





اللَّهُ نُورُ السَّمَوَاتِ وَالْأَرْضِ

Allah is the light of the heavens and earth

And the polar and the mid And the closer and the hid

CRESSET

0

Island of sincerity surrounded by ocean of lust



ہوں زادہ خورشید نہ انجم کوئی تاباں
حیرت ہے عجب بات ہے اے ساقی دوراں
شب ہم نے جو چراغ سیراہ رکھ دیا
سُنتے ہیں اُس کے نور سے دنیا ہے درخشاں

Not born of stars nor sun's bright range
O cupbearer of time, how wondrous, how strange
Last night, a lamp I left on the roadside bare
They say its light now fills the world everywhere

PRAYER

We the weak forgot our way
In a forest faraway
Burnt and barren, gruesome grey
Wildered with the wilted hay
In a damnable dismay
In a decadent decay
In the wild a perfect prey
Wasted by the night and day
Neither status nor have say
In a disarray we stray
Sparse and scarce no place to stay
Wayward, labored be we may
But your Order we obey
Made of craven earthen clay
To His pedestal we pray
Who propriety portray
With your pulsing shall we sway
No beguile and no betray
With a sanctified display
Light the lamp of splendid ray
Not tomorrow but today
No deferment no delay
All our ailments do allay
Amen

This burrow is too dark and narrow to be reigned over by many a pharaoh

The Melody of Pulse

Part-I

Tune of Rouse

Fauzia; smoke of incense

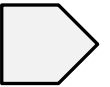
ਆਖਿ ਆਖਿ ਮਨੁ ਵਾਵਣਾ ਜਿਉ ਜਿਉ ਜਾਪੇ ਵਾਇ ॥ (53-8, ਸਿਰੀਰਾਗੁ, ਮਃ 1)

aakh aakh man vaavṇaa ji-o ji-o jaapai vaa-ay.

I speak and chant His Praises, vibrating the instrument of my mind. The more I know Him, the more I vibrate it.

Table of Contents

Cresset	Cover
Table of Contents	V
Cry in the Wilderness	VII
Part-I. TUNE OF ROUSE---DYNAMICS OF DOMINANCE	10
I. The Tree	10
II. Water Melody (Jal Tarang)	12
III. Time Begrimed	12
IV. Two Nations	15
IV-A---Mega	15
IV-A(1)---The True Order	15
IV-A(1)---Table	15
IV-A(1)---Figure: The Ladder of Evolution	17
IV-A(2)---Arcane and Argent	17
IV-A(3)---The Argument of Tidal Flow	19
IV-A(4)---The Never-Ending Ring	19
IV-A(4)---Figure	19
IV-A(5)---Geographic Bound	21
IV-A(5)---Table	21
IV-A(5)---Figure	22
IV-A(6)---Neo	23
IV-A(7-A)---Xeno (Part I)	23
IV-A(8)---Conflict and Authority	23
IV-A(7-B)---Xeno (Part II)	24
IV-A(9)---neo-Mega	24
IV-A(10)---meso-Mega	24
IV-A(11)---static-Mega	24
IV-A(12)---The Mega	25
IV-A(13)---The Drop	26
IV-A(14)---The Law of Declining Dominance	26
IV-A(14)---Figure: A	28
IV-A(14)---Table	29
IV-A(14)---Figure: B	29
IV-A(15)---Mega and (Im)permeability	30
IV-A(15)---Table: Permeability	30
IV-A(15)---Figures: A to K	30
IV-A(15)---Table: Application	35
IV-B---Meta	36
IV-B(1)---Traits and Bits	36
IV-B(1-A)---A. Geographic Trait	37
IV-B(1-B)---L. Ideologic Trait	37
IV-B(1-C)---M. Economic Trait	37
IV-B(1-D)---(Non)Essential Bits	38
IV-B(2)---Order of Meta:	38
IV-B(2)---Table	38
IV-C---Tennis Players	39
IV-D---Mega-Meta Relationship	39
IV-E---Neutrality	40



V. Early and Modern Humans.....	40
VI. One Equal Light	43
<i>Straying on the Wings of Cloud.....</i>	51

Cresset

Cry in the Wilderness

[Behold, this dreamer cometh]

Incite Insight. Since the dawn of time, mankind has undergone an unremitting change. This subtle refinement separates extension from extinction. In the process, both body and mind have evolved. While the body is a remarkable illustration of supernal creativity, it was mind that lifted you from dark burrows to the stature you enjoy today among species. It was the mind that ensured your ascent to the top of the ideological chain.

Scattered is Shattered. Vast differences in the landscape led to the creation of diverse civilizations over the course of several thousand years. You may appear alike on the outside but deep within there are unending schisms. Although the body evolved at a relatively constant rate, the mind is stranded in divergent evolutionary epochs. Water spread thin over a vast surface stagnates and befouls atmosphere.

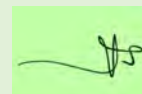
Open your eyes. Signs of survival are everywhere. The behavior of lions in different prides is almost identical. There lies no confusion regarding the body and mind best suited for their survival. For you, the perfection of the body cannot be disputed. Nevertheless, since time immemorial, there has been enduring uncertainty regarding the ideology most compatible with life.

Drift with the current. This divided and subdivided world can stand no more. The time has come for you to perfect the art of ideological evolution. Learn to channel the scattered potential, long confined within different phases of different civilizations – and let it coalesce into something acceptable to all. Learn to let go of ideologies incompatible with evolution. And learn to focus on those that can free you from the grip of this world and launch you towards the outer reaches of space. One day, you will become a mighty tree, with firm roots and a canopy that touches the sky. Let the water flow.

Asylum in Elysium. Try to look in the direction to which the wind vane points. In the near future, you will be face to face with the past. This is not the time for division and chaos. The time has come to utilize all that you have gained in bits and pieces during the course of several thousand years—in a single go. Absolute success is hidden in absolute unity. The current state of mind can take you no further because [the voice of thy brother's blood crieth unto me from the ground]. Your resourcefulness will be boundless in a united world—a world beyond your loftiest imaginations. I am ready to lead you to that uncharted terrain. Will you follow? Imagination cannot be subdued— let's take a few steps together before we depart forever.

Maestro, the instrument has been tuned—now is the time to play a melody.

6

**Asfandiyar Khan**

Captain of a corps that exists no more



Few Steps

یا رب مرے سکوت کو نغمہ سرائی دے

O Lord, grant melody unto my silence



All the ideas presented in this book are analytical, illustrative, and academic in nature. They do not constitute recommendations for implementation in any specific jurisdiction.

O Lord, grant unto me the courage to remain impartial

Part-I. TUNE OF ROUSE---DYNAMICS OF DOMINANCE

I. The Tree

Three is the key to foresee. Three is the key to foresee. Three is the key to foresee, [come out, ye three]. The tree of the knowledge of good and evil is tri-chotomous; ever dividing and subdividing into three. Its mainstem trifurcates into smaller trunks: Frame, Faith, and Face. Frame is the sturdiest, Faith is sturdy, and Face is fragile. This is the order of the trilogy of declining dominance—an Order obeyed at every level.

This tree is perennial and ever-growing. As it grows, the smaller trunks give rise to stems, then branches, then twigs, and finally the tiniest twigs. These intertwine in such a manner that tracing a tiny twig back through its twig, branch, stem, and trunk becomes difficult. The fruit borne by this tree is called intuit; it is nourished by sap that travels through three tiny twigs. Over time, intuit takes form: conceived in silence, it swells with unseen sap and grows from immaturity to maturity, ripens with the rhythm of the breeze, then shrivels and decays under the weight of time.

A particular pattern that leads from trunks to intuit is called lineage. The quality of intuit depends on the lineage. There are two types of lineage: Mega and Meta. Mega is firm, and Meta is frail. Depending on the lineage of the tiny twigs from which the sap flows, limitless qualities of Mega and Meta emerge.

The names Frame, Faith, and Face are generic. They become increasingly specific as the tree branches and re-branches. One particular intuit, known as “civilization”, is nourished by three tiny twigs: **A**) Geography, **L**) Ideology, and **M**) Economy. Mega and Meta represent two lineages of civilizations.



II. Water Melody (Jal Tarang)

Nature is constantly pouring water into delicate goblets. Some heavenly percussionist, unseen, keeps striking them with beaters, composing an ethereal melody. But as soon as the goblets brim, they burst—shattering into a myriad of tiny pieces. The final voice each goblet releases as it breaks is the mortal chime.

III. Time Begrimes

The interval is one heartbeat. You cannot hide; you cannot fight. Time is a cruel clock with an appalling chime. Breath augurs death that will stalk your life with a rhythm of tick-tock. Every rock that you walk is on a clock. Towards the end, even the finest succumb to the grand design of the timekeeper. Every effulgent dew has ebon hue. In time, the cherished fantasy and abhorred reality, the zenith of chronicles and the nadir of obituary—everything—is cast away into the sea of oblivion.

Mortals can never deceive
Morn and eve
Nascence and glory of spring
None can bring
Autumn of callous ordeal
Cannot heal
Might of the monarch on top
Insect hopped
Plight of abandoned, dismissed
Passing mist
Fervor of raw and robust
Fleeting gust
Pallid of ill and unwell
Leaflet fell
Instant of akron, nekroz
Like a rose
Moment of season, deplete
One heartbeat



Playing with Grandparents



تھا ترے دم سے تر و تازہ جہانِ آرزو
 کیا چلی بادِ خزاں گلشن کو ویراں کر دیا
 The realm of pursue
 Was all fresh because of you
 Such autumn zephyr blew
 A garden was reduced to mildew

Playing with friends

IV. Two Nations

IV-A---Mega

is a firm civilization. In time it develops: birth, infancy, childhood, adolescence and adulthood. And in due course it degrades: old age and demise. Intuit of Mega increases as it develops from one stage to the next.

IV-A(1)---The True Order

Depending on maturity, Mega is divided into three classes—Neo, Xeno, and Mega. The latter two are further subdivided into stages. Collectively, they are known as the True Order, or simply the “Order”.

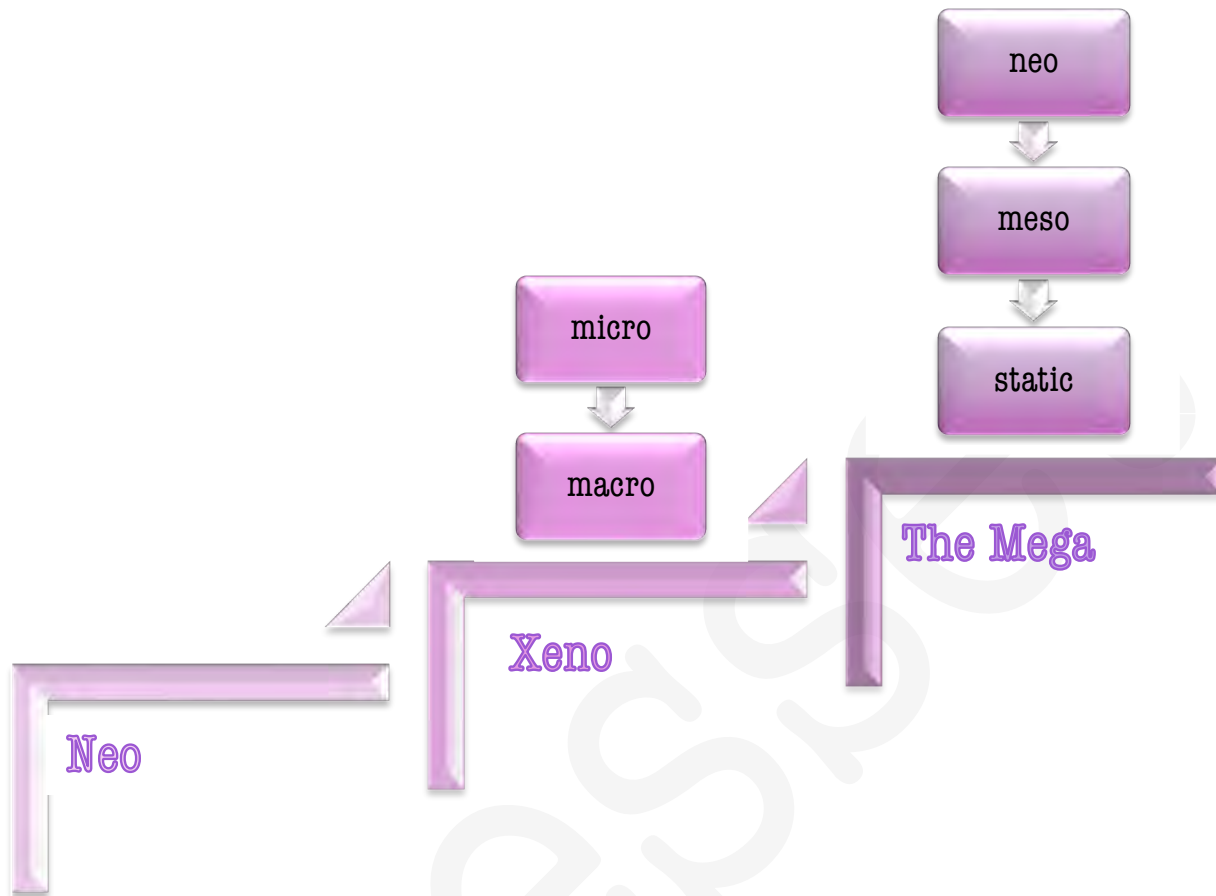
IV-A(1)---Table

S.No	Class(_{ascending})	Stage
1	Neo	-
2	Xeno	micro
		macro
3	Mega	neo
		meso
		static
	Mega	-



Know the Unknown

IV-A(1)---Figure: The Ladder of Evolution



IV-A(2)---Arcane and Argent

Veiled reality is arcane, and unveiled reality is argent. For a newborn baby, the whole world is arcane. Slowly and gradually, it transforms into a mixture of arcane and argent. The sun, moon, stars, a major portion of the world, and the entire Theocratic Setup are arcane. Climb to the clouds and turn arcane to argent.



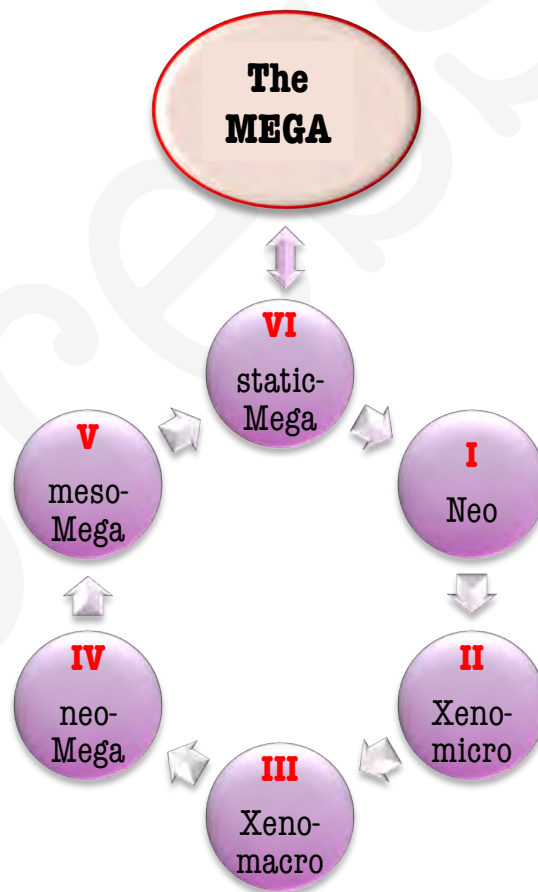
IV-A(3)---The Argument of Tidal Flow

Waves start their invisible journey somewhere in the ocean. Now they are molded—a subtle silhouette transforms into a gigantic monster whose mind-boggling limbs stretch from coast to coast. Now they are discarded—after dashing their heads against the shore, they evaporate into nothingness, and commotion gives way to serenity. As one wave resurrects, another is extinguished. This is the world of precede and succeed; the cycle keeps repeating itself.

IV-A(4)---The Never-Ending Ring

Static-Mega is a goblet filled with water, poised to produce mortal chime. A civilization, so painstakingly evolved by nature, is obliterated in no time. Then a Neo is born; the cycle keeps repeating itself.

IV-A(4)---Figure





Arid and Vivid

A civilization will develop without increasing its area or merge and develop by increasing its area. There are two types of mergers: (i) coalescing, merger with assent and (ii) colonization, merger by force.

Neo either develops without increasing its area or coalesces with another civilization in close proximity (the Other). Neo climbs to Xeno-micro, Xeno-macro, neo-Mega, meso-Mega, and lastly, static-Mega. At that stage, the strike of percussionist with beaters produces a mortal chime. Another Neo is born; the cycle keeps repeating itself.

Static-Mega may avert the chime if it climbs to Mega. At a certain point in time; however, the Mega also drops to static-Mega, and mortal chime is produced. Another Neo is born; the cycle keeps repeating itself.

IV-A(5)---Geographic Bound

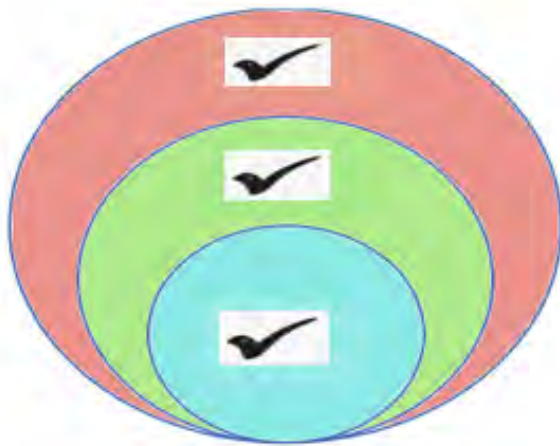
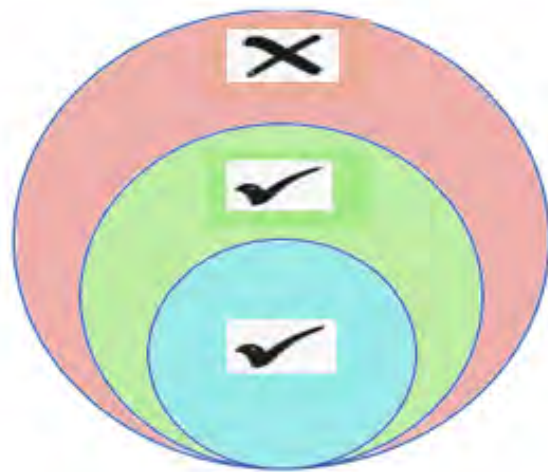
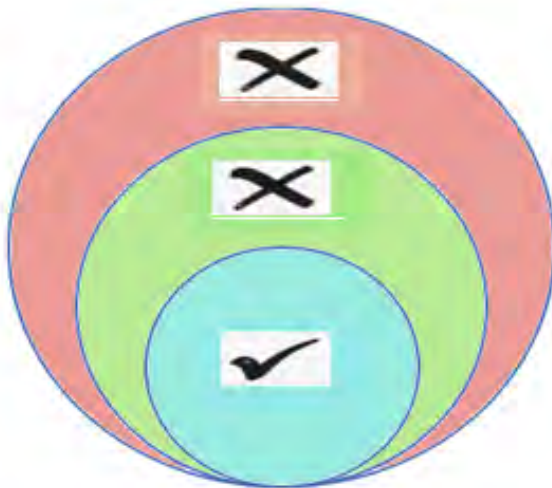
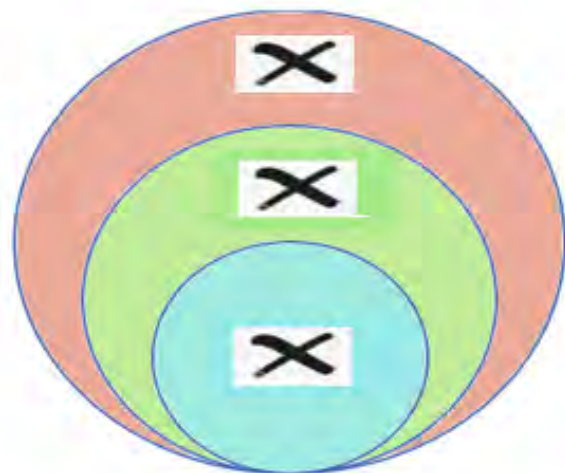
is a bound that is fed by three tiny twigs. One civilization resists influence of another; hence, the Bound. GB has the following four types:

- i) permeable GB; allows geographic, ideologic & economic influence of another civilization to pass through,
- ii) more semi-permeable GB; allows ideologic and economic influence,
- iii) less semi-permeable GB; allows only economic influence, and
- iv) impermeable GB; cannot be breached.

IV-A(5)---Table

S. No	Permeability	Influence		
		A: Geo	L: Ideo	M: Eco
I	Permeable	✓	✓	✓
II	More semi-permeable	✗	✓	✓
III	Less semi-permeable	✗	✗	✓
IV	Impermeable	✗	✗	✗

IV-A(5)---Figure

**I****II****III****IV**

Primary Geographic Bound (PriGB) is a patch that maintains the full character; whereas, Secondary Geographic Bound (SecGB) is a patch that maintains a partial character of the GB. Moreover, Mainland and Exclaved Geographic Bounds are two patches under the same setup separated by an intervening sea, land, or some other physical feature.

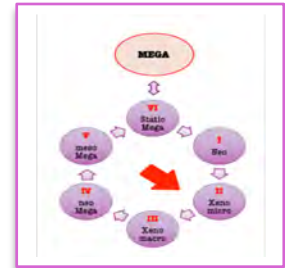
IV-A(6)---Neo

is a dismembered form of static-Mega; hence, in different proportions, it inherits the qualities of its progenitor. With a Permeable GB, it is in dire need to climb. Therefore, it climbs to Xeno. If it settles on an uninhabited patch, it will interact with the landscape and climb.



IV-A(7-A)---Xeno (Part I)

is a hybrid of Neo and the Other; therefore, quality-wise it is somewhat different from its progenitor. With a Permeable GB it is also in dire need to climb. Xeno is a stranger who has not yet been accepted by the members of a family—a fruit that has just been conceived.



IV-A(8)---Conflict and Authority

are two opposing forces of nature that come into play at this time. Conflict originates when one civilization is at risk of losing its identity to another. It may be intra-civilizational; if the risk originates inside the GB, or inter-civilizational; if the risk originates outside the GB. On the other hand, Authority is the force that binds a civilization and forces it to climb as a single unit. Conflict and Authority are inversely proportional. Conflict decreases and Authority increases as a civilization climbs.

IV-A(7-B)---Xeno (Part II)

Families in a Xeno try to maintain their identity and at the same time strive to evolve as a single unit. If Authority dominates, aspect of identity that is not compatible with living together, slowly and gradually, transform into a vestige. The upcoming generations do not even know that it ever existed. At this stage, Xeno climbs to neo-Mega; it is no longer a stranger.

IV-A(9)---neo-Mega

is an immature fruit. It has more semi-permeable GB. While maturing, it tries to climb without increasing area or coalesces. The difference between Neo/Xeno and the Mega, with respect to GB, is that Neo/Xeno is readily colonized by the Others; whereas, the Mega, owing to geographic impermeability, is an independent entity that is difficult to colonize.



IV-A(10)---meso-Mega

After some time, neo-Mega climbs to meso-Mega. It is a mature fruit. It has a less semi-permeable GB.



IV-A(11)---static-Mega

is also known as the Six Betwixt or the Wandering Spirit. The Melody of Pulse is a wandering spirit that lies in the arcane domain between sane and insane. The True Shepherd is not allowed to betake himself beyond this line that is marked by instinct.

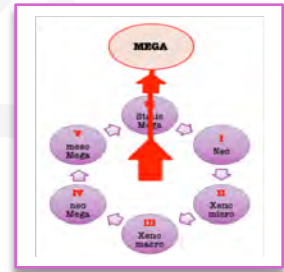


After some time, meso-Mega climbs to static-Mega. It is a ripened fruit. It has an impermeable GB. It is such a delicate commingle of different Families that Conflict ceases to exist and Authority assumes absolute control over it. In the absence of

conflict further climb is not possible. The static-Mega functions perfectly in its Impermeable GB.

Tattered breath cannot be weaved. Verse is in rhyme when its rhythm is in order and there exists compatibility between rhyming words. The more the verse is in rhyme, the more the perfection. In an ideal environment, starting from tiny bits right up to gigantic blocks, every piece is in its place; hence, absolute perfection is a verse in rhyme. But then, how can mortal be always in rhyme?

Perfection can only be achieved under a given set of circumstances and for a limited period of time. To each his snare; from glebe, no spare. Static-Mega is a ripened fruit of intuit, accordingly, in due course of time it shrivels and decays. The goblet is filled up to the brim and then the percussionist strikes it with the full force of the beater and shatters it into innumerable tiny pieces. Neo is born; the cycle keeps repeating itself.



Nature would rather undergo the painstaking process of evolution—from Neo till static-Mega—than stop growing. This is how nature conducts itself.

You are caught in the cycle of time
In this cruel abyss, fall and climb
And the bells in the belfry will chime
How can mortals be always in rhyme?

IV-A(12)---The Mega

If static-Mega climbs to the Mega, the water level in an up-to-the-brim goblet decreases and the mortal chime is averted momentarily. Thus, following its survival instinct, static-Mega climbs to the Mega and expands its PriGB and creates SecGB(s) which has two types: i) Annexed Geographic Bound; AGB shares border with the PriGB, or ii) Satellite Geographic Bound; SGB does not share border with the PriGB. Such civilizations as are contained in AGB/SGB are a hybrid of the Mega and aboriginal.

Portion of the Mega that is in PriGB drops from static-Mega to meso-Mega. GB of meso-Mega, as explained earlier, is less semi-permeable; therefore, Conflict and Authority come into effect due to economic permeability. This step is essential for the survival of the Mega because it transforms PriGB of the Mega from being impermeable to becoming less semi-permeable. Static-Mega and the Mega are both ripened fruits. The difference is that static-Mega shrivels quickly; however, if it climbs to the Mega then it shrivels after some time.

PriGB is a goblet. Water being poured continuously into the goblet is time. The Percussionist is destiny. Water filled up to the brim in a goblet is static-Mega. The Mega is water taken out of the up-to-the-brim goblet. Consequently, the water level falls and relief is granted to the Mega. However, this relief is momentary because water is still being poured in continuously. Therefore, overflow, that is stagnation, is inevitable. At the time of overflow, the strike of the beater on the goblet shatters it into pieces—demise. The Scattered pieces of glass are Neos and Xenos.

IV-A(13)---The Drop

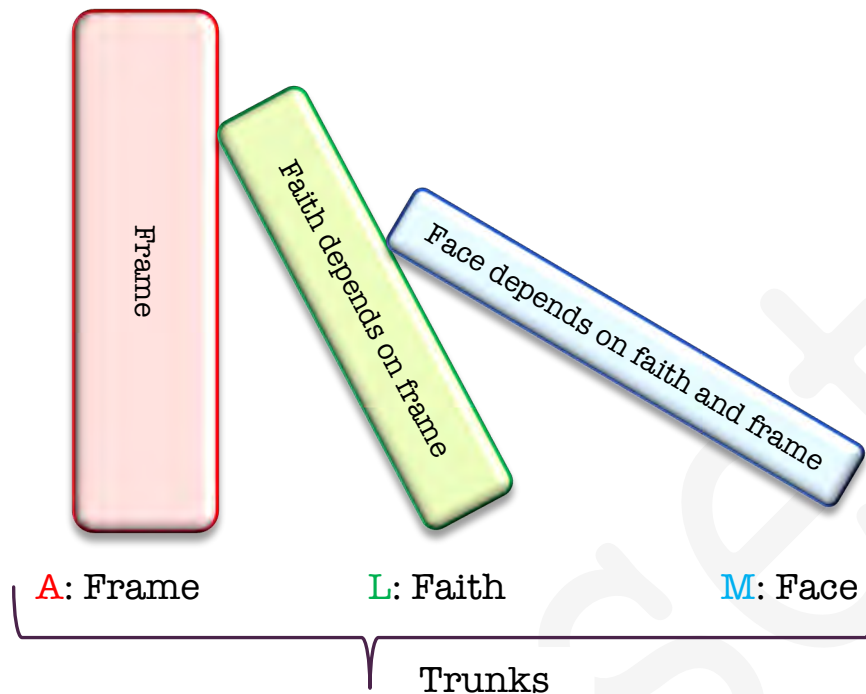
Just as climb, depending upon dynamics of Conflict and Authority, drop is also possible. If Conflict rises in a Xeno it may drop to smaller Xenos or Neos. Neos and Xenos are raw with permeable GBs; therefore, depending upon inter/intra-civilizational Conflicts, they may climb or drop. The Megs are mature with semi-permeable or impermeable GBs; therefore, most of the time, a drop from the Mega to Neo/Xeno occurs only if Conflicts are inter-civilizational.

IV-A(14)---The Law of Declining Dominance

As the tree of knowledge grows, so as to derive strength and stability, the weaker trunks lean on the stronger trunks. Therefore, part of the burden of the weaker trunk is passed on to the stronger trunk. Face depends on faith and frame, and faith depends on frame for its existence.



The Tri-colored Door



IV-A(14)---**Figure: A**

Looking from another angle, stronger trunks support the weaker trunks. The Frame has an influence on the growth of faith and face. Similarly, faith has an influence on the growth of face. However, the opposite is not possible. That is, the growth of face has no influence on the frame and faith. Similarly, the growth of faith has no influence on the frame.

This is the Law of Declining Dominance. From trunks to tiny twigs, this law is applied at every level in the tree. However, depending upon dynamics, it may or may not be obeyed by a certain lineage. If the Law is obeyed, owing to interdependence, the trunks serve in unison—the lineage is the Mega. Conversely, if it is not obeyed, owing to independence, the trunks do not serve in unison—the lineage is Meta. **A**, **L**, and **M** are also called traits.

IV-A(14)---Table

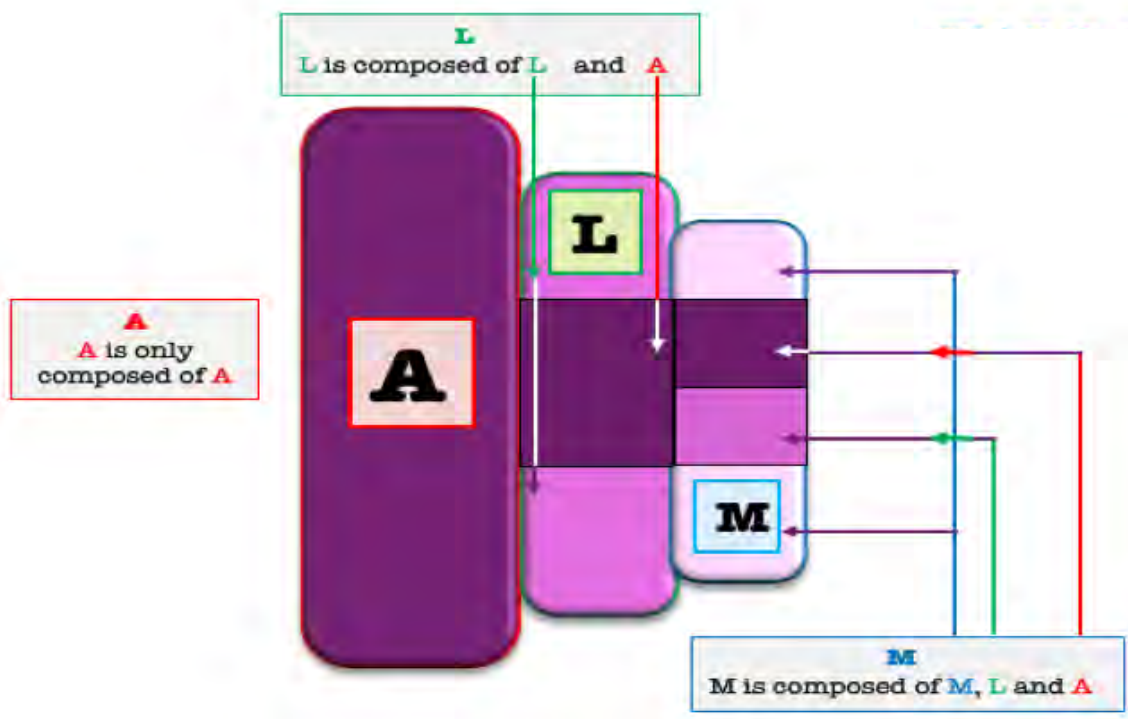
S.No	Trait	Composition		
1	A	A		
2	L	A	L	
3	M	A	L	M

S.No 1; A is only composed of A.

S.No 2; Some of L is composed of A.

S.No 3; Some of M is composed of A and L.

Therefore, A has an influence on L & M, and L has an influence on M but either L or M have no influence on A, and M has no influence on L.



IV-A(14)---Figure: B

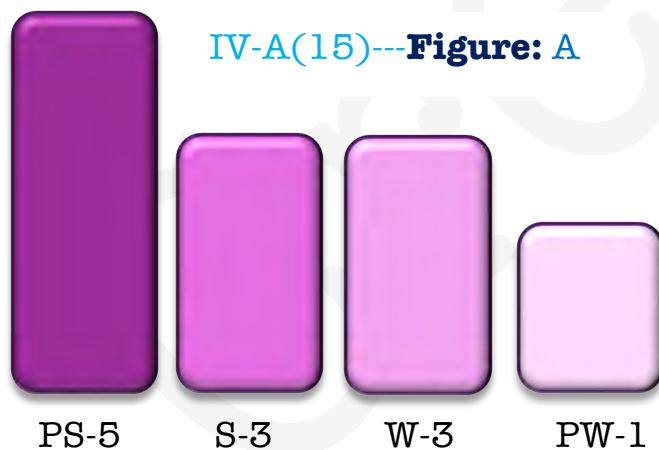
IV-A(15)---Mega and (Im)permeability

The Mega obeys the Law: M leans on L&A and L leans on A. Therefore, owing to their interdependence, Geography, Ideology, and Economy serve in unison. Together, they determine the permeability status of GB of the Mega as follows:

IV-A(15)---Table: Permeability

S.No	Level(Descending)		Color	Strength	Permeability
1	Pure Strong (PS)			5	Impermeable
2	Unclear	Strong (S)		3	
3		Weak (W)			
4	Pure Weak (PW)			1	Permeable

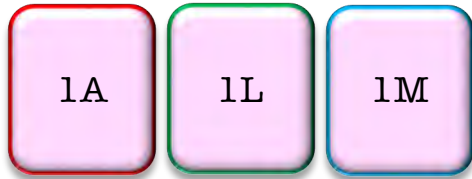
IV-A(15)---Figures: A to K



Suppose, every trait has three levels of strength: 5 (Pure Strong), 3 (Unclear) and 1 (Pure Weak). As per the table above, irrespective of the status of other traits, Pure Strong (S. No. 1) will remain impermeable, and Pure Weak (S. No. 4) will remain permeable. However, the status of Strong and Weak (S. No. 2 & 3) is Unclear.

Depending upon the status of immediately superior trait, it may be (im)permeable.

IV-A(15)---Figure: B



In Figure B, 1A means trait A with 1 strength. It means that ALM are PW so they will be permeable.

IV-A(15)---Figure: C1

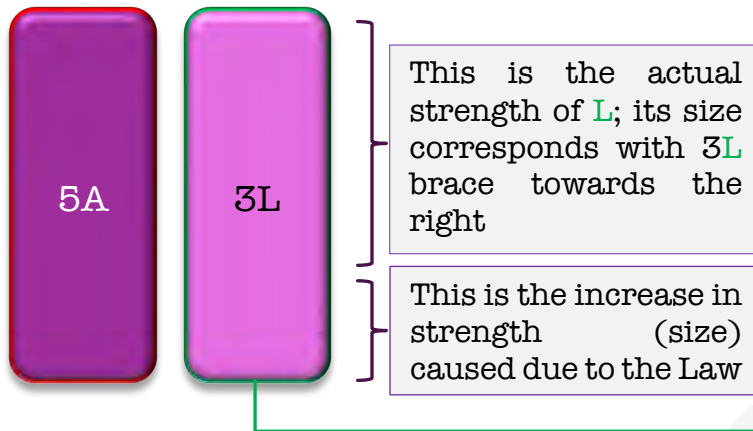


Figure C1 means that permeability status of ALM is Unclear.

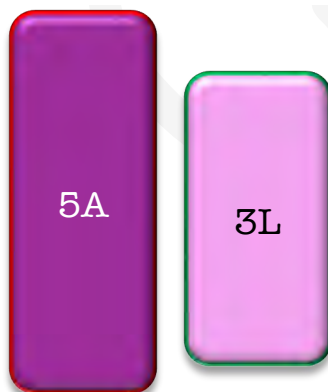
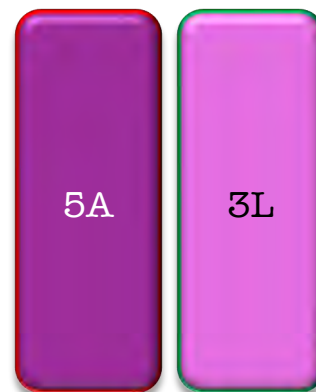
IV-A(15)---Figure: D



In Figure D, ALM are PS so they will be impermeable.

IV-A(15)---**Figure: E**IV-A(15)---**Figure: F**

This is the starting point of the Law. In Figure E, PS- A will elevate the status of Unclear- L to S- L . It means that both A and L become impermeable. However, in Figure F, 3A , due to less strength, cannot elevate the status of Unclear- L to S- L ; therefore, A and L will remain W. It can be deduced that before application of the Law, A and L of Figure E would be similar to A and L of Figure G and after application of the Law they become similar to A and L of Figure H.

IV-A(15)---**Figure: G**IV-A(15)---**Figure: H**

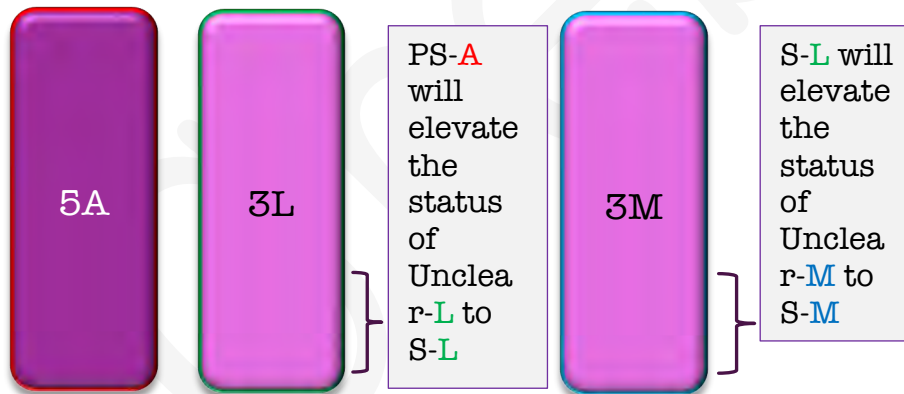
At this level, it is important to note that S-**A** does not exist. As per the Law, **M** depends on **L&A**, and **L** depends on **A**; however, **A** has no other trait to fall back on. Therefore, if the strength of **A** is 3 then it is W. This implies that under such circumstances **A** cannot elevate the status of **L** or **M**. This further implies that **L** and **M** may exist as PS, S, W or PW; however, **A** can only exist as PS, W or PW.

IV-A(15)---Figure: C2



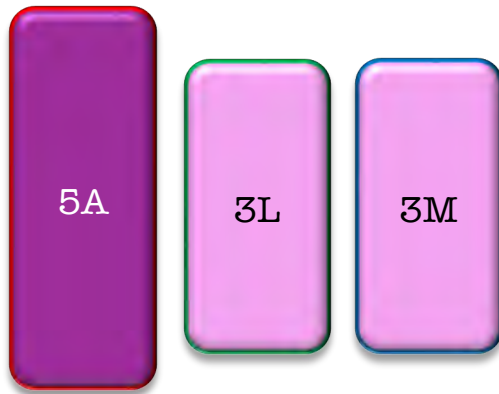
With this in mind, if Figure C2 is perused, then it becomes clear that its **ALM** are W because **A** is W and it is not in a position to elevate the status of the remaining Unclear traits.

IV-A(15)---Figure: I



Similarly, as shown in Figure I, PS-**A** will elevate the status of Unclear-**L** to S-**L**, and a S-**L** will elevate the status of Unclear-**M** to S-**M**. It can be deduced that before application of the Law, **ALM** of Figure I would be similar to **ALM** of Figure J and after application of the Law they become similar to **ALM** of Fig K.

IV-A(15)---Figure: J

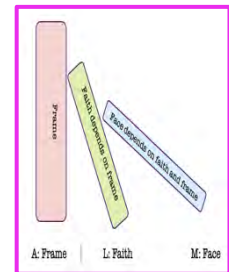


IV-A(15)---Figure: K



At this point, it is very important to understand the difference between the dynamics of **A** and **L** vis-à-vis application of the Law. Only a PS-**A** can elevate the status of Unclear-**L** to S-**L** (Fig E); W-**A** cannot do it (Fig F). However, S-**L** can elevate the status of Unclear-**M** to S-**M** (Fig I).

It implies that a PS-**A** is required to elevate the status of Unclear **L** and **M** to S-**L**&**M**. However, a PS-**L** is not mandatory to elevate the status of an Unclear-**M** to S-**M**. Meaning thereby, a S-**L** is sufficient to elevate the status of an Unclear-**M** to S-**M**. This is so because both **L** and **M** are dependent on **A**. However, only **M** is dependent on **L**. **A** is supporting two traits (**L** and **M**) while **L** is supporting only one trait (**M**); therefore, **A** shall be PS to elevate the status of **L** and **M**; whereas, **L** may only be S for elevating the status of **M**. This is the impact of inter-dependence of traits. In tabulated form, the Law will be applied as follows:



IV-A(15)---Table: Application

S.No	A	L		M		Fig
		Before	After	Before	After	
1	PS	Unclear	S	-	-	E
2	W	Unclear	W	-	-	F
3	PS	PS	PS	Unclear	S	-
4	PS	Unclear	S	Unclear	S	I
5	W	Unclear	W	Unclear	W	C2
6	PW	PW	PW	PW	PW	B
7	PS	PS	PS	PS	PS	D

S.No 1:- A PS-**A** elevates the status of Unclear-**L** to S-**L**.

S.No 2:- A W-**A** lowers the status of Unclear-**L** to W-**L**.

S. No 3-7:-

- I. PS or S-**L** can exist only with a PS-**A** (3 & 4). If **A** is W or PW then **L** will also be W or PW (5 & 6).
- II. PS or S-**M** can exist only with a PS or S-**L** (3, 4 & 7). If **L** is W or PW then **M** will also be W or PW (5 & 6).
- III. Irrespective of the status of other traits; PS will remain PS and PW will remain PW.

Conclusion:-

- I. Impermeable Geography means a patch of land that is not easily colonized by the Others.
- II. Impermeable Geography, in due course, paves way for Impermeable Ideology.
- III. Impermeable Geography and Ideology, in due course, pave way for Impermeable Economy.

- IV. Impermeable Ideology cannot be achieved without Impermeable Geography.
- V. Impermeable Economy cannot be achieved without Impermeable Ideology and Geography.

IV-B---Meta

is a frail civilization. It does not obey the Law of Declining Dominance. In the case of the Mega, stable Geography leads to stable Ideology, and stable Geography and Ideology lead to a stable Economy. However, in the case of Meta, the law is not followed; therefore, owing to their independence, its traits do not serve in unison. For example, a Meta may have weak Geography, alongside strong Ideology and Economy.

IV-B(1)---Traits and Bits

Each trait consists of the following five (5) bits:

S.No	A	L	M
I	Suffering	Sense	Credibility
II	Dominance	Self-reliance	Earning
III	Access	Consistency	Worth
IV	Fitness	Attraction	Development
V	Maturity	Well-being	Productivity

The status of each individual bit, whether positive or negative, contributes to determining the permeability status of a trait. Moreover, the status of each individual trait, whether positive or negative, contributes to determining the Order of a civilization. That is to say, the permeability statuses of all three traits (**A**, **L**, and **M**) determine the Order (Xeno, Meta, or Mega) of a civilization as follows:

IV-B(1-A)---A. Geographic Trait

S.No	Bits	Effect
I	Conflict	-ve
II	Being colonized	(E)-ve
III	Landlocked	(E)-ve
IV	Less Area	(E)-ve
V	Less Age	-ve

IV-B(1-B)---L. Ideologic Trait

S.No	Bits	Effect
I	Less worldwide language speakers	(E)-ve
II	Foreign aid receipt	-ve
III	Military government	-ve
IV	Immigration	+ve
V	Social Progress	+ve

IV-B(1-C)---M. Economic Trait

(E)-ve=Essential Negative

S.No	Bits	Effect
I	Adequate Foreign Direct Investment	+ve
II	Adequate Annual exports	+ve
III	Adequate Gross Domestic Product	+ve
IV	Adequate Human Development Index (HDI)	+ve
V	Adequate Global Manufacturing Output	+ve

IV-B(1-D)---(Non)Essential Bits

There are two types of Bits: Essential Bits and Non-Essential Bits. **Geography**-II, III and IV (**A**-II,III,IV) and **Ideology**-I (**L**-I), are classified as Essential Bits; whereas, the remaining are regarded as Non-Essential Bits.

Negativity of an Essential Bit renders a trait permeable. For example, if **A**-III: “landlocked” is negative, then **A** is permeable even if **A**-I, II, IV, and V are all positive. A civilization cannot climb to the Mega with permeable Geography because even neo-Mega has impermeable Geography. This implies that Essential Bits of **A**-Trait of the Mega cannot be -ve. This further implies that if Essential Bits of **A** of a civilization are -ve then it is Meta. No matter how low in Order, the Mega can never have weak Geography and no matter how high in Order, Meta can never have strong Geography. Therefore, the Mega can at best have impermeable **A**, **L** & **M**; whereas, Meta can at best have permeable **A** and impermeable **L** & **M**. In all likelihood, a civilization cannot acquire Essential **A**-Bits without a conflict, this may necessitate a drop.

IV-B(2)---Order of Meta:

Theoretically, Meta-L is born as Neo, starts its evolutionary journey as Xeno and then climbs to Meta. It cannot get past meso-Meta; therefore, at that stage, it is also called trapped-meso-Meta.

IV-B(2)---Table

S.No	Class (ascending)	Stage
1	Neo	-
2	Xeno	micro
		macro

3	Meta	neo
		(trapped) meso

IV-C---Tennis Players

To understand the difference between the Mega and Meta, consider the example of two tennis players, **I** and **II**. **I** is a below average player who can play forehand and backhand. **II** is also a below average player who can play forehand but cannot play backhand. After some time, with proper training **I** may become an excellent player but **II** will at best be an average player because he cannot play backhand. In this case, not being able to play backhand is an Essential -ve. **I** is usually a slow learner because he is doing it the proper way—by learning to play both strokes. **II** may take the lead for some time because he only has forehand to perfect but ultimately, with continuous effort, **I** will prove to be the better player. Similarly, in case of two scorpions; the one with a sting enjoys dominance over the one without a sting. Therefore, in this scenario, the sting is an essential bit.

Meta is a quick learner because it does not have to bother about **A**, which is the highest Order trait and requires a lot of nourishment. A trapped-meso-Meta has a permeable **A** but impermeable **L** and **M**. Acquiring **A** at this level means, most probably, a war, which may damage **L** and **M**. Meta has a lot to lose by acquiring **A**, so it does not look that way. Therefore, regardless of its splendid appearance, from an evolutionary standpoint, the Mega lineage Xeno-micro is better off than a trapped-meso-Meta because someday it may climb to the Mega. In short, the Mega is the gold standard, and the inability of a civilization to ever achieve Mega status due to negative Essential Bits, renders it a Meta.

IV-D---Mega-Meta Relationship

The mega is comfortable with Meta; even more so with a subservient, trapped-meso-Meta. One Mega abhors another Mega. Therefore, Mega

becomes increasingly uncomfortable with another Mega Lineage civilization as its Order improves. This implies that one Mega would want to convert another Mega Lineage civilization to Meta; lioness kills cheetah cubs to eliminate future competition.

[Two nations are in thy womb, and two manner of people shall be separated from thy bowels; and the one people shall be stronger than the other people; and the elder shall serve the younger.]

IV-E---Neutrality

No kinship in kingship. So as to climb and ensure survival, a civilization practices morality within and immorality beyond its GB. The moment A crosses its GB and opts for colonization of B, it loses neutrality. A may revert to morality after colonization of B. Predator is genetically inclined towards immorality when it comes to prey. Devouring prey satiates the predator for some time but ultimately, it has to strike again; the cycle keeps repeating itself. Die individually—live collectively.

V. Early and Modern Humans

Early humans were amoral because their primary concern was survival. With the passage of time, the moral journey began in tiny clusters of civilization. Each cluster expanded its GB, and the scope of morality expanded with it. This continued until the GB of a cluster was breached by the Others.

The basic sign of life is instinct. Hunting and gathering were instincts of early humans. Slowly and gradually, they started hunting in groups because it increased their chances of catching prey. This was the first sign of civilization. As easy as it may seem, at that time, hunting in groups was the pinnacle of human imagination; hence, it may be referred to as an Ideological Boundary. They were unable to look beyond a boundary that was marked by instinct. Crossing

Ideological Boundary is called enlightenment---enlightenment is like a thunderbolt out of the blue.



Ideological Boundary is a wall that obstructs the flow of water. Due to this obstruction, water keeps accumulating. After a certain period, the wall and water can no longer coexist. If the wall breaks, water flows forward; if it holds, water stagnates and eventually befouls atmosphere. The Ideological Boundary of hunting alone stopped early humans from progressing for some time. But ultimately, owing to inability to hunt alone effectively (water befouls) they were forced to hunt in groups. Hunting together at that time was a novel ideology. After sometime it became entrenched in their genetic makeup and turned into instinct thus, creating another Ideological Boundary beyond which the humans were unable to see. They now started hunting together but did not take care of each other in case of disease or injury. As a result, a lot of them kept dying due to minor diseases / injuries (water befouls). This forced early humans to transcend yet another Ideological Boundary and start taking care of each other in times of need. It was a new ideology at the time but; afterwards, it too became an instinct, creating yet another Ideological Boundary. Humans have progressed ever since, creating ideology after instinct and instinct after ideology. In the past, savages sacrificed and ate humans as a matter of routine. They may seem cruel and inhuman but at that time it was an instinct and the savages were unable to look beyond this Ideological Boundary.

Geography is a piece of land. Ideology is a thought process that drives a civilization to achieve a certain ideal on that land. Economy is achieving that ideal in reality. Geography is a jungle, ideology is the hope that hunting in groups and taking care of each other will increase the chances of catching prey, and economy is the actual increase in the number of prey being caught. Without jungle, hope cannot exist and without hope, it is not possible to increase the number of prey being caught. Therefore, jungle has an influence on hope, and the jungle and hope have an influence on catching a prey. Catching a prey has no influence on hope or jungle, and hope has no influence on jungle. This is the law of declining dominance.

Mega is a group of hunters and gatherers who have established territorial superiority in a jungle and they do not allow others to catch prey in their territory. Meta is another group of hunters and gatherers who do not have territorial superiority in that jungle. They in fact seek permission from Mega for hunting and gathering in its territorial jurisdiction. In this case, having territorial superiority in jungle is an Essential Bit.

This matter may also be observed from a different angle. A man is traveling in his car when, all of a sudden, a child comes in front of his vehicle. He instinctively applies the brakes and saves the child from death. Afterwards, both go their separate ways. This is so because the man and his forefathers were extended similar favors as children. This ideology, after several generations, became an instinct; therefore, the man did not even think while applying the brakes. But the situation has not always been the same. There were times when your forefathers thought before applying the brakes. There were times when they crushed the child or crushed the child, got out of the car, ate the child and moved on as if nothing had happened. Therefore, application of brakes instinctively by a man upon seeing a child is a product of thousands of years of evolution. This is the fruit of creating instinct after ideology and ideology after instinct. Therefore, this mindset shall be guarded with the utmost degree of vigilance.

VI. One Equal Light

The war for supremacy between the forces of good and evil is always won by the latter when survival is at stake. Therefore, survival instinct has to be taken out of the equation if you are to move in the direction of one equal light.

You cannot look beyond protecting the vested interests of a given GB—that is a piece of land on earth. This serves as a mental block. This mindset has a trickle-down effect from the collective to the individual level. Consequently, the incoming generations are myopic. The broader

interest is lost somewhere under the haze of immorality. A body with multiple brains cannot exist. The countries that you so avidly guard are no more compatible with evolution. In fact, they are the biggest obstacle in the way of evolution. Nationalist psyche is the root of ruin, the bleb of blight. There is no such thing as native or non-native; it all exists in your mind. You are not aligned with the Order; nature is neutral while people are polar. O brood of birds, take to the sky. Move in the right direction with a sincere heart and God will guide your steps. Why till a portion at the expense of the rest, when the entire field is yours?

In case of individuals, the bar for morality is high. However, civilization instinctively crushes the child, eats it and proceeds, as if nothing has happened. No different than savages, it kills and eats barely distinguishable flesh of another civilization. This is the Ideological Boundary of the current world order. Billions have plundered, pillaged and perished while trying to get hold of a few yards of land. Humanity is unable to think sincerely beyond a few feet. Whatever lies outside is arcane. Stagnant water befouls atmosphere and a lot of damage has already been done. Prejudice is not so soon palliated nor is intolerance willingly extinguished. Unable to comprehend the meaning of a united world, your mind is not impartial as yet. Achieve enlightenment. The current world order is marred by vested interests; this body does not have a soul. You are emotional being, not mechanical being and as such in dire need of a system that has a throbbing heart. A system that injects family values right into the heart of the world order. This is the Melody of Pulse.



Instant of Akron



Nekroz



Like a Rose



Moment of Season



Deplete



One Heartbeat

