kohl zine

5

A Farmers Life

Prelude

Pain ran through Bernd's head as he was lifted out of the puddle of spittle that had formed under him. It took Bernd a few seconds to realize that he had fallen asleep again at is lurking Station. He briefly scratched his hairy belly, wiped a few crumbs off his dirty shirt and lifted up his sluggish

body. In an effort to have breakfast, Bernd strolled down the stairs to the kitchen, where his two parents were waiting for him: „It's four o'clock in the afternoon, young man. You can't oversleep every day. You must finally make something off yourself". This short speech of his father was pretty useless since it is been held once too often before. Moreover, the term „Young man" for Bernd, who was approaching the 40 in a few years, did not fit anymore. He was rummaging through the fridge. There were still some lovingly made sandwiches in there. Bernd's mother was a good person to rely on. „Bernd, it's time you learn what responsibility is. Your mother and I talked about this for a long time and came to the conclusion that you should get your grandfather's inheritance and not us". This sentence made Bernd listen attentively and made him cough. Did they really want to throw him out of the house after all those years? Bernds grandfather had died a few years ago and had bequeathed his farm to his daughter, Bernd's mother. Bernd's grandfather was a renowned Pokemon breeder in a far away and rural village. Bernd used to be, when he was young (and not so lazy), on the farm to help his grandpa. Bernd looked shocked at the direction of his mother, but she seemed to agree with her husband. Bernd had probably spanned the bow a bit too much over the years. The following Conversation was very long and unpleasant for Bernd. A house of his own was one thing, but Bernd's parents apparently expected him to continue his grandfather's business, and what did Bernd already know about fucking Pokemon? He hasn't had a single one since his childhood. And that Rattata was eaten at that time by the neighboring kot. Bernd was somewhat uncertain where the journey ahead of him would lead him. But he already had a queasy feeling in his stomach.

Chapter one

The devil finds work for idle hands.

The engine sounds of the taxi driving away drilled into Bernd's head and gave him a deep-seated uneasiness. He liked to be alone, but now was the first time in his life that he was actually on his own. In front of him Bernd saw the wooden gate to his grandfather's farm. It creaked when he was opening it and the farm itself seemed to be empty. Some cultivated areas which were infested by weeds, a fenced pasture, a small hut and a stable. All in all, maybe a little over a square mile. So empty, however, it seemed bigger. Pokemon were not to be found. But they were probably just picked up after Bernd's grandpa died. A moving van has already delivered Bernd's stuff as he saw. The few cartons stood in front of the entrance to the hut. But before Bernd set off, his attention was drawn to an old man leaning against the outer fence. As soon as Bernd had spotted him, the man called out to him. „You must be Heinrich's grandson, Bernd. Nice to meet you. Your grandfather gave almost all his Pokemon to neighbors and acquaintances when his illness got worse. Just in case you didn't know. You look a little overwhelmed. If you ever need any help with anything, just come over to my place. I live alone on the farm a bit down the road. By the way, I've brought Heinrich's beauty to his cabin. He wanted it to be given to one of his relatives". „O-Ok" Bernd replied taciturnly before he made his way to the hut. The old man scratched his head briefly and then went his way. He was probably talking about Dette, the Ditto of Bernd's grandfather. He had already had this when Bernd himself was still little. It had been the secret of the success of the whole breeding station, because it had such good genes that the bred Pokemon won many prizes at competitions and combat tournaments. There was always a long waiting list for a breed with Dette. Without

her, or more precisely „it", Bernd's grandpa would hardly have been such a well-known and renowned breeder. As soon as Bernd opened the door to the hut with one of his boxes in his hands, he saw Dette sitting in the corner of the room. The ditto had not changed over all those years. Whereby Bernd did not know anyway how he could have determined any difference. When Bernd put the box on the floor, he was pleased to see that Dette still seems to recognize him. It happily approached Bernd and rubbed his leg trustfully. It felt soft and warm. Kind of weird, though. As strange as this situation felt, Bernd had to admit to himself that he at least didn't feel so alone and lost with what laid before him, anymore.

The first night came when Bernd was lying on his bed with his laptop on his lap. He still hadn't unpacked the other moving boxes but had spent hours on an image board in a thread about his miserable life and the sad situation in which he was now forced to live. Bernd slowly became sleepy, but something he still had to do. His evening routine, so to speak. Without it, it was hard for him to fall asleep. He reached right into a shopping bag he had to put down there and took out a pack of tissues. Then he pulled up his laptop and routinely opened some of his favorite porn sites. As usual, it took some time until he had made up several browser tabs with suitable movies. Then he took off his trousers and threw them in a liquid motion into the corner of the room. When he did the same with his underpants, he was frightened by a squeaking sound.

Apparently, he had just hit Dette, sleeping in the corner, which now frightened and curiously looked at him. He must have forgotten it for a moment. Bernd smiled at the situation and turned back to his screen after saying a short apology. It didn't take long, and he was horny enough from the porn. He reached for his dick and rubbed it up and down in a constant rhythm. Then he stopped abruptly and slowly moved his head to the right. Dette sat there, not three inches away from his arm at the bed and stared with big black eyes at Bernd's still hard cock. Bernd looked at Dette confused for a while. Then he looked at his cock again, which he still had firmly in his grip. Then his gaze changed back to Dette. In the course of his life, Bernd had already had many questionable fetishes and lived them out partially, but should he really cross this line? He now carefully placed his laptop with his left hand beside him before slowly taking his right hand from his cock. It shrugged a little in front of the back and forth bobbing Dette. Bernd watched the event with more and more increasing lust that rose within him. The pink Pokemon wobbled slowly closer and inspected Bernd's best piece thoroughly.

Bernd wasn't sure how to get Ditto to go on, but while he was still thinking about it, Dette opened her mouth and enclosed Bernds Penis in its entirety, creating a sucking vacuum. Bernd groaned in surprise. He had imagined a lot, but certainly not that Dette would start so efficiently on her own. With loud smacking noises, she moved her whole body over Bernd's limb. In wave-like movements, Dette milked the dick as if she had never done anything else. With this warm and wet feeling on his best piece, it felt like Bernd was in heaven. He grabbed the ditto with both hands and pushed it down to fix it a little bit.

Rising up his pelvis, Bernd now pushed again and again deep into Dette's mouth from which more and more saliva ran sideways. A little tickle rose up in Bernd's cock, and he started to fuck faster and faster the mouth of the little Pokemon, which still eagerly tried with its mouth to enclose Bernd's love bone tightly. The tingling intensified and in an explosion of lust, like Bernd had never experienced before, his cock unloaded and pumped load after load of hot sperm deep into Dette's mouth which greedily swallowed everything without wasting a drop of Bernd's hot juice. Breathing heavily, Bernd sank back into his pillow, while his dick slowly lost size. Dette was still busy licking off everything that dripped out of Bernd's penis at intervals. She also seemed quite happy, if Bernd could judge this. In any case, she was certainly not untrained in these things, which raised Bernd's question about the stuff his grandpa was doing here back then. He stroked her smooth body as he worried about the future. He wasn't know if he really would be able to run this farm, but he should be cursed if he ever has to give Dette back to anyone. He was sure he would have a lot of fun from now on. And as he fantasized about it, he felt his dick begin to swell again in the mouth of his first GF.

To be continued

I was trying to achieve a deep relaxation for meditation purposes, but I had a boner. You might have had this happen to you before, where you are conscious but moving is extremely hard, just after waking up, or when trying to have a nap but not falling asleep. Astral projection hippies call this Hypnagogia. You can pull of various cool things in this state.

My experience with it was as such. I had sex in the missionary position with a really fuzzy (featureless, not well visualized) woman. The pleasure was well over a normal fappens. You might have seen this in descriptions of tantric orgasms, of the orgasm not being focused in the penis alone, but in the whole area. It was like that, and it was easily five times as strong. Came buckets in a literal sense.

Now, I don't trust (and neither should you) most sources on these kind of topics. Most of the information on it comes from the hippies and new age movement of the sixties who either imported eastern spiritualism or made up their own, as the spiritual tradition of the West, specially in the USA was long dead, and twisted it to match with their feel good bullshit. You probably have noticed that their spirituality always involves either the Moon, Earth, Mother, and Goddess, or all of them. Those are feminine symbols. You can see it on their ideas of spiritual realization too, for example „giving yourself to others" is the feminine way of realization, the Mother and (woman) Lover, while a masculine one is the Hero. It can be seen too in less esoteric ways, as that spirituality is mostly adopted by feminist movements, or individually (unsurprisingly) by soccer moms.

This has been described, by Evola for example, as part of the decay, „the feminization of the spiritual and materialization of the masculine".

Now, this development (of feminine spirituality) was designed, planned, intentionally caused, and also „natural".

The new age movement had (arguably has), all that steam, because of the vacuum left by the prior abandonment of a more masculine (yet still degenerated) spirituality, which had lost all it's vitality. Still, it was promoted and heightened by an intellectual vanguard, with quite the collaboration of the establishment.

So, most of the spiritualism (and the texts on it) of the new age is as much of an actual spiritual text as a politically motivated one. The line is blurred between spiritualism based on politics and politics based on spiritualism. Though this autistic fit doesn't belong here.

I will now tell you how to achieve it. This is all based on my experience and how I do it, perhaps this will not work for you, or perhaps it will.

I'll give a little background on me if that helps. Prior to (accidentally) doing this, I was in two months of nofap, and on a semiregular exercise schedule.

You have to enter hypnagogia, the „middle-state". It is a state between sleep and awakeness, in which you're still conscious, but it is hard to move, and projecting is easier. Somewhat of a deep relaxation.

What I do is just lay in my bed in the position I normally sleep in (that is, belly down, hugging the pillow with one arm over it and one under), while not being particularly sleepy. If you do it while sleepy you will probably fall asleep. You then have to „win control" over your astral body/dream body, so that you are able to separate your physical body from your projection. You can do this by visualizing your limbs moving. This step is very important, you have to separate your actual movement from your sleep movement. If you do it wrong (accidentally move your body), you will probably reset it and have to start over.

After you've won control (you'll know it), visualize yourself having sex with a woman. It doesn't have to be very detailed, as I said earlier, I did it with a really „fuzzy" visualization. If you did it right, you'll feel actual pleasure, not just get a boner (what would happen if you did it completely awake). Similarities can be seen with a wet dream, were you feel pleasure (albeit it is somewhat different) from it.

Be warned, this is similar to a wet dream in that you will not be able to stop (and stopping also stops the process) so you will cum yourself (and twice as much as in a normal dream). Take precautions for this.

It can easily take over an hour to reach the „middle state", and more to properly visualize and have sex, so do it when you will not be annoyed.

IWO: Old cemeteries in and around Berlin

I went to a few cemeteries in Berlin and a few kilometers outside of the city, and they're really fascinating. There are many cemeteries that have been kind of abandoned in parts and nature has begun to take over. So you have these really old graves, sometimes 100+ years old and they're overgrown with plants or have cracked or have other signs of weathering due to their age, which creates a really fascinating atmosphere. Sometimes you're basically walking through a forest and in between are all these graves which tell interesting stories and range from small gravestones to huge tombs.

The cemetery that will be featured in this article most prominently will be the "Südwestkirchhof Stahnsdorf".

In the second half of the 19th century the population of Berlin grew fast and the increasing expansion of the city reduced the available space for new graves. The problem had to be solved, thus the city council decided to dedicate new areas outside the city for the formation of new cemeteries. Among them a 156 hectare large patch of land, at the time a pine forest. In September 1907 the evangelical Prussian Church Union held a competition to find the best gardeners and landscape designers for the cemetery, but in the end none of the winners could convince them. Instead they hired the gardener and engineer Louis Meyer, who began designing a nature-oriented romanticized appearance. Louis Meyer himself was inspired by Peter Joseph Lenné, a great figure among the prussian garden architects who designed many parks with intricate paths and accents. The newly designed cemetery was a first of its kind in Germany. It's near-nature appearance was a deliberate choice in a time of increasing industrialization and overpopulation of the cities.

Over time this new cemetery would set an example for a new kind of cemetery planning throughout Germany. It used to be that hygiene, sanitation and an orderly structure would be the main characteristics of a cemetery, but that changed and an artistic arrangement of trees, flowers and pathways was now more desirable, as they would represent a death in harmony with nature. Deliberate placements of different tree species, flowers and small architecture objects transformed the cemeteries into small parks, which were frequently used also as places for relaxation and idleness. Open places were often decorated with fountains, arches or smaller buildings.

Another new "feature" that can be observed was the replacement of the "Death Reaper" or the skull as a sign of death from gravestones or as statues. Over the course of the 19th century people began to use angels or grieving maidens who would guide the souls of the dead to their final place. It is in many ways a continuation of the antique tradition of the "mourning women at the grave" or a symbolical depiction of the weeping Maria at Jesus' grave. The stylistic choices of the statues range from almost brutalistic weeping to very feminine figures with barely any cloth covering their skin, but they all share a classical tradition in their clothing and hairstyle. Nonetheless, contrary to the antique reference the figures are not allegories as their antiques predecessors, but are personifications of the emotions carried in the grieving people left behind. In many ways this is also an

interesting way to observe the changing reception of death. During the heights of Christianity death was not the end, there was hope of a reunification in the life after death. In these melancholic figures, the grieving is a very clear sign that for most people the earthly death was final and the christian promises were fading.

This is the wooden cemetery chapel of the "Südwestkirchhof Stahnsdorf". It was build in 1911 by Gustav Werner and mimics the norwegian stave churches, but its actual inspiration is supposedly coming from the Vang stave church in Karkonosze, Poland. The inside is beautifully decorated with Art Noveau paintings and decorated glass windows.

Beautiful buildings that decorate the cemetery landscape were not always the norm and are also a development of the late 19th century. The population used to house the dead in their own homes during times of grief, but this had to change with the increasing urbanization and decreasing space available to the families. Morgues became a new necessity at cemeteries. The original custom to hold the obsequies in the church and then walk to the cemetery also had to be abandoned, since the newly formed cemeteries were increasingly constructed far outside the city. Chapels began to appear on cemeteries. Oftentimes these new chapels were made possible with donations from the local population, sometimes old buildings were renovated to fit the new needs.

The opening of the "Südwestkirchhof Stahnsdorf" was on 28th March 1909 and in the following years the cemetery became increasingly popular thanks to a new tram line constructed exclusively for this cemetery. The tram even had a special wagon attached for the transport of coffins. The prussian population quickly nicknamed the tram line "Witwenbahn" or "Leichenbahn" (eng. transl.: Widowtrail, Corpsetrail).

In the first 25 years more than 35.000 deceased were burried, which is almost one third of all cataloged deceased until today. In the 1920s and -30s the cemetery began to transform into a last gathering place for many prominent people of the higher societies. Lovis Corinth, F. W. Murnau, Werner von Siemens, Gustav Langenscheidt, Emil Krebs are a few of many more prominent names buried here. Apart from the usual famous names, there were also a few graves with interesting history which I would like to highlight a bit:

Hier ruht in Gott
Magnus von Levetzow
Konteradmiral A.D.
Preussischer Staatsrat
Polizeipräsident I.R.
Mitglied der NSDAP
Ritter des Ordens
Pour Le Merite
8.1.1871 – 13.3.1939

Here rests in God
Magnus von Levetzow
Rear admiral A.D.
Prussian Privy Council
Chief of Police I.R.
Member of the NSDAP
Knight of the Order
Pour Le Merite
8.1.1871 – 13.3.1939

Von Levetzow was born into a danish-prussian noble family and began his career 1889 in the Imperial German Navy. His career high was at 1913 when he was promoted to Captain at sea and was transferred the command over the battleship cruiser SMS Moltke, which he commanded for the first two years of World War 1.

In October 1918 he had significant influence in the final command to attack the British Grand Fleet, which led to the infamous Kiel Mutiny, which in turn led to the November Revolution in Germany.

In 1920 he supported a coup against the newly formed Weimar Republic but he failed and consequently lost his position at the navy. In the following years he continued being active in the political scene and made acquaintance with Hitler himself. In 1931 he joined the NSDAP.

In the following years he was the contact between leading figures of the NSDAP and the old royal order of the German Reich. He arranged meetings between Göring and the former Emperor or Hitler and Princess Hermine, wife of the former Emperor.

But despite his seemingly close relation to the Nationalsozialists he was nonetheless a friend of the monarchy, which was probably a thorn in the eye of many figures among the NSDAP.

In July 1935 Nazis beat a bunch of Jews on the public streets so hard, that it attracted a lot of attention from the internatiol press, which did not sit well with the leading figures in the NSDAP. Goebbels, who reportedely shared responsibility in the public beating, accused von Levetzow for failing to prevent it as the chief of the police. Thus von Levetzow lost his position as chief of police and left to spend his last years leading a plane fabrication.

Dr. Ing. Edmund Rumpler
04.01.1872 – 07.09.1940

Edmund was an austrian automobile and aircraft designer, who aquired the prussian citizenship in 1913.

He studied Mechanical Engineering in Vienna and worked at various factories until he joined the Motor-Carriage-Association Berlin in 1898. He changed his job a few more times until he was a senior engineer at the Adlerwerke in 1903. Here he constructed the worlds first independent axle for cars.

1908 was founding year of his "Rumpler Flugzeugwerke GmbH", which was one of the very first factory for aircrafts in Germany. His factory would produce over 3000 aircrafts for the german air force, among them the Rumpler C.VII, a long-distance reconnaissance aircraft, which saw over 1000 pieces produced.

After the first World War Rumpler had to switch from producing aircrafts to producing vehicles since it was forbidden for Germany to produce aircrafts, according to the Versailles Treaty. His excursion into civilian vehicles was not as successful as his previous endeavors and in the end he had to stop his activity when the NSDAP came into power, since he had jewish ancestors.

Ernst Gennat

1880 – 1939

Ernst August Ferdinand Gennat was an officer for the Criminal Investigation Departmen in Berlin for more then 30 years and ranks among the best criminologists in german history.

Born as a son of a chief superintendet who worked in a prison, Gennat came very early in his life in contact with the lower classes of Germany. Together with his parents he lived in a staff house inside the prison.

Gennat studied Law in Berlin vor eight semesters, until he decided to quit Law and join the Criminal Investigation Department in Berlin in the year 1905.

He quickly absolved all the necessary tests to become Chief Inspector at the 1st August 1905.

Gennat spearheaded efforts to establish a new special commission in the department, exclusively responsible for murders, and in 1926 he finally succeeded. In the following years this new special commission would generate international appraisal and imitation.

1931 the new homicide division solved 94,7% of all murder cases – 108 out of 114. Compared with the solved cases of other division this was 40-45% above the average success rate.

Gennat was suprisingly modern in many ways and did in no way fit the usual descriptions of prussian officers. He had a very democratic understanding of the world and was always very direct about highlighting deficits with the bureaucracy.

In investigations he opposed violence as a mean of interrogation and always threatened to fire anyone who would harm a suspect. His words were "Whoever touches a suspect gets thrown out! Our weapons are our brains and nerves!". Gennat also always emphazised that crime prevention is more important than crime solvin.

Apart from that he was famous for this determination and mental endurance; his memory was said to be exceptional as well as his psychological empathy for criminals, which allowed him to practice a kind of "psychological profiling" before it would have been "officially" invented forty years later.

Now considering his prowess and excellence with the criminal craft, it comes as no surprise that he was also a very interesting and to some people even disturbing character in some regards. People would describe his office as a mix of a cozy living room and a horror cabinet.

Gennat furnished it with several big couchs and many pillows. One meter above the couchs would a dresser on which he had placed the preserved head of a woman, which was fished out of the Spree. Gennat had transformed her head into a cigarette dispenser. On another wall he had hanged a big axe, which was once the tool for a murder, around it were many photographs of male and female murderers and victims.

Ceme-towers

by Polishball

Few weeks ago I visited the St Pierre cemetery of Marseille - a large space on a hill lying as if in the backyard of the local hospital of Timone. It's a lovely place full of Italian-style tombs from the 18th century onwards, some with Greek and Arabic ornaments and domes, others inspired by neo-Gothic architecture, but they weren't my objective this day though, going northwards, passing through the more recent parts with simple but noble granite tombs from the 20s, still under the cypress trees, not yet in the concrete plain/potato field that was the cemetery for the poor, I was climbing on a little hill to find something that I had never seen in my life — the ceme-towers.

Rapid growth of population in the aftermath of second world war had created many housing problems that had to be dealt with by new generation of architects and urbanists. Destruction of cities was a great opportunity to test in practice all the ideas that were occupying imagination of prewar theorists. But dwellings of the living weren't the only places that experienced transformation, in many places around the world the necropolies also started to became too crowded and places on them too expensive — new solution, way smaller in scope but equally important, had to be found.

Shape of our cemeteries was dictated by religious, cultural and economic factors, as well as by developments of the science. While Romans used to bury their dead outside of the walls, christians brought the dead back to the cities and death closer to living. Pilgrims were attracted to the burial places of famous saints and martyr and numerous cities were build around the churches and monasteries that hosted their

remains. As the economic situation stabilized the egalitarian ideals of the church had given place to business reality and only the wealthiest and most powerful were allowed to be buried close to the sacred bones while poor ended up in mass graves. Cemeteries started to occupy more and more space and had become a cesspit of crime and vice, place where thieves met prostitutes, people were robbed and killed — this caused by the XVII century erection of the walls around them (ironically enough it was also the time when walls started to disappear from the cities). By XIX century, due to developments of science and medicine, Europeans came to realization that neighboring dead bodies in shallow graves isn't beneficial to general hygiene — this in effect caused expulsion of the cemeteries back outside of the cities and heavy regulation of the burial practices. As mentioned in the previous text what followed after was a change of the attitude towards cemeteries and their transformation into places of meditation and memory, with park-like alleys and

benches. Today, due to evergrowing prices of land in cities, people start to ask again the question about the utility of the cemeteries and their function.

Of course the simplest solution would be to promote cremation and to allow throwing the remains of the dead wherever, some countries like Belgium and certain states of USA are more and more open to throwing the ashes away into the fields or to the sea (which due to the breeze blowing often into the land has managed to be slightly problematic, since then ashes are being mixed with salt before getting thrown away) or burrying grandpa in your garden.

But many people arn't willing to adapt and some are for this or that reason opposed to cremation. Traditional graves won't dissapear that quickly. One proposition was to create single cemeteries per country that would store all the dead of the nation in one place but was never tried due to the scope of the project.

Finally, emulating the tower-blocks some architects decided to multiply the common form of columbarium into several floors, stacking one over another and creating ceme-towers.

Nanda Vigo, Italian architect and theoretician, proponent of total-art, merging design, architecture, fashion etc and one of the early creators of the concept didn't hide her pragmatic and anti-traditionalist motivations, in an interview to a Newsweek published on 14 March 1966 she states openly: „No more digging holes, no more sweat … no more great and ugly sculptures to tear you away, no more faded flowers, no more rusty iron, no more invasive weeds …" Her project of two bureau-like towers for the cemetery of Rozanno, which was supposed to offer places for 14 480 dead, had proven to be too radical and was never realized (postmodernist architect Aldo Rosso had instead realized his project there, imo its pretty nice and more tasteful). Slightly less radical projects,

for example in Rio and Marseille, visible as photos alongside this text, were trying to strike a compromise between new pragmatic problem of and sensibilities of people whose close ones were supposed to be buried there, albeit with various result.

Both of those complexes of buildings try to use some forms that really make us think about the cemetery architecture, mostly by using arches associated with catacombal niches in which bones of the dead were stored. Creator of Marseille's so called Cathédrale du silence (Cathedral of silence) even put coffin-like abstract forms on the eastern facades of the buildings in his complex.

As visible on the pictures the result is quite strange, concrete intestines of the building, adorned with cables and rail give quite bleak and depressing image, looking close to poor social housing and garage. From the highway passing on the bottom of the hill, the buildings fit easier into neighboring tower-blocks rather than the cemetery architecture. In fact

every person living in Marseille whom i asked about them was surprised to learn that nobody lives there.

And what about the dead? Even though the complex was created to host around 19 000 people, burying inside is still not affordable for the poorest families. Ironically the affordable housing for death had repeated the fate of many "affordable housing" projects of the past which were proven to be too expensive for its supposed inhabitants. This may explain still the low number of such structures globally, from the recent projects that i know about there was one created in Israel and there is an ongoing competition for a project for vertical cemetery for Tokyo.

Maybe we should just abandon worries about cemeteries altogether, put the ashes of our grandparents into the vape and manage it better? Maybe cemeteries as places of memory aren't really that important anymore? Or maybe we should turn entire cities into gigantic necropolis?

What are your onions bernd?

Modern Diogenes

By Finnball

Okay we all know the story; You bought some useless shit and now you have 15 euros for the whole month and the month has only started.... You are a sad little boy in a big city and no relatives nearby to donate you money nor food. I know this too well. I have lived in a big city for 3 years now and I have faced this situation far too many times. Thankfully I learned to survive and I hope my experiences can help you too.

But how do you start diving trough the trash like one of the best hobos around the city. First and hardest problem is that you don't want to do it. You feel like you are above diving trough trash and eating the plentiful harvest of dumbster-food. Don't tell me otherwise. I know this feeling but let's be serious here. You are just a monkey. Maybe a bit more intelligent than that but just barely.

Your ancestors ate what they could. Literally anything that wasn't already rotted back to soil was a feast for those noble savages. You have to get this in your head now: Those weird monkeys standing on two feet were not different from you. Okay? You are not better than them. Just fucking eat what you can. You need the calories to go on. Give the monkey inside you what it needs. This is the truth. GET THIS IN YOUR HEAD!

Now that you have corrected your thinking and the illusions of being "better than that" have cleared from your head we can start thinking like a wise little bald monkey. Where do I get this plentiful fruit of dumpsterfood? Well you are already sitting in front of a machine with all the knowledge

of humankind. WHY AREN'T YOU USING IT YOU DENSE IDIOT?

Information equals food

Internet is full of weird little nooks and crannies of information. You might even find communities there dedicated on this topic. Information is already there. I started by using site called fallingfruit.org Great place to find out good dumpsters near you. I once found 4 kilos of potatoes from dumpster with the help of that site. All still packaged and just waiting for me to pick them up and start cooking. Also there is also a more unorthodox method for Bernds. Try to talk to people.

Best dumpsters I found was trough talking to people. If you go to uni try to find those weirdos who smell like weed and dress dirty (Dirtier is better in this case). Make some useless small talk and then drop in questions about dumpsters. Those people might have more experience and know good locations already. I once found a guy going trough some old electrical waste in my university and I just boldly marched next to him to dig stuff from the same dumpster. As a polite person I said "hi", made some small talk and then asked him about dumpsters where I can find some food.

That guy told me the best spots in the city. I still regularly visit those places. Great guy, I wish I had cared enough to ask for his name. But I hope you get the idea that information is the key here. Gather it and preserve it. It kept your ancestors alive. When you go for a walk try to spot where the dumpsters are. Be observant on your sad night walks (Don't try to tell me you don't do stuff like that). Regular supermarkets are good but bakeries are the best. They throw stuff away almost daily. We aren't looking for high brow stuff here. Sometimes bread is just enough to keep you alive.

Practical tips

Now you know how to use the most powerful tool nature gave you. Sadly all those dangly bits inside your head are not always all you need. I would suggest you to invest in some thick gloves, flashlight and good walking shoes. You will be diving into dumpsters after all. You preferably do this when the sun is down and stores closed. Not many store clerks will just willingly give you that dumpstergold they are harvesting like dirty jews they are. If you get caught you might be fucked. Check the law on that in your country. In finland this is gray area. I go by my own rule of "If it's locked it's not for me". Don't break anything and clean up after yourself and you will go unnoticed most of the times.

When using flashlight try to shine it directly in dumpster and just take a peek in. Never go around flashing the light around so it shines everywhere. It gathers attention to you. As the term "dumpster diving" implies you almost always have to "dive" in with your flashlight to find good stuff under all the useless stuff. This is where the gloves come in. I recommend a pair of regular old leather gloves. Buy used ones. No need to be fancy for your diving trips. The same applies to all clothing. And for the love of good dress like a normal person. This makes you invicible in cities.

Most stores are nice and have a separate dumpster for biowaste. Almost always the food thrown there is still in packages. Only rarely there is something outside of the package and those things tend to be fruits etc. They already have a natural package. The skin or a shell of the greenies doesn't let bacteria in so just grab those without any worries just rinse them or something.

Use your senses. Nature gave you already three senses to determine if something is edible: Sight, smell and taste. Those are all you really need. Does it look like it has spoiled? Does it smell like it has spoiled? Does it taste like it has

spoiled? If answer for any of these were "yes" throw that stuff back into bio-waste. Use common sense. You don't want to catch some ass-parasites even if the chance here is basically non-existant.

Making the trash edible

Now there is one thing. One important thing you need to learn: Cooking. You will not find tendies etc. trash food everytime you dive. You find more diverse foods and lot's of veggies. You can't just throw that in a microwave and wait for the machine gods promising "ding" so you can indulge on the processed crap. You need to cook that stuff and make it tasty.

Use everything you got. I even save old chicken bones and make some broth from them. All the parts of animals and plants are edible if not said otherwise. You want to use everything you find and save even the scrabs for later. You are a poor man and you will stay like one if you don't learn to save food and use it wisely. Look up some books or youtube videos on this topic. It blew my mind how many things I can just save in a freezer and just cook when I get enough scrabs together.

If you have listened to anything I have said you should already know that internet is full of information on cooking like recepie archives, food blogs, tips and tricks. Use them. From expericence I can tell you that my diet has never been as diverse as it has been when I'm diving for food. You will find some good shit that you were too poor to buy before. You absolutely have to use that stuff in a best way possible. You will like it, your body will like it and you will be happier.

Just dive in Bernds. Free the hobo from your soul and satisfy that monkey inside of you that demands to devour more and more. And don't you dare to waste those crumbs.

If you waste that precious food I will find you.

Jozef Tiso - Tistory

Hi Bernd! I am your Slovakball, and I would like to tell you a few words about our first president, msgr. Jozef Tiso. This timing is quite symbolical, as 80 years ago, on march 14, 1939 the Slovak state proclaimed independence. The thousand years Slovak dream came true.

Talking about Jozef Tiso, a Catholic priest heading our state during WWII, will always get you a lot of flak. I expect it to happen on KC too. We will pick up on why was he hated by everyone from commies to nazis. When I started writing this text I just wrote and wrote, and noticed that I have written a lot and ...It needed to be cut into multiple pieces, so it wouldn't be too long. I won't start with information about where he was born, his early years and whatnot.

When I started writing this short text, I tried to remember things about him that stuck in my heda, most of them are funny or at least interesting, that's why I remembered them. As Bernds wont have the chance to read the books I had, I would like to share some interesting things I remembered. For Bernds with ADHD, now in greentext format!

>Pope awarded him with honorary address monsignor (https://en.wikipedia.org/wiki/Monsignor) . Shortly after that the pope died and according to an old tradition, monsignores die with the pope that awarded them, so they have to write a paper for renewal of the ‚degree'. Tiso never cared about it and he didn't renew it.

>Tiso served on Eastern Front of WWI as a priest. He was issued a horse, but he never learned how to ride it. Once the horse threw him over it's head and since then he was transported in a carriage with other soldiers.

>When visiting Hitler, shortly after declaring independence to talk about future borders and the situation. Hitler said that the Germans need to take areas around border with Protectorate. To which he quickly responded in German: The talks are over, I can't give away another inch of Slovak ground. Where is my hat? (Wo ist mein hut, or something among these lines, I don't know any German). After that Hitler backpedaled and said he doesn't want no Slovak land.

>Similar situation happened after a short period of time when Tiso told Gitler during their meeting „Aber!..." and everyone including generals were shocked, one admitted he was expected Hitler to straight up order him to execute Tiso in the next room from his own words.

>During his first 2 years of presidency, he used to take a regular 2nd class train coupé to his parish (despite being president, he always carried out a Sunday mass in his parish)

Only after that he started using a car (a Lincoln, allegedly bought to him in 1938/39 by American Slovaks, I can't verify this info though).

>Tiso left President's palace every Friday afternoon to his parish where he celebrated the Sunday mass. After the mass there was always a line of 10-30 people asking for all sorts of favours. There was one case of an old mother asking him to withdraw her only son from Russian campaign, he agreed and told her he will take care of it. After some time the guy really returned and when he left the train station in Bratislava, he was invited to the palace to sleep during the night before returning home to his mom. He was hungry and expected an expensive and rich diner because he was to eat with president, but was left dissapointed by plain food that was served.

>Actually, the president wasn't a very picky about food. His favourite food was simple boiled potatoes with kefir, apples his favourite luxury food was oranges (only 3 wagons of them were imported in 1940 for example) There are multiple stories about him going to his parish by car and yielding in various villages.

>Once when driving by, he saw kids playing football with some DIY dirt ball, he talked with them, gave them candy and told them to be on the same spot next week – the next week he gave them a noice football.

>Once when passing a village, he was greeted by a huge manifestation and the village mayor (?) greeted him with these words:"I, the ruler of this village, greet you, the ruler of Slovakia." To which Tiso responded with: „Thank you, we rulers need to stick together!"

>When passing some workers repairing road he stopped by to talk with them, to hear their opinions. They were worried if the current trend of low unemployment (by 1944 it was between 0%-2%) would continue. He told them, that if there really weren't enough jobs, they would be ordered and paid to carry dust from one side of this road to another.

>He refused all security and was against hiring personal bodyguards (the presidential palace obviously had honour guard, but that was for representative purposes). His head of office made a deal with him: only one police inspector will be with him, but Tiso liked to slip out of his reach anyways.

>Once when head of his office wanted to visit him, he found an empty room in the palace. He alerted guards but the president couldn't be found anywhere around the palace. They found him after 2 hours walking in streets of Bratislava talking with locals. His head of office warned him that his behaviour is very irresponsible and he should cease that, to

which he responded, that if he can't talk with his people, he is going to give up his office.

>When spending Christmas 1943 with his head of office, the guys daughter asked the president:"Uncle plesident, do you like to eat a lot? Because your belly is so huge!" She also asked him what he got for Christmas and Tiso responded with: „Nothing." She asked him if she was a bad boy.

>When finishing a Catholic school for teachers, he basically managed to build from the scratch, he was invited to officially open it. He got very mad when he saw there was a sign on the school „Dr. Tiso school" and told people: „You should've really left that thing out."

>The head of his office visited him in a park where he was praying breviary (priest's prayers). When he pointed at the sleeping guard, Tiso told him: „Pssst, I am guarding him!"

>When visiting Slovak troops in Ukraine, he visited Kiev's Lavra. Shortly after leaving a bomb exploded and devastated the place. To this day it's unclear if it was the Germans or the Russians. There are 2 teories.

> >The first is that Himmler hated Tiso (a fact) and wanted him dead (plausible, he favoured his main rival, radical Tuka) and thus ordered SS to plan an assasination, the setting was ideal – anything can happen in a warzone.
>
> >The other version is that it was actually the Soviets, as they left lots of undercover NKVD agents in various positions in occupied areas. It is said that the Slovak delegation stayed in a hotel run by such agent. However they quickly befriended him, taught him Slovak songs and whatnot, so he decided not carry out the operation successfully. Both versions however can't be proofd. Maybe when Russians open more archives.

>In 1944/1945 when the situation with partisans got out of hand, and the Germans outright occupied the country, the Slovak govt lost almost all of it's power and was reduced to interventions. When visiting a hotel he saw German soldiers putting 50 or so Jewish kids into a truck. When he saw that, he came to the soldiers, and told them, that they must let kids go and he will go where they were to be send instead. Sounds suspicious, but this was was said by a Jew who visited a TV show designed for people to say their thanks to their friends, family, meet forgotten relatives, etc. That was in early 2000s.

>After his execution by Czechs, around 1000 folk songs, poems and sayings were altered by people so that these songs mourned his execution. Not a single historical personality in Slovak history enjoy so much „fame". A book with 100 of these was even published in early 2000's.

There was a common catchphrase after WWII

>Za Tisa bola plná misa (during Tiso's reign the bowl was (always) full))

>Despite multiple possibilities he avoided signing all executions, be it for enemy spies, murderers, etc. He only signed an execution that was written for traitors that left Slovakia and couldn't be executed. This was Axis country, Slovakia, and it executed 0 people during WWII. Compare that with Switzerland during WWII.

In this part we will actually cover things by chronological order and we will start with his early years.

Born 1878 into a big lower middle class Slovak family in Veľká Bytča (Northern Slovakia). During his time in primary school his performance was superiour to other pupils and he was chosen to be sent to a lyceum/seminar for future priests in Nitra. While studying there due to his excellent grades and performance he was sent to prestigious Collegium Pazmanianum in Vienna for the best students of Hungary. There he met with the most famous Catholic philosophers of late XIX century and was heavily influenced by ideas of Rerum Novarum about organising a harmonic society divided into gilds where each gild represents their interests instead of parties doing this (in his political carreer he insisted on constitution based on this principle and it was done in 1939) There he again showed exceptional knowledge and wrote his thesis on scientific PROOFing that the Saint Mary was a virgin. After his studies he was sent to a small poor village in North-East of current Slovakia. People there were dirt poor, uneducated, nothing apart from potatoes grew there, locals mainly raised livestock and made leather shoes. He created a co-op for these guys, so they wouldn't be jewed by local merchant (which was a Jew) who usually sold them overpriced goods (like glue) for shoe production. The new co-op managed to send a cart once a week/month to the nearest city and bring these goods way cheaper and the villagers profited a lot. That was around 1910.

Then the bishop sent him to a small town Bánovce nad Bebravou. This was a huge improvement in terms of quality of life. The town composed mainly of peasants, workers, small business owners, etc. There was also a Slovak majority with small number of Jews, Germans and Hungarians. He became quickly popular and started working on multiple projects to improve lives of locals. Two main feats he accomplished was

creating a peasant bank (I don't remember the whole name) the main job of the bank was, in contrast with modern times, giving poor people loans at low interests they can pay back, so they wouldn't go to Jewish usurers and building a Catholic high-school like institute that focused on educating Catholic teachers. He also started illegally teaching Slovak at Sunday school and founded an anti-drinking club.

In 1914 he was drafted and served as a priest on the Eactern front where he saw the horrors of the war. He recorded his memories but they are quite lengthy and talk mainly about their unit moving to and fro, experiencing heavy losses and retreating. Also he mentions the brutality of Russians on POWs, their scortched earth policy and pointless zerg rushes. He however, complimented them on their bravery. After having a serious pneumonia he was sent back to Nitra where he prepared future priests for their priesthood until 1918.

After that Austria-Hungary crumbled, communists took power in Hungary, Czechoslovakia proclaimed independence and there were fights all over southern border of then Czechoslovakia and Hungary. That's where he was located. He welcomed the new Czechoslovak army (which was quite dangerous as the front moved back and forth rapidly). He quickly joined re-founded SĽS Slovak People's Party led by Andrej Hlinka, a famous nationalist priest who was imprisoned in Austria-Hungary and in Czechoslovakia. SĽS was later renamed to Hlinka's SĽS (HSĽS). Tiso was also imprisoned in early years of Czechoslovakia for criticizing the government.

Talking about Catholic priests in politics, now it seems a bit out of place, but back in 1900s-1940s it wasn't anything strange in Central Europe. At some point, leaders of Austria, Yugoslavia/Croatia, Slovenia, … were Catholic priests. Even Czechs got priests in big politics. But Slovakia was a bit different thing.

Due to lack of nobility with strong feeling of being Slovak (not to confuse, there was a small amount of Slovak nobility in Austria-Hungary, but it was almost insignificant), Slovaks had basically 0 intelligentsia apart from priests who always came from peasant families. This way they had strong ties to simple folk and this way common people liked them way more than regular politicians. Add to that the fact that Slovaks then were hardcore Catholics and people liked their priests.

Anyways, he joined the party and quickly began doing productive work on improving status of Orol (Eagle) which was a Catholic sports organization, direct competition of https://en.wikipedia.org/wiki/Sokol which was heavily supported by government (taking gymnasiums from Catholic schools etc.).

Between the world wars he was a vocal critic of injustice done by Prague centralism on Slovakia (higher taxes, higher train tariffs, lower spending on infrastructure, secularizing schools, etc. compared to Czech part, which was better off to begin with) he also criticized the fact that Czechs sent their people to Slovakia to do even the most menial jobs

such as school janitors, while Slovaks were suffering from unemployment, … Basically, due to interesting tax schemes, it was cheaper for a Slovak to either buy North Czech coal OR German coal rather than Slovak coal from 5km away. The whole party criticised the national idea of Czechoslovakism – idea that Slovaks are Czechs and they should be absorbed or that they belong to the same branch of Czech nation (either way they purpose was to eradicate the Slovak element).

In 1927 his party won elections and he was appointed to be a minister of healthcare. His party was in the coalition only for 2 years but he still managed to build multiple sanatoriums and spa centers which are in use to this very day. He also built the first two statues of Ľudovít Štúr, Protestant who codified modern Slovak and fought for the Slovak cause. This is interesting because now Štúr is basically known as the Slovak Ne, as he managed to build him a cult of personality (majority of Slovaks were Catholics, he did this in order to destroy the hate between Catholics and Protestants). Interestingly, modern hipsters picked up on this le super cool Štúr meme. If they only read a book, the triggerings would be collosal.

Another imporant thing was the Nitra festivities in 1933 and president elections in 1937.

In 1933 Nitra celebrated 1100 years from the first Church in the country. At first it was organised only by Slovak volunteers, HSĽS members, etc. and when it was around the corner, the centralistic governement smelled the opportunity and banned HSĽS organizers from having a speech and insisted on sending their speakers. HSĽS agreed to having other speakers but the mass of 100 000–300 000 people wouldn't let the gov speakers say a single word and demanded their speakers. That was the turning point for Slovak autonomy movement and after that they just kept on growing stronger.

In 1937 when „Father Masaryk“ died, a new president had to be elected by parliament vote. Slovak HSĽS was the swing power, as the numbers were equal for Emil Hácha (old Catholic judge, later president of the Protectorate) and Edvard Beneš, who was known Czechoslovakist, hater of anything Slovak, freemason, ...Despite all of this, after harsh discussion, HSĽS voted for Beneš, because after Tiso's talk with him, he promissed Slovaks great autonomy and equal powers to Czechs. Of course Beneš didn't keep his promisses. That lead to the year of 1938 and the Munich Agreement which resulted in Vienna Award. The foreign policy of making ties with USSR has failed and left Czechoslovakia with mutilated body. After German hunger was appeased, the Hungarians wanted Southern Slovakia. Czech governement told them basically „okay no biggie, as there is no war, take what you want from it.“ Slovaks got to defend their rights only shortly before talks in Komárno which were ceased and so the Germans and Italians drew a line

favouring Hungarians. On october 6, 1938 the well know Žilina Agreement happened. All representatives of Slovak parties apart from the Communistic Party of Czecho-Slovakia and other leftist parties visited Žilina where they proclaimed autonomy. This was accepted by Czechs who were in a tight spot, but their ministers had a plan for a coup d'état in Slovakia.

It was carried out during march 9-10 with the goal of capturing Slovak autonomy politicians, overthrowing Slovak

governement by army and capturing post offices, radio stations, etc. The army consisting from Czechs successfuly managed to capture politicians but was met with resistance and failed to capture all major objectives. This was observed by Germans who pressured both parties into radicalising. Shortly after the coup d'état Germans tried to persuade multiple Slovak politicians to declare independence. Despite being nationalists, they refused. The same thing happened with Tiso who went back to his parish. However on march 13 he was officially invited to Germany for talks. He discussed this with party leadership and they agreed to send him and a small delegation there.

There Gitler told them to blitzschnell declare independence from Berlin or he won't hold Hungarian Army anymore and they could be free to do anything they want. Same thing with Polish Army. Tiso thanked him and flied to Slovakia quickly (night from 13th to 14th march) he was scared of flying but the situation was hard. He also refused proposals to declare independence from Berlin's radio.

When arriving home, he quickly went to the Slovak Parliament, where he told what happened and a vote was to be started on declaring independence. It passed, Slovakia became an independent state. At first he was only a prime minister and only in august there were presidential elections. The candidates? Just Tiso himself. Why? There was literally nobody competent and wise enough. Apart from a 80 years old head of Matica Slovenská, wise mr. Škultéty, but he was too elderly for that. So Tiso was elected a president and so began the interesting journey of the first Slovak Republic (march-august the name was the Slovak State, august 1939-april 1945 – the Slovak Republic). The most important time of Tiso's life was during his presidency from 1939 to 1945. We will cover it next time!

Casey-tier platformers

Bernd is a connoisseur of the videogame arts. This is why I've decided to make my top3 kc tier ps2 platformers. Be ready to go to another time, a time where game companies were not afraid to experiment and expand. The age of the AA PS2 games.

But first of all, I should explain how to play them in modern PCs:

1.Download the latest version of the emulator PCSX2* and then run it.

2.It will ask for things like plugins and idioms. You shouldn't need to change eanything.

3.It will ask then for the BIOS. Download them here**. Now you must extract them and put them in the "bios" folder than has now appeared where you have the emulator. Refresh the list and select any.

Now you could play using the keybouard now but your experience would be kinda bad. Being a ps2 emulator, the use of a controller is a must. I use a ps4 controller and it works like a charm. If you want to still use the keyboard just ignore step 4.

4.Connect the controller to the PC and make sure it is being recognized.

5.In the emulator, go to:

Config>Controllers>Plugin Settings...>Pad 1.

Here you should be able to set up the controllers.

* https://pcsx2.net/download/development.html

** http://emulation.gametechwiki.com/index.php/Emulator_Files#PlayStation_2

You will need the games too. I will put a link for every game so you can download them at your leisure. Keep in mind that the US versions are normally a lot lighter since they don't have all the languages needed for the European version. I will also put the japanese version for the purists reading this.

Each game can be tweaked graphically too. If you go to

Config>Video>Plugin Settings...

you will access all the graphical options. Choosing the correct renderer is very important: the hardware versions allow you to have a lot of control and better performance but some games have lots of graphical errors unless you run them on software versions. I always chose DirectX 11 Hardware on the highest internal resolution possible if the game allows it. In case of doubt, you can put the mouse over any of the options for a couple of seconds to see a brief explanation of what it does. Same goes for Software but with less options.

Going to

Config>Video>Window settings...

allows to tweak the aspect ratio and the zoom. Very useful to eliminate black bars.

Keep in mind that you will find the best graphical configuration to play a game by trial and error so, if you care a lot for this, this should be your first priority.

For any technical questions about specific in-game errors you might be facing go here (https://wiki.pcsx2.net) and search for the game.

This is one of my favorite games of all PS2's catalog. The saga started in the PS1 era as a way for Sony to promote dualshock controllers. It was so successful that the monkeys became the mascots of the company and even today dedicated fans still expect another numbered issue for the franchise.

The game starts with Specter (the main villain) and a group of monkeys escaping and trying to conquer the world by the third time. In this occasion they have taken control of all TV channels and they are hypnotizing all their spectators with their insipid content. Your job is to capture the monkeys and frustrate once more Specter's plans.

You can choose between two playable characters: Satoru or Sayaka. Saturu, as far as I know, it's just a normal playthrough but Sayaka, being a little idol singer, will attract some monkeys fans to her. Pretty accurate and realistic.

Once you choose you will be sent to capture the first monkey of the game. Since this series of games was made to promote

the controllers with two joysticks be ready to face some weird controls. For example, you can0t control the camera with your second joystick or you jump with R1 or R2. They are weird but once you get used to it it feels pretty natural. You will pilot different kinds of vehicles too, with their own respective control schemes. These are more hit and miss but nothing that makes the game unplayable.

In terms of content this game is incredible. 29 picturesque levels with 442 monkeys (each one with his own name, personality and description) that can be captured using 8 gadgets and 7 transformations. You also have 3 minigames: Super Monkey Throw Stadium (which is, obviously, about throwing monkeys), Ultim-ape Fighter! (a Tekken "clone") and finally MESAL GEAR SOLID aka the best game ever made. I'm not going to spoil anything but fans of Metal Gear should suspect something by now. You can also create your own sketchs and access your horoscope.

Play this game if you like silly comedy, good game design or originality. Trust me, you will not regret this!

Link:

https://mega.nz/#F!NlACWKQR!VVGducXuG-0mUJpdCqfWHEw

The US version and the English option of the PAL one have different translations and voice actors. Don't forget to go to options and activate the widescreen if you want.

MAXIMO

Also known as MAXIMO: Ghosts of Glory is a game developed by CAPCOM and set in the Ghosts'n'Goblins universe. And it's hard, like really hard.

You play as Maximo, a brave warrior and king of an ancient kingdom. Having to go to a distant war, Maximo points out Achille, his advisor, as regent of the kingdom. When Maximo returns he finds his kingdom under the effects of a curse and full of undead. Not only that but Achille has also forced Sophia, Maximo's fiancee, to marry him and has locked the 4 witches of the kingdoms council in remote towers. When Maximo goes to confront Achille he's killed. Death itself has other plans for him tho and gives another opportunity to the knight in order to stop the madness and give rest to the dead.

The controls are the typical stuff. Square for light hit, triangle for strong hit, x to jump and, most importantly, R2 to block and select to access the skills screen. The life system is like in Ghosts'n'Goblins but more forgiving. Instead of loosing a piece of armor per hit, every piece has it's own health. The blue squares under the health are the shield's durability so keep in mind that if you block too much you will loose the shield. You will find potions and shield recharges for heath and the shield.

or the skills. Some enemies will drop them if you are and there's no limit in the number of skills you can t one point. They are extremely useful, to the point of g the game a lot easier. You will lose most of them if (excepting the ones that are in the "circles of control") very important to keep the skill system in mind. Other of empowerment are the sword crystals (power-ups ve an elemental damage boost and allow some skills k), pieces of armor (which give extra health slots) and potentiators (increase the limit of durability points shield).

Until here all sounds easy, right? Well, it can be if you are in a good position bit the beginning will kick your ass if you are inexperienced. The camera it's tricky, the movement feels a little sluggish and you can't lock on enemies. It's not the best combat system so it forces you to approach the combat in a more methodical way, just like the old arcades. You will need to collect souls, money and lives. Lives limit the times you can respawn from a check point, souls will grant you continues and money it's used either to buy things or save so, yea, you will have to pay a 100 golden coins to save.

In general this game makes you fight for everything which I found and still find really remarkable and interesting. This game is also full of secrets to the point of putting ate the end of every level a percentage of completion a la DOOM.

If you enjoy challenges, the Ghosts'n'Goblins universe and getting jewed this is your game.

Link:

https://mega.nz/#F!zi4CCAKT!8kJuJBhGJ4kIy8ETXsX0mg

Created by Jon Burton (creator of Sonic 3D Blast, SonicR and the newer LEGO games), Haven was supposed to be the game of the generation. Sadly it launched to mixed reviews and at the same time that Jack and Dexter which meant that it was dead on arrival. This makes me angry to this day because this game deserved to have a lot more impact. No kidding, this game it's so obscure by now that it's difficult to find good images in Google, thank god for Yandex.

You play as Haven, a slave who spends his life recollecting minerals for Lord Vetch. Haven has been having recurrent dreams about a golden bell at the top of a mountain. Upon learning this Vetch orders the immediate elimination of Haven. Why is Haven having these dreams and why are so important to Lord Vetch? As you see this game has a story

more serious than usual for a collectathon. You can also feel this when playing as there are lots of cut-scenes and a sense of epic very palpable.

The gameplay is a mix of different genres: you have platforming, you have turret sections, you have a lot of vehicle sections and some quick time events. In my opinion the game would have benefited of having more platforming since these (and some really cool vehicle section later on) are definitively the highligt of the game.

You have in your power an "attack yo-yo" which you can use to attack but also as a mode of transport. You also have an energy shield which has plethora of uses besides blocking damage. In order to have an obedient slave colony, Vetch infected all the slaves with a deadly virus and used the cure as a method of payment. This is integrated in the game: you will need to collect some floaty things (you will know when you see them) to keep yourself alive but you will never feel the need to do so except in some specific moments since they are everywhere.

Play it if you like great epics, spaceships or "unique" artistic design.

Link:https://mega.nz/#F!5tIghYQZ!GqY7lKRFQbN_PsjY4Q-Jp_Q

Vatican, 2019

On a Thursday, 18h43

[Heretic Channel by Messer Chups playing in the background]

Even *I* can't believe it!

This isn't the best kush we smoked all week... Tis the best we smoked this month. Word.

Shut the fuck up y'all I just thought of sumf crazy...
You know how we been looking for these damned alien for the whole time we've been around? Basically since we got on this bitch planet...

And you remember from where we got here right? Adam and Eve taking the forbidden bite in the garden of Eden. So what if the reason we ain't find no alien down here...
Is because motherfuckers can behave up there!
...

Franceball

ANNEX: A Computer Scientist's View of Life, the Universe, and Everything

Abstract:

Is the universe computable? If so, it may be much cheaper in terms of information requirements to compute all computable universes instead of just ours. I apply basic concepts of Kolmogorov complexity theory to the set of possible universes, and chat about perceived and true randomness, life, generalization, and learning in a given universe.

Post publication note: Konrad Zuse was the first who seriously suggested the universe is being computed on a grid of computers or cellular automaton (digital physics); compare similar ideas by Ed Fredkin. They did not talk about computing all computable universes though. This paper and related ones are being discussed on the „everything" mailing list (everything-list@eskimo.com) created by Wei Dai. Follow this link to the archive. Pointers to more recent papers on the computable universes can be found here and here.

Preliminaries

Assumptions. A long time ago, the Great Programmer wrote a program that runs all possible universes on His Big Computer. ``Possible'' means ``computable'': (1) Each universe evolves on a discrete time scale. (2) Any universe's state at a given time is describable by a finite number of bits. One of the many

universes is ours, despite some who evolved in it and claim it is incomputable.

Computable universes. Let TM denote an arbitrary universal Turing machine with unidirectional output tape. TM's input and output symbols are ``0'', ``1'', and ``,'' (comma). TM's possible input programs can be ordered alphabetically: ``'' (empty program), ``0'', ``1'', ``,'', ``00'', ``01'', ``0,'', ``10'', ``11'', ``1,'', ``,0'', ``,1'', ``,,'', ``000'', etc. Let Ak denote TM's k-th program in this list. Its output will be a finite or infinite string over the alphabet {``0'',``1'',``,''}. This sequence of bitstrings separated by commas will be interpreted as the evolution Ek of universe Uk. If Ek includes at least one comma, then let Ukl denote the l-th (possibly empty) bitstring before the l-th comma. Ukl represents Uk's state at the l-th time step of Ek (k, l in {1, 2, ..., }). Ek is represented by the sequence Uk1, Uk2,..., where Uk1 corresponds to Uk's big bang. Different algorithms may compute the same universe. Some universes are finite (those whose programs cease producing outputs at some point), others are not. I don't know about ours.

TM not important. The choice of the Turing machine is not important. This is due to the compiler theorem: for each universal Turing machine C there exists a constant prefix μ_C ``0'',``1'',``,''}*, such that for all possible programs p, C's output in response to program $\mu_C p$ is identical to TM's output in response to p. The prefix μ_C is the compiler that compiles programs for TM into equivalent programs for C.

Computing all universes. One way of sequentially computing all computable universes is dove-tailing. A1 is run for one instruction every second step, A2 is run for one instruction every second of the remaining steps, and so on. Similar methods exist for computing many universes in parallel. Each time

step of each universe that is computable by at least one finite algorithm will eventually be computed.

Time. The Great Programmer does not worry about computation time. Nobody presses Him. Creatures which evolve in any of the universes don't have to worry either. They run on local time and have no idea of how many instructions it takes the Big Computer to compute one of their time steps, or how many instructions it spends on all the other creatures in parallel universes.

Regular and Irregular Universes

Finite histories. Let $\mid x \mid$ denote the number of symbols in string x. Let the partial history Ski,j denote the substring between the i-th and the j-th symbol of Ek, j > i. Ski,j is regular (or compressible, or non-random) if the shortest program that computes Ski,j (and nothing else) and halts consists of less than $ \mid S_k^{i,j} \mid $ symbols. Otherwise Ski,j is irregular (incompressible, random).

Infinite histories. Similarly, if some universe's evolution is infinite, then it is compressible if it can be computed by a finite algorithm.

Most universes are irregular. The evolutions of almost all universes are incompressible. There are 3n strings of size n, but less than (1/3)c * 3n << 3n algorithms consisting of less than n-c symbols (c is a positive integer). And for the infinite case, we observe: the number of infinite symbol strings is incountable. Only a negligible fraction (namely countably many of them) can be computed by finite programs.

The few regular universes. There are a few compressible universes which can be computed by very short algorithms, though. For instance, suppose that some Uk evolves according to physical laws that tell us how to compute next states from previous states. All we need to compute Uk's evolution

is Uk1 and the algorithm that computes Uki+1 from Uki ($i \in \{1, 2, \ldots, \}$).

Noise? Apparently, we live in one of the few highly regular universes. Each electron appears to behave the same way. Dropped breads of butter regularly hit the floor, not the ceiling. There appear to be deviations from regularity, however, embodied by what we call noise. Although certain macroscopic properties (such as pressure in a gas container) are predictable by physicists, microscopic properties (such as precise particle positions) seem subject to noisy fluctuations. Noise represents additional information absent in the original physical laws. Uniform noise is incompressible -- there is no short algorithm that computes it and nothing else.

Noise does not necessarily prevent compressibility. Laws currently used by physicists to model our own universe model noise. Based on Schrödinger's equation, they are only conditional probability distributions on possible next states, given previous states. The evolution of Schrödinger's wave function (WF) itself can be computed by a very compact algorithm (given the quantizability assumptions in the first paragraph of this paper) -- WF is just a short formula. Whenever WF collapses in a particular way, however, the resulting actual state represents additional information (noise) not conveyed by the algorithm describing the initial state (big bang) and WF. Still, since the noise obviously is non-uniform (due to the nature of the physical laws and WF), our universe's evolution so far is greatly compressible. How? Well, there is a comparatively short algorithm that simply codes probable next states by few bits, and unlikely next states by many bits, as suggested by standard information theory [#!Shannon:48!#].

More regularity than we think? The longer the shortest program computing a given universe, the more random it is. To

certain observers, certain universes appear partly random although they aren't. There may be at least two reasons for this:

1. Shortest algorithm cannot be found. It can be shown that there is no algorithm that can generate the shortest program for computing arbitrary given data on a given computer [#!Kolmogorov:65!#,#!Solomonoff:64!#,#!Chaitin:87!#]. In particular, our physicists cannot expect to find the most compact description of our universe.

2. Additional problems of the Heisenberg type. Heisenberg tells us that we cannot even observe the precise, current state of a single electron, let alone our universe. In our particular universe, our actions seem to influence our measurements in a fundamentally unpredictable way. This does not mean that there is no predictable underlying computational process (whose precise results we cannot access). In fact, rules that hold for observers who are part of a given universe and evolved according to its laws need not hold outside of it. There is no reason to believe that the Great Programmer cannot dump a universe and examine its precise state at any given time, just because the creatures that evolved in it cannot because their measurements modify their world.

How much true randomness? Is there ``true'' randomness in our universe, in addition to the simple physical laws? True randomness essentially means that there is no short algorithm computing ``the precise collapse of the wave function'', and what is perceived as noise by today's physicists. In fact, if our universe was infinite, and there was true randomness, then it could not be computed by a finite algorithm that computes nothing else. Our fundamental inability to perceive our universe's state does not imply its true randomness, though. For instance, there may be a very short algorithm

computing the positions of electrons lightyears apart in a way that seems like noise to us but actually is highly regular.

All Universes are Cheaper Than Just One

In general, computing all evolutions of all universes is much cheaper in terms of information requirements than computing just one particular, arbitrarily chosen evolution. Why? Because the Great Programmer's algorithm that systematically enumerates and runs all universes (with all imaginable types of physical laws, wave functions, noise etc.) is very short (although it takes time). On the other hand, computing just one particular universe's evolution (with, say, one particular instance of noise), without computing the others, tends to be very expensive, because almost all individual universes are incompressible, as has been shown above. More is less!

Many worlds. Suppose there is true (incompressible) noise in state transitions of our particular world evolution. The noise conveys additional information besides the one for initial state and physical laws. But from the Great Programmer's point of view, almost no extra information (nor, equivalently, a random generator) is required. Instead of computing just one of the many possible evolutions of a probabilistic universe with fixed laws but random noise of a certain (e.g., Gaussian) type, the Great Programmer's simple program computes them all. An automatic by-product of the Great Programmer's set-up is the well-known ``many worlds hypothesis'', ©Everett III. According to it, whenever our universe's quantum mechanics allows for alternative next paths, all are taken and the world splits into separate universes. From the Great Programmer's view, however, there are no real splits -- there are just a bunch of different algorithms which yield identical results for some time, until they start com-

puting different outputs corresponding to different noise in different universes.

From an esthetical point of view that favors simple explanations of everything, a set-up in which all possible universes are computed instead of just ours is more attractive. It is simpler.

Are we Run by a Short Algorithm?

Since our universes' history so far is regular, it by itself could have been computed by a relatively short algorithm. Essentially, this algorithm embodies the physical laws plus the information about the historical noise. But there are many algorithms whose output sequences start with our universe's history so far. Most of them are very long. How likely is it now that our universe is indeed run by a short algorithm? To attempt an answer, we need a prior probability on the possible algorithms. The obvious candidate is the ``universal prior''.

Universal prior. Define PU(s), the a priori probability of a finite symbol string s (such as the one representing our universe's history so far), as the probability of guessing a halting program that computes s on a universal Turing machine U. Here, the way of guessing is defined by the following procedure: initially, the input tape consists of a single square. Whenever the scanning head of the program tape shifts to the right, do: (1) Append a new square. (2) With probability $\frac{1}{3}$ fill it with a ``0''; with probability $\frac{1}{3}$ fill it with a ``1''; with probability $\frac{1}{3}$ fill it with a ``,''. Programs are ``self-delimiting'' [#!Levin:74!#,#!Chaitin:87!#] -- once U halts due to computations based on the randomly chosen symbols (the program) on its input tape, there won't be any additional program symbols. We obtain

$$P_U(s) = \sum_{p:U \text{ computes } s \text{ from } p \text{ and halts}} (\frac{1}{3})^{|p|}.$$

Clearly, the sum of all probabilities of all halting programs cannot exceed 1 (no halting program can be the prefix of another one). But certain programs may lead to non-halting computations.

Under different universal priors (based on different universal machines), probabilities of a given string differ by no more than a constant factor independent of the string size, due to the compiler theorem (the constant factor corresponds to the probability of guessing a compiler). This justifies the name ``universal prior,'' also known as Solomonoff-Levin distribution.

Dominance of shortest programs. It can be shown (the proof is non-trivial) that the probability of guessing any of the programs computing some string and the probability of guessing one of its shortest programs are essentially equal (they differ by no more than a constant factor depending on the particular Turing machine). The probability of a string is dominated by the probabilities of its shortest programs. This is known as the ``coding theorem'' [#!Levin:74!#]. Similar coding theorems exist for the case of non-halting programs which cease requesting additional input symbols at a certain point.

Now back to our question: are we run by a relatively compact algorithm? So far our universe could have been run by one -- its history could have been much noisier and thus much less compressible. Hence universal prior and coding theorems suggest that the algorithm is indeed short. If it is, then there will be less than maximal randomness in our future, and more than vanishing predictability. We may hope that our universe will remain regular, as opposed to drifting off into irregularity.

Life in a Given Universe

Recognizing life. What is life? The answer depends on the observer. For instance, certain substrings of Ek may be interpretable as the life of a living thing Lk in Uk. Different observers will have different views, though. What's life to one observer will be noise to another. In particular, if the observer is not like the Great Programmer but also inhabits Uk, then its own life may be representable by a similar substring. Assuming that recognition implies relating observations to previous knowledge, both Lk's and the observer's life will have to share mutual algorithmic information [#!Chaitin:87!#]: there will be a comparatively short algorithm computing Lk's from the observer's life, and vice versa.

Of course, creatures living in a given universe don't have to have any idea of the symbol strings by which they are represented.

Possible limitations of the Great Programmer. He does not need not be very smart. For instance, in some of His universes phenomena will appear that humans would call life. The Great Programmer won't have to be able to recognize them.

The Great Programmer reappears. Several of the Great Programmer's universes will feature another Great Programmer who programs another Big Computer to run all possible universes. Obviously, there are infinite chains of Great Programmers. If our own universe allowed for enough storage, enough time, and fault-free computing, then you could be one of them.

Generalization and Learning

In general, generalization is impossible. Given the history of a particular universe up to a given time, there are infinitely many possible continuations. Most of these continuations have nothing to do with the previous history. To see this, suppose we have observed a partial history Ski,j (the sub-

string between the i-th and the j-th symbol of Ek). Now we want to generalize from previous experience to predict Skj+1,l, l > j. To do this, we need an algorithm that computes Skj+1,l from Ski,j (Ski,j may be stored on a separate, additional input tape for an appropriate universal Turing machine). There are 3l - j possible futures. But for c < l - j, there are less than (1/3)c * 3l - j algorithms with less than l - j - c bits computing such a future, given Ski,j. Hence in most cases the shortest algorithm computing the future, given the past, won't be much shorter than the shortest algorithm computing the future from nothing. Both will have about the size of the entire future. In other words, the mutual algorithmic information between history and future will be zero. As a consequence, in most universes (those that can be computed by long algorithms only), successful generalization from previous experience is not possible. Neither is inductive transfer. This simple insight is related to results in [#!Wolpert:96!#].

Learning. Given the above, since learning means to use previous experience to improve future performance, learning is possible only in the few regular universes (no learning without compressibility). On the other hand, regularity by itself is not sufficient to allow for learning. For instance, there is a highly compressible and regular universe represented by ``,,,,,,,...''. It is too simple to allow for processes we would be willing to call learning.

In what follows, I will assume that a regular universe is complex enough to allow for identifying certain permanent data structures of a general learner to be described below. For convenience, I will abstract from bitstring models, and instead talk about environments, rewards, stacks etc. Of course, all these abstract concepts are representable as bitstrings.

Scenario. In general, the learner's life is limited. To it, time will be important (not to the Great Programmer though).

Suppose its life in environment $\cal E$ lasts from time 0 to unknown time T. In between it repeats the following cycle over and over again ($\cal A$ denotes a set of possible actions): select and execute $a \in \cal A$ with probability $P(a \mid \cal E)$, where the modifiable policy P is a variable, conditional probability distribution on the possible actions, given current $\cal E$. Action a will consume time and may change $\cal E$ and P. Actions that modify P are called primitive learning algorithms (PLAs). P influences the way P is modified (``self-modification''). Policy modification processes (PMPs) are action subsequences that include PLAs. The i-th PMP in system life is denoted PMPi, starts at time si > 0, ends at ei < T, ei > si, and computes a sequence of P-modifications denoted Mi. Both si and ei are computed dynamically by special instructions in $\cal A$ executed according to P itself: P says when to start and end PMPs.

Occasionally $\cal E$ provides real-valued reward. The cumulative reward obtained in between time 0 and time t > 0 is denoted by R(t) (where R(0) = 0). At each PMP-start si the learner's goal is to use experience to generate P-modifications to accelerate future reward intake. Assuming that reward acceleration is possible at all, given E and $\cal A$, how can the learner achieve it? I will describe a rather general way of doing so.

The success-story criterion. Each PMP-start time si will trigger an evaluation of the system's performance so far. Since si is computed according to P, P incorporates information about when to evaluate itself. Evaluations may cause policy modifications to be undone (by restoring the previous policy -- in practical implementations, this requires to store previous values of modified policy components on a stack). At a given PMP-start t in the learner's life, let V(t) denot the set of those previous si whose corresponding Mi have not been undone yet. If V(t) is not empty, then let $v_i -- (i \in \

{1, 2, \ldots, \mid V(t) \mid \}$ denote the i-th such time, ordered according to size. The success-story criterion SSC is satisfied if either V(t) is empty (trivial case) or if

$$\frac{R(t)}{t} < \frac{R(t) - R(v_1)}{t - v_1} < \frac{R(t) - R(v_2)}{t - v_2} < \ldots < \frac{R(t) - R(v_{|V(t)|})}{t - v_{|V(t)|}}.$$

SSC essentially says that each surviving P-modification corresponds to a long term reward acceleration. Once SSC is satisfied, the learner continues to act and learn until the next PMP-start. Since there may be arbitrary reward delays in response to certain action subsequences, it is important that $\cal A$ indeed includes actions for delaying performance evaluations -- the learner will have to learn when to trigger evaluations. Since the success of a policy modification recursively depends on the success of later modifications for which it is setting the stage, the framework provides a basis for ``learning how to learn''. Unlike with previous learning paradigms, the entire life is considered for performance evaluations. Experiments in [#!Schmidhuber:97bias!#,#!Schmidhuber:97ssa!#] show the paradigm's practical feasibility. For instance, in [#!Schmidhuber:97bias!#] $\cal A$ includes an extension of Levin search [#!Levin:84!#] for generating the PMPs.

Philosophy

Life after death. Members of certain religious sects expect resurrection of the dead in a paradise where lions and lambs cuddle each other. There is a possible continuation of our world where they will be right. In other possible continuations, however, lambs will attack lions.

According to the computability-oriented view adopted in this paper, life after death is a technological problem, not a religious one. All that is necessary for some human's resurrection is to record his defining parameters (such as brain

connectivity and synapse properties etc.), and then dump them into a large computing device computing an appropriate virtual paradise. Similar things have been suggested by various science fiction authors. At the moment of this writing, neither appropriate recording devices nor computers of sufficient size exist. There is no fundamental reason, however, to believe that they won't exist in the future.

Body and soul. More than 2000 years of European philosophy dealt with the distinction between body and soul. The Great Programmer does not care. The processes that correspond to our brain firing patterns and the sound waves they provoke during discussions about body and soul correspond to computable substrings of our universe's evolution. Bitstrings representing such talk may evolve in many universes. For instance, sound wave patterns representing notions such as body and soul and ``consciousness'' may be useful in everyday language of certain inhabitants of those universes. From the view of the Great Programmer, though, such bitstring subpatterns may be entirely irrelevant. There is no need for Him to load them with ``meaning''.

Talking about the incomputable. Although we live in a computable universe, we occasionally chat about incomputable things, such as the halting probability of a universal Turing machine (which is closely related to Gödel's incompleteness theorem). And we sometimes discuss inconsistent worlds in which, say, time travel is possible. Talk about such worlds, however, does not violate the consistency of the processes underlying it.

Conclusion. By stepping back and adopting the Great Programmer's point of view, classic problems of philosophy go away.

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