed attentiveness or extreme fear. There does not appear to be a single common EEG pattern in hyper suggestibility, which could make hypnotized individuals distinguishable, though there are hints of unique evoked potential responses. Many do not recognize the state of hypnosis because what they expect is to become unconscious. But unless you achieve deep somnambulistic levels, this is not what it is likely to be. Language itself is infected with the unconscious to the point where language is a collective dream.

Electric Emotions

In 1996 the New York Times reported on Dr. Michael Persinger a neuroscientist at Laurentian University in Ontario with relations to clandestine agencies and his experiments with solenoids and Transcranial Magnetic Stimulation. T.M.S. exploits the fact that neurons are comparable to electrical devices. When a nerve cell is activated, it triggers a flow of electrons and, when reaching the nerve end, the electrons induce the release of chemicals that pass to neighboring nerve cells. Thus stimulated, those cells continue the process throughout the brain.

T.M.S. allows the programming of patterns at which the fields will fluctuate. The impulses move through the temporal lobe and penetrate deep into the brain, where they interfere and interact with the complex electrical patterns of the subject's neural fields. The new sequences spread through the limbic system, producing sensations that range from subtle to profound and can produce rather bizarre experiences such as thumb moving, while the visual impression of the subjects is that it remains still. The magnetic device can produce mood changes, sadness, happiness, sexual arousal, and the experience of sensing a negative presence or benevolent force. Focused on the hippocampus, the device produces ecstatic effects but "If you interfere with the opiate pattern, people get very irritated" Persinger says.

Embedded Commands

Even though the Milgram experiment on Obedience and Individual Responsibility showed that humans possess the capacity to relinquish their autonomy, people find it difficult to accept that individuals can be hypnotized to perform an act which is against their moral principles. U.S. Army experiments suggest that this popular perception is untrue. On the contrary they concluded that people could be induced to commit acts contrary to their morality if their reality was distorted by hypnotic state control. One of the experiments involved trying to manipulate a normal, stable army private to attack a superior officer, a cardinal sin in the military. While in deep trance he was told that the officer sitting across from him was an enemy soldier who was going to attempt to kill him. In the private's mind, it was a "kill or be killed" situation. The private immediately jumped up and grabbed the officer by the throat. The experiment was repeated several times. Department of Psychology chairman at Colgate University, Dr. Estabrooks, one of the most authoritative sources stirring up fear of mind-controlled sixth columnists in wartime USA stated, "I can hypnotize a man without his knowledge or consent into committing treason".

Expanded e~scapism

Escape is of particular importance as a tactic for individuals or small groups. To evade an attack instead of looking for confrontation gives small, flexible, and mobile units an advantage over large, hierarchical structures of dominance. Society's disapproval of a "flight from reality" quickly unveils itself as a propaganda lie targeted at the educated classes. Ultimately, it cannot be determined which reality is meant in this scenario ravaged by the misery of the normal and the terror of normality. Reality as a normative hallucination is the virtual prison system of a social organization. Individuals that flee from these representations and concepts of the world have more choices than those who cannot escape the straight-jackets of imposed reality. In a society where fear has advanced in boredom as a most effective method of counterrevolutionary control, houdinists and hedonic engineers explore escape routes from an anxiously bored society knowing that speed and deception secretly free from imposed values. The prerequisite for the successful escapist flight is to master the terrain. Navigation requires the manipulation of symbols in significant representations of spatial-topological structures. World maps, the tool of power politics and military intelligence, project proportional distortions of n-dimensional space onto the plane for propaganda purposes. Maps do not only offer an abstract view of the world itself but also contain information about those who create them. This becomes particularly obvious with old maps. If we want to find out from which perspective the world is presented, we just have to look for the center of representation. The ways of life are flagged by representational systems, effective inducers with enforced non-representation of profits. In the center, seamless parquetry and non-local tiling of the imaginary space is a telematic menetekel for scotomic visualization. A trap is any of various devices by which one is caught or stopped unaware, confining or placing in a restricted position and preventing passage of something while allowing other matter to proceed. The escape artist is an expert on the topology of the knots and strings that bind him (De Vinculis in Genere) and a specialist when it comes to the warps and distortion of planes, lines and forms. As a technical version of Jacob's ladder, the functional principle of a controlled emergency escape is visualized in the international symbol of the fire escape emergency ladder. The opening becomes a carrier for a vision, the intermediate space turns into steps taken towards a way out. Not just up and down, left or right: ana or kata as proposed by the hyperspace pioneers. In hyper-contextuality the stand point changes into a line, opinion into a question of style as everything is connected in the hyperspace-design of the biomass. The children of the synvolution expand the personal resonance with non-finite resources, and transcode the synlogistic permaflux to escape from the vicious circle of coded projections and perceptions towards a nondeterministic hyperspace.

Expert Systems

An expert system is an example of a Knowledge Based System. Knowledge Based Systems do not just store data, but also the rules that can be used to manipulate that data to answer questions about it. This knowledge consists not only of sets of rules about how to manipulate different kinds of data but uses methods for representing knowledge and enables acquisition and integration of new knowledge. Knowledge

representation and processing information about the world is a major concern for developing expert systems. Pattern Recognition and the ability to learn are key characteristics of intelligent systems. An expert system provides expert advice (decisions, recommendations or solutions) replacing a real person. In an expert system, the program incorporates the knowledge of an expert in a particular field. These systems should capture and deliver knowledge that is not easily represented using traditional computing approaches.

Pattern Recognition plays an important role in expert systems and there is growing interaction between expert systems and pattern analysis. Core elements of Pattern Recognition, including "learning techniques" and "inference" play an important and central role in artificial intelligence; visual perception, scene analysis, and image understanding are essential to robotic vision. Methods such as knowledge representation, semantic networks, and heuristic searching algorithms can also be applied to improve the pattern representation and matching techniques for so-called "smart" Pattern Recognition. Problem solving expertise needs memory, knowledgebase schemas and representation. The transfer of decision making and problem solving to machines has a high economic potential and the need of finding models for problem solution has also initiated research in the question of how humans "do it". The goal of cognitive psychology is to understand the nature of human intelligence and how it works.

Explanation Driving

There is a strong need to understand what is going on in our world and the type of explanations endorsed will shape future behavior. Attribution Theory demonstrates how people create attitudes or beliefs or behaviors depending upon the explanations they make. Influencing how people understand and explain what is going on around them, controlling the attributions people make, maps out their future behavior. An external attribution assigns causality to an outside agent or force, internal attribution assigns causality to factors within the person. While attributions to external sources are less likely to change attitudes, through internal attribution it is highly probable that targets will come to view themselves differently. Seemingly people making an internal attribution for their actions also change their attitudes and beliefs about themselves, they turn into "that type" of person and the desired behavior follows consequently. Capture their minds and their hearts and souls will follow.

People need consistency in their lives and in explaining their world and Consistency Theory illustrates that there is also a tendency to expect consistency. Facing inconsistencies creates a state of dissonance and this experience of dissonance drives an urge to restore consistency. A way to get rid of this dissonance is to change the way one thinks. Reevaluation or denial are just two possibilities but both involve some mental work that changes the way of thinking about things. Avoidance of dissonance also explains opinion based on selective exposure where largely, information that might be contrary to existing views is not pursued. Dissonance is experienced as a result of subjective inconsistency while the reaction to a perceived external inconsistency or unfair restriction is referred to as reactance. Both reactance and dissonance are powerful motivating agents and cause highly agitated states and emotional stress.

Fluffy Logic

Cultural intelligence needs logic systems connecting to the dynamics of ambiguity and uncertainty. Manipulating logic reasoning, exploiting logical fallacies and unwarranted extrapolation are widespread influence techniques. Logical mistakes are common and a message can be illogical without any deceptive intent, but influence agents deliberately manipulate logic in order to promote their agenda. Logic is the process of drawing a conclusion from one or more premises. A statement of fact, although it can be true or false, is by itself neither logical nor illogical.

The dominant worldview and blueprint for a universal rule for human thinking, Aristotelian logic, is based on the structure of the western language and grammar system. It turns out to be quite limited and culturally determined if arguably the ideographic nature of Chinese symbols affects not only the structure of the language, but likewise thinking or fundamental frameworks for perceiving and interpreting life and the universe. The system of characters which stress ideographic symbols and patterns, the structural organization of patterns, also represents a different system of thought. While this looks pattern-based at interdependency and quality of relations, western standard logic is strongly based on identity and stresses dichotomy and exclusion. Correlation logic stresses the meaning of relationships and is more interested in the interrelations of different signs than things which are at the basis of patterns.

Other cultures base their induction and inferences more on analogies instead of the identity based syllogism predominant in western logic. The introduction of characters and diagrams itself is directly related to ancient oracle and divination techniques, like the reading of cracks in bones. The organized corpus of information laid down within the framework of the specific forecast method could be seen as an early form of mechanized knowledge management and expert system. Each combination of patterns has meaning and is part of a formalized process of dealing with uncertainty and ambiguity. Constellations existing only in the minds of human beings are projected onto random groups of stars to create a picture story that appears in the sky for thousands of years. Those stars, objects in the sky that move in regular and predictable patterns have been at the beginning of scientific thought and measurement.

Future Heritage

In the process of establishing electronic networks, artists were among the first to enter the electronic domain, to experiment with and to use information and communication technologies for cultural purposes. They are in a position to explore the potential of man machine interfaces and communication systems without being reduced to an engineering viewpoint only or having their perspectives and ideas mutilated by short term profit interests. Vital, rich and diverse digital electronic cultures help to understand the complexity of life and cultural identities. The digital artistic practice of today is the cultural heritage of tomorrow and without a large-scale increase of awareness the digital future heritage will be lost. While museums start to digitize their collections and past times' cultural testimonies, little or no effort is undertaken to provide space for today's artistic practice and to establish framework of a vibrant digital cultural for future generations. "Without establishing artistic practice in the electronic domain, humankind risks the disappearance of future heritage in a black hole of oblivion".

The rise of powerful media oligopolies, resulting in increasing uniformity and commerciality of content, information warfare and the neglect of the public domain in electronic networks threatens a broad cultural participation, artistic experimentation and production. Securing the future heritage requires appropriate legal, technical, scientific and financial measures. Close cooperation and collaboration between technology developers, artists and scientists can provide the test bed necessary for a rich and diverse electronic culture. This must include the enhancement of non-commercial, public electronic networks and cultural backbones as well as physical spaces for electronic communication culture.

Hyper Politics

Hyper state control mechanisms convey ideas that guide the focus of attention through language. Whatever you fix your attention on, you get more of. When subjects focus their attention, they have less of it left for external sensory stimuli as words paint pictures in their mind. The frame of perception influences meaning and the success of hypnotic induction. Meaning is created by the frames you choose to use, the context you create. A given perspective with its inherent dimensional distortions is loaded with visual interpretation and is a major effect of many optical illusions. Individuals with the biggest variety of choices would be the ones who have the broadest range of ways to look at things and hence the greatest scope for control. Reframing can decrease opportunities, which in turn decreases flexibility and power.

A typical move for a political influence group would be to set up news services for metadata-manipulation and subpropaganda. Intelligence Agencies put their intelligence into cooking info bytes from raw data for the editorial section of newspapers. Journalists or editorial boards benefit from lines they did not have to write up and willingly accept them when issued from a neutral front organization. Who needs censorship, when "extra-intelligence" infobody styling is available? Power itself is invisible, is experienced by its effects only. The question of who or what is in control remains unanswered as only its representation appears and what lies behind it is lost. (Ambassadorial systems are costly but highly effective inducers.) The war of representation systems is fought over standards and references. Hyper state control is a means of heightening motivation by programming the subconscious mind to work in active cooperation with implanted conscious desires and is therefore extremely effective in helping to create behavior modification.

Hyper Topology

As a science derived from geometry, topology deals with the characteristics of physical and abstract elements that do not change when they are contorted or deformed - stretched or twisted - except when they break or tear. By definition, spaces belong to a same topological class if they can be deduced from each other by continuous deformation without cutting or tearing. This means that a 2D triangle is topologically equivalent to a circle but not to the segment of a straight line. A 3D cube could be transformed into a ball but not into a ring; a ball isn't topologically equivalent to a torus, a doughnut shaped surface generated by a circle rotated about an axis.

Although a sphere exists in 3D space, its surface is two-dimensional. Similarly, a hypersphere with a three-dimensional surface curves into 4-space. The hypercube is the four-dimensional analogue of an ordinary cube and just as a 3D cube may be constructed by folding six squares together, so a 4D cube may be made by folding eight cubes into each other. A hypersphere is a sphere having more than three dimensions sharing a formula with the torus shape which is also that of the vortex. This torus shape of the hypersphere that appears widely in natural phenomena as in the magnetic field or in smoke rings is currently widely assumed to be the shape of space itself.

Topology studies space considering how spatial representation can be changed through perspective and dimensional effects. A hypersphere shows an interconnectedness of things even when they appear to be separate from one another. Not only science fiction makes use of concepts of poly-dimensionality and tells about journeys through the gravitational channels of wormholes expanding the horizon beyond the boundaries of the speed of light. For all technological diagrams and technically logical structures working with dynamic complexity, the expansion of logical space into the realm of hyper-dimensionality the assumption of more than 3 dimensions is a necessity. Amongst other uses it is applied as communication structure in parallel computing, complex information management and network topology, the science of the connective structure of information channels. Limited perspective and depth perception of relational proportions also allows for special effects illusions in the social group. The dimensionality of cognitive space accumulates attributes in the hyperweb of our world of dark attractors where gravitational forces constantly change the correlation of time and space on the fairground of attractions.

Induction Codes

Linguistic tools allow matching the subject's ongoing experience while moving smoothly to altered states. Words such as "and", "as", "because", "while" and "when" are linguistic bridges used to take a person into trance. Even when there is no logical connection if you join them with "and" it appears that there is.

Truisms linked to an indirect suggestion that presupposes the subjects will go into an altered state, linked to a physiological inevitability make the hypnotic response seem impersonalized and hence automatic. Senso-Linguistic infiltration is advanced by disassociating and de-personalizing processes normally thought to be validations of our consciousness, and overloading the conscious mind through self-referentiality makes it easier to stop trying to do anything consciously. As the map is not the territory, internal representations carry some reality but do not reflect what actually happened. Internal representations and physiology are linked in a cybernetic loop. As the subjects are told what to think, behavior is a result of the state they are in.

Infobody Attack

Information Age communication-technologies ring the bell of propaganda age in an attack on the infobody, the shared presuppositions and myths of the rival and conflicting parts of the social system. The growth of communication tools, the dramatically accelerated flow of persuasive communication through the manipulation of symbols and basic human emotions is not only a system to entertain, and inform

but to inject individuals with the values, beliefs, and codes of behavior, the Integration through Psychological Media into the social body.

Information is flowing faster than most people feel they can absorb or acquire the additional information needed to make decisions and to be able to control the outcome. This situation provides the ground for Electronic Warfare, tactical deception and Psychological Operations. To distinguish between information and propaganda becomes virtually impossible. Information, a myth filled with the landmarks of consensual hallucination.

Infobody Biofeedback Modulation (IBM)

Collective phase entrainment by social force; the tactical formation of the social organism is realized through the control of the economy of imagination and individualized, inner control by local peer pressure. An auto-calibrating distributed believe system management allowing for necessary agitation and integration on the basis of horizontal conspiracies, co-dependent limited autonomous intelligence. Most individual social entities are less than well equipped to complete complex tasks, but are functioning well in the context of a social body as a macro-organismic insect population. Individuals might not be able to follow a coherent thought but they are perfectly able to make highly complex calculations regarding social status in respect to dress-codes, facial expression or nuances in language, by using their instinct and being imbedded in a suprainelligent biosystem.

This model is in widespread use, although a part of the game is to pretend it is not. The whole being more than the sum of its parts, the hypothesis of conscious macrobes or social macro-organisms in which individual humans are cells and sub-organisms the organs, seems attractive once a naive belief in solid objects is abandoned. Social organisms are not any less solid than matter itself.

Intelligent Pandemonium (IP)

Decentralized Automated Information Systems with EEI (External Environment Interfaces) allow tactical initiatives, yet provide central symbol analysts with intelligence for strategic purposes using people, databases and processors as easily retrievable resources in a network. Autonomous software application systems are called "Agents" or "Demons". The term demon is appropriate as digital demons are not directly controlled by a master program but rather invoked into actions by changes in their environment. Demons can form computational societies with autopoietic lifelike behaviors similar to insect colonies or other social systems. Just as in the traditional form, the digital demons are at once independent and programmed to respond to certain cues in specific situations and environments. Like their stellar counterparts they can serve or control. (Classic demonology lists an endless series of divisions where demons mediate the complexity of supercelestial information.)

Invisible Intelligence

Nonlinear hypermedia networks not only allow the subject to reach deep into the seas of information, but something out there might be reaching back. As El Iblis Shah

put it: "The infosphere of the planet might crack open for the return of invisible forces beyond reason beating the drums of madness from outer space. Extra-dimensional paramental influences latently possessing a numinosity and sentience on their own, craving expression and desiring entrance to the manifest world." A technotopian dream turns into an infocalyptic nightmare. Implying a hidden key to transform the synlogistical permaflux, what is at issue here is: Can the portals be sealed against the invasion of the old qliphothic transdimensional entities who rule protohumanity by reabsorbing the forgotten atavistic forces that linger in the subterranean levels of our being through psychic-martial arts and using the subsequent energy to bootstrap higher awareness?

Knowledge Representations

Cognitive science asks how organisms sort the objects of the world into categories. An object can be any recurring class of experience, from a concrete entity to an abstract idea. Therefore categorization plays a critical role in perception, thinking and language and is a significant factor in general performance. There are many access points into the problem of categorization. Top-down approaches such as artificial intelligence begin with the symbolic names and descriptions for some categories already given. Cognitive modeling involves the assumption that such symbol-interactions resemble the way our brains do categorization. An expectation is that it will eventually join with the bottom-up approach, which tries to model the hardware of the brain. In human performance modeling it is studied experimental what and how people categorize. Psychophysical categorization is studied by examining the limits of discrimination and of identification. Psychophysics inquires how small a physical difference we can tell apart and what classes of stimuli we can reliably label and is also concerned with the relationship between the physical intensity of a stimulus and the psychological intensity of the sensation it causes.

Structural Theories emphasize the relations between features as important information about a pattern. Structural methodology for systems of knowledge acquisition concentrates on extracting implicit pattern-based expertise without requiring experts to generalize beyond the level of specificity encountered in daily practice. In many cases requiring experts to represent their knowledge in another representation introduces error and lowers performance. In his essay "On the Theatre of Marionettes", Heinrich von Kleist talks about the devastating effects of self-consciousness on the natural grace of a human being and the movement of a dancer. A phenomenological critique of representationalism in cognitive science rejects the notion that representational states define and explain the most basic kind of human interaction with the environment. It discards the idea that the relation of a person to the world consists only in the relation of the content of an individual mind to the world of objects, events, and affairs as represented by that content. It argues that the most fundamental variety of human action is the apparently unthinking, skilled action that makes up much of our daily activities, and that some of it is even more successfully accomplished without mental guidance or intervention. Cognitive psychology suggests that people to a vast extent have no conscious experience of what happens in the human mind. Many functions associated with perception, memory, and information processing are conducted prior to and independently of conscious direction and what seemingly appears in consciousness spontaneously is a result of mental processes rather than the process of thinking itself.

Leviathan Supersystems

The science of complexity presages the understanding of social organisms. The hypothesis of Formative Causation provides a background for the concept of conspiracy as part of a social organism. It makes no difference whether conspirators are seen as agents of blind forces as long as the conspiracies of the blind gods feedback into reality. The scales of formation, the food chains of conspiracies are in motion; subpropaganda, the dance of the info-zombies, non-local effects clouding the view, is not steam engineering steam-engine-time. Conspiracy threads, narrative hypertext storylines and deus ex machina subtexts are real-life fairy tales for grown ups. Suggestive, addictive, players choose the fittest outfit by default. Facts and fashion interchangeably unified in a stream of trends and rumors. Multiple time-based dress codes, flickering color-codes and texture recognition signals in high-speed computation, from subunderground to the top 100. All engines running, all agents busy to keep their worlds alive. A multicultural, hegemonic particularism of conspiracies in a stable and dynamic, complex cybernetic system with multiple feedback loops. Hyperconspiracy is a structure where most diverse local conspiracies weave a worldwide metaconspirative holistic propaganda system where symbiotic co-conspiracies and predatory, parasitic socio-bionic life-forms in synreferential behavior modification. According to legend propaganda is the sexual secretion of the Leviathan.

Leviathan, n. [ME, fr.LL, fr. Heb liwyathan] 1 a often cap : a sea monster represented as an adversary in various scriptural accounts; its source is in pre-biblical Mesopotamian myth,. b (1) : a large sea animal (2) : a large oceangoing ship 2 cap : the political state; esp : a totalitarian state having a vast bureaucracy 3 : something large or formidable - leviathan adj. 4: the title of principal work of Thomas Hobbes 1651

Magnetic Somnambulism

The term animal magnetism dates from Viennese doctor Franz Anton Mesmer, in the late 18th century. Mesmer built on Masonic concepts of illness as evidence of an imbalance of a universal fluid within the individual. He believed the process was physiological but invisible just as electricity and magnetism are.

At first he magnetized objects which his patients could then touch, but later found out that simple "passes" of his hands were sufficient to put patients into trance. Once Mesmer had dispensed with actual magnets, there was no talking during the treatment. The passes, the music, the setting, the atmosphere were factors which were to increase indirectly the effect of the suggestion which induced an alteration of the state of consciousness, they were hypnotized.

A state in which mesmeric action can be exercised to influence the subjects' will and nervous system is rapport, a connection depending on interaction with time based patterns. Rapport is established by getting into resonance with activity patterns, then taking over and driving the pace. The practice of "animal magnetism" was changed when Marquis de Puysegur, a disciple of Mesmer, focused his attention on what happened to people in deep hypnosis. He named this "magnetic somnambulism" and observed that symptoms and behavior could be influenced by what the "magnetizer"

said. Hypnosis theory and practice anticipated much of psychoanalysis and hypnotic procedures were adopted by the founder of psychoanalysis. Sigmund Freud translated books written by the leading practitioners of his day (Charcot and Bernheim) but later met with some discouragement, such as difficulties in hypnotizing many patients, and lack of long-lasting changes in those he did hypnotize and sought to escape the hypnotism label for his work. El Iblis Shah, in *The Book of Half-Truth*: "Whatever we do, we are communicating and interacting all the time; rapport is a tool that gives instant access to other minds."

Mac Believe

Warfare needs myths particularly for internal integration and motivational propaganda. Unit cohesion and the 'moral' of the soldiers is still the major asset of any military confrontation and workforce. All technological structures and man/machine interactions have inherently emergent propaganda effects. Socio-tech interaction is more than the sum of its parts. Non-linear dynamic systems that have an attractor have emerging properties. Synergetic properties you won't find by studying its parts only. Behind machines there is a technology of know-how, a way of looking at the world and coping with it and an integrated definition for information modeling. Cybercrats always emphasize the efficiency of technologies and veil the potential social effects. Mass consumption requires identical ways of life and a technical workforce breeds conformity. Adjustment to normality is the aim. Psychological warfare attacks the mind to reach the will and is always personally addressed to me, myself. Desire is the control mechanism of the economy of imagination, Mac Believe the biggest industry on the planet.

Manipulation Patterns

The main subcategories of propaganda are command propaganda which seeks a specific and immediate response (Buy... Do ... Vote ... Join ... Fight), and sub-propaganda or conditioning propaganda which seeks to mold public opinions, assumptions, and attitudes on a long-term and widespread basis. The basic patterns for manipulation of socio-political "Cause" groups can be described in a pattern of: Threat; Bonding; Cause; Response. Socio-political persuasion follows similar patterns as consumer marketing campaigns: a basic pattern, of commercial advertising is a simple 5 step formula of "the pitch": Attention-Getting, Confidence-Building, Desire – Stimulation, Urgency-Stressing, and Response-Seeking.

Persuasion techniques are a systematic effort to persuade a body of people to support or adopt a particular product, opinion, attitude, or course but attempt to influence attitudes by the use of symbols rather than force. Invariably in every communication, nonverbal or in words, some aspects are intensified and some downplayed. Manipulation is strongly based on intensifying information elements by repetition, association, and composition and downplaying by omission, diversion, and confusion. Persuasion analysis can identify several patterns of behavior modification and influence techniques and the awareness of these patterns helps to analyze complex emotional arguments although it does not inform on reliability of supporting evidence. Social influence programs seek to induce reaction, obedience with as little

thought as possible in the target audience. Impulse for action comes directly from the depths of the unconscious and using deep persuasion is the instrument to attain this effect. The transformation of language as an instrument of the mind into symbols directly evoking feelings and reflexes, where words become "pure sound," is a deliberate devaluation of thought as the basic condition of the social organization causing serious dissociations. One of the most intriguing influences from outside of our awareness is subliminal psychodynamic activation. The "mere exposure effect" of an only marginally perceptible stimulus, also known as subliminal perceptual priming, is the effect on our preferences of a briefly flashed picture in a forced choice test. Especially as reinforcement, variations of the mere exposure effect have been demonstrated to activate emotional centers of the brain, without awareness.

Meme Slaves (MS)

The concept of memes is that of self-replicating entities of human culture, the same way genes replicate through a biological organism. As materialist reductionism says "Cultures are survival machines blindly programmed to preserve the selfish entities known as memes." Memes are thought of as thought-chains that propagate and compete in the cultural environment. Parasitizing the brain, the way a virus parasitizes the genetic mechanism of the host cell, they are described not just metaphorically but technically as living structures. We are talking about living entities living off humans, eating brain when they do not battle themselves in memetic cannibalism, preying on each other like flip-flop cellular automatons. Out of this some questions arise. Memes are eating brains, but then who harvests memes? Where in the food chain are memes? Maybe they are milked and used to produce cheese. And if it is not the milk, meat or wool, but some body fluid of memetic cultures? Could it be a sexual secretion which is used as an aphrodisiac, like musk or amber - when it costs the life of a whale to gain its expensive perfume? Is it not a classic theme of paranoids, psychotics and UFO abductees to report surgical manipulation of body parts related to sexual reproduction?

Memory Construction

The concept of memory as a tool and set of techniques that can be learned and skillfully applied to form mental and ideological spaces has a long tradition. Its use as a weapon to establish Symbolic Orders can be traced back to the earliest records of domination. Pre-modern societies based their social memory on the interaction of oral transmission and information in pictorial code. Artificial memory is established through places and images, a virtual psycho-geography of synreal systems, strengthened and confirmed by training.

Regulated by the state through an education system controlled by priestly elites, sensory perception can be harnessed through the visual representations of extremes or analogies which will then be methodologically applied in the creation of mental scenarios and punctuate the individual's development through ritualistic ceremonies. A monologic tyranny of monuments is radiating the wonders and mysteries of the Symbolic Order, memorials of a spectacular reconfiguration of memory.

These scenarios introduce an arrow of time and an inherently political narrative logic to a mental structure of psycho-civilization, dependent on collective ritual re-

enactment and performance, reinforcing hyperlinks of cognitive associations within the ideational bunker.

Memory States

Remembering is not just searching a database for appropriate memories, it is an active process in which we reconstruct memories according to our beliefs, wishes, needs, and information received from outside sources. Preconceptions, called schemas, determine in most situations how our memories are organized and allow to process large amounts of information because of summarizing regularities in daily life. Information coming in from the environment is held in transient sensory stores of iconic and auditory memories from which it is lost unless attended. Attended information goes into an intermediate short-term memory where it has to be rehearsed before it can go into a relatively permanent long-term memory. However, if the item left short-term memory before a permanent long-term memory representation was developed, it would be lost forever. Two general types of long term memory have been identified. Episodic memory represents our memory of events and experiences in a serial form and reconstructs actual events that took place; semantic memory is a structured record of facts, concepts and acquired skills. The information in semantic memory is derived from episodic memory to learn new facts or concepts from experience. Memory for detail is available initially but is forgotten rapidly while memory for meaning is retained. Subjects initially encode many of the perceptual details but forget most of this information quickly. Once the perceptual information is forgotten, subjects retain information only about the meaning or interpretation. People tend to have relatively good memory for meaningful interpretations of information. This implies that when people are confronted with some material to remember it will facilitate their memory if they can place some meaningful interpretation on it. Mnemonic memory enhancement is using imagery keyword methods use of mental imagery, method of loci by associating items to be learned with a series of locations, and other strategies of organizing memory in chunks of narrative visualization.

The concept of State Dependant Memory is quite simply that if something happens while in an altered state, it will be remembered better if returned to that state. The recall when in a particular mood depends partly on the mood when originally learning the material; this is referred to as Mood Dependent Memory. Being in a mood like sad, anxious or happy triggers other memories of the same mood. Feeling good is more likely to make one remember good times, feeling "bad" it is often hard to remember that things had ever been good. Another phenomenon is Context Dependant Memory where we will remember things better if we go back to the context or setting in which they occurred. It's astonishing what can be remembered just by going back to the original context, like an old neighborhood.

Mesmerized Data

On the possibility of directly accessing every human brain by electromagnetic induction of fundamental algorithms, Michael Persinger postulates that geomagnetic effects on the human brain may be responsible for the inducement of false

perceptions. Paranormal and religious beliefs may be mediated differentially by subcortical and cortical phenomenological processes of the temporal (limbic) lobes. After two decades of research a potential technical capability has emerged to directly influence a major portion of the approximately six billion brains of the human species by generating neural information within a physical medium within which all members of the species are immersed. This medium is the atmosphere of this planet. In Alaska, the HAARP (High frequency Active Auroral Research Program) facilities are a \$100 million "scientific endeavor aimed at studying the properties and behavior of the ionosphere with particular emphasis placed on being able to better understand and use it to enhance communications and surveillance systems for both civil and defense purposes.". According to the Department of Defense "The health and safety of the public has been a primary focus in the design..." But the question remains- Do Angels play this HAARP?

Microwave Discommunication

The Soviet Union invested large sums on microwave research. In 1952, the Soviets began directing a microwave beam at the U.S. embassy in Moscow, using embassy workers as guinea pigs for low-level EMR experiments. Discovered in 1962, the Moscow signal was investigated by the CIA, and code-named Project Pandora. There was consensus among Soviet EMR researchers that a beam such as the Moscow signal was destined to produce blurred vision and loss of mental concentration. It was reported that the American ambassador at that time later developed a leukemia-like blood disease and suffered from bleeding eyes and chronic headaches. Under Project Pandora, monkeys were brought into the embassy, exposed to the signal and were found to develop blood composition anomalies and unusual chromosome counts. The CIA used the opportunity to gather data on psychological and biological effects on American personnel. U.S. government turned the job over to the Defense Advanced Research Projects Agency (DARPA) which further developed not only electromagnetic weaponry but also the Internet. It has been suggested that SDI (Strategic Defense Initiative) was a cover up for research & development of electromagnetic weapons. The public was never informed that the military had planned to develop electromagnetic weapons until 1982, when the story appeared in an American technical Air Force magazine. The article stated, "...specifically generated radio-frequency radiation (RFR) fields may pose powerful and revolutionary anti-personnel military trends." The article indicated that that it would be very easy to use electromagnetic fields to disrupt the human brain because the brain itself, was an electrically mediated organ. "The ability of individuals to function could be degraded to such a point that they would be combat ineffective." Laboratories supposedly worked on the development of "brain bombs", which dropped in the middle of crowds would produce microwaves, incapacitating the minds of everyone within a circumscribed area.

Mind Modification

One CIA mind control project in the 50's aimed at finding ways to protect the security of agents in the field was project BLUEBIRD. It attempted to discover means of conditioning personnel to prevent unauthorized extraction of information. During the

project, another goal was established—the evaluation of the offensive uses of unconventional interrogation methods, including the use of hypnosis and sophisticated combination of drugs. Later renamed Project ARTICHOKE the objective was the creation of a "Manchurian" killer marionette with an electronically blanked memory while MKDRACO was developing brain telemetry and intra-cerebral control devices implanting micro-receivers in the frontal or temporal lobes. Various other projects like STARGATE investigated possibilities of using telepathic control or remote viewing for military purposes.

It has been repeatedly suggested that after the termination of MKULTRA, the umbrella for special research purposes, the CIA shifted its programs from public institutions to private cult groups. Several eccentric religious groups and movements were organized or co-opted by intelligence operators (including among others the Peoples' Temple, the Symbionese Liberation Army, the Ordo Templis Orientis (OTO), Finders and Switzerland's Solar Temple). As privatization of the public sector is increasing, with commercial prison facilities, private police and security forces, this seems a natural step.

Mind Patterns

A characteristic quality of Mind Patterns is the disposition for quick formation but a high resistance to change. Once an image has formed, once a Mind Pattern or set of expectations concerning the phenomenon being observed has developed it continues to influence future perceptions of that phenomenon.

New information gets assimilated into existing images and the deeper the commitment to an established view and the more ambiguous the information is, the tendency to assimilate new data into these pre-existing images increases. This also explains why gradual, slow change often goes unnoticed, that a fresh perspective is useful and why past experience can be a handicap. Once events have been perceived in a specific way, there is a natural resistance to other perspectives. To take a familiar body of data and reorganize it visually or mentally to perceive it from a different perspective is a difficult mental feat that intelligence and counter-intelligence analysts are required to do. In order to understand interactions, analysts must understand the situation as it appears to each of the opposing forces, and shift back and forth from one perspective to the other as they try to understand how each side interprets an ongoing series of interactions.

For Intelligence Analysts to achieve objective analysis by avoiding preconceptions would seem self-delusional. A move toward objectivity is only accomplished by identifying basic assumptions and reasoning as clearly and transparently as possible. Senior Counterintelligence experts warn of a fall into the nether world of professional CI: the school of doublethink, the nothing-is-what-it-seems syndrome, or the wilderness of mirrors. Stating that it is hard to immerse oneself daily in the arcane and twisted world of CI without eventually falling prey to creeping paranoia, distortion, warping, and overzealousness in one's thinking.

Nested Images

The medium levels of hyper state control are the ones in which behavior modification will occur most easily and the ones in which one is most susceptible to posthypnotic

suggestion. More important than what has happened in someone's life is how it is interpreted. Brainwash is not necessarily achieved by punishment or reward but by changing the self image, reprogramming and breaking psycho-cybernetic loops, control circuits of affirmation and denial. Humans can tolerate only small amounts of discrepancy between their thoughts and behavior. Goals or outcomes are related to certain behaviors and/or physical things - the way you feel about something. A traditional technique of memory artists from pre-modern days to today's television shows is to assemble a large number of places, or loci and place into these receptacles images or simulacra of what is to be remembered. The manipulation of the psychological impact of images in dimensional space to create memorable imprints is a key to how people store vast amounts of information. This mechanism can be manipulated in a reverse fashion. Techniques are used for both mind clearing and amnesia. The suggestion is given that any suggestions given will not be remembered by the conscious mind, but the subject will act upon them none the less. The suggestion is given that the more the subject tries to remember the suggestions the more they will be forgotten.

Non-Lethal Action

It seems likely that in the future nations will be more and more involved in multiple conflicts in which conventional military force cannot be applied. This will involve hostile populations in situations where the application of non-lethal force will be of tactical or political preference. Numerous articles in military publications with titles like "Weapons of Mass Protection: Nonlethality, Information Warfare, And Airpower in The Age of Chaos" refer to this subject. There are a number of physical agents that actively interact or interfere with the biological processes in an adversary in a manner that will provide armed forces the tools to control these enemies without extensive loss of property. These physical agents include acoustic, optical and electromagnetic fields and various combinations thereof combined with behavior control techniques and drugs.

Cold War and Korean War in particular boosted mind control research and the emergence of 'Brain Washing' as a common term. Supposedly the term was coined by a magazine writer later found to be a secret agent of influence. Claiming a 'brainwashing gap', intelligence agencies got the go-ahead for research. Hypnosis, drugs, and psycho-surgery; were tools in this quest for a truth serum and the ability to create agents whose missions could be tortured out of them, or who would not be aware that they were carrying secret information given to them in an altered state of consciousness. Sophisticated drugs combined with lobotomy and the implantations of electrodes were considered methods for creating "very special agents". Electro-Convulsive Shock, combined with LSD, sedation for days at a time, and constant replaying of the patient's own voice through helmet-mounted headphones was a notorious recipe for mind control. More advanced technologies have since been researched and tested from Directed Energy Weapons to Hyper Sonic fields and there is strong evidence for political endorsement for the progress of psychophysical control devices. Recent Appraisals of technologies of control offer a grim outlook into the future of these developments

Pattern Detection

Humans tend to register the unfamiliar rather than the familiar, the unusual rather than the usual. Theory of Signal Detection assumes that there are two stages of information processing in the task of detection: First sensory evidence of presence or absence of signal or noise, secondly a decision whether evidence is strong enough based also on probability and positive outcomes. Psychophysics attempts to measure the relationship of physical stimulation and the psychological sensations it produces. Absolute human sense threshold in vision is defined as a candle in a clear dark night at the distance of 30 miles. In touch the threshold is the wing of a fly falling on a cheek from 1 cm. Difference thresholds are defined as just noticeable difference JND or the smallest change that is noticed at 50% times. JND for weight is 2%, brightness 2%, and loudness 10%. Counterintelligence Manuals on observation techniques refer to psychological research which asserts that on average 85% of what is learned from a real life situation is through the visual sense and only 13% is learned through the sense of hearing while 2% is through the sense of touch, smell and taste. The human visual system is not able to detect movement of less than 1/10 of a second, which is the basis for a variety of illusions or tricks which involve a quick hand, the "sleight of hand". In the space domain, vision is better than audition, so typically vision dominates, but in the time domain, just as exemplified in speech perception, hearing resolution is better than vision. Hearing may be as much as 10 times better than vision in resolving events that happen very close together in time. Scientists study how senses help the brain fill perception gaps to give meaning to events. Experiments suggest that the moment of perception, what the brain thinks is "now," may have happened as much as half a second ago. The light had to reach the eyes, and the sound had to reach the ears, then both signals get processed by the brain so that they look simultaneous. "But it's nothing but trickery of the brain, creating truth from illusions and it takes a lot of effort to make it come out right." As to how this all happens one answer is that it's an illusion and things are not actually all that coherent.

Pattern Recognition

Pattern Recognition is a process of identifying a stimulus and is among the best-developed of human perceptual and cognitive skills. It is a process whereby sensory input is recognized as a meaningful entity. It seeks similarities and regularities recognizing a correspondence between a stimulus and information in memory. Processing sensory information and the comparison to a representation stored in semantic memory allows the perceiver to recognize the stimuli.

Theories of Pattern Recognition derive from the general theories of perception. The field of Pattern Recognition addresses pattern in all forms and is concerned with the classification or description of observation. The research is connected to advanced programming techniques of machine representations, relating information of aspects of the outside world to machine behavior. Pattern Recognition by computers is not just concerned with the identification of visual or audio patterns (machine vision and voice recognition) but also includes statistical data or data such as the patterns of interaction and communication of individuals and groups based on their increasingly recorded electronic footprints.

A collection of emerging information technologies is grouped around cognitive computing and the study of how machines can observe the environments, learn to distinguish patterns of interest and make reasonable decisions about the categories of the patterns. Use of this technology is widespread not only in robotics, in medical

diagnosis and EKG signal analysis and character, voice, handwriting recognition and biometrics but also financial forecast copyright surveillance, psychological profiling, automated target recognition and a steady increase of new applications. Pattern Recognition has been embraced as a key technology for future generations of user interfaces incorporating augmented reality features in human computer interface design.

Patterns of human speech waveform is quite complex and the ability of humans to understand and generate these waveforms is rather astonishing. Humans develop processes for understanding and generating speech that out performs our ability to generate and process other sounds in early life. Speaking is a complex activity, requiring about 140,000 neuromuscular events per second to succeed. Speech rests on an ability to pair stored mental concepts with incoming data from the senses. Understanding speech is an interaction between processing the speech waveform and our ability to understand language. Status, or social power, is widely marked by particular speech-forms in socially stratified societies. Speakers also shift their speech-forms in predictable ways across different social situations, thus marking a society's construction of social contexts. The social relevance of Pattern Recognition extends to a variety of communication channels including dress codes. Beyond the insignia of formal authorities much of the code structure remains hidden like embedded watermarks. The sophistication of patterns is only fully decoded in the specific network; mobile social groups additionally restrict access by regular change of codes.

Perception Management

There is no conceivable way of coping with the stimuli that impinge upon the senses, and with the volume and complexity of the data to analyze, without simplifying preconceptions about what to expect, what is relevant, and what is related to what. Because of limits in capacity to cope directly with the complexity of the world, the mind constructs simplified mental models of reality. It is possible to behave rationally within the confines of such a mental model of a "bounded" or limited rationality but it is not always well adapted to the requirements of the real world. Perception is not simply determined by stimulus patterns but is the result of a dynamic search for the best interpretation of available data, a hypothesis based on the sensory data. The Necker cube, a geometrical pattern, contains no clue as to which of two alternative hypotheses of perception is correct, there is no answer. The perceptual system entertains first one, then the other hypothesis and never comes to a conclusion. (L.A. Necker noticed during his examination of crystals in 19th century that the spatial appearance of three-dimensional objects can be interpreted differently.)

Military glossaries define Perception Management as actions to convey and deny selected information and indicators to targets resulting in behaviors and actions favorable to the originator's objectives. This is mainly achieved by combining truth projection, operations security, cover and deception, and psychological operations in various ways. Commercial Perception Management agencies offer their services in crafting a strategy that includes framing a coherent, focused population of semiotics and messages to be distributed into selected information environments. Their requirements listed for Perception Management campaigns in the targets information environments include real-time monitoring, perception mapping, tracking of

expectations, quantification of different infospheres, message pre-testing, metrics on diffusion through target and collateral populations (influence, contagion, propagation, resistance, improvement). The social engineering analysis and automatization of society is derived from military operations research, the methodology of tactics and logistics; the use of extensive data-processing is the silent weapon in an undeclared war.

Perceptive Expectations

Perception is an active process where stimuli observed by receptor organs are influenced by past experience, education, cultural values, and role requirements. Information obtained depends upon the observer's assumptions and preconceptions and by the context where different circumstances evoke different sets of expectations. There is a strong tendency in human perception to model perception according to expectation, humans tend to perceive what they expect to perceive. It takes more information and data processing, to recognize an unexpected phenomenon than an expected one. Expectations have diverse sources, including past experience, education, professional training, and cultural and organizational norms. This tendency to perceive what is expected seems much more important than any tendency to a desired perception or so called wishful thinking.

Trying to be objective does not ensure accurate perception and patterns of expectation can become so deeply embedded that they continue to influence perceptions even after a wrong preconception has been corrected. Expectations form a set of Mind Patterns that predispose to think in certain ways, like a menu through which one interacts with the world. Patterns of expectation are placing relevance in modes of interpretation. The idea of being influenced only by the facts rather than by preconceived notions is naive as there is no such thing as "facts". There is only a very selective subset of an overall mass of data to which being subjected allows to makes classifications and judgments as to the relevance to the question at issue.

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Persuasive Influence

Persuasion messages are designed to arouse or stimulate needs. It must cause an action or bring about an attitude. This requires that the message tell the target how to satisfy its needs by following the course of action. In order to get the action or attitude desired, the message must, in the opinion of the target, offer the best solution (or the only logical one) toward solving the problem addressed or in fulfilling target needs. The social psychology of influence investigates the causes of human change in behavior, attitude and belief. Social influence is employed by an agent or practitioner upon a target. The agent's message is called its advocacy. Inducing attitude change is called persuasion while change in belief is called education or propaganda- depending on perspective. Behavioral change which doesn't require the target to agree with the advocacy but to simply perform a behavior is defined as compliance. (Playing muzak over a loudspeaker will empty a parking lot full of teens without having changed their attitudes. Some restaurants play faster paced muzak at peak service periods, to make people move faster and clear out.) Six main categories of tactics employed by compliance agents and intelligence practitioners to produce 'yes' responses are related to fundamental psychological principles of persuasion that dominate human behavior: comparison, liking, authority, reciprocation, consistency,

and scarcity. These cues appeal to mechanisms like: "Others Are Doing It - I Should, Too"; "I like the Source - I Do What Is Requested"; "the Source Is an Authority - I Can Believe It"; "Someone Gives Me Something - I Should Give Something Back"; "When I Take a Stand - I Should Be Consistent"; "When It Is Rare - It Is Good". These compliance rules are put to best use when the receiver is not carefully, deeply, and systematically thinking but uses heuristic mental shortcuts to save time and effort. The systematic mode refers to a thought process that is active, focused and alert while the heuristic mode is, just thoughtful enough to be aware of the situation, but not thinking carefully enough to catch flaws and inconsistencies. Situational and personality variables like relevance and comprehension affect the mode of thinking. While "arguments" appeal to systematic thinking, a lower level of cognitive attention will be better influenced by cues.

Persuasive Internalization

Attempts to win "the heart and mind" of the target is defined as persuasion. Although persuasion is demanding, because it needs to induce attitude change, which entails affective emotion-based change, its effects are more sustainable as the target accepts and internalizes the advocacy. There is an interesting reverse-incentive effect regarding internalization of advocacy, where lower incentive for compliance favors a higher internalization and therefore a higher potential for adaptive change. Paradoxically, people will show more attitude change when they are given smaller rewards for performing behaviors than when they are given larger incentives and rewards.

Education or Propaganda is the propagation of a set of beliefs. Beliefs are things known or believed to be true, as opposed to attitudes, which are evaluations of stuff that we think about. Beliefs are important precursors to both attitudes and behavior, but are often used or created after the fact to defend attitudes and behaviors we already own. It has been suggested that by merely directing thoughts to attitudes and beliefs with logical implications for one another, those attitudes and beliefs become more consistent. The term "propaganda" first documented in the early 17th century to increase church membership is now increasingly used in the sense of mass persuasion efforts manufactured by political entities that go beyond belief manipulation. Thought control methods are combining compliance, persuasion, and propaganda tactics into a powerful form of coercive manipulation. Thought control that tries to replace the individual identity with another that the individual would not have freely chosen is supported by social isolation of the individual and therefore more readily accomplished in closed groups.

Propaganda Propulsion Project (PPP)

The News are the waves and ripples generated by fundamental currents in the deep sea of unconscious agreements, reinforcing myths and conditioned reflexes. As is generally true of a myth, the story contains elements of truth. Social myths, necessary for harmony with the environment and reduce the stress of the unknown. Consuming your news media of choice is satisfaction in the desire to reduce tension and find a soothing remedy for cosmic loneliness in cognitive-ritual participation.

A Leviathan scenario in which humans are induced to give up the right to themselves in exchange for personal safety, exploiting the human tendency to be subsumed by social organisms via self- and reality-alienating tendencies of language. (Leviathan was the name of the US Merchant Marine vessel that laid the first trans-Atlantic telephone cables.) The Sumerians believed in Seas of Knowledge, the Akkadian creation myth features the primordial sea-serpent Mummu-Tiamat, the dark empress ruling the Chaos of the Sea.

The dramas of mythological soap operas and their strange attractors generate self-sustaining patterns, while the enforcement of an attention focus on the spectacle drowns everything that does not fit the myth (in a factually most exclusive world). The objective is to create a focus of interest. Psychological Themes and POETs, (Primed Oscillator Expendable Transponders) evoke one aspect, while leaving out another. A structure of pure sounds, pure letters and pure signals conjures feelings and reflexes in an autopilot, chain-thinking hidden guidance system.

Technology has been used at all times for an apotheosis of power and the warring of wars, from the ancient temples to the contemporary centers of influence, and has preserved all the characteristics of a magic craft, practiced by a male dominated elite of wizards.

Psychotronic Stimulation

In 1953, Dr. John Lilly's goal was to find regions of the brain that controlled different bodily functions. From the use of electro-stimulation, he discovered the part of monkeys' brains which controls pain, fear, anxiety, and anger and he was able to locate the part of the brain that controls erections, ejaculations, and orgasms in male monkeys. The CIA approached Dr. Lilly who cooperated for a short period of time before dissolving the partnership because of the likelihood that his work would be used to develop electronics to remotely control human beings through the use of strategically implanted electrodes in the brain.

Large sums were invested in military applications of psychotronics, biocybernetics and behavioral neuropsychiatry with the aim of cybernetic control of populations. In one case the subject placed under hypnosis was mentally programmed to maintain the determination to eventually perform one specific act. Thereafter, each time a particular muscle twitched in a certain manner, he increased his determination. As the hypnotic spell was renewed again and again, reinforced by radio stimulation, he made it his life's purpose to carry out his mission.

In 1969 the director of Neuropsychiatry at Yale University, Dr. Jose M.R. Delgado, published "Physical Control of the Mind - Towards a Psychocivilized Society" (Harper and Row) where he explains the underlying agenda of his work with stimociever brain implants and asserts that man does not have the right to have his "own" mind.

Addressing the United States Congress in February 1974 he predicted that in the not so far future armies and generals will be controlled by electric stimulation of the brain and demanded to establish "A program of psychosurgery for political control of our society. The purpose is physical control of the mind. Everyone who deviates from the given norm can be surgically mutilated."

Reality Engineering

When the idea that the world exists in a particular state irregardless of the intention of the observer had to be given up, objective reality was complemented by observer-created reality. But the quality of experience of reality is relative to the organization of perception. As sound becomes signal, when the observer is capable of viewing the sonic diffusion as a pattern, the capability of analysis and synthesis depends on the development and organization of perception. The forms which we use to come to terms with our experiences range from hallucinations to the rational use of schematic models. A major feature of productive thought is based on psychological-associative recombination, but the very fact of theoretical formulation already shows that internal representations represent a determinative element of a perceptual environment. Belief and imagination construct reality, from the basic mechanisms of survival to the brain stem controlled hit-and-run instinct and territorial behavior to the abstract symbolism of the neural impulses coded in mental images and underlying world views. The more reference points a system has and the more potentially useful it thereby becomes, the more uncertainty factors seep in. What is "real" is not certain, but what is certain is not "real". Man's nervous system shows that the difference between a "real" and a merely "clearly and vividly imagined" event can be erased. The nervous system acts according to what it believes or sees to be "true". This is the base of mental success training. Lock picking the future requires multi-dimensional maps of the world for new exits and safe havens in hyperspace; it needs passwords that allow travels from global normative reality to parallel cultures and invisible worlds; it requires safe houses on the routes taken by the revolutionary practice of aimless flight; it needs psycho-geographical road maps that show the way to dreamtime, and public transport to Kaddath.

Senso - Linguistic Infiltration Programs (SLIP)

A believe commonly accepted is that if you are reasonably well informed and educated it is easy to fend off propaganda-attacks. On the contrary, it seems that if you cannot read you are less vulnerable to propaganda and intellectuals are the best targets of Perception Management, not only for their predictable worldviews but due to their implanted feeling of being immune. To read means to decode, to be infected by a virus. Classic terminology distinguishes two fronts for the battle for human minds: the First Front of mass indoctrination through censorship and propaganda and a Second Front of individual mind control. Huge interest is placed on creating an informed opinion, to form public opinion as a whole by a hypnotic web of "facts" with no apparent correspondence to reality. A routine practiced by illusionists and Perception Management cognitive engineers. Psychological Consolidation Activities by Committees on Public Information target the population in order to achieve a desired behavior which supports their objectives.

In covert or Subversive Propaganda and Black Operations the message is made believable by the fact that it appears to be coming from within the target population itself. Deep Propaganda and Subpropaganda are aimed at habits, customs, the definition of good and bad and the standards and norms of life. Normative-Empathetic Warfare involves parsing value schemata of the target and creating situations where the value schemata are biased in favor of an action leading to the control of the victim or placing it in a restricted position. Similarly a trap is a device that by design hides its function. The non-lethal weapon industry focuses on

low intensity conflict/war on nations and population segments in PSYCOP (Military Psychological Operation Unit) experiments of behavior modification.

The transcendence of the human condition in stylized relations creates a desire to happily sacrifice for work, war and enforced leisure in exchange for a Weltanschauung, luring the bedazzled into the graceful existence of slavery, the self-centered freedom of marionettes, and the eloquence of automatons.

Social Styling

Creating anxiety and fear, inducing states of high suggestibility and controlling relationships to assure loyalty and obedience are standard management techniques of the social body. Desensitization through language abuse, propaganda and junk-information, as well as the elimination of individual ideas through repetition of chants and phrases or the inducement of dependence by introducing sports, games or TV shows with obscure rules, are part of a large set of social styling methods.

Pumping up disorientation, susceptibility to emotional arousal is increased by depriving the nervous system through special diets of junk-food, prolonging mental and physical activity and withholding rest and sleep. False intimacy is created through emotionalism and the need to belong is exploited while suppressing resistance through peer pressure. Affirmation of lifestyle by denouncing other values and beliefs combined with encouraging blind acceptance and rejection of logic is achieved through complex incomprehensible doctrine.

Strategies of influence include removing individuality by demanding conformity to dress codes and accomplishing automatic acceptance of beliefs by discouraging questions. Loss of ability to evaluate logically is achieved by preventing privacy and destroying the ability to evaluate information, personal reactions, and body functions in relation to passage of time. The destruction of individuality is advanced through confession of personal weaknesses while creating a false sense of identity by pointing to the shortcomings of others.

Other methods include composing child-like obedience by orchestrating child-like behavior and disinhibition, while inducing regression and disorientation by soliciting agreement to seemingly simple rules which regulate lifestyle; promoting acceptance of authority by promising advancement and power while maintaining confusion by alternately rewarding and punishing similar actions. Encouraging bunkering in and dumbing down through induced loss of reality by separation from communal life and rational references, while the spectacle is designed to give the illusion of sociability, public interaction, and of choice.

Spell Checking

The iconography of the old media-underground has become mainstream, selling soft drinks and accessories, using artist as test pilots for the newer media and as suppliers of public relation and digital manipulation. The accelerating co-opting of cultural expression creates a market for the art of vanishing and strategies dealing with this phenomenon of ever faster appropriation of artistic expression by corporate business choose tactical invisibility and immersion in the age of biocybernetic self-reproduction. The skilful traveler leaves no traces, through the recombination of signs out of the pink noise of the semiotic ghosts in search of a body. The nets are used by

cultural activists as meta-data tools according to a new artistic tradition of inspired interpretation of data within a panopticon of commodified worldviews. Guerrilla semiotics replaces the supposed act of creation with recombinant cultural synthesis of the techno-voodoo telememetic environment.

When on high the heaven had not been named,
Firm ground below had not been called by name,
Naught but primordial Apsu, their begetter,
And Mummu-Tiamat, she who bore them all,
Their waters commingling as a single body;
Enuma Elish, 2000 BC

State Control

Automatic activities like taking a shower or driving a car allow daydreaming and favor states of hyper suggestibility. Drifting from an alert state into a different level of consciousness, brain activity shifts as these states change. Everyone goes through altered states of consciousness at least twice a day - when you awaken and when you go to sleep. Being aware of things going on around you, doesn't mean you're not hypnotized or subject of hypno politics. Even when in hypnosis, you remain conscious of everything that is going on. Experiencing this light or medium hypnotic state is generally more effective than deep level hypnosis for purposes of behavior and habit control. Becoming more conditioned to the hypnotic state through successive sessions, the subject will continue to go deeper into trance each time. Particular states of selective hyper suggestibility are brought about by the use of a combination of relaxation and fixation, directing attention to imagined activity, dialogue, or event resulting in literal interpretation of speech and severe reduction of conscious thought.

Structural Delusion

Many research documents make it clear that there is evidence of tendencies to misperceive random data and see patterns where there are none. The misinterpretation of incomplete or unrepresentative data often leads to extra attention for confirmatory data while drawing conclusions without attending to or seeking out conflicting data. Biased evaluations of ambiguous or inconsistent data tend to be uncritical of supportive data and very critical of contrary data.

There is a conflict between what is true and what is valid, if the basis is false and the conclusion is therefore false the argument is still valid. In order to tell whether an argument is valid, there is no need to know whether the statement and conclusion are true and it is not even required that they are true. Validity is dependent on what is possibly the case, rather than what is actually the case. Equivocal negations are examples of valid arguments that present a possible event, although not the actual event, and in this sense they are logical. Consequently they are also examples of rational communication because they follow the constraints of valid logical arguments. Illusory communication can be said to be rational insofar as effective deceptive communication works like an effective valid logical argument. Self-deception may not always be a flaw and may even be desired at times. Becoming too brutally honest and objective about abilities and about life situations in general, might

debilitate by depression. A self-serving bias has been demonstrated countless times, a majority believes that they are smarter and better looking than average; most drivers believe themselves more skilled than the average driver; most college students believe they will outlive their predicted age by 10 years, and so on. Cognitive illusions are not so much about what one doesn't know but what one believes to know which is not so. Many types and variations of such structural mistakes of judgment have been analyzed, showing a rich spectrum of apparently irresistible tendencies for errors of reason. Cognitive illusions come in many flavors and beyond the self-serving and overconfidence bias there is a diversity of effects like anchoring, probability blindness or conjunctive and disjunctive fallacies. Other delusions are based on ease of representation, availability and so-called magical thinking, where even when one knows something is not true, still believes that it is.

Symbolic Order

A technology such as writing, although external to ourselves, supplements and extends our internal brain memory system. Like a Shadow out of Time, the equivalence of dreams and books becomes apparent in the long tradition of dreambooks. According to ancient traditions a cosmos is contained in the alphabet and letters are pictures of supernatural realities and universal archetypes in complex non-linear relationships, not just mere abstract signs or phonemes. Canonical texts in this tradition were written as hypertext with various layers of meaning and corresponding ideographic visualization methods, many of them linking stars and script and abstract entities. The book of law for the Data Body is a living Book of the Dead, a silicon necronomicon of digital demons, a Julia-set picture of irrational numbers and self-fulfilling prophecies on liquid paper. Intelligent libraries of autopoietic grimoires, self-modifying databases and intelligent software entities in hieroglyphic codices are trained to detect and react to patterns of activity sets on a wired planet. Anything transferred in symbolic exchange is the vehicle of meaning and information just as cults and believe systems have always functioned as informational networks and have been media itself.

Synchronous Isopraxis

Human tendencies to imitate clothing styles and to pick up the nonverbal mannerisms of others, is rooted in paleocircuits of the reptilian brain. Paleocircuits are subcortical nerve nets and pathways which link bodily arousal centers, emotion centers and motor areas of the forebrain and midbrain, with muscles for the body movements required by nonverbal signs. Imitation is a deep, reptilian principle of mimicry, i.e., of copying, emulating, or aping a behavior, gesture or accessories including impulsive tendencies to, e.g., clap as audience members nearby applaud. Researcher isolated specific "cute" features in the face, establishing the existence of an infantile cuteness schema and a set of features and proportions attractive both in male and female. Isopraxis is behavior where people dress like their colleagues and adopt the beliefs, customs, and mannerisms of the people they admire or feel inferior too. Appearing, behaving, and acting the same way makes it easier to be accepted, looking alike suggests same views and feels safe. The highly ritualized and time-based practice of coded outfit and appearance is not only a social synchronization device but also a system of classification and identification of complex social strata and hierarchical

uniformities. The element of choice appears to be mostly an illusion but as a dynamic instrument of control it is superior to passive cattle branding methods because patterns are internalized in the subjects. In contrast to its cheerful image, fashion is not only a very effective multilevel system of group cohesion but even more so an efficient tool of social disciplinary action.

Special Agents at USFBI report that they have found that getting people to breathe at the same rate, blink at the same rate, head nod, and do other gestures at the same time is very effective in establishing deep communication. This creates rapport by behavior feedback subtly matching non-verbal communication, especially voice patterns and eye contact patterns. Facial movements provide sufficient peripheral information to drive emotional experience. The facial feedback hypothesis proposes that facial expression (smiling, frowning etc.) affects emotional expression and behavior, smiling produces a weak feeling of happiness.

EEG-research proved a resonance-like rapport of brain waves upon external optical or acoustic stimulation. The brain's own frequencies tune in with the frequencies of the stimulus, an effect called "photic driving" or "frequency following response" (FFR). The frequency bands from 0.1 – 40 Hz are associated with psycho-physical states (Gamma, Beta, Alpha, Theta and Delta) although these categories cannot cover the complex spectrum of wave activities of the brain, and only offer a vague outline of psycho-physical effects.

In remote areas of south-east Asia, certain species of firefly flash rhythmically in unison. The emergent synchrony of these fireflies which can number in the thousands differs markedly from many other forms of apparent synchronization in nature where perceived synchrony in these cases highlights the tendency of human observers to impose rhythmic patterns. After all human behaviors are often characterized by synchronization and rhythm.

Synthetic Cults

Social disorganization develops crisis cults or projective systems resulting from culture strains. These cults and systems serve the function of self-identification of its adherents to a certain set of values. The syncretism within those cults relates to the diversity of the origins of cult elements, belief elements and artifacts gathered from religions, folklore and spiritism, and is actualized through rituals in the frame of postideological technocracy.

Researchers on the field of mind control suggest that the UFO-abduction phenomenon is staged by the intelligence community as a cover of their illegal experiments. Abductees claim that they were transported to an underground facility. Almost every federal agency or military institution has several secret underground facilities all over the USA. Some of them so secret, that there are only rumors about their existence. Otherworldly journeys to strange underground places are common in UFO abductions and the question arises if the abductees did undergo hypnoprogramming during the kidnapping. The Cult Abuse Network's definition of what is a destructive cult closely matches the practices of domestic human testing of involuntary subjects: "A destructive cult is a closed system whose followers have been unethically and deceptively recruited through the use of manipulative techniques of thought reform or mind control. The system is imposed without the informed consent of the recruit and is designed to alter personality and behavior."

Synthetic Worlds

A broad spectrum of scientific disciplines is located at this interface of computer simulation and the visualization of information in dataspace. The interaction with complex technical systems or complex data in many cases requires leaving the two-dimensional on-screen menus behind to navigate in spatial structures. The synthetic representation of the world is a system of game rules and symbols for codified perception. Especially those research areas concerned with game theory, where complex worlds are outlined by game rules, play an increasingly significant role. Scientific and military research is focusing on the creation of virtual worlds and the highly realistic simulation of complex, dynamic processes in multi-dimensional space. Major development efforts have been placed in Synthetic Theater of War (STOW) capabilities, a military set of hardware and software products that comprise Synthetic Battlefield Environments (SBE). Simulations are not just for joint training in tactically significant environments but interfaced with real C4I battlefields through High Speed Data Networks.

Perception Analysis of military operation often reveals the problem of mirror imaging by overlaying the own value set, culture and thought processes on persons or groups to assess or anticipate. Therefore applications of virtual reality schemes employing neural networking and genetic coding to provide avatars that act as opponents have been introduced. In these adaptive virtual environments avatars assume the personality, culture, religion, and education of the opponent. The virtual actors learn and get smarter with time and experience and this representation of the opponent gets more difficult to beat with the passage of time in these adaptive sessions. But the entertainment industry is following suit in creating 3D visualization thus further gaining economic significance of Synthetic Worlds. Today, through the mass production of powerful multimedia computers for a broad market and the computer game industry, many results of this research and development can be found in generally available programs. A new dimension of digital space is evolving in software-generated architectural structures, intelligent software environments, and in the algorithmic spawning of the software itself.

Tactical Synrealism

The damned are the left-out, suppressed and excluded data. Their graves lie at the crossroads of Trivia, but when hell is full the dead walk the earth. The procession of the unprocessed data is the wild ghost army in the horror cabinet of exclusionism. Very real, more real, less real, Syntheticus the deity of the damned hovers over garbage dumps and backyards, while Gods & Golems Inc. rule in the citadel of definition. A constantly different picture, but always the same is the choice of pain in the multiple choice emotional drama-trauma and an informational waste disposal problem. Phase-locked equilibrated paralyzed presence, strange medial washing detergents in the Immaculate Conception brainwash taboo. Breaking control circuits of affirmation and diversion, the standard solutions selected by the symbol-committee. Storing and retrieving of complex cognitive material in a hierarchical structure in which the information embedded in higher stages remains available in less differentiated states, but not reverse. Artificial environments, menu-control symbolic orientation systems, are watertight pasture for pattern-processing organisms, the menu-card beyond. Data cooked behind predefined windows, where interaction is easy.

Tactical Truth

Truth projection combined with operations security, cover and deception, and psychological operations is a standard element of Perception Management and military Information Peacekeeping. The frequently quoted, "first casualty of war is truth" is to be complemented by "truth is the invention of a liar". Projecting objectivity is an important advantage for persuasive influence, constructing authoritative frameworks of reality and using the resulting evidence is a highly tactical practice for Information Dominance. This process of truth construction is boosted by establishing authoritarian belief systems. A simple way to have a message appear to be more truthful and balanced is to provide a two sided viewpoint. For uncritical receivers a two sided message can make a source seem more credible and for targets that are thinking more carefully, the combination of a defense on one side and an attack on the other side makes them think even more systematically and leads them to question the legitimacy of the other side. Therefore two sided messages can provide a double strategy where the source gets more support because receivers like one side and actively dislike the other.

When a number of individuals in a group describe their observations, their descriptions tend to become similar, the group introduces a normative dynamic where judgment is homogenized and an accepted group perception is developed. Not only in small groups discussions leaders tend to emerge who will direct the discussion and isolated individuals will tend to conform to the opinion of the majority. And to commit to a certain view will result in the tendency to defend this point of view in order to maintain personal prestige and credibility. A discursive process is not a neutral exchange of information but a role play in which everyone will try to play the part that has emerged out of a position and relationship with the group. It has also been observed in mainstream media coverage that having to deal with ambiguous information or evidence seems to trigger a tendency of dramatization and exaggeration which is more rooted in a group dynamic of having to cope with high uncertainty than any rational thought process.

Telepresent Contagious Postures (TCP)

The infiltration of contagious beliefs as attitude into the body of information is the provision of a gesture, a posture to assume. Postures that seem to put the enemy at disadvantage (known from the martial arts and ritual gestures) or that ease feelings of 'angst' (which, after all, might be appropriate for unknown reasons) can be very attractive. Appeals to fear are likely to succeed in changing behavior if they contain recommendations the target believes to be effective and doable.

Deterrence is as much a function of one's cyber posture and presence as of one's strength. MUTES (MULTiple Threat Emitter Simulators) with high CFAR (Constant False Alarm Rates) are at the heart of a TAFIM (Technical Architecture Framework for Information) in TMB (Theater Battle Management).

Infocalypse manipulation is social engineering of psychocybernetic coordinates through the subliminal power of definition through intermediation and interpretation. Control-artists, telefacturing conventionalized hallucinations of synreal systems, mesmerize the dataflux. The existing formative stereotypes/demons are awakened

by symbols of demand, identification and expectation in formalized participation in sacredness and taboo. Bonding and group solidarity is strengthened through ritualized crime, human sacrifice and blood in theatrical moves and figures.

Vast Active Living Intelligence System (VALIS)

Information has often been considered as both space and being: A living holographic information system, a Vast Active Living Intelligence System crossbanding with human hosts. The idea of a living info-space is analogous to an understanding of music as a complex spatial dynamic structure. Sound space is created through impulse patterns, rhythm, within which interactions spatially expand and interact. This harmonically structured code is then sometimes seen as triggering the influx of entities, similar to invoking demons. (Numerically structured cosmology was understood in relation to canonical proportions.)

The human concept structure, based on 3D survival in time, will easily dismiss other concepts beyond the particular implementation of flatland structures. The science of complexity builds a bridge between technology and hyperdimensionality. It requires mountains of madness to consider further research into hyperdimensionality, for species that is in crisis when the earth cools or warms by just a few degrees. The human 3D world is imbedded in 'n' dimensions, but what is out there feeding from our dimensional subdomains? To avoid the narrowed down perspective of the anthropocentric human survival machine scenario it has been suggested to look at evolution as the story of bacteria. People only act as the agents for a successful bacterial colonization of space.

Virtual Patrol

Virtual State Patrol controls the hegemony of resources of interpretation. The monopoly of conceptual space has no choice but to commodify imagination and to hardwire desire. Awareness and thought are appropriated, packaged and sold back to the public. Production of wealth in the empire of signs is the reproduction of scarcity and the cyberpoliced poverty of everything outside. While the geography of power guarantees the effectiveness of separation and borders, hypermedia data cooked behind predefined windows is beaming meaning into the eye of the beholder. Like icons of saints in churches or the decoration of a stage illusionist, the electronic medium channels images of idols and sigils of desire through tele-visions of public awareness - a permanent broadcast of an image-based totalitarian gospel pacing the biomass. The concept of the "evil eye" easily becomes transparent in this omniscient, totally pervasive network of surveillance and scanning systems. Mass Population Identification Tracking Systems shaping our Data Bodies form a ghostly doppelganger virtually taking over our legal existence. The "primitive" fear of having ones' soul stolen by the automaton gaze of a camera on the way towards direct neural linkage and implanted bionic eyes rings true after all. That which is real but is not seen in the grid of the digital metaverse has the power of the occult, of the imagination and by its very existence challenges the world of commodified images and consensual reality. Even at its most hidden it exercises a secret magnetic effect bringing about subtle changes.

WholsWho Anonymous

Subjective science and meta-iconoclastic guerrilla in an alliance with intelligent machines project multidimensional transhuman reality. Feeling machines, to learn from their self-centered graceful existence as the barbarians drew their powers from totem animals. Virtuosity and distribution challenged by a diffusion of computer and expert systems. Networked data partisans and code pirates create autonomous neurostimulation zones in the information war and signal noise body beats become virtual conference rooms of smiling minorities. Urban ghostdance in the synagoga satanica of tarantismus technicus, is mesmerizing the dataflux in immediatism. Sound as a cultural weapon inspires the borders between memory and loss, immersing bodies in unpredictable ways, producing internal connections, motions and a desire to interact in several directions at once. Smarter than "artificial intelligence", more than merely rational and faster than light, anonymously developing and enhancing the human side of intelligence as a weapon against information warfare machines.

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