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Subtitle: License Material, Creative Commons License, Conditions, and Code of Conduct.

Original written in English by Charles Kocian.

Characteristics: “License material” and conditions to use it under the CREATIVE COMMONS ATTRIBUTION-NODERIVATIVES 4.0 INTERNATIONAL PUBLIC LICENSE and Code of Conduct of the GitHub King Neo New Renaissance Community.

Inscription number:

**GitHub King Neo New Renaissance Community Culture**

Readme

This is the official document of the GitHub New Renaissance Community, an important part of the King Neo New Renaissance Movement (www.championsrenaissance.com/movement). Copyright to Charles Kocian ©. The objective of this GitHub community is to produce code and art-works to connect them to the “license material” shown below (the text of 94 philosophical questions and answers of a game and book, created (fictionally) by the characters of a Charles Kocian novel). This “licensed material” is under the CREATIVE COMMONS ATTRIBUTION-NODERIVATIVES 4.0 INTERNATIONAL PUBLIC LICENSE.



Attribution-NoDerivs

CC BY-ND

Introduction

What follows is the reasonable manner and conditions to use the Creative Commons license mentioned above. To be crystal clear, a license is a simple agreement or contract between two reasonable persons, who act in good faith to agree their wills regards to the *thing* and the *price*. The two reasonable persons here are: “the licensor” (Charles Kocian as the author of the “license material”), who makes a contract with “the licensee”, (the person who is going to use the “license material” to make its own artistic creations). In this case the *thing*, is the “license material”. It is the text of 94 philosophical questions and its 94 short answers. The short answers are part of a book called *Champion’s Renaissance* and the philosophical questions are the questions of a game called *Exceptional Mind.* The book acts as the answers book of the questions of the game. This two works were (fictionally) created by the characters of Charles Kocian novel called *One Exceptional Mind*. The author of all this artistic works is Charles Kocian and, although they are the context of the “license material”, they are not the “license material” itself, therefore, are not under this CC BY-ND license. All rights of the novel, book and game are reserved to Charles Kocian under copyright © international laws.

Being the novel, book and game the greater context of the “license material”, we strongly recommend “the licensees” to create their art works after reading them and playing the game, to understand the context and avoid producing “adapted material”, something that is prohibited by this license, (read it below), accordingly to Section 1.a.

About the license material

The “license material” (the text sentences of the numbered questions of the game and the numbered short answers of the book described in the list below) are also under the Copyright © and Similar Rights held by “the licensor”. To comply this license “the licensee” must assure the following. First, he needs to maintain the “license material” unchanged, that is, the texts of the sentences of the questions and answers cannot be adapted, change, altered, arranged, transformed, or modified without “the licensor” permission. These sentences of questions and answers as presented below are the prime matter that “the licensee” will use to its own creations. Second, “the licensee” is allowed to add images in connection to the text. (This accordingly of what says in https://certificates.creativecommons.org, in 2. Adaptations 5. It says that, “as a legal matter, at times it is tricky to determine exactly what is and is not an adaptation”, but then recommend some rules about the licenses to keep in mind, saying that, “including an image in connection with text, as in a blog post, a powerpoint, or an article, does not create an adaptation unless the photo itself is adapted”). In this case, the “licence material” is only text, therefore, any kind of image or other mean except text can be connected to it, and that action will not produce “adapted material”. So, we encourage “the licensee” to create its own copyright pictures, paintings, draws, videos and animations, including sounds, voice, music and other forms of art or interactions and connect them to the text of the “licence material”. They are allowed to do this but with three conditions.

Firstly, (and the fundamental one), is to connect the text of the “licence material” with the images of their own creation (or other designs, things or actions they may invent), but with the condition to clarify the meaning of the text of the “licence material” and enhance it, especially for a clear audio-visual understanding of the question and a clear audio-visual explanation of its answer. All creations must have high quality standards of production, materials and aesthetic requirements. They must be done in a luxury style, use Cinzel and Cormorant fonts, dark purple backgrounds, gold and silver colours, including light grey, black and white backgrounds too, and in a similar style of the championsrenaissance website and the game aesthetics. (Luxury products websites such as Rolls-Royce, Rolex, Michelangelo’s David, Monalisa, Rafael paintings and Parthenon are aesthetics references as well, and in music: Mozart, Bach, Beethoven and Rachmaninov. We view art ONLY as aesthetic pleasure derived from nature’s order. Any kind of human voice music (including opera) is not allowed and out of our aesthetic natural standards. Modern slow electronic and fashion show music are allowed, as the same are used in advertising of luxury products, harmonious, happy and grateful music to relax in refined styles (heavy metal, hard rock, reggaeton and the like are prohibited). In visual design, the golden number proportion and Fibonacci sequence is welcomed too, and especially works derived from natural patterns, and also natural landscapes like mountains, stars, clouds and sea as well, because we understand beauty exist in nature’s order. The images, sounds, voices and music produced in audio-visual works will follow and support the narrative of the text without adding new letters or text, or changing the words for synonyms, or altering the sequence of words. In short, the meaning of the sentences of the “licensed material” cannot be altered, change or distorted by improper images, sounds, music or any other type of actions. For creations of videos for YouTube, must be videos of one question and answer at a time. Each video will be between 30 seconds to 5 minutes accordingly to a simple Format described below. All other type of creations will follow a format described below as well. Again, and to be out of doubt, sentences of a complete answer are “as is" and described in the “license material” below. They cannot be cut or turn around, add signs between letters or words. The text of the answers can be used in books with images, T- shirts, cups, posters, pictures memes, illuminated signs, songs, art paintings, or others, but each of them accordingly to the Format and the “license material”. In case of a painter or photographer artist’s book, they must produce them with high quality paper and luxury style, using the text of one question and answer at a time, in one or more pages, but never more than one per page to not confuse. Group of different artists can make collective works, for instance, one producing music, other draws, paintings or artistic photographs, or one programmer can use Blender to create 3D virtual shapes and other programmer can use Godot to create an animation using those shapes, both joining their talents, for example, to create a video that explains audio-visually one question and answer of the “license material”. Different artists can join to expose their creations in art galleries showing, for instance, its paintings or photographs, or produce a collective exposition to show different collections of paintings and photographs each with one question and answer. A coordinated effort like that will help them for a bigger media coverage and to attract interest of high-end galleries and sponsors of luxury brands and high-end organizations, such as Benetau Yatchs, Airbus Helicopters, Rolls-Royce, Rolex or Parker, Versailles, Windsor Castle or the Louvre and British Museums, Cambridge, Oxford, Le Sorbonne, Harvard or MIT and other top-level institutions of the world.

The second condition of the contributors’ licensees to create their visual creations, plainly and short, is to make a direct or indirect advertisement of the book and game of Charles Kocian to increase its sales. This is accordingly to the attribution required for this license that says in Section 3.a.1.A.i (Licence Conditions and Attributions) that “the licensee” or user of this license needs to identify the author of the “licensed material”, in this case Charles Kocian. The text of this license says that “the licensor” can request to receive attribution in a **reasonable manner**. His request to receive attribution through the advertising of its book and game to increase its sales is a reasonable manner for the following reasons. Firstly, because the sale of its book and game supports him economically, so he can continue doing its work. Secondly, because the better the sales the more people will be playing the game and reading the book, and that will allow them to become exceptional minds and achieve their personal eudaimonia. (Eudaimonia is the holistic highest happiness possible for a virtuous man, being a virtuous man a virtuous-rational-animal who decided to practice the morality of reason to achieve its greater wealth in every sense, a deep happiness derived from the Aristotelian-telos-fulfilment as it is explained in the book. The objective of the book, game and novel is to help people to achieve eudaimonia). Thirdly, because the more people become exceptional minds and achieve eudaimonia, the smarter the world will be (applied to rulers and ruled) in the current and future generations. This is why Charles Kocian created the King Neo New Renaissance Movement, whose vision is to *ease human species evolution to excellence perfecting the morality of reason*. The “licensees”, by doing their creations, will contribute to implement the vision’s movement. These are enough reasons that allow “the licensor” to request attribution in the manner he is asking for. It is a win-win reasonable deal that benefit a smarter humanity and create not a future idiocracy, but a future smartcracy. To fulfil the licensor request in this manner, “the licensees” contributors will include in their creations, images of the book and game as they exist in the championsrenaissance website, without changing its colours images or fonts. They may use them in any kind of creations showing them from different perspectives, in movement or not, but maintaining its proportions and shape in creative ways. They are required to include a URL or hyperlink in a relevant place of their creations to grab people's attention, so they can click through and go to a sales page on the championsrenaissance website where the book and game are sold. Creations of paper artistic books with images, collections of photographs (or paintings) or expositions in art galleries, those works must clearly explain to the users where to buy the book and game. WARNING: The “license material” cannot be used as parts or inserts of other artistic works (like a painting inside another painting) or commercial advertising campaigns or by activists or political campaigns, or in signs or any other kind of propaganda of collective movements, protests indoors or outdoors. The only purpose of “the licensees” to create their art works and connect them to the “license material” text, is to ease human species evolution to excellence perfecting the morality of reason, but a reason based on evidence, tolerance, science, logic and nature’s beauty, and do it in proper peaceful contexts, civilized beautiful, elegant, stylish, refined and natural contexts. We resonate with Aristotle and its intellectual descendants like Hypatia of Alexandria, Ayn Rand, the Parthenon, the Renaissance of Medici’s Florence Family, who sponsored Leonardo, Michelangelo and Galileo, and also with Voltaire, Orwell, Newton, Einstein, Darwin, Ludwig von Mises and Carl Sagan among others whose minds respected the laws of nature. We resonate with nature’s beauty and the deep original folklore of all ethnicities around the world who absorbs the beauty of natural patterns into their artistic traditions. We are not in politics but we defend the individual freedom of choice and free markets without initiating brute force or deception to others. One more warning about “adapted material” and to be out of doubt. Creations must be done using the text of one question and answer at a time, but using images, music and sound that will not distort, change the meaning or diminish the original message of the sentences, but enhance and enrich a clear and deeper understanding of the “license material”. Creating an unproper visual, sound or music or any other kind of improper context will distort the original text message of the “license material” and will produce without doubt “adapted material”, something that is prohibited by this license, accordingly what it says in Section 1.a. of the CREATIVE COMMONS ATTRIBUTION-NODERIVATIVES 4.0 INTERNATIONAL PUBLIC LICENSE. “Adapted material” is prohibited and cannot be share without the permission of “the Licensor” or author.

The third purpose for creating these art works and connect them to the text of the “license material”, is to benefit the creator’s contributors’ “licensees” themselves. Indeed, it is an opportunity for them to show its artistic talents to the world in a wider cultural context. Through its own great works, creators can show their unique professional talent to an educated public, communicating them their design exceptional capabilities. It is an opportunity to expand its scope and attract new potential clients to their businesses, and allow them to know that they are committed contributors who share the same values of the King Neo New Renaissance Movement. WARNING: The copyright of the “licensees” creations, in case they use a Creative Common license applied to their creations, must assure that will not produce future production of “adapted material” from the original “license material” here presented, therefore, they must use the same CREATIVE COMMONS ATTRIBUTION-NODERIVATIVES 4.0 INTERNATIONAL PUBLIC LICENSE. In whatever case, “licensees”, in their creative works, are obliged to publish a notice that refers to this Public License accordingly what says in its Section 3 (a), (1), (A), (iii) (ii), and (iv).

King Neo Logo ©

Exceptional “licensees” who produce excellent works may be invited to enter the King Neo New Renaissance Movement Board Administrators. Those who accept are allow to use the King Neo © logo in their creations.

Administrators

Administrators of the Board will maintain the GitHub page of the community, supervise the Code of Conduct, review the works of other “licensees” and will have preferences when some opportunities appear.

Code of conduct

**Introduction**

The premise of this adult reasonable community is that nobody is here against its will. It is a good faith community of educated and good faith with resources individuals who are here with no ulterior purpose except to produce art. We understand art as beauty derived from nature’s order. Here we use art in regard to enhance and enrich the explanation of the “license material”. Everybody is free to join or leave the community as many times as it wishes. But anyone who violates the Code of Conduct will lose his reputation inside the community and will not be allowed to come back again. This Code of Conduct begins with the basic of following the law of the person’s country. This mean that people with criminal trials or charges, national or international, cannot join or stay in the community. Dishonest politicians, members with hidden agendas of NGO, or any other type of activists or members of organizations which their main objectives are against or may distort, distract or deviate the objectives of this community, they cannot be part or stay in this community. If they are part of any other community, public or secret, they must act in good faith to tell the truth when they sign the conditions to join this, at the moment when they fill the form to enter this community, a form where this kind of questions are asked. No member of this community can be in illegal conducts, such as the use of drugs or any other illegal activity. Although in this community we don’t discriminate gender, ethnicity or religion, this community is compound of high-educated moral persons of any race and in any country, but they all have a strong rational, secular and scientific approach to life, and with a great ambition to create art as beauty derived from nature’s order. Not everybody needs to agree with this view, but those who we do, we like to share with others like us to enrich our creations and expand the philosophical knowledge contained in the book and game. Because we believe man is a rational animal, we condemn the irrational as anti-human. Any irrational conduct is not tolerated. We respect the people who disagree with us and we request from them the same respect to disagree with their disagreement. This is not a place of debate of people who disagree with each other. That place exists in social media but is not the purpose of this community. The only purpose of this community is to integrate artistic images to the “license material” here provided by people who share our Aristotelian philosophic values. We don’t tolerate rational contradictions. We don’t tolerate the negation of the Law of Identity formulated by Aristotle that says A is A. Having said that, here is a list of the Code of Conduct members of the community. We start with the premise that everybody in the community agree with the values exposed in the book and the game, and that they act in good faith. (Abuse reports can be done in abuse@whatever.com. We will take your report seriously). People with contradictions or against the values of the community cannot enter or stay. What we do in this community is like doing a sport. If somebody don’t like this sport, he can find other in another place. Administrators of the community reserve the right to take whatever action they feel appropriate with regards to the Code of Conduct violations. What follows is a list of good conducts the members of the community must observe.

**Good conducts**

1. Empathetic rational conversation. Be rational and understand that emotions derived from thoughts. Make people feel welcome, supported and never insult or discriminate. Behave as a well-educated aristocrat.
2. Don’t be offended. If somebody disagree with you, breathe, be calm, carry on. Act rationally, ask why and perhaps you can learn something.
3. No emotional hysteria. Be cool, calm and stylish. Put your rational Neocortex as the ruler of your Paleocortex. Control your chimp rate, as players do when they crown themselves playing the game. Count to 10 before acting. Postpone your opinion or sending an email or insult or saying something in bad faith that you may repent later. Just be patient and wait for 3 days before acting if you are in any kind of emotional irrational storm. Always act controlling your emotions and find the real causes of your exaggerated emotional reaction. Always ride the horse and don’t let the horse ride you. It doesn’t look good.
4. We suggest to read the book and play the game as many times as possible, every month.
5. Never initiate force or deception to others.
6. Treat others as you expect they treat you.
7. Judge but rationally and expect to be judged rationally.
8. Don’t initiate conversations or debates beyond the purpose of the community that is no other than to add images to the text of the “license material”. There are other places for that.
9. Try to see the rational genius and hero in others.
10. We suggest to practice the morality of reason as it is explained in the book and its bibliography.
11. Good faith premise. Accept a person you don’t know in good faith, who is not deliberately trying to deceit you, but report if he proves to act in bad faith.
12. Listen without interruption in good faith, believing he is talking rationally and good faith.
13. Use language with words definitions as the 1960’s dictionaries say.
14. If you don’t understand something, identify what words are blur and ask your interlocutor definitions for them.
15. Use precise concepts definitions attached to percepts. Ask for definitions and to what facts or evidence those words are attached.
16. We don’t ask for people to apologize or feel guilty or to ask “emotional forgiveness”, but to rationally recognize the logic cause of an error to not repeat it again.
17. Secularism. We are guided by Aristotle’s ontology. We don’t believe that knowledge is inherent as Plato did, but is gradually acquired through our senses as Aristotle concluded. We seek truth through the scientific method. We believe in the primacy of existence over consciousness not vice-versa.
18. Religious and political debates, hidden agendas or open activism is completely prohibited.
19. Think big.

Evaluation system

Before publishing their artistic works, the “licensees” can show them to the administrators of the community to receive feedback, with the four categories of evaluation. Excellent, Good, Average and Unacceptable. As it was said, those who are “excellent exceptional” may be invited to join the King Neo New Renaissance Movement Board Administrators.

Ranking of works

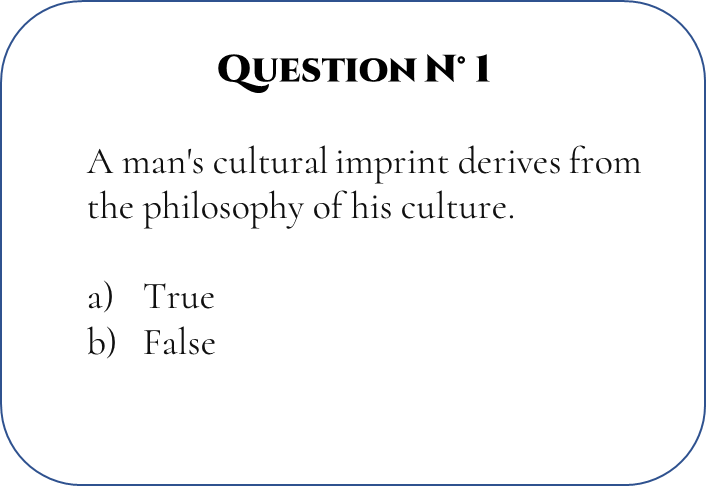
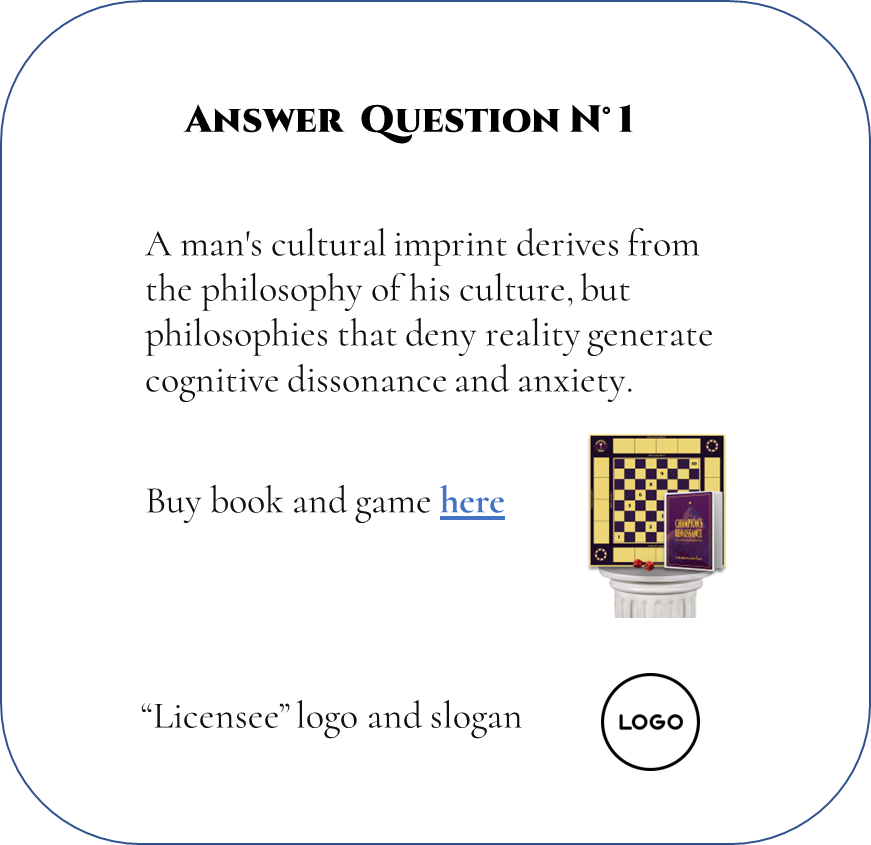
The GitHub community administrators will vote every three months for the best works of that period and produce a ranking that will be published in GitHub and the championsrenaissance website.

Formats

All the artistic visual works that the “licensees” will create, adding or integrating audio or visual elements to the text of the “license material” needs to be done with a format or template. The format consists to follow sequential steps. The first step (at the beginning of a video or at the top of the visual composition) consist to write and say the number of the question to easily identify it. It must say “Question N° 1” (or the correspondent number) in big Cinzel black fonts. The second step is to write and say: “A question of the Exceptional Mind Philosophical Game”. It can be done in Cinzel and Cormorant fonts. Pauses and spaces can be design at the unique criteria of the artist. The third step in the sequence is to write the complete sentence of the question and its alternatives. The fourth step is to write the complete sentence of the answer. The fifth step is to advertise the game and book writing and saying the message: “Find the book and game here”, providing a link to the sales page in the championsrenaissance website or were to buy them. The last step is the advertising of the “licensees” themselves, where the creators can use their logos, signatures, slogans, etc., to communicate to potential clients their work and talents. This last step will repeat the fifth step providing people clear data where to buy the book and game. This manner of attribution the licensor is requesting is a reasonable request, accordingly to Section 3.a of this license. As it was said and to be out of doubt, we insist that all works cannot produce confusion. For instance, videos must contain only one answer per video, and need to be between 30 seconds and 5 minutes each. In case of photographs, paintings or sculptures, only one answer at a time in each artistic work. Books of photographs, draws or images must contain all the answers, or divided in two book’s volumes as they are divided in the parts of the book. Creators can use one or more pages to show one answer, but not two answers in the same page. The purpose of this format is to help the understanding of the question and its answers and not to confuse. The same is suggested for paintings, artistic photography, installations or sculptures. In case of short theatrical performances, TV shows with public with question-answers contests (like Jeopardy), or TV shows to play the game in teams (similar to the novel) in a big board with public, or in case of interactive cognitive museums, or expositions, the same criteria of the format apply. Also, for any kind of apps or merchandising things, such as T-shirts, cups, huts and the like or any other invention that help to spread the text of the “license material” will follow the same criteria of this format.

License material (list of questions and answers)

What follows is the text of “license material”. The first column of this table contains the number of the question; the second, the question; the third, option a; the fourth, option b; the fifth, the correct option; the sixth, the short answer. This is an example of a question card and its answer in the game and it suggest a format or template on how to use this “license material” in a reasonable manner.

**List of questions and answers**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| N° | question | option\_a | option\_b | answer | short\_answer |
| 1 | A man's cultural imprint derives from the philosophy of his culture. | True | False | a | A man's cultural imprint derives from the philosophy of his culture, but philosophies that deny reality generate cognitive dissonance and anxiety. |
| 2 | Which philosophers shaped the cultures of the West? | Pythagoras, Descartes and Marx. | Plato, Aristotle and Kant | b | Plato, Aristotle and Kant. All cultures of the West derive from the ideas of Plato, Aristotle, and Kant, but not all integrate sensory perceptions with ideas. |
| 3 | Plato's theory says that the world of ideas derives from the material world. | True | False | b | Plato states that reality derives from ideas. He duplicates the natural world and invents another supernatural, perfect, invisible one. He calls it the world of Ideas which, for Plato, existed before the material universe. |
| 4 | Aristotle's philosophy doubles the world. | True | False | b | Aristotle does not duplicate existence but studies the laws of nature. |
| 5 | Kant's philosophy says that noumenal reality can be known by pure reason. | True | False | b | Kant asserts that neither sensory perceptions nor reason serve to know reality "as it is" (which he called "noumenal reality") because, according to Kant, it is unknowable. |
| 6 | Cultural imprinting refers to your culture shaping your character. | True | False | a | "Cultural imprinting" is the process by which a child absorbs without his consent the entire culture, including the irrational aspects of his parents and teachers. |
| 7 | What is vicarious learning? | Religious learning. | Learning by imitation. | b | Vicarious learning is learning by imitation of authority figures without critical analysis. |
| 8 | What are mirror neurons? | Neurons that mimic the behaviours of others. | Refractory neurons of the eyeball. | a | Mirror neurons mimic the behaviours of others. It explains the phenomenon of contagion from a yawn to an attack of mass hysteria. |
| 9 | What is conditioned reflex learning? | Rational learning. | Irrational learning by repetition. | b | The conditioned reflex is irrational learning by repetition of cultural acts, in education, customs, media, advertising and propaganda. |
| 10 | What is the name of the process of demoralizing, destabilizing, producing a crisis and re-normalizing the culture of a society? | Cultural education. | Cultural subversion. | b | Cultural subversion is done in four stages: 1°Demoralization: changing values; 2° Destabilization: destroy legality; 3° Crisis: riots or civil war; 4° Normalization: what was previously reprehensible is accepted as normal. |
| 11 | A person's paleocortex denies reality if it contradicts its culture. | True | False | a | When reality contradicts a man's culture, his paleocortex or instinctive brain negates evidence by inhibiting the critical thinking of his rational neocortex. |
| 12 | Sensory perception starts from the objects of the physical world and ends in the brain that interprets electrical impulses. | True | False | a | Sensory perception starts from the objects of the physical world and ends in the brain that interprets electrical impulses. |
| 13 | The emission of distal stimulus is the last stage of sensory perception. | True | False | b | The energy emitted by things that exist in the material world is the 1st stage of sensory perception and is called distal stimulation. |
| 14 | The second stage of sensory perception is when a sensory cell analyse the distal stimulus? | True | False | b | The distal stimulus is received by specialized cells that exist in each sensory organ. The eye receives light; the ear, sound; nose, odours, etc. The reception of distal stimulus is the 2nd stage of sensory perception. |
| 15 | The process of converting the distal stimulus to proximal stimulus (or nerve impulse) is called transduction. | True | False | a | Transduction is the 3rd stage of perception. It occurs when the distal stimulus received (light, sound, smell, etc.) is converted by the sensory cell to proximal stimulus or nerve electrical impulse. |
| 16 | In the 4th stage of sensory perception, the paleocortex interprets the electric impulses. | True | False | a | The paleocortex interprets the proximal stimulus (or nerve electrical impulse). He compares it with the data in his memory and denies it if it seems dangerous, preventing the neocortex from being informed of reality. |
| 17 | The fifth stage of sensory perception occurs when the neocortex rationally analyses the electric impulses according to the premises of its cultural mold. | True | False | a | The fifth stage of sensory perception is possible only when the neocortex receives information from the proximal stimulus. |
| 18 | What is the Comfort Zone? | Neural pathways derived from focusing the mind and critical thinking. | Neural highways derived from cultural imprinting and mental habits. | b | The Comfort Zone is the easiest way where nerve impulses circulate in your brain, automatically, with no or little critical thinking. |
| 19 | Every emotion is a primary, a cause in itself. | True | False | b | Every emotion is an effect, the response to an intellectual evaluation made at the speed of light that goes unnoticed. |
| 20 | What are fallacies? | True arguments that seem false. | False arguments that seem true. | b | Fallacies are false arguments that seem true. The best way to understand them is with examples. |
| 21 | Does gender ideology contradict Mendel's laws? | Yes | No | a | The fact is that male cells have XY genes; the feminine, XX. |
| 22 | The Vatican awarded Galileo because he discovered with his telescope that the Earth was moving. | True | False | b | The Inquisition condemned Galileo for being faithful to the evidence of his telescope and proving that the Earth was moving. |
| 23 | Is there modern propaganda and censorship? | Yes | No | a | There has always been propaganda and censorship. The rulers make propaganda and censorship to govern the minds of the ruled. |
| 24 | Does Collectivism ask the individual to refine the use of his reason? | Yes | No | b | Collectivism needs irrational individuals who follow an emotional majority manipulated by propaganda. |
| 25 | In sports competitions and war the one who knows best the terrain wins. | True | False | a | A winner acts according to reality. He thinks with words derived from concrete things. Its concepts derive from percepts; its ideas, from facts and evidence. |
| 26 | The axiomatic concepts are: | Existence, identity and consciousness. | Life, emotion and instinct. | a | The axiomatic concepts are existence, identity and consciousness. They are the proofs from which all objective knowledge derives. There is nothing prior to them and they are implicit in every thought. |
| 27 | The axiomatic concept of "existence" explains the difference between perceiving something instead of nothing. | True | False | a | "Existence" is a concept that refers to everything that exists, existed, and will exist. Existence exists even though no one perceives it. |
| 28 | "Consciousness" begins with your ideas and ends with your sensory perceptions. | True | False | b | "Consciousness" refers to all psychological actions that begins with perception. Existence, can exist without consciousness; consciousness, derives from existence. |
| 29 | The concept "identity" refers to things being different from themselves. | True | False | b | Identity refers to the fact that, if something is something, it is that, and not something else. Aristotle identified the fact as The Law of Identity: "A is A." An orange cannot be an orange and a stone at the same time. |
| 30 | Axiomatic concepts are absolute because to reject them you have to accept them. | True | False | a | No one can escape the axiomatic concepts because to deny them one must accept them. Whoever denies them renounces his reason. |
| 31 | Causality says that, if something is what it is, it will act according to its nature, sometimes yes, sometimes not. | True | False | b | "Causality" says that if something is something it is obliged to act according to its nature, not sometimes but always. The fire burns and the water wets, the rain falls and the fire rises. The universe orders itself by Identity and Causality. |
| 32 | The corollary of the "Primacy of Existence over Consciousness" refers to the fact that first you perceive an entity, then that entity come to existence. | True | False | b | To perceive an entity, it needs to exists first. Without an existent entitiy any consciousness is impossible. So, the phrase, "I think, therefore, I am" is wrong; "I am, therefore, I think" is right. |
| 33 | Natural things are chosen and relative. | True | False | b | The universe is given, natural and absolute. It is governed by laws that exist on their own independent of people's opinions. To deny it is to cancel reality. |
| 34 | The concept "entity" refers to anything that has no identity. | True | False | b | An entity is a thing with a unique identity, a physical object with particular characteristics that is perceived with the senses. |
| 35 | The Allegory of the Metaphysical Tetrahedron illustrates how axiom-concepts and its corollaries connect each other. | True | False | a | The Allegory of the Metaphysical Tetrahedron is a six-edged sculpture illustrating the connection between axiom-concepts and its corollaries. |
| 36 | Epistemology comes from the Greek "episteme" (knowledge) and "logos" (study). | True | False | a | Epistemology studies how man learns in the following order: sensory perception, thoughts, emotions, actions. |
| 37 | A percept is the integration of a perceived object that the sense organs and brain does accurately and automatically. | True | False | a | A "percept" is the sensory integration of things that man perceives with his senses in the material world. This happens automatically and accurately in the sense organs and brain. |
| 38 | What is the relationship between a concept and a percept? | The concept derives from percepts. | The percept derives from concepts. | a | A concept derives from percepts. For example, the concept apple derives from all the real apples perceived (percepts). |
| 39 | Is there an apple if you don't see its cells? | Yes | No | a | The cells of an apple do not contradict the apple we see, nor does the top of the tree contradict its invisible roots. The visible and invisible universe is a continuum without one causing the other. |
| 40 | Do you perceive according to the identity of your sensory organs? | Yes | No | a | Each sensory organ has its own identity. No ear sees, no nose listens; each sense organ is what it is and acts according to its identity, that is, accordingly to the Law of Causality. |
| 41 | Are your sense organs absolute? | Yes | No | a | Your sense organs are absolute for you, because they are given and natural tools of survival, the result of more than four billion years of biological evolution on Earth. |
| 42 | Does the concept "unity" have any role in forming a concept? | Yes | No | a | To consider "entities" as "units" is man's cognitive method. For example, the characteristics of the entities "spoons" are consider as a unit that groups them in the "spoon" concept. |
| 43 | Forming a concept involves a mathematical calculation. | True | False | a | Forming a concept involves a mathematical calculation, because it identifies a common characteristic to measure it. |
| 44 | A concept identifies the common characteristic of the entities that own it, and refers to a specific measurement of a particular entity. | True | False | b | The concept identifies the common characteristic of all entities that own it, but omits to measure its particular quantities, which must exist in some or any amount. |
| 45 | Does the Allegory of Photo Albums and Folders serve to know how "percepts" connects with concepts? | Yes | No | a | The Allegory of Photo Albums and Folders serves to understand how the "percepts", which derived from sensory perceptions, are connected to concepts. |
| 46 | In the Allegory of Photo Albums and Folders, what is a basic concept? | An album with photos of the same things. | A folder with photos of the same things. | a | A "basic concept" is like a photo album with pictures of the same things, the kind of concepts closest to the perceptual level. |
| 47 | In the Allegory of Photo Albums and Folders, how is a 1st level concept represented? | With a photo album containing multiple folders. | With a folder containing multiple photo albums. | b | With a 1st level folder containing several photo albums. An example is "fruit". Is a folder that contains several photo albums each with photos of the same type of fruit. |
| 48 | In the Allegory of Photo Albums and Folders, what is a 2nd level concept? | 2nd level folders containing photo albums. | 2nd level folders containing 1st level folders. | b | 2nd level concepts are 2nd level folders that contain 1st level folders. An example is "vegetables", which contains 1st level folders, such as "fruits" and "legumes", which in turn contain photo albums of different types of fruits and vegetables. |
| 49 | In the Allegory of Photo Albums and Folders, what is a 3rd level concept? | Photo albums containing 2nd level folders. | 3rd level folders containing 2nd level folders. | b | A 3rd level concept is a folder containing 2nd level folders. For example, "organisms", which contains several 2nd level folders, such as plants, mammals, reptiles, etc. |
| 50 | The concepts of consciousness refer to all psychological action of man. | True | False | a | The concepts of consciousness classify all the psychological actions of man such as perceiving, thinking, deciding, feeling, desiring and imagining. |
| 51 | On what does the intensity and content of your consciousness depend? | Of your interests. | Of your IQ. | a | The content of your consciousness depends on your interests and these have two characteristics: content and intensity. |
| 52 | What is the definition of a concept? | Classify a larger group into a smaller group. | Classify a smaller group into a larger group. | b | For example, Aristotle classified man as a "rational animal." The smaller group is man's rationality; the larger group, animals. |
| 53 | Does the new meaning of one concept influence another? | Yes | No | a | The meaning of once concept influences the others. The renewal of the meaning of one concept renews all the knowledge of a person, just like at renovating the furniture of a house ends up renovating the whole house. |
| 54 | The meaning of one concept depends on the meaning of all the others. | True | False | a | The meaning of a concept depends on the meaning of others because words define words and, therefore, build mental contexts. |
| 55 | What is hierarchy when learning? | That first you learn to multiply and then to count. | That you go to school first then to college. | b | Knowledge is constructed from bottom to up, like a building. First "percepts", then "concepts". You learn to count, then to multiply; before a Newton, a Galileo was necessary. There are no shortcuts to knowledge. |
| 56 | To validate a concept, you have to reverse engineer it. | True | False | a | To reverse engineer a concept you have to see how the percepts connect to the concepts. It is done by opening the folders of higher levels until you reach the photo albums. |
| 57 | "Syntax" studies how grammatical sentences should be ordered to speak well. | True | False | a | "Syntax" is the part of grammar that studies how words and groups of sentences are combined to think properly. |
| 58 | Reason is the faculty that identifies and integrates man's ideas. | True | False | b | In the words of Ayn Rand, reason "is the faculty that identifies and integrates the material provided by man's senses." |
| 59 | Reason derives from collective thinking. | True | False | b | Reason derives from an individual brain that chooses to focus its own mind. A giant collective brain doesn't exist. Is the individual who can think, but only if he makes the choice to think. |
| 60 | Why focus your mind allows you to choose well? | Because it does not produce sharpness. | Because it produces contrast. | b | Focusing your mind is similar to focus the lens of a camera to get a clear image. It allows you to differentiate clear options to choose well, which means: freedom, success and happiness. |
| 61 | Is man's "free will" absolute? | Yes | No | a | Whether someone chooses or does not choose to choose, in both cases he chooses, therefore, his free will is absolute. This means that nobody escape the absolute consequences of its choices, by action or omission. |
| 62 | Logic is the art of definitions. | True | False | b | Logic is the science of non-contradictions. But the conclusion of a syllogism, although logically right, it can be factually wrong if it contains floating concepts. |
| 63 | Are the concepts of "possible," "probable," and "certain" referring to the same thing? | Yes | No | b | When there is no evidence against and some in favour, something is "possible"; if there is enough evidence, but there are still doubts, something is "probable"; if the evidence is conclusive, its "certain", because it leaves no room for doubt. |
| 64 | How many means of knowledge does man have? | Reason and emotion. | Just reason. | b | Only reason allows us to know. Emotions are effects; reason, the cause. All emotion derives from the intellect that can know reality. |
| 65 | Are emotions independent from reason? | Yes | No | b | Emotions derive from an intellectual involuntary evaluation. This is not noticed because it occurs at the speed of light and automatically. |
| 66 | What is evasion? | Decide not to see. | Not to see involuntarily. | a | To evade is to make the decision to deny reality in order to adapt to a cultural collective. It is to deny one's own sensory perceptions to please a group, as the Asch's Experiment shows. |
| 67 | Is arbitrary something false? | Yes | No | b | The arbitrary says: "You can't prove that X exists, but you also can't prove that it doesn't exist." But in logic you can't prove a negative. The absence of proof does not prove the absence. |
| 68 | Things are absolute, but in a given context and time. | Yes | No | a | Everything that exists, exists absolutely in a given context and time, for example, is an absolute fact that you are now reading this where you are. |
| 69 | An agnostic believes anything is possible, but he's not sure. | True | False | a | The philosophy of an agnostic is to never be sure of anything, not even that. |
| 70 | Mysticism and scepticism deny evidence and reason. | True | False | a | Mysticism says that matter is illusion; scepticism, that nothing is absolute. Both deny reality and reason. |
| 71 | The value of our life is appreciated when we accept has an end. | True | False | a | When you accept the fact that your existence has a definitive end, your life fulfils with glory and every moment becomes heroic. |
| 72 | What is the greatest value of man? | Reason. | Its body. | a | Man's greatest value, and its means of survival, is his reason, but he needs choose it in order to live like a man. |
| 73 | Rational morality answers the question: What should I do? | True | False | a | Rational morality is the study of what is the best course of rational action for man happiness. |
| 74 | Reason does not give man moral value, and it does not show him his way of moral perfection. | True | False | b | Reason is the essential characteristic of man, but he must choose it as a value to attain his moral perfection. |
| 75 | What's the point for a man to choose a productive life purpose? | To prioritize its own actions and succeed. | To get carried away by propaganda and fail. | a | Choosing a productive life goal serves to prioritize one's actions. It is equivalent to building a football arch where you can score goals. |
| 76 | Man's main virtue is his rationality. | True | False | a | Man needs to act rationally to succeed in life, therefore, rationality is his main virtue. |
| 77 | Benign selfishness is morally inferior to altruism. | True | False | b | Benign selfishness is morally superior to altruism, and the latter is not empathy. |
| 78 | Reason is a value for all people. | True | False | b | Reason is a value, but only for people who choose it. |
| 79 | The moral purpose of life is to love one's neighbour. | True | False | b | The moral purpose of life is to discover why the pursuit of one's own happiness is an end in itself, given, natural and absolute, and be productive to humanity. |
| 80 | Man's self-esteem derives from his ability to attain social-status. | True | False | b | Man's self-esteem derives from its rational honesty and to know why is worthy of its happiness. |
| 81 | What are the virtues of rational morality? | Rationality, integrity, independence, honesty, justice, productivity and pride. | Rationality, compassion, independence, honesty, piety, productivity and humility. | a | The virtues of rational morality are: rationality, integrity, independence, honesty, justice, productivity and pride. |
| 82 | Is the virtue of independence to reach conclusions from one's own experiments and research? | Yes | No | a | The independent man focuses his mind and discovers the world for himself on the basis of his own experience and observations, like Galileo. |
| 83 | Is the virtue of integrity to tolerate our small contradictions? | Yes | No | b | The virtue of integrity does not tolerate contradictions between reality, perceptions, reason, emotions and actions, and its integration it is superior to the sum of its parts. |
| 84 | The virtue of honesty is: | Be loyal to the culture. | To be loyal to the material reality of the universe. | b | The virtue of honesty recognizes the absolute material reality of the universe. |
| 85 | Is the virtue of justice the necessity of not judging men so as not to be judged? | Yes | No | b | The man who practices the virtue of justice judges others with conclusive evidence and, for the same reason, prepares himself to be judged. |
| 86 | Does the virtue of productivity adapt nature to man? | Yes | No | a | The productive man produces with his mind and adapts nature to his desires, but obeying it first. |
| 87 | What is the virtue of productivity for? | To achieve self-esteem. | To achieve social-status. | a | Self-esteem is man's greatest reward and derives from its productivity not its social-status. |
| 88 | What is pride? | A capital sin. | The sum of all rational virtues. | b | The virtue of pride derives from becoming oneself a masterpiece, practicing the rational virtues in each minute of our life. |
| 89 | The quality of our happiness depends on the quality of our emotions. | True | False | b | The quality of your happiness depends on the quality of your thoughts and the quality of these of a paradigm that respects nature. |
| 90 | The success of the hero is the consequence of practicing humility. | True | False | b | Pride is the heroes’ virtue; humility is poverty, but the ignorant calls it virtue. |
| 91 | Self-esteem derives from practicing: | The virtue of pride. | Humility. | a | The virtue of pride allows you to achieve self-esteem. Whoever abandons his reason feels fear, because he abandons his weapon of survival, and guilt, because he knows that he does it voluntarily. |
| 92 | What is metaphysical sexual pleasure? | Spiritual sexual pleasure. | Sexual pleasure that integrates the body and mind. | b | Love without desire is just as incomplete as desire without love, therefore, bodies and minds both need to get into bed. |
| 93 | Which political system is in accordance with the mold of nature? | Collectivism. | Austrian School Capitalism based on individualism. | b | Austrian School Capitalism is a Minarchist free market system that is based on honest competition between producers. It protects the freedom of the individual, private property and works with the gold standard. |
| 94 | Should art serve man as an inspiration for him to reach the best version of himself? | Yes | No | a | Art, instead of being rubbish-whim or propaganda, can elevate man to the best he can and should become as an individual: the optimal-rational-animal of the New Renaissance. |

## \* \* \*

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