

**FADE  
TO  
BLACK**

WITH JIMMY CHURCH



1  
00:00:47,690 --> 00:00:43,900

[Music]

2  
00:00:51,500 --> 00:00:47,700

this hope radio for the masses headliner

3  
00:00:53,479 --> 00:00:51,510

between July 8 1947 the Army Air Force

4  
00:00:55,729 --> 00:00:53,489

has announced that applying their -

5  
00:01:00,910 --> 00:00:55,739

found under now in the possession of the

6  
00:01:03,740 --> 00:01:00,920

on a rig change the game changer I

7  
00:01:08,030 --> 00:01:03,750

occasionally think how quickly our

8  
00:01:10,700 --> 00:01:08,040

differences worldwide would vanish if we

9  
00:01:13,890 --> 00:01:10,710

were facing an alien threat from outside

10  
00:01:13,900 --> 00:01:17,310

[Applause]

11  
00:01:22,680 --> 00:01:19,800

fade to black with your host Jimmy

12  
00:01:25,820 --> 00:01:22,690

church on the game-changer radio network

13  
00:01:29,170 --> 00:01:25,830

and kg are a the global rain

14

00:01:31,190 --> 00:01:29,180

[Music]

15

00:01:34,320 --> 00:01:31,200

I need your help to get to the

16

00:01:40,190 --> 00:01:38,030

[Music]

17

00:01:43,120 --> 00:01:40,200

you are listening to fade to black with

18

00:01:50,580 --> 00:01:43,130

Jimmy judge on the game changing Network

19

00:01:55,440 --> 00:01:50,590

[Music]

20

00:01:58,000 --> 00:01:55,450

now right welcome fade to black the

21

00:02:07,450 --> 00:01:58,010

spoke radio

22

00:02:09,969 --> 00:02:07,460

for Masse's right tonight's gonna be one

23

00:02:16,330 --> 00:02:09,979

of those shows it's Tuesday March 19th

24

00:02:20,080 --> 00:02:16,340

2019 78 days into the new year Jeff 287

25

00:02:21,640 --> 00:02:20,090

days left we are live from a bunker

26

00:02:24,730 --> 00:02:21,650

somewhere in the middle of beautiful

27

00:02:26,260 --> 00:02:24,740

downtown Burbank California and I would

28

00:02:29,110 --> 00:02:26,270

like to welcome everybody listening all

29

00:02:32,350 --> 00:02:29,120

around the world all across the United

30

00:02:34,870 --> 00:02:32,360

States hither and thither to and fro

31

00:02:37,339 --> 00:02:34,880

back and forth up and down east and west

32

00:02:40,910 --> 00:02:37,349

north and south

33

00:02:43,280 --> 00:02:40,920

far and near this is fade to black for

34

00:02:46,509 --> 00:02:43,290

kjc are the game changer network and

35

00:02:49,250 --> 00:02:46,519

KCRA the planet I am your host imager

36

00:02:52,489 --> 00:02:49,260

what is crack and everybody how you do

37

00:02:54,640 --> 00:02:52,499

it I am so excited about this show

38

00:02:58,059 --> 00:02:54,650

tonight

39

00:03:00,280 --> 00:02:58,069

Riz Burke is here we're going to be

40

00:03:05,259 --> 00:03:00,290

talking about his new book the

41

00:03:07,230 --> 00:03:05,269

simulation hypothesis so buckle up

42

00:03:11,920 --> 00:03:07,240

kiddies

43

00:03:14,199 --> 00:03:11,930

seriously tomorrow night JJ and Desiree

44

00:03:16,210 --> 00:03:14,209

her tucker here they've got a new book

45

00:03:18,390 --> 00:03:16,220

out - it's called geeses industrial

46

00:03:21,790 --> 00:03:18,400

complex that's right

47

00:03:23,290 --> 00:03:21,800

gas and electricity in ancient Egypt

48

00:03:25,390 --> 00:03:23,300

it's gonna be a great conversation

49

00:03:30,250 --> 00:03:25,400

Thursday night is another Fator night

50

00:03:32,140 --> 00:03:30,260

with open lines all night long now you

51  
00:03:34,600 --> 00:03:32,150  
can follow me on twitter @ JT Radio

52  
00:03:35,500 --> 00:03:34,610  
Facebook YouTube everything is to Peter

53  
00:03:36,970 --> 00:03:35,510  
to fade to black

54  
00:03:40,390 --> 00:03:36,980  
let's go over to Jimmy Church radio.com

55  
00:03:42,940 --> 00:03:40,400  
and you can a follow like and subscribe

56  
00:03:45,100 --> 00:03:42,950  
right there earlier today I will just

57  
00:03:49,120 --> 00:03:45,110  
say this really quick earlier today I

58  
00:03:54,930 --> 00:03:49,130  
posted over at on stellar saying that I

59  
00:03:58,840 --> 00:03:54,940  
am leaving the platform and indeed I am

60  
00:04:00,789 --> 00:03:58,850  
ok I am preparing a statement for

61  
00:04:04,000 --> 00:04:00,799  
everybody that will be published and

62  
00:04:07,320 --> 00:04:04,010  
then I will read it on the show tomorrow

63  
00:04:10,680 --> 00:04:07,330

night but I have left on stellar and

64

00:04:16,150 --> 00:04:10,690

what appears to be with no explanation

65

00:04:18,699 --> 00:04:16,160

nah ok there is so much more to it than

66

00:04:21,520 --> 00:04:18,709

then you know you just leave something

67

00:04:23,830 --> 00:04:21,530

that you started right and it's it's not

68

00:04:26,590 --> 00:04:23,840

about that I'm not abandoning everybody

69

00:04:30,250 --> 00:04:26,600

it's just that we can no longer be

70

00:04:33,090 --> 00:04:30,260

associated with on stellar and there's

71

00:04:37,270 --> 00:04:33,100

it comes down to ethics and morals and

72

00:04:39,700 --> 00:04:37,280

and other things ok and we will always

73

00:04:41,740 --> 00:04:39,710

on fade to black

74

00:04:43,390 --> 00:04:41,750

read up myself this network and

75

00:04:46,630 --> 00:04:43,400

everybody that is associated with it

76

00:04:49,350 --> 00:04:46,640

it's the community first and we always

77

00:04:53,290 --> 00:04:49,360

run on the right side of the fence and

78

00:04:55,930 --> 00:04:53,300

that is that and so I will prepare

79

00:05:01,060 --> 00:04:55,940

something and get it out there for all

80

00:05:05,440 --> 00:05:01,070

of you ok ok so now that that is cleared

81

00:05:09,190 --> 00:05:05,450

up not really but it will be soon ok all

82

00:05:12,760 --> 00:05:09,200

right there you go let's see at J Church

83

00:05:16,360 --> 00:05:12,770

radio is what you want to do at J Church

84

00:05:17,879 --> 00:05:16,370

radio on Twitter hashtag F to B is the

85

00:05:21,869 --> 00:05:17,889

sandbox

86

00:05:24,719 --> 00:05:21,879

Tagg f2b is where you want to post your

87

00:05:29,010 --> 00:05:24,729

questions and tonight for myself or rizz

88

00:05:32,070 --> 00:05:29,020

poster bite they're hash tag F 2 BQ

89

00:05:33,929 --> 00:05:32,080

that's the number 2 by the way hash tag

90

00:05:37,110 --> 00:05:33,939

F 2 BQ fade to black questions

91

00:05:40,499 --> 00:05:37,120

hash tag F 2 B is the sandbox we've got

92

00:05:43,200 --> 00:05:40,509

an amazing show lined up tonight and I'm

93

00:05:47,459 --> 00:05:43,210

gonna get to all of that in just a bit

94

00:05:49,490 --> 00:05:47,469

any questions or comments for this show

95

00:05:52,830 --> 00:05:49,500

tonight - you can also email directly

96

00:05:55,290 --> 00:05:52,840

Jimmy at Jimmy Church radio comm let's

97

00:05:57,269 --> 00:05:55,300

get to some breaking news a u.s. jury

98

00:06:01,769 --> 00:05:57,279

today are you ready

99

00:06:05,790 --> 00:06:01,779

found by ur AG's glyphosate based

100

00:06:07,140 --> 00:06:05,800

roundup weed killer cause cancer a blow

101  
00:06:10,589 --> 00:06:07,150  
to the company eight months after

102  
00:06:12,869 --> 00:06:10,599  
another jury issued a 289 million dollar

103  
00:06:15,570 --> 00:06:12,879  
verdict over similar claims in a

104  
00:06:17,519 --> 00:06:15,580  
different case the case was only the

105  
00:06:21,890 --> 00:06:17,529  
second are you ready

106  
00:06:24,659 --> 00:06:21,900  
of around eleven thousand two hundred

107  
00:06:27,800 --> 00:06:24,669  
roundup lawsuits to go to trial in the

108  
00:06:30,839 --> 00:06:27,810  
United States this is only number two

109  
00:06:34,079 --> 00:06:30,849  
another California man was awarded 289

110  
00:06:36,209 --> 00:06:34,089  
million in August after a stake court

111  
00:06:37,950 --> 00:06:36,219  
jury found roundup caused his cancer

112  
00:06:41,189 --> 00:06:37,960  
sending buyer shares plunging at the

113  
00:06:48,800 --> 00:06:41,199

time that award was later reduced to 78

114

00:06:52,050 --> 00:06:48,810

million dollars and is on appeal man

115

00:06:56,579 --> 00:06:52,060

well we knew it right you know it's you

116

00:07:00,079 --> 00:06:56,589

know it's funny today I was in our front

117

00:07:03,659 --> 00:07:00,089

lawn and we've got a few dandelions

118

00:07:07,679 --> 00:07:03,669

right there right there and normally

119

00:07:12,450 --> 00:07:07,689

you're tempted right that's it ain't no

120

00:07:15,149 --> 00:07:12,460

roundup at our house you know I guess

121

00:07:17,339 --> 00:07:15,159

the dandelions it is gonna go you got to

122

00:07:20,610 --> 00:07:17,349

pull them out you know gotta pull weeds

123

00:07:24,389 --> 00:07:20,620

got to go old-fashioned style but you

124

00:07:28,760 --> 00:07:24,399

know it was just so funny I I thought

125

00:07:31,880 --> 00:07:28,770

you know what little dandelion just grow

126

00:07:35,270 --> 00:07:31,890

flourish take over the front lawn but

127

00:07:38,750 --> 00:07:35,280

I'm not spraying roundup I haven't done

128

00:07:41,590 --> 00:07:38,760

it when all of the roundup years goes

129

00:07:47,330 --> 00:07:41,600

about ten years ago nine years ago I

130

00:07:50,180 --> 00:07:47,340

think I sprayed roundup once and then I

131

00:07:52,460 --> 00:07:50,190

saw the documentary about the family

132

00:07:54,140 --> 00:07:52,470

with the with the back patio I don't

133

00:07:57,740 --> 00:07:54,150

know if you guys remember that but that

134

00:07:59,620 --> 00:07:57,750

was it I haven't haven't done it didn't

135

00:08:02,930 --> 00:07:59,630

I didn't throw it away by the way I

136

00:08:05,960 --> 00:08:02,940

didn't it's just sitting in in our

137

00:08:07,970 --> 00:08:05,970

garage I couldn't bring myself to throw

138

00:08:09,980 --> 00:08:07,980

it in a trash dump

139

00:08:11,360 --> 00:08:09,990

right and it just throw it away I don't

140

00:08:14,000 --> 00:08:11,370

know what to do with it what do you do

141

00:08:15,050 --> 00:08:14,010

what do you do with roundup now you know

142

00:08:18,230 --> 00:08:15,060

there you go

143

00:08:23,210 --> 00:08:18,240

all right don't forget to download the

144

00:08:24,800 --> 00:08:23,220

surfer music streaming app su RFR su RFR

145

00:08:27,710 --> 00:08:24,810

go to the banners at Jimmy Church radio

146

00:08:30,140 --> 00:08:27,720

com click on it download it it's free

147

00:08:31,430 --> 00:08:30,150

all you gotta do is click that's it

148

00:08:33,800 --> 00:08:31,440

you're not sharing any of your

149

00:08:36,290 --> 00:08:33,810

information your email you're not gonna

150

00:08:38,810 --> 00:08:36,300

do anything but just enjoy all of your

151

00:08:40,310 --> 00:08:38,820

favorite music it's super easy it's fun

152

00:08:43,760 --> 00:08:40,320

all you have to do is download it and

153

00:08:46,040 --> 00:08:43,770

start listening it's that simple get

154

00:08:49,640 --> 00:08:46,050

yourself the surfer music streaming app

155

00:08:54,170 --> 00:08:49,650

you can also go to surfer dot F M su r

156

00:08:56,360 --> 00:08:54,180

FR dot F M that's it that's all you got

157

00:09:00,110 --> 00:08:56,370

to do okay our next event is coming up

158

00:09:02,630 --> 00:09:00,120

it is contact in the desert May 31st

159

00:09:04,280 --> 00:09:02,640

through June 3rd in Indian Wells Palm

160

00:09:06,410 --> 00:09:04,290

Springs California at the Renaissance

161

00:09:09,770 --> 00:09:06,420

Indian Wells Resort & Spa

162

00:09:11,780 --> 00:09:09,780

tickets and info at contact in the

163

00:09:15,380 --> 00:09:11,790

desert calm I do want to remind

164

00:09:17,510 --> 00:09:15,390

everybody of our weekend there Friday

165

00:09:20,300 --> 00:09:17,520

night we will be broadcasting fade to

166

00:09:22,670 --> 00:09:20,310

black live like we do every year so

167

00:09:25,610 --> 00:09:22,680

we're going to do that then Saturday

168

00:09:29,690 --> 00:09:25,620

night I am going to be hosting the

169

00:09:33,230 --> 00:09:29,700

awards dinner you got to get tickets for

170

00:09:37,509 --> 00:09:33,240

that and so go to contacting the desert

171

00:09:39,910 --> 00:09:37,519

calm and and get your tickets for the

172

00:09:42,400 --> 00:09:39,920

the dinner the awards dinner and I think

173

00:09:44,319 --> 00:09:42,410

it would be really cool if we had a

174

00:09:46,480 --> 00:09:44,329

couple of hundred fate or not that if

175

00:09:48,910 --> 00:09:46,490

we also you know and everybody wears

176

00:09:50,980 --> 00:09:48,920

their fade to black t-shirts right and

177

00:09:53,710 --> 00:09:50,990

we just flood it's gonna be great it's

178

00:09:55,600 --> 00:09:53,720

gonna be great and and don't you want to

179

00:09:57,429 --> 00:09:55,610

know who's getting the Lifetime

180

00:09:59,439 --> 00:09:57,439

Achievement Award this year well you're

181

00:10:01,540 --> 00:09:59,449

gonna find out get your tickets right

182

00:10:03,579 --> 00:10:01,550

now at contact in the desert calm and

183

00:10:06,460 --> 00:10:03,589

then Sunday night I'll be hosting the

184

00:10:09,460 --> 00:10:06,470

closing ceremonies and the closing night

185

00:10:12,730 --> 00:10:09,470

panel closing weekend panel too as well

186

00:10:14,710 --> 00:10:12,740

so we've got a full weekend contact in

187

00:10:18,369 --> 00:10:14,720

the desert calm at the Renaissance

188

00:10:19,929 --> 00:10:18,379

Indian Wells Resort and Spa all right

189

00:10:22,900 --> 00:10:19,939

don't forget to subscribe to our podcast

190

00:10:26,109 --> 00:10:22,910

it is just two dollars per month we have

191

00:10:29,079 --> 00:10:26,119

over 1,000 shows right there for just

192

00:10:32,169 --> 00:10:29,089

two dollars per month it's the best deal

193

00:10:33,970 --> 00:10:32,179

anywhere right all the all the apps that

194

00:10:35,769 --> 00:10:33,980

you need anything just click on the

195

00:10:37,480 --> 00:10:35,779

podcast banner everything that you need

196

00:10:39,790 --> 00:10:37,490

is right there over to me church radio

197

00:10:42,579 --> 00:10:39,800

calm and don't forget to become a fader

198

00:10:44,350 --> 00:10:42,589

not over at our membership section on

199

00:10:46,650 --> 00:10:44,360

the site everything that you need

200

00:10:49,749 --> 00:10:46,660

autograph shirts hats all that's the

201

00:10:52,359 --> 00:10:49,759

downloadable commercial free mp3

202

00:10:54,789 --> 00:10:52,369

archives it's all right there in our

203

00:10:56,470 --> 00:10:54,799

membership section at Jimmy Church radio

204

00:10:58,889 --> 00:10:56,480

calm and don't forget about all of our

205

00:11:03,009 --> 00:10:58,899

sponsors here that's how this show

206

00:11:07,629 --> 00:11:03,019

happens it's you and your support okay

207

00:11:09,730 --> 00:11:07,639

so life changed t ancient life oil new

208

00:11:12,519 --> 00:11:09,740

new manna food storage and of course

209

00:11:15,369 --> 00:11:12,529

fade to black blend coffee the surfer

210

00:11:17,850 --> 00:11:15,379

music app go and download it this is how

211

00:11:20,499 --> 00:11:17,860

click on all of our sponsors this is how

212

00:11:22,780 --> 00:11:20,509

this show goes on the air every single

213

00:11:24,730 --> 00:11:22,790

night okay all right let's get this show

214

00:11:29,379 --> 00:11:24,740

cracking happy birthday to today Bruce

215

00:11:33,309 --> 00:11:29,389

Willis is 64 and it used to be with

216

00:11:36,489 --> 00:11:33,319

Bruce you would think of you know Hans

217

00:11:39,999 --> 00:11:36,499

Gruber right okay so you had a New

218

00:11:42,129 --> 00:11:40,009

Year's Eve you had those kind of thought

219

00:11:47,259 --> 00:11:42,139

you know what but with Bruce you know

220

00:11:49,420 --> 00:11:47,269

where I go now you know where I go 12

221

00:11:53,230 --> 00:11:49,430

monkeys

222

00:11:55,900 --> 00:11:53,240

swear that movie is so great and that's

223

00:11:59,560 --> 00:11:55,910

when you know and it's not anything else

224

00:12:01,750 --> 00:11:59,570

with drew I go 12 monkeys happy birthday

225

00:12:04,720 --> 00:12:01,760

to Bruce Willis alright okay on the

226

00:12:08,940 --> 00:12:04,730

stain history sad day we need a moment

227

00:12:12,310 --> 00:12:08,950

of silence please in 1982 guitar master

228

00:12:15,190 --> 00:12:12,320

Randy Rhoads is killed in an airplane

229

00:12:19,019 --> 00:12:15,200

crash in Leesburg Florida when their

230

00:12:22,090 --> 00:12:19,029

tour bus driver said he was a pilot and

231

00:12:25,090 --> 00:12:22,100

they were at the tour bus tour bus

232

00:12:27,190 --> 00:12:25,100

company's headquarters to repair

233

00:12:31,810 --> 00:12:27,200

something on the bus and air conditioner

234

00:12:35,110 --> 00:12:31,820

and he took Randy up for a flight and

235

00:12:36,970 --> 00:12:35,120

decided to buzz the tour bus where

236

00:12:39,760 --> 00:12:36,980

everybody was sleeping Ozzy Osbourne and

237

00:12:42,670 --> 00:12:39,770

Sharon and Tommy Aldridge and and so

238

00:12:45,340 --> 00:12:42,680

forth and then took a couple passes and

239

00:12:47,949 --> 00:12:45,350

then the third pass hit the bus crashed

240

00:12:51,699 --> 00:12:47,959

into a house and they died instantly and

241

00:12:54,990 --> 00:12:51,709

it was a tragic day all right so there

242

00:13:01,210 --> 00:12:55,000

you go on this day in 1982 fader fact

243

00:13:05,890 --> 00:13:01,220

you are as old as the universe you you

244

00:13:10,500 --> 00:13:05,900

are as old as the universe why because

245

00:13:13,690 --> 00:13:10,510

matter cannot be created or destroyed

246

00:13:15,730 --> 00:13:13,700

you need to think about that I remember

247

00:13:21,370 --> 00:13:15,740

I'm so fascinated with the subject

248

00:13:23,230 --> 00:13:21,380

Stardust right Stardust that and I've

249

00:13:28,360 --> 00:13:23,240

said it a few times before but if you

250

00:13:33,340 --> 00:13:28,370

look your left hand and your right hand

251  
00:13:36,310 --> 00:13:33,350  
are made from two different stars think

252  
00:13:39,850 --> 00:13:36,320  
about that for a second I mean that's

253  
00:13:42,130 --> 00:13:39,860  
just that's just a heavy thought what do

254  
00:13:44,019 --> 00:13:42,140  
you think about it well that's that's a

255  
00:13:47,019 --> 00:13:44,029  
matter cannot be created or destroyed

256  
00:13:49,389 --> 00:13:47,029  
all of this are as as old as the

257  
00:13:51,310 --> 00:13:49,399  
universe think about that tonight rizz

258  
00:13:52,860 --> 00:13:51,320  
Burke is here I'm going to talk about

259  
00:13:56,139 --> 00:13:52,870  
his new book and the simulation

260  
00:13:58,870 --> 00:13:56,149  
hypothesis tomorrow night it is JJ and

261  
00:14:01,690 --> 00:13:58,880  
Desiree her talk and their new book

262  
00:14:02,790 --> 00:14:01,700  
akiza's industrial complex Thursday is

263  
00:14:05,490 --> 00:14:02,800

another fader

264

00:14:11,040 --> 00:14:05,500

with open lines all night long now I'm

265

00:14:15,470 --> 00:14:11,050

excited about tonight's show and this

266

00:14:20,570 --> 00:14:15,480

show is about 20 years in the making

267

00:14:26,820 --> 00:14:20,580

because the film The Matrix came out in

268

00:14:30,420 --> 00:14:26,830

1999 and I remember very clearly back

269

00:14:33,150 --> 00:14:30,430

then I remember that up until the week

270

00:14:34,290 --> 00:14:33,160

of the release of the movie I hadn't

271

00:14:38,310 --> 00:14:34,300

heard anything about it

272

00:14:41,280 --> 00:14:38,320

and I am such a movie guy and I would

273

00:14:43,140 --> 00:14:41,290

get to LA Weekly and I'm always you know

274

00:14:45,120 --> 00:14:43,150

waiting for some crazy movie to come out

275

00:14:48,470 --> 00:14:45,130

and it was just something cool and I was

276

00:14:52,320 --> 00:14:48,480

always and their movie reviews and

277

00:14:53,850 --> 00:14:52,330

across the street from the house there

278

00:14:57,600 --> 00:14:53,860

in Sherman Oaks we had a really nice

279

00:14:59,790 --> 00:14:57,610

movie theater right there and and right

280

00:15:02,700 --> 00:14:59,800

so that's it you know I was always

281

00:15:04,380 --> 00:15:02,710

looking and and sometimes you know I

282

00:15:06,240 --> 00:15:04,390

planned for things a month or two in

283

00:15:08,790 --> 00:15:06,250

advance because you know something big

284

00:15:12,150 --> 00:15:08,800

was coming out and the matrix snuck up

285

00:15:17,700 --> 00:15:12,160

on me and I had gotten out like the LA

286

00:15:20,280 --> 00:15:17,710

Weekly and and I see this review for

287

00:15:23,010 --> 00:15:20,290

this movie called The Matrix and it was

288

00:15:24,900 --> 00:15:23,020

like the day before it started playing

289

00:15:27,990 --> 00:15:24,910

at the local theater across the street

290

00:15:31,260 --> 00:15:28,000

and although at the time I didn't fully

291

00:15:34,050 --> 00:15:31,270

grasp what the review was trying to say

292

00:15:37,050 --> 00:15:34,060

about the film and I'm pretty sure that

293

00:15:38,280 --> 00:15:37,060

the reviewer at the time didn't really

294

00:15:41,520 --> 00:15:38,290

understand what the film was about

295

00:15:42,900 --> 00:15:41,530

anyway right but I knew I could tell

296

00:15:45,780 --> 00:15:42,910

that it was something that I wanted to

297

00:15:48,510 --> 00:15:45,790

see special effects and Keanu Reeves and

298

00:15:50,760 --> 00:15:48,520

the future and and there was probably

299

00:15:52,440 --> 00:15:50,770

some mention of alternate reality and

300

00:15:55,110 --> 00:15:52,450

and I you know it was supposed to be so

301  
00:15:57,540 --> 00:15:55,120  
high tech and well produced and okay all

302  
00:16:03,540 --> 00:15:57,550  
right and then it's playing like the

303  
00:16:09,030 --> 00:16:03,550  
next day so I go and and watch it and I

304  
00:16:12,690 --> 00:16:09,040  
remember very vividly that I left the

305  
00:16:14,630 --> 00:16:12,700  
theater impressed but I was impressed

306  
00:16:19,100 --> 00:16:14,640  
about the special effects

307  
00:16:22,639 --> 00:16:19,110  
mostly right and the other thing because

308  
00:16:24,650 --> 00:16:22,649  
I'm such a film guy was I was very

309  
00:16:28,250 --> 00:16:24,660  
impressed that I couldn't figure out

310  
00:16:31,460 --> 00:16:28,260  
what the movie was about right right I

311  
00:16:34,790 --> 00:16:31,470  
was like that is it that was deep and I

312  
00:16:37,759 --> 00:16:34,800  
didn't understand why I couldn't figure

313  
00:16:40,130 --> 00:16:37,769

out the meaning of the film I knew it

314

00:16:41,389 --> 00:16:40,140

was much deeper than you know like neo

315

00:16:43,460 --> 00:16:41,399

dodging bullets

316

00:16:45,230 --> 00:16:43,470

you know in slow-mo and all of that

317

00:16:47,990 --> 00:16:45,240

stuff but there was something else there

318

00:16:51,290 --> 00:16:48,000

so I went back that week two or three

319

00:16:54,829 --> 00:16:51,300

times to see it again and each time I

320

00:16:56,060 --> 00:16:54,839

took different friends and I had to do

321

00:16:58,130 --> 00:16:56,070

that because you can't take the same

322

00:16:59,720 --> 00:16:58,140

friend to the same movie over and over

323

00:17:02,810 --> 00:16:59,730

and over again that nobody's gonna want

324

00:17:04,370 --> 00:17:02,820

to do that so I invited other friends

325

00:17:07,280 --> 00:17:04,380

and and told him I was gonna go see the

326  
00:17:08,090 --> 00:17:07,290  
movie again and and I did and slowly I

327  
00:17:11,659 --> 00:17:08,100  
got it

328  
00:17:13,669 --> 00:17:11,669  
and you see here's the thing and it

329  
00:17:15,559 --> 00:17:13,679  
didn't happen right away not for me

330  
00:17:18,860 --> 00:17:15,569  
and I can't speak for everybody out

331  
00:17:19,340 --> 00:17:18,870  
there but I didn't get the film didn't

332  
00:17:23,150 --> 00:17:19,350  
get it

333  
00:17:25,130 --> 00:17:23,160  
I mean I knew I enjoyed the story and I

334  
00:17:27,530 --> 00:17:25,140  
enjoyed the action and the special

335  
00:17:29,390 --> 00:17:27,540  
effects but I was trying to get to the

336  
00:17:32,450 --> 00:17:29,400  
meaning of the film you see here's the

337  
00:17:36,409 --> 00:17:32,460  
thing through that whole period of the

338  
00:17:38,690 --> 00:17:36,419

90s I was really into gaming I still AM

339

00:17:42,470 --> 00:17:38,700

I just don't have the time to game if

340

00:17:47,390 --> 00:17:42,480

you ever get a chance maybe one day you

341

00:17:50,150 --> 00:17:47,400

know right and it's in in my bedroom

342

00:17:52,039 --> 00:17:50,160

right next to the TV is a PlayStation 4

343

00:17:56,240 --> 00:17:52,049

sitting right there haven't fired it up

344

00:17:58,250 --> 00:17:56,250

in six months but it's it's there it's

345

00:18:00,440 --> 00:17:58,260

it's you know I've got all the all the

346

00:18:02,539 --> 00:18:00,450

controllers and all the things but but I

347

00:18:06,350 --> 00:18:02,549

just don't have the time to gain like I

348

00:18:10,549 --> 00:18:06,360

used to but in the 90s I was really into

349

00:18:14,240 --> 00:18:10,559

gaming and this is this is the trip with

350

00:18:16,250 --> 00:18:14,250

serious gaming and if you have gamed

351  
00:18:19,760 --> 00:18:16,260  
you know exactly what I'm talking about

352  
00:18:23,090 --> 00:18:19,770  
if you haven't gained this may sound a

353  
00:18:26,990 --> 00:18:23,100  
little bit strange but the more that you

354  
00:18:28,190 --> 00:18:27,000  
play you find that when you have to go

355  
00:18:31,159 --> 00:18:28,200  
out into the

356  
00:18:36,919 --> 00:18:31,169  
world you find that you're still in the

357  
00:18:39,529 --> 00:18:36,929  
game you do you you it takes it takes a

358  
00:18:41,120 --> 00:18:39,539  
while for your brain to adjust it's a

359  
00:18:44,659 --> 00:18:41,130  
really trippy thing to go through and

360  
00:18:47,840 --> 00:18:44,669  
all gamers do it you know if you if you

361  
00:18:49,759 --> 00:18:47,850  
go through a six-hour run and you've got

362  
00:18:51,529 --> 00:18:49,769  
to leave to go get food you got to go to

363  
00:18:53,180 --> 00:18:51,539

leave to go do something you got to go

364

00:18:57,220 --> 00:18:53,190

meet people you got you know you have to

365

00:19:05,029 --> 00:18:57,230

leave the house you're in the game

366

00:19:09,289 --> 00:19:05,039

it takes a while and the adjustment of

367

00:19:13,120 --> 00:19:09,299

your brain is such that you see things

368

00:19:15,289 --> 00:19:13,130

in the world around you that are

369

00:19:17,389 --> 00:19:15,299

relative back to the game that you were

370

00:19:20,389 --> 00:19:17,399

playing you're still playing the game

371

00:19:22,610 --> 00:19:20,399

and then when you get back home let's

372

00:19:24,289 --> 00:19:22,620

say you get you you adjust your back

373

00:19:26,060 --> 00:19:24,299

into the real world you're hearing

374

00:19:28,970 --> 00:19:26,070

people talk and you're engaging in

375

00:19:33,080 --> 00:19:28,980

conversation it's all good then you get

376

00:19:35,899 --> 00:19:33,090

back home and you fired up your computer

377

00:19:39,430 --> 00:19:35,909

right or your Playstation whatever and

378

00:19:42,669 --> 00:19:39,440

you're right back into that world

379

00:19:46,669 --> 00:19:42,679

it's a trippy thing and it's a

380

00:19:49,159 --> 00:19:46,679

comforting thing when you're gaming that

381

00:19:52,399 --> 00:19:49,169

you get back into it you get back into

382

00:19:54,049 --> 00:19:52,409

the world and and all of the the you

383

00:19:55,820 --> 00:19:54,059

know all the players and all of the

384

00:19:58,549 --> 00:19:55,830

things that you're interacting with and

385

00:20:03,139 --> 00:19:58,559

the things that it's it's comforting and

386

00:20:05,990 --> 00:20:03,149

I understood that I got it and it was

387

00:20:08,269 --> 00:20:06,000

some time later you know when I started

388

00:20:12,500 --> 00:20:08,279

to it was one thing to understand what

389

00:20:15,560 --> 00:20:12,510

the matrix was about right okay it's

390

00:20:19,490 --> 00:20:15,570

another thing when the realization of

391

00:20:23,889 --> 00:20:19,500

what the matrix and Neal were about the

392

00:20:28,250 --> 00:20:23,899

real subject matter everything changes

393

00:20:32,090 --> 00:20:28,260

it does there was something going on and

394

00:20:34,730 --> 00:20:32,100

it's not that the matrix was first to

395

00:20:37,250 --> 00:20:34,740

cover this it's it's not about that

396

00:20:39,860 --> 00:20:37,260

because we've experienced that in

397

00:20:44,090 --> 00:20:39,870

science fiction forever

398

00:20:49,399 --> 00:20:44,100

and and also mythology but but you know

399

00:20:52,610 --> 00:20:49,409

if you think about well anyway before I

400

00:20:54,289 --> 00:20:52,620

go to sideways when I got the

401  
00:20:57,169 --> 00:20:54,299  
realization of what was happening with

402  
00:21:00,649 --> 00:20:57,179  
the matrix I went out and I bought when

403  
00:21:03,370 --> 00:21:00,659  
it first was released because at that

404  
00:21:06,470 --> 00:21:03,380  
time there was a Tower Records literally

405  
00:21:11,169 --> 00:21:06,480  
across my driveway from my house in

406  
00:21:13,909 --> 00:21:11,179  
Sherman Oaks tower video I got the DVD

407  
00:21:16,430 --> 00:21:13,919  
right with all the bonus the bonus the

408  
00:21:18,830 --> 00:21:16,440  
making of the matrix the second DVD and

409  
00:21:23,510 --> 00:21:18,840  
the director's cut and all that stuff

410  
00:21:28,240 --> 00:21:23,520  
and I watched it over and over and over

411  
00:21:31,370 --> 00:21:28,250  
again I went through a matrix insanity

412  
00:21:34,810 --> 00:21:31,380  
not only the whole movie because I would

413  
00:21:39,620 --> 00:21:34,820

do that too but I started watching

414

00:21:41,690 --> 00:21:39,630

specific scenes I was understanding the

415

00:21:45,680 --> 00:21:41,700

meaning of the matrix and I would

416

00:21:49,370 --> 00:21:45,690

transcribe them I would sit there on my

417

00:21:51,680 --> 00:21:49,380

laptop and watch these scenes over and

418

00:21:54,500 --> 00:21:51,690

over again and I would get the

419

00:21:57,680 --> 00:21:54,510

transcription absolutely WordPerfect

420

00:22:00,500 --> 00:21:57,690

every comma and period and thing and and

421

00:22:03,740 --> 00:22:00,510

I would study I would absorb the movie

422

00:22:06,019 --> 00:22:03,750

by reading my transcription which turned

423

00:22:07,700 --> 00:22:06,029

out to be the script I would read that

424

00:22:10,399 --> 00:22:07,710

while the movie was playing in the

425

00:22:12,590 --> 00:22:10,409

background and I just I got it inside of

426

00:22:17,360 --> 00:22:12,600

my head right

427

00:22:19,789 --> 00:22:17,370

I literally studied them and when you go

428

00:22:23,000 --> 00:22:19,799

through this type of immersion into a

429

00:22:26,120 --> 00:22:23,010

subject it will consume you and the

430

00:22:29,480 --> 00:22:26,130

matrix did for me this was when I

431

00:22:33,039 --> 00:22:29,490

literally started to ask questions about

432

00:22:37,370 --> 00:22:33,049

the world around us not about

433

00:22:41,779 --> 00:22:37,380

conspiracies or UFOs and time-travel I'm

434

00:22:46,250 --> 00:22:41,789

talking about what is reality that old

435

00:22:48,799 --> 00:22:46,260

red pill blue pill scene when you break

436

00:22:50,930 --> 00:22:48,809

that down and the implications and the

437

00:22:53,149 --> 00:22:50,940

heaviness of that scene today we

438

00:22:53,840 --> 00:22:53,159

understand it we all know about being

439

00:22:56,000 --> 00:22:53,850

red pill

440

00:22:57,680 --> 00:22:56,010

we know about the words that were spoken

441

00:23:00,260 --> 00:22:57,690

and we understand that scene but back

442

00:23:03,289 --> 00:23:00,270

then nobody did

443

00:23:05,480 --> 00:23:03,299

we were absorbing it and we were getting

444

00:23:08,930 --> 00:23:05,490

to the heaviness of what was actually

445

00:23:13,000 --> 00:23:08,940

being presented in the film right but I

446

00:23:15,830 --> 00:23:13,010

got it I got it and and that being

447

00:23:19,580 --> 00:23:15,840

combined with the gaming that I was

448

00:23:22,880 --> 00:23:19,590

doing and the reality of what the matrix

449

00:23:26,330 --> 00:23:22,890

was suggesting to us it changed for me

450

00:23:29,930 --> 00:23:26,340

and at the time because today it's a

451  
00:23:34,630 --> 00:23:29,940  
different world at the time I thought I

452  
00:23:38,120 --> 00:23:34,640  
was the only one thinking like this okay

453  
00:23:40,820 --> 00:23:38,130  
III I really did and I was uncomfortable

454  
00:23:44,210 --> 00:23:40,830  
with discussing these subjects it was a

455  
00:23:45,919 --> 00:23:44,220  
movie right it was a movie I was

456  
00:23:48,200 --> 00:23:45,929  
uncomfortable with discussing the

457  
00:23:49,880 --> 00:23:48,210  
heaviness of the matrix with my friends

458  
00:23:54,890 --> 00:23:49,890  
because I didn't want people to endued

459  
00:23:58,820 --> 00:23:54,900  
what right it's just a movie man it's

460  
00:24:02,770 --> 00:23:58,830  
just a movie but in the early 2000s many

461  
00:24:07,039 --> 00:24:02,780  
started to suggest the same thing and

462  
00:24:08,480 --> 00:24:07,049  
what happened next I started to research

463  
00:24:11,750 --> 00:24:08,490

this and I started to research

464

00:24:15,049 --> 00:24:11,760

scientific papers and physicists and and

465

00:24:19,220 --> 00:24:15,059

what the the simulation hypothesis

466

00:24:21,950 --> 00:24:19,230

really was and it it started to confirm

467

00:24:25,840 --> 00:24:21,960

a lot of things and here we are today

468

00:24:30,070 --> 00:24:25,850

about tonight rizz Burke is with us and

469

00:24:32,419 --> 00:24:30,080

probably three years ago

470

00:24:36,980 --> 00:24:32,429

Silicon Valley started to flip on its

471

00:24:39,890 --> 00:24:36,990

head and and qubits and quantum

472

00:24:43,640 --> 00:24:39,900

computing started to become a reality

473

00:24:45,799 --> 00:24:43,650

and when the talk of quantum computing

474

00:24:49,090 --> 00:24:45,809

this is where all of this ties together

475

00:24:52,580 --> 00:24:49,100

and it gets really scary the thought of

476

00:24:54,529 --> 00:24:52,590

quantum computing started to get around

477

00:24:56,899 --> 00:24:54,539

the tech world and we were trying to

478

00:25:00,280 --> 00:24:56,909

understand really what quantum was and

479

00:25:02,200 --> 00:25:00,290

when you go from a 486 chip

480

00:25:04,810 --> 00:25:02,210

you know and you start to to go through

481

00:25:07,390 --> 00:25:04,820

the different stages of what computers

482

00:25:08,860 --> 00:25:07,400

are processing power 33 megahertz bus

483

00:25:12,040 --> 00:25:08,870

speeds and all of that from the old days

484

00:25:14,350 --> 00:25:12,050

and where we are today alright and and

485

00:25:16,500 --> 00:25:14,360

and quantum computing comes into the mix

486

00:25:19,930 --> 00:25:16,510

we didn't understand it now today we do

487

00:25:22,990 --> 00:25:19,940

Silicon Valley did understand what

488

00:25:26,080 --> 00:25:23,000

quantum computing and and quantum theory

489

00:25:28,950 --> 00:25:26,090

and quantum mechanics actually means and

490

00:25:33,790 --> 00:25:28,960

then the suggestion started to come out

491

00:25:36,220 --> 00:25:33,800

are we living in a simulation and then

492

00:25:39,370 --> 00:25:36,230

the references going back to the matrix

493

00:25:42,370 --> 00:25:39,380

are everywhere now it's part of pop

494

00:25:46,030 --> 00:25:42,380

culture it wasn't always that way

495

00:25:48,700 --> 00:25:46,040

for me it took about two years of

496

00:25:50,470 --> 00:25:48,710

watching the matrix over and over again

497

00:25:52,840 --> 00:25:50,480

and looking at the world around us

498

00:25:57,090 --> 00:25:52,850

combined with the reality I was

499

00:26:00,520 --> 00:25:57,100

connecting with in in video games

500

00:26:03,940 --> 00:26:00,530

tonight RIS verk is here and we are

501  
00:26:06,130 --> 00:26:03,950  
going to go through not only each one of

502  
00:26:09,640 --> 00:26:06,140  
these but like I said I'm not the only

503  
00:26:12,340 --> 00:26:09,650  
one talking like this R is just released

504  
00:26:16,090 --> 00:26:12,350  
a book that when you read it it

505  
00:26:19,420 --> 00:26:16,100  
discusses everything of the road that I

506  
00:26:21,990 --> 00:26:19,430  
just traveled since 1999 and it's

507  
00:26:25,660 --> 00:26:22,000  
exciting that today we find ourselves

508  
00:26:27,820 --> 00:26:25,670  
discussing this very subject is it scary

509  
00:26:32,100 --> 00:26:27,830  
is it any different if you think about

510  
00:26:36,730 --> 00:26:32,110  
it the scene and the matrix right I know

511  
00:26:40,960 --> 00:26:36,740  
that the meat is juicy alright but it's

512  
00:26:43,810 --> 00:26:40,970  
not real if you think about that that's

513  
00:26:45,760 --> 00:26:43,820

where we are today it's crazy what's the

514

00:26:49,510 --> 00:26:45,770

difference does it matter

515

00:26:52,930 --> 00:26:49,520

would it matter to you think about that

516

00:26:55,930 --> 00:26:52,940

tonight R is Burk tomorrow night JJ and

517

00:26:57,940 --> 00:26:55,940

Desiree her talk are here Thursday night

518

00:27:00,910 --> 00:26:57,950

is another fader night with open lines

519

00:27:03,730 --> 00:27:00,920

all night long great week this week here

520

00:27:06,220 --> 00:27:03,740

on fade to black if you think about what

521

00:27:08,650 --> 00:27:06,230

we have gone through are all of my

522

00:27:10,890 --> 00:27:08,660

favorite subjects and you get to ride

523

00:27:13,710 --> 00:27:10,900

along with me and some amazing

524

00:27:14,940 --> 00:27:13,720

but be out of this show and for me to do

525

00:27:16,740 --> 00:27:14,950

the job that I do

526

00:27:19,140 --> 00:27:16,750

I'm your host Jimmy Church emailed as

527

00:27:22,170 --> 00:27:19,150

Jimmy at Jimmy Church radio calm you can

528

00:27:24,810 --> 00:27:22,180

follow me on Twitter at Jay Church radio

529

00:27:28,230 --> 00:27:24,820

all right this is fade to black on the

530

00:27:29,670 --> 00:27:28,240

game changer network and kgr a the

531

00:27:31,410 --> 00:27:29,680

planet I'll be right back after this

532

00:27:33,800 --> 00:27:31,420

short break with our guest rizz Forex a

533

00:28:06,520 --> 00:28:02,790

[Music]

534

00:28:11,020 --> 00:28:08,980

this is Nicole Church daughter of

535

00:28:13,540 --> 00:28:11,030

you-know-who and you're listening to

536

00:28:18,220 --> 00:28:13,550

fade to black on Jimmy Church radio.com

537

00:28:23,490 --> 00:28:18,230

and the GameChanger Network you're

538

00:28:31,530 --> 00:28:26,280

[Music]

539

00:28:40,510 --> 00:28:38,230

radio when you take the beams from

540

00:28:43,090 --> 00:28:40,520

Central America with dashes of

541

00:28:45,490 --> 00:28:43,100

Indonesian and African mixed in and then

542

00:28:48,340 --> 00:28:45,500

roasted to the dark side of fade to

543

00:28:51,490 --> 00:28:48,350

black you create the ultimate brew of

544

00:28:55,240 --> 00:28:51,500

Fringe introducing the fade to black

545

00:28:57,850 --> 00:28:55,250

blend from River moon coffee yes River

546

00:29:00,850 --> 00:28:57,860

moons darkest customized roast was

547

00:29:03,880 --> 00:29:00,860

created for the love of fade to black

548

00:29:06,550 --> 00:29:03,890

the alchemy of masterful roasting and

549

00:29:10,120 --> 00:29:06,560

smoking the beams is in every sip of

550

00:29:13,090 --> 00:29:10,130

this full-bodied dark Java I need my

551

00:29:15,430 --> 00:29:13,100

coffee doc deep with distinct

552

00:29:18,160 --> 00:29:15,440

bittersweet chocolate highlights just

553

00:29:20,560 --> 00:29:18,170

like the bunker leaning further into the

554

00:29:23,860 --> 00:29:20,570

darkness of the roast is fade to black

555

00:29:25,510 --> 00:29:23,870

blend from rubber moon coffee just click

556

00:29:28,840 --> 00:29:25,520

on the banner at Jimmy Church radio.com

557

00:29:34,140 --> 00:29:28,850

and use the promo code F to B blend for

558

00:29:36,400 --> 00:29:34,150

15% off of your order today gobekli tepe

559

00:29:39,910 --> 00:29:36,410

this is Jimmy Church of fade to black

560

00:29:42,250 --> 00:29:39,920

and you can get our podcast for just \$2

561

00:29:44,740 --> 00:29:42,260

per month all you have to do is click on

562

00:29:48,010 --> 00:29:44,750

the podcast banner over at Jimmy Church

563

00:29:49,780 --> 00:29:48,020

radio.com hey folks guess what the

564

00:29:52,330 --> 00:29:49,790

number one phrase that life changed t

565

00:29:56,050 --> 00:29:52,340

receipts by email you ready we love this

566

00:29:59,080 --> 00:29:56,060

T we love this t time after time week

567

00:30:00,340 --> 00:29:59,090

after week we love this T life change T

568

00:30:03,460 --> 00:30:00,350

gives you more energy

569

00:30:06,100 --> 00:30:03,470

a beautiful cleansing and fulfills its

570

00:30:07,900 --> 00:30:06,110

slogan perfectly that t that makes you

571

00:30:10,780 --> 00:30:07,910

go so if you want to be on your health

572

00:30:13,330 --> 00:30:10,790

game log on to get the t calm and order

573

00:30:15,940 --> 00:30:13,340

life change super strength t packages

574

00:30:18,220 --> 00:30:15,950

come in a one month supply and when you

575

00:30:18,790 --> 00:30:18,230

brew this stuff wait until you see the

576

00:30:19,400 --> 00:30:18,800

results

577

00:30:21,380 --> 00:30:19,410

our

578

00:30:23,930 --> 00:30:21,390

we all about the results and with a lot

579

00:30:25,700 --> 00:30:23,940

of people's health struggling we can use

580

00:30:29,600 --> 00:30:25,710

a little bit of help doctors will tell

581

00:30:33,410 --> 00:30:29,610

you disease starts in the gut so log on

582

00:30:37,040 --> 00:30:33,420

to get the t.com that's get the t.com be

583

00:30:40,640 --> 00:30:37,050

our next email saying I love this tea I

584

00:30:41,870 --> 00:30:40,650

mean I love this tea get the tea I get

585

00:30:45,110 --> 00:30:41,880

the t-dot-com

586

00:30:50,630 --> 00:30:45,120

help in America one tea bag at a time 9

587

00:30:51,160 --> 00:30:50,640

out of 10 geneticists agreed fade to

588

00:30:56,750 --> 00:30:51,170

black

589

00:31:01,160 --> 00:30:56,760

is not your father's radio show on the

590

00:31:03,030 --> 00:31:01,170

game changer radio network and K GRA the

591

00:31:04,420 --> 00:31:03,040

planet

592

00:31:06,880 --> 00:31:04,430

[Music]

593

00:31:09,520 --> 00:31:06,890

do you want to lose weight but have no

594

00:31:11,650 --> 00:31:09,530

idea where to begin the fast start diet

595

00:31:12,250 --> 00:31:11,660

a three-day weight loss plan is the

596

00:31:14,590 --> 00:31:12,260

answer

597

00:31:16,930 --> 00:31:14,600

three days of nutritionally balanced

598

00:31:19,840 --> 00:31:16,940

calorie restricted meals delivered right

599

00:31:22,210 --> 00:31:19,850

to your door no shopping no measuring

600

00:31:24,760 --> 00:31:22,220

and no cooking everything is prepared

601  
00:31:25,300 --> 00:31:24,770  
for you and ready to eat at home or on

602  
00:31:27,880 --> 00:31:25,310  
the go

603  
00:31:29,860 --> 00:31:27,890  
the fast start diet has all the amazing

604  
00:31:32,440 --> 00:31:29,870  
benefits of intermittent fasting without

605  
00:31:34,300 --> 00:31:32,450  
starving we've helped thousands of

606  
00:31:35,140 --> 00:31:34,310  
people who have struggled to reach their

607  
00:31:37,780 --> 00:31:35,150  
weight-loss goals

608  
00:31:39,940 --> 00:31:37,790  
isn't it time we helped you with the

609  
00:31:42,940 --> 00:31:39,950  
fast start diet you'll lose weight and

610  
00:31:45,400 --> 00:31:42,950  
feel great fine fast start diet on

611  
00:31:48,190 --> 00:31:45,410  
Amazon or go too fast start diet calm

612  
00:31:50,410 --> 00:31:48,200  
and use promo code talk to get 10% off

613  
00:31:52,990 --> 00:31:50,420

your first box and as a special bonus

614

00:31:55,750 --> 00:31:53,000

fast start will include their number one

615

00:31:58,060 --> 00:31:55,760

rated lipo 3 appetite suppressant spray

616

00:32:00,400 --> 00:31:58,070

free with your order this is Jimmy

617

00:32:31,000 --> 00:32:00,410

church and whatever your diet plans are

618

00:32:36,090 --> 00:32:33,010

all right welcome back fade to black I

619

00:32:41,049 --> 00:32:36,100

am your host Jimmy Church tonight Rizwan

620

00:32:43,030 --> 00:32:41,059

Risberg successful entrepreneur angel

621

00:32:45,130 --> 00:32:43,040

investor best-selling author video game

622

00:32:47,919 --> 00:32:45,140

industry pioneer and independent film

623

00:32:51,880 --> 00:32:47,929

producer Chris currently runs Bayview

624

00:32:53,950 --> 00:32:51,890

labs and play labs at MIT a startup

625

00:32:56,159 --> 00:32:53,960

accelerator held on campus at the

626

00:32:59,260 --> 00:32:56,169

Massachusetts Institute of Technology

627

00:33:01,840 --> 00:32:59,270

rizz received a BS in computer science

628

00:33:05,590 --> 00:33:01,850

and engineering from MIT in an MS and

629

00:33:07,539 --> 00:33:05,600

management from Stanford's GSB Riza's

630

00:33:09,640 --> 00:33:07,549

many startups have created products used

631

00:33:11,860 --> 00:33:09,650

by thousands of enterprise customers and

632

00:33:14,710 --> 00:33:11,870

his games have been downloaded millions

633

00:33:17,560 --> 00:33:14,720

of times including Tap fish bingo run

634

00:33:21,280 --> 00:33:17,570

penny dreadful that's right and grim by

635

00:33:23,860 --> 00:33:21,290

the way cards of fate rizz is a prolific

636

00:33:25,330 --> 00:33:23,870

Silicon Valley angel investor having

637

00:33:28,330 --> 00:33:25,340

invested in many startups including

638

00:33:31,240 --> 00:33:28,340

Tapjoy telltale games discord Fonzie

639

00:33:33,400 --> 00:33:31,250

Opaka gems moon express and many others

640

00:33:36,190 --> 00:33:33,410

he has to produce a bunch of independent

641

00:33:38,710 --> 00:33:36,200

films - including turquoise rose live

642

00:33:40,620 --> 00:33:38,720

what on earth will it take he did

643

00:33:43,900 --> 00:33:40,630

serious and also the cult classic

644

00:33:46,390 --> 00:33:43,910

Knights of Badassdom starring our

645

00:33:48,370 --> 00:33:46,400

favorite Peter Dinklage tonight we're

646

00:33:51,010 --> 00:33:48,380

going to discuss his latest book the

647

00:33:52,810 --> 00:33:51,020

simulation hypothesis drawing from

648

00:33:54,640 --> 00:33:52,820

researching concepts from computer

649

00:33:57,010 --> 00:33:54,650

science artificial intelligence video

650

00:33:59,500 --> 00:33:57,020

games in quantum physics and referencing

651  
00:34:02,409 --> 00:33:59,510  
both speculative fiction and ancient

652  
00:34:05,380 --> 00:34:02,419  
Eastern spiritual texts Riz will tell us

653  
00:34:07,900 --> 00:34:05,390  
how all of these traditions come

654  
00:34:11,770 --> 00:34:07,910  
together to point to the idea that we

655  
00:34:14,050 --> 00:34:11,780  
may be inside a simulated reality just

656  
00:34:14,950 --> 00:34:14,060  
like The Matrix I'd like to welcome back

657  
00:34:18,580 --> 00:34:14,960  
to fade to black

658  
00:34:21,220 --> 00:34:18,590  
Riz Burk rizz how are you man hi Jimmy

659  
00:34:22,830 --> 00:34:21,230  
doing well glad to be back well you know

660  
00:34:26,379 --> 00:34:22,840  
you would think when the intro music

661  
00:34:28,090 --> 00:34:26,389  
comes in that you're all pumped up are

662  
00:34:31,000 --> 00:34:28,100  
you are you pumped up does the music

663  
00:34:32,950 --> 00:34:31,010

gets you excited risk yeah absolutely in

664

00:34:36,580 --> 00:34:32,960

your story of watching The Matrix how

665

00:34:39,790 --> 00:34:36,590

many times well you did the same thing I

666

00:34:42,099 --> 00:34:39,800

know you did rizz yeah I looked up the

667

00:34:43,810 --> 00:34:42,109

dialogue and was amazed that you know

668

00:34:46,180 --> 00:34:43,820

some of the things that Morpheus

669

00:34:48,340 --> 00:34:46,190

you know Laurence Fishburne was saying

670

00:34:50,590 --> 00:34:48,350

to neo and as I looked further and

671

00:34:53,530 --> 00:34:50,600

further into this you know it was it was

672

00:34:54,550 --> 00:34:53,540

a direct parallel on it actually you

673

00:34:57,700 --> 00:34:54,560

know there was an interesting story

674

00:34:59,950 --> 00:34:57,710

about this book and Morpheus that

675

00:35:01,660 --> 00:34:59,960

happened just last month and I wasn't

676

00:35:04,930 --> 00:35:01,670

there but I heard about it what happens

677

00:35:07,270 --> 00:35:04,940

from so you know Jacques Vallee who you

678

00:35:10,270 --> 00:35:07,280

know is a UFO researcher was part of

679

00:35:12,700 --> 00:35:10,280

Project Blue Book and you know has been

680

00:35:15,340 --> 00:35:12,710

investigating paranormal phenomenon for

681

00:35:16,810 --> 00:35:15,350

years he's he's excited about this book

682

00:35:18,490 --> 00:35:16,820

because he's a computer scientist by

683

00:35:20,410 --> 00:35:18,500

background I think he was like the first

684

00:35:23,320 --> 00:35:20,420

person at NASA to map out Mars in a

685

00:35:25,450 --> 00:35:23,330

computer screen so he was in Big Sur

686

00:35:27,310 --> 00:35:25,460

giving a workshop and he put a couple

687

00:35:29,140 --> 00:35:27,320

slides up about my book and about the

688

00:35:31,870 --> 00:35:29,150

simulation hypothesis and how everything

689

00:35:33,490 --> 00:35:31,880

is information and then they you know

690

00:35:36,460 --> 00:35:33,500

the session ended and they went to lunch

691

00:35:38,860 --> 00:35:36,470

there in Big Sur and who did they find

692

00:35:42,340 --> 00:35:38,870

at lunch but Laurence Fishburne oh shut

693

00:35:44,740 --> 00:35:42,350

up okay no I heard about it from from

694

00:35:46,390 --> 00:35:44,750

Jacquin from Diana APUs okay you know

695

00:35:48,070 --> 00:35:46,400

who wrote American cosmic afterwards

696

00:35:49,720 --> 00:35:48,080

saying that was an interesting little

697

00:35:52,450 --> 00:35:49,730

synchronicity that happened around this

698

00:35:54,040 --> 00:35:52,460

book in the Matrix that's a trippy thing

699

00:35:56,560 --> 00:35:54,050

that's when you know things like that

700

00:35:58,720 --> 00:35:56,570

happen you just need to step back and

701  
00:36:01,210 --> 00:35:58,730  
we'll enjoy the moment but understand

702  
00:36:03,790 --> 00:36:01,220  
that things are not what they seem man

703  
00:36:08,440 --> 00:36:03,800  
they just are not that's a crazy

704  
00:36:10,060 --> 00:36:08,450  
synchronicity right there yeah it's

705  
00:36:11,610 --> 00:36:10,070  
funny because I think the first time I

706  
00:36:14,650 --> 00:36:11,620  
was on your show I was talking about

707  
00:36:16,390 --> 00:36:14,660  
synchronicity and clues and you know we

708  
00:36:17,050 --> 00:36:16,400  
were using the term glitches in the

709  
00:36:19,660 --> 00:36:17,060  
matrix

710  
00:36:21,250 --> 00:36:19,670  
mm-hmm for how these things are often

711  
00:36:22,420 --> 00:36:21,260  
related to each other in the real world

712  
00:36:23,350 --> 00:36:22,430  
and then I think the second time I was

713  
00:36:26,170 --> 00:36:23,360

on your show we were talking about

714

00:36:27,910 --> 00:36:26,180

killer AI and now we're kind of bringing

715

00:36:30,220 --> 00:36:27,920

it all together you know as we talk

716

00:36:33,490 --> 00:36:30,230

about the simulation hypothesis so it's

717

00:36:36,970 --> 00:36:33,500

good quite an interesting mix of topics

718

00:36:41,200 --> 00:36:36,980

it is it is and for for somebody like

719

00:36:44,050 --> 00:36:41,210

you R is that you you get well you're

720

00:36:46,030 --> 00:36:44,060

supposed to get I should say you're

721

00:36:48,700 --> 00:36:46,040

supposed to understand software and

722

00:36:50,890 --> 00:36:48,710

computers and technology and it's what

723

00:36:54,160 --> 00:36:50,900

you do you know certainly with gaming

724

00:36:56,380 --> 00:36:54,170

and investing and apps and and what

725

00:36:59,440 --> 00:36:56,390

Silicon Valley is about you know

726

00:37:04,299 --> 00:36:59,450

so MIT that you have a grip of what is

727

00:37:07,630 --> 00:37:04,309

going on when the suggestion started to

728

00:37:10,839 --> 00:37:07,640

surface not not going back to the matrix

729

00:37:12,880 --> 00:37:10,849

I'm talking about today where different

730

00:37:16,720 --> 00:37:12,890

scientists and engineers around the

731

00:37:19,120 --> 00:37:16,730

world and CEOs are talking about a real

732

00:37:21,460 --> 00:37:19,130

possibility Stephen Hawking for instance

733

00:37:24,039 --> 00:37:21,470

right start you know where they start

734

00:37:29,559 --> 00:37:24,049

referencing the possibility of us living

735

00:37:33,220 --> 00:37:29,569

in simulation did that you know how do

736

00:37:34,269 --> 00:37:33,230

you start to accept that in that you

737

00:37:36,460 --> 00:37:34,279

know what I mean you're supposed to be

738

00:37:39,009 --> 00:37:36,470

smart and you're not supposed to go down

739

00:37:42,910 --> 00:37:39,019

that rabbit hole but yet others are

740

00:37:44,319 --> 00:37:42,920

around you in this industry yeah you

741

00:37:46,960 --> 00:37:44,329

know I think it's become a pretty

742

00:37:49,269 --> 00:37:46,970

popular topic with in Silicon Valley and

743

00:37:53,109 --> 00:37:49,279

it's become a serious subject for

744

00:37:55,569 --> 00:37:53,119

physicists and for philosophers and

745

00:37:57,730 --> 00:37:55,579

scientists I mean it used to be viewed

746

00:37:58,900 --> 00:37:57,740

as purely science fiction right and you

747

00:38:00,579 --> 00:37:58,910

know we'll talk about some of the

748

00:38:02,410 --> 00:38:00,589

science fiction references with philip k

749

00:38:04,539 --> 00:38:02,420

dick you know in addition to the matrix

750

00:38:06,220 --> 00:38:04,549

itself but it's taken much more

751

00:38:11,259 --> 00:38:06,230

seriously now and i think there's two

752

00:38:12,940 --> 00:38:11,269

big reasons why one is there was a paper

753

00:38:15,339 --> 00:38:12,950

published by a philosopher at oxford

754

00:38:17,019 --> 00:38:15,349

nick bostrom called the are you living

755

00:38:19,150 --> 00:38:17,029

in a simulation and he did a statistical

756

00:38:20,799 --> 00:38:19,160

argument we'll get more into that in a

757

00:38:22,839 --> 00:38:20,809

little bit later but then the second

758

00:38:24,630 --> 00:38:22,849

reason is that video game technology has

759

00:38:28,059 --> 00:38:24,640

been developing at such a rapid pace

760

00:38:30,430 --> 00:38:28,069

over the past decades that were getting

761

00:38:32,230 --> 00:38:30,440

better and better fidelity and what

762

00:38:35,259 --> 00:38:32,240

we're realizing is where we're creating

763

00:38:37,539 --> 00:38:35,269

models of the physical world inside the

764

00:38:39,519 --> 00:38:37,549

video game and the more we do this the

765

00:38:42,240 --> 00:38:39,529

more we realized that the that the

766

00:38:45,069 --> 00:38:42,250

physical world can be represented as

767

00:38:47,440 --> 00:38:45,079

information right and so you know my

768

00:38:49,569 --> 00:38:47,450

background is in computer science and a

769

00:38:51,069 --> 00:38:49,579

lot of the history of video games in

770

00:38:53,710 --> 00:38:51,079

computer science you know I started

771

00:38:55,180 --> 00:38:53,720

programming on a Apple 2 computer you

772

00:38:57,069 --> 00:38:55,190

know way back when I think I built

773

00:39:00,759 --> 00:38:57,079

tic-tac-toe is my very first game ever

774

00:39:03,069 --> 00:39:00,769

and the history of video games and

775

00:39:05,740 --> 00:39:03,079

computers is all about optimization

776

00:39:08,890 --> 00:39:05,750

you're trying to squeeze as much

777

00:39:10,420 --> 00:39:08,900

performance as you can out of the CPU

778

00:39:12,940 --> 00:39:10,430

and then later GPU

779

00:39:16,359 --> 00:39:12,950

were developed you know in fact a lot of

780

00:39:18,130 --> 00:39:16,369

the history of computer software is the

781

00:39:20,559 --> 00:39:18,140

history of video games you know the

782

00:39:21,700 --> 00:39:20,569

first AI practical AI that was ever

783

00:39:25,270 --> 00:39:21,710

really developed was a chess-playing

784

00:39:27,309 --> 00:39:25,280

computer developed by Claude Shannon it

785

00:39:30,339 --> 00:39:27,319

was a professor at MIT and a researcher

786

00:39:33,579 --> 00:39:30,349

at Bell Labs and they consider to be the

787

00:39:35,260 --> 00:39:33,589

father of information science so and a

788

00:39:37,660 --> 00:39:35,270

lot of the optimizations that have been

789

00:39:39,370 --> 00:39:37,670

done have been done for video games

790

00:39:41,680 --> 00:39:39,380

because there were so many pixels that

791

00:39:43,900 --> 00:39:41,690

had to be rendered that you had to have

792

00:39:45,819 --> 00:39:43,910

better and better processors and so GPUs

793

00:39:48,460 --> 00:39:45,829

which are used now for everything from

794

00:39:50,829 --> 00:39:48,470

you know simulating environments to

795

00:39:52,990 --> 00:39:50,839

video games to blockchain to everything

796

00:39:54,970 --> 00:39:53,000

else you know the graphics processing

797

00:39:55,630 --> 00:39:54,980

units were developed in order to play

798

00:40:02,200 --> 00:39:55,640

video games

799

00:40:04,470 --> 00:40:02,210

optimization and as the representation

800

00:40:07,510 --> 00:40:04,480

or fidelity has gotten better and better

801  
00:40:09,250 --> 00:40:07,520  
in video games this idea that we might

802  
00:40:11,680 --> 00:40:09,260  
actually be inside the simulation

803  
00:40:13,569 --> 00:40:11,690  
started to be taken more seriously I'll

804  
00:40:15,700 --> 00:40:13,579  
tell you the story about my own went my

805  
00:40:17,339 --> 00:40:15,710  
conversion experience if you will yeah

806  
00:40:20,910 --> 00:40:17,349  
I'm thinking about this for a long time

807  
00:40:24,160 --> 00:40:20,920  
but it wasn't until virtual reality

808  
00:40:26,980 --> 00:40:24,170  
really started to take off over the last

809  
00:40:29,170 --> 00:40:26,990  
couple of years that I started to say

810  
00:40:32,410 --> 00:40:29,180  
okay now we can see a direct path from

811  
00:40:34,920 --> 00:40:32,420  
today's technology to something like The

812  
00:40:37,569 --> 00:40:34,930  
Matrix and so I was playing a a

813  
00:40:39,099 --> 00:40:37,579

ping-pong game table tennis game with

814

00:40:41,049 --> 00:40:39,109

the virtual reality glasses it was a

815

00:40:43,750 --> 00:40:41,059

firm in Silicon Valley up and see

816

00:40:45,130 --> 00:40:43,760

Sausalito and so I was using the

817

00:40:47,770 --> 00:40:45,140

controllers and I was playing ping pong

818

00:40:50,380 --> 00:40:47,780

against an imaginary opponent it was so

819

00:40:53,039 --> 00:40:50,390

realistic I was so immersed with the way

820

00:40:56,859 --> 00:40:53,049

the glasses were and the way that

821

00:40:59,559 --> 00:40:56,869

responsiveness to my movements were that

822

00:41:01,569 --> 00:40:59,569

at the end of the game I decided okay

823

00:41:03,430 --> 00:41:01,579

I'm gonna put the paddle down on the

824

00:41:05,740 --> 00:41:03,440

table and I'm gonna lean against the

825

00:41:07,539 --> 00:41:05,750

table and what happened of course there

826  
00:41:10,720 --> 00:41:07,549  
was no paddle it's just a controller and

827  
00:41:12,370 --> 00:41:10,730  
there was no table you solo battle fell

828  
00:41:14,500 --> 00:41:12,380  
on the floor and almost fell on the

829  
00:41:16,599 --> 00:41:14,510  
floor myself and that's when I realized

830  
00:41:18,069 --> 00:41:16,609  
that immersion was we're starting to get

831  
00:41:20,530 --> 00:41:18,079  
to the point where we could fool

832  
00:41:22,299 --> 00:41:20,540  
ourselves and we could fool our bodies

833  
00:41:23,230 --> 00:41:22,309  
and our minds into thinking we were

834  
00:41:24,850 --> 00:41:23,240  
somewhere

835  
00:41:27,280 --> 00:41:24,860  
we really weren't so that was one of my

836  
00:41:31,330 --> 00:41:27,290  
conversion experiences that I had around

837  
00:41:37,080 --> 00:41:31,340  
this topic I I got so into and so did

838  
00:41:40,950 --> 00:41:37,090

Rita we got so into Sims I mean really

839

00:41:43,930 --> 00:41:40,960  
into Sims and we're downloading

840

00:41:45,670 --> 00:41:43,940  
furniture and houses and and you know

841

00:41:48,700 --> 00:41:45,680  
and inserting that stuff into the game

842

00:41:51,760 --> 00:41:48,710  
but anyway you get so into Sims and then

843

00:41:55,359 --> 00:41:51,770  
go to a furniture store like IKEA and

844

00:41:57,880 --> 00:41:55,369  
walk around and your head is so twisted

845

00:41:59,770 --> 00:41:57,890  
up everywhere you look you're looking at

846

00:42:01,840 --> 00:41:59,780  
furniture from the Sims and you're

847

00:42:04,359 --> 00:42:01,850  
thinking about your house that's your

848

00:42:06,790 --> 00:42:04,369  
building in Sims and you're looking at

849

00:42:10,150 --> 00:42:06,800  
the people walking around inside of IKEA

850

00:42:13,630 --> 00:42:10,160  
like the people that walk around in Sims

851

00:42:16,330 --> 00:42:13,640

it's a twisted thought but unless you've

852

00:42:19,270 --> 00:42:16,340

gone through your table tennis

853

00:42:20,859 --> 00:42:19,280

experience or gone through an experience

854

00:42:23,560 --> 00:42:20,869

like with Sims where you're fully

855

00:42:25,870 --> 00:42:23,570

immersed you don't really get it but you

856

00:42:29,790 --> 00:42:25,880

start to understand that a virtual world

857

00:42:32,349 --> 00:42:29,800

can be created and you can live in it

858

00:42:35,020 --> 00:42:32,359

yeah absolutely and in fact you know

859

00:42:37,120 --> 00:42:35,030

they've done research that shows that if

860

00:42:40,060 --> 00:42:37,130

you have a virtual character smile at

861

00:42:43,690 --> 00:42:40,070

you that produces a very similar

862

00:42:46,510 --> 00:42:43,700

reaction to biochemical reaction to if

863

00:42:49,960 --> 00:42:46,520

someone was really smiling at you and so

864

00:42:51,940 --> 00:42:49,970

that the lines start to blur between the

865

00:42:52,990 --> 00:42:51,950

virtual world and the real world and you

866

00:42:55,060 --> 00:42:53,000

know I didn't spend as much time with

867

00:42:56,349 --> 00:42:55,070

Sims but but you know I know about that

868

00:42:59,349 --> 00:42:56,359

and I used to spend time in Second Life

869

00:43:01,570 --> 00:42:59,359

which was also a shared virtual world

870

00:43:03,520 --> 00:43:01,580

and you would go in and people would

871

00:43:05,530 --> 00:43:03,530

create all kinds of structures within

872

00:43:08,109 --> 00:43:05,540

this world and those structures would

873

00:43:10,630 --> 00:43:08,119

live you know while they log out and

874

00:43:12,430 --> 00:43:10,640

other people would log in and I remember

875

00:43:14,920 --> 00:43:12,440

thinking to myself well what happens to

876

00:43:18,280 --> 00:43:14,930

these structures when nobody is logged

877

00:43:19,830 --> 00:43:18,290

in are they actually there or not and so

878

00:43:23,859 --> 00:43:19,840

then I started to get into the

879

00:43:27,310 --> 00:43:23,869

philosophical side of what is a shared

880

00:43:30,609 --> 00:43:27,320

online world in an MMORPG like does it

881

00:43:34,160 --> 00:43:30,619

actually exist somewhere or is it just

882

00:43:36,769 --> 00:43:34,170

information stored on a cloud server

883

00:43:38,870 --> 00:43:36,779

and the rendered world and this is a

884

00:43:40,700 --> 00:43:38,880

term I use a lot in the book both for

885

00:43:45,289 --> 00:43:40,710

video games and for the world we see

886

00:43:48,680 --> 00:43:45,299

around us the world is only rendered on

887

00:43:50,809 --> 00:43:48,690

my computer by my local processor right

888

00:43:52,640 --> 00:43:50,819

therefore the pixels of that world don't

889

00:43:55,519 --> 00:43:52,650

actually exist somewhere that we're all

890

00:43:57,710 --> 00:43:55,529

looking at them so if you and I are

891

00:44:01,039 --> 00:43:57,720

logged into the sims online or a second

892

00:44:03,200 --> 00:44:01,049

life or world of warcraft right we think

893

00:44:05,660 --> 00:44:03,210

we're seeing the same thing right and

894

00:44:07,910 --> 00:44:05,670

the information may be similar but it's

895

00:44:10,309 --> 00:44:07,920

being rendered by algorithms on our own

896

00:44:13,190 --> 00:44:10,319

computers and so that's an interesting

897

00:44:15,259 --> 00:44:13,200

philosophical question and I think it's

898

00:44:17,569 --> 00:44:15,269

something that that that if you think

899

00:44:19,130 --> 00:44:17,579

seriously about it we'll talk about

900

00:44:21,259 --> 00:44:19,140

quantum physics you know a little bit

901  
00:44:23,660 --> 00:44:21,269  
later but it starts to get into this

902  
00:44:24,950 --> 00:44:23,670  
idea of quantum indeterminacy and the

903  
00:44:26,720 --> 00:44:24,960  
subjective world

904  
00:44:29,450 --> 00:44:26,730  
I mean they've done research recently

905  
00:44:32,089 --> 00:44:29,460  
that suggests that there is no objective

906  
00:44:34,450 --> 00:44:32,099  
world in the quantum rounds that I could

907  
00:44:36,650 --> 00:44:34,460  
be seeing you know three particles

908  
00:44:38,420 --> 00:44:36,660  
entangled in one way and you could be

909  
00:44:39,470 --> 00:44:38,430  
seen you could be seeing them entangled

910  
00:44:41,870 --> 00:44:39,480  
in a different way and we'd be looking

911  
00:44:44,749 --> 00:44:41,880  
at the same six particles which means

912  
00:44:46,700 --> 00:44:44,759  
that there could be slightly different

913  
00:44:48,079 --> 00:44:46,710

renderings of the world going on and we

914

00:44:50,210 --> 00:44:48,089

we wouldn't necessarily know that

915

00:44:52,749 --> 00:44:50,220

because we can only see our rendering of

916

00:44:55,249 --> 00:44:52,759

the world and so this idea of a

917

00:44:57,650 --> 00:44:55,259

informational world and a rendered world

918

00:44:59,660 --> 00:44:57,660

where our character lives you know I

919

00:45:00,920 --> 00:44:59,670

think it's one of the the big metaphors

920

00:45:03,529 --> 00:45:00,930

that I explore in the book and one of

921

00:45:04,730 --> 00:45:03,539

the big reasons why the simulation

922

00:45:07,789 --> 00:45:04,740

hypothesis should be taken seriously

923

00:45:10,099 --> 00:45:07,799

well and and that's the science side of

924

00:45:12,829 --> 00:45:10,109

it today which I want to spend a lot of

925

00:45:16,069 --> 00:45:12,839

time talking about but the other part is

926

00:45:18,380 --> 00:45:16,079

it's exactly what when we get out of the

927

00:45:20,269 --> 00:45:18,390

electronic age or the computer age and

928

00:45:22,849 --> 00:45:20,279

go backwards where you get into young

929

00:45:25,460 --> 00:45:22,859

and then start going even before that

930

00:45:27,589 --> 00:45:25,470

and get into different world religions

931

00:45:31,720 --> 00:45:27,599

and different aspects this is exactly

932

00:45:34,069 --> 00:45:31,730

what they have been referencing forever

933

00:45:37,220 --> 00:45:34,079

yeah in fact you know one of the reasons

934

00:45:39,890 --> 00:45:37,230

a big fan of the simulation hypothesis

935

00:45:42,019 --> 00:45:39,900

is that science and religion have kind

936

00:45:44,870 --> 00:45:42,029

of gone their separate ways many times

937

00:45:46,450 --> 00:45:44,880

right a lot of academics and scientists

938

00:45:49,300 --> 00:45:46,460

don't take religion seriously

939

00:45:51,730 --> 00:45:49,310

except as a social contract they've

940

00:45:53,859 --> 00:45:51,740

given up trying to explain any of the

941

00:45:56,380 --> 00:45:53,869

things that are talked about you know on

942

00:45:58,270 --> 00:45:56,390

the religious side but turns out the

943

00:46:01,530 --> 00:45:58,280

simulation hypothesis provides a

944

00:46:04,120 --> 00:46:01,540

scientific basis for a lot of what

945

00:46:06,339 --> 00:46:04,130

different religions have been telling us

946

00:46:08,260 --> 00:46:06,349

right and it turns out it's not just the

947

00:46:12,700 --> 00:46:08,270

Western religions but the Eastern

948

00:46:15,790 --> 00:46:12,710

religions they both fit very well I mean

949

00:46:20,320 --> 00:46:15,800

I'll give you an example so you know I

950

00:46:22,960 --> 00:46:20,330

grew up in a Muslim household and the

951  
00:46:25,120 --> 00:46:22,970  
Quran being one of the Abrahamic you

952  
00:46:28,120 --> 00:46:25,130  
know religions with Islam Judaism and

953  
00:46:30,940 --> 00:46:28,130  
Christianity they talk about the scroll

954  
00:46:33,400 --> 00:46:30,950  
of Deeds which gets recorded by these

955  
00:46:34,990 --> 00:46:33,410  
recording angels and they sit there and

956  
00:46:37,480 --> 00:46:35,000  
they record every little deed that you

957  
00:46:39,790 --> 00:46:37,490  
do and you know this is what they told

958  
00:46:43,329 --> 00:46:39,800  
us when we were growing up and then

959  
00:46:45,940 --> 00:46:43,339  
later after you die you have to account

960  
00:46:48,490 --> 00:46:45,950  
for those and turns out God shows you

961  
00:46:50,770 --> 00:46:48,500  
those deeds and he shows them to you in

962  
00:46:53,440 --> 00:46:50,780  
a different way because you may not be

963  
00:46:55,900 --> 00:46:53,450

aware of how your actions affected other

964

00:46:57,550 --> 00:46:55,910

people and so you can't just see a list

965

00:47:00,609 --> 00:46:57,560

you have to actually see what the impact

966

00:47:02,290 --> 00:47:00,619

was of those deeds well just last year I

967

00:47:07,300 --> 00:47:02,300

was working with a start-up that could

968

00:47:09,579 --> 00:47:07,310

render inside a video game in 3d from

969

00:47:11,109 --> 00:47:09,589

any point inside the game so if anyone's

970

00:47:13,180 --> 00:47:11,119

played World of Warcraft or League of

971

00:47:15,210 --> 00:47:13,190

Legends there's a 3d World and normally

972

00:47:18,010 --> 00:47:15,220

you can only see your characters

973

00:47:20,440 --> 00:47:18,020

perspective but we were able to put the

974

00:47:23,200 --> 00:47:20,450

virtual camera anywhere inside the game

975

00:47:25,930 --> 00:47:23,210

so you could literally see what the game

976

00:47:27,849 --> 00:47:25,940

looked like from another player's

977

00:47:30,609 --> 00:47:27,859

perspective so you could see exactly

978

00:47:33,310 --> 00:47:30,619

what you did to them and it turns out

979

00:47:35,710 --> 00:47:33,320

you know they're probably aren't you

980

00:47:38,260 --> 00:47:35,720

know 14 billion angels - for each of us

981

00:47:41,230 --> 00:47:38,270

if all they do is record things most

982

00:47:42,670 --> 00:47:41,240

likely it would have to be an AI of some

983

00:47:45,040 --> 00:47:42,680

type that's recording these like a

984

00:47:47,650 --> 00:47:45,050

screen capture in a video game and then

985

00:47:49,270 --> 00:47:47,660

you can play it back and so you know it

986

00:47:52,089 --> 00:47:49,280

turns out that a lot of what that the

987

00:47:53,770 --> 00:47:52,099

world's religions were talking about was

988

00:47:55,420 --> 00:47:53,780

very similar to the simulation

989

00:47:57,550 --> 00:47:55,430

hypothesis I mean you had dannion

990

00:47:58,900 --> 00:47:57,560

brinkley on your show many times and you

991

00:47:59,750 --> 00:47:58,910

know he and I have talked about this a

992

00:48:01,880 --> 00:47:59,760

lot and

993

00:48:04,340 --> 00:48:01,890

when he had his near-death experience

994

00:48:06,859 --> 00:48:04,350

you know he was shown a life review he

995

00:48:10,130 --> 00:48:06,869

called it a panoramic 360 life review

996

00:48:11,599 --> 00:48:10,140

where you would actually see the effects

997

00:48:13,130 --> 00:48:11,609

of your actions you know if you point

998

00:48:14,900 --> 00:48:13,140

someone or you shot someone you would

999

00:48:16,880 --> 00:48:14,910

see it from their point of view and the

1000

00:48:18,920 --> 00:48:16,890

only way to do that is to record it in

1001

00:48:21,290 --> 00:48:18,930

this kind of a 3d way in the same way

1002

00:48:23,120 --> 00:48:21,300

that we use screen capture within video

1003

00:48:24,470 --> 00:48:23,130

games and then to re-render it

1004

00:48:27,320 --> 00:48:24,480

afterwards so it turns out the

1005

00:48:29,810 --> 00:48:27,330

technology of video games you know

1006

00:48:30,730 --> 00:48:29,820

explains pretty well you know many of

1007

00:48:34,280 --> 00:48:30,740

the things and that's just one example

1008

00:48:38,660 --> 00:48:34,290

isn't that I mean couldn't you take like

1009

00:48:42,730 --> 00:48:38,670

the example of heaven and earth where

1010

00:48:47,510 --> 00:48:42,740

heaven is presented as the real world

1011

00:48:48,320 --> 00:48:47,520

right that earth is just a is is not the

1012

00:48:51,080 --> 00:48:48,330

real thing

1013

00:48:54,170 --> 00:48:51,090

heaven is heaven is the real world and

1014

00:48:56,000 --> 00:48:54,180

there's an example of if you're you know

1015

00:48:58,940 --> 00:48:56,010

if you're down here on earth you're

1016

00:49:02,240 --> 00:48:58,950

living in the simulation the real world

1017

00:49:03,620 --> 00:49:02,250

is heaven that's exactly right and

1018

00:49:05,330 --> 00:49:03,630

that's what you know the world's

1019

00:49:07,670 --> 00:49:05,340

religions have been telling us all along

1020

00:49:11,270 --> 00:49:07,680

is that what we're seeing is more of a

1021

00:49:14,630 --> 00:49:11,280

training ground right where score is

1022

00:49:17,900 --> 00:49:14,640

being kept and we are being judged based

1023

00:49:20,599 --> 00:49:17,910

on those actions in the real world and

1024

00:49:25,030 --> 00:49:20,609

we won't know that you know until we die

1025

00:49:28,820 --> 00:49:25,040

and and so you know consciousness is

1026

00:49:32,599 --> 00:49:28,830

downloaded if you will to the body at

1027

00:49:35,210 --> 00:49:32,609

birth and then uploaded it from the body

1028

00:49:37,190 --> 00:49:35,220

afterwards at death so you're back in

1029

00:49:39,140 --> 00:49:37,200

the real world and so what does that

1030

00:49:42,410 --> 00:49:39,150

sound like it sounds a lot like a

1031

00:49:44,990 --> 00:49:42,420

role-playing game yep where you end up

1032

00:49:46,790 --> 00:49:45,000

taking on a particular character but a

1033

00:49:49,400 --> 00:49:46,800

very immersive one right so it's very

1034

00:49:51,620 --> 00:49:49,410

hard for us to remember these other

1035

00:49:54,620 --> 00:49:51,630

realms while we're here so it's a fully

1036

00:49:56,060 --> 00:49:54,630

immersive game but you know this idea of

1037

00:49:58,310 --> 00:49:56,070

downloading consciousness is something

1038

00:50:00,320 --> 00:49:58,320

that Silicon Valley is taking very

1039

00:50:01,490 --> 00:50:00,330

seriously now right you have people who

1040

00:50:03,710 --> 00:50:01,500

are talking about downloading your

1041

00:50:05,150 --> 00:50:03,720

consciousness into a silicon device well

1042

00:50:06,920 --> 00:50:05,160

it turns out you know the religions have

1043

00:50:09,160 --> 00:50:06,930

been telling us all along and

1044

00:50:11,980 --> 00:50:09,170

particularly as you look at the Eastern

1045

00:50:14,589 --> 00:50:11,990

traditions like Buddhism and Hinduism

1046

00:50:16,450 --> 00:50:14,599

and that whole line I mean they've been

1047

00:50:18,280 --> 00:50:16,460

explicitly telling us and you don't even

1048

00:50:20,800 --> 00:50:18,290

have to draw an analogy they've been

1049

00:50:23,800 --> 00:50:20,810

saying that what we see is Maya or

1050

00:50:26,500 --> 00:50:23,810

illusion right this isn't the real world

1051

00:50:28,900 --> 00:50:26,510

and the real world is beyond that

1052

00:50:31,240 --> 00:50:28,910

illusion in fact in the Vedas the Hindu

1053

00:50:34,030 --> 00:50:31,250

traditions they have a term called the

1054

00:50:36,370 --> 00:50:34,040

Leela which is the grand play a stage

1055

00:50:38,800 --> 00:50:36,380

play right we get so caught up in the

1056

00:50:41,170 --> 00:50:38,810

stage play of life that we're caught in

1057

00:50:42,970 --> 00:50:41,180

this illusion of Maya and we think we're

1058

00:50:44,410 --> 00:50:42,980

in the real world well you know

1059

00:50:46,780 --> 00:50:44,420

obviously back then they didn't have

1060

00:50:50,349 --> 00:50:46,790

video games so a stage place seemed like

1061

00:50:53,200 --> 00:50:50,359

a good road analogy but today if it's an

1062

00:50:55,630 --> 00:50:53,210

interactive stage play with lots and

1063

00:50:58,420 --> 00:50:55,640

lots of characters that are being coming

1064

00:51:00,780 --> 00:50:58,430

in and out of the play it sounds a heck

1065

00:51:03,280 --> 00:51:00,790

of a lot like a you know multiplayer

1066

00:51:05,290 --> 00:51:03,290

online role-playing game where you take

1067

00:51:06,910 --> 00:51:05,300

on these different personas and you

1068

00:51:09,820 --> 00:51:06,920

download into it and then you download

1069

00:51:11,380 --> 00:51:09,830

out of it what is it that way you know

1070

00:51:13,810 --> 00:51:11,390

we talk about it so often

1071

00:51:16,630 --> 00:51:13,820

Riz about what the ancients knew and

1072

00:51:18,280 --> 00:51:16,640

what we've lost over time but when you

1073

00:51:22,270 --> 00:51:18,290

go back and you look at the Vedic text

1074

00:51:25,390 --> 00:51:22,280

or is Sumerian text or what Plato wrote

1075

00:51:29,920 --> 00:51:25,400

about and all of the other imagery from

1076

00:51:33,810 --> 00:51:29,930

from Greece and Rome in Egypt where this

1077

00:51:37,390 --> 00:51:33,820

conversation was pretty solid you know

1078

00:51:39,339 --> 00:51:37,400

about the possibility of not knowing

1079

00:51:42,280 --> 00:51:39,349

what the real world is that we are

1080

00:51:44,349 --> 00:51:42,290

living in something else yeah and

1081

00:51:46,300 --> 00:51:44,359

there's a very famous you know allegory

1082

00:51:48,579 --> 00:51:46,310

that Plato wrote about in the republic

1083

00:51:50,530 --> 00:51:48,589

of the cave which probably many

1084

00:51:52,210 --> 00:51:50,540

listeners have heard of but the basic

1085

00:51:54,160 --> 00:51:52,220

idea was he said if you if you're in a

1086

00:51:57,160 --> 00:51:54,170

cave and you're chained to a wall and

1087

00:51:59,170 --> 00:51:57,170

you can't really see outside the cave

1088

00:52:01,420 --> 00:51:59,180

but you can see you know from the mouth

1089

00:52:05,200 --> 00:52:01,430

of the cave you can see shadows of

1090

00:52:07,359 --> 00:52:05,210

what's going on outside the cave and you

1091

00:52:10,060 --> 00:52:07,369

know Plato used the analogy that that is

1092

00:52:11,920 --> 00:52:10,070

what we are like we're like prisoners

1093

00:52:13,859 --> 00:52:11,930

chained to the wall and we only see

1094

00:52:18,010 --> 00:52:13,869

shadows so you develop a whole

1095

00:52:19,599 --> 00:52:18,020

vocabulary for what is going on based on

1096

00:52:20,500 --> 00:52:19,609

these shadows that we're seeing against

1097

00:52:22,420 --> 00:52:20,510

the wall but we don't know where the

1098

00:52:24,339 --> 00:52:22,430

lights coming from you know the Sun

1099

00:52:25,660 --> 00:52:24,349

could be outside the cave and it could

1100

00:52:28,420 --> 00:52:25,670

be causing these shadows and

1101

00:52:31,030 --> 00:52:28,430

reflections of real people and he also

1102

00:52:33,280 --> 00:52:31,040

said that if someone were to escape from

1103

00:52:35,049 --> 00:52:33,290

the cave first he would be blinded by

1104

00:52:36,609 --> 00:52:35,059

the light but then secondly if he came

1105

00:52:38,049 --> 00:52:36,619

back and tried to tell everybody that's

1106

00:52:41,349 --> 00:52:38,059

chained up in the cave what happened

1107

00:52:43,750 --> 00:52:41,359

they would say he was crazy which is

1108

00:52:45,370 --> 00:52:43,760

often what happens when somebody has an

1109

00:52:47,440 --> 00:52:45,380

Enlightenment experience and they feel

1110

00:52:50,170 --> 00:52:47,450

that they've you know glimpsed something

1111

00:52:53,799 --> 00:52:50,180

beyond the the illicit world around us

1112

00:52:57,160 --> 00:52:53,809

and so all of these traditions this idea

1113

00:53:00,460 --> 00:52:57,170

of you know reincarnation as well where

1114

00:53:03,099 --> 00:53:00,470

you have a set of tasks that get built

1115

00:53:04,750 --> 00:53:03,109

up so you know you mentioned that I'm a

1116

00:53:06,160 --> 00:53:04,760

video game designer and I've been

1117

00:53:06,579 --> 00:53:06,170

working on video games for the past ten

1118

00:53:09,220 --> 00:53:06,589

years

1119

00:53:11,890 --> 00:53:09,230

well most video games have this idea of

1120

00:53:13,539 --> 00:53:11,900

a quest engine and you have to like you

1121

00:53:16,270 --> 00:53:13,549

know go kill the goblin king or you have

1122

00:53:17,109 --> 00:53:16,280

to go get this many pieces of gold or

1123

00:53:19,359 --> 00:53:17,119

you have to find this particular

1124

00:53:22,390 --> 00:53:19,369

treasure and when you complete the quest

1125

00:53:25,089 --> 00:53:22,400

you go on to the next quest well if you

1126

00:53:26,950 --> 00:53:25,099

look at the structure of karma and how

1127

00:53:30,099 --> 00:53:26,960

its described in the eastern text it's

1128

00:53:32,740 --> 00:53:30,109

basically a way to keep track of these

1129

00:53:34,030 --> 00:53:32,750

things that you have to do so you know

1130

00:53:35,530 --> 00:53:34,040

they tell us in the Eastern traditions

1131

00:53:37,569 --> 00:53:35,540

that we create karma with all of our

1132

00:53:39,490 --> 00:53:37,579

actions well how would that actually

1133

00:53:43,240 --> 00:53:39,500

work it would have to be stored

1134

00:53:46,089 --> 00:53:43,250

somewhere outside the rendered world and

1135

00:53:48,609 --> 00:53:46,099

then we would have to basically as we go

1136

00:53:50,049 --> 00:53:48,619

through the world and particularly as

1137

00:53:52,510 --> 00:53:50,059

you go into the next life you would have

1138

00:53:54,609 --> 00:53:52,520

to then go and take care of that karma

1139

00:53:57,880 --> 00:53:54,619

so if you think of a series of quests

1140

00:53:59,559 --> 00:53:57,890

that are there you know it turns out and

1141

00:54:01,390 --> 00:53:59,569

in the book I have a whole diagram of

1142

00:54:03,339 --> 00:54:01,400

what a quest engine would look like that

1143

00:54:06,099 --> 00:54:03,349

could explain Karma provides a pretty

1144

00:54:08,260 --> 00:54:06,109

interesting scientific basis for this

1145

00:54:09,789 --> 00:54:08,270

model that people have been telling us

1146

00:54:12,250 --> 00:54:09,799

you know all through the ages this is

1147

00:54:16,859 --> 00:54:12,260

really how the universe works yeah I

1148

00:54:20,349 --> 00:54:16,869

also look at it's a weird way to

1149

00:54:21,970 --> 00:54:20,359

understand this but if you look at a

1150

00:54:25,390 --> 00:54:21,980

fish in a fish bowl

1151  
00:54:28,660 --> 00:54:25,400  
okay that's his world and we look out

1152  
00:54:30,549 --> 00:54:28,670  
here a you know our living room right

1153  
00:54:34,390 --> 00:54:30,559  
and you've got the fish bowl sitting on

1154  
00:54:36,789 --> 00:54:34,400  
the coffee table that fish did and that

1155  
00:54:39,380 --> 00:54:36,799  
us out here in the living that's a whole

1156  
00:54:41,359 --> 00:54:39,390  
nother dimension right he doesn't he

1157  
00:54:44,870 --> 00:54:41,369  
understanding he didn't even see it he

1158  
00:54:46,549 --> 00:54:44,880  
doesn't understand Trull ate to it but

1159  
00:54:48,710 --> 00:54:46,559  
you take him out of that fishmoley to

1160  
00:54:50,450 --> 00:54:48,720  
have a heart attack he wouldn't he could

1161  
00:54:53,720 --> 00:54:50,460  
not you know what I mean he couldn't

1162  
00:54:56,029 --> 00:54:53,730  
relate to well we could be the fish in

1163  
00:54:58,190 --> 00:54:56,039

the fishbowl and we could be part of

1164

00:54:59,750 --> 00:54:58,200

that and we don't understand really

1165

00:55:02,660 --> 00:54:59,760

what's going on with this other

1166

00:55:06,529 --> 00:55:02,670

dimension that could be outside of of

1167

00:55:08,329 --> 00:55:06,539

where we exist yeah I think that's you

1168

00:55:10,370 --> 00:55:08,339

know exactly right and the fish flow

1169

00:55:13,250 --> 00:55:10,380

analogy is a good one because you know

1170

00:55:16,009 --> 00:55:13,260

the material world being like the water

1171

00:55:18,019 --> 00:55:16,019

in this case and so you know this is

1172

00:55:20,029 --> 00:55:18,029

when if you were to take a purely

1173

00:55:23,509 --> 00:55:20,039

materialistic view of the world you know

1174

00:55:25,640 --> 00:55:23,519

you would say that you know there's just

1175

00:55:27,170 --> 00:55:25,650

the water and nothing outside of that

1176

00:55:29,420 --> 00:55:27,180

could actually exist and you couldn't

1177

00:55:32,319 --> 00:55:29,430

really figure out how this stuff worked

1178

00:55:35,359 --> 00:55:32,329

but we've had hints and clues all along

1179

00:55:38,259 --> 00:55:35,369

and you know even as you get into the

1180

00:55:43,670 --> 00:55:38,269

physics and you get into the biology

1181

00:55:46,400 --> 00:55:43,680

every field of science is basically

1182

00:55:49,549 --> 00:55:46,410

finding that underneath it's all about

1183

00:55:52,579 --> 00:55:49,559

information in computation and it's not

1184

00:55:54,710 --> 00:55:52,589

so much about the physical world itself

1185

00:55:56,359 --> 00:55:54,720

and so I think that's an important point

1186

00:55:58,690 --> 00:55:56,369

that's why you know the simulation

1187

00:56:02,059 --> 00:55:58,700

hypothesis I think can bridge the gap

1188

00:56:05,150 --> 00:56:02,069

between the spiritual and religious

1189

00:56:06,589 --> 00:56:05,160

traditions and the materialistic you

1190

00:56:08,990 --> 00:56:06,599

know scientific point of view I

1191

00:56:10,970 --> 00:56:09,000

mentioned Oxford's Nick Bostrom you know

1192

00:56:12,589 --> 00:56:10,980

he he says online that many times he

1193

00:56:15,019 --> 00:56:12,599

said a friends of his who were

1194

00:56:16,190 --> 00:56:15,029

university professors were atheists who

1195

00:56:18,140 --> 00:56:16,200

after they look at the simulation

1196

00:56:21,620 --> 00:56:18,150

hypothesis a little more seriously say

1197

00:56:24,499 --> 00:56:21,630

well maybe the logical thing to do is to

1198

00:56:27,019 --> 00:56:24,509

be an agnostic because anyone that was

1199

00:56:29,809 --> 00:56:27,029

outside the simulation might look like

1200

00:56:31,519 --> 00:56:29,819

gods or eight angels or super high

1201  
00:56:32,870 --> 00:56:31,529  
overall beings to the people inside the

1202  
00:56:35,059 --> 00:56:32,880  
simulation right from the fish's

1203  
00:56:36,890 --> 00:56:35,069  
perspective but we can pick up the bowl

1204  
00:56:41,319 --> 00:56:36,900  
and move it looking what kind of beings

1205  
00:56:44,749 --> 00:56:41,329  
are we for from that perspective the

1206  
00:56:47,210 --> 00:56:44,759  
ties together that's exactly the point

1207  
00:56:50,509 --> 00:56:47,220  
I mean how mind blowing is that well for

1208  
00:56:51,349 --> 00:56:50,519  
us moving the fishbowl is just moving

1209  
00:56:52,740 --> 00:56:51,359  
the fishbowl

1210  
00:56:55,800 --> 00:56:52,750  
so a

1211  
00:56:57,990 --> 00:56:55,810  
as being the fish not understanding who

1212  
00:57:01,740 --> 00:56:58,000  
could be controlling us outside of our

1213  
00:57:04,350 --> 00:57:01,750

world it's a fascinating thought and if

1214

00:57:06,330 --> 00:57:04,360

it's as simple for us to grasp about the

1215

00:57:08,310 --> 00:57:06,340

fishbowl then what would be the

1216

00:57:11,910 --> 00:57:08,320

difference the answer's nothing there

1217

00:57:13,710 --> 00:57:11,920

isn't a difference yeah that's right and

1218

00:57:17,610 --> 00:57:13,720

so things that look supernatural or

1219

00:57:21,060 --> 00:57:17,620

actually just a regular part you know of

1220

00:57:23,040 --> 00:57:21,070

how the world works yeah I talked about

1221

00:57:24,960 --> 00:57:23,050

downloading of consciousness since we're

1222

00:57:27,180 --> 00:57:24,970

talking about the the ancient traditions

1223

00:57:30,030 --> 00:57:27,190

I'll talk a little bit more about that

1224

00:57:31,800 --> 00:57:30,040

you know in the Tibetan traditions they

1225

00:57:33,660 --> 00:57:31,810

say that the world is like a dream and

1226

00:57:36,420 --> 00:57:33,670

this is an analogy that comes up again

1227

00:57:39,360 --> 00:57:36,430

and again and you know what is a dream

1228

00:57:43,140 --> 00:57:39,370

but a mini simulation right when we're

1229

00:57:45,690 --> 00:57:43,150

inside of it we think that it's real but

1230

00:57:47,310 --> 00:57:45,700

then we wake up and we realize that it

1231

00:57:49,590 --> 00:57:47,320

wasn't necessarily real well in the

1232

00:57:52,470 --> 00:57:49,600

Tibetan traditions there's a whole field

1233

00:57:54,270 --> 00:57:52,480

called dream yoga and the idea is they

1234

00:57:56,940 --> 00:57:54,280

train you to wake up within the dream

1235

00:58:00,240 --> 00:57:56,950

and to realize that the dream you're

1236

00:58:03,210 --> 00:58:00,250

seeing is an illusion and that process

1237

00:58:05,490 --> 00:58:03,220

is meant to then help you wake up in

1238

00:58:07,890 --> 00:58:05,500

real life kind of I guess the that would

1239

00:58:09,540 --> 00:58:07,900

be the the Tibetan Buddhist version of

1240

00:58:12,090 --> 00:58:09,550

the red pill you know versus the blue

1241

00:58:15,720 --> 00:58:12,100

pill to actually realize that what's

1242

00:58:17,610 --> 00:58:15,730

going on around you is is like a dream

1243

00:58:19,080 --> 00:58:17,620

and that the consciousness you know

1244

00:58:21,840 --> 00:58:19,090

there's a consciousness outside of it

1245

00:58:24,270 --> 00:58:21,850

and so this is why I like the videogame

1246

00:58:26,940 --> 00:58:24,280

analogy because in video games you have

1247

00:58:29,790 --> 00:58:26,950

a player and then you have a character a

1248

00:58:31,710 --> 00:58:29,800

PC that a player character that you are

1249

00:58:33,750 --> 00:58:31,720

playing and so there's consciousness

1250

00:58:35,700 --> 00:58:33,760

outside of the game and there's a player

1251

00:58:37,260 --> 00:58:35,710

within the video game now not everybody

1252

00:58:39,450 --> 00:58:37,270

subscribes to that right some people

1253

00:58:42,540 --> 00:58:39,460

think we're in a simulation and

1254

00:58:44,310 --> 00:58:42,550

everybody is just AI or simulated

1255

00:58:46,290 --> 00:58:44,320

consciousness right and so those that

1256

00:58:49,290 --> 00:58:46,300

that's a big debate within the world of

1257

00:58:51,090 --> 00:58:49,300

the simulation hypothesis but I tend to

1258

00:58:53,040 --> 00:58:51,100

subscribe to the that's why you know

1259

00:58:55,410 --> 00:58:53,050

video games is in the in this book I

1260

00:58:57,540 --> 00:58:55,420

really use my background in designing

1261

00:58:58,770 --> 00:58:57,550

and creating video games and I was

1262

00:59:00,900 --> 00:58:58,780

talking about the Tibetan traditions

1263

00:59:03,330 --> 00:59:00,910

they also have what are called the sixty

1264

00:59:05,280 --> 00:59:03,340

Oguz of Naropa one of which is dream

1265

00:59:06,160 --> 00:59:05,290

yoga turns out there's a there's a

1266

00:59:08,020 --> 00:59:06,170

secret

1267

00:59:11,140 --> 00:59:08,030

vii yoga called the yoga of

1268

00:59:12,610 --> 00:59:11,150

consciousness projects forceful

1269

00:59:14,500 --> 00:59:12,620

projection and consciousness

1270

00:59:16,240 --> 00:59:14,510

transference and the idea is you can

1271

00:59:17,620 --> 00:59:16,250

actually if you're trained to do this

1272

00:59:19,660 --> 00:59:17,630

and they keep it secret for obvious

1273

00:59:21,790 --> 00:59:19,670

reasons you can actually project your

1274

00:59:24,550 --> 00:59:21,800

consciousness out of your body into

1275

00:59:26,440 --> 00:59:24,560

another biological organism so it's just

1276

00:59:28,630 --> 00:59:26,450

like learning how to upload and download

1277

00:59:33,190 --> 00:59:28,640

your consciousness and there's a famous

1278

00:59:35,890 --> 00:59:33,200

story of marpa who is a famous tibetan

1279

00:59:38,170 --> 00:59:35,900

yogi his son fell off a horse and was

1280

00:59:40,810 --> 00:59:38,180

about to die he ended up projecting his

1281

00:59:43,330 --> 00:59:40,820

consciousness into a pigeon that was

1282

00:59:45,190 --> 00:59:43,340

nearby the pigeon flew to India and he

1283

00:59:47,710 --> 00:59:45,200

then transferred his consciousness to a

1284

00:59:49,180 --> 00:59:47,720

recently deceased younger man you know

1285

00:59:51,700 --> 00:59:49,190

they had these graveyards back then they

1286

00:59:53,290 --> 00:59:51,710

didn't always cremate people and he

1287

00:59:55,900 --> 00:59:53,300

basically transformed himself into a new

1288

00:59:58,390 --> 00:59:55,910

body and kept teaching you know that

1289

01:00:01,270 --> 00:59:58,400

that yoga of consciousness transference

1290

01:00:02,890 --> 01:00:01,280

so it sounds a little morbid but you

1291

01:00:04,240 --> 01:00:02,900

know it's not unlike what people in

1292

01:00:06,160 --> 01:00:04,250

Silicon Valley are talking about today

1293

01:00:08,380 --> 01:00:06,170

which is saying they want to transfer

1294

01:00:11,910 --> 01:00:08,390

their consciousness to Silicon to try to

1295

01:00:14,470 --> 01:00:11,920

get to this idea of digital immortality

1296

01:00:14,920 --> 01:00:14,480

let's take a break right here our guest

1297

01:00:18,670 --> 01:00:14,930

tonight

1298

01:00:21,280 --> 01:00:18,680

Riz virk talking about his book the

1299

01:00:23,620 --> 01:00:21,290

simulation hypothesis and of course you

1300

01:00:25,360 --> 01:00:23,630

can go to Zen entrepreneur.com

1301

01:00:27,790 --> 01:00:25,370

everything is right there the links are

1302

01:00:29,380 --> 01:00:27,800

Jimi church radio calm more with Riz

1303

01:00:31,240 --> 01:00:29,390

after this short break I'm yours to be

1304

01:00:33,050 --> 01:00:31,250

church this is fade to black stay with

1305

01:00:51,230 --> 01:00:33,060

us

1306

01:00:55,230 --> 01:00:53,100

this is fade to black

1307

01:00:58,920 --> 01:00:55,240

with Jimmy Church on the game changer

1308

01:01:00,710 --> 01:00:58,930

radio network and kgr a the global radio

1309

01:01:04,020 --> 01:01:00,720

alliance

1310

01:01:07,350 --> 01:01:04,030

this is KCRA digital broadcasting

1311

01:01:08,980 --> 01:01:07,360

station Salt Lake City Utah Van Buren

1312

01:01:10,220 --> 01:01:08,990

Arkansas

1313

01:01:13,010 --> 01:01:10,230

[Music]

1314

01:01:15,810 --> 01:01:13,020

introducing the new surfer music app

1315

01:01:19,350 --> 01:01:15,820

listen fade or not you know I love my

1316

01:01:22,260 --> 01:01:19,360

music this is my go-to for all things

1317

01:01:24,570 --> 01:01:22,270

notes the surfer app is a brand new

1318

01:01:26,760 --> 01:01:24,580

concept of music listening surfer is

1319

01:01:28,560 --> 01:01:26,770

free providing unlimited access to

1320

01:01:30,870 --> 01:01:28,570

thousands of live streaming radio

1321

01:01:32,610 --> 01:01:30,880

stations surfer is an exciting

1322

01:01:35,490 --> 01:01:32,620

interactive listening experience

1323

01:01:38,130 --> 01:01:35,500

discovery and surprise of built right in

1324

01:01:40,860 --> 01:01:38,140

surfer is your destination to discover

1325

01:01:43,350 --> 01:01:40,870

and rediscover great live streaming

1326  
01:01:45,660 --> 01:01:43,360  
music it features high quality audio

1327  
01:01:47,250 --> 01:01:45,670  
streams free access to music from

1328  
01:01:50,070 --> 01:01:47,260  
thousands of live streaming radio

1329  
01:01:52,770 --> 01:01:50,080  
stations unlimited listening unlimited

1330  
01:01:54,450 --> 01:01:52,780  
skipping you get a music visualizer and

1331  
01:01:56,550 --> 01:01:54,460  
you can also select your favorite

1332  
01:01:57,900 --> 01:01:56,560  
channels get it at the Apple App Store

1333  
01:02:01,200 --> 01:01:57,910  
or Google Play

1334  
01:02:03,510 --> 01:02:01,210  
just search surfer music or click on the

1335  
01:02:07,550 --> 01:02:03,520  
surfer banner at Jimmy Church radio calm

1336  
01:02:13,710 --> 01:02:10,140  
folks this is very important information

1337  
01:02:16,620 --> 01:02:13,720  
what's to be said about CBD ancient life

1338  
01:02:19,620 --> 01:02:16,630

oil calm our CBD is made from hemp and

1339

01:02:22,230 --> 01:02:19,630

has point zero zero three THC which

1340

01:02:24,720 --> 01:02:22,240

means this wonderful product won't get

1341

01:02:27,570 --> 01:02:24,730

you high no matter what amount you take

1342

01:02:30,510 --> 01:02:27,580

what a CBD do for the body my hands are

1343

01:02:32,790 --> 01:02:30,520

tied but you can Google CBD benefits and

1344

01:02:34,890 --> 01:02:32,800

be astounded when you're finished

1345

01:02:37,440 --> 01:02:34,900

reading you'll want to log on to ancient

1346

01:02:40,410 --> 01:02:37,450

life oil calm that's ancient life oil

1347

01:02:42,480 --> 01:02:40,420

calm and purchase life is good when you

1348

01:02:44,520 --> 01:02:42,490

feel good people are tired of pain

1349

01:02:47,430 --> 01:02:44,530

people are asking for non-gmo organic

1350

01:02:50,130 --> 01:02:47,440

products to help them with you fill in

1351

01:02:52,349 --> 01:02:50,140

the blank legal in 49 states and again

1352

01:02:55,170 --> 01:02:52,359

our CBD is made from hemp ancient life

1353

01:02:55,950 --> 01:02:55,180

oil is about helping people one by one

1354

01:02:57,570 --> 01:02:55,960

by one

1355

01:03:00,960 --> 01:02:57,580

if you wonder how good the product is

1356

01:03:03,450 --> 01:03:00,970

the CEO takes it every day without miss

1357

01:03:14,400 --> 01:03:03,460

ancient life oil calm that's ancient

1358

01:03:16,230 --> 01:03:14,410

life oil calm have a great day this is

1359

01:03:18,450 --> 01:03:16,240

Ray sobs here repping the planet and

1360

01:03:21,480 --> 01:03:18,460

you're listening to my good friend Jimmy

1361

01:03:24,300 --> 01:03:21,490

Church fade to black on the game changer

1362

01:03:28,560 --> 01:03:24,310

network and the kgr a digital broadcast

1363

01:03:31,770 --> 01:03:28,570

station this is Toby Kebbell you're

1364

01:03:42,100 --> 01:03:31,780

listening to Jimmy Church radio calm me

1365

01:03:47,620 --> 01:03:44,540

and I'm Ari Gold where the honey

1366

01:03:51,020 --> 01:03:47,630

brothers and you listen to Jimmy Church

1367

01:03:53,210 --> 01:03:51,030

revolution reclaim your active lifestyle

1368

01:03:54,920 --> 01:03:53,220

with NGO Prem Andrea Framm is the

1369

01:03:57,590 --> 01:03:54,930

original liquid oral chelation

1370

01:03:59,510 --> 01:03:57,600

supplement chelation helps remove toxins

1371

01:04:01,250 --> 01:03:59,520

heavy metals and cholesterol in your

1372

01:04:03,410 --> 01:04:01,260

veins and arteries that can cause

1373

01:04:05,090 --> 01:04:03,420

blockages scientific research proves the

1374

01:04:07,250 --> 01:04:05,100

active ingredient in angio primp has

1375

01:04:09,470 --> 01:04:07,260

superior oral chelation action that

1376

01:04:12,020 --> 01:04:09,480

helps promote cardiovascular health find

1377

01:04:13,850 --> 01:04:12,030

out more go to angio primm calm talk to

1378

01:04:16,070 --> 01:04:13,860

a trained consultant by calling angio

1379

01:04:20,210 --> 01:04:16,080

primm toll free eight seven seven eight

1380

01:04:21,830 --> 01:04:20,220

eight 272 21 this is Jimmy Church of

1381

01:04:24,020 --> 01:04:21,840

fade to black and you can become an

1382

01:04:26,780 --> 01:04:24,030

official fade or not by just going to

1383

01:04:30,470 --> 01:04:26,790

our membership section at Jimmy Church

1384

01:04:31,880 --> 01:04:30,480

radio.com hey it's grace can we talk

1385

01:04:34,790 --> 01:04:31,890

about something serious for a minute

1386

01:04:36,890 --> 01:04:34,800

your age getting old has its perks

1387

01:04:39,410 --> 01:04:36,900

but remember being a few years younger

1388

01:04:41,510 --> 01:04:39,420

you know your hair was thicker you

1389

01:04:43,100 --> 01:04:41,520

didn't have so many wrinkles that extra

1390

01:04:45,470 --> 01:04:43,110

weight wasn't haunting you and you just

1391

01:04:47,960 --> 01:04:45,480

felt better well we can't turn back the

1392

01:04:50,450 --> 01:04:47,970

clocks and go back 10 or 15 years but

1393

01:04:53,390 --> 01:04:50,460

you can start feeling and looking 10 or

1394

01:04:55,280 --> 01:04:53,400

15 years younger with nature's youth RSF

1395

01:04:56,780 --> 01:04:55,290

it's a doctor formulated daily

1396

01:04:58,940 --> 01:04:56,790

supplement that helps your body maintain

1397

01:05:01,700 --> 01:04:58,950

its peak performance and fight the aging

1398

01:05:03,320 --> 01:05:01,710

process imagine sleeping better looking

1399

01:05:05,720 --> 01:05:03,330

better and feeling better

1400

01:05:07,640 --> 01:05:05,730

see how Nature's youth RSF has helped

1401

01:05:10,280 --> 01:05:07,650

thousands of people just like you at

1402

01:05:12,470 --> 01:05:10,290

nature's youth calm nature's youth calm

1403

01:05:14,000 --> 01:05:12,480

imagine how old feel when your family

1404

01:05:16,160 --> 01:05:14,010

and friends are asking you what you did

1405

01:05:18,740 --> 01:05:16,170

to look so good your secret will be

1406

01:05:20,990 --> 01:05:18,750

nature's youth RSF it's time to start

1407

01:05:23,120 --> 01:05:21,000

looking better and feeling better learn

1408

01:05:25,340 --> 01:05:23,130

more in order your nature's use RSS at

1409

01:05:28,930 --> 01:05:25,350

nature's youth calm that's nature's

1410

01:05:31,490 --> 01:05:28,940

youth calm that's nature's youth calm

1411

01:05:33,740 --> 01:05:31,500

hello this is Serena right kayla from

1412

01:05:36,290 --> 01:05:33,750

conscious life Expo and you're listening

1413

01:05:38,510 --> 01:05:36,300

to fade to black with Jimmy Church who

1414

01:05:43,300 --> 01:05:38,520

holds the lucky pony record for the best

1415

01:05:45,710 --> 01:05:43,310

astrological chart since 1963 true story

1416

01:05:47,390 --> 01:05:45,720

this is Micah Hanks of the graylien

1417

01:05:49,730 --> 01:05:47,400

report and you're listening to Jimmy

1418

01:05:51,690 --> 01:05:49,740

church on fade to black across the globe

1419

01:05:53,970 --> 01:05:51,700

on the game-changer radio network

1420

01:05:55,020 --> 01:05:53,980

the one and only kg are a radio the

1421

01:05:58,990 --> 01:05:55,030

planet

1422

01:05:59,310 --> 01:05:59,000

[Music]

1423

01:06:10,400 --> 01:05:59,320

[Applause]

1424

01:06:10,410 --> 01:06:14,500

[Music]

1425

01:06:18,849 --> 01:06:16,849

welcome back fade to black chimera me

1426

01:06:21,230 --> 01:06:18,859

church tonight rizz Burke is with us

1427

01:06:24,049 --> 01:06:21,240

discussing his new book the simulation

1428

01:06:27,200 --> 01:06:24,059

hypothesis you go and order yours now at

1429

01:06:30,920 --> 01:06:27,210

Zen entrepreneur.com the links for that

1430

01:06:32,630 --> 01:06:30,930

override Jimmy Church radio calm and now

1431

01:06:35,660 --> 01:06:32,640

picking up where we left off whereas I

1432

01:06:37,220 --> 01:06:35,670

want to really get into the science side

1433

01:06:40,220 --> 01:06:37,230

of this I think that everybody is

1434

01:06:41,630 --> 01:06:40,230

waiting for you know the physicists and

1435

01:06:43,880 --> 01:06:41,640

scientists around the world will step up

1436

01:06:46,849 --> 01:06:43,890

and go okay it's all a simulation okay

1437

01:06:49,370 --> 01:06:46,859

and and here's why but before we get to

1438

01:06:52,549 --> 01:06:49,380

that I want to throw this out what if

1439

01:06:55,609 --> 01:06:52,559

because the consciousness side of this

1440

01:06:58,430 --> 01:06:55,619

and downloading that it's one thing with

1441

01:07:01,940 --> 01:06:58,440

ones and zeros but let's say that you

1442

01:07:06,349 --> 01:07:01,950

exist in a simulated reality right and

1443

01:07:09,799 --> 01:07:06,359

and Risberg then goes in and downloads

1444

01:07:13,760 --> 01:07:09,809

his consciousness and self inside of

1445

01:07:16,160 --> 01:07:13,770

said simulation wait a minute

1446

01:07:19,190 --> 01:07:16,170

are we creating some kind of crazy

1447

01:07:23,299 --> 01:07:19,200

feedback loop and then inside of that

1448

01:07:27,220 --> 01:07:23,309

simulation you do it once again and you

1449

01:07:30,620 --> 01:07:27,230

are now two or three times removed from

1450

01:07:34,549 --> 01:07:30,630

what would be perceived as your real

1451

01:07:38,599 --> 01:07:34,559

self all right so it's like a matrix you

1452

01:07:42,470 --> 01:07:38,609

know within the matrix right and this is

1453

01:07:45,589 --> 01:07:42,480

something that I think is very it's

1454

01:07:47,390 --> 01:07:45,599

speculated a lot you know within people

1455

01:07:49,970 --> 01:07:47,400

who like to talk about the simulation

1456

01:07:52,430 --> 01:07:49,980

hypothesis and you know in my book I

1457

01:07:55,280 --> 01:07:52,440

spent about a third of the book talking

1458

01:07:58,130 --> 01:07:55,290

about the technology and how would we

1459

01:07:59,599 --> 01:07:58,140

build the matrix in fact a head article

1460

01:08:01,609 --> 01:07:59,609

in TechCrunch today that was you know

1461

01:08:04,870 --> 01:08:01,619

how to build a matrix looking at the

1462

01:08:08,240 --> 01:08:04,880

technology twenty years later and

1463

01:08:12,289 --> 01:08:08,250

basically the first parts of that

1464

01:08:13,970 --> 01:08:12,299

roadmap you know map pretty well to what

1465

01:08:15,470 --> 01:08:13,980

we've already developed in terms of our

1466

01:08:17,630 --> 01:08:15,480

video games starting with text

1467

01:08:21,470 --> 01:08:17,640

adventures which came up with this idea

1468

01:08:23,030 --> 01:08:21,480

of a world in the computer right before

1469

01:08:25,870 --> 01:08:23,040

that and one had ever really thought

1470

01:08:27,800 --> 01:08:25,880

about that and you had to use your mind

1471

01:08:29,720 --> 01:08:27,810

to really

1472

01:08:32,690 --> 01:08:29,730

realized the world right then we went to

1473

01:08:34,849 --> 01:08:32,700

arcade games like asteroids and Space

1474

01:08:37,040 --> 01:08:34,859

Invaders and you know I used to play on

1475

01:08:38,450 --> 01:08:37,050

my Atari back in the early nineties you

1476

01:08:41,420 --> 01:08:38,460

know I used to play these racing games

1477

01:08:43,430 --> 01:08:41,430

and I'd always wonder what was going on

1478

01:08:45,170 --> 01:08:43,440

in that that racing game beyond the

1479

01:08:47,570 --> 01:08:45,180

racetrack and the people in the

1480

01:08:49,250 --> 01:08:47,580

bleachers and I would see clouds and

1481

01:08:51,620 --> 01:08:49,260

cityscapes beyond that and wonder you

1482

01:08:54,110 --> 01:08:51,630

know what's what's over there in that

1483

01:08:56,329 --> 01:08:54,120

simulated world I don't know if you ever

1484

01:08:58,520 --> 01:08:56,339

played asteroids but you could go off of

1485

01:09:00,170 --> 01:08:58,530

the top of the screen and you would

1486

01:09:01,970 --> 01:09:00,180

appear your ship would appear at the

1487

01:09:05,240 --> 01:09:01,980

bottom of the screen so there was a

1488

01:09:09,170 --> 01:09:05,250

geometry to this graphical world which

1489

01:09:10,849 --> 01:09:09,180

was being rendered with pixels right and

1490

01:09:14,120 --> 01:09:10,859

then you know there's like 10 stages

1491

01:09:17,120 --> 01:09:14,130

that we go through but as we represent

1492

01:09:18,530 --> 01:09:17,130

the world as 3d models that's where the

1493

01:09:20,030 --> 01:09:18,540

optimization comes and we'll talk about

1494

01:09:22,670 --> 01:09:20,040

that along with the quantum physics but

1495

01:09:25,190 --> 01:09:22,680

eventually some of the later stages to

1496

01:09:27,620 --> 01:09:25,200

really truly build a simulation like The

1497

01:09:30,740 --> 01:09:27,630

Matrix you know we would have to fool

1498

01:09:33,230 --> 01:09:30,750

ourselves into thinking that we are in

1499

01:09:36,829 --> 01:09:33,240

the real world again and so we would

1500

01:09:39,349 --> 01:09:36,839

have to beam that those pixels no longer

1501

01:09:41,780 --> 01:09:39,359

onto a screen or even a virtual reality

1502

01:09:44,530 --> 01:09:41,790

glasses but we would have to beam them

1503

01:09:48,440 --> 01:09:44,540

into the mind itself and so mind

1504

01:09:51,380 --> 01:09:48,450

broadcast and then we would have to be

1505

01:09:53,480 --> 01:09:51,390

able to get the responses back for what

1506

01:09:54,830 --> 01:09:53,490

you want to do in that world so we would

1507

01:09:58,310 --> 01:09:54,840

have to read them now in the movie The

1508

01:10:03,170 --> 01:09:58,320

Matrix right when neo woke up he was in

1509

01:10:04,670 --> 01:10:03,180

a pod which had a physical connection in

1510

01:10:07,100 --> 01:10:04,680

the back of his head and the cerebral

1511

01:10:09,620 --> 01:10:07,110

cortex and that's how they jacked into

1512

01:10:11,540 --> 01:10:09,630

the matrix was well then so that's

1513

01:10:14,300 --> 01:10:11,550

technology that we're people are still

1514

01:10:16,600 --> 01:10:14,310

working on this idea of brain computer

1515

01:10:19,310 --> 01:10:16,610

interfaces but it's actually a pretty

1516

01:10:21,980 --> 01:10:19,320

popular area right now and more and more

1517

01:10:23,630 --> 01:10:21,990

startups including one funded by Elon

1518

01:10:25,610 --> 01:10:23,640

Musk called neural link and one in

1519

01:10:27,980 --> 01:10:25,620

Boston called numerable and and many

1520

01:10:30,500 --> 01:10:27,990

others are starting to have technology

1521

01:10:34,580 --> 01:10:30,510

developed so you know we would be able

1522

01:10:37,010 --> 01:10:34,590

at some point within a decade two

1523

01:10:39,440 --> 01:10:37,020

decades three decades to be able to

1524

01:10:41,190 --> 01:10:39,450

create real simulations so I call this

1525

01:10:43,500 --> 01:10:41,200

the simulation point

1526  
01:10:45,480 --> 01:10:43,510  
there's about 10 stages they described

1527  
01:10:47,690 --> 01:10:45,490  
in the book to the simulation point and

1528  
01:10:49,620 --> 01:10:47,700  
once the civilization gets there right

1529  
01:10:51,420 --> 01:10:49,630  
then we could do what you're talking

1530  
01:10:55,470 --> 01:10:51,430  
about which is I could then download

1531  
01:10:59,430 --> 01:10:55,480  
myself into another simulation now at

1532  
01:11:02,730 --> 01:10:59,440  
some point the resources you know are

1533  
01:11:05,310 --> 01:11:02,740  
limited and this is where you know as

1534  
01:11:07,920 --> 01:11:05,320  
you understand the computer science you

1535  
01:11:10,590 --> 01:11:07,930  
realize that it's all about optimizing

1536  
01:11:13,530 --> 01:11:10,600  
limited resources and so some people

1537  
01:11:15,780 --> 01:11:13,540  
think that there is a limit to how much

1538  
01:11:18,300 --> 01:11:15,790

we'll be able to simulate if we're

1539

01:11:20,850 --> 01:11:18,310

inside a simulation because we only have

1540

01:11:23,580 --> 01:11:20,860

the computing power of the processors

1541

01:11:26,250 --> 01:11:23,590

that are running the simulation outside

1542

01:11:26,640 --> 01:11:26,260

of the one that we're in if that makes

1543

01:11:30,180 --> 01:11:26,650

sense right

1544

01:11:32,310 --> 01:11:30,190

it does it does but when you have you

1545

01:11:37,230 --> 01:11:32,320

know like Neil deGrasse Tyson or Brian

1546

01:11:40,560 --> 01:11:37,240

green or Ray Kurzweil or Elon Musk and

1547

01:11:43,860 --> 01:11:40,570

Stephen Hawking suggesting this to

1548

01:11:46,740 --> 01:11:43,870

everybody their words have weight right

1549

01:11:49,710 --> 01:11:46,750

and the power of suggestion is very very

1550

01:11:53,070 --> 01:11:49,720

strong and I have to ask what is it that

1551  
01:11:55,440 --> 01:11:53,080  
they know that they fully understand and

1552  
01:11:57,600 --> 01:11:55,450  
they grasp and that we don't when it

1553  
01:12:00,810 --> 01:11:57,610  
comes to the possibility of living in a

1554  
01:12:03,030 --> 01:12:00,820  
simulation well I think you know the

1555  
01:12:04,890 --> 01:12:03,040  
physicists and the technologists right

1556  
01:12:08,520 --> 01:12:04,900  
again these are considered separate

1557  
01:12:12,870 --> 01:12:08,530  
fields right Computer Sciences one field

1558  
01:12:14,570 --> 01:12:12,880  
and physics is another field but they're

1559  
01:12:17,720 --> 01:12:14,580  
starting to see that they're actually

1560  
01:12:19,470 --> 01:12:17,730  
related right and particularly with

1561  
01:12:22,290 --> 01:12:19,480  
quantum computing

1562  
01:12:24,390 --> 01:12:22,300  
you start to see the convergence of

1563  
01:12:27,150 --> 01:12:24,400

basically every single field into

1564

01:12:30,000 --> 01:12:27,160

computer science or information there

1565

01:12:33,060 --> 01:12:30,010

was a famous there was a famous

1566

01:12:34,740 --> 01:12:33,070

physicist named John Wheeler Wright who

1567

01:12:37,350 --> 01:12:34,750

was involved in everything from the

1568

01:12:39,870 --> 01:12:37,360

discovery of black holes to parallel

1569

01:12:42,930 --> 01:12:39,880

universes and other things and and in

1570

01:12:46,230 --> 01:12:42,940

his biography you know he came up with

1571

01:12:48,180 --> 01:12:46,240

his phrase it from bits right where he

1572

01:12:50,730 --> 01:12:48,190

basically said he went through three

1573

01:12:52,080 --> 01:12:50,740

phases of physics in his long career and

1574

01:12:54,010 --> 01:12:52,090

he was you know he worked with it was

1575

01:12:55,990 --> 01:12:54,020

like a last living physicist to

1576

01:12:58,030 --> 01:12:56,000

work with Einstein and he said in the in

1577

01:12:59,980 --> 01:12:58,040

the first phase we all thought that

1578

01:13:03,490 --> 01:12:59,990

physics was about studying matter

1579

01:13:05,110 --> 01:13:03,500

particles actual physical objects in the

1580

01:13:06,310 --> 01:13:05,120

second phase which was some of the

1581

01:13:06,790 --> 01:13:06,320

quantum stuff that we'll talk about a

1582

01:13:08,860 --> 01:13:06,800

minute

1583

01:13:11,560 --> 01:13:08,870

he said well everything was a field

1584

01:13:13,960 --> 01:13:11,570

turns out it wasn't physical at all it

1585

01:13:15,970 --> 01:13:13,970

was a set of probabilities and then

1586

01:13:18,910 --> 01:13:15,980

later in the third stage of his career

1587

01:13:21,580 --> 01:13:18,920

he realized that everything was bits or

1588

01:13:24,550 --> 01:13:21,590

information wasn't even a feel that was

1589

01:13:27,880 --> 01:13:24,560

zeros or ones and so you know if

1590

01:13:30,280 --> 01:13:27,890

everything at its core is basically

1591

01:13:32,070 --> 01:13:30,290

information then you can start to do

1592

01:13:34,750 --> 01:13:32,080

things like quantum teleportation

1593

01:13:36,160 --> 01:13:34,760

teleporting you know an object from one

1594

01:13:39,550 --> 01:13:36,170

place to another right now they've been

1595

01:13:41,980 --> 01:13:39,560

able to teleport the quantum state of a

1596

01:13:45,070 --> 01:13:41,990

photon or of an object somewhere else

1597

01:13:47,440 --> 01:13:45,080

but really it's the information that

1598

01:13:49,510 --> 01:13:47,450

gets transferred and and so I think when

1599

01:13:52,750 --> 01:13:49,520

when you know these physicists and these

1600

01:13:55,450 --> 01:13:52,760

technologists are talking about this

1601  
01:13:58,090 --> 01:13:55,460  
stuff you know they're seeing that that

1602  
01:14:00,550 --> 01:13:58,100  
information is at the source of

1603  
01:14:03,010 --> 01:14:00,560  
underneath everything and that's why

1604  
01:14:05,530 --> 01:14:03,020  
they're taking it so seriously I think

1605  
01:14:07,900 --> 01:14:05,540  
in Stephen Hawking's put it at about a

1606  
01:14:09,460 --> 01:14:07,910  
50/50 you know chance that we were

1607  
01:14:11,920 --> 01:14:09,470  
living inside a simulation Elon Musk

1608  
01:14:14,710 --> 01:14:11,930  
says it's about a billion to one that

1609  
01:14:16,360 --> 01:14:14,720  
we're inside the simulation meaning that

1610  
01:14:19,390 --> 01:14:16,370  
it's a billion that we are in fact

1611  
01:14:24,790 --> 01:14:19,400  
inside a simulation and don't we expect

1612  
01:14:28,630 --> 01:14:24,800  
them to be balanced right you expect

1613  
01:14:31,810 --> 01:14:28,640

those very smart Minds not to go in this

1614

01:14:35,440 --> 01:14:31,820

direction but for them to go with this

1615

01:14:38,530 --> 01:14:35,450

direction so freely and to be accepting

1616

01:14:40,690 --> 01:14:38,540

of this possibility really says

1617

01:14:43,030 --> 01:14:40,700

something and it scares us because you

1618

01:14:44,710 --> 01:14:43,040

have the physical side and the

1619

01:14:46,780 --> 01:14:44,720

information side and you have the

1620

01:14:49,510 --> 01:14:46,790

conscious side of things and

1621

01:14:53,980 --> 01:14:49,520

consciousness and is that the barrier

1622

01:14:57,550 --> 01:14:53,990

it's one thing to get to the ones and

1623

01:14:59,740 --> 01:14:57,560

zeros of memories and stored stuff in

1624

01:15:02,230 --> 01:14:59,750

our brains but then we have the stuff

1625

01:15:03,410 --> 01:15:02,240

that makes R is R is and Jimmy Jimmy and

1626

01:15:07,970 --> 01:15:03,420

how do

1627

01:15:10,430 --> 01:15:07,980

that get moved over yeah so you know

1628

01:15:13,280 --> 01:15:10,440

again it depends on your interpretation

1629

01:15:16,250 --> 01:15:13,290

of the simulation hypothesis you know as

1630

01:15:18,350 --> 01:15:16,260

I said in my case I tend to view us as

1631

01:15:21,290 --> 01:15:18,360

conscious beings outside the simulation

1632

01:15:23,720 --> 01:15:21,300

who are playing a character within the

1633

01:15:26,660 --> 01:15:23,730

simulation just like going back to the

1634

01:15:29,030 --> 01:15:26,670

Tibetans when we dream we have a body in

1635

01:15:33,260 --> 01:15:29,040

the dream but that's not really us right

1636

01:15:36,050 --> 01:15:33,270

that's inside the the simulation now one

1637

01:15:37,550 --> 01:15:36,060

of the reasons that you know back in 20

1638

01:15:41,060 --> 01:15:37,560

years ago and in fact the matrix came

1639

01:15:44,419 --> 01:15:41,070

out on March 31st 1999 which is

1640

01:15:46,250 --> 01:15:44,429

literally 20 years to the day that my

1641

01:15:48,890 --> 01:15:46,260

book is gonna be released and March 31st

1642

01:15:49,820 --> 01:15:48,900

in about a week and a half here but you

1643

01:15:52,040 --> 01:15:49,830

know people didn't take it that

1644

01:15:54,950 --> 01:15:52,050

seriously at the time because the

1645

01:15:57,470 --> 01:15:54,960

technology wasn't there so I mentioned

1646

01:15:58,669 --> 01:15:57,480

earlier the Oxford philosopher named

1647

01:16:00,709 --> 01:15:58,679

Nick Bostrom so he came out with a

1648

01:16:02,930 --> 01:16:00,719

simulation argument and he wasn't really

1649

01:16:04,430 --> 01:16:02,940

a video game guy or a computer guy so

1650

01:16:05,450 --> 01:16:04,440

you know all the stuff I talked about

1651

01:16:07,550 --> 01:16:05,460

the technology he doesn't really talk

1652

01:16:12,550 --> 01:16:07,560

about that but his argument was that

1653

01:16:15,140 --> 01:16:12,560

suppose a civilization somewhere created

1654

01:16:18,140 --> 01:16:15,150

something like the matrix a simulated

1655

01:16:19,939 --> 01:16:18,150

world and in in my parlance I'd say they

1656

01:16:22,430 --> 01:16:19,949

got to the simulation point and he said

1657

01:16:24,110 --> 01:16:22,440

you know in order to to have more beings

1658

01:16:26,390 --> 01:16:24,120

they would just need more servers so you

1659

01:16:28,850 --> 01:16:26,400

could literally have billions of or

1660

01:16:30,350 --> 01:16:28,860

trillions of beings within these

1661

01:16:32,390 --> 01:16:30,360

simulations you could have billions of

1662

01:16:35,990 --> 01:16:32,400

simulations with trillions of beings

1663

01:16:37,850 --> 01:16:36,000

inside them and so if you counted up all

1664

01:16:40,370 --> 01:16:37,860

the beings that were inside the

1665

01:16:42,100 --> 01:16:40,380

simulations and you can ended up all the

1666

01:16:44,120 --> 01:16:42,110

beings that we're outside the simulation

1667

01:16:46,880 --> 01:16:44,130

clearly the number of beings in the

1668

01:16:49,880 --> 01:16:46,890

simulations is much more therefore if

1669

01:16:52,820 --> 01:16:49,890

any civilization ever gets to this point

1670

01:16:54,169 --> 01:16:52,830

right anywhere in the galaxy you could

1671

01:16:55,970 --> 01:16:54,179

have a civilization that's a million

1672

01:16:58,459 --> 01:16:55,980

years ahead of us that is able to create

1673

01:17:00,169 --> 01:16:58,469

these kind of simulations then we are

1674

01:17:02,510 --> 01:17:00,179

more likely to be simulated beings

1675

01:17:05,000 --> 01:17:02,520

inside the simulation then an actual

1676

01:17:07,760 --> 01:17:05,010

biological being and so when he

1677

01:17:10,040 --> 01:17:07,770

published that paper in 2003 suddenly

1678

01:17:11,750 --> 01:17:10,050

you know all these smart people at

1679

01:17:14,209 --> 01:17:11,760

universities that sort of started to

1680

01:17:15,680 --> 01:17:14,219

take this idea more seriously and Neil

1681

01:17:17,630 --> 01:17:15,690

deGrasse Tyson says well you can't

1682

01:17:19,640 --> 01:17:17,640

really argue with the logic

1683

01:17:21,560 --> 01:17:19,650

even though it's a statistical argument

1684

01:17:22,820 --> 01:17:21,570

you know when I was back at MIT we were

1685

01:17:27,140 --> 01:17:22,830

taught that science is really about

1686

01:17:28,880 --> 01:17:27,150

creating models of the world and these

1687

01:17:30,530 --> 01:17:28,890

models would have to explain what

1688

01:17:32,600 --> 01:17:30,540

happens we had the Newtonian model of

1689

01:17:35,240 --> 01:17:32,610

the world which was based on continuous

1690

01:17:37,490 --> 01:17:35,250

motion and solid objects and that worked

1691

01:17:39,650 --> 01:17:37,500

for the most part but it broke down when

1692

01:17:42,170 --> 01:17:39,660

you were going really fast or if you

1693

01:17:44,360 --> 01:17:42,180

went to really small subatomic levels

1694

01:17:45,950 --> 01:17:44,370

and then you know Einstein came up with

1695

01:17:48,410 --> 01:17:45,960

his theory of relativity which works at

1696

01:17:50,510 --> 01:17:48,420

fast speeds and then quantum mechanics

1697

01:17:52,390 --> 01:17:50,520

was a model that came up when you look

1698

01:17:56,090 --> 01:17:52,400

at what happens at the subatomic state

1699

01:17:59,360 --> 01:17:56,100

but now this is a model the simulation

1700

01:18:01,850 --> 01:17:59,370

hypothesis that I think explains many

1701

01:18:03,560 --> 01:18:01,860

more things about the physical world and

1702

01:18:05,570 --> 01:18:03,570

the conscious world and the religious

1703

01:18:08,570 --> 01:18:05,580

and spiritual world than any model

1704

01:18:10,580 --> 01:18:08,580

before and so you know that's I don't

1705

01:18:13,010 --> 01:18:10,590

think a lot of the physicists are quite

1706

01:18:15,020 --> 01:18:13,020

there yet and a lot of the academics

1707

01:18:18,020 --> 01:18:15,030

right that they're willing to debate the

1708

01:18:20,570 --> 01:18:18,030

statistical argument or the AI argument

1709

01:18:22,940 --> 01:18:20,580

that we're all AI I don't think too many

1710

01:18:23,930 --> 01:18:22,950

of them are yet at the point of saying

1711

01:18:26,660 --> 01:18:23,940

well we're really beaming our

1712

01:18:30,200 --> 01:18:26,670

consciousness from another universe or

1713

01:18:31,760 --> 01:18:30,210

another world beyond the physical but

1714

01:18:34,490 --> 01:18:31,770

they're getting there and and the more

1715

01:18:36,830 --> 01:18:34,500

and more that they find information is

1716

01:18:40,060 --> 01:18:36,840

at the heart of everything and you know

1717

01:18:42,290 --> 01:18:40,070

I I have been running a video game

1718

01:18:44,780 --> 01:18:42,300

accelerator at MIT for the last two

1719

01:18:47,030 --> 01:18:44,790

years and you know for many years MIT

1720

01:18:50,120 --> 01:18:47,040

had you know four colleges the College

1721

01:18:52,820 --> 01:18:50,130

of Engineering College of Business etc

1722

01:18:54,230 --> 01:18:52,830

they just introduced a new college which

1723

01:18:58,430 --> 01:18:54,240

is all about AI

1724

01:18:59,990 --> 01:18:58,440

and quantum computing as as a whole new

1725

01:19:01,760 --> 01:19:00,000

field in and of itself and they're

1726

01:19:05,480 --> 01:19:01,770

recognizing that all the other fields

1727

01:19:09,290 --> 01:19:05,490

are related to it what was the video

1728

01:19:14,680 --> 01:19:09,300

game that came out about three or four

1729

01:19:19,730 --> 01:19:14,690

years ago where you could go and visit

1730

01:19:23,120 --> 01:19:19,740

any any planet and and it and it

1731

01:19:25,250 --> 01:19:23,130

continued and rendered in real time yes

1732

01:19:26,709 --> 01:19:25,260

there was a video game called no man's

1733

01:19:32,350 --> 01:19:26,719

sky yeah no man

1734

01:19:34,000 --> 01:19:32,360

and it had 18 quintillion planets right

1735

01:19:36,459 --> 01:19:34,010

you could go to those planets and you

1736

01:19:39,790 --> 01:19:36,469

could actually walk around in real time

1737

01:19:43,290 --> 01:19:39,800

now the team that built this they didn't

1738

01:19:46,390 --> 01:19:43,300

sit there and design each plant Eileen

1739

01:19:49,390 --> 01:19:46,400

right turns out that if you you know

1740

01:19:51,910 --> 01:19:49,400

have 64 bits they say 2 to the 64th

1741

01:19:53,920 --> 01:19:51,920

power turns out to be exactly 18

1742

01:19:57,160 --> 01:19:53,930

quintillion that's why they had that

1743

01:20:01,270 --> 01:19:57,170

many possible worlds but what they would

1744

01:20:03,850 --> 01:20:01,280

do is they would render the the flora

1745

01:20:05,709 --> 01:20:03,860

and fauna of each world based on

1746

01:20:07,780 --> 01:20:05,719

different algorithms and so many of your

1747

01:20:09,970 --> 01:20:07,790

listeners have probably heard of fractal

1748

01:20:11,260 --> 01:20:09,980

algorithms that's right and I've got

1749

01:20:13,000 --> 01:20:11,270

some pictures in the book and you can

1750

01:20:15,970 --> 01:20:13,010

look online and you'll see that you know

1751

01:20:19,870 --> 01:20:15,980

fractal geometry is a way of describing

1752

01:20:22,500 --> 01:20:19,880

the natural world which came out of you

1753

01:20:24,880 --> 01:20:22,510

know this whole idea of chaos theory and

1754

01:20:27,430 --> 01:20:24,890

there was a guy named Mandelbrot who

1755

01:20:31,030 --> 01:20:27,440

asked a question that said how long is

1756

01:20:32,439 --> 01:20:31,040

the coastline well it turns out you can

1757

01:20:34,540 --> 01:20:32,449

measure a coastline you know at the

1758

01:20:36,910 --> 01:20:34,550

level of miles and say it's you know 100

1759

01:20:39,160 --> 01:20:36,920

miles long but if you go in and you zoom

1760

01:20:40,990 --> 01:20:39,170

in you see the coastline is actually

1761

01:20:42,910 --> 01:20:41,000

kind of rocky and has nooks and crannies

1762

01:20:45,040 --> 01:20:42,920

so if you zoom in a little bit turns out

1763

01:20:46,959 --> 01:20:45,050

it's longer than 100 miles well if you

1764

01:20:49,810 --> 01:20:46,969

zoom in again you'll see even more nooks

1765

01:20:53,950 --> 01:20:49,820

and crannies and so the answer depends

1766

01:20:55,360 --> 01:20:53,960

on what scale you're looking at the

1767

01:20:58,840 --> 01:20:55,370

world it turns out fractal algorithms

1768

01:21:02,140 --> 01:20:58,850

are the best way to describe a lot of

1769

01:21:04,870 --> 01:21:02,150

natural processes whether it's veins or

1770

01:21:06,910 --> 01:21:04,880

tree-like structures or coastlines and

1771

01:21:10,209 --> 01:21:06,920

so you know many people have speculated

1772

01:21:13,689 --> 01:21:10,219

that what nature really is is a a

1773

01:21:15,459 --> 01:21:13,699

fractal algorithmic generating a machine

1774

01:21:17,860 --> 01:21:15,469

and that's you know that's why there's

1775

01:21:21,700 --> 01:21:17,870

no straight lines in nature and

1776

01:21:23,920 --> 01:21:21,710

everything is has many dimensions and

1777

01:21:26,020 --> 01:21:23,930

and so turns out that the same

1778

01:21:28,209 --> 01:21:26,030

techniques these guys were using in no

1779

01:21:30,400 --> 01:21:28,219

man's sky to generate all the flora and

1780

01:21:33,459 --> 01:21:30,410

fauna there are people who seriously

1781

01:21:36,340 --> 01:21:33,469

think that the way that flora and fauna

1782

01:21:38,890 --> 01:21:36,350

and coastlines evolved in the physical

1783

01:21:40,149 --> 01:21:38,900

world is again based on these

1784

01:21:42,399 --> 01:21:40,159

algorithmic

1785

01:21:44,649 --> 01:21:42,409

properties that that nature is using

1786

01:21:47,050 --> 01:21:44,659

algorithm so so you're kind of opening

1787

01:21:48,490 --> 01:21:47,060

up the physical world and realizing that

1788

01:21:50,080 --> 01:21:48,500

oh my god it's actually a computer

1789

01:21:51,780 --> 01:21:50,090

program in there and that's another

1790

01:21:55,270 --> 01:21:51,790

reason why people are starting to take

1791

01:21:57,430 --> 01:21:55,280

this idea more seriously now than they

1792

01:21:59,290 --> 01:21:57,440

did ten years ago and certainly you know

1793

01:22:00,939 --> 01:21:59,300

then they did 20 years ago when the

1794

01:22:05,830 --> 01:22:00,949

matrix first came out yeah and that

1795

01:22:08,050 --> 01:22:05,840

would be an answer for the size of what

1796

01:22:09,370 --> 01:22:08,060

consciousness would be right it'd be a

1797

01:22:12,370 --> 01:22:09,380

huge number

1798

01:22:16,689 --> 01:22:12,380

as far as ones and zeros go be a complex

1799

01:22:19,570 --> 01:22:16,699

but if it is derived in render right and

1800

01:22:22,120 --> 01:22:19,580

with with fractal algorithms you don't

1801  
01:22:26,590 --> 01:22:22,130  
need a huge everybody wouldn't be a huge

1802  
01:22:29,830 --> 01:22:26,600  
chunk of code right your reality in the

1803  
01:22:33,820 --> 01:22:29,840  
in a simulation could be rendered as

1804  
01:22:36,550 --> 01:22:33,830  
your day moves along that's right and so

1805  
01:22:38,470 --> 01:22:36,560  
you know let's talk a little bit about

1806  
01:22:41,410 --> 01:22:38,480  
how rendering is done in video games

1807  
01:22:44,830 --> 01:22:41,420  
right so if you're in The Sims right

1808  
01:22:47,379 --> 01:22:44,840  
you're seeing a room well that room is a

1809  
01:22:49,810 --> 01:22:47,389  
set of 3d models that describe the

1810  
01:22:55,629 --> 01:22:49,820  
shapes of everything in that room right

1811  
01:22:57,160 --> 01:22:55,639  
and then your computer renders that room

1812  
01:23:00,070 --> 01:22:57,170  
from your point of view

1813  
01:23:02,290 --> 01:23:00,080

so it only renders the things that you

1814

01:23:04,050 --> 01:23:02,300

can see right so if there was you know

1815

01:23:07,629 --> 01:23:04,060

creature facing the other way

1816

01:23:09,280 --> 01:23:07,639

well you can't necessarily see its face

1817

01:23:11,770 --> 01:23:09,290

initially right you can only see its

1818

01:23:13,720 --> 01:23:11,780

back and if there was a flower but it

1819

01:23:16,090 --> 01:23:13,730

was underneath the table you couldn't

1820

01:23:19,209 --> 01:23:16,100

see the flower well when when people

1821

01:23:22,090 --> 01:23:19,219

were first building video games they

1822

01:23:24,669 --> 01:23:22,100

thought it was impossible to render all

1823

01:23:26,350 --> 01:23:24,679

the pixels that you would need for fully

1824

01:23:28,450 --> 01:23:26,360

3d environments in immersive

1825

01:23:29,680 --> 01:23:28,460

environments that's a lot of pixels and

1826

01:23:32,229 --> 01:23:29,690

think about it Oh

1827

01:23:34,720 --> 01:23:32,239

turns out Doom was the first video game

1828

01:23:37,419 --> 01:23:34,730

that really was popular that was using

1829

01:23:40,060 --> 01:23:37,429

this idea of a 3d perspective and you

1830

01:23:42,510 --> 01:23:40,070

could look around very quickly there's a

1831

01:23:44,560 --> 01:23:42,520

first-person shooter and it would adjust

1832

01:23:47,439 --> 01:23:44,570

automatically and that was because they

1833

01:23:49,930 --> 01:23:47,449

rendered only that which needs that

1834

01:23:52,000 --> 01:23:49,940

which is being observed so that's kind

1835

01:23:53,980 --> 01:23:52,010

of the the golden rule when it comes to

1836

01:23:56,740 --> 01:23:53,990

video game environments

1837

01:23:58,860 --> 01:23:56,750

render only that which you can observe

1838

01:24:02,290 --> 01:23:58,870

over you can see from your point of view

1839

01:24:05,320 --> 01:24:02,300

okay and so now we're getting into the

1840

01:24:07,810 --> 01:24:05,330

physics right and so one of the biggest

1841

01:24:10,840 --> 01:24:07,820

mysteries in quantum physics is this

1842

01:24:14,380 --> 01:24:10,850

idea of quantum indeterminacy and then

1843

01:24:17,430 --> 01:24:14,390

the idea is that if said again say that

1844

01:24:20,290 --> 01:24:17,440

again what's the quantum indeterminacy

1845

01:24:21,670 --> 01:24:20,300

okay which probably the easiest way to

1846

01:24:23,290 --> 01:24:21,680

understand it although you know

1847

01:24:25,960 --> 01:24:23,300

physicists talk about it at the level of

1848

01:24:30,540 --> 01:24:25,970

a particle and says where is this

1849

01:24:34,030 --> 01:24:30,550

particle and is it a wave or is it a

1850

01:24:36,600 --> 01:24:34,040

particle and but you know easier I think

1851

01:24:38,890 --> 01:24:36,610

to understand it at the idea of

1852

01:24:41,050 --> 01:24:38,900

Schrodinger's you know infamous cat

1853

01:24:45,700 --> 01:24:41,060

right many of us have heard of that and

1854

01:24:48,340 --> 01:24:45,710

the cat is in a box that has some

1855

01:24:51,100 --> 01:24:48,350

radioactive decay and there's about a

1856

01:24:54,310 --> 01:24:51,110

50% chance that the cat is alive or dead

1857

01:24:58,540 --> 01:24:54,320

and so what you know Schrodinger said

1858

01:25:01,120 --> 01:24:58,550

was you we don't know if the cat is

1859

01:25:03,520 --> 01:25:01,130

alive or dead until we open the box but

1860

01:25:07,780 --> 01:25:03,530

it turns out the cat is both alive and

1861

01:25:10,060 --> 01:25:07,790

dead until we open the box and actually

1862

01:25:11,200 --> 01:25:10,070

observe it now common sense would tell

1863

01:25:13,510 --> 01:25:11,210

us that's not the case

1864

01:25:15,040 --> 01:25:13,520

common sense tells us either the cat is

1865

01:25:17,470 --> 01:25:15,050

alive or dead already just because we

1866

01:25:20,320 --> 01:25:17,480

can't see it in the box it has to be one

1867

01:25:22,420 --> 01:25:20,330

or the other right well the quantum

1868

01:25:25,750 --> 01:25:22,430

physicists have found and this is like

1869

01:25:27,760 --> 01:25:25,760

you know a fundamental finding of how

1870

01:25:29,800 --> 01:25:27,770

the universe works is that until

1871

01:25:32,260 --> 01:25:29,810

somebody actually opens the box and

1872

01:25:37,000 --> 01:25:32,270

observes it that the cat is neither

1873

01:25:40,570 --> 01:25:37,010

alive nor dead it gets rendered based

1874

01:25:44,890 --> 01:25:40,580

upon who observes it at that point in

1875

01:25:47,260 --> 01:25:44,900

time and so that is also you know the

1876  
01:25:48,490 --> 01:25:47,270  
basis of what they called up the double

1877  
01:25:50,290 --> 01:25:48,500  
slit experiment where they're shooting

1878  
01:25:53,290 --> 01:25:50,300  
particles through these two slits and

1879  
01:25:54,880 --> 01:25:53,300  
they say if it's a wave it'll have an

1880  
01:25:56,830 --> 01:25:54,890  
interference pattern you know on this

1881  
01:25:59,230 --> 01:25:56,840  
screen beyond the slits and if it's a

1882  
01:26:01,660 --> 01:25:59,240  
particle it'll go to a specific point

1883  
01:26:04,750 --> 01:26:01,670  
well it turns out it's not until

1884  
01:26:06,510 --> 01:26:04,760  
somebody observes it that it takes on a

1885  
01:26:08,460 --> 01:26:06,520  
specific position

1886  
01:26:10,980 --> 01:26:08,470  
right before that it's what's called a

1887  
01:26:14,940 --> 01:26:10,990  
superposition which means like the cat

1888  
01:26:17,640 --> 01:26:14,950

is alive or dead and so you know the big

1889

01:26:20,490 --> 01:26:17,650

question in physics is why would it why

1890

01:26:23,250 --> 01:26:20,500

would the universe work in this way that

1891

01:26:26,130 --> 01:26:23,260

somebody has to sit there and observe

1892

01:26:29,730 --> 01:26:26,140

something in order for the path of the

1893

01:26:31,200 --> 01:26:29,740

particle to be rendered and it turns out

1894

01:26:33,390 --> 01:26:31,210

there's also something called the

1895

01:26:35,580 --> 01:26:33,400

delayed choice experiment where the

1896

01:26:37,320 --> 01:26:35,590

particle goes through the slits and then

1897

01:26:38,730 --> 01:26:37,330

it goes and does a whole bunch of other

1898

01:26:41,310 --> 01:26:38,740

things like it could go up to a

1899

01:26:43,950 --> 01:26:41,320

satellite a thousand miles away and only

1900

01:26:46,860 --> 01:26:43,960

then is it observed but turns out the

1901

01:26:49,980 --> 01:26:46,870

path is not solid until the observation

1902

01:26:52,650 --> 01:26:49,990

happens well now we tie back to the

1903

01:26:56,070 --> 01:26:52,660

rendering of video games right the

1904

01:26:58,890 --> 01:26:56,080

cardinal rule was what only render is

1905

01:27:00,990 --> 01:26:58,900

what you see served right and that turns

1906

01:27:03,450 --> 01:27:01,000

out to be the cardinal rule within

1907

01:27:05,910 --> 01:27:03,460

quantum physics is only render that

1908

01:27:08,280 --> 01:27:05,920

which is being observed which you know

1909

01:27:09,810 --> 01:27:08,290

is why you know the simulation

1910

01:27:11,850 --> 01:27:09,820

hypothesis starts to make a lot more

1911

01:27:14,550 --> 01:27:11,860

sense when you look at it in terms of

1912

01:27:17,040 --> 01:27:14,560

quantum physics and how it works let's

1913

01:27:19,170 --> 01:27:17,050

take a break right here and I'm looking

1914

01:27:22,380 --> 01:27:19,180

at it's so funny I'm looking at the

1915

01:27:25,350 --> 01:27:22,390

comments and yeah somebody just said my

1916

01:27:28,110 --> 01:27:25,360

brain hurts it's a heavy it's it's a

1917

01:27:31,770 --> 01:27:28,120

heavy heavy heavy concept and one that

1918

01:27:33,630 --> 01:27:31,780

isn't for no pun intended not that far

1919

01:27:35,760 --> 01:27:33,640

from actual reality our guest tonight

1920

01:27:38,580 --> 01:27:35,770

rizz Burke we're talking about his new

1921

01:27:39,900 --> 01:27:38,590

book the simulation hypothesis I'm your

1922

01:27:43,830 --> 01:27:39,910

host Jimmy church this is fade to black

1923

01:27:43,840 --> 01:27:49,960

[Music]

1924

01:27:56,440 --> 01:27:53,170

way out here we listen to Jimmy Church

1925

01:27:58,700 --> 01:27:56,450

you're listening to faint and black

1926

01:27:59,960 --> 01:27:58,710

always on the edge of the hottest

1927

01:28:03,290 --> 01:27:59,970

alternative talk

1928

01:28:22,450 --> 01:28:03,300

Jimmy church with fade to black stay GRA

1929

01:28:26,120 --> 01:28:22,460

radio.com hurricanes earthquakes

1930

01:28:28,580 --> 01:28:26,130

wildfires this year we've experienced

1931

01:28:30,890 --> 01:28:28,590

more than our fair share this is Jimmy

1932

01:28:33,050 --> 01:28:30,900

Church of fade to black and last month I

1933

01:28:35,420 --> 01:28:33,060

decided to make sure my family does not

1934

01:28:38,110 --> 01:28:35,430

have to worry about food should we get

1935

01:28:41,000 --> 01:28:38,120

caught in a real emergency situation

1936

01:28:42,860 --> 01:28:41,010

introducing Humana a healthy storable

1937

01:28:44,750 --> 01:28:42,870

product that tastes so good that you'll

1938

01:28:47,300 --> 01:28:44,760

want to eat it every day instead of just

1939

01:28:49,370 --> 01:28:47,310

during those times of duress all new

1940

01:28:52,880 --> 01:28:49,380

manna products have a 25 year shelf life

1941

01:28:55,490 --> 01:28:52,890

our msg and GMO free no preservatives

1942

01:28:57,290 --> 01:28:55,500

and are made in America with the new

1943

01:28:59,240 --> 01:28:57,300

manna pack in your home you'll be able

1944

01:29:01,760 --> 01:28:59,250

to sleep at night knowing that you've

1945

01:29:04,970 --> 01:29:01,770

protected your family not only have I

1946

01:29:07,070 --> 01:29:04,980

tasted and tested I own it now you can

1947

01:29:09,290 --> 01:29:07,080

too just click on the new manna banner

1948

01:29:11,150 --> 01:29:09,300

on Jimmy Church radio.com and use the

1949

01:29:13,550 --> 01:29:11,160

promo code Jimmy when you order in

1950

01:29:15,680 --> 01:29:13,560

addition to a discount we'll send you an

1951

01:29:19,790 --> 01:29:15,690

autograph fade to black t-shirt

1952

01:29:22,970 --> 01:29:19,800

seriously gobekli tepe do you want to be

1953

01:29:24,650 --> 01:29:22,980

an official fade or not of course you do

1954

01:29:27,200 --> 01:29:24,660

this is Jimmy Church of fade to black

1955

01:29:30,050 --> 01:29:27,210

just go to our membership section at

1956

01:29:31,310 --> 01:29:30,060

Jimmy Church radio.com

1957

01:29:34,080 --> 01:29:31,320

[Music]

1958

01:29:36,870 --> 01:29:34,090

introducing the new surfer music app

1959

01:29:40,410 --> 01:29:36,880

listen fader not you know I love my

1960

01:29:43,350 --> 01:29:40,420

music this is my go-to for all things

1961

01:29:45,629 --> 01:29:43,360

notes the surfer hat is a brand new

1962

01:29:47,700 --> 01:29:45,639

concept of music listening surfer is

1963

01:29:49,770 --> 01:29:47,710

free providing unlimited access to

1964

01:29:51,959 --> 01:29:49,780

thousands of live streaming radio

1965

01:29:53,700 --> 01:29:51,969

stations surfer is an exciting

1966

01:29:56,040 --> 01:29:53,710

interactive listening experience

1967

01:29:56,549 --> 01:29:56,050

discovery and surprise are built right

1968

01:30:04,410 --> 01:29:56,559

in

1969

01:30:06,660 --> 01:30:04,420

music it features high quality audio

1970

01:30:08,430 --> 01:30:06,670

streams free access to music from

1971

01:30:11,129 --> 01:30:08,440

thousands of live streaming radio

1972

01:30:13,620 --> 01:30:11,139

stations unlimited listening unlimited

1973

01:30:15,510 --> 01:30:13,630

skipping you get a music visualizer and

1974

01:30:17,970 --> 01:30:15,520

you can also select your favorite

1975

01:30:18,959 --> 01:30:17,980

channels get it at the Apple App Store

1976

01:30:22,260 --> 01:30:18,969

or Google Play

1977

01:30:24,569 --> 01:30:22,270

just search surfer music or click on the

1978

01:30:28,580 --> 01:30:24,579

surfer banner at Jimmy Church radio calm

1979

01:30:35,700 --> 01:30:32,069

so you love talk radio then you'll love

1980

01:30:38,550 --> 01:30:35,710

talk stream live.com talk stream live is

1981

01:30:40,830 --> 01:30:38,560

always on 24/7 with the best streaming

1982

01:30:42,870 --> 01:30:40,840

talk shows find your favorite talkers

1983

01:30:45,510 --> 01:30:42,880

and discover some new ones it's free

1984

01:30:47,399 --> 01:30:45,520

readily available online or on mobile

1985

01:30:49,439 --> 01:30:47,409

with any smartphone or tablet

1986

01:30:51,510 --> 01:30:49,449

finding your favorite talk shows all in

1987

01:30:54,540 --> 01:30:51,520

one place has gotten a whole lot easier

1988

01:30:56,339 --> 01:30:54,550

just go to talk stream live.com

1989

01:31:00,379 --> 01:30:56,349

be sure to download the free apps from

1990

01:31:04,410 --> 01:31:00,389

Google Play or the iTunes App Store you

1991

01:31:11,010 --> 01:31:04,420

listen to us and we listen to you and so

1992

01:31:13,379 --> 01:31:11,020

does the Click GRA radio.com

1993

01:31:15,330 --> 01:31:13,389

if you have hard water the lime scale

1994

01:31:17,700 --> 01:31:15,340

not only leaves white spots it clogs

1995

01:31:19,560 --> 01:31:17,710

pipes and breaks down appliances costing

1996

01:31:21,540 --> 01:31:19,570

you hundreds of dollars in energy and

1997

01:31:23,640 --> 01:31:21,550

where eliminate limescale and other

1998

01:31:25,680 --> 01:31:23,650

water issues like brown staining and bad

1999

01:31:27,990 --> 01:31:25,690

odors with hydro care water products

2000

01:31:30,240 --> 01:31:28,000

available from wave Home Solutions waves

2001

01:31:32,010 --> 01:31:30,250

affordable water systems don't use salts

2002

01:31:33,680 --> 01:31:32,020

or chemicals you'll love the way your

2003

01:31:35,700 --> 01:31:33,690

water tastes smells and looks

2004

01:31:38,430 --> 01:31:35,710

satisfaction guaranteed for more

2005

01:31:42,180 --> 01:31:38,440

information go to best water 1 2 3 com

2006

01:31:44,879 --> 01:31:42,190

that's best water 1 2 3 com are you

2007

01:31:47,399 --> 01:31:44,889

intrigued by paranormal talk radio you

2008

01:31:50,370 --> 01:31:47,409

love the new paranormal radio app from

2009

01:31:52,589 --> 01:31:50,380

torque stream live you'll find a great

2010

01:31:55,709 --> 01:31:52,599

selection of talk shows covering UFOs

2011

01:31:58,140 --> 01:31:55,719

ghosts strange phenomena and much more

2012

01:32:00,359 --> 01:31:58,150

download the paranormal radio app now

2013

01:32:02,669 --> 01:32:00,369

and start listening to the very best in

2014

01:32:04,200 --> 01:32:02,679

paranormal talk entertainment including

2015

01:32:07,200 --> 01:32:04,210

the network you're listening to right

2016

01:32:11,810 --> 01:32:07,210

now the paranormal radio app free in

2017

01:32:14,189 --> 01:32:11,820

Google Play and the iOS App Store you

2018

01:32:16,470 --> 01:32:14,199

are listening to fade to black

2019

01:32:19,319 --> 01:32:16,480

with Jimmy Church on the game changer

2020

01:32:24,750 --> 01:32:21,870

hi I'm Lisa Vance you're listening to

2021

01:32:27,540 --> 01:32:24,760

Jimmy Church this is revolution the

2022

01:32:35,530 --> 01:32:27,550

revolution will not be televised the

2023

01:33:12,620 --> 01:33:10,140

[Music]

2024

01:33:14,910 --> 01:33:12,630

[Applause]

2025

01:33:17,550 --> 01:33:14,920

welcome back to fade to black our guest

2026

01:33:20,069 --> 01:33:17,560

tonight R is Burke talking about his new

2027

01:33:23,790 --> 01:33:20,079

book the simulation hypothesis which is

2028

01:33:27,450 --> 01:33:23,800

going to be released on March 31st which

2029

01:33:29,640 --> 01:33:27,460

will be the 20 year anniversary of the

2030

01:33:33,810 --> 01:33:29,650

worldwide release of the film The Matrix

2031

01:33:38,100 --> 01:33:33,820

and you can follow Riz on twitter it's r

2032

01:33:45,629 --> 01:33:38,110

is Cambridge right wrist Stanford a

2033

01:33:47,609 --> 01:33:45,639

wrist Ambergris Caye bridge where did I

2034

01:33:54,720 --> 01:33:47,619

get Cambridge from you use that

2035

01:33:58,589 --> 01:33:54,730

somewhere don't you yeah simulation yeah

2036

01:34:01,800 --> 01:33:58,599

and another simulation and go ahead RIS

2037

01:34:05,339 --> 01:34:01,810

I'm sorry say you know speaking of email

2038

01:34:07,379 --> 01:34:05,349

I just got a got a note while we were in

2039

01:34:08,970 --> 01:34:07,389

the break here from Tessa B dick saying

2040

01:34:11,220 --> 01:34:08,980

that she was listening to the show and

2041

01:34:12,959 --> 01:34:11,230

so I'd like to give a shout out to her

2042

01:34:14,700 --> 01:34:12,969

though she's a wife of the late philip k

2043

01:34:16,050 --> 01:34:14,710

dick and thought you know we're gay we

2044

01:34:17,609 --> 01:34:16,060

got heavy into the physics maybe we

2045

01:34:19,050 --> 01:34:17,619

could step back a little bit to talk a

2046

01:34:21,780 --> 01:34:19,060

little bit about some of the science

2047

01:34:23,609 --> 01:34:21,790

fiction's yeah let's do that you know

2048

01:34:27,930 --> 01:34:23,619

and I'll tell you why and what's up

2049

01:34:32,180 --> 01:34:27,940

Tessa she's absolutely amazing big shout

2050

01:34:36,240 --> 01:34:32,190

out to Tessa the okay let's let's let's

2051  
01:34:41,220 --> 01:34:36,250  
suppose something here if one of the

2052  
01:34:44,540 --> 01:34:41,230  
benefits of downloading ourselves or

2053  
01:34:46,709 --> 01:34:44,550  
living in a simulation would be

2054  
01:34:49,350 --> 01:34:46,719  
immortality and I would say that that

2055  
01:34:51,180 --> 01:34:49,360  
would be if I was a billionaire the vows

2056  
01:34:55,109 --> 01:34:51,190  
of billionaire I wouldn't have an issue

2057  
01:34:59,370 --> 01:34:55,119  
with downloading myself into a bot a

2058  
01:35:02,520 --> 01:34:59,380  
robot and and and living forever but if

2059  
01:35:05,399 --> 01:35:02,530  
that is the case then what if we're

2060  
01:35:10,080 --> 01:35:05,409  
living in a simulation why do we die in

2061  
01:35:12,780 --> 01:35:10,090  
this simulation well you know that's a a

2062  
01:35:16,800 --> 01:35:12,790  
big heavy loaded question right right

2063  
01:35:20,189 --> 01:35:16,810

but you know if you look at video games

2064

01:35:22,200 --> 01:35:20,199

you know they have this idea of multiple

2065

01:35:24,449 --> 01:35:22,210

eyes right so you're able to go through

2066

01:35:27,000 --> 01:35:24,459

a character you're able to get to a sir

2067

01:35:28,739 --> 01:35:27,010

point and then you know the character

2068

01:35:32,279 --> 01:35:28,749

can die in the game because if there's

2069

01:35:36,179 --> 01:35:32,289

no consequences of the actions then

2070

01:35:38,879 --> 01:35:36,189

you're not really taking that video game

2071

01:35:41,100 --> 01:35:38,889

or that characters actions very

2072

01:35:44,609 --> 01:35:41,110

seriously and we all do we all do that

2073

01:35:47,239 --> 01:35:44,619

when we when we upload a cheat right

2074

01:35:50,479 --> 01:35:47,249

insert some kind of infinite life cheat

2075

01:35:53,669 --> 01:35:50,489

the game doesn't have any more impact

2076

01:35:56,160 --> 01:35:53,679

that's right exactly at that point the

2077

01:35:59,009 --> 01:35:56,170

game becomes too easy right this the

2078

01:36:01,949 --> 01:35:59,019

same way why many gamers don't like you

2079

01:36:03,299 --> 01:36:01,959

know pay2win types of games right they

2080

01:36:04,739 --> 01:36:03,309

just pay money and then you don't have

2081

01:36:06,899 --> 01:36:04,749

to go through the process of learning

2082

01:36:09,629 --> 01:36:06,909

how to play the game and to really build

2083

01:36:12,330 --> 01:36:09,639

your expertise and so you know what as

2084

01:36:13,649 --> 01:36:12,340

we get into the Y right now we're we're

2085

01:36:15,839 --> 01:36:13,659

backing up from the science to the

2086

01:36:18,689 --> 01:36:15,849

philosophy and the religion to say you

2087

01:36:20,370 --> 01:36:18,699

know why is that the case you know again

2088

01:36:22,620 --> 01:36:20,380

in most of the religious traditions they

2089

01:36:26,339 --> 01:36:22,630

talk about this being a school or a

2090

01:36:28,830 --> 01:36:26,349

training ground while we're here to

2091

01:36:33,209 --> 01:36:28,840

learn certain things about ourselves and

2092

01:36:35,850 --> 01:36:33,219

to evolve as Souls and keeping a list of

2093

01:36:39,000 --> 01:36:35,860

all the the karmic tasks that we have to

2094

01:36:40,560 --> 01:36:39,010

do well if there weren't consequences to

2095

01:36:42,660 --> 01:36:40,570

what you did here that weren't rules

2096

01:36:43,949 --> 01:36:42,670

that you had to follow you know then we

2097

01:36:46,469 --> 01:36:43,959

wouldn't take it that seriously at all

2098

01:36:49,410 --> 01:36:46,479

so that would be my my answer for the

2099

01:36:51,719 --> 01:36:49,420

why but obviously that's an area of a

2100

01:36:56,489 --> 01:36:51,729

lot of speculation would you download

2101  
01:36:59,160 --> 01:36:56,499  
would you upload yourself into a real

2102  
01:37:04,500 --> 01:36:59,170  
wood you do it into a digital device

2103  
01:37:07,290 --> 01:37:04,510  
yeah would you do it the transhumanist

2104  
01:37:09,989 --> 01:37:07,300  
movement right in Silicon Valley and

2105  
01:37:12,270 --> 01:37:09,999  
Beyond is very much about how do i

2106  
01:37:16,410 --> 01:37:12,280  
downline myself onto a silicon device

2107  
01:37:19,080 --> 01:37:16,420  
the question is you know with the way

2108  
01:37:20,850 --> 01:37:19,090  
that we've defined bits and I talked

2109  
01:37:23,120 --> 01:37:20,860  
about quantum teleportation earlier

2110  
01:37:26,459 --> 01:37:23,130  
right which was this idea of a

2111  
01:37:28,739 --> 01:37:26,469  
teleporting a particle from here to say

2112  
01:37:31,649 --> 01:37:28,749  
in outer space what they're really

2113  
01:37:34,290 --> 01:37:31,659

transporting is the quantum state like

2114

01:37:36,479 --> 01:37:34,300

that's as far as we've got we aren't

2115

01:37:37,780 --> 01:37:36,489

actually trans transmitting or

2116

01:37:40,720 --> 01:37:37,790

teleporting the actual

2117

01:37:43,810 --> 01:37:40,730

particle yet so the question is is it

2118

01:37:46,450 --> 01:37:43,820

the same particle if it has the same

2119

01:37:49,230 --> 01:37:46,460

quantum state nobody knows the answer to

2120

01:37:52,840 --> 01:37:49,240

that question so is it the same person

2121

01:37:55,840 --> 01:37:52,850

if you you were to simulate your

2122

01:37:58,630 --> 01:37:55,850

consciousness and put it on to a silicon

2123

01:38:00,700 --> 01:37:58,640

device or is it a copy of your

2124

01:38:04,780 --> 01:38:00,710

consciousness right and this is where we

2125

01:38:06,610 --> 01:38:04,790

get into these these debates about you

2126

01:38:09,160 --> 01:38:06,620

know are we conscious beings outside of

2127

01:38:12,460 --> 01:38:09,170

our simulation and we would we just

2128

01:38:15,340 --> 01:38:12,470

simply be creating kind of a snapshot of

2129

01:38:17,080 --> 01:38:15,350

our current consciousness so a lot of

2130

01:38:21,940 --> 01:38:17,090

scientists believe that it's just a

2131

01:38:23,830 --> 01:38:21,950

matter of simulating all the neurons and

2132

01:38:25,210 --> 01:38:23,840

there's a very big number of neurons in

2133

01:38:27,610 --> 01:38:25,220

the brain and the connections between

2134

01:38:30,280 --> 01:38:27,620

the neurons and so far like there's a

2135

01:38:32,410 --> 01:38:30,290

group at MIT that and other places that

2136

01:38:34,600 --> 01:38:32,420

have simulated the neurons of a rat's

2137

01:38:35,950 --> 01:38:34,610

brain which is you know much smaller

2138

01:38:38,200 --> 01:38:35,960

number of neurons and a much smaller

2139

01:38:40,780 --> 01:38:38,210

number of connections and then we have

2140

01:38:41,860 --> 01:38:40,790

in in a human brain and so we haven't

2141

01:38:43,840 --> 01:38:41,870

gotten to the point of having enough

2142

01:38:45,520 --> 01:38:43,850

computing power to be able to do that

2143

01:38:47,920 --> 01:38:45,530

but they think that's all you need to do

2144

01:38:52,600 --> 01:38:47,930

is exactly simulate all the firing of

2145

01:38:54,970 --> 01:38:52,610

the neurons and therefore you have that

2146

01:38:56,950 --> 01:38:54,980

person living forever but I think it's

2147

01:39:00,250 --> 01:38:56,960

an open question as to whether that

2148

01:39:05,170 --> 01:39:00,260

really is that person or not copy rizz

2149

01:39:09,220 --> 01:39:05,180

rizz rizz you dodged the question okay

2150

01:39:10,960 --> 01:39:09,230

would you do it if everything was right

2151  
01:39:13,750 --> 01:39:10,970  
and somebody said okay well we've got a

2152  
01:39:14,890 --> 01:39:13,760  
hundred percent probability that you're

2153  
01:39:17,260 --> 01:39:14,900  
gonna be okay

2154  
01:39:19,900 --> 01:39:17,270  
do you pull the trigger would you would

2155  
01:39:22,540 --> 01:39:19,910  
you go for it well you know I don't know

2156  
01:39:25,180 --> 01:39:22,550  
because I tend to already believe that

2157  
01:39:28,330 --> 01:39:25,190  
we live forever outside of this

2158  
01:39:31,900 --> 01:39:28,340  
simulation right so you know do I need

2159  
01:39:36,100 --> 01:39:31,910  
to be R is work for the next million

2160  
01:39:40,590 --> 01:39:36,110  
years or can I go back and read carnate

2161  
01:39:43,840 --> 01:39:40,600  
yeah the player that that is currently

2162  
01:39:46,120 --> 01:39:43,850  
downloaded into R is ver so your answer

2163  
01:39:48,610 --> 01:39:46,130

is no you wouldn't do it my answer is

2164

01:39:50,830 --> 01:39:48,620

probably not yeah I don't think it's

2165

01:39:51,460 --> 01:39:50,840

quite as easy as these people they're

2166

01:39:53,050 --> 01:39:51,470

okay

2167

01:39:55,210 --> 01:39:53,060

back to science fiction there was a

2168

01:39:58,360 --> 01:39:55,220

great show a few years ago called fringe

2169

01:40:00,490 --> 01:39:58,370

mob and I saw that yep and they had this

2170

01:40:01,840 --> 01:40:00,500

idea of parallel worlds and you know is

2171

01:40:03,700 --> 01:40:01,850

if we get one I get more than physics we

2172

01:40:07,330 --> 01:40:03,710

can talk about parallel worlds but at

2173

01:40:09,010 --> 01:40:07,340

one point they were trying to transmit a

2174

01:40:11,770 --> 01:40:09,020

William Bell who was a character played

2175

01:40:14,950 --> 01:40:11,780

by Leonard Nimoy his consciousness onto

2176

01:40:18,100 --> 01:40:14,960

a silicon device right which they did

2177

01:40:20,590 --> 01:40:18,110

they actually did and if you remember in

2178

01:40:23,920 --> 01:40:20,600

Fringe let's let's stay focused on this

2179

01:40:34,270 --> 01:40:23,930

you remember they did about a half a

2180

01:40:36,850 --> 01:40:34,280

season in animation cartoon they it was

2181

01:40:39,570 --> 01:40:36,860

actual they were living in a simulation

2182

01:40:41,860 --> 01:40:39,580

they were living in a cartoon and

2183

01:40:45,280 --> 01:40:41,870

straight out of Warner Brothers right

2184

01:40:48,730 --> 01:40:45,290

Disney and and William Bell's character

2185

01:40:52,560 --> 01:40:48,740

Leonard Nimoy and by the end of the

2186

01:40:54,130 --> 01:40:52,570

season when they finally got out of the

2187

01:40:57,400 --> 01:40:54,140

simulated world

2188

01:41:00,160 --> 01:40:57,410

you were so acclimated to it that you

2189

01:41:03,280 --> 01:41:00,170

did mind it not being and it was really

2190

01:41:05,020 --> 01:41:03,290

really really well done that concept it

2191

01:41:07,270 --> 01:41:05,030

was and I think they were one of the

2192

01:41:08,770 --> 01:41:07,280

best representations of parallel worlds

2193

01:41:10,450 --> 01:41:08,780

but if you remember when they tried to

2194

01:41:12,580 --> 01:41:10,460

download his consciousness under the

2195

01:41:14,380 --> 01:41:12,590

silicon it actually didn't work what

2196

01:41:16,210 --> 01:41:14,390

happened was his consciousness got

2197

01:41:18,610 --> 01:41:16,220

downloaded to the nearest biological

2198

01:41:22,150 --> 01:41:18,620

entity which was the character Olivia

2199

01:41:25,690 --> 01:41:22,160

Dunham yes right and so she ended up

2200

01:41:27,700 --> 01:41:25,700

being William Bell and you was well done

2201

01:41:30,670 --> 01:41:27,710

she was speaking like Leonard Nimoy it

2202

01:41:33,550 --> 01:41:30,680

was pretty cool right and so now we're

2203

01:41:35,470 --> 01:41:33,560

tying science fiction back to this idea

2204

01:41:37,180 --> 01:41:35,480

of downloading of consciousness back to

2205

01:41:39,610 --> 01:41:37,190

the Tibetan Yogi's that I talked about

2206

01:41:41,560 --> 01:41:39,620

earlier which he was you know they were

2207

01:41:44,980 --> 01:41:41,570

able to download their consciousness

2208

01:41:46,090 --> 01:41:44,990

onto another biological entity so you

2209

01:41:47,830 --> 01:41:46,100

know I think we're a little bit further

2210

01:41:49,870 --> 01:41:47,840

away from being able to download our

2211

01:41:53,260 --> 01:41:49,880

consciousness into a silicon device than

2212

01:41:55,060 --> 01:41:53,270

many people think but you know as we

2213

01:41:56,650 --> 01:41:55,070

start to think of biological computers

2214

01:41:57,970 --> 01:41:56,660

that's where it starts to get

2215

01:42:00,730 --> 01:41:57,980

interesting and that's where it seems to

2216

01:42:02,080 --> 01:42:00,740

be more consistent with you know what

2217

01:42:03,880 --> 01:42:02,090

the ancient traditions have been telling

2218

01:42:04,890 --> 01:42:03,890

us as well so you know I probably

2219

01:42:08,550 --> 01:42:04,900

wouldn't

2220

01:42:10,080 --> 01:42:08,560

but even if I did I think it would you

2221

01:42:12,690 --> 01:42:10,090

know this this question of whether it's

2222

01:42:15,390 --> 01:42:12,700

really me or a copy of me is an

2223

01:42:20,700 --> 01:42:15,400

interesting one right well it would be a

2224

01:42:23,700 --> 01:42:20,710

way to solve traveling to the stars and

2225

01:42:25,980 --> 01:42:23,710

interstellar travel if you could exist

2226

01:42:28,730 --> 01:42:25,990

you know in that world where you don't

2227

01:42:32,760 --> 01:42:28,740

have to worry about food you know water

2228

01:42:35,190 --> 01:42:32,770

oxygen and dying for that matter right

2229

01:42:37,080 --> 01:42:35,200

so the one hand it becomes a way for you

2230

01:42:39,840 --> 01:42:37,090

for us to travel the stars if it's gonna

2231

01:42:41,460 --> 01:42:39,850

take so long to get there and you know a

2232

01:42:43,860 --> 01:42:41,470

big part of the book also talks about

2233

01:42:47,790 --> 01:42:43,870

different science fiction and you know

2234

01:42:48,990 --> 01:42:47,800

there was this Netflix series that some

2235

01:42:50,220 --> 01:42:49,000

of your viewers may have seen or

2236

01:42:52,320 --> 01:42:50,230

listeners may have seen called altered

2237

01:42:55,340 --> 01:42:52,330

carbon log boobs based on a series of

2238

01:42:57,570 --> 01:42:55,350

cyberpunk novels about Roy and they had

2239

01:42:59,760 --> 01:42:57,580

what they call the stock which was a

2240

01:43:02,280 --> 01:42:59,770

cortical stack that was in you know

2241

01:43:04,530 --> 01:43:02,290

stuck into the back of your neck and

2242

01:43:06,120 --> 01:43:04,540

your consciousness could be downloaded

2243

01:43:08,040 --> 01:43:06,130

it was in that stacks and you could pull

2244

01:43:10,500 --> 01:43:08,050

it out and put it into another body and

2245

01:43:12,570 --> 01:43:10,510

you were now inside this other person's

2246

01:43:16,170 --> 01:43:12,580

body so we start to get into this idea

2247

01:43:17,730 --> 01:43:16,180

of what is really you you know is it the

2248

01:43:20,370 --> 01:43:17,740

information stored in this device and

2249

01:43:21,780 --> 01:43:20,380

and they would beam themselves right to

2250

01:43:24,900 --> 01:43:21,790

another planet that's how they travel to

2251

01:43:26,610 --> 01:43:24,910

another planet quickly was that they

2252

01:43:28,500 --> 01:43:26,620

would beam themselves into another

2253

01:43:30,780 --> 01:43:28,510

cortical stack because it was just

2254

01:43:32,640 --> 01:43:30,790

information you know in that device and

2255

01:43:34,470 --> 01:43:32,650

then they would be in another body and

2256

01:43:36,390 --> 01:43:34,480

they're automatically and so that's how

2257

01:43:38,100 --> 01:43:36,400

they got around this problem of you know

2258

01:43:41,010 --> 01:43:38,110

it takes so long to try to travel

2259

01:43:42,810 --> 01:43:41,020

between stars well and staying on the

2260

01:43:46,190 --> 01:43:42,820

science-fiction side because when you

2261

01:43:51,570 --> 01:43:46,200

look at not only philip k dick who

2262

01:43:54,840 --> 01:43:51,580

absolutely wrote a short story and novel

2263

01:43:57,720 --> 01:43:54,850

after novel about exactly this not only

2264

01:44:00,960 --> 01:43:57,730

simulation but parallel worlds and right

2265

01:44:03,090 --> 01:44:00,970

now we've got what's that new series the

2266

01:44:05,210 --> 01:44:03,100

man in the high castle right so that

2267

01:44:07,860 --> 01:44:05,220

that's out there we've got counterpart

2268

01:44:09,900 --> 01:44:07,870

counterpart which is really really good

2269

01:44:12,120 --> 01:44:09,910

i don't know it's on showtime or HBO i

2270

01:44:13,720 --> 01:44:12,130

can't remember and we just don't that

2271

01:44:17,740 --> 01:44:13,730

stars

2272

01:44:20,380 --> 01:44:17,750

really good if you just mentioned fringe

2273

01:44:22,600 --> 01:44:20,390

and then we're talking about the matrix

2274

01:44:25,900 --> 01:44:22,610

but we can go all the way back to the

2275

01:44:28,330 --> 01:44:25,910

holodeck right and and living in and the

2276

01:44:30,790 --> 01:44:28,340

way that Orville presents it they've got

2277

01:44:32,740 --> 01:44:30,800

the symmetry simulation room so it's

2278

01:44:34,510 --> 01:44:32,750

seen yes it's see in fact you know

2279

01:44:37,240 --> 01:44:34,520

that's when I first started to think a

2280

01:44:39,850 --> 01:44:37,250

little bit more seriously about this was

2281

01:44:43,090 --> 01:44:39,860

when I saw a Star Trek in the holodeck

2282

01:44:44,560 --> 01:44:43,100

and there was one episode early on I

2283

01:44:47,170 --> 01:44:44,570

remember kind of blew my mind

2284

01:44:50,050 --> 01:44:47,180

where they were doing a Sherlock Holmes

2285

01:44:52,360 --> 01:44:50,060

simulation in the holodeck and one of

2286

01:44:54,910 --> 01:44:52,370

the characters who was based on

2287

01:44:56,950 --> 01:44:54,920

Professor Moriarty from the original

2288

01:44:58,890 --> 01:44:56,960

Sherlock Holmes novels he realized that

2289

01:45:02,950 --> 01:44:58,900

some of the people in the simulation

2290

01:45:05,650 --> 01:45:02,960

were not from the holodeck and that they

2291

01:45:07,990 --> 01:45:05,660

existed out there outside the holodeck

2292

01:45:10,390 --> 01:45:08,000

so he actually realized that there was a

2293

01:45:13,690 --> 01:45:10,400

world outside the simulation whereas the

2294

01:45:15,220 --> 01:45:13,700

rest of the characters were AI so in in

2295

01:45:16,330 --> 01:45:15,230

videogames we have this idea of player

2296

01:45:19,810 --> 01:45:16,340

characters which we've talked a lot

2297

01:45:22,690 --> 01:45:19,820

about but we also have this idea of NPCs

2298

01:45:24,370 --> 01:45:22,700

or non player characters who are the AIS

2299

01:45:26,140 --> 01:45:24,380

within video games and people we can

2300

01:45:28,690 --> 01:45:26,150

interact with and so the holodeck

2301

01:45:30,640 --> 01:45:28,700

characters were kind of like NPCs but

2302

01:45:32,590 --> 01:45:30,650

this NPC was smart enough to just to

2303

01:45:36,370 --> 01:45:32,600

realize that there was a world out there

2304

01:45:38,650 --> 01:45:36,380

and he wanted to go out of the holodeck

2305

01:45:41,020 --> 01:45:38,660

but he couldn't because he was just an

2306

01:45:42,850 --> 01:45:41,030

NPC and that gets back to this debate of

2307

01:45:45,010 --> 01:45:42,860

whether we're a AI or were actually

2308

01:45:47,020 --> 01:45:45,020

conscious beings playing a character in

2309

01:45:47,710 --> 01:45:47,030

it now I don't know if you remember in

2310

01:45:50,260 --> 01:45:47,720

Star Trek

2311

01:45:52,360 --> 01:45:50,270

there was an there was another episode

2312

01:45:55,510 --> 01:45:52,370

with him in there but basically they

2313

01:45:57,790 --> 01:45:55,520

took him out of the holodeck and so he

2314

01:45:58,900 --> 01:45:57,800

thought he was in the actual ship but

2315

01:46:01,360 --> 01:45:58,910

turns out he was in another simulation

2316

01:46:04,150 --> 01:46:01,370

and that's how they kind of kept him

2317

01:46:06,790 --> 01:46:04,160

alive you know within that and so it's a

2318

01:46:08,110 --> 01:46:06,800

very common concept within a lot of

2319

01:46:10,300 --> 01:46:08,120

science fiction but that was one that

2320

01:46:12,700 --> 01:46:10,310

really got me thinking about huh what if

2321

01:46:14,770 --> 01:46:12,710

we're inside a holodeck could we realize

2322

01:46:18,520 --> 01:46:14,780

that there's this world you know outside

2323

01:46:21,340 --> 01:46:18,530

the holodeck and what as we just

2324

01:46:25,810 --> 01:46:21,350

mentioned AI and AI has gotten to the

2325

01:46:27,040 --> 01:46:25,820

point now here in 2019 where I don't

2326

01:46:28,450 --> 01:46:27,050

even think that we

2327

01:46:32,589 --> 01:46:28,460

thought that we would be here two years

2328

01:46:34,589 --> 01:46:32,599

ago where AI is really starting to get

2329

01:46:38,410 --> 01:46:34,599

we're getting out of general

2330

01:46:39,339 --> 01:46:38,420

intelligence into some some pretty

2331

01:46:43,629 --> 01:46:39,349

frightening

2332

01:46:45,580 --> 01:46:43,639

levels of AI and is that part of the

2333

01:46:48,970 --> 01:46:45,590

simulation and living in that world and

2334

01:46:52,030 --> 01:46:48,980

if we get to that point where the Turing

2335

01:46:57,339 --> 01:46:52,040

test isn't even isn't even mentioned

2336

01:47:00,580 --> 01:46:57,349

anymore during test is you know it's

2337

01:47:03,580 --> 01:47:00,590

Alan Turing was a mathematician computer

2338

01:47:06,549 --> 01:47:03,590

scientist you know in England and he

2339

01:47:09,240 --> 01:47:06,559

came up with this idea of a game where

2340

01:47:11,560 --> 01:47:09,250

behind a curtain there would be a

2341

01:47:13,660 --> 01:47:11,570

computer and there would be a real

2342

01:47:17,439 --> 01:47:13,670

person and you would send messages back

2343

01:47:21,370 --> 01:47:17,449

and forth between yourself and person or

2344

01:47:22,930 --> 01:47:21,380

a versus person B and if you could not

2345

01:47:25,780 --> 01:47:22,940

tell which one was the computer and

2346

01:47:26,950 --> 01:47:25,790

which one was a real human being then AI

2347

01:47:28,979 --> 01:47:26,960

would have gotten to the point where it

2348

01:47:32,260 --> 01:47:28,989

can basically impersonate a human being

2349

01:47:35,319 --> 01:47:32,270

we're not there yet right we haven't yet

2350

01:47:37,240 --> 01:47:35,329

passed the Turing test in a generalized

2351

01:47:39,430 --> 01:47:37,250

way but you know one of the the ten

2352

01:47:42,040 --> 01:47:39,440

stages that I lay out in the book

2353

01:47:44,859 --> 01:47:42,050

of getting into the simulation point is

2354

01:47:47,830 --> 01:47:44,869

AI and it's this idea of being able to

2355

01:47:51,129 --> 01:47:47,840

simulate realistic characters you know

2356

01:47:53,470 --> 01:47:51,139

within the simulation and then the

2357

01:47:55,209 --> 01:47:53,480

second part of that is if they're

2358

01:47:59,410 --> 01:47:55,219

realistic characters can we also have

2359

01:48:01,270 --> 01:47:59,420

false memories as well right and and in

2360

01:48:03,430 --> 01:48:01,280

that that's an area where you know

2361

01:48:06,850 --> 01:48:03,440

Phillip K dicks work is quite

2362

01:48:10,569 --> 01:48:06,860

interesting and Stephen Hawking you know

2363

01:48:13,720 --> 01:48:10,579

talks about this idea of within a black

2364

01:48:15,669 --> 01:48:13,730

hole information sometimes goes in and

2365

01:48:17,799 --> 01:48:15,679

doesn't come out and so he says that

2366

01:48:20,229 --> 01:48:17,809

that means determinism breaks down and

2367

01:48:22,120 --> 01:48:20,239

if a Terman is in breaks down we can't

2368

01:48:24,580 --> 01:48:22,130

know our past which is basically the

2369

01:48:25,930 --> 01:48:24,590

same as false memories or implanted

2370

01:48:28,390 --> 01:48:25,940

memories there's a great scene in the

2371

01:48:31,629 --> 01:48:28,400

Blade Runner in in you know adaptation

2372

01:48:33,310 --> 01:48:31,639

of Philip K dicks two Androids Dream of

2373

01:48:34,419 --> 01:48:33,320

Electric Sheep where there's an Android

2374

01:48:37,830 --> 01:48:34,429

and she doesn't know she's an Android

2375

01:48:40,510 --> 01:48:37,840

because she has real memories right and

2376

01:48:43,000 --> 01:48:40,520

that scene

2377

01:48:46,090 --> 01:48:43,010

thinking about this in the matrix were

2378

01:48:47,830 --> 01:48:46,100

Neos walking down the street in the

2379

01:48:52,030 --> 01:48:47,840

crowd and the lady in the red dress

2380

01:48:59,290 --> 01:48:52,040

walks by she's right she's a she's an

2381

01:49:04,230 --> 01:48:59,300

NPC and what's his name what's his name

2382

01:49:09,340 --> 01:49:06,190

what's his name rat

2383

01:49:12,070 --> 01:49:09,350

oh man anyway he goes I you want to meet

2384

01:49:16,510 --> 01:49:12,080

her right and that that's that's an

2385

01:49:19,090 --> 01:49:16,520

example of an AI that would be needed in

2386

01:49:22,120 --> 01:49:19,100

a simulation world like this which is

2387

01:49:25,210 --> 01:49:22,130

presented in the matrix that's right

2388

01:49:27,250 --> 01:49:25,220

and so those a eyes we're getting closer

2389

01:49:30,720 --> 01:49:27,260

I don't know if you saw this but

2390

01:49:33,910 --> 01:49:30,730

recently they had these virtual

2391

01:49:35,500 --> 01:49:33,920

influencers very popular in Asia where

2392

01:49:38,410 --> 01:49:35,510

their YouTube videos being made by these

2393

01:49:41,980 --> 01:49:38,420

virtual characters and in China you know

2394

01:49:44,440 --> 01:49:41,990

the state news agency released a virtual

2395

01:49:45,820 --> 01:49:44,450

news anchor who can basically read the

2396

01:49:47,980 --> 01:49:45,830

news and it looks like an actual person

2397

01:49:48,430 --> 01:49:47,990

I mean we're far from you know Max

2398

01:49:54,250 --> 01:49:48,440

Headroom

2399

01:49:57,400 --> 01:49:54,260

right back in the 80s but actually you

2400

01:49:59,860 --> 01:49:57,410

it's very hard to tell that this isn't a

2401  
01:50:01,510 --> 01:49:59,870  
real person that is reading the news now

2402  
01:50:03,850 --> 01:50:01,520  
in this case it's not full AI because

2403  
01:50:05,200 --> 01:50:03,860  
it's just reading the news but we're

2404  
01:50:08,470 --> 01:50:05,210  
getting there and then the matrix you

2405  
01:50:09,940 --> 01:50:08,480  
know AI is a big part of that movie and

2406  
01:50:13,300 --> 01:50:09,950  
the mythology around it

2407  
01:50:17,860 --> 01:50:13,310  
in fact Agent Smith right is basically

2408  
01:50:20,620 --> 01:50:17,870  
in AI the computer program who basically

2409  
01:50:23,320 --> 01:50:20,630  
decides who's there to try to keep order

2410  
01:50:25,150 --> 01:50:23,330  
in the matrix but I forget which movie

2411  
01:50:27,400 --> 01:50:25,160  
it was maybe the second movie where he

2412  
01:50:29,080 --> 01:50:27,410  
projects himself on to all of the people

2413  
01:50:32,650 --> 01:50:29,090

in the matrix right remember that yes

2414

01:50:35,470 --> 01:50:32,660

wait everyone becomes looks like oh is

2415

01:50:38,290 --> 01:50:35,480

it Hugo Hugo Weaving I think cuz agents

2416

01:50:40,660 --> 01:50:38,300

an actress Agent Smith and so it's an

2417

01:50:43,630 --> 01:50:40,670

agent that's replicating itself you know

2418

01:50:45,850 --> 01:50:43,640

throughout the simulation and so you

2419

01:50:48,790 --> 01:50:45,860

know AI is very much you know a

2420

01:50:50,170 --> 01:50:48,800

fundamental part of being able to create

2421

01:50:52,300 --> 01:50:50,180

realistic simulations that are

2422

01:50:54,159 --> 01:50:52,310

indistinguishable from reality but also

2423

01:50:56,560 --> 01:50:54,169

I mentioned the simulation argue

2424

01:50:58,600 --> 01:50:56,570

which is all about AI which is the fact

2425

01:51:02,500 --> 01:50:58,610

that all the beings inside simulations

2426  
01:51:05,589 --> 01:51:02,510  
are actually biological beings I I don't

2427  
01:51:06,879 --> 01:51:05,599  
personally buy that side of it but the

2428  
01:51:10,209 --> 01:51:06,889  
fact that we could be interacting with

2429  
01:51:12,669 --> 01:51:10,219  
people and the fact that we might have

2430  
01:51:15,790 --> 01:51:12,679  
memories that are false that have been

2431  
01:51:17,949 --> 01:51:15,800  
implanted using code or data and we're

2432  
01:51:20,709 --> 01:51:17,959  
getting there so at MIT there was a

2433  
01:51:23,949 --> 01:51:20,719  
group in the brain science group where

2434  
01:51:26,979 --> 01:51:23,959  
they were able to implant a false memory

2435  
01:51:28,899 --> 01:51:26,989  
inside a rat using an electrical

2436  
01:51:31,209 --> 01:51:28,909  
stimulation now this is just the memory

2437  
01:51:32,620 --> 01:51:31,219  
it's a false memory of you know whether

2438  
01:51:34,600 --> 01:51:32,630

you should go left or right so it's a

2439

01:51:36,489 --> 01:51:34,610

very simple thing but they said the

2440

01:51:40,989 --> 01:51:36,499

neurological structure of that false

2441

01:51:43,659 --> 01:51:40,999

memory was actually very similar to what

2442

01:51:45,399 --> 01:51:43,669

a real memory would look like and so you

2443

01:51:48,100 --> 01:51:45,409

know we're still years if not decades

2444

01:51:50,259 --> 01:51:48,110

away from being able to do that but if

2445

01:51:53,169 --> 01:51:50,269

we get to that point where we can place

2446

01:51:54,790 --> 01:51:53,179

false memories who's to say that a more

2447

01:51:58,389 --> 01:51:54,800

advanced civilization hasn't already

2448

01:52:00,639 --> 01:51:58,399

done that just like going back to the

2449

01:52:02,229 --> 01:52:00,649

Tibetan traditions in a dream I mean

2450

01:52:04,600 --> 01:52:02,239

we've all had dreams where we remembered

2451  
01:52:07,029 --> 01:52:04,610  
stuff then we wake up you realize that's

2452  
01:52:09,639 --> 01:52:07,039  
not a real memory that was a memory from

2453  
01:52:11,830 --> 01:52:09,649  
within that dream world and of that

2454  
01:52:15,159 --> 01:52:11,840  
character it's like the backstories you

2455  
01:52:17,409 --> 01:52:15,169  
know in in in in NPCs with in video

2456  
01:52:20,679 --> 01:52:17,419  
games that can be like false memories

2457  
01:52:22,600 --> 01:52:20,689  
and so you know it's all related to this

2458  
01:52:24,939 --> 01:52:22,610  
idea of virtual characters and what's

2459  
01:52:26,919 --> 01:52:24,949  
real and what's not and that's you know

2460  
01:52:28,659 --> 01:52:26,929  
what's great about still ok Dick's work

2461  
01:52:29,770 --> 01:52:28,669  
is it was very much and when I

2462  
01:52:31,419 --> 01:52:29,780  
interviewed Tessa I you know she's it

2463  
01:52:33,279 --> 01:52:31,429

was very much about what is real and

2464

01:52:35,560 --> 01:52:33,289

what isn't and and you know she

2465

01:52:40,259 --> 01:52:35,570

mentioned that with the man in the high

2466

01:52:43,779 --> 01:52:40,269

castle you know he actually remembered a

2467

01:52:46,089 --> 01:52:43,789

timeline where the Axis powers won the

2468

01:52:48,429 --> 01:52:46,099

war and she said that he believed

2469

01:52:50,290 --> 01:52:48,439

someone rewind that simulation because

2470

01:52:52,750 --> 01:52:50,300

they didn't like that result and then

2471

01:52:54,850 --> 01:52:52,760

got us on our current timeline well if

2472

01:52:57,009 --> 01:52:54,860

we're in a simulated reality then you

2473

01:52:59,500 --> 01:52:57,019

can do things like that you can rewind

2474

01:53:00,729 --> 01:52:59,510

the timeline and then forward it again

2475

01:53:03,759 --> 01:53:00,739

and I have the transcript you know of

2476

01:53:06,759 --> 01:53:03,769

our interview up if somebody does a

2477

01:53:08,620 --> 01:53:06,769

search on say locate a dick the matrix

2478

01:53:11,529 --> 01:53:08,630

a conversation that I had with Tessa and

2479

01:53:16,419 --> 01:53:11,539

she talks more about that now what would

2480

01:53:18,759 --> 01:53:16,429

happen I mean how would we discover that

2481

01:53:21,689 --> 01:53:18,769

we are actually living in a simulation

2482

01:53:24,729 --> 01:53:21,699

would it be a glitch in the code you

2483

01:53:27,669 --> 01:53:24,739

know something that we could react to I

2484

01:53:29,229 --> 01:53:27,679

mean would that be free we'll do you

2485

01:53:33,729 --> 01:53:29,239

know what I mean that would take us off

2486

01:53:37,899 --> 01:53:33,739

of the said code of the simulation and

2487

01:53:40,029 --> 01:53:37,909

then would reveal itself to us and then

2488

01:53:43,179 --> 01:53:40,039

we could react to it in a free will

2489

01:53:45,939 --> 01:53:43,189

sense because we're rendering in

2490

01:53:48,580 --> 01:53:45,949

real-time right what would that would

2491

01:53:50,439 --> 01:53:48,590

that would that freak us out well I

2492

01:53:52,419 --> 01:53:50,449

think that that would and that's you

2493

01:53:55,810 --> 01:53:52,429

know I mentioned you know Jacques Vallee

2494

01:53:59,589 --> 01:53:55,820

earlier and you know he believes as many

2495

01:54:01,509 --> 01:53:59,599

people do that synchronicity is like a

2496

01:54:04,449 --> 01:54:01,519

glitch in the matrix and that it's

2497

01:54:05,890 --> 01:54:04,459

stored based on Association right that

2498

01:54:08,830 --> 01:54:05,900

information when you store information

2499

01:54:11,500 --> 01:54:08,840

in the database you store it based on

2500

01:54:13,509 --> 01:54:11,510

how things are associated and so you

2501

01:54:15,189 --> 01:54:13,519

know these are like little glitches in

2502

01:54:17,770 --> 01:54:15,199

the matrix and some people believe the

2503

01:54:22,509 --> 01:54:17,780

Mandela effect is basically evidence

2504

01:54:25,029 --> 01:54:22,519

that reality can be unwound and then we

2505

01:54:28,089 --> 01:54:25,039

move forward now I don't know if you've

2506

01:54:29,679 --> 01:54:28,099

seen The Adjustment Bureau I have which

2507

01:54:32,919 --> 01:54:29,689

was based on you know philip k dick

2508

01:54:35,620 --> 01:54:32,929

short story the adjustment team and in

2509

01:54:37,959 --> 01:54:35,630

that you know they what happened was

2510

01:54:41,080 --> 01:54:37,969

they froze like an entire building in

2511

01:54:43,259 --> 01:54:41,090

the story itself and then they changed

2512

01:54:45,609 --> 01:54:43,269

people's memories and then they

2513

01:54:47,589 --> 01:54:45,619

forwarded those characters so those

2514

01:54:49,449 --> 01:54:47,599

characters only remembered the new way

2515

01:54:52,089 --> 01:54:49,459

they didn't remember what had happened

2516

01:54:53,439 --> 01:54:52,099

before but the main character was

2517

01:54:55,029 --> 01:54:53,449

supposed to be in the building and he

2518

01:54:56,949 --> 01:54:55,039

was and he walked in on them while they

2519

01:54:59,649 --> 01:54:56,959

were adjusting everybody and he

2520

01:55:02,229 --> 01:54:59,659

remembered both the old way things used

2521

01:55:03,250 --> 01:55:02,239

to be and the new way and it's just

2522

01:55:05,169 --> 01:55:03,260

slightly different from the movie but

2523

01:55:08,799 --> 01:55:05,179

this is from the actual novel itself I

2524

01:55:11,799 --> 01:55:08,809

mean the short story itself and that was

2525

01:55:13,270 --> 01:55:11,809

you know a case where you've got someone

2526  
01:55:15,339 --> 01:55:13,280  
remembering something that's different

2527  
01:55:17,770 --> 01:55:15,349  
from what everybody else remembers so it

2528  
01:55:20,499 --> 01:55:17,780  
gets back to this idea a false memory so

2529  
01:55:22,779 --> 01:55:20,509  
that's one way of detecting it

2530  
01:55:24,339 --> 01:55:22,789  
another way is that there's a series of

2531  
01:55:26,829 --> 01:55:24,349  
physicists who believe that

2532  
01:55:31,229 --> 01:55:26,839  
you know as we do more delayed choice

2533  
01:55:33,669 --> 01:55:31,239  
experiments so there's a physicist named

2534  
01:55:37,359 --> 01:55:33,679  
Tom Campbell who wrote a book called my

2535  
01:55:38,829 --> 01:55:37,369  
big toe my theory of everything and you

2536  
01:55:41,379 --> 01:55:38,839  
know they are doing some experiments

2537  
01:55:43,809 --> 01:55:41,389  
with some folks at Caltech to show that

2538  
01:55:46,269 --> 01:55:43,819

in fact the world is rendered only when

2539

01:55:48,519 --> 01:55:46,279

we observe it I mean that's been true at

2540

01:55:51,549 --> 01:55:48,529

the subatomic level but they wanted to

2541

01:55:52,869 --> 01:55:51,559

do a series of experiments you know

2542

01:55:53,949 --> 01:55:52,879

which build on the delayed choice

2543

01:55:56,289 --> 01:55:53,959

experiment I was talking about earlier

2544

01:55:59,079 --> 01:55:56,299

where you don't make the choice until

2545

01:56:01,239 --> 01:55:59,089

three steps down the road and so if they

2546

01:56:03,819 --> 01:56:01,249

can verify that all those three steps

2547

01:56:05,949 --> 01:56:03,829

aren't rendered until the choice is made

2548

01:56:07,449 --> 01:56:05,959

you know they believe you can prove that

2549

01:56:09,969 --> 01:56:07,459

it's just like a video game so that's

2550

01:56:12,519 --> 01:56:09,979

another way now there's yet a different

2551  
01:56:14,859 --> 01:56:12,529  
way some people believe we can sense we

2552  
01:56:17,799 --> 01:56:14,869  
can detect that we have pixels

2553  
01:56:20,709 --> 01:56:17,809  
all right so pixels are the the basis of

2554  
01:56:24,039 --> 01:56:20,719  
render worlds in our video games and so

2555  
01:56:27,549 --> 01:56:24,049  
the question is is the physical universe

2556  
01:56:29,529 --> 01:56:27,559  
pixelated right right and and many

2557  
01:56:31,929 --> 01:56:29,539  
people think that it is I mean I

2558  
01:56:35,049 --> 01:56:31,939  
remember a first hearing about Zeno's

2559  
01:56:37,599 --> 01:56:35,059  
paradox right which is it was a Greek

2560  
01:56:39,669 --> 01:56:37,609  
philosopher who had many paradoxes but

2561  
01:56:42,819 --> 01:56:39,679  
one of his main paradoxes was with

2562  
01:56:44,169 --> 01:56:42,829  
Achilles and a tortoise and he said if

2563  
01:56:47,199 --> 01:56:44,179

Achilles needs to catch up to the

2564

01:56:48,639 --> 01:56:47,209

tortoise first he has to get halfway to

2565

01:56:50,469 --> 01:56:48,649

you know between himself and the

2566

01:56:52,689 --> 01:56:50,479

tortoise and then he has to get halfway

2567

01:56:56,049 --> 01:56:52,699

between that and then halfway between

2568

01:56:58,239 --> 01:56:56,059

that and so if distance was continuous

2569

01:56:59,979 --> 01:56:58,249

you could always go half way and you

2570

01:57:02,019 --> 01:56:59,989

would never quite reach it the same idea

2571

01:57:04,059 --> 01:57:02,029

of how do you actually touch the wall

2572

01:57:06,899 --> 01:57:04,069

with your finger because you always have

2573

01:57:09,249 --> 01:57:06,909

to go half way and so at some point

2574

01:57:11,019 --> 01:57:09,259

either has to be something that says

2575

01:57:14,619 --> 01:57:11,029

okay you've gone over the the smallest

2576

01:57:15,999 --> 01:57:14,629

possible limit to to fill the gap

2577

01:57:18,099 --> 01:57:16,009

otherwise you would just keep going half

2578

01:57:21,369 --> 01:57:18,109

and half and half forever ad infinitum

2579

01:57:22,569 --> 01:57:21,379

and that's smallest it would be like a

2580

01:57:25,299 --> 01:57:22,579

pixelization

2581

01:57:27,129 --> 01:57:25,309

of space and it turns out there is a

2582

01:57:31,149 --> 01:57:27,139

value like that it's Planck's constant

2583

01:57:33,339 --> 01:57:31,159

and below that value they can't measure

2584

01:57:33,970 --> 01:57:33,349

anything so nothing is reliable so it's

2585

01:57:36,430 --> 01:57:33,980

considered

2586

01:57:40,270 --> 01:57:36,440

the smallest measurable value but it's

2587

01:57:42,760 --> 01:57:40,280

based on the speed of light that's how

2588

01:57:46,450 --> 01:57:42,770

he derived you know that specific value

2589

01:57:50,140 --> 01:57:46,460

and so if we think of pixels in a video

2590

01:57:54,479 --> 01:57:50,150

game they're individual pixels that are

2591

01:57:56,979 --> 01:57:54,489

lit up right based upon some information

2592

01:57:59,260 --> 01:57:56,989

that's stored in the computer that says

2593

01:58:00,970 --> 01:57:59,270

you know I'm in the house and they're

2594

01:58:03,790 --> 01:58:00,980

models say I need to render this

2595

01:58:06,220 --> 01:58:03,800

specific set of pixels and so some

2596

01:58:07,990 --> 01:58:06,230

people think we can detect the pixels by

2597

01:58:10,960 --> 01:58:08,000

looking at the structure so that's yet

2598

01:58:12,820 --> 01:58:10,970

another way to try to detect you know if

2599

01:58:13,990 --> 01:58:12,830

we're actually inside a computer

2600

01:58:16,420 --> 01:58:14,000

simulated world some people think

2601  
01:58:18,729 --> 01:58:16,430  
fractal algorithms are evidence of

2602  
01:58:23,320 --> 01:58:18,739  
computation there yeah I saw this

2603  
01:58:25,990 --> 01:58:23,330  
debated with a Brian green and the

2604  
01:58:28,090 --> 01:58:26,000  
evidence presented forward about us

2605  
01:58:30,190 --> 01:58:28,100  
being pixels all the way around

2606  
01:58:32,050 --> 01:58:30,200  
everything that you look it was

2607  
01:58:33,400 --> 01:58:32,060  
fascinating we're gonna continue this

2608  
01:58:35,500 --> 01:58:33,410  
conversation with Risberg

2609  
01:58:36,870 --> 01:58:35,510  
right after this short break this is

2610  
01:58:41,840 --> 01:58:36,880  
fade to black stay with us

2611  
01:58:47,209 --> 01:58:41,850  
[Music]

2612  
01:58:53,850 --> 01:58:50,490  
this is kera digital broadcasting

2613  
01:58:56,640 --> 01:58:53,860

station Salt Lake City Utah Van Buren

2614

01:58:59,010 --> 01:58:56,650

Arkansas for water quality is a major

2615

01:59:00,899 --> 01:58:59,020

health issue and it's only getting worse

2616

01:59:02,729 --> 01:59:00,909

municipalities can't keep up standards

2617

01:59:05,879 --> 01:59:02,739

have dropped and pollutants are

2618

01:59:07,680 --> 01:59:05,889

increasing where does it all end it ends

2619

01:59:09,390 --> 01:59:07,690

by keeping the pollutants outside of

2620

01:59:11,459 --> 01:59:09,400

your home with hydro cares advanced

2621

01:59:13,860 --> 01:59:11,469

systems available at wave home solutions

2622

01:59:15,540 --> 01:59:13,870

no less than the best purification

2623

01:59:17,399 --> 01:59:15,550

materials and processes have been

2624

01:59:19,110 --> 01:59:17,409

developed by Hydra care to provide you

2625

01:59:21,750 --> 01:59:19,120

with healthy clean water for drinking

2626  
01:59:23,729 --> 01:59:21,760  
cooking and showering hydro care far

2627  
01:59:26,790 --> 01:59:23,739  
surpasses the competition in removing

2628  
01:59:29,760 --> 01:59:26,800  
chlorine odors iron lab chemicals

2629  
01:59:31,770 --> 01:59:29,770  
limescale and much more don't settle for

2630  
01:59:33,660 --> 01:59:31,780  
less when it comes to your water we'll

2631  
01:59:35,700 --> 01:59:33,670  
take care of the toughest water problems

2632  
01:59:38,459 --> 01:59:35,710  
for you whether it's from a city or well

2633  
01:59:40,350 --> 01:59:38,469  
source satisfaction guaranteed for more

2634  
01:59:42,390 --> 01:59:40,360  
information call eight eight eight nine

2635  
01:59:45,750 --> 01:59:42,400  
nine seven wave that's eight eight eight

2636  
01:59:48,030 --> 01:59:45,760  
nine nine seven w AV e or go to best

2637  
01:59:50,930 --> 01:59:48,040  
water one two three comm that's best

2638  
01:59:51,780 --> 01:59:50,940

water one two three calm

2639

01:59:54,880 --> 01:59:51,790

Russians

2640

01:59:57,650 --> 01:59:54,890

[Music]

2641

02:00:01,460 --> 01:59:57,660

your contact for current news and

2642

02:00:03,590 --> 02:00:01,470

trending topics que GRA radio.com

2643

02:00:05,840 --> 02:00:03,600

does your basement or crawlspace have a

2644

02:00:07,700 --> 02:00:05,850

damp musty smell while watch out that's

2645

02:00:09,470 --> 02:00:07,710

a sign of too much moisture and not

2646

02:00:11,150 --> 02:00:09,480

enough ventilation and that can mean

2647

02:00:13,400 --> 02:00:11,160

increased mold growth and the build-up

2648

02:00:15,620 --> 02:00:13,410

of harmful toxins and gases don't bother

2649

02:00:17,690 --> 02:00:15,630

with a dehumidifier it just circulates

2650

02:00:19,790 --> 02:00:17,700

the same unhealthy air now there's a

2651  
02:00:21,920 --> 02:00:19,800  
better way to remove these dangers and

2652  
02:00:24,020 --> 02:00:21,930  
odors it's with the computerized wave

2653  
02:00:26,000 --> 02:00:24,030  
moisture control unit that reduces

2654  
02:00:27,830 --> 02:00:26,010  
moisture and expels pollutants we

2655  
02:00:29,870 --> 02:00:27,840  
replaced our old dehumidifier with the

2656  
02:00:32,150 --> 02:00:29,880  
wave unit and in only three weeks our

2657  
02:00:34,370 --> 02:00:32,160  
basement is dry and the musty smell is

2658  
02:00:37,190 --> 02:00:34,380  
gone wave units require no maintenance

2659  
02:00:39,350 --> 02:00:37,200  
no buckets of water or filters and costs

2660  
02:00:41,540 --> 02:00:39,360  
only pennies a day to run breathe better

2661  
02:00:43,940 --> 02:00:41,550  
live healthier with an affordable no

2662  
02:00:46,280 --> 02:00:43,950  
maintenance wave unit call eight eight

2663  
02:00:50,840 --> 02:00:46,290

eight seven one seven way eight eight

2664

02:00:55,500 --> 02:00:50,850

eight seven one seven wave412

2665

02:00:58,250 --> 02:00:57,160

we

2666

02:01:01,740 --> 02:00:58,260

Solutions

2667

02:01:06,040 --> 02:01:04,030

this is Jimmy Church of fade to black

2668

02:01:09,160 --> 02:01:06,050

and I only drink

2669

02:01:11,680 --> 02:01:09,170

fade to black blend coffee from River

2670

02:01:14,530 --> 02:01:11,690

Moon just click on the River Moon coffee

2671

02:01:19,120 --> 02:01:14,540

banner at Jimmy Church radio.com promo

2672

02:01:21,730 --> 02:01:19,130

code f2b blend so are you tired of being

2673

02:01:23,800 --> 02:01:21,740

tired well then it's time to get the tea

2674

02:01:26,350 --> 02:01:23,810

hey it's Leeza here to tell you about

2675

02:01:28,150 --> 02:01:26,360

this all-natural all organic tea I've

2676  
02:01:29,500 --> 02:01:28,160  
been drinking that has had great results

2677  
02:01:32,440 --> 02:01:29,510  
for over 20 years

2678  
02:01:34,270 --> 02:01:32,450  
it's called life changed tea and it's

2679  
02:01:36,850 --> 02:01:34,280  
specially formulated to help detoxify

2680  
02:01:39,580 --> 02:01:36,860  
and cleanse your kidneys liver colon and

2681  
02:01:40,960 --> 02:01:39,590  
blood all at once the colon is one of

2682  
02:01:43,750 --> 02:01:40,970  
the most ignored organs in the human

2683  
02:01:45,550 --> 02:01:43,760  
body the faster that waste is eliminated

2684  
02:01:47,560 --> 02:01:45,560  
from the body the less time that way

2685  
02:01:49,480 --> 02:01:47,570  
sits in our intestines spreading toxins

2686  
02:01:51,430 --> 02:01:49,490  
to our bloodstream this tea helps

2687  
02:01:53,290 --> 02:01:51,440  
cleanse chemicals caused by outside

2688  
02:01:56,350 --> 02:01:53,300

intruders from our entire digestive

2689

02:01:58,660 --> 02:01:56,360

system and get this weight loss can be a

2690

02:02:00,880 --> 02:01:58,670

side effect and with continued use of

2691

02:02:03,310 --> 02:02:00,890

the tea you can experience clearer

2692

02:02:05,980 --> 02:02:03,320

healthier younger looking skin increased

2693

02:02:07,390 --> 02:02:05,990

energy and a happier outlook on life so

2694

02:02:10,270 --> 02:02:07,400

if you're tired of being tired

2695

02:02:11,080 --> 02:02:10,280

get the life change tea at get the tea

2696

02:02:17,080 --> 02:02:11,090

calm

2697

02:02:18,820 --> 02:02:17,090

you'll be glad you did did you know that

2698

02:02:21,130 --> 02:02:18,830

when you're on the road with limited

2699

02:02:23,050 --> 02:02:21,140

data or Wi-Fi available you can still

2700

02:02:25,810 --> 02:02:23,060

listen to every minute of fade to black

2701

02:02:28,930 --> 02:02:25,820

by just calling six oh five five six two

2702

02:02:31,240 --> 02:02:28,940

four four eight two no smartphone app or

2703

02:02:33,490 --> 02:02:31,250

Internet needed it saves your data plan

2704

02:02:36,850 --> 02:02:33,500

and no extra cost if you have unlimited

2705

02:02:39,130 --> 02:02:36,860

minutes just call six oh five five six

2706

02:02:41,590 --> 02:02:39,140

two four four eight two you can listen

2707

02:02:49,450 --> 02:02:41,600

to me Jimmy Church on any phone anytime

2708

02:02:53,490 --> 02:02:51,140

[Music]

2709

02:02:58,240 --> 02:02:53,500

[Applause]

2710

02:03:00,870 --> 02:02:58,250

you wanna know a secret I love ponies I

2711

02:03:03,460 --> 02:03:00,880

really love ponies I'm serious I

2712

02:03:06,360 --> 02:03:03,470

couldn't stay sane without poor mr.

2713

02:03:12,599 --> 02:03:06,370

Brooks I fade to black

2714

02:03:16,599 --> 02:03:14,679

this is fade to black

2715

02:03:20,290 --> 02:03:16,609

with Jimmy Church on the game changer

2716

02:03:22,670 --> 02:03:20,300

radio network and kgr a the global radio

2717

02:03:34,510 --> 02:03:22,680

alliance

2718

02:03:37,100 --> 02:03:34,520

[Music]

2719

02:03:40,310 --> 02:03:37,110

welcome back fade to black I am your

2720

02:03:42,130 --> 02:03:40,320

host Jimmy Church okay a couple of

2721

02:03:46,820 --> 02:03:42,140

updates

2722

02:03:47,650 --> 02:03:46,830

his name was mouse it was not rat in the

2723

02:03:50,870 --> 02:03:47,660

matrix

2724

02:03:55,430 --> 02:03:50,880

his name was mouse so I got that up and

2725

02:03:57,560 --> 02:03:55,440

then also over in Twitter everybody I

2726

02:04:00,590 --> 02:03:57,570

don't remember the animation episodes of

2727

02:04:03,350 --> 02:04:00,600

Fringe all you got to do is look it up I

2728

02:04:08,060 --> 02:04:03,360

just posted a picture here is Leonard

2729

02:04:10,790 --> 02:04:08,070

Nimoy and they're there it's a still

2730

02:04:12,200 --> 02:04:10,800

from some of the episodes of Fringe that

2731

02:04:14,000 --> 02:04:12,210

were in animation that we're incredible

2732

02:04:16,610 --> 02:04:14,010

all you got to do is search it

2733

02:04:18,650 --> 02:04:16,620

fringe animation episodes and you'll get

2734

02:04:21,380 --> 02:04:18,660

thousands of images but there's one

2735

02:04:23,360 --> 02:04:21,390

there and I wanted to say this this is

2736

02:04:28,130 --> 02:04:23,370

where I want to go next some of the

2737

02:04:31,940 --> 02:04:28,140

philosophical sides of of the simulation

2738

02:04:35,479 --> 02:04:31,950

hypothesis at Universal Studios here in

2739

02:04:37,729 --> 02:04:35,489

Los Angeles R is in city wok they used

2740

02:04:40,220 --> 02:04:37,739

to have they don't have them anymore but

2741

02:04:43,040 --> 02:04:40,230

they for years they have these four

2742

02:04:45,800 --> 02:04:43,050

virtual roller coasters that you could

2743

02:04:48,140 --> 02:04:45,810

ride and one was like in a mineshaft and

2744

02:04:49,580 --> 02:04:48,150

one was in outer space and one was you

2745

02:04:53,540 --> 02:04:49,590

know whatever and one was traditional

2746

02:04:55,910 --> 02:04:53,550

but they were free if you went you know

2747

02:04:57,770 --> 02:04:55,920

paid for city wok you could ride these

2748

02:04:59,900 --> 02:04:57,780

right and me and my friends we would

2749

02:05:00,350 --> 02:04:59,910

just write them one after another we'd

2750

02:05:03,350 --> 02:05:00,360

come off

2751

02:05:06,050 --> 02:05:03,360

and it was virtual you're sitting in a

2752

02:05:08,510 --> 02:05:06,060

chair that's moving right and you've got

2753

02:05:10,430 --> 02:05:08,520

this 3d surround of this rollercoaster

2754

02:05:13,580 --> 02:05:10,440

and the noise and the clanking and

2755

02:05:16,580 --> 02:05:13,590

everything but I didn't care it wasn't a

2756

02:05:21,290 --> 02:05:16,590

real rollercoaster but it was just as

2757

02:05:25,360 --> 02:05:21,300

exciting if it felt real now if we're

2758

02:05:27,920 --> 02:05:25,370

living in a simulation do we care

2759

02:05:30,620 --> 02:05:27,930

well that's an interesting question you

2760

02:05:32,900 --> 02:05:30,630

know that reminds me of the Back to the

2761

02:05:35,090 --> 02:05:32,910

Future ride at Universal Studios in

2762

02:05:37,850 --> 02:05:35,100

Florida which I don't know if they still

2763

02:05:41,030 --> 02:05:37,860

have it there but you were in you know

2764

02:05:44,330 --> 02:05:41,040

that DeLorean and you were basically it

2765

02:05:46,250 --> 02:05:44,340

would move left and right so it has

2766

02:05:49,640 --> 02:05:46,260

kind of what we consider haptic or

2767

02:05:51,410 --> 02:05:49,650

kinesthetic responses you know kind of

2768

02:05:54,200 --> 02:05:51,420

like in a movie theater where they've

2769

02:05:56,149 --> 02:05:54,210

got the the chairs that vibrate you know

2770

02:05:59,950 --> 02:05:56,159

and there's an explosion on the screen

2771

02:06:04,129 --> 02:05:59,960

and so you know I think our technology

2772

02:06:05,959 --> 02:06:04,139

you know I'm I'm a videogame guy and our

2773

02:06:08,120 --> 02:06:05,969

technology is getting to that point

2774

02:06:10,399 --> 02:06:08,130

where you know I mentioned the ping-pong

2775

02:06:12,620 --> 02:06:10,409

game earlier where I thought I was

2776

02:06:15,680 --> 02:06:12,630

really there but if you look at

2777

02:06:17,270 --> 02:06:15,690

something like ready player one the

2778

02:06:19,040 --> 02:06:17,280

movie that came out from Steven

2779

02:06:22,729 --> 02:06:19,050

Spielberg last year and based on the

2780

02:06:25,310 --> 02:06:22,739

book by our Ernest Cline they had they

2781

02:06:27,800 --> 02:06:25,320

would wear haptic suits while they were

2782

02:06:29,300 --> 02:06:27,810

inside the virtual reality right so they

2783

02:06:30,950 --> 02:06:29,310

could feel if they were being punched

2784

02:06:32,780 --> 02:06:30,960

and they were they would be on these

2785

02:06:34,700 --> 02:06:32,790

treadmills these omnidirectional

2786

02:06:37,010 --> 02:06:34,710

treadmills so they could feel like they

2787

02:06:39,470 --> 02:06:37,020

were actually moving and many people

2788

02:06:42,410 --> 02:06:39,480

preferred the reality inside the Oasis

2789

02:06:43,820 --> 02:06:42,420

you know to the physical reality that

2790

02:06:47,089 --> 02:06:43,830

was described in that novel which is

2791

02:06:49,990 --> 02:06:47,099

kind of a dystopian future and so you

2792

02:06:52,760 --> 02:06:50,000

know it's it's an interesting question

2793

02:06:55,910 --> 02:06:52,770

what does it matter I mean what does it

2794

02:06:58,280 --> 02:06:55,920

matter if you feel the same emotions

2795

02:07:00,109 --> 02:06:58,290

you're still dealing with the

2796

02:07:02,720 --> 02:07:00,119

implications of breaking the law or

2797

02:07:05,870 --> 02:07:02,730

murder or morals and ethics and of

2798

02:07:09,500 --> 02:07:05,880

course food and experiences and dreams

2799

02:07:12,080 --> 02:07:09,510

and and everything if what what would it

2800

02:07:16,550 --> 02:07:12,090

matter what should we care would you

2801  
02:07:18,080 --> 02:07:16,560  
care I personally would but you know

2802  
02:07:21,439 --> 02:07:18,090  
it's a it's a question that many people

2803  
02:07:23,209 --> 02:07:21,449  
ask and it's one of the areas that you

2804  
02:07:25,040 --> 02:07:23,219  
know in simulation hypothesis you get a

2805  
02:07:27,470 --> 02:07:25,050  
certain percentage of people so I get

2806  
02:07:30,410 --> 02:07:27,480  
interesting reactions when I talk about

2807  
02:07:32,570 --> 02:07:30,420  
this right there are some of the

2808  
02:07:34,220 --> 02:07:32,580  
scientists who say oh that's just like

2809  
02:07:35,570 --> 02:07:34,230  
religion therefore you know we don't

2810  
02:07:38,990 --> 02:07:35,580  
want you know we don't want to take it

2811  
02:07:40,910 --> 02:07:39,000  
seriously and then sometimes you go far

2812  
02:07:44,180 --> 02:07:40,920  
on the religious consciousness side and

2813  
02:07:46,339 --> 02:07:44,190

they say oh that's just AI and we're not

2814

02:07:47,780 --> 02:07:46,349

AI we're conscious beings therefore we

2815

02:07:50,899 --> 02:07:47,790

can't take the simulation hypothesis

2816

02:07:52,609 --> 02:07:50,909

seriously and it's when you've got you

2817

02:07:53,899 --> 02:07:52,619

know both sides kind of unhappy with it

2818

02:07:57,419 --> 02:07:53,909

that I know we must be onto something

2819

02:07:59,339 --> 02:07:57,429

here that we're really bridging this

2820

02:08:01,439 --> 02:07:59,349

but then a third reaction sometimes is

2821

02:08:03,629 --> 02:08:01,449

well what does it matter let's forget

2822

02:08:06,209 --> 02:08:03,639

about it but when you want to know if

2823

02:08:08,069 --> 02:08:06,219

you were inside a holodeck right to know

2824

02:08:10,919 --> 02:08:08,079

that there was an actual spaceship

2825

02:08:13,819 --> 02:08:10,929

enterprise outside the holodeck I think

2826

02:08:18,509 --> 02:08:13,829

it can give you a sense of perspective

2827

02:08:20,609 --> 02:08:18,519

not unlike you know what people who have

2828

02:08:23,310 --> 02:08:20,619

had a near-death experience right they

2829

02:08:27,330 --> 02:08:23,320

get a perspective on what's going on in

2830

02:08:28,830 --> 02:08:27,340

their lives and it helps them to act a

2831

02:08:30,330 --> 02:08:28,840

certain way and helps them to make

2832

02:08:32,910 --> 02:08:30,340

progress in the video game I mean if you

2833

02:08:35,699 --> 02:08:32,920

were inside a videogame it wouldn't it

2834

02:08:38,129 --> 02:08:35,709

help you to know what elements were

2835

02:08:41,160 --> 02:08:38,139

being used to keep score and what your

2836

02:08:43,739 --> 02:08:41,170

quests or achievements are versus

2837

02:08:46,020 --> 02:08:43,749

thinking it's just all pointless so I

2838

02:08:48,270 --> 02:08:46,030

personally would want to know but maybe

2839

02:08:53,489 --> 02:08:48,280

not everyone would want to know if the

2840

02:08:57,060 --> 02:08:53,499

universe is math right that's all it is

2841

02:09:00,359 --> 02:08:57,070

the universe is nothing but math and

2842

02:09:02,100 --> 02:09:00,369

things are going to happen the way that

2843

02:09:06,029 --> 02:09:02,110

they're gonna happen which brings up the

2844

02:09:08,429 --> 02:09:06,039

question of free will and or not that

2845

02:09:10,620 --> 02:09:08,439

everything is predetermined and if that

2846

02:09:13,799 --> 02:09:10,630

is indeed the case now we are talking

2847

02:09:17,399 --> 02:09:13,809

about numbers and what we are doing

2848

02:09:21,509 --> 02:09:17,409

right now is can't be anything but a

2849

02:09:23,729 --> 02:09:21,519

simulation right so this gets back to

2850

02:09:25,859 --> 02:09:23,739

that kind of central debate among

2851

02:09:28,080 --> 02:09:25,869

simulation theorists and if there

2852

02:09:29,310 --> 02:09:28,090

actually is such a term but there are

2853

02:09:33,719 --> 02:09:29,320

certainly people that love to debate

2854

02:09:38,699 --> 02:09:33,729

this stuff online that whether we are in

2855

02:09:43,560 --> 02:09:38,709

fact AI or not and this is where we're

2856

02:09:46,169 --> 02:09:43,570

trying to this idea of why do you need a

2857

02:09:49,339 --> 02:09:46,179

computer simulation for anything and

2858

02:09:53,009 --> 02:09:49,349

there's a concept called computational

2859

02:09:54,959 --> 02:09:53,019

irreducibility and you know this was

2860

02:09:57,839 --> 02:09:54,969

popularized by Stephen Wolfram who

2861

02:09:59,100 --> 02:09:57,849

created the Mathematica software but you

2862

02:10:01,189 --> 02:09:59,110

know it's been around for a while and it

2863

02:10:03,390 --> 02:10:01,199

ties into ideas of chaos theory and

2864

02:10:05,549 --> 02:10:03,400

chaos theory came about because people

2865

02:10:10,540 --> 02:10:05,559

realized that even if you have a purely

2866

02:10:13,390 --> 02:10:10,550

deterministic model that says

2867

02:10:15,279 --> 02:10:13,400

you know a set of equations  $x$  equals  $x$

2868

02:10:19,209 --> 02:10:15,289

plus 1 and you keep running it again and

2869

02:10:21,669 --> 02:10:19,219

again and again for you to know what is

2870

02:10:24,100 --> 02:10:21,679

gonna happen at the 50 millionth step

2871

02:10:26,890 --> 02:10:24,110

you can't just calculate it you have to

2872

02:10:29,879 --> 02:10:26,900

actually run the program 50 million

2873

02:10:32,680 --> 02:10:29,889

times and that even a slight change in

2874

02:10:35,410 --> 02:10:32,690

the input variables can result in a

2875

02:10:38,049 --> 02:10:35,420

vastly different outcome this is when

2876

02:10:39,549 --> 02:10:38,059

people try to predict the weather for

2877

02:10:41,049 --> 02:10:39,559

example this is why they were so bad at

2878

02:10:44,049 --> 02:10:41,059

it for a while but as computational

2879

02:10:45,640 --> 02:10:44,059

power started to get better they started

2880

02:10:47,529 --> 02:10:45,650

to become better at predicting at least

2881

02:10:48,729 --> 02:10:47,539

within a few days right we still can't

2882

02:10:51,609 --> 02:10:48,739

predict what the weather's gonna be like

2883

02:10:53,680 --> 02:10:51,619

a year from now exactly on this day at

2884

02:10:56,709 --> 02:10:53,690

this time that's because there are so

2885

02:10:58,779 --> 02:10:56,719

many variables to simulate but but it's

2886

02:11:01,270 --> 02:10:58,789

a computational irreducible problem and

2887

02:11:03,910 --> 02:11:01,280

that you have to compute it and so if

2888

02:11:06,430 --> 02:11:03,920

that's the case with the simulation even

2889

02:11:08,319 --> 02:11:06,440

if we're in a simulation where the

2890

02:11:10,569 --> 02:11:08,329

initial variables are determined the

2891

02:11:13,359 --> 02:11:10,579

reason you run the simulation is there

2892

02:11:15,790 --> 02:11:13,369

you need to account for little my new

2893

02:11:18,399 --> 02:11:15,800

changes to see where they would end up

2894

02:11:20,229 --> 02:11:18,409

and and if the certain extent you know

2895

02:11:22,060 --> 02:11:20,239

this is what tessa was telling us about

2896

02:11:24,459 --> 02:11:22,070

philip k dick where he believed that

2897

02:11:26,859 --> 02:11:24,469

there were some beings whether they were

2898

02:11:29,319 --> 02:11:26,869

from the future or who knows where they

2899

02:11:30,759 --> 02:11:29,329

would run the simulation to see where it

2900

02:11:31,899 --> 02:11:30,769

led and then they say well they weren't

2901  
02:11:34,810 --> 02:11:31,909  
happy with an outcome and they would

2902  
02:11:37,479 --> 02:11:34,820  
rewind the simulation and to go in a

2903  
02:11:39,939 --> 02:11:37,489  
different direction so there has to be

2904  
02:11:41,560 --> 02:11:39,949  
some element of randomness refer a free

2905  
02:11:43,620 --> 02:11:41,570  
choice there and you know i tend to be

2906  
02:11:46,180 --> 02:11:43,630  
believe that just like a video game

2907  
02:11:48,640 --> 02:11:46,190  
there may be limited choices but you are

2908  
02:11:50,979 --> 02:11:48,650  
free to kill the orc or not in the video

2909  
02:11:53,859 --> 02:11:50,989  
game so the player who is controlling

2910  
02:11:55,419 --> 02:11:53,869  
the character does have the option of

2911  
02:11:57,729 --> 02:11:55,429  
changing things and that leads to a

2912  
02:12:03,540 --> 02:11:57,739  
different result in the simulation

2913  
02:12:06,489 --> 02:12:03,550

itself well if we if we accept the

2914

02:12:08,790 --> 02:12:06,499

simulation hypothesis let's let's go

2915

02:12:13,899 --> 02:12:08,800

there for a second and let's table that

2916

02:12:17,259 --> 02:12:13,909

then the question of parallel worlds and

2917

02:12:20,049 --> 02:12:17,269

and the multiverse the one aspect that

2918

02:12:21,879 --> 02:12:20,059

is always up for debate is the

2919

02:12:23,919 --> 02:12:21,889

physicality of

2920

02:12:25,930 --> 02:12:23,929

said parallel-world how could that be

2921

02:12:29,140 --> 02:12:25,940

possible an alternate timeline that's

2922

02:12:31,330 --> 02:12:29,150

just like our world that's just a little

2923

02:12:34,390 --> 02:12:31,340

bit different but it exists

2924

02:12:38,500 --> 02:12:34,400

well that would answer the physical side

2925

02:12:42,689 --> 02:12:38,510

of it right that just just a simulation

2926

02:12:45,850 --> 02:12:42,699

it's not a physical parallel world and

2927

02:12:48,550 --> 02:12:45,860

and and the the multi versus that would

2928

02:12:53,320 --> 02:12:48,560

be out there it's just a simulation

2929

02:12:54,970 --> 02:12:53,330

right so if you think about if the

2930

02:12:57,669 --> 02:12:54,980

parallel worlds are the many-worlds

2931

02:13:00,820 --> 02:12:57,679

interpretation of quantum physics is

2932

02:13:04,209 --> 02:13:00,830

that every time there's a choice or the

2933

02:13:05,379 --> 02:13:04,219

universe is actually branching into two

2934

02:13:06,760 --> 02:13:05,389

different universes and then you have

2935

02:13:08,200 --> 02:13:06,770

another choice and it's branching into

2936

02:13:10,750 --> 02:13:08,210

two different universes right right

2937

02:13:14,109 --> 02:13:10,760

right on and on and on so there's an

2938

02:13:15,550 --> 02:13:14,119

almost infinite set of worlds no Stephen

2939

02:13:17,530 --> 02:13:15,560

Hawking said it's not infinite because

2940

02:13:19,209 --> 02:13:17,540

there are only so many particles that

2941

02:13:21,340 --> 02:13:19,219

you can arrange it in so many ways but

2942

02:13:24,160 --> 02:13:21,350

it's a very large number in any case

2943

02:13:27,600 --> 02:13:24,170

well turns out the only way to do that

2944

02:13:30,490 --> 02:13:27,610

you would have to clone the existing

2945

02:13:33,580 --> 02:13:30,500

world right in our physical world and

2946

02:13:34,479 --> 02:13:33,590

then have it go off in a slightly

2947

02:13:38,140 --> 02:13:34,489

different direction then you would have

2948

02:13:40,959 --> 02:13:38,150

to clone that again now that's pretty

2949

02:13:43,419 --> 02:13:40,969

easy to do on a video game server right

2950

02:13:45,820 --> 02:13:43,429

we can clone you know - we can take a

2951

02:13:47,800 --> 02:13:45,830

world of warcraft server and say this is

2952

02:13:49,810 --> 02:13:47,810

the status and let's make another copy

2953

02:13:52,419 --> 02:13:49,820

of it on another server and then we can

2954

02:13:55,540 --> 02:13:52,429

let that run independently so that then

2955

02:13:57,910 --> 02:13:55,550

people can make different choices but in

2956

02:14:01,000 --> 02:13:57,920

fact you know in computer science

2957

02:14:02,950 --> 02:14:01,010

this idea of copying pixels and copying

2958

02:14:07,300 --> 02:14:02,960

information it's a it's a basic

2959

02:14:10,510 --> 02:14:07,310

operation that can be done very fast and

2960

02:14:12,550 --> 02:14:10,520

very quickly so the only practical way

2961

02:14:15,040 --> 02:14:12,560

to have these different universes

2962

02:14:17,620 --> 02:14:15,050

created on the spot like that would be

2963

02:14:21,310 --> 02:14:17,630

to have some type of computation that

2964

02:14:24,250 --> 02:14:21,320

can do a clone very quickly and that's

2965

02:14:27,910 --> 02:14:24,260

another reason why the simulation

2966

02:14:29,590 --> 02:14:27,920

hypothesis ties into quantum physics and

2967

02:14:31,089 --> 02:14:29,600

this idea of parallel universes now you

2968

02:14:33,759 --> 02:14:31,099

know I mentioned my first video game I

2969

02:14:35,609 --> 02:14:33,769

ever created was tic-tac-toe game and

2970

02:14:37,779 --> 02:14:35,619

you know I've played against my brother

2971

02:14:39,790 --> 02:14:37,789

initially and then he got bored so then

2972

02:14:42,220 --> 02:14:39,800

I tried to create an algorithm that

2973

02:14:43,779 --> 02:14:42,230

would kind of predict you know where the

2974

02:14:45,250 --> 02:14:43,789

best place is to put the action or

2975

02:14:48,489 --> 02:14:45,260

though oh and that's not very hard to do

2976

02:14:51,220 --> 02:14:48,499

with tic-tac-toe but I mentioned Claude

2977

02:14:52,830 --> 02:14:51,230

Shannon who was a mighty professor who

2978

02:14:57,189 --> 02:14:52,840

built the chess-playing computer back in

2979

02:14:59,200 --> 02:14:57,199

1950s you know he laid out the basic way

2980

02:15:01,180 --> 02:14:59,210

that even today a lot of chess-playing

2981

02:15:02,549 --> 02:15:01,190

computers at least for many years they

2982

02:15:07,180 --> 02:15:02,559

worked this way and they would project

2983

02:15:09,399 --> 02:15:07,190

each of the possible moves and then they

2984

02:15:11,169 --> 02:15:09,409

would evaluate you know what the ideal

2985

02:15:14,500 --> 02:15:11,179

situation was and then they would back

2986

02:15:16,299 --> 02:15:14,510

up and then go towards that ideal move

2987

02:15:18,430 --> 02:15:16,309

and so years later when I was building

2988

02:15:20,470 --> 02:15:18,440

you know more video games and that that

2989

02:15:24,009 --> 02:15:20,480

we're trying to basically have all these

2990

02:15:26,830 --> 02:15:24,019

alternatives in in memory and then pick

2991

02:15:29,379 --> 02:15:26,840

the best one you know it reminded me a

2992

02:15:32,290 --> 02:15:29,389

lot of the parallel worlds theory in

2993

02:15:35,709 --> 02:15:32,300

that these are probable worlds that

2994

02:15:38,589 --> 02:15:35,719

exist is information and then you could

2995

02:15:41,169 --> 02:15:38,599

go down the path and actually render

2996

02:15:42,370 --> 02:15:41,179

whichever one you want but I think the

2997

02:15:45,000 --> 02:15:42,380

only product or way for that to happen

2998

02:15:46,989 --> 02:15:45,010

would it for to be some type of

2999

02:15:49,390 --> 02:15:46,999

computational system some type of

3000

02:15:51,549 --> 02:15:49,400

computer system that's underlying the

3001

02:15:52,989 --> 02:15:51,559

entire mechanism and so if you did do

3002

02:15:56,950 --> 02:15:52,999

that where you started at the beginning

3003

02:16:00,430 --> 02:15:56,960

and you cloned one world and created a

3004

02:16:02,890 --> 02:16:00,440

new one you started the same but in the

3005

02:16:05,859 --> 02:16:02,900

end you would have totally different

3006

02:16:08,379 --> 02:16:05,869

worlds because they would have the same

3007

02:16:11,129 --> 02:16:08,389

outcomes that's right and that's what

3008

02:16:14,470 --> 02:16:11,139

chaos theory is all about it says

3009

02:16:16,060 --> 02:16:14,480

sensitivity to initial conditions and if

3010

02:16:17,770 --> 02:16:16,070

the initial conditions change slightly

3011

02:16:20,680 --> 02:16:17,780

so even though they might be the same at

3012

02:16:24,580 --> 02:16:20,690

step one okay so earlier we talked about

3013

02:16:27,729 --> 02:16:24,590

this idea of pixelization and we said is

3014

02:16:29,859 --> 02:16:27,739

the world pixelated which would make it

3015

02:16:31,870 --> 02:16:29,869

more like a computer simulation in

3016

02:16:36,490 --> 02:16:31,880

computer simulations you also have this

3017

02:16:39,250 --> 02:16:36,500

idea of a clock speed in all processors

3018

02:16:42,580 --> 02:16:39,260

right and so a clock speed for computer

3019

02:16:45,009 --> 02:16:42,590

program is the minimal amount of time

3020

02:16:47,350 --> 02:16:45,019

that you can measure so you can't go

3021

02:16:49,210 --> 02:16:47,360

underneath that so if you're inside of

3022

02:16:52,270 --> 02:16:49,220

that's running on a processor with a

3023

02:16:54,070 --> 02:16:52,280

clock speed if say one millisecond and

3024

02:16:57,310 --> 02:16:54,080

the numbers are actually way smaller

3025

02:17:00,550 --> 02:16:57,320

than one millisecond but you cannot

3026

02:17:04,000 --> 02:17:00,560

measure anything that happens at less

3027

02:17:06,400 --> 02:17:04,010

than that and so in a simulation you

3028

02:17:08,470 --> 02:17:06,410

have these discrete steps now you can

3029

02:17:11,230 --> 02:17:08,480

have multiples of that clock speed so

3030

02:17:13,541 --> 02:17:11,240

you might say simulate population of

3031

02:17:16,390 --> 02:17:13,551

fruit flies every step is considered one

3032

02:17:18,490 --> 02:17:16,400

year where the fruit flies you know die

3033

02:17:20,530 --> 02:17:18,500

and then they reproduce and you say

3034

02:17:22,450 --> 02:17:20,540

after ten years what's the population of

3035

02:17:25,180 --> 02:17:22,460

fruit flies and so this is how chaos

3036

02:17:27,370 --> 02:17:25,190

theory actually developed was that even

3037

02:17:29,500 --> 02:17:27,380

little changes somewhere on step two

3038

02:17:33,520 --> 02:17:29,510

ended up producing a vastly different

3039

02:17:34,780 --> 02:17:33,530

outcome you know down the road and so

3040

02:17:37,320 --> 02:17:34,790

that's exactly what could be happening

3041

02:17:41,380 --> 02:17:37,330

you know with these parallel worlds is

3042

02:17:43,810 --> 02:17:41,390

that even a small change in steps two or

3043

02:17:45,850 --> 02:17:43,820

three and in quantum physics they talk

3044

02:17:48,850 --> 02:17:45,860

about you know a very large number

3045

02:17:51,550 --> 02:17:48,860

almost infinite set of possibilities and

3046

02:17:54,340 --> 02:17:51,560

and and multiverses you know that are

3047

02:17:56,410 --> 02:17:54,350

out there okay and you know tying back

3048

02:17:58,630 --> 02:17:56,420

to to lighten up the quantum physics we

3049

02:18:00,581 --> 02:17:58,640

tie back to you know science fiction

3050

02:18:03,070 --> 02:18:00,591

there's you know the the the CW series

3051

02:18:05,110 --> 02:18:03,080

the flash all right and they always go

3052

02:18:07,630 --> 02:18:05,120

to earth 19 and they get characters from

3053

02:18:09,730 --> 02:18:07,640

you know earth - right and from earth 19

3054

02:18:11,890 --> 02:18:09,740

and then you know reasonably there was

3055

02:18:14,740 --> 02:18:11,900

the enter the spider verse but this idea

3056

02:18:17,860 --> 02:18:14,750

has percolated from physics now into

3057

02:18:19,930 --> 02:18:17,870

popular culture as well but you know the

3058

02:18:22,750 --> 02:18:19,940

question of whether they're real or

3059

02:18:24,190 --> 02:18:22,760

computed is an interesting one but if

3060

02:18:26,800 --> 02:18:24,200

they're all simulated then I guess it

3061

02:18:28,900 --> 02:18:26,810

doesn't really matter well what okay so

3062

02:18:31,300 --> 02:18:28,910

now you've you've written a book you've

3063

02:18:35,291 --> 02:18:31,310

compiled all of this information you've

3064

02:18:37,120 --> 02:18:35,301

researched not only the science but the

3065

02:18:41,050 --> 02:18:37,130

religion side and the science fiction

3066

02:18:43,990 --> 02:18:41,060

side what have you learned is it

3067

02:18:46,390 --> 02:18:44,000

possible I asked you earlier if you

3068

02:18:49,390 --> 02:18:46,400

would upload yourself right and he said

3069

02:18:51,490 --> 02:18:49,400

probably not right you're happy in this

3070

02:18:54,130 --> 02:18:51,500

world that we live in but what have you

3071

02:18:57,970 --> 02:18:54,140

learned is are we living in a simulation

3072

02:19:00,889 --> 02:18:57,980

is it possible yeah I think it's not

3073

02:19:04,069 --> 02:19:00,899

only possible I think it's probable it's

3074

02:19:09,469 --> 02:19:04,079

more likely that what we think of as the

3075

02:19:12,139 --> 02:19:09,479

physical world is actually a computed

3076  
02:19:15,500 --> 02:19:12,149  
world based on information computation

3077  
02:19:17,179 --> 02:19:15,510  
and in algorithms then the materialistic

3078  
02:19:19,069 --> 02:19:17,189  
model I mean the materialistic model

3079  
02:19:22,009 --> 02:19:19,079  
when you get right down to it and you

3080  
02:19:24,019 --> 02:19:22,019  
talk to the physicist you know as you

3081  
02:19:27,409 --> 02:19:24,029  
look inside the atom there is no

3082  
02:19:30,589 --> 02:19:27,419  
physical object there it's really a set

3083  
02:19:32,979 --> 02:19:30,599  
of relationships and information and so

3084  
02:19:36,139 --> 02:19:32,989  
if that's the case that sounds so much

3085  
02:19:39,229 --> 02:19:36,149  
like the video game world that I've been

3086  
02:19:41,629 --> 02:19:39,239  
in and so as I research these things the

3087  
02:19:43,219 --> 02:19:41,639  
you know initially it was the spark of

3088  
02:19:46,609 --> 02:19:43,229

an eye it was like a little bit of an

3089

02:19:50,479 --> 02:19:46,619

idea that this could be serious but the

3090

02:19:52,909 --> 02:19:50,489

more I investigated the physics the more

3091

02:19:54,710 --> 02:19:52,919

that I investigated the quantum side of

3092

02:19:57,769 --> 02:19:54,720

it the more that I looked at quantum

3093

02:20:00,349 --> 02:19:57,779

computing and how it could be used to

3094

02:20:02,540 --> 02:20:00,359

simulate the world I saw other parallels

3095

02:20:03,800 --> 02:20:02,550

you know with the spiritual and

3096

02:20:05,989 --> 02:20:03,810

religious traditions which I've also

3097

02:20:08,929 --> 02:20:05,999

spent a lot of time studying and so for

3098

02:20:12,889 --> 02:20:08,939

me you know this is the one theory that

3099

02:20:14,510 --> 02:20:12,899

can bring together these different ways

3100

02:20:17,059 --> 02:20:14,520

of looking at the universe in the search

3101

02:20:19,790 --> 02:20:17,069

for truth so I you know well we cannot

3102

02:20:22,250 --> 02:20:19,800

say 100% and yes we were in a simulation

3103

02:20:24,710 --> 02:20:22,260

I what I have learned is I think it's

3104

02:20:27,109 --> 02:20:24,720

much more likely that we are in some

3105

02:20:30,830 --> 02:20:27,119

type of an information-based simulated

3106

02:20:32,569 --> 02:20:30,840

world than not I think the model of

3107

02:20:34,699 --> 02:20:32,579

being in a physical world just doesn't

3108

02:20:38,149 --> 02:20:34,709

match you know many of the findings of

3109

02:20:40,670 --> 02:20:38,159

either quantum physics or of what we've

3110

02:20:44,269 --> 02:20:40,680

been hearing from mystics and spiritual

3111

02:20:47,389 --> 02:20:44,279

traditions it certainly answers a lot of

3112

02:20:51,830 --> 02:20:47,399

questions when you look at things like

3113

02:20:55,399 --> 02:20:51,840

not only the question of UFOs or speed

3114

02:20:57,889 --> 02:20:55,409

faster than speed of light or manure all

3115

02:21:02,569 --> 02:20:57,899

of that because it's a simulation one -

3116

02:21:04,340 --> 02:21:02,579

like us homo sapien sapien how we just

3117

02:21:06,979 --> 02:21:04,350

appeared here two hundred thousand years

3118

02:21:09,739 --> 02:21:06,989

ago and we don't match there is no

3119

02:21:13,450 --> 02:21:09,749

missing link there isn't we just

3120

02:21:16,450 --> 02:21:13,460

appeared well maybe we're just npcs in a

3121

02:21:18,910 --> 02:21:16,460

elation right or who built the pyramids

3122

02:21:20,530 --> 02:21:18,920

we can't figure that out well if it's

3123

02:21:24,190 --> 02:21:20,540

just something that's created in a

3124

02:21:25,990 --> 02:21:24,200

simulation right it seems to answer all

3125

02:21:29,080 --> 02:21:26,000

of those puzzling questions we have

3126

02:21:30,610 --> 02:21:29,090

about ourselves yeah and you know

3127

02:21:32,380 --> 02:21:30,620

there's a chapter in the book about kind

3128

02:21:34,260 --> 02:21:32,390

of this all this unexplained phenomena

3129

02:21:39,490 --> 02:21:34,270

like remote viewing

3130

02:21:42,070 --> 02:21:39,500

Autobody experiences and UFOs and how if

3131

02:21:44,710 --> 02:21:42,080

we're in a simulation this makes sense I

3132

02:21:47,230 --> 02:21:44,720

mean if you think about UFOs right some

3133

02:21:49,740 --> 02:21:47,240

of the puzzling things for scientists

3134

02:21:53,650 --> 02:21:49,750

are there's reports of them just

3135

02:21:55,690 --> 02:21:53,660

materializing out of nowhere right and

3136

02:21:57,850 --> 02:21:55,700

so the question is are they physical or

3137

02:22:00,340 --> 02:21:57,860

are they not how could they just appear

3138

02:22:01,780 --> 02:22:00,350

and then you know in my conversations

3139

02:22:03,850 --> 02:22:01,790

with researchers like like Jacques

3140

02:22:05,860 --> 02:22:03,860

Vallee you know he mentioned that

3141

02:22:08,710 --> 02:22:05,870

sometimes you'll have a case where one

3142

02:22:10,690 --> 02:22:08,720

person sees the UFO and the other person

3143

02:22:14,140 --> 02:22:10,700

doesn't right it's almost like they're

3144

02:22:17,590 --> 02:22:14,150

beaming subjective information well

3145

02:22:19,840 --> 02:22:17,600

turns out in the video game you know you

3146

02:22:21,900 --> 02:22:19,850

and I could be rendering the world in

3147

02:22:25,420 --> 02:22:21,910

our computers or in our own

3148

02:22:28,000 --> 02:22:25,430

consciousness it's very possible to beam

3149

02:22:29,820 --> 02:22:28,010

slightly different information to us so

3150

02:22:32,500 --> 02:22:29,830

that you see the room or the sky

3151

02:22:35,080 --> 02:22:32,510

landscape without the UFO and I see it

3152

02:22:36,640 --> 02:22:35,090

whether UFO there like that's one of the

3153

02:22:40,360 --> 02:22:36,650

only ways you could kind of explain

3154

02:22:44,290 --> 02:22:40,370

these types of things like Bigfoot right

3155

02:22:45,760 --> 02:22:44,300

like Bigfoot right well yeah I mean

3156

02:22:48,219 --> 02:22:45,770

you've got all kinds of different

3157

02:22:51,400 --> 02:22:48,229

Bigfoot now you're into different

3158

02:22:54,300 --> 02:22:51,410

genealogies and lineage and and and you

3159

02:22:57,640 --> 02:22:54,310

know where does it fit in into the the

3160

02:22:59,830 --> 02:22:57,650

anthropological you you really want to

3161

02:23:03,540 --> 02:22:59,840

take it in an in a crazy direction that

3162

02:23:06,700 --> 02:23:03,550

we have a phenomenon like Slenderman

3163

02:23:09,520 --> 02:23:06,710

right and if we're living in a

3164

02:23:13,450 --> 02:23:09,530

simulation that certainly answers a lot

3165

02:23:17,380 --> 02:23:13,460

of questions about Slenderman or ghosts

3166

02:23:20,530 --> 02:23:17,390

or the paranormal or UFO abductions

3167

02:23:23,710 --> 02:23:20,540

right I mean how do they just appear in

3168

02:23:26,730 --> 02:23:23,720

your room and how do you end up going

3169

02:23:30,470 --> 02:23:26,740

through the walls you know into a ship

3170

02:23:33,470 --> 02:23:30,480

if you know we look at those stories and

3171

02:23:36,930 --> 02:23:33,480

you know I look at it as you know

3172

02:23:39,900 --> 02:23:36,940

whatever you believe there should be a

3173

02:23:41,370 --> 02:23:39,910

model that can explain you know how

3174

02:23:42,330 --> 02:23:41,380

something like that could work and that

3175

02:23:44,761 --> 02:23:42,340

you know I'm an engineer by background

3176

02:23:47,520 --> 02:23:44,771

so I like to try to figure out how

3177

02:23:49,830 --> 02:23:47,530

things work and you know the reason you

3178

02:23:51,660 --> 02:23:49,840

know relativity is accepted today is it

3179

02:23:53,250 --> 02:23:51,670

was a better model than classical

3180

02:23:55,320 --> 02:23:53,260

physics for what was actually observed

3181

02:23:58,171 --> 02:23:55,330

so I think if you look at many of these

3182

02:24:01,261 --> 02:23:58,181

areas these fringe areas the simulation

3183

02:24:03,810 --> 02:24:01,271

hypothesis is a better model than you

3184

02:24:07,830 --> 02:24:03,820

know what physicists have been telling

3185

02:24:10,560 --> 02:24:07,840

us as a physical world and so I you know

3186

02:24:12,810 --> 02:24:10,570

it tends to fit if it tends to fit it

3187

02:24:14,610 --> 02:24:12,820

tends to be a useful model and therefore

3188

02:24:15,841 --> 02:24:14,620

I think it's it's a better model and I

3189

02:24:18,060 --> 02:24:15,851

think more and more people are waking up

3190

02:24:21,261 --> 02:24:18,070

to it it's still controversial right I

3191

02:24:25,640 --> 02:24:21,271

mean to a point but you're able to now

3192

02:24:29,551 --> 02:24:25,650

you can walk around the halls of MIT and

3193

02:24:32,881 --> 02:24:29,561

and have these ideas about ET or the

3194

02:24:34,921 --> 02:24:32,891

paranormal Riz but just wrap it right

3195

02:24:36,720 --> 02:24:34,931

into the simulation hypothesis and

3196

02:24:44,970 --> 02:24:36,730

quantum mechanics and you're in a safe

3197

02:24:47,730 --> 02:24:44,980

zone with people at MIT assuming the

3198

02:24:49,230 --> 02:24:47,740

simulation hypothesis where is you know

3199

02:24:51,330 --> 02:24:49,240

if we weren't assuming the simulation

3200

02:24:52,381 --> 02:24:51,340

hypothesis people there wouldn't

3201

02:24:54,511 --> 02:24:52,391

necessarily take that conversation

3202

02:24:58,261 --> 02:24:54,521

seriously they take it much more

3203

02:25:01,350 --> 02:24:58,271

seriously as part of a computational

3204

02:25:03,140 --> 02:25:01,360

based model of how the world works you

3205

02:25:06,120 --> 02:25:03,150

know and I'm one of the few people who

3206

02:25:07,950 --> 02:25:06,130

has experimented with and talked about

3207

02:25:09,660 --> 02:25:07,960

this stuff and we did shamanic

3208

02:25:15,750 --> 02:25:09,670

journeying at the MIT Media Lab you know

3209

02:25:18,291 --> 02:25:15,760

last year which is so that's why you

3210

02:25:20,421 --> 02:25:18,301

wrote the book

3211

02:25:22,310 --> 02:25:20,431

yeah because I mean I spend you know

3212

02:25:24,501 --> 02:25:22,320

part of my time with people in in the

3213

02:25:26,060 --> 02:25:24,511

technological world in the scientific

3214

02:25:28,310 --> 02:25:26,070

world in the video game world and part

3215

02:25:30,770 --> 02:25:28,320

of my time you know with people in kind

3216

02:25:32,751 --> 02:25:30,780

of these more these other areas and so

3217

02:25:35,241 --> 02:25:32,761

this gives me the opportunity to be able

3218

02:25:37,070 --> 02:25:35,251

to talk to all people at all sides so

3219

02:25:40,671 --> 02:25:37,080

wait a minute you did a shaman workshop

3220

02:25:42,831 --> 02:25:40,681

at MIT were you guys smoking DMT no we

3221

02:25:45,711 --> 02:25:42,841

didn't use any pee or any drugs it was

3222

02:25:47,180 --> 02:25:45,721

just using shamanic drumming it was it

3223

02:25:50,661 --> 02:25:47,190

was Kouchner and stress relief for

3224

02:25:52,911 --> 02:25:50,671

entrepreneurs and so it was it was one

3225

02:25:54,770 --> 02:25:52,921

method you know meditation now and

3226

02:25:56,421 --> 02:25:54,780

mindfulness is accepted pretty much at

3227

02:25:59,150 --> 02:25:56,431

MIT and other places as well so this was

3228

02:26:01,280 --> 02:25:59,160

yet another way to try to relax people

3229

02:26:03,801 --> 02:26:01,290

that were stressed out an amazing

3230

02:26:09,381 --> 02:26:03,811

conversation tonight rizz and now the

3231

02:26:12,530 --> 02:26:09,391

book comes out the 31st in a week and a

3232

02:26:14,930 --> 02:26:12,540

half in a week I mean it's a elbow on

3233

02:26:16,791 --> 02:26:14,940

Amazon to pre-order and it'll be out in

3234

02:26:18,770 --> 02:26:16,801

a week and a half all right on the 20th

3235

02:26:22,640 --> 02:26:18,780

anniversary of the matrix release a much

3236

02:26:25,581 --> 02:26:22,650

success the book is amazing I've read it

3237

02:26:28,791 --> 02:26:25,591

and I highly highly highly recommend the

3238

02:26:31,791 --> 02:26:28,801

book and one of the cool things for me

3239

02:26:34,730 --> 02:26:31,801

about the book is that you do take each

3240

02:26:37,820 --> 02:26:34,740

one of these approaches to the

3241

02:26:41,600 --> 02:26:37,830

simulation hypothesis which is video

3242

02:26:44,841 --> 02:26:41,610

gaming computers science physics and of

3243

02:26:46,820 --> 02:26:44,851

course religion and mythology and you

3244

02:26:49,041 --> 02:26:46,830

take each one of those approaches and

3245

02:26:52,701 --> 02:26:49,051

you break it down comprehensively it's

3246

02:26:55,070 --> 02:26:52,711

really well done thank you yeah I really

3247

02:26:57,951 --> 02:26:55,080

wanted to explore each of these areas

3248

02:26:59,331 --> 02:26:57,961

and kind of you know show how you know

3249

02:27:01,940 --> 02:26:59,341

there are very few models that can

3250

02:27:04,341 --> 02:27:01,950

explain all of these things and it's one

3251  
02:27:06,741 --> 02:27:04,351  
of the few kid that can do that and you

3252  
02:27:09,411 --> 02:27:06,751  
know Einstein once said science without

3253  
02:27:10,820 --> 02:27:09,421  
religion is lame and religion without

3254  
02:27:13,551 --> 02:27:10,830  
science is blind or maybe it was the

3255  
02:27:16,100 --> 02:27:13,561  
other way around right but you know it

3256  
02:27:19,310 --> 02:27:16,110  
used to be OK for scientists to talk

3257  
02:27:22,430 --> 02:27:19,320  
about religion and somehow you know we

3258  
02:27:25,100 --> 02:27:22,440  
in 500 years we've gone from the church

3259  
02:27:26,631 --> 02:27:25,110  
suppressing science to now scientists in

3260  
02:27:28,640 --> 02:27:26,641  
a way suppressing religion are not

3261  
02:27:31,190 --> 02:27:28,650  
taking it seriously and the simulation

3262  
02:27:31,820 --> 02:27:31,200  
hypothesis is a key that unlocks the

3263  
02:27:33,889 --> 02:27:31,830

door

3264

02:27:36,110 --> 02:27:33,899

to the mysteries of the universe and

3265

02:27:38,420 --> 02:27:36,120

makes it so that we can talk about you

3266

02:27:41,780 --> 02:27:38,430

know with people at MIT and Stanford as

3267

02:27:45,260 --> 02:27:41,790

well as you know on a contacting the

3268

02:27:47,690 --> 02:27:45,270

desert thank you so much rizz amazing

3269

02:27:50,570 --> 02:27:47,700

conversation tonight and enjoy the rest

3270

02:27:52,280 --> 02:27:50,580

of your evening and we'll speak soon yep

3271

02:27:57,559 --> 02:27:52,290

thanks for having me on thank you

3272

02:28:00,349 --> 02:27:57,569

rizz Virk and again it is very easy to

3273

02:28:02,000 --> 02:28:00,359

get to go to Zen entrepreneur calm you

3274

02:28:03,920 --> 02:28:02,010

can also click on the links over at

3275

02:28:05,870 --> 02:28:03,930

Jimmy church radio calm you can

3276

02:28:08,410 --> 02:28:05,880

pre-order the book now it is called the

3277

02:28:11,270 --> 02:28:08,420

simulation hypothesis it's got

3278

02:28:13,520 --> 02:28:11,280

illustrations broken down it's really

3279

02:28:14,120 --> 02:28:13,530

well done I highly recommend it this is

3280

02:28:16,910 --> 02:28:14,130

fade to black

3281

02:28:18,200 --> 02:28:16,920

our mios Jimmy Church Thank You Risberg

3282

02:28:20,690 --> 02:28:18,210

and I'm gonna open up the phone lines

3283

02:28:23,360 --> 02:28:20,700

let's go open lines what do you think

3284

02:28:23,810 --> 02:28:23,370

are we living in a simulation I'll be

3285

02:28:35,880 --> 02:28:23,820

right back

3286

02:28:38,560 --> 02:28:35,890

[Music]

3287

02:28:41,380 --> 02:28:38,570

Viveca box here and you are listening to

3288

02:28:46,830 --> 02:28:41,390

my boy Jimmy Church on Jimmy Church

3289

02:28:51,020 --> 02:28:46,840

radio.com this my popular opinion

3290

02:28:53,940 --> 02:28:51,030

reading a book will not make you smarter

3291

02:28:57,020 --> 02:28:53,950

but listening to Jimmy church will

3292

02:29:01,291 --> 02:28:57,030

[Applause]

3293

02:29:03,180 --> 02:29:01,301

hurricanes earthquakes wildfires this

3294

02:29:05,640 --> 02:29:03,190

year we've experienced more than our

3295

02:29:07,950 --> 02:29:05,650

fair share this is Jimmy Church of fade

3296

02:29:09,961 --> 02:29:07,960

to black and last month I decided to

3297

02:29:12,390 --> 02:29:09,971

make sure my family does not have to

3298

02:29:15,541 --> 02:29:12,400

worry about food should we get caught in

3299

02:29:18,001 --> 02:29:15,551

a real emergency situation introducing

3300

02:29:19,650 --> 02:29:18,011

Humana a healthy storable product that

3301

02:29:21,690 --> 02:29:19,660

tastes so good that you'll want to eat

3302

02:29:23,970 --> 02:29:21,700

it every day instead of just during

3303

02:29:26,190 --> 02:29:23,980

those times of duress all new manna

3304

02:29:29,581 --> 02:29:26,200

products have a 25 year shelf life our

3305

02:29:32,131 --> 02:29:29,591

msg and GMO free no preservatives and

3306

02:29:34,051 --> 02:29:32,141

are made in America with the new manna

3307

02:29:35,640 --> 02:29:34,061

pack in your home you'll be able to

3308

02:29:38,190 --> 02:29:35,650

sleep at night knowing that you

3309

02:29:41,400 --> 02:29:38,200

protected your family not only have I

3310

02:29:43,501 --> 02:29:41,410

tasted and tested I own it now you can

3311

02:29:45,720 --> 02:29:43,511

too just click on the new manna banner

3312

02:29:47,581 --> 02:29:45,730

on Jimmy Church radio.com and use the

3313

02:29:49,980 --> 02:29:47,591

promo code Jimmy when you order in

3314

02:29:51,980 --> 02:29:49,990

addition to a discount we'll send you an

3315

02:29:56,131 --> 02:29:51,990

autograph fade to black t-shirt

3316

02:29:58,171 --> 02:29:56,141

seriously gobekli tepe this is Jimmy

3317

02:30:01,200 --> 02:29:58,181

Church of fade to black and I take life

3318

02:30:04,440 --> 02:30:01,210

change tea supplements every single day

3319

02:30:09,450 --> 02:30:04,450

it's what I do click on their banner add

3320

02:30:11,940 --> 02:30:09,460

Jimmy Church radio calm when you take

3321

02:30:14,461 --> 02:30:11,950

the beans from Central America with

3322

02:30:16,621 --> 02:30:14,471

dashes of indonesian and african mixed

3323

02:30:17,850 --> 02:30:16,631

in and then roast it to the dark side of

3324

02:30:21,470 --> 02:30:17,860

fade to black

3325

02:30:24,480 --> 02:30:21,480

you create the ultimate brew of Fringe

3326

02:30:27,631 --> 02:30:24,490

introducing the fade to black blend from

3327

02:30:30,751 --> 02:30:27,641

River Moon coffee yes River moons

3328

02:30:32,910 --> 02:30:30,761

darkest customized roast was created for

3329

02:30:35,940 --> 02:30:32,920

the love of fade to black

3330

02:30:38,581 --> 02:30:35,950

the alchemy of masterful roasting and

3331

02:30:42,150 --> 02:30:38,591

smoking the beans is in every sip of

3332

02:30:45,150 --> 02:30:42,160

this full-bodied dark Java I need my

3333

02:30:47,490 --> 02:30:45,160

coffee dog deep with distinct

3334

02:30:50,190 --> 02:30:47,500

bittersweet chocolate highlights just

3335

02:30:52,621 --> 02:30:50,200

like the bunker leaning further into the

3336

02:30:55,460 --> 02:30:52,631

darkness of the roast is fade to black

3337

02:30:57,200 --> 02:30:55,470

blend from rubber moon coffee

3338

02:31:00,110 --> 02:30:57,210

click on the banner at Jimmy Church

3339

02:31:03,590 --> 02:31:00,120

radio.com and use the promo code F to be

3340

02:31:08,150 --> 02:31:03,600

blend for 15% off of your order today

3341

02:31:10,130 --> 02:31:08,160

go back Lee tapi hi folks CBD is the

3342

02:31:11,690 --> 02:31:10,140

home run hitter for health right now why

3343

02:31:14,450 --> 02:31:11,700

do you ask because of what it does for

3344

02:31:15,950 --> 02:31:14,460

the body unfortunately I can't tell you

3345

02:31:18,440 --> 02:31:15,960

all about the benefit you know there's

3346

02:31:20,660 --> 02:31:18,450

reasons do your due diligence and log on

3347

02:31:23,240 --> 02:31:20,670

to ancient life oil com that's ancient

3348

02:31:25,219 --> 02:31:23,250

life oil calm angel life oil uses

3349

02:31:27,050 --> 02:31:25,229

organic ingredients and is blended in

3350

02:31:29,650 --> 02:31:27,060

coconut oil for some of the best

3351

02:31:32,450 --> 02:31:29,660

benefits legal in 50 states and

3352

02:31:35,380 --> 02:31:32,460

non-psychoactive log on to ancient life

3353

02:31:37,700 --> 02:31:35,390

oil calm that's ancient life oil calm

3354

02:31:40,760 --> 02:31:37,710

this is Jimmy Church of fade to black

3355

02:31:44,179 --> 02:31:40,770

and my family is safe because of new

3356

02:31:46,309 --> 02:31:44,189

mana emergency food storage just go to

3357

02:31:52,219 --> 02:31:46,319

the new mana banner at Jimmy Church

3358

02:31:54,920 --> 02:31:52,229

radio.com promo code jimmy 10 are you

3359

02:31:57,469 --> 02:31:54,930

intrigued by paranormal talk radio you

3360

02:32:00,440 --> 02:31:57,479

love the new paranormal radio app from

3361

02:32:02,660 --> 02:32:00,450

torque stream live you'll find a great

3362

02:32:05,780 --> 02:32:02,670

selection of talk shows covering UFOs

3363

02:32:08,179 --> 02:32:05,790

ghosts strange phenomena and much more

3364

02:32:10,400 --> 02:32:08,189

download the paranormal radio app now

3365

02:32:12,830 --> 02:32:10,410

and start listening to the very best in

3366

02:32:14,269 --> 02:32:12,840

paranormal talk entertainment including

3367

02:32:17,269 --> 02:32:14,279

the network you're listening to right

3368

02:32:27,541 --> 02:32:17,279

now the paranormal radio app free in

3369

02:32:42,070 --> 02:32:31,270

it's not a lifestyle we chose we were

3370

02:32:46,830 --> 02:32:42,080

born this way k GRA radio.com this is KJ

3371

02:32:46,840 --> 02:32:58,450

[Music]

3372

02:33:05,840 --> 02:33:00,980

welcome back fade to black open lines

3373

02:33:08,330 --> 02:33:05,850

right now seven four seven two two eight

3374

02:33:10,700 --> 02:33:08,340

two zero five one want to thank rizz

3375

02:33:15,400 --> 02:33:10,710

Burt the book is called the simulation

3376

02:33:18,590 --> 02:33:15,410

hypothesis are we living in a simulation

3377

02:33:22,670 --> 02:33:18,600

pretty interesting answer at the end of

3378

02:33:25,340 --> 02:33:22,680

the show there were ribs and very highly

3379

02:33:27,320 --> 02:33:25,350

probable and he's one of the smartest

3380

02:33:29,179 --> 02:33:27,330

people on this planet let's go to the

3381

02:33:32,450 --> 02:33:29,189

phones hi you're live on fade to black

3382

02:33:34,460 --> 02:33:32,460

who's calling hey Jimmy it's Andy from

3383

02:33:37,280 --> 02:33:34,470

Dallas how you doing hi sandy from

3384

02:33:39,230 --> 02:33:37,290

Dallas how are you well listen I don't

3385

02:33:41,750 --> 02:33:39,240

get to travel that much but you all give

3386

02:33:43,580 --> 02:33:41,760

me the trip of a lifetime right now it's

3387

02:33:43,880 --> 02:33:43,590

pretty cool are we living yeah I know

3388

02:33:47,620 --> 02:33:43,890

right

3389

02:33:51,860 --> 02:33:47,630

are we living in a simulation sandy

3390

02:33:54,380 --> 02:33:51,870

there's got to be something I I can wrap

3391

02:33:55,940 --> 02:33:54,390

my head around me simulating my own life

3392

02:33:57,920 --> 02:33:55,950

I can wrap my head around that my

3393

02:34:01,130 --> 02:33:57,930

husband I call as my husband worked on

3394

02:34:04,160 --> 02:34:01,140

June 3 worked in video games his whole

3395

02:34:06,950 --> 02:34:04,170

life right oh he did he worked on doom 3

3396

02:34:09,969 --> 02:34:06,960

was that arena was it or is that quite

3397

02:34:14,150 --> 02:34:09,979

quake was arena what was Doom 3 called

3398

02:34:17,030 --> 02:34:14,160

or was it just doom 3 I played it I just

3399

02:34:22,910 --> 02:34:17,040

don't remember it but the title was but

3400

02:34:23,450 --> 02:34:22,920

so what did he do for the game sandy are

3401

02:34:30,230 --> 02:34:23,460

you there

3402

02:34:32,420 --> 02:34:30,240

I lost sandy sandy I lost sandy okay

3403

02:34:35,900 --> 02:34:32,430

sandy call me back I've got your number

3404

02:34:39,800 --> 02:34:35,910

right here let's let's keep the phone's

3405

02:34:42,590 --> 02:34:39,810

going and seven four seven two two eight

3406

02:34:45,770 --> 02:34:42,600

two zero five one hi you're live on fade

3407

02:34:48,290 --> 02:34:45,780

to black who's calling good gymnast like

3408

02:34:58,760 --> 02:34:48,300

in Montana hi mica Montana how you doing

3409

02:35:00,679 --> 02:34:58,770

man good no he's gone what's that he's

3410

02:35:03,920 --> 02:35:00,689

pretty scary good because everything he

3411

02:35:05,480 --> 02:35:03,930

said pretty much a possibility at some

3412

02:35:10,700 --> 02:35:05,490

point in time we're going to be faced

3413

02:35:12,620 --> 02:35:10,710

with I don't know if the reality of what

3414

02:35:16,040 --> 02:35:12,630

we're really in like a matrix

3415

02:35:17,510 --> 02:35:16,050

system or whatever but mm-hmm it it

3416

02:35:21,229 --> 02:35:17,520

makes a lot of sense

3417

02:35:24,559 --> 02:35:21,239

are you or are you okay with it you know

3418

02:35:25,070 --> 02:35:24,569

if it was revealed tomorrow that that's

3419

02:35:27,979 --> 02:35:25,080

it

3420

02:35:30,530 --> 02:35:27,989

we're just NPCs right we're just players

3421

02:35:32,410 --> 02:35:30,540

in a game are you okay with it I mean

3422

02:35:37,070 --> 02:35:32,420

what does it change

3423

02:35:39,439 --> 02:35:37,080

well I have to say this I I did at one

3424

02:35:41,719 --> 02:35:39,449

point my wife when I was very little six

3425

02:35:45,559 --> 02:35:41,729

I drowned and I experienced something I

3426

02:35:47,210 --> 02:35:45,569

can't explain lot of people I didn't

3427

02:35:50,229 --> 02:35:47,220

know anything about phenomenon or

3428

02:35:53,780 --> 02:35:50,239

anything and what I saw really really

3429

02:35:55,820 --> 02:35:53,790

amazed me I'll just put it that way and

3430

02:35:59,870 --> 02:35:55,830

kind of kept me on the straight and

3431

02:36:03,649 --> 02:35:59,880

narrow food how's noise but if this is a

3432

02:36:05,929 --> 02:36:03,659

simulation what are for the volunteers

3433

02:36:08,660 --> 02:36:05,939

were for the ones that volunteer to be

3434

02:36:13,490 --> 02:36:08,670

here to do this to experience this in

3435

02:36:16,519 --> 02:36:13,500

some way and then in reality we never

3436

02:36:18,559 --> 02:36:16,529

really truly died maybe we we just go on

3437

02:36:21,469 --> 02:36:18,569

this is the entertainment and I almost

3438

02:36:24,170 --> 02:36:21,479

signed up for a 50-year run over said

3439

02:36:26,899 --> 02:36:24,180

new year run on the virtual reality

3440

02:36:29,269 --> 02:36:26,909

thing and to them it's you know twenty

3441

02:36:32,929 --> 02:36:29,279

thirty thousand year things who knows

3442

02:36:36,170 --> 02:36:32,939

maybe we are those beings it kind of

3443

02:36:39,740 --> 02:36:36,180

worries me that from what I seen is

3444

02:36:45,609 --> 02:36:39,750

maybe what I saw when I drowned wasn't a

3445

02:36:48,439 --> 02:36:45,619

part of that simulation and if it was he

3446

02:36:51,559 --> 02:36:48,449

changes everything I think about life

3447

02:36:55,399 --> 02:36:51,569

yeah yeah you raised some really good

3448

02:37:00,530 --> 02:36:55,409

points Mike and when you have somebody

3449

02:37:02,630 --> 02:37:00,540

like rizz look I have been studying this

3450

02:37:07,179 --> 02:37:02,640

for a while and one of the things that

3451

02:37:13,960 --> 02:37:07,189

you can do which is really fun to do is

3452

02:37:17,240 --> 02:37:13,970

you can go onto YouTube and punch in

3453

02:37:21,920 --> 02:37:17,250

simulation hypothesis and start to look

3454

02:37:24,439 --> 02:37:21,930

at different debates and presentations

3455

02:37:25,541 --> 02:37:24,449

from scientists from physicists all

3456

02:37:28,991 --> 02:37:25,551

around the world

3457

02:37:32,770 --> 02:37:29,001

where they are seriously looking into

3458

02:37:36,551 --> 02:37:32,780

this and they have the reasons why it is

3459

02:37:38,650 --> 02:37:36,561

a real possibility so I would suggest

3460

02:37:41,261 --> 02:37:38,660

anybody listening to this show right now

3461

02:37:43,001 --> 02:37:41,271

after you know first you know go and get

3462

02:37:45,761 --> 02:37:43,011

Riza's book and mike i want to thank you

3463

02:37:48,461 --> 02:37:45,771

for the phone call is go yeah thank you

3464

02:37:50,650 --> 02:37:48,471

and get Riza's book that's the first

3465

02:37:54,220 --> 02:37:50,660

thing in second just go and start to

3466

02:37:55,991 --> 02:37:54,230

look at the different scientists around

3467

02:37:59,890 --> 02:37:56,001

the world that discussed this it's it's

3468

02:38:02,530 --> 02:37:59,900

amazing and it's it's when you when you

3469

02:38:05,591 --> 02:38:02,540

when you hear people debate this or talk

3470

02:38:07,211 --> 02:38:05,601

about this or or present their ideas

3471

02:38:09,791 --> 02:38:07,221

about this inside of our community

3472

02:38:11,980 --> 02:38:09,801

that's one thing and then go and see

3473

02:38:14,411 --> 02:38:11,990

what others are suggesting here it's

3474

02:38:17,501 --> 02:38:14,421

powerful the material out there is

3475

02:38:18,701 --> 02:38:17,511

strong let's go back to the phones hi

3476

02:38:22,030 --> 02:38:18,711

you're live on fade to black who's

3477

02:38:23,650 --> 02:38:22,040

calling hey Jimmy it's Angela I thought

3478

02:38:26,980 --> 02:38:23,660

it was you I wanted to make sure all

3479

02:38:31,301 --> 02:38:26,990

right sandy what did he do for the video

3480

02:38:34,900 --> 02:38:31,311

game Doom doom three he's a 3d computer

3481

02:38:37,091 --> 02:38:34,910

animator and what does he think about us

3482

02:38:40,780 --> 02:38:37,101

living in a simulation because he's

3483

02:38:45,761 --> 02:38:40,790

creating him himself oh he's there yeah

3484

02:38:48,791 --> 02:38:45,771

he definitely thinks that there is some

3485

02:38:51,911 --> 02:38:48,801

kind of man behind the curtain whether

3486

02:38:56,831 --> 02:38:51,921

it's our own or something but we also

3487

02:39:02,350 --> 02:38:56,841

are very on when we walk with Jesus and

3488

02:39:07,331 --> 02:39:02,360

so we have that also what okay okay I

3489

02:39:10,600 --> 02:39:07,341

was actually going to go there what does

3490

02:39:14,051 --> 02:39:10,610

this do with God I mean how does God

3491

02:39:15,730 --> 02:39:14,061

come into play now what we always say

3492

02:39:19,390 --> 02:39:15,740

when we have discussions about anything

3493

02:39:22,150 --> 02:39:19,400

that's controversial or whatever debate

3494

02:39:24,280 --> 02:39:22,160

you know we always go back to no matter

3495

02:39:26,350 --> 02:39:24,290

what anyone believes there's a creator

3496

02:39:30,030 --> 02:39:26,360

of it all and we believe it's Jesus and

3497

02:39:34,871 --> 02:39:30,040

that's kind of where we leave it that's

3498

02:39:37,600 --> 02:39:34,881

okay is so you know all the greatness

3499

02:39:40,000 --> 02:39:37,610

and the quantum physics and the genius

3500

02:39:42,099 --> 02:39:40,010

and the ideas behind it

3501

02:39:49,239 --> 02:39:42,109

there it came from somewhere to begin

3502

02:39:51,880 --> 02:39:49,249

with the question of faith is a weird

3503

02:39:54,580 --> 02:39:51,890

thing to mix when you're dealing with

3504

02:39:59,529 --> 02:39:54,590

ones and zeroes and writing code and

3505

02:40:01,120 --> 02:39:59,539

creating 3d environments it is but he

3506

02:40:01,689 --> 02:40:01,130

created the people who are writing the

3507

02:40:06,210 --> 02:40:01,699

code

3508

02:40:09,069 --> 02:40:06,220

I believe if okay so let's let's let's

3509

02:40:10,929 --> 02:40:09,079

go into a simulation and the reason that

3510

02:40:13,000 --> 02:40:10,939

we don't die is one thing I subscribe to

3511

02:40:16,510 --> 02:40:13,010

because we do have to cut we do have to

3512

02:40:18,429 --> 02:40:16,520

continue to grow and learn and now when

3513

02:40:20,620 --> 02:40:18,439

you talk about the parallel universes

3514

02:40:22,840 --> 02:40:20,630

can't those be two other dimensions and

3515

02:40:25,660 --> 02:40:22,850

can they exist I believe they can and I

3516

02:40:27,489 --> 02:40:25,670

believe he created them as well okay so

3517

02:40:30,790 --> 02:40:27,499

let's let's bet let's back up a couple

3518

02:40:36,010 --> 02:40:30,800

of steps not not in his conversation but

3519

02:40:40,120 --> 02:40:36,020

in our timeline okay if we are dealing

3520

02:40:42,700 --> 02:40:40,130

with an artificial reality we're living

3521

02:40:45,219 --> 02:40:42,710

in a simulation that this is created and

3522

02:40:48,819 --> 02:40:45,229

and we're just role players right okay

3523

02:40:53,439 --> 02:40:48,829

then somebody had to write and create

3524

02:40:55,630 --> 02:40:53,449

said code and environment so if we back

3525

02:40:57,519 --> 02:40:55,640

up further than that somebody has to

3526

02:41:00,279 --> 02:40:57,529

come up with the idea and present the

3527

02:41:05,229 --> 02:41:00,289

project to all of the engineers of go

3528

02:41:08,200 --> 02:41:05,239

right right is that God is that who you

3529

02:41:10,779 --> 02:41:08,210

are saying that God is just me I am oh

3530

02:41:12,849 --> 02:41:10,789

you know I don't push it on anyone but

3531

02:41:15,010 --> 02:41:12,859

that's how I want because I push it all

3532

02:41:17,229 --> 02:41:15,020

back to him no matter when I start to go

3533

02:41:19,750 --> 02:41:17,239

oh my gosh you know then I just go well

3534

02:41:21,279 --> 02:41:19,760

you have a plan if I'm simulated and I'm

3535

02:41:22,840 --> 02:41:21,289

simulated and you know what if I am

3536

02:41:25,319 --> 02:41:22,850

simulated then I can wrap my head around

3537

02:41:28,750 --> 02:41:25,329

that then I'm gonna try and make my

3538

02:41:30,399 --> 02:41:28,760

simulation better for myself because why

3539

02:41:33,090 --> 02:41:30,409

would we want to live in such a misery

3540

02:41:35,739 --> 02:41:33,100

or we all seem to be so damn miserable

3541

02:41:38,769 --> 02:41:35,749

and that's part of the simulation right

3542

02:41:42,580 --> 02:41:38,779

that's ridiculous then if that's the

3543

02:41:44,559 --> 02:41:42,590

fact that's a sad thing to be simulating

3544

02:41:50,529 --> 02:41:44,569

all of us and all of us to have the same

3545

02:41:53,260 --> 02:41:50,539

kind of simulation well okay in that one

3546

02:41:53,889 --> 02:41:53,270

thing with all the things you don't even

3547

02:41:55,059 --> 02:41:53,899

need

3548

02:41:56,469 --> 02:41:55,069

because you just you know there's so

3549

02:41:58,120 --> 02:41:56,479

many simulations you could just have

3550

02:42:02,519 --> 02:41:58,130

that one thing with the civilians of

3551  
02:42:06,550 --> 02:42:02,529  
simulation but if if you look at

3552  
02:42:08,710 --> 02:42:06,560  
different games that are out there like

3553  
02:42:12,519 --> 02:42:08,720  
World of Warcraft or Sims

3554  
02:42:14,409 --> 02:42:12,529  
right where you have all of those

3555  
02:42:18,069 --> 02:42:14,419  
different characters some are bad some

3556  
02:42:20,559 --> 02:42:18,079  
are good you sometimes you can play the

3557  
02:42:23,489 --> 02:42:20,569  
game and and succeed and live a

3558  
02:42:26,260 --> 02:42:23,499  
wonderful life sometimes you just die

3559  
02:42:33,819 --> 02:42:26,270  
well isn't that exactly what we're

3560  
02:42:35,699 --> 02:42:33,829  
living with here on planet Earth trying

3561  
02:42:40,420 --> 02:42:35,709  
to make it better

3562  
02:42:42,609 --> 02:42:40,430  
so these simulations and we've got the

3563  
02:42:44,949 --> 02:42:42,619

bad and the good and we you know they're

3564

02:42:47,229 --> 02:42:44,959

dude then it goes back if there's the

3565

02:42:48,639 --> 02:42:47,239

people are gonna just present that bad

3566

02:42:49,719 --> 02:42:48,649

all the time and they're the ones gonna

3567

02:42:51,909 --> 02:42:49,729

present the good all the time

3568

02:42:55,239 --> 02:42:51,919

yeah very fascinating that you're you

3569

02:42:57,159 --> 02:42:55,249

would be okay with it well why do we

3570

02:43:01,260 --> 02:42:57,169

sandy let me ask you this

3571

02:43:12,099 --> 02:43:01,270

why do we die then if it's a simulation

3572

02:43:15,309 --> 02:43:12,109

we die in the game we go and play again

3573

02:43:25,719 --> 02:43:15,319

right right sandy you're smart what's

3574

02:43:28,540 --> 02:43:25,729

your husband's name no I I do not I do

3575

02:43:31,569 --> 02:43:28,550

not that would certainly bum me out

3576

02:43:35,229 --> 02:43:31,579

I wanted to ask you this do you think

3577

02:43:38,139 --> 02:43:35,239

that you turned a corner and became

3578

02:43:42,189 --> 02:43:38,149

somewhat lighter and open-minded and

3579

02:43:43,300 --> 02:43:42,199

maybe even a little less empty glass

3580

02:43:46,300 --> 02:43:43,310

when you met Rita

3581

02:43:49,210 --> 02:43:46,310

well I but when that happens in

3582

02:43:51,559 --> 02:43:49,220

anybody's life of course things change

3583

02:43:57,050 --> 02:43:51,569

and and

3584

02:44:00,740 --> 02:43:57,060

the look you always I think that anybody

3585

02:44:03,309 --> 02:44:00,750

that is successful or finds their bliss

3586

02:44:08,110 --> 02:44:03,319

or happiness you don't do that alone

3587

02:44:12,110 --> 02:44:08,120

right and so you you need somebody

3588

02:44:17,179 --> 02:44:12,120

always besides you to not only for

3589

02:44:21,290 --> 02:44:17,189

support but to how do I want to expose

3590

02:44:23,059 --> 02:44:21,300

you to other things and that creates you

3591

02:44:26,210 --> 02:44:23,069

know way we reach we're each other's

3592

02:44:28,130 --> 02:44:26,220

handlers yeah I don't think as somebody

3593

02:44:31,700 --> 02:44:28,140

that's found happiness and true bliss

3594

02:44:34,010 --> 02:44:31,710

does that alone right I don't I don't

3595

02:44:35,900 --> 02:44:34,020

think that well I I guess anything is

3596

02:44:38,269 --> 02:44:35,910

possible but you know what I'm saying

3597

02:44:42,830 --> 02:44:38,279

you're not going to do this alone it's

3598

02:44:45,889 --> 02:44:42,840

got to be with somebody else and what's

3599

02:44:50,179 --> 02:44:45,899

your what's your better halves name Jim

3600

02:44:52,340 --> 02:44:50,189

Jim that's what I'm talking about

3601  
02:44:54,519 --> 02:44:52,350  
sandy enjoy the rest of your night and a

3602  
02:44:55,790 --> 02:44:54,529  
big shout out to Jimmy thank you so much

3603  
02:44:58,880 --> 02:44:55,800  
okay

3604  
02:45:02,990 --> 02:44:58,890  
right back at you that's so you know

3605  
02:45:07,309 --> 02:45:03,000  
then the philosophical side of this the

3606  
02:45:09,590 --> 02:45:07,319  
real question is does it matter what

3607  
02:45:11,179 --> 02:45:09,600  
changes you still have to wake up

3608  
02:45:12,469 --> 02:45:11,189  
tomorrow you're still gonna have to do

3609  
02:45:15,860 --> 02:45:12,479  
your things you're still gonna have to

3610  
02:45:17,750 --> 02:45:15,870  
find happiness and and go and and and

3611  
02:45:20,240 --> 02:45:17,760  
learn and do all of those things that

3612  
02:45:22,340 --> 02:45:20,250  
you're obligated to as a person right

3613  
02:45:24,410 --> 02:45:22,350

what does it change

3614

02:45:25,670 --> 02:45:24,420

that's the question let's go back to the

3615

02:45:29,929 --> 02:45:25,680

phones how you're live i'm fade to black

3616

02:45:32,030 --> 02:45:29,939

who's calling Chris from shale Hill

3617

02:45:37,010 --> 02:45:32,040

hi Chris from channel Hills how are you

3618

02:45:39,110 --> 02:45:37,020

man sorry kiddo Hills Chino Hills uh you

3619

02:45:41,210 --> 02:45:39,120

know I was thinking Channel Hills is

3620

02:45:44,599 --> 02:45:41,220

somewhere out in the Channel Islands

3621

02:45:46,820 --> 02:45:44,609

made sense to me it made sense to me

3622

02:45:50,179 --> 02:45:46,830

Chino Hills right down the road how are

3623

02:45:53,809 --> 02:45:50,189

you great great first-time caller

3624

02:45:56,450 --> 02:45:53,819

longtime listener it's kind of slightly

3625

02:45:58,940 --> 02:45:56,460

off topic but hopefully on topic any

3626

02:46:03,260 --> 02:45:58,950

chance you guys are gonna get you know

3627

02:46:05,010 --> 02:46:03,270

maybe Tom DeLonge back on the show well

3628

02:46:07,541 --> 02:46:05,020

I mean is it

3629

02:46:09,551 --> 02:46:07,551

[Laughter]

3630

02:46:17,801 --> 02:46:09,561

do you now many times a day I get that

3631

02:46:21,011 --> 02:46:17,811

question Chris no it's a lot look Tom I

3632

02:46:25,110 --> 02:46:21,021

think tom is a really cool dude and I

3633

02:46:30,490 --> 02:46:25,120

know that he's a fan of the show

3634

02:46:32,440 --> 02:46:30,500

but he also knows that and I would never

3635

02:46:36,910 --> 02:46:32,450

be you know rude or anything like that

3636

02:46:39,791 --> 02:46:36,920

to him but he knows that I've got a long

3637

02:46:45,100 --> 02:46:39,801

list of questions that I want answered

3638

02:46:47,410 --> 02:46:45,110

and I don't think that right now he I

3639

02:46:48,370 --> 02:46:47,420

mean because we could come on he could

3640

02:46:50,470 --> 02:46:48,380

come on the show we could have a

3641

02:46:52,001 --> 02:46:50,480

wonderful conversation we can talk about

3642

02:46:54,131 --> 02:46:52,011

all things TSA and everything that

3643

02:46:58,360 --> 02:46:54,141

they're working on but to get to that

3644

02:47:01,060 --> 02:46:58,370

part of the show first he's got to stand

3645

02:47:05,440 --> 02:47:01,070

up and answer a list of questions of

3646

02:47:08,711 --> 02:47:05,450

which Chris I did email him I emailed

3647

02:47:11,820 --> 02:47:08,721

him ten questions that I want to get to

3648

02:47:14,950 --> 02:47:11,830

the bottom of and none of them have been

3649

02:47:17,921 --> 02:47:14,960

addressed either publicly or privately

3650

02:47:21,791 --> 02:47:17,931

and there you go so I don't think he's

3651  
02:47:24,220 --> 02:47:21,801  
prepared to go and do that and things

3652  
02:47:28,171 --> 02:47:24,230  
like the longer he waits you know that

3653  
02:47:35,230 --> 02:47:32,770  
yeah that that's certainly reality

3654  
02:47:39,910 --> 02:47:35,240  
that's not a possibility I think that

3655  
02:47:43,751 --> 02:47:39,920  
that is a reality but my my list of 10

3656  
02:47:46,450 --> 02:47:43,761  
questions is is actually pretty old now

3657  
02:47:50,171 --> 02:47:46,460  
if I went back and modified that it

3658  
02:47:52,900 --> 02:47:50,181  
would probably be 50 questions because a

3659  
02:47:56,051 --> 02:47:52,910  
lot of stuff has a lot of stuff as as

3660  
02:47:58,900 --> 02:47:56,061  
has happened over the last year but the

3661  
02:48:00,791 --> 02:47:58,910  
one thing that I'm thankful for and I

3662  
02:48:02,350 --> 02:48:00,801  
know that Tom listens to this show the

3663  
02:48:05,261 --> 02:48:02,360

one thing that I'm thankful for is that

3664

02:48:08,520 --> 02:48:05,271

he's out there pushing the UFO question

3665

02:48:12,421 --> 02:48:08,530

further further out into the public and

3666

02:48:16,541 --> 02:48:12,431

one of the things that I really enjoy is

3667

02:48:17,949 --> 02:48:16,551

the music community out there which you

3668

02:48:22,090 --> 02:48:17,959

know you look at

3669

02:48:25,269 --> 02:48:22,100

a band like blink 182 or you look at the

3670

02:48:30,760 --> 02:48:25,279

music community that is out there or the

3671

02:48:34,239 --> 02:48:30,770

gaming community or or or that the more

3672

02:48:38,559 --> 02:48:34,249

that we discuss this we expose and pull

3673

02:48:41,019 --> 02:48:38,569

them into our community you know what I

3674

02:48:43,540 --> 02:48:41,029

mean and that's what that's what Tom is

3675

02:48:44,769 --> 02:48:43,550

tapping into and I fully fully

3676

02:48:47,559 --> 02:48:44,779

appreciate that

3677

02:48:50,199 --> 02:48:47,569

you know his fans have known that he's

3678

02:48:52,750 --> 02:48:50,209

been into UFOs for a very long time his

3679

02:48:54,340 --> 02:48:52,760

band members talk about it and have

3680

02:48:57,309 --> 02:48:54,350

talked about it in the past and that's

3681

02:48:59,710 --> 02:48:57,319

what I'm appreciative of what I what I

3682

02:49:01,929 --> 02:48:59,720

don't like are the mistakes you know

3683

02:49:05,559 --> 02:49:01,939

that's that's the port that that I don't

3684

02:49:08,139 --> 02:49:05,569

appreciate and those mistakes look bad

3685

02:49:10,239 --> 02:49:08,149

back at our community and if you don't

3686

02:49:12,460 --> 02:49:10,249

answer to those and let us know why

3687

02:49:14,559 --> 02:49:12,470

those things happened then they're just

3688

02:49:18,639 --> 02:49:14,569

gonna linger there it's not gonna ever

3689

02:49:20,920 --> 02:49:18,649

go away that's right yeah I mean Greer

3690

02:49:22,960 --> 02:49:20,930

is the actually one that got me into

3691

02:49:25,809 --> 02:49:22,970

this whole I guess the universe if you

3692

02:49:28,899 --> 02:49:25,819

will and I had no idea that Tom DeLonge

3693

02:49:30,969 --> 02:49:28,909

was even you know part of it and I'm

3694

02:49:32,679 --> 02:49:30,979

just wondering is is that beef still

3695

02:49:36,519 --> 02:49:32,689

standing between the two or they kind of

3696

02:49:40,809 --> 02:49:36,529

reconciled or yeah yeah that's that's

3697

02:49:46,750 --> 02:49:40,819

that's a question for Tom and and and

3698

02:49:48,279 --> 02:49:46,760

Greer and okay this what you're talking

3699

02:49:54,399 --> 02:49:48,289

about I'll explain this to the audience

3700

02:49:57,699 --> 02:49:54,409

that Tom reached out to dr. Greer many

3701

02:50:00,189 --> 02:49:57,709

many years ago when he started to get

3702

02:50:04,120 --> 02:50:00,199

into the research of this in our

3703

02:50:07,000 --> 02:50:04,130

community and he he hung out with Steven

3704

02:50:10,510 --> 02:50:07,010

and and did some ce-5 research with them

3705

02:50:13,569 --> 02:50:10,520

and they they had a relationship and a

3706

02:50:15,309 --> 02:50:13,579

friendship so where that is today or how

3707

02:50:18,040 --> 02:50:15,319

those two look at each other that's a

3708

02:50:21,760 --> 02:50:18,050

question that needs to be you know

3709

02:50:24,729 --> 02:50:21,770

thrown at either one of them and you

3710

02:50:26,859 --> 02:50:24,739

know I think out of respect the the the

3711

02:50:28,330 --> 02:50:26,869

two of them have I don't I think that

3712

02:50:31,679 --> 02:50:28,340

stuff will probably always stay private

3713

02:50:35,130 --> 02:50:31,689

I don't have any insight okay so in

3714

02:50:37,649 --> 02:50:35,140

I did I wouldn't say that this show but

3715

02:50:39,719 --> 02:50:37,659

yeah I mean I admire both of them and

3716

02:50:41,609 --> 02:50:39,729

you know it's I mean yeah hopefully

3717

02:50:44,159 --> 02:50:41,619

obviously they can you know come to an

3718

02:50:46,380 --> 02:50:44,169

understanding that we're all in this

3719

02:50:49,319 --> 02:50:46,390

together were we're fighting for I think

3720

02:50:50,939 --> 02:50:49,329

the same cause you know that's to bring

3721

02:50:55,609 --> 02:50:50,949

you know disclosure to the forefront

3722

02:50:58,919 --> 02:50:55,619

well I'll say this Chris and

3723

02:51:03,989 --> 02:50:58,929

specifically talking about Tom and dr.

3724

02:51:06,599 --> 02:51:03,999

Greer those two are unique right now in

3725

02:51:10,649 --> 02:51:06,609

our UFO community and I'll tell you why

3726

02:51:13,709 --> 02:51:10,659

I truly believe I really do forget about

3727

02:51:16,469 --> 02:51:13,719

the sensationalism when it comes to dr.

3728

02:51:19,199 --> 02:51:16,479

Greer and his claims and flying around

3729

02:51:21,959 --> 02:51:19,209

the world with the royal families of

3730

02:51:26,519 --> 02:51:21,969

whatever and CIA directors play all of

3731

02:51:31,859 --> 02:51:26,529

that stuff aside I know I believe that

3732

02:51:34,619 --> 02:51:31,869

Stephen is exposed and knows things that

3733

02:51:36,359 --> 02:51:34,629

would blow our minds that he doesn't

3734

02:51:39,539 --> 02:51:36,369

talk about and that he can't talk about

3735

02:51:41,639 --> 02:51:39,549

I really believe that okay so I'm sure I

3736

02:51:43,050 --> 02:51:41,649

definitely believe that and it's the

3737

02:51:47,279 --> 02:51:43,060

same thing with Tom

3738

02:51:51,779 --> 02:51:47,289

I truly believe right that that Tom

3739

02:51:55,199 --> 02:51:51,789

actually knows things I do I do he's way

3740

02:51:58,169 --> 02:51:55,209

too exposed into the inner workings just

3741

02:52:01,319 --> 02:51:58,179

like dr. Greer is but I have the same

3742

02:52:04,649 --> 02:52:01,329

issues with the both of them and that is

3743

02:52:06,389 --> 02:52:04,659

this if you are truly in possession of

3744

02:52:09,349 --> 02:52:06,399

the knowledge and I do believe that both

3745

02:52:14,340 --> 02:52:09,359

of them are then come forward

3746

02:52:16,590 --> 02:52:14,350

don't don't continue with guys can't

3747

02:52:18,869 --> 02:52:16,600

handle the real truth we need to handle

3748

02:52:21,359 --> 02:52:18,879

it this way we're gonna discuss it in

3749

02:52:23,429 --> 02:52:21,369

this fashion you know we can't do too

3750

02:52:25,529 --> 02:52:23,439

many things we'll get upset and we'll

3751

02:52:27,869 --> 02:52:25,539

expose this person of this person or

3752

02:52:30,119 --> 02:52:27,879

this organization and this is gonna

3753

02:52:33,149 --> 02:52:30,129

happen with society you know what screw

3754

02:52:37,909 --> 02:52:33,159

all that screw it if you are in

3755

02:52:44,490 --> 02:52:37,919

possession with the real stuff bring it

3756

02:52:47,910 --> 02:52:44,500

bring it if I had it if I had the

3757

02:52:54,120 --> 02:52:47,920

had some top-secret stuff I'm yappin I'm

3758

02:52:56,910 --> 02:52:54,130

yapping oh yeah yeah yeah so so what I I

3759

02:52:58,800 --> 02:52:56,920

mean I mean career captain or something

3760

02:53:01,080 --> 02:52:58,810

I mean I've tried and see by protocol

3761

02:53:05,010 --> 02:53:01,090

and it works I I couldn't believe what I

3762

02:53:07,680 --> 02:53:05,020

was seeing and it's just go show you I

3763

02:53:09,390 --> 02:53:07,690

mean obviously he was I don't know that

3764

02:53:11,670 --> 02:53:09,400

the back story about it and he somehow

3765

02:53:13,260 --> 02:53:11,680

communicating with et and they went over

3766

02:53:15,810 --> 02:53:13,270

this protocol developed it together but

3767

02:53:18,450 --> 02:53:15,820

who knows where that came from but it

3768

02:53:23,160 --> 02:53:18,460

his method works I've tried I mean a

3769

02:53:25,140 --> 02:53:23,170

half full of times and it's just it's

3770

02:53:26,130 --> 02:53:25,150

just crazy what's out there and they

3771

02:53:28,820 --> 02:53:26,140

really just need to bring it to the

3772

02:53:33,750 --> 02:53:28,830

forefront yeah Chris there's the ce-5

3773

02:53:39,170 --> 02:53:33,760

protocol which I've done with with

3774

02:53:42,450 --> 02:53:39,180

Costas McRae as' and and his wife the I

3775

02:53:44,670 --> 02:53:42,460

think this is this is my take all right

3776

02:53:46,620 --> 02:53:44,680

this is just my own personal experience

3777

02:53:48,630 --> 02:53:46,630

that there is something going on with

3778

02:53:52,050 --> 02:53:48,640

that at a consciousness level there's

3779

02:53:55,350 --> 02:53:52,060

something going on within the ether and

3780

02:53:58,530 --> 02:53:55,360

you're letting something out there know

3781

02:54:01,140 --> 02:53:58,540

that you want contact and it Expo where

3782

02:54:03,480 --> 02:54:01,150

it's et or something interdimensional

3783

02:54:06,150 --> 02:54:03,490

it's us from the future I don't know

3784

02:54:10,020 --> 02:54:06,160

what it is but certainly the s appear

3785

02:54:13,290 --> 02:54:10,030

and I I don't think you necessarily need

3786

02:54:16,680 --> 02:54:13,300

to in fact I know you don't

3787

02:54:20,400 --> 02:54:16,690

to follow the ce-5 protocols by the book

3788

02:54:23,310 --> 02:54:20,410

you know and do a Sarah no no all you

3789

02:54:25,920 --> 02:54:23,320

got to do is show the intent because I

3790

02:54:32,400 --> 02:54:25,930

go out there and trust me I am the

3791

02:54:35,940 --> 02:54:32,410

opposite of ce-5 I'm loud I ask anybody

3792

02:54:39,690 --> 02:54:35,950

that's done it with me right it's just

3793

02:54:41,730 --> 02:54:39,700

about being happy open-minded and and

3794

02:54:44,220 --> 02:54:41,740

wanting something to happen and I'm

3795

02:54:46,470 --> 02:54:44,230

telling you man I've been out there with

3796

02:54:50,100 --> 02:54:46,480

a couple of hundred people and we've lit

3797

02:54:52,350 --> 02:54:50,110

up the skies and and I can be I could go

3798

02:54:55,920 --> 02:54:52,360

out in my backyard here in Burbank and

3799

02:54:58,200 --> 02:54:55,930

look up and see nothing nothing but in

3800

02:55:00,809 --> 02:54:58,210

the same sky

3801  
02:55:03,269 --> 02:55:00,819  
d miles away and and going out is the

3802  
02:55:05,700 --> 02:55:03,279  
same stars it's the same it's the same

3803  
02:55:08,040 --> 02:55:05,710  
stuff and and suddenly we're lighting up

3804  
02:55:10,769 --> 02:55:08,050  
the skies with craziness I can't explain

3805  
02:55:12,510 --> 02:55:10,779  
that but I think it's about intent and

3806  
02:55:14,309 --> 02:55:12,520  
just letting them know that you're cool

3807  
02:55:16,740 --> 02:55:14,319  
and that you that you're here to have

3808  
02:55:20,189 --> 02:55:16,750  
some fun you know and that's that's my I

3809  
02:55:22,410 --> 02:55:20,199  
totally agree I mean chills I mean you

3810  
02:55:25,050 --> 02:55:22,420  
probably familiar with it somewhat

3811  
02:55:26,910 --> 02:55:25,060  
definitely populated and I've done it in

3812  
02:55:29,610 --> 02:55:26,920  
the neighborhood and you know things

3813  
02:55:31,019 --> 02:55:29,620

appeared and I guess you know for

3814

02:55:33,570 --> 02:55:31,029

whatever reason they found it was okay

3815

02:55:35,490 --> 02:55:33,580

to do so but I did notice an increase in

3816

02:55:39,179 --> 02:55:35,500

helicopter activity that weeks following

3817

02:55:41,130 --> 02:55:39,189

that very very connection or there just

3818

02:55:42,510 --> 02:55:41,140

kind of kind of odd coincidence right

3819

02:55:43,469 --> 02:55:42,520

there man I've got my night-vision

3820

02:55:45,540 --> 02:55:43,479

goggles

3821

02:55:47,130 --> 02:55:45,550

right here in the bunker I think I'm

3822

02:55:48,719 --> 02:55:47,140

gonna take them home with me tonight and

3823

02:55:52,469 --> 02:55:48,729

go jump in the backyard for a few

3824

02:55:54,510 --> 02:55:52,479

minutes there you go all right Chris

3825

02:55:57,660 --> 02:55:54,520

hey man first time call or man don't be

3826

02:55:59,309 --> 02:55:57,670

a stranger thank you so much you no

3827

02:56:02,490 --> 02:55:59,319

problem Jimmy and one more thing can you

3828

02:56:05,849 --> 02:56:02,500

take me out gobekli tepe so go back lis

3829

02:56:07,550 --> 02:56:05,859

tapi Chris yeah I'll talk to you man

3830

02:56:13,670 --> 02:56:07,560

have a good night

3831

02:56:19,559 --> 02:56:13,680

Thanks go back Lee tapi go back meet a P

3832

02:56:21,809 --> 02:56:19,569

I found my that might a Meyer

3833

02:56:24,840 --> 02:56:21,819

sent us I found the gobekli tepe

3834

02:56:26,729 --> 02:56:24,850

t-shirts they were in a drawer and I've

3835

02:56:31,410 --> 02:56:26,739

got to start wearing those again man

3836

02:56:33,479 --> 02:56:31,420

those things are too cool yeah as I as I

3837

02:56:35,490 --> 02:56:33,489

wind down here I do want to thank rizz

3838

02:56:39,240 --> 02:56:35,500

Burke for an amazing conversation

3839

02:56:43,559 --> 02:56:39,250

tonight when it comes to the simulation

3840

02:56:46,229 --> 02:56:43,569

hypothesis I left something out and we

3841

02:56:50,519 --> 02:56:46,239

didn't go there tonight and I don't know

3842

02:56:53,150 --> 02:56:50,529

why we didn't it kept popping in and

3843

02:56:57,719 --> 02:56:53,160

that is Tron

3844

02:57:00,660 --> 02:56:57,729

okay Tron especially the part two and

3845

02:57:04,950 --> 02:57:00,670

the remake were were pretty cool but the

3846

02:57:08,580 --> 02:57:04,960

original Tron now what a futuristic look

3847

02:57:10,910 --> 02:57:08,590

that was into the simulation hypothesis

3848

02:57:13,160 --> 02:57:10,920

right think about that for a second

3849

02:57:16,520 --> 02:57:13,170

but the movie Tron was something else

3850

02:57:17,480 --> 02:57:16,530

like the matrix where I watched it over

3851

02:57:21,050 --> 02:57:17,490

and over again

3852

02:57:24,650 --> 02:57:21,060

I had the videotape for Tron and I went

3853

02:57:28,310 --> 02:57:24,660

through a couple of months where I

3854

02:57:32,210 --> 02:57:28,320

watched that nearly every single day and

3855

02:57:35,120 --> 02:57:32,220

this was in the 80s got my first VCR got

3856

02:57:38,870 --> 02:57:35,130

a copy of Tron and I watched it over and

3857

02:57:41,179 --> 02:57:38,880

over again and I started to ask some of

3858

02:57:46,429 --> 02:57:41,189

those fundamental questions in watching

3859

02:57:49,070 --> 02:57:46,439

Tron and that would I do it I thought it

3860

02:57:53,000 --> 02:57:49,080

was pretty exciting right the the

3861

02:57:56,810 --> 02:57:53,010

possibility of living like that on a

3862

02:58:01,190 --> 02:57:56,820

motherboard in the chipset with other

3863

02:58:03,679 --> 02:58:01,200

computer programs right and that was

3864

02:58:06,590 --> 02:58:03,689

like the precursor for the matrix and

3865

02:58:10,580 --> 02:58:06,600

the simulation hypothesis if you think

3866

02:58:14,719 --> 02:58:10,590

about it and it started for me a path

3867

02:58:17,690 --> 02:58:14,729

down a road that I'm actually very

3868

02:58:19,880 --> 02:58:17,700

comfortable with it would you know the

3869

02:58:24,890 --> 02:58:19,890

difference if you were living do you

3870

02:58:28,040 --> 02:58:24,900

remember the first time that what's the

3871

02:58:29,870 --> 02:58:28,050

name Floyd where he shows up and he's

3872

02:58:32,870 --> 02:58:29,880

looking at his hands and he's wondering

3873

02:58:35,000 --> 02:58:32,880

he's looking around he was okay with it

3874

02:58:38,270 --> 02:58:35,010

what what did it change in his life

3875

02:58:40,310 --> 02:58:38,280

right but it takes out the other the

3876

02:58:44,530 --> 02:58:40,320

other questions those questions of

3877

02:58:48,980 --> 02:58:44,540

disease all right you know getting sick

3878

02:58:50,870 --> 02:58:48,990

sleep certainly mortality all of that

3879

02:58:52,940 --> 02:58:50,880

comes into play what a great

3880

02:58:55,600 --> 02:58:52,950

conversation tonight thank you Risberg

3881

02:58:57,830 --> 02:58:55,610

the book is called the simulation

3882

02:59:01,370 --> 02:58:57,840

hypothesis all you have to do is go to

3883

02:59:04,640 --> 02:59:01,380

this website Zen interpreter calm the

3884

02:59:06,050 --> 02:59:04,650

links are at Jimmy Church radio.com just

3885

02:59:08,030 --> 02:59:06,060

click and head straight there pre-order

3886

02:59:11,150 --> 02:59:08,040

the book it's releasing on the 20th

3887

02:59:14,080 --> 02:59:11,160

anniversary of the release of the matrix

3888

02:59:16,730 --> 02:59:14,090

on March 31st in about 10 days

3889

02:59:17,870 --> 02:59:16,740

beta blacks executive producers Rita

3890

02:59:20,440 --> 02:59:17,880

Kumari on shows

3891

02:59:22,760 --> 02:59:20,450

by Hilton Jay Paul Rene Dennis and Bob

3892

02:59:25,910 --> 02:59:22,770

announcers are Steve harder Jean Vito

3893

02:59:29,270 --> 02:59:25,920

amarti Kovar what master is drew they

3894

02:59:32,450 --> 02:59:29,280

geek music doug aldrich intro space boy

3895

02:59:37,719 --> 02:59:32,460

space boy music calm fade to black is

3896

02:59:40,550 --> 02:59:37,729

produced by kjsurya productions kannna

3897

02:59:42,410 --> 02:59:40,560

planet this broadcast own a copyright a

3898

02:59:43,550 --> 02:59:42,420

2019 by fade to black in the

3899

02:59:45,740 --> 02:59:43,560

game-changer network

3900

02:59:47,300 --> 02:59:45,750

it cannot be rebroadcast downloaded

3901

02:59:49,520 --> 02:59:47,310

copied or used anywhere in the known

3902

02:59:51,380 --> 02:59:49,530

universe without written permission from

3903

02:59:54,260 --> 02:59:51,390

fade to black of the GameChanger network

3904

02:59:57,860 --> 02:59:54,270

I'm Neil Jimmy Church follow me on

3905

03:00:01,250 --> 02:59:57,870

twitter @jj radio until tomorrow night

3906

03:00:02,260 --> 03:00:01,260

doctors JJ and Desiree her talk right

3907

03:00:15,440 --> 03:00:02,270

here on fade to black