



Spacialism

The one-man Religion by which I live by

One would have to figure with all the paraphernalia floating around in my head and nervous system that it would be necessary for me to forge my own set of beliefs, which is usually called Religion, but to be truthful, Spacialism created itself.

Spacialism, as a philosophy at least, should be compatible with most modes of thinking like a detoxifying shampoo works with all kinds of hair types, making your normal shampoo work that much better. Spacialism is the Detoxifying Shampoo of the Mind. After living in a bubble for thirteen years and then spending the next seventeen just being Eccentric, I was not subject to much of the conditioning that occurs subconsciously as you grow up. Things like labels, stereotypes, and Rules as to the Way Things Are can end up making decisions for you because they become unquestionable truths. Eventually all that conditioning makes for Oily Build Up on the Hair of the Mind and after about ten years, I say, most people don't even know what their original Hair looked like, which is both sad and disturbing.

Spacialism sets out to help humans scrape off all that was not theirs originally and to help them find their roots, so to speak.

THE ECCENTRICITY PROJECT
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Spacialism

Spacialism hinges on these three things;

1. Divine Randomness. Everything that Is, Is because there was no one controlling anything. Existence itself is a miracle and it seems far more fantastic that it created itself rather than someone making it purposefully.
2. Which means I believe in Existence. Which is easy, because you don't have wonder if it does or not.
3. And finally, I believe that there is no way to truly Know anything, as Divine Randomness makes sure that no knowledge remains fixed for long.

The symbol for these three basic principles looks like this;



Next are the 12 tenets of Spacialism, which can be used as Philosophical guidelines or in my case, very strict rules of conduct.

The Twelve Tenets of Spacialism

1. It is Forbidden to waste.
2. It is Forbidden to claim to Know.
3. It is Forbidden to hate.
4. It is Forbidden to cause suffering; mental, emotional, physical or otherwise, for any reason other than physical self-defense, in which case one must harm as little as is possible.
5. It is Forbidden to kill any living thing for any reason.
6. It is Forbidden to lie.
7. It is Forbidden to condemn.
8. It is Forbidden to abandon or betray.
9. It is Forbidden to use manipulative persuasion for personal gain
10. It is Forbidden to claim superiority of value over any other living thing.
11. It is Forbidden to take anything for granted.
12. It is Forbidden for anyone to claim to be a Spacialist, but they may follow its ideals.

1. It is Forbidden to waste

I can't waste anything. I use everything to exhaustion before I'll buy something new. Everything gets reused in some odd fashion if I can figure a new use for it. It also annoys me if I see others wasting things. 'Sweeping' debris off sidewalks with water instead of a broom, for example, or throwing out fruit that falls on the ground. While I was still working at a foodstore as a cashier (never again. Never, NEVER again), a woman put a bag of grapes on the conveyer belt and some got loose. I wanted to eat them, but the manager wanted them thrown away. It was a stupid waste of perfectly good food. I had someone else throw them away because I refused to break my vow.

This probably stems from my hoarding instinct, but there is also a degree of guilt involved. I call it 'Velveteen Rabbit Syndrome' after the children's book. I automatically personify everything, every object, every piece of an object. If I pour a pot of noodles into a strainer and one gets away, I immediately feel bad for it. Without thinking I envision the noodle thinking in its little pasta mind about how it will never fulfill its potential and so on. It's quite ridiculous but years of working against the notion has done little to free me of it. Every speck of dust in the house has visions of greatness. It makes it very hard to clean.

2. It is Forbidden to claim to Know

When a person claims to Know something, Knowing meaning to claim absolute certainty, they have done two things. The first is closing the door to alternatives to the Thing that you Know, making you vulnerable. If by closing this door you lose access to valuable knowledge, you may find yourself stunted in the long run.

The second comes from the first. Obviously there is no way to truly Know anything, except that the only constant is Change. That being true, the item that you Know is also changing, therefore becoming UnKnown. This can lead to a conflict when the changed item is recalled as a Known known. For example, I once foolishly claimed to Know the code HTML. Perhaps I did know a bit of HTML, enough to be considered adept, but like most things it evolved over time. I was asked to prove my statement and found that while I knew some of my subject, I no longer held a monopoly on it. It was one of

the first times in my recent memory of being embarrassed, mostly at myself for claiming to Know something. It is okay to know something, because that is merely a base observation or a logged piece of data. To claim to Know something is to claim Absolute certainty and that there is no more to learn in said subject.

To Know also has another definition, one that is far more common but just as troubling. To Know something often means knowledge based on assumption. Assuming things is very dangerous to your system, because it creates false filters. It is bad enough that we have to have filters at all, but if we must, it should not be based on conscious assumption. It is really hard not to Assume. The best way I have found to keep assumptions from settling is to question them.

Something not Questioned, Is Something not Known.

Or as I also call it, "Knowing for yourself" If you hear of something and accept it without questioning, then you have been bought. Even information coming from a reliable source must be tested, not so much for validity, but for flexibility of Mind. The more information at your disposal the more options become available when the first piece of information fails to provide. It is better to know more than less of what is required, and the only way to do that is to Question. Subjects that are especially in need of this treatment are taboo ones, such as sex, religion, politics, and contemporary issues. Remember; Extremism is sacrilegious in that it does not respect the Possibility of All Things.

If we don't respect the Possibility of All Things, then what fun can Existence be?

3. It is Forbidden to hate

It seems obvious enough, but there are other reasons for this. The Spacialist shuns most forms of extremism, as it is a threat to Maintaining the Balance. Any emotion in its extreme state clouds the mind and hate on its own is an extreme form. I don't believe it is possible to moderately hate any more than it would be to moderately kill. It is a hole, an all or nothing affair, much like an addiction. Once some part of the mind is

touched by hate it becomes paralysed and will refuse to accept new information, thus stunting it. In the case of Apathy, this part of the brain would be considered dead, as it no longer serves the purpose of thinking. But the hateful piece is not only dead, but poisonous to the rest of the system.



Many people believe that hate grants power and strength, and it does, but it is a toxic strength. In the terms of mages, this would be considered a power granted at the expense of one's own life force, like steroids, rather than love-based strength, which comes from an external source, like pulling mana, and is far more malleable.

4. It is Forbidden to cause suffering; mental, emotional, physical or otherwise, for any reason other than physical self-defense, in which case one must harm as little as is possible.

Another seemingly obvious statement, but moral ethic aside, there is, of course, another reason. What many people consider Karma is actually the natural affect of two things; the natural reaction of retaliation and the blinding effect that comes from apathetic morality.

Everything reacts against callousness, even if not consciously. It may be mute and intermittent, but sinkholes do not form overnight. It takes time.

Apathetic blinding comes from disconnecting with the state of others. It would be very hard to wilfully cause suffering on someone one cared for, so a sort of detachment must take place. This is often viewed as strength, because the person now feels impervious to guilt, but it is really a disability, in the way that emotional sight is lost. Guilt is pain, which like most pain, is a warning sign that something is wrong. The emotionally blind person often cannot see the subtle signs of the sinkhole forming. These elements, plus the wonder of Divine Randomness, make Karma.

As for me personally, (even though Spacialism is a one person affair) I have suffered most of my life. I am also pathologically empathetic (yes, you can be). Not only do I go out of my way to lessen the threat of actions against myself, I simply refuse to pass along or create new pain, because I

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cannot bear the thought of someone else feeling as I do because of me. (Or for any other reason)

5. It is Forbidden to kill any living thing for any reason.

6. It is Forbidden to claim superiority of value over any other living thing.

Life. Its very existence enralls me! How fantastically complicated! Man in all his scientific glory can clone it, but he cannot create it from scratch. I do not believe that divinity made Life. I believe Life, in its grossly improbable, and above all, unplanned existence and variety, is itself divine.

To strike against it in any way would be to strike against my own sense of god.

This makes for some complications, such as tending my garden. I cannot pull weeds, for it goes against the coda of 'no life for another'. Both the spider and the fly are equally miraculous, and both must be tended to. Weeds are replanted elsewhere, and all insects must be rescued from the pool. As of late, my landlady has been setting the landscapers on my plants because there are too many weeds, and then they kill everything. I don't have the strength to replant every weed I need to move to keep her out of there, and so I have had to break this rule. It makes me ill.

I can get around it most of the time by just cutting the weeds back and not uprooting them, but they don't always survive that. A weed is a successful plant. I don't believe it should be vilified. Just because something becomes successful does not make it lose value. The eagle has no more right than the pigeon. This is human perception of supply and demand. Value does not come from rarity. All living things contain Life, and so are equally divine.



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This is a scan of my hat
which I crocheted myself.



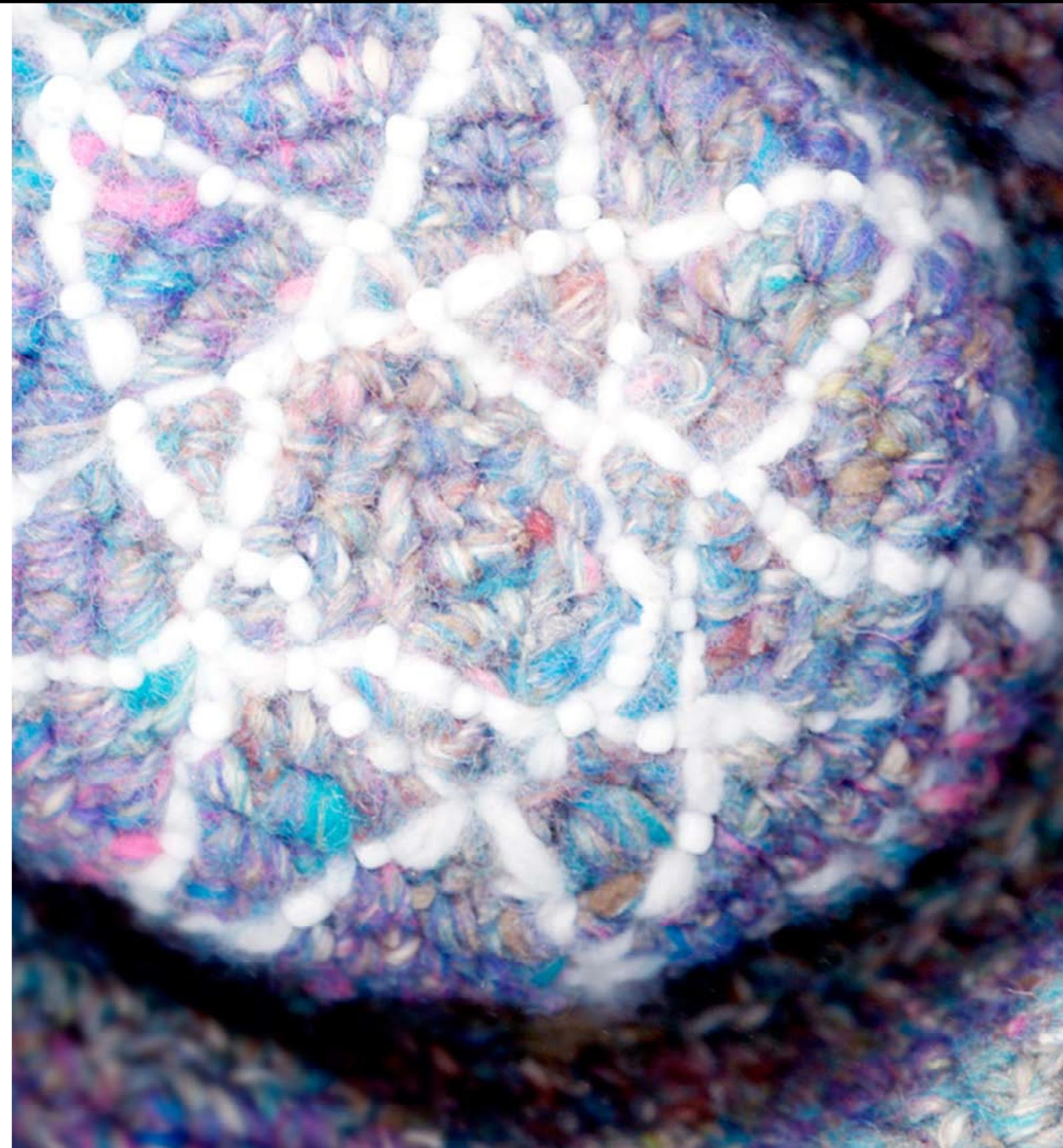
Personally, I feel that if there was a god, he wouldn't have spent so much time painstakingly creating life only to factor in the prey/predator dynamic. It is unnecessary. Many animals live happily on replenishable plants. If carnivores were necessary, I feel scavengers would be an ideal replacement. A god could have easily made this the norm for all instead of creating a system where some must suffer terribly for the lives of others. Such a development could only come from Divine Randomness that led to evolution. If there is a god, they definitely aren't mine.

7. It is Forbidden to lie.

This probably formed out of the fact that I can't lie. To lie creates a dual reality, which would be fine if I didn't have to remember who exists in which one. But even if I could lie, I have yet to see it bring anything beneficial. People lie to postpone difficult but necessary confrontations, which in turn only get worse. Not going to the dentist does not reverse the cavity. Learn to face the fire. It is hard, and it won't always go right, but if you do it for someone else's sake, it's worth it.

Lying is also used like a credit card. Don't do things you would have to lie about later. Assume you can't and decide them. All lies are found out, even if years and years later. When people feel they can act without consequence, they act irresponsibly, and it is an incredibly difficult habit to unlearn.

White lies are a foggier area, but I am still against them. Being truthful doesn't have to be mean or blunt, and it doesn't have to be direct either. I tell half-truths and split hairs all the time. If someone asks how they look and you don't like it, find something about the ensemble that you do, i.e., a piece of jewelry. Then say "That ring looks smashing!" If they





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persist, then they really want a real answer, so say what you think, like “I’m not sure I like the fit, colour, ect.” If the person can’t handle that, they really shouldn’t have asked. It should not be upon you to amend for that. Nor should it be upon you to cover up for someone. It is wrong for anyone to hand you that burden. Do not take it.

Many people do not like people like me, because they were raised with the expectation of polite lying and it bothers them that I don’t.

But on the other hand, the opposite is true.

I will never lead you astray. I will never hide or deceive. Most people come around after they get used to it. I may not know many people, but the people I do know trust me very much.

I also don’t truly comprehend lies being told to me, especially when it seems like the person shouldn’t need a reason to. If you have an issue, tell me. Don’t play nice and hope I get the hint, because I won’t. You have to know how to lie to spot one, and I can’t do either. This is one of the reasons I am wary of most social situations, especially ones where there is a strict social protocol, such as the high life or corporate culture. There I am at a total loss.

8. It is Forbidden to condemn.

“Let yee who is without sin cast the first stone.”

And yet people do anyway, for this is instinctual. Many define themselves by what they perceive they are not, but this can be a prelude to hate, the causing of suffering, abandonment, and claiming to Know, which are all Forbidden.

Hate is not always present when one is condemned, but the act of condemnation mimics its intent. In fact, many religious groups claim to love and condemn at the same time, an absolutely ridiculous thing. Usually to condemn something

means to declare it unequivocally bad and want to know nothing more of it. This causes a situation resembling the blindness of hatred and the loss of abandonment.

9. It is Forbidden to abandon or betray.

Where condemnation crosses paths with abandonment and betrayal, that is where true death lies. To abandon or betray is to belittle the value of that life which you have cast away. It is emotional death for the victim. There will be times in life where a person becomes toxic and they must be separated from you to preserve your own sanity, even emotionally so to a degree, but I myself am hesitant to truly leave anyone behind. Living creatures contain so much depth, so much potential to change and rearrange like a kaleidoscope. To abandon would not only mean the abandonment of what you know of a person, but what you don’t, and what is yet to be. It is also possible that people abandoned will in turn abandon themselves emotionally, physically or both. All life is precious. Leave no one behind.

10. It is Forbidden to use manipulative persuasion for personal gain

Persuasion, to me, can be a form of lying. The salesman that pushes a product he does not believe in is, in fact, lying to his customer. Therefore, manipulative persuasion means to move someone to do something that is not in their best interest, or compromise someone else’s situation for the sake of your own; such as selling sub-prime mortgages to poor people. That is to claim a superior stance over those which you have deceived, which is Forbidden.

By this logic, almost all marketing is forbidden, save for things that would truly benefit mankind, such as a lifesaving drug. This made things difficult while I was still working.



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Graphic design is, in essence, visual marketing. My job was to create something that visually persuaded customers to buy often unnecessary things. It made me feel even worse to be paid for it. Nowadays I won't do any work of that nature. What persuasive powers I have go towards things I believe in, and even then, I never claim to Know that what I am saying is not without possible flaw.

11. It is Forbidden to take anything for granted.

This is a lesson learned on the wings of others, and probably fuelled by my hoarding instinct, in which case, the object of hoarding is good fortune. Much of my core belief formed during darker times, but even in the worst of it, I could always find solace in the fact that I could have this person's problems or that person's problems, and should I ever gain them, I would yearn for my present dilemma. You don't know what you have until it's gone, the saying goes, and in that light everything becomes fleeting and precious. One may not know much about their pancreas until they got diabetes. Then how they yearn for back in the day when it worked well, to once more enjoy the simple joy of freedom from worry. Acknowledgment of all organs working well, of all fortune that is in place at this very moment, is so easily overlooked. To take things for granted is to cheat oneself out of the joy that can be found within their existence, leading to regret and a sense of so much wasted.

12. It is Forbidden for anyone to claim to be a Spacialist, but they may follow its ideals.

And at last the tweaker.

There are hundreds, thousands of people over the course of time that have created a new path with the hope that others would follow, but inevitably even the most successful of them



Necklaces and other things I made with the Seventh Star. Finding stuff with a seven pointed star is hard, and even when I do, it doesn't really look like the Spacialist star, which has the two bottom points spread wider than the others and the arrows at the points when possible. Store bought septagrams, like the one in the picture in the top right corner, have each point equal and are usually referred to as an elven or fairy star.



would probably be aghast to see what has become of their original message with the passage of time.

I broke rank with organized religion because I did not want to be held by anyone else's vision but my own, and so the opposite is also true. I do not want anyone claiming my vision as their own. Humans are remarkably quick to seize upon the ideas of others if they find their own to be lacking, and can make a religion from anything.

Jedi-ism, for example, based on the philosophy of Jedi knights in the Star Wars movies.

Should someone find this chapter some years after I am dead, they could easily try to base a religion on it, gather people unto it, even wage wars in its name thousands of years from now.

I'll not be having that, so I have added the 12th as a fail-safe.

The only person who belongs to the cult of Spacialism is me, and I shall be its only. Should someone decide they share *exactly* the same views as I do, they might consider questioning themselves a bit. No one can truly believe what I believe, as I cannot truly believe what anyone else believes. Belief is as singular as the soul that manifests it.

I would be flattered if my belief influenced yours, but in the end it must be the individual that define his own religion.

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The Natural Way.

The most important Rule. See all the bright rectangles? Those are your conscious thoughts and inhibitions. Also this is where external programs are installed and running. An external program is created as a way of modifying the original operating system to make life easier. Being de-sensitized, fake in public, mass hysteria, or a fear of something due to trauma are all external programs. Most run lower down the task list but are never run in the truly subconscious level. The subconscious is linked to the Space and always remains in its natural state. This is where You are. The difficult part is accessing it.

People say children are pure and this is because they are not running as many programs. The Natural Way deals with the aspect of being aware of the programs themselves, what they do, and then being able to bypass them to get to what you are really thinking. It will also allow you to control (to a certain extent) what programs are actually there. You might be surprised that back in 3rd or 4th grade, a racial program may have been tucked in and was interfering with your processing for years without you knowing it, like a virus. Like any machine, there is a risk when running a million programs because they can conflict with each other or in serious cases like mine, crash the whole system. When a person is running low on resources because of too many programs, we call that stress.

Transcend this. Find the subconscious thoughts that creep along the depths of your mind. They may be hard to zero in on, and maybe they may yield answers you didn't want

to hear, and maybe (usually) they will be inane like 'I want a nap'. But take these seriously because you really should give yourself the benefit of the doubt. Don't push yourself or ignore that inner voice, you'll definitely regret it later, because, well...it's usually right.

The Balance

Maintaining the Balance is the other half of the Natural Way. After the false information and spam is raked out momentarily (because it will come back when you aren't looking) one can actually make a real decision. You have just traced your subconscious thread to a message that says you want a cheeseburger. Your subconscious, or your 'inner child' as people like to say (which makes sense in a way, as in that way, a child is a system without programs) is telling you what it wants. Your consciousness (what part of it that is actually yours or instinctual, like not drinking bleach) is telling you what it wants. If both match up, then you are in luck, but more often than not, they don't. What very often happens is that the 'inner child' is over-ruled by the much more aggressive and much more accessible conscious.

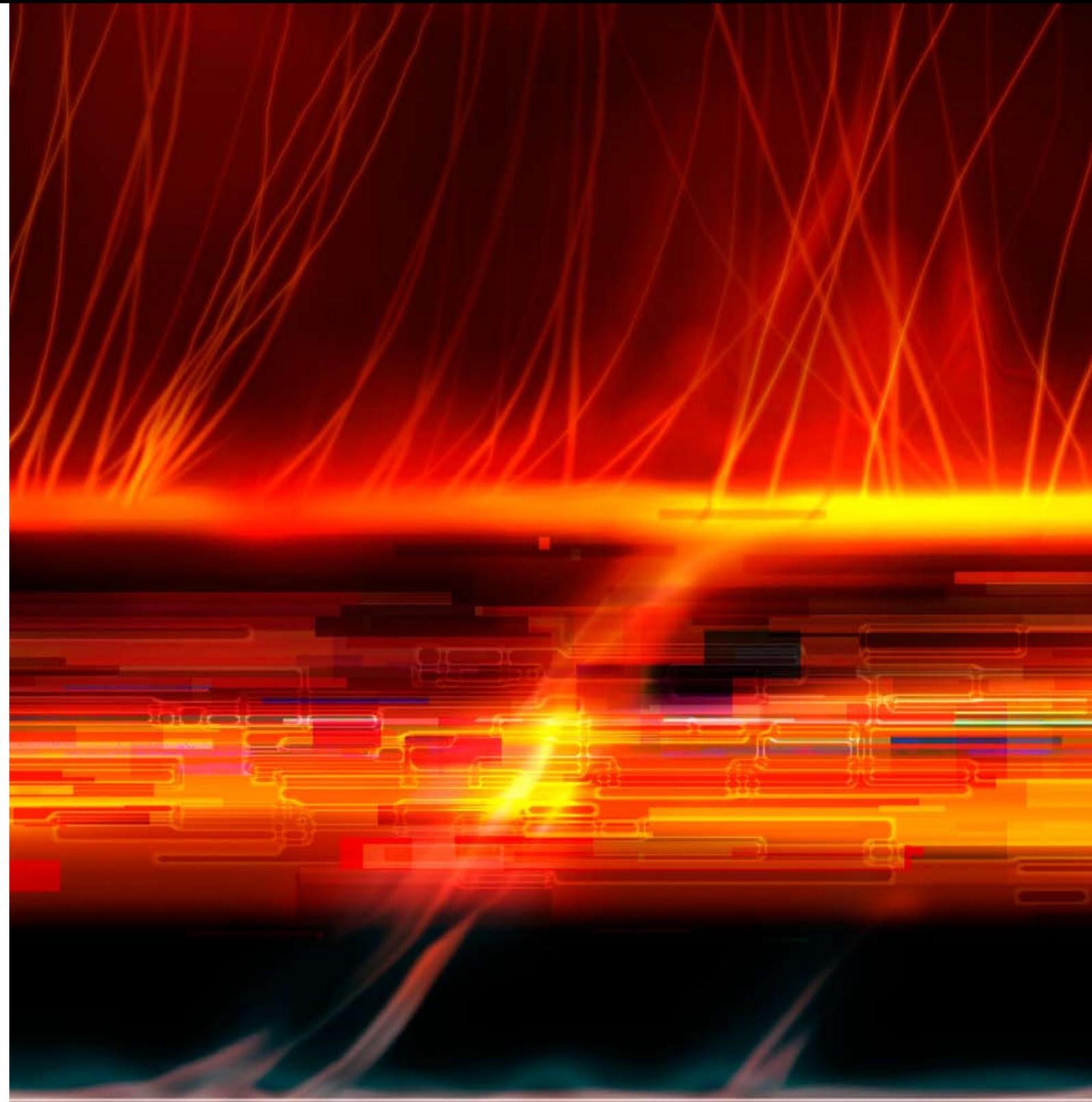
Example:

'I want to walk in the grass barefoot'

"There are bees and pesticides and I will look stupid doing it. Plus, I don't have time"

If you use logic too much it will eventually leave you feeling neglected. Children need to be nurtured and the inner one is no exception. Maintaining the Balance means giving both sides equal share. It's not as easy as it sounds, but there are some basic Ways to help.

So nice I used it twice! ➤



Spacialism

The Joy of Simple Things

Thou must respect the Joy of Simple Things! A nice simple thing brings the mind into soft focus and single-minded euphoria. Be easily amused, you will be amused more often. I know I am.

It is also an easy way to offset the big bad things that will assuredly happen to you without your consent. No one can totally prevent bad things from happening and don't bother trying, (unless it's within the realm of ratiō) because time wasted in paranoid activities could be spent lying in the sun for 15 minutes. If you do enough little things, they will eventually offset the unexpected. Remember, there is always room for Jell-o.

The Divinity of Randomness, Chance, and Change

Randomness, Chance, and Change are held in the highest regards in terms of the Spacialist Philosophy. Without them, peace can never be found because they are the foundation of What Is. People tend to try and find meaning and purpose in things that shouldn't have meaning and purpose. Not don't, but Shouldn't. If something happens, it was meant to happen, because if it wasn't meant to happen, it wouldn't have happened. Knowing this means you can be less frightened of the future and feel blameless in the many events beyond your control. There is no longer a need for worry when things take a bad turn, because the Randomness that brought you bad luck is just as capable of bringing you

good luck, or something new altogether. You don't have to be on your guard, and you don't have to always understand why things happen, because no one knows the master plan; not the universe, the Space, Gods, no one.

Because there isn't one.

There can't be one. It goes against the very fundamentals of Chaos, by which all things come into being. Permanent laws, reasons, and logic are the protective yet constraining safety-nets of mortal man. Embrace the unknown, and you may find yourself in the company of Gods.

Although technically I'm not allowed to claim to Know such things, so.... Hmm.

And now for the Eccentric part of our show

Spacialism is something I came up with on my own, though I'm sure I'm not the first person to do so. I mean, I'm sure a lot of this may sound like other things that you have heard, but the point is it's mine and I made it myself. And by gum I'm proud of that.

By and large it is a philosophical religion, but there are eccentric aspects as well. These can be summarized in a few points.

1) All Things belong to the Space, the organization of subatomic particles. The Grid is the actual term. The name for the semi-sentient overmind of the Grid is the Space. Everything is made of the Space and the Space is everything. On the base level, the smallest increments in nanotechnology, one Thing can just as easily be the Next.

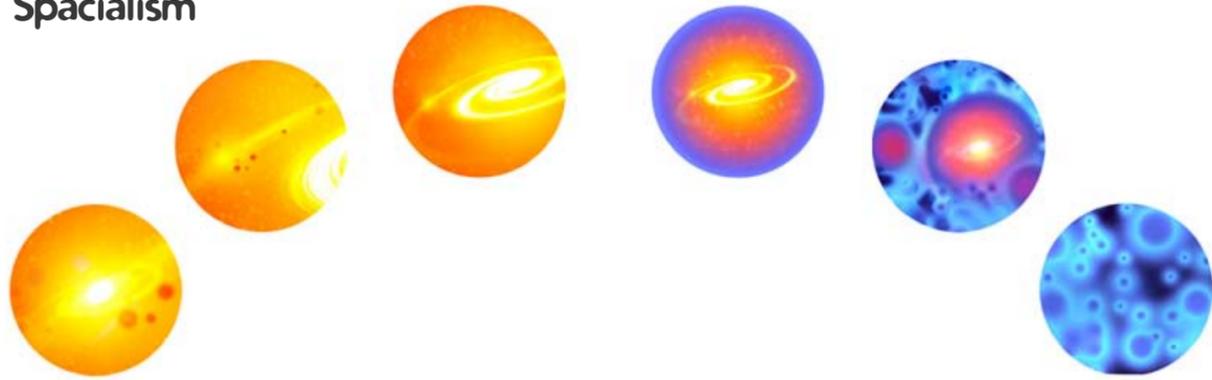


➤
The Holylands, (Wildwood, NJ) the place to where I must always return. Even though Maine had the look of my Homeland, it lacks the Soul. Only here can I find a Perfect State.

THE HOLYLANDS
ECCENTRICITY



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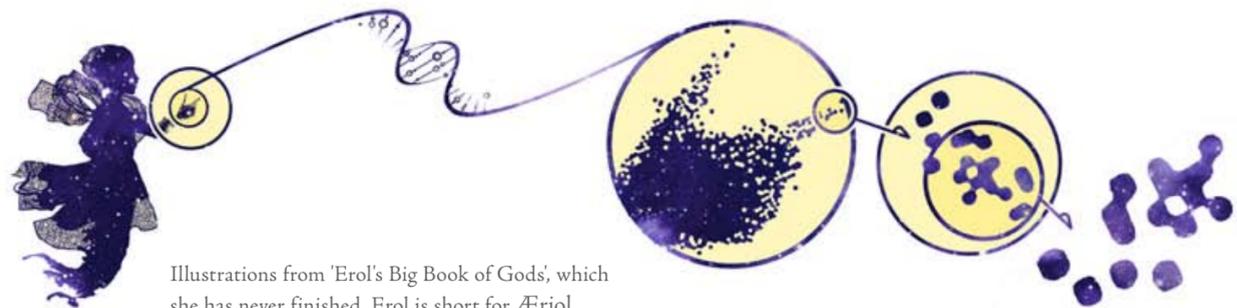
2) Because of this, hyper and metaphysics can come into play. If you have read Stuff of All things in the Energy Theory section, you can see that if the Grid were Tapped, we could do amazing things. Some people already have the ability to do so but aren't sure how exactly it works. That would be your wizards and mages and the like. They can make a feather float using some words, but it is the unspoken Will to the Space that the O2 molecules under said feather consolidate into something thick enough to lift it. Or reassign the feather's molecules to a new position in teleportation and summoning. The best way to do Grid energy based magicks is to be one of the;

Gods, Goddesses, and Planeswalkers

Planeswalker, in all fairness, is a term I stole from Magic: The Gathering because it fit the description so well. A Planeswalker is a mortal that has Ascended from an Uncontrolled Energy state to that of a Controlled state. The person may have some signs that the body wants to shift over while still mortal, or may not show any sign at all. Sometimes persons very adept to magick do not Ascend for whatever reason. It is never a sure thing. All Gods and Goddesses were at one

time Mortal, even if for a brief moment. The structure of said Mortal may or may not be lined up like a set of dominos. When that person is under extreme duress or dies, the dominos will fall into place and the energy will become realized. If the dominoes were not set in such a way, then the person merely dies.

Or becomes a ghost. Well, actually there are a lot of things that could possibly happen due to the Laws of Randomness and Chance, so forget it. If you do Ascend, don't celebrate yet. Walkers eat their young. Most Walker youth die within their first hundred years, either by being reckless, going mad, or being absorbed by other more powerful Walkers. Our Universe, according to me, is not the only one. It is actually part of a set of roughly 200 parallel Alpha Terras, all looped together in a ring-like planar nexus like a candy necklace. These were all made by one Walker who loved to experiment, then disappeared. Since then other Walkers have come and gone, interfering with one Alpha or another as they saw fit. However, none stayed too long because the Alphas were nearly void of a strong mana base and essentially useless for most megalomaniac Walkers. That is why Majick seldom happens here.



Illustrations from 'Erol's Big Book of Gods', which she has never finished. Erol is short for Æriol.

All Gods and Goddesses are generally Walkers, but not all Walkers chose to be Gods. Most do, but not all. You get the title 'God' when you create a species or an inhabited world by warping the Space. The Alpha Terrian Nexus is one of billions of Planes in the Space (thus allowing all things to be possible at all times). Some are artificial, made by Walkers themselves, or natural occurring ones that are formed by the restlessness of the Space. Many of these are uninhabitable. Some of them are part of huge inter-dimensional Empires like Æriol's, and some are clumped together in nexi, usually governed by a Walker. Like any sentient being, Walkers tend to fight over territory for survival, drawing in sustenance from the worlds they control. They are not very social creatures.

Spacialism is the religion of the Walker, or at least those that chose to respect the fact that there is a higher form than themselves. Æriol and Shodan both pay respect to the Space, though Shodan calls it the Expanse. I'm not sure why. In the long, difficult and stressful life that is the Walker's, some take peace in knowing that should they die, their energy will be returned from whence it came, and they will rest in the Fabrique of All Things.

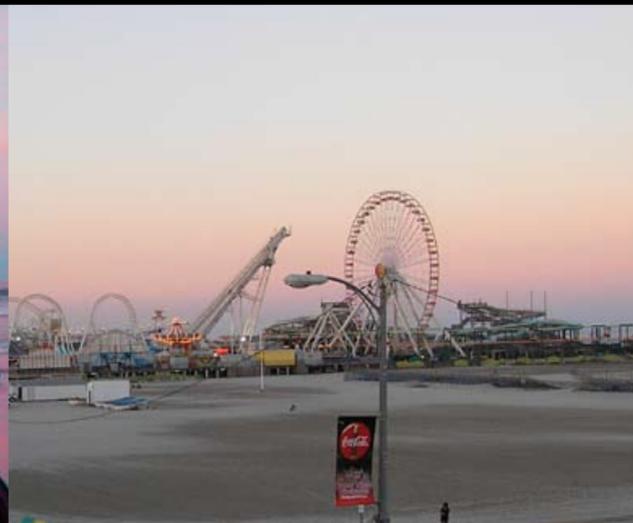
So what does this God/Goddess stuff have to do with a mortal? Well, nothing, actually, it's just what Realspace dictates. I personally believe in Æriol and Shodan. All the Gods are out there, somewhere. You just pick the ones that choose you. Æriol and Shodan chose me when they entered Realspace and I have tipped my hat to them ever since. Though I don't think Shodan really wants humans worshipping her, Æriol is quite content with my decision.

There is room in the Space for all,
and because you are its child,

The Space Will Provide.

Possible worlds: the Spacialist marbles. ➤





The Holylands

To where I must always return

Every year, I make the Pilgrimage to Wildwood, New Jersey, or the Holylands, for it is where my soul rests.

My parents used to bring me here every year going way back into the Before Time, and for some reason those memories remain, making it the only place where I have a full memory. It is the only place where I feel complete.

It feels like the edge of the world, a place locked and worn away by time. Everything has a sense of age to it, and the energy is high here. This is the widest beach in the world, a vast expanse of wind-swept powder sand dissolving into the ocean and the sky above. I am easily lost in it, so easily part of the Fabrique, standing there at twilight, the holiest time of day, the wind Pushing the mundane away and reconnecting me to the Divine.

It is a place of stopped time.

The Pilgrimage generally takes place at the end of the Twilight Rift or on New Years, and since the Awakening it has been a time to reflect on the past year, review what I have learned, and set a path for the coming year. In the summer of 2005, the Holylands were nearly demolished by overzealous condo builders during the housing bubble. Only its burst over the winter saved the island, and new laws have been set to assure the ancient energy is not destroyed.



The bubble burst too late for this old hotel, but two thirds survived.

