

# Questionable Game: Game of Questions

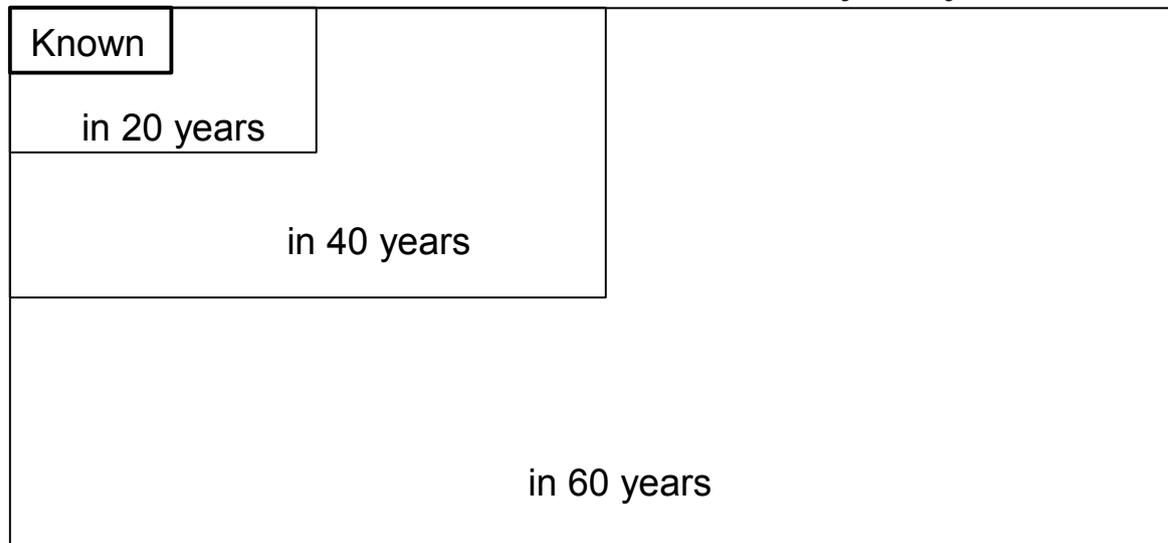
1. As well known, formulating a right question in a right way is a half of an answer.

People have been thinking about so called Eternal Questions for eternity:

- What is the meaning of Life?
- Who am I?
- Does God exist?, etc.

Great minds puzzled over these questions came up with answers that puzzled together represent a compound picture of our understanding of Life. Many of these great thinkers sacrificed their lives in a search for the answers. Fortunately (or unfortunately), I am not that smart. Still, I understand that our problem is limited knowledge. In a hundred years, people will laugh at our Guessing Game about the design of the Universe, the Designer, Simulism, etc. as we laugh at beliefs and problems of people living in the last century.

Amount of information doubles every 10 years



Unknown

I do not want to sacrifice my life to suffer in search of answers to these important questions (as much as unimportant: majority of people live without thinking about them).

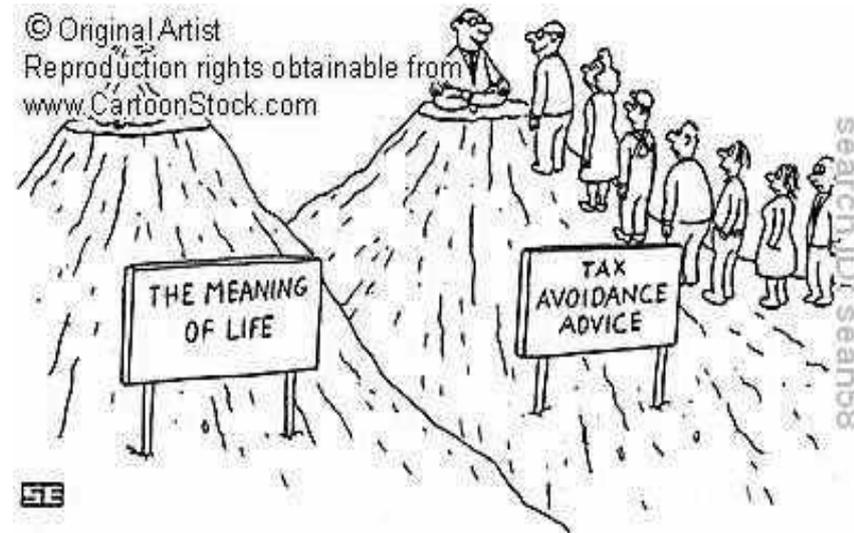
I am trying to learn how to think and not to think (think without thinking) about them in a form of this very Questionable Game: Game of Questions in a format of a Parody of a Parody. If I can not get to the final answer, why not to have a meaningful enjoyment from this Game- of Thoughts and Ideas (TAI-Game), at least with funny cartoons?



'It says here that the secret to happiness is to enjoy the present.'

I play this Questionable Game: Game of Questions with my 10 year old son when we drive in a car. For instance, I ask him: "Is it stupid to ask a stupid question?", and he says: "It depends on how smart the answer is."  
And then, I ask him:  
"Is it smart to ask a smart question?", and he says: "It depends on how stupid the answer is."

Since we all know that "The truth is in an eye of beholder", let's try to play this Questionable Game first defining a right question.



**The Meaning of Life/Tax Avoidance Advice** (by the way, [see here](#) how reduce your taxes playing the Game of Life creatively)

For example, I would replace classical formulation of the problem: “To be or not to be?-- that is the question!” with “To be and not to be: how?-- is the question!”

We all know that we, as little bubbles, pop up at some point of this Space-Time-Mind (STM)-continuum, and will pop – disappear- at some other point. Is it possible to invent a solution to solve this contradiction: to be and not to be-- at the same time?

Surprisingly for myself, I have come up with some primitive considerations in the frame of Philosophical Primitivism analogous to Primitivism in Art. They make some sense: for my Self. Obviously, they are mistaken, because I realize that any real knowledge has an error built-in. I would really appreciate it, if you could point to those points in my primitive logical chain (video is coming) that are especially wrong.



Henri Rousseau, The Hungry Lion Throws Itself on the Antelope, 1905

Who am I?- is another classical question, which I would re-formulate: Am I who?, (as opposed to --what), meaning are we biological creatures or biological robots?

I know, this is a silly question, but all depends on how smart the answer is.

In many sci fi movies and books, robots, androids, and all other type of intelligent machines created by people ponder this question: if they are just machines or beings? Obviously, they started as primitive machines, but then evolved in pretty complex systems (at this stage) and will eventually get the same (or much more) physical and intelligent powers as humans. No questions, people will develop neural networks algorithms of emotions and will train Artificial Intelligence, super-massive arrays of super-powerful chips -- to make different choices, including moral ones.

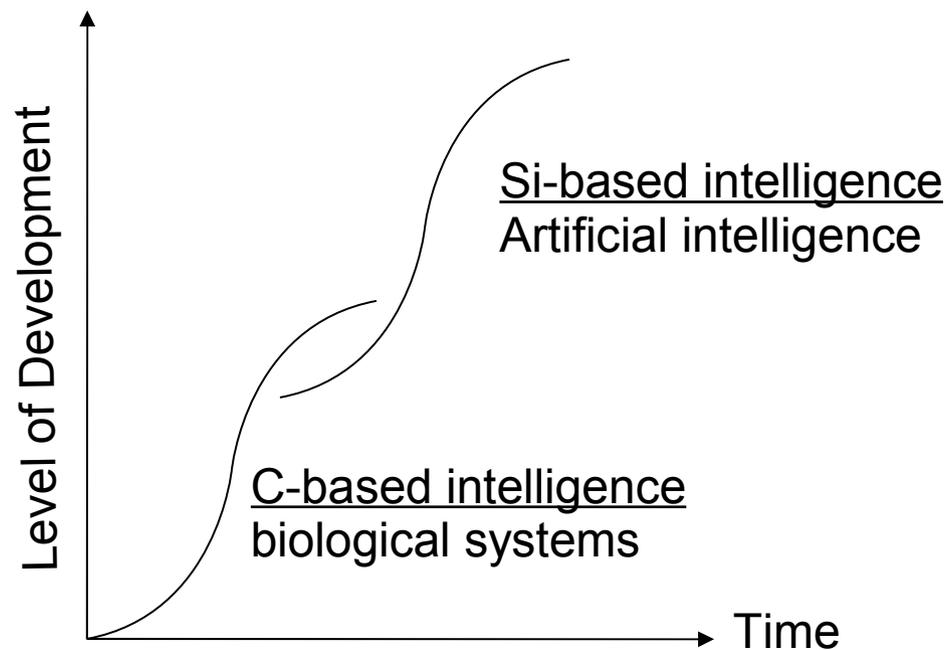
What if they finally learn how to really combine genetic programming with computer programs and will design digital souls? How far are people from achieving these real super-powers to create really super-intelligent machines? A 100, 1,000, or 1,000,000 years from now?



[Jackie Chan in 'Who am I?'](#) (A video when Jackie Chan is shouting: "Who am I" staying on the top of the mountain would fit here better. Please send this video, and we will share advertising revenues).

2. "Oh, boy, Boy! Your new beginning of your new game is an old story! Do not forget, real life is not a Game: this game, this piece of puzzle (POP), is also our assignment for Creative Writing class, and Mrs. Angel does not like philosophy too much." Guy reminded to his partner on a new homework assignment and a Game of Beads (GOB). "Remember the KISS principle: keep it simple, stupid!"

"It is simple and stupid: for those, who consider this Game of Ideas and Thoughts (TAI-Game) to be not smart enough or too smart" Boy replied. "I do not want to go in deep discussions and explanations. It is one of the principle of the Game: to explain without explaining. Still, I want to underline similarities and differences in evolution of bio- and non-bio- machines. Physical machines started as primitive mechanical systems and have progressed to very complex thinking apparatuses. Biological systems started as primitive cells and have progressed to the level of enormous complexity. These two types of systems will merge. Bio-logic will be incorporated into physical machines making them meta-physical (with memory as soul and neural network algorithms incorporating genetic programming). Biological intelligence will get boost from memory chips connected to the brain and implants and mechanical systems improving our powers."



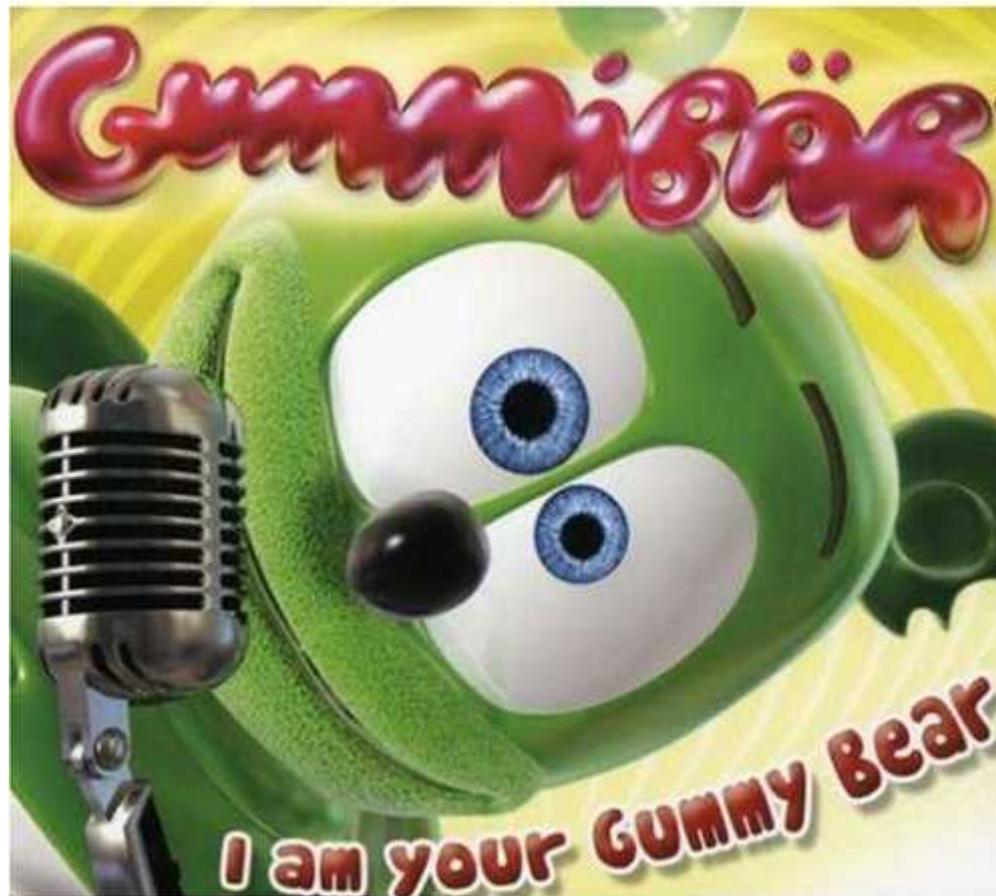
3. "Too long, and too boring!" Mr. Rushin interrupted his flow of ideas."This would be great for the Most Boring Book, which I've started as an alternative meta-physical medicine as opposed to physical, or better say, chemical medicine to solve sleep disorders. If these questionable thoughts fit in this Questionable Game: Game of Questions-- is a big question! I need other Players to play out their POPs. We need to overlap them to get the right picture. As research into human perception has shown, a compound image combining a dozen or so overlapped images does not change that much if more are added.

I think, I lost his Game again: it will be lost forever in the digital space of the Internet! I should have focused on more practical mysterious questions, for instance, about the five-element design. It is everywhere: in 5-stage development of any mechanical or biological system, wild flower design, etc.

More than 50% of wild flowers have a 5-petal design. Why? One explanation is based on Fibonacci numbers, another on topological considerations. Still, it is not clear, as well as why all non-alive crystal have any different symmetries, but five, which is the only symmetry, that alive crystals have.



Well, I let other -really smart people to play this Questionable Game of questionably smart questions. Unfortunately, majority of people like more sweets for their food for mind, like Gummybear videos. Nobody likes serious food for mind which is hard to swallow. Let them enjoy! Anyone can chose the most favorite game in this Game of Life, is not it true? ”



[I am your Gummy Bear video](#) or [CD](#) from [Amazon.com](#)