

MARCH 19, 2019

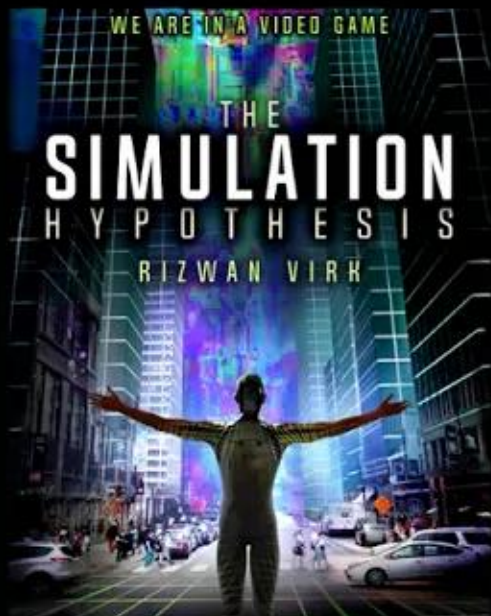
7 PM PT / 10 PM ET LIVE BROADCAST

RIZWAN VIRK
SPECIAL GUEST

Ep. 1012

F2B

WITH JIMMY CHURCH



ZENENTREPRENEUR.COM

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1
00:00:17,590 --> 00:00:14,629

[Music]

2
00:00:20,470 --> 00:00:17,600

the smoke radio for the masses headline

3
00:00:22,310 --> 00:00:20,480

edition july 8 1947

4
00:00:24,710 --> 00:00:22,320

the army air forces has announced that a

5
00:00:26,470 --> 00:00:24,720

flying beast has been found and is now

6
00:00:29,189 --> 00:00:26,480

in the possession of the army

7
00:00:31,189 --> 00:00:29,199

if the game is rigged change the game

8
00:00:34,069 --> 00:00:31,199

game changer

9
00:00:36,389 --> 00:00:34,079

i occasionally think how quickly

10
00:00:37,750 --> 00:00:36,399

our differences worldwide

11
00:00:40,470 --> 00:00:37,760

would vanish

12
00:00:43,860 --> 00:00:40,480

if we were facing an alien threat from

13
00:00:44,010 --> 00:00:43,870

outside this world

14

00:00:46,630 --> 00:00:44,020

[Applause]

15

00:00:49,430 --> 00:00:46,640

[Music]

16

00:00:52,069 --> 00:00:49,440

this is fade to black it's your host

17

00:00:55,270 --> 00:00:52,079

jimmy church on the game changer radio

18

00:00:58,950 --> 00:00:55,280

network and kgra the global radio

19

00:01:04,229 --> 00:01:01,110

i need your help to get to the year

20

00:01:09,990 --> 00:01:07,990

[Music]

21

00:01:13,040 --> 00:01:10,000

you are listening to fate to black with

22

00:01:21,030 --> 00:01:13,050

jimmy church on the game changer network

23

00:01:25,190 --> 00:01:23,470

all right welcome fade to black

24

00:01:28,310 --> 00:01:25,200

[Music]

25

00:01:31,030 --> 00:01:29,270

for

26

00:01:34,550 --> 00:01:31,040

the

27

00:01:37,990 --> 00:01:36,310

all right

28

00:01:42,630 --> 00:01:38,000

tonight's gonna be one of those shows

29

00:01:46,230 --> 00:01:42,640

it's tuesday march 19 2019

30

00:01:48,550 --> 00:01:46,240

78 days into the new year just 287

31

00:01:50,389 --> 00:01:48,560

days left

32

00:01:52,550 --> 00:01:50,399

we are live from a bunker somewhere in

33

00:01:54,149 --> 00:01:52,560

the middle of beautiful downtown burbank

34

00:01:55,590 --> 00:01:54,159

california

35

00:01:57,429 --> 00:01:55,600

and i would like to welcome everybody

36

00:02:00,149 --> 00:01:57,439

listening all around the world all

37

00:02:02,950 --> 00:02:00,159

across the united states

38

00:02:05,030 --> 00:02:02,960

hither and tether to and fro back and

39

00:02:07,270 --> 00:02:05,040

forth up and down east and west north

40

00:02:10,550 --> 00:02:07,280

and south

41

00:02:13,589 --> 00:02:10,560

far and near this is fade to black

42

00:02:15,350 --> 00:02:13,599

for kjcr the game changer network and kg

43

00:02:17,110 --> 00:02:15,360

ra the planet i am your host jimmy

44

00:02:19,350 --> 00:02:17,120

church

45

00:02:20,869 --> 00:02:19,360

what is cracking everybody how you doing

46

00:02:25,030 --> 00:02:20,879

i am

47

00:02:28,790 --> 00:02:27,350

riz burke is here

48

00:02:29,990 --> 00:02:28,800

we're going to be talking about his new

49

00:02:34,309 --> 00:02:30,000

book

50

00:02:37,350 --> 00:02:34,319

the simulation hypothesis

51

00:02:39,190 --> 00:02:37,360

so buckle up kiddies

52

00:02:40,790 --> 00:02:39,200

seriously

53

00:02:43,270 --> 00:02:40,800

tomorrow night

54

00:02:44,550 --> 00:02:43,280

jj and desiree her talk are here

55

00:02:47,430 --> 00:02:44,560

they've got a new book out too it's

56

00:02:49,030 --> 00:02:47,440

called giza's industrial complex

57

00:02:52,150 --> 00:02:49,040

that's right

58

00:02:53,589 --> 00:02:52,160

gas and electricity in ancient egypt

59

00:02:55,750 --> 00:02:53,599

it's going to be a great conversation

60

00:02:59,910 --> 00:02:55,760

thursday night is another fader night

61

00:03:01,670 --> 00:02:59,920

with open lines all night long now

62

00:03:03,990 --> 00:03:01,680

you can follow me on twitter at j church

63

00:03:06,430 --> 00:03:04,000

radio facebook youtube everything is

64

00:03:09,430 --> 00:03:06,440

jimmy church or fade to black over to

65

00:03:11,190 --> 00:03:09,440

jimmychurchradio.com and you can follow

66

00:03:13,350 --> 00:03:11,200

like and subscribe right there

67

00:03:16,470 --> 00:03:13,360

earlier today i will just say this

68

00:03:18,470 --> 00:03:16,480

really quick earlier today i posted over

69

00:03:21,670 --> 00:03:18,480

at on stellar

70

00:03:25,190 --> 00:03:21,680

saying that i am leaving the platform

71

00:03:28,710 --> 00:03:25,200

and indeed i am

72

00:03:31,030 --> 00:03:28,720

okay i am preparing a statement for

73

00:03:33,589 --> 00:03:31,040

everybody that will be published and

74

00:03:35,509 --> 00:03:33,599

then i will read it on the show uh

75

00:03:36,949 --> 00:03:35,519

tomorrow night but i have left on

76

00:03:37,910 --> 00:03:36,959

stellar and

77

00:03:48,550 --> 00:03:37,920

uh

78

00:03:51,430 --> 00:03:48,560

then you know you just leave something

79

00:03:54,229 --> 00:03:51,440

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

80

00:03:56,550 --> 00:03:54,239

about that i'm not abandoning everybody

81

00:03:58,869 --> 00:03:56,560

it's just that we can no longer be

82

00:03:59,830 --> 00:03:58,879

associated with on stellar

83

00:04:03,270 --> 00:03:59,840

and

84

00:04:06,630 --> 00:04:03,280

morals

85

00:04:09,429 --> 00:04:06,640

and and other things okay and we will

86

00:04:11,509 --> 00:04:09,439

always on fade to black

87

00:04:13,670 --> 00:04:11,519

uh rita myself this network and

88

00:04:16,949 --> 00:04:13,680

everybody that is associated with it

89

00:04:19,509 --> 00:04:16,959

it's the community first and we always

90

00:04:23,189 --> 00:04:19,519

run on the right side of the fence

91

00:04:24,469 --> 00:04:23,199

and that is that and so i will prepare

92

00:04:26,830 --> 00:04:24,479

something

93

00:04:28,870 --> 00:04:26,840

and get it out there for all of you

94

00:04:31,510 --> 00:04:28,880

okay okay

95

00:04:32,469 --> 00:04:31,520

so now that that is cleared up not

96

00:04:34,230 --> 00:04:32,479

really

97

00:04:35,189 --> 00:04:34,240

but it will be soon

98

00:04:38,790 --> 00:04:35,199

okay

99

00:04:41,030 --> 00:04:38,800

all right there you go uh let's see

100

00:04:42,390 --> 00:04:41,040

church radio is what you want to do

101
00:04:44,710 --> 00:04:42,400
at j

102
00:04:49,830 --> 00:04:44,720
church radio on twitter

103
00:04:52,550 --> 00:04:49,840
f2b is the sandbox hashtag f2b is where

104
00:04:55,270 --> 00:04:52,560
you want to uh post your questions and

105
00:04:59,270 --> 00:04:55,280
tonight for myself or rizz post it right

106
00:05:01,990 --> 00:04:59,280
there hashtag f2bq

107
00:05:05,030 --> 00:05:02,000
that's the number two by the way

108
00:05:07,830 --> 00:05:05,040
f2bq fade to blackquestions hashtag f2b

109
00:05:09,670 --> 00:05:07,840
is the sandbox we've got an amazing show

110
00:05:12,550 --> 00:05:09,680
lined up uh

111
00:05:15,749 --> 00:05:12,560
and i'm going to get to all of that in

112
00:05:16,710 --> 00:05:15,759
just a bit any questions or comments

113
00:05:18,310 --> 00:05:16,720

uh

114

00:05:20,070 --> 00:05:18,320

for this show tonight too you can also

115

00:05:21,469 --> 00:05:20,080

email directly

116

00:05:26,390 --> 00:05:21,479

jimmy

117

00:05:27,830 --> 00:05:26,400

breaking news a u.s jury today

118

00:05:31,909 --> 00:05:27,840

are you ready

119

00:05:33,909 --> 00:05:31,919

found buyer agees glyphosate based

120

00:05:36,469 --> 00:05:33,919

roundup weed killer

121

00:05:39,909 --> 00:05:36,479

cause cancer a blow to the company eight

122

00:05:41,990 --> 00:05:39,919

months after another jury issued a 289

123

00:05:44,230 --> 00:05:42,000

million dollar verdict over similar

124

00:05:46,710 --> 00:05:44,240

claims in a different case

125

00:05:48,230 --> 00:05:46,720

the case was only the second

126
00:05:51,029 --> 00:05:48,240
are you ready

127
00:05:54,390 --> 00:05:51,039
of around 11

128
00:05:56,629 --> 00:05:54,400
200 round-up lawsuits to go to trial in

129
00:05:58,310 --> 00:05:56,639
the united states this is only number

130
00:06:00,710 --> 00:05:58,320
two

131
00:06:02,390 --> 00:06:00,720
another california man was awarded 289

132
00:06:04,629 --> 00:06:02,400
million in august

133
00:06:06,790 --> 00:06:04,639
after a state uh court jury found

134
00:06:09,189 --> 00:06:06,800
roundup caused his cancer sending buyer

135
00:06:12,550 --> 00:06:09,199
shares plunging at the time that award

136
00:06:16,790 --> 00:06:12,560
was later reduced to 78 million dollars

137
00:06:17,749 --> 00:06:16,800
and is on appeal

138
00:06:19,350 --> 00:06:17,759

oh

139

00:06:21,749 --> 00:06:19,360

man

140

00:06:23,670 --> 00:06:21,759

well we knew it right you know what's

141

00:06:27,590 --> 00:06:23,680

you know what's funny

142

00:06:30,710 --> 00:06:27,600

uh today i was uh in our front lawn

143

00:06:32,790 --> 00:06:30,720

and we've got a few dandelions

144

00:06:35,749 --> 00:06:32,800

right they're right there

145

00:06:37,110 --> 00:06:35,759

and normally you're tempted right that's

146

00:06:41,510 --> 00:06:37,120

it

147

00:06:45,909 --> 00:06:43,590

you know i guess the dandelions are just

148

00:06:47,830 --> 00:06:45,919

gonna grow you gotta pull them out you

149

00:06:49,670 --> 00:06:47,840

know we gotta pull weeds gotta go

150

00:06:53,270 --> 00:06:49,680

old-fashioned style

151
00:06:55,110 --> 00:06:53,280
but uh you know it was just so funny

152
00:06:57,270 --> 00:06:55,120
i i thought you know what little

153
00:06:59,029 --> 00:06:57,280
dandelion

154
00:07:01,510 --> 00:06:59,039
just grow

155
00:07:04,550 --> 00:07:01,520
flourish take over the front lawn

156
00:07:07,350 --> 00:07:04,560
but i'm not spraying roundup uh uh i

157
00:07:10,390 --> 00:07:07,360
haven't done it when all of the roundup

158
00:07:11,670 --> 00:07:10,400
um years ago was about 10 years ago nine

159
00:07:16,790 --> 00:07:11,680
years ago

160
00:07:18,150 --> 00:07:16,800
i think i sprayed roundup once

161
00:07:20,150 --> 00:07:18,160
and then i saw

162
00:07:22,309 --> 00:07:20,160
the documentary about the family with

163
00:07:24,150 --> 00:07:22,319

the uh with the back patio i don't know

164

00:07:26,469 --> 00:07:24,160

if you guys remember that but that was

165

00:07:28,390 --> 00:07:26,479

it i haven't uh

166

00:07:31,670 --> 00:07:28,400

haven't done it didn't i didn't throw it

167

00:07:34,230 --> 00:07:31,680

away by the way i didn't it's uh just

168

00:07:35,589 --> 00:07:34,240

sitting in in our garage i i couldn't

169

00:07:38,870 --> 00:07:35,599

bring myself

170

00:07:40,070 --> 00:07:38,880

to throw it in a trash dump right and to

171

00:07:41,749 --> 00:07:40,080

just throw it away i don't know what to

172

00:07:43,510 --> 00:07:41,759

do with it what do you do what do you do

173

00:07:45,990 --> 00:07:43,520

with roundup now

174

00:07:48,629 --> 00:07:46,000

you know there you go all right

175

00:07:52,029 --> 00:07:48,639

don't forget to download the surfer

176

00:07:55,510 --> 00:07:53,830

s-u-r-f-r-s-u-r-f-r go to the banners at

177

00:07:58,230 --> 00:07:55,520

jimmychurchradio.com

178

00:08:00,230 --> 00:07:58,240

click on it download it it's free all

179

00:08:02,390 --> 00:08:00,240

you got to do is click that's it you're

180

00:08:03,909 --> 00:08:02,400

not sharing any of your information

181

00:08:06,150 --> 00:08:03,919

your email you're not going to do

182

00:08:08,790 --> 00:08:06,160

anything but just enjoy all of your

183

00:08:10,150 --> 00:08:08,800

favorite music it's super easy it's fun

184

00:08:13,350 --> 00:08:10,160

all you have to do is download it and

185

00:08:15,749 --> 00:08:13,360

start listening it's that simple

186

00:08:18,710 --> 00:08:15,759

get yourself the surfer music streaming

187

00:08:22,790 --> 00:08:18,720

app you can also go to surfer.fm

188

00:08:27,029 --> 00:08:24,869

that's it that's all you gotta do okay

189

00:08:30,309 --> 00:08:27,039

our next event is coming up

190

00:08:32,550 --> 00:08:30,319

it is contact in the desert may 31st

191

00:08:34,230 --> 00:08:32,560

through june 3rd in indian wells palm

192

00:08:36,550 --> 00:08:34,240

springs california at the renaissance

193

00:08:38,070 --> 00:08:36,560

indian wells resort and spa

194

00:08:41,190 --> 00:08:38,080

tickets and info

195

00:08:44,230 --> 00:08:41,200

at contact in the desert dot com i do

196

00:08:46,230 --> 00:08:44,240

want to remind everybody of our weekend

197

00:08:48,630 --> 00:08:46,240

there friday night we will be

198

00:08:51,350 --> 00:08:48,640

broadcasting fade to black live like we

199

00:08:54,550 --> 00:08:51,360

do every year so we're going to do that

200

00:08:57,590 --> 00:08:54,560

then saturday night i am going to be

201

00:09:01,509 --> 00:08:57,600

hosting the awards dinner

202

00:09:04,070 --> 00:09:01,519

you gotta get tickets for that and so go

203

00:09:07,509 --> 00:09:04,080

to contactingthedesert.com

204

00:09:09,829 --> 00:09:07,519

and and get your tickets for uh the the

205

00:09:11,670 --> 00:09:09,839

dinner the awards dinner and i think it

206

00:09:13,590 --> 00:09:11,680

would be really cool

207

00:09:15,670 --> 00:09:13,600

if we had a couple of hundred fader

208

00:09:17,110 --> 00:09:15,680

knots that if we also you know and

209

00:09:19,990 --> 00:09:17,120

everybody wears their fade to black

210

00:09:22,710 --> 00:09:20,000

t-shirts right and we just flood it's

211

00:09:24,790 --> 00:09:22,720

gonna be great it's to be great and um

212

00:09:26,870 --> 00:09:24,800

and don't you want to know who's getting

213

00:09:28,710 --> 00:09:26,880

the lifetime achievement award this year

214

00:09:30,470 --> 00:09:28,720

well you're going to find out get your

215

00:09:32,790 --> 00:09:30,480

tickets right now at contact in the

216

00:09:35,350 --> 00:09:32,800

desert.com and then sunday night i'll be

217

00:09:37,350 --> 00:09:35,360

hosting the closing ceremonies

218

00:09:40,070 --> 00:09:37,360

and the closing night panel

219

00:09:42,710 --> 00:09:40,080

uh closing weekend panel two as well so

220

00:09:45,030 --> 00:09:42,720

we've got a full weekend contact in the

221

00:09:47,590 --> 00:09:45,040

desert dot com at the renaissance indian

222

00:09:49,430 --> 00:09:47,600

wells resort and spa

223

00:09:51,829 --> 00:09:49,440

all right don't forget to subscribe to

224

00:09:54,870 --> 00:09:51,839

our podcast it is just two dollars per

225

00:09:57,990 --> 00:09:54,880

month we have over 1 000 shows right

226

00:10:00,790 --> 00:09:58,000

there for just two dollars per month

227

00:10:03,030 --> 00:10:00,800

it's the best deal anywhere right all

228

00:10:04,790 --> 00:10:03,040

the all the apps that you need anything

229

00:10:06,230 --> 00:10:04,800

just click on the podcast banner

230

00:10:08,230 --> 00:10:06,240

everything that you need is right there

231

00:10:11,190 --> 00:10:08,240

over at jimmychurchradio.com and don't

232

00:10:13,350 --> 00:10:11,200

forget to become a fader not over at our

233

00:10:14,630 --> 00:10:13,360

membership section on the site

234

00:10:16,550 --> 00:10:14,640

everything that you need autographed

235

00:10:19,750 --> 00:10:16,560

shirts hats all that stuff

236

00:10:22,230 --> 00:10:19,760

downloadable commercial free mp3

237

00:10:23,949 --> 00:10:22,240

archives it's all right there in our

238

00:10:25,509 --> 00:10:23,959

membership section at

239

00:10:28,150 --> 00:10:25,519

jimmychurchradio.com and don't forget

240

00:10:29,269 --> 00:10:28,160

about all of our sponsors here it's how

241

00:10:32,470 --> 00:10:29,279

this show

242

00:10:35,750 --> 00:10:32,480

happens it's you and your support

243

00:10:38,389 --> 00:10:35,760

okay so um life change tea

244

00:10:40,790 --> 00:10:38,399

ancient life oil new new mana food

245

00:10:43,430 --> 00:10:40,800

storage and of course fade to black

246

00:10:46,310 --> 00:10:43,440

blend coffee the surfer music app go and

247

00:10:48,949 --> 00:10:46,320

download it this is how click on all of

248

00:10:51,509 --> 00:10:48,959

our sponsors this is how uh this show

249

00:10:53,110 --> 00:10:51,519

goes on the air every single night okay

250

00:10:55,829 --> 00:10:53,120

all right let's get to show cracking

251
00:10:59,030 --> 00:10:55,839
happy birthday to today bruce willis

252
00:11:00,630 --> 00:10:59,040
is 64. and it used to be

253
00:11:04,069 --> 00:11:00,640
with bruce

254
00:11:06,949 --> 00:11:04,079
you would think of you know hans gruber

255
00:11:08,389 --> 00:11:06,959
right okay so you had a new year's eve

256
00:11:10,389 --> 00:11:08,399
you had

257
00:11:14,230 --> 00:11:10,399
uh those kind of things you know what

258
00:11:16,790 --> 00:11:14,240
but with bruce you know where i go now

259
00:11:18,230 --> 00:11:16,800
you know where i go

260
00:11:21,110 --> 00:11:18,240
12 monkeys

261
00:11:23,829 --> 00:11:21,120
i swear

262
00:11:25,990 --> 00:11:23,839
that movie is so great and that's when

263
00:11:28,470 --> 00:11:26,000

you know and it's not anything else with

264

00:11:31,030 --> 00:11:28,480

bru i go 12 monkeys

265

00:11:33,110 --> 00:11:31,040

happy birthday to bruce willis all right

266

00:11:35,269 --> 00:11:33,120

okay on this day in history

267

00:11:37,670 --> 00:11:35,279

sad day we need a moment of silence

268

00:11:40,870 --> 00:11:37,680

please in 1982

269

00:11:43,350 --> 00:11:40,880

guitar master randy rhodes

270

00:11:45,670 --> 00:11:43,360

is killed in an airplane crash in

271

00:11:47,190 --> 00:11:45,680

leesburg florida when their

272

00:11:49,030 --> 00:11:47,200

tour bus driver

273

00:11:51,670 --> 00:11:49,040

said he was a pilot

274

00:11:55,030 --> 00:11:51,680

and uh they were at the tourbros tour

275

00:11:57,670 --> 00:11:55,040

bus company's uh headquarters to repair

276

00:11:59,750 --> 00:11:57,680

something on the bus and air conditioner

277

00:12:01,910 --> 00:11:59,760

and uh

278

00:12:03,750 --> 00:12:01,920

he took randy up for a flight and

279

00:12:05,430 --> 00:12:03,760

decided to buzz

280

00:12:07,430 --> 00:12:05,440

the tour bus where everybody was

281

00:12:09,190 --> 00:12:07,440

sleeping ozzy osbourne and sharon and

282

00:12:10,470 --> 00:12:09,200

tommy aldrige and

283

00:12:12,629 --> 00:12:10,480

and so forth

284

00:12:14,870 --> 00:12:12,639

and then took a couple passes and then

285

00:12:16,949 --> 00:12:14,880

the third pass hit the bus

286

00:12:20,629 --> 00:12:16,959

crashed into a house and they died

287

00:12:22,389 --> 00:12:20,639

instantly and it was a tragic day

288

00:12:25,670 --> 00:12:22,399

all right so there you go on this day in

289

00:12:29,509 --> 00:12:25,680

1982 fader fact

290

00:12:30,870 --> 00:12:29,519

you are as old as the universe

291

00:12:37,190 --> 00:12:30,880

you

292

00:12:39,269 --> 00:12:37,200

because matter

293

00:12:41,110 --> 00:12:39,279

cannot be created

294

00:12:43,829 --> 00:12:41,120

or destroyed

295

00:12:45,670 --> 00:12:43,839

you need to think about that i remember

296

00:12:48,150 --> 00:12:45,680

i'm so fascinated with the subject

297

00:12:49,509 --> 00:12:48,160

stardust right

298

00:12:50,870 --> 00:12:49,519

stardust

299

00:12:52,870 --> 00:12:50,880

that

300

00:12:54,389 --> 00:12:52,880

and i've said it a few times before but

301
00:12:57,030 --> 00:12:54,399
if you look

302
00:12:59,509 --> 00:12:57,040
your left hand

303
00:13:02,949 --> 00:12:59,519
and your right hand

304
00:13:05,110 --> 00:13:02,959
are made from two different stars

305
00:13:07,350 --> 00:13:05,120
think about that for a second

306
00:13:09,750 --> 00:13:07,360
that's happening i mean that's just

307
00:13:11,110 --> 00:13:09,760
that's just a heavy thought when you

308
00:13:12,470 --> 00:13:11,120
think about it

309
00:13:14,470 --> 00:13:12,480
well that's that's a

310
00:13:15,829 --> 00:13:14,480
matter cannot be created or destroyed

311
00:13:17,990 --> 00:13:15,839
all of this

312
00:13:20,389 --> 00:13:18,000
are as old as the universe

313
00:13:21,670 --> 00:13:20,399

think about that tonight resverk is here

314

00:13:24,230 --> 00:13:21,680

we're going to talk about his new book

315

00:13:26,550 --> 00:13:24,240

and the simulation hypothesis

316

00:13:27,509 --> 00:13:26,560

tomorrow night it is jj and desiree her

317

00:13:30,470 --> 00:13:27,519

talk

318

00:13:32,790 --> 00:13:30,480

and their new book giza's industrial

319

00:13:35,430 --> 00:13:32,800

complex thursday is another fader night

320

00:13:37,670 --> 00:13:35,440

with open lines all night long now i'm

321

00:13:40,710 --> 00:13:37,680

excited about tonight's show

322

00:13:43,590 --> 00:13:41,990

this show

323

00:13:46,829 --> 00:13:43,600

is about

324

00:13:50,670 --> 00:13:46,839

20 years in the making

325

00:13:56,470 --> 00:13:50,680

because the film the matrix came out in

326

00:13:58,710 --> 00:13:56,480

1999 and i remember very clearly uh

327

00:14:01,110 --> 00:13:58,720

back then i remember

328

00:14:02,389 --> 00:14:01,120

that up until the week of the release of

329

00:14:04,949 --> 00:14:02,399

the movie

330

00:14:08,069 --> 00:14:04,959

i hadn't heard anything about it

331

00:14:09,829 --> 00:14:08,079

and i am such a movie guy and i would

332

00:14:11,829 --> 00:14:09,839

get to l.a weekly

333

00:14:13,750 --> 00:14:11,839

and i'm always you know waiting for some

334

00:14:15,269 --> 00:14:13,760

crazy movie to come out and you know

335

00:14:18,949 --> 00:14:15,279

just something cool and i was just

336

00:14:21,910 --> 00:14:18,959

always in their movie reviews and

337

00:14:23,509 --> 00:14:21,920

across the street from the the the house

338

00:14:25,670 --> 00:14:23,519

there in sherman oaks we had a really

339

00:14:29,430 --> 00:14:25,680

nice movie theater right there and

340

00:14:32,310 --> 00:14:29,440

and uh right so that's it you know i was

341

00:14:34,230 --> 00:14:32,320

always looking and and sometimes uh you

342

00:14:36,069 --> 00:14:34,240

know i plan for things a month or two in

343

00:14:38,710 --> 00:14:36,079

advance because you know something big

344

00:14:40,150 --> 00:14:38,720

was coming out and the matrix snuck up

345

00:14:43,350 --> 00:14:40,160

on me

346

00:14:45,189 --> 00:14:43,360

and i had gotten out like the la weekly

347

00:14:48,069 --> 00:14:45,199

and uh

348

00:14:50,470 --> 00:14:48,079

and i see this review for this movie

349

00:14:51,990 --> 00:14:50,480

called the matrix and it was like the

350

00:14:53,910 --> 00:14:52,000

day before

351
00:14:55,430 --> 00:14:53,920
it started playing at the local theater

352
00:14:56,470 --> 00:14:55,440
across the street

353
00:14:57,990 --> 00:14:56,480
and

354
00:15:01,269 --> 00:14:58,000
although at the time i didn't fully

355
00:15:03,750 --> 00:15:01,279
grasp what the review was trying to say

356
00:15:05,590 --> 00:15:03,760
about the film and i'm pretty sure

357
00:15:07,350 --> 00:15:05,600
that the reviewer

358
00:15:09,590 --> 00:15:07,360
at the time didn't really understand

359
00:15:10,710 --> 00:15:09,600
what the film was about anyway right but

360
00:15:12,230 --> 00:15:10,720
i knew

361
00:15:14,310 --> 00:15:12,240
i could tell that it was something that

362
00:15:17,269 --> 00:15:14,320
i wanted to see special effects and

363
00:15:19,189 --> 00:15:17,279

keanu reeves in the future and

364

00:15:21,509 --> 00:15:19,199

and there was probably some mention of

365

00:15:22,949 --> 00:15:21,519

alternate reality and and you know it

366

00:15:24,949 --> 00:15:22,959

was supposed to be so high-tech and

367

00:15:25,750 --> 00:15:24,959

well-produced and i was like okay all

368

00:15:28,790 --> 00:15:25,760

right

369

00:15:30,710 --> 00:15:28,800

and then it's playing like the next day

370

00:15:32,790 --> 00:15:30,720

so i go

371

00:15:37,269 --> 00:15:32,800

and and watch it

372

00:15:41,509 --> 00:15:37,279

and i remember very vividly

373

00:15:43,509 --> 00:15:41,519

that i left the theater impressed

374

00:15:44,790 --> 00:15:43,519

but i was impressed about the special

375

00:15:47,990 --> 00:15:44,800

effects

376

00:15:49,990 --> 00:15:48,000

mostly right and

377

00:15:51,189 --> 00:15:50,000

the other thing because i'm such a film

378

00:15:53,430 --> 00:15:51,199

guy

379

00:15:55,350 --> 00:15:53,440

was i i was very impressed that i

380

00:15:56,310 --> 00:15:55,360

couldn't figure out what the movie was

381

00:15:58,230 --> 00:15:56,320

about

382

00:16:01,030 --> 00:15:58,240

right

383

00:16:03,509 --> 00:16:01,040

i was like that is it that was deep

384

00:16:05,749 --> 00:16:03,519

and i didn't understand why

385

00:16:07,030 --> 00:16:05,759

i couldn't figure out the meaning of the

386

00:16:09,509 --> 00:16:07,040

film

387

00:16:11,990 --> 00:16:09,519

i knew it was much deeper than you know

388

00:16:14,069 --> 00:16:12,000

like neo-dodging bullets you know and

389

00:16:15,990 --> 00:16:14,079

slo-mo you know and all of that stuff

390

00:16:18,230 --> 00:16:16,000

but there was something else there so i

391

00:16:19,990 --> 00:16:18,240

went back that week two or three times

392

00:16:23,670 --> 00:16:20,000

to see it again

393

00:16:25,350 --> 00:16:23,680

and each time i took different friends

394

00:16:27,350 --> 00:16:25,360

and i had to do that because you can't

395

00:16:28,710 --> 00:16:27,360

take the same friend to the same movie

396

00:16:30,870 --> 00:16:28,720

over and over and over again and

397

00:16:33,269 --> 00:16:30,880

nobody's going to want to do that so

398

00:16:34,389 --> 00:16:33,279

i invited other friends and and told

399

00:16:38,710 --> 00:16:34,399

them i was going to go see the movie

400

00:16:39,749 --> 00:16:38,720

again and i did and slowly i got it

401

00:16:46,389 --> 00:16:39,759

and

402

00:16:49,829 --> 00:16:46,399

speak for everybody out there but i

403

00:16:52,310 --> 00:16:49,839

didn't get the film i didn't get it

404

00:16:54,470 --> 00:16:52,320

i mean i would i knew i enjoyed the

405

00:16:57,030 --> 00:16:54,480

story and i enjoyed the action and the

406

00:16:58,870 --> 00:16:57,040

special effects but i was trying to get

407

00:17:00,790 --> 00:16:58,880

to the meaning of the film you see

408

00:17:03,749 --> 00:17:00,800

here's the thing

409

00:17:06,390 --> 00:17:03,759

through that whole period of the 90s

410

00:17:08,789 --> 00:17:06,400

i was really into gaming i still am i

411

00:17:11,990 --> 00:17:08,799

just don't have the time to game

412

00:17:14,150 --> 00:17:12,000

if you uh ever get a chance uh maybe one

413

00:17:15,429 --> 00:17:14,160

day you know right and

414

00:17:18,949 --> 00:17:15,439

if you ever get it

415

00:17:20,870 --> 00:17:18,959

in uh in my bedroom right next to the tv

416

00:17:24,069 --> 00:17:20,880

is a playstation 4 sitting right there

417

00:17:26,630 --> 00:17:24,079

haven't fired it up in six months

418

00:17:27,990 --> 00:17:26,640

but uh it's it's there it's it's you

419

00:17:30,230 --> 00:17:28,000

know i've got all the all the

420

00:17:32,390 --> 00:17:30,240

controllers and all the things but but i

421

00:17:34,390 --> 00:17:32,400

just don't have the time to game like i

422

00:17:37,270 --> 00:17:34,400

used to but in the 90s

423

00:17:40,710 --> 00:17:37,280

i was really into gaming

424

00:17:43,430 --> 00:17:40,720

and this is this is the trip with

425

00:17:45,990 --> 00:17:43,440

serious gaming and if you have

426
00:17:48,789 --> 00:17:46,000
gamed you know exactly what i'm talking

427
00:17:51,270 --> 00:17:48,799
about if you haven't gamed

428
00:17:52,070 --> 00:17:51,280
this may sound a little bit strange

429
00:17:54,470 --> 00:17:52,080
but

430
00:17:57,270 --> 00:17:54,480
the more that you play

431
00:17:59,669 --> 00:17:57,280
you find that when you have to go out

432
00:18:02,710 --> 00:17:59,679
into the real world

433
00:18:06,150 --> 00:18:02,720
you find that you're still in the game

434
00:18:08,390 --> 00:18:06,160
you do you you it it takes

435
00:18:10,549 --> 00:18:08,400
it takes a while for your brain to

436
00:18:12,870 --> 00:18:10,559
adjust it's a really trippy thing to go

437
00:18:15,430 --> 00:18:12,880
through and all gamers do it

438
00:18:17,029 --> 00:18:15,440

you know if you if you go through a

439

00:18:18,950 --> 00:18:17,039

six-hour run

440

00:18:20,870 --> 00:18:18,960

and you've got to leave to go get food

441

00:18:22,310 --> 00:18:20,880

you got to go leave to go do something

442

00:18:25,430 --> 00:18:22,320

you got to go meet people you got you

443

00:18:26,830 --> 00:18:25,440

know you have to leave the house

444

00:18:30,150 --> 00:18:26,840

you're in the

445

00:18:33,990 --> 00:18:30,160

game it takes a while

446

00:18:40,549 --> 00:18:36,630

the adjustment of your brain

447

00:18:43,430 --> 00:18:40,559

is such that you see things in the world

448

00:18:45,110 --> 00:18:43,440

around you that are

449

00:18:46,310 --> 00:18:45,120

relative back to the game that you were

450

00:18:50,310 --> 00:18:46,320

playing

451
00:18:52,470 --> 00:18:50,320
and then when you get back home let's

452
00:18:54,150 --> 00:18:52,480
say you get you you adjust you're back

453
00:18:55,909 --> 00:18:54,160
into the real world you're hearing

454
00:18:58,789 --> 00:18:55,919
people talk and you're engaging in

455
00:19:00,230 --> 00:18:58,799
conversation it's all good then you get

456
00:19:01,350 --> 00:19:00,240
back home

457
00:19:04,150 --> 00:19:01,360
and you

458
00:19:06,230 --> 00:19:04,160
fired up your computer right or your

459
00:19:10,150 --> 00:19:06,240
playstation whatever

460
00:19:12,549 --> 00:19:10,160
and you're right back into that world

461
00:19:14,789 --> 00:19:12,559
it's a trippy thing and it's a

462
00:19:16,310 --> 00:19:14,799
comforting thing

463
00:19:18,789 --> 00:19:16,320

when you're gaming

464

00:19:20,310 --> 00:19:18,799

that you get back into it you get back

465

00:19:22,710 --> 00:19:20,320

into the world and

466

00:19:24,230 --> 00:19:22,720

and all of the the you know all the

467

00:19:26,070 --> 00:19:24,240

players and all of the things that

468

00:19:29,029 --> 00:19:26,080

you're interacting with and the things

469

00:19:31,110 --> 00:19:29,039

that you it it's comforting and i

470

00:19:32,630 --> 00:19:31,120

understood that

471

00:19:35,110 --> 00:19:32,640

i got it

472

00:19:37,430 --> 00:19:35,120

and it was some time later you know when

473

00:19:40,470 --> 00:19:37,440

i started to it was one thing to

474

00:19:42,150 --> 00:19:40,480

understand what the matrix was about

475

00:19:45,350 --> 00:19:42,160

right okay

476
00:19:47,190 --> 00:19:45,360
it's another thing when the realization

477
00:19:49,110 --> 00:19:47,200
of what the matrix

478
00:19:52,390 --> 00:19:49,120
and neo were about

479
00:19:54,549 --> 00:19:52,400
the real subject matter everything

480
00:19:56,230 --> 00:19:54,559
changes

481
00:19:58,789 --> 00:19:56,240
it does

482
00:20:02,310 --> 00:19:58,799
there was something going on and it's

483
00:20:03,350 --> 00:20:02,320
not that the matrix was first to cover

484
00:20:05,830 --> 00:20:03,360
this

485
00:20:08,230 --> 00:20:05,840
it's it's not about that because we've

486
00:20:09,590 --> 00:20:08,240
experienced that in science fiction

487
00:20:12,549 --> 00:20:09,600
forever

488
00:20:13,669 --> 00:20:12,559

and and also mythology but

489

00:20:15,990 --> 00:20:13,679

but

490

00:20:17,270 --> 00:20:16,000

you know if you think about uh

491

00:20:18,789 --> 00:20:17,280

uh

492

00:20:21,430 --> 00:20:18,799

well anyway

493

00:20:23,590 --> 00:20:21,440

before i go two sideways

494

00:20:25,990 --> 00:20:23,600

when i got the realization of what was

495

00:20:27,750 --> 00:20:26,000

happening with the matrix i went out and

496

00:20:29,669 --> 00:20:27,760

i bought when it

497

00:20:31,110 --> 00:20:29,679

first was released

498

00:20:34,789 --> 00:20:31,120

uh because at that time there was a

499

00:20:37,430 --> 00:20:34,799

tower records at literally uh across my

500

00:20:39,350 --> 00:20:37,440

driveway from my house in sherman oaks

501
00:20:41,669 --> 00:20:39,360
tower video

502
00:20:43,750 --> 00:20:41,679
i got the dvd

503
00:20:46,710 --> 00:20:43,760
right with all the bonus the bonus the

504
00:20:48,390 --> 00:20:46,720
making of the matrix the second dvd

505
00:20:49,350 --> 00:20:48,400
and the director's cut and all that

506
00:20:54,070 --> 00:20:49,360
stuff

507
00:20:58,870 --> 00:20:54,080
and i watched it over and over and over

508
00:21:01,270 --> 00:20:58,880
again i went through a matrix insanity

509
00:21:03,029 --> 00:21:01,280
not only the whole movie because i would

510
00:21:07,270 --> 00:21:03,039
do that too

511
00:21:09,909 --> 00:21:07,280
but i started watching specific scenes

512
00:21:13,990 --> 00:21:09,919
i was understanding the meaning of the

513
00:21:16,870 --> 00:21:14,000

matrix and i would transcribe them

514

00:21:19,430 --> 00:21:16,880

i would sit there on my laptop

515

00:21:22,710 --> 00:21:19,440

and watch these scenes over and over

516

00:21:25,430 --> 00:21:22,720

again and i would get the transcription

517

00:21:26,950 --> 00:21:25,440

absolutely word perfect every comma and

518

00:21:29,110 --> 00:21:26,960

period and thing

519

00:21:32,390 --> 00:21:29,120

and and i would study

520

00:21:33,990 --> 00:21:32,400

i would absorb the movie by reading my

521

00:21:36,870 --> 00:21:34,000

transcription which turned out to be the

522

00:21:38,789 --> 00:21:36,880

script i would read that while the movie

523

00:21:41,909 --> 00:21:38,799

was playing in the background and i just

524

00:21:46,470 --> 00:21:41,919

i got it inside of my head

525

00:21:48,470 --> 00:21:46,480

right i literally studied them

526

00:21:50,950 --> 00:21:48,480

and when you go through this type of

527

00:21:53,990 --> 00:21:50,960

immersion into a subject

528

00:21:55,270 --> 00:21:54,000

it will consume you and the matrix did

529

00:21:58,470 --> 00:21:55,280

for me

530

00:21:59,669 --> 00:21:58,480

this was when i literally started to ask

531

00:22:01,750 --> 00:21:59,679

questions

532

00:22:03,070 --> 00:22:01,760

about the world around us

533

00:22:07,110 --> 00:22:03,080

not about

534

00:22:11,190 --> 00:22:07,120

conspiracies or ufos and time travel

535

00:22:13,909 --> 00:22:11,200

i'm talking about what is reality

536

00:22:15,430 --> 00:22:13,919

that whole red pill blue pill

537

00:22:17,669 --> 00:22:15,440

scene

538

00:22:19,590 --> 00:22:17,679

when you break that down and the

539

00:22:22,470 --> 00:22:19,600

implications and the heaviness of that

540

00:22:24,390 --> 00:22:22,480

scene today we understand it we all know

541

00:22:26,390 --> 00:22:24,400

about being red pill'd and we know about

542

00:22:29,029 --> 00:22:26,400

uh the words that were spoken and we

543

00:22:30,470 --> 00:22:29,039

understand that scene but back then

544

00:22:33,110 --> 00:22:30,480

nobody did

545

00:22:35,669 --> 00:22:33,120

we were absorbing it and we were getting

546

00:22:37,909 --> 00:22:35,679

to the heaviness of what was actually

547

00:22:42,230 --> 00:22:37,919

being presented in the film

548

00:22:45,430 --> 00:22:42,240

right but i got it i got it and and that

549

00:22:46,630 --> 00:22:45,440

being uh combined with the gaming that i

550

00:22:49,750 --> 00:22:46,640

was doing

551
00:22:51,510 --> 00:22:49,760
and the reality of what the matrix was

552
00:22:53,430 --> 00:22:51,520
suggesting to us

553
00:22:56,149 --> 00:22:53,440
it changed for me

554
00:22:57,590 --> 00:22:56,159
and at the time because today it's a

555
00:22:59,190 --> 00:22:57,600
different world

556
00:23:01,750 --> 00:22:59,200
at the time

557
00:23:03,110 --> 00:23:01,760
i thought i was the only one thinking

558
00:23:05,029 --> 00:23:03,120
like this

559
00:23:08,310 --> 00:23:05,039
okay

560
00:23:10,789 --> 00:23:08,320
i i i really did and i was uncomfortable

561
00:23:12,070 --> 00:23:10,799
with discussing these subjects it was a

562
00:23:15,830 --> 00:23:12,080
movie

563
00:23:17,990 --> 00:23:15,840

i was uncomfortable with discussing the

564

00:23:20,230 --> 00:23:18,000

heaviness of the matrix with my friends

565

00:23:21,510 --> 00:23:20,240

because i didn't want people going dude

566

00:23:22,710 --> 00:23:21,520

what

567

00:23:24,549 --> 00:23:22,720

right

568

00:23:28,470 --> 00:23:24,559

it's just a movie man

569

00:23:33,190 --> 00:23:28,480

it's just a movie but in the early 2000s

570

00:23:35,350 --> 00:23:33,200

many started to suggest the same thing

571

00:23:37,510 --> 00:23:35,360

and what happened next

572

00:23:39,669 --> 00:23:37,520

i started to to research this and i

573

00:23:41,029 --> 00:23:39,679

started to research scientific papers

574

00:23:43,990 --> 00:23:41,039

and physicist

575

00:23:46,870 --> 00:23:44,000

and and what the the simulation

576

00:23:49,990 --> 00:23:46,880

hypothesis really was

577

00:23:52,789 --> 00:23:50,000

and it it it started to confirm a lot of

578

00:23:55,029 --> 00:23:52,799

things and here we are today about uh

579

00:23:57,990 --> 00:23:55,039

tonight resverk is with us

580

00:24:00,310 --> 00:23:58,000

and uh probably

581

00:24:02,230 --> 00:24:00,320

three years ago

582

00:24:03,190 --> 00:24:02,240

silicon valley started to flip on its

583

00:24:06,070 --> 00:24:03,200

head

584

00:24:08,070 --> 00:24:06,080

and and qubits and

585

00:24:10,310 --> 00:24:08,080

uh quantum computing

586

00:24:13,510 --> 00:24:10,320

uh started to become a reality

587

00:24:15,830 --> 00:24:13,520

and when the talk of quantum computing

588

00:24:18,950 --> 00:24:15,840

this is where all of this ties together

589

00:24:22,149 --> 00:24:18,960

and it gets really scary the thought of

590

00:24:24,230 --> 00:24:22,159

of quantum computing started to get

591

00:24:27,029 --> 00:24:24,240

around the tech world and we were trying

592

00:24:30,310 --> 00:24:27,039

to understand really what quantum was

593

00:24:32,789 --> 00:24:30,320

and when you go from a 486 chip and you

594

00:24:34,870 --> 00:24:32,799

know and you start to to go through the

595

00:24:37,669 --> 00:24:34,880

different stages of what computers are

596

00:24:39,110 --> 00:24:37,679

processing power 33 megahertz bus speeds

597

00:24:40,789 --> 00:24:39,120

and all of that from the old days and

598

00:24:43,350 --> 00:24:40,799

where we are today

599

00:24:45,110 --> 00:24:43,360

all right and and and quantum computing

600

00:24:46,789 --> 00:24:45,120

comes into the mix we didn't understand

601
00:24:49,830 --> 00:24:46,799
it now today we do

602
00:24:53,430 --> 00:24:49,840
silicon valley did understand what

603
00:24:56,310 --> 00:24:53,440
quantum computing and and quantum theory

604
00:24:58,830 --> 00:24:56,320
and quantum mechanics actually means

605
00:25:03,269 --> 00:24:58,840
and then the suggestion started to come

606
00:25:05,350 --> 00:25:03,279
out are we living in a simulation

607
00:25:06,870 --> 00:25:05,360
and then the references going back to

608
00:25:09,430 --> 00:25:06,880
the matrix

609
00:25:10,390 --> 00:25:09,440
are everywhere now it's part of pop

610
00:25:12,870 --> 00:25:10,400
culture

611
00:25:16,230 --> 00:25:12,880
it wasn't always that way

612
00:25:18,390 --> 00:25:16,240
for me it took about two years

613
00:25:20,390 --> 00:25:18,400

of watching the matrix over and over

614

00:25:23,110 --> 00:25:20,400

again and looking at the world around us

615

00:25:24,470 --> 00:25:23,120

combined with the reality i was

616

00:25:27,750 --> 00:25:24,480

connecting with

617

00:25:29,750 --> 00:25:27,760

uh in in video games

618

00:25:32,149 --> 00:25:29,760

tonight resverk is here

619

00:25:34,390 --> 00:25:32,159

and we are going to uh

620

00:25:36,310 --> 00:25:34,400

go through not only each one of these

621

00:25:38,230 --> 00:25:36,320

but like i said i'm not the only one

622

00:25:40,549 --> 00:25:38,240

talking like this

623

00:25:43,029 --> 00:25:40,559

rizz just released a book

624

00:25:44,950 --> 00:25:43,039

that when you read it it discusses

625

00:25:47,470 --> 00:25:44,960

everything uh

626

00:25:51,110 --> 00:25:47,480

of the road that i just traveled since

627

00:25:53,750 --> 00:25:51,120

1999 and it's exciting that today we

628

00:25:57,029 --> 00:25:53,760

find ourselves discussing this very

629

00:25:59,110 --> 00:25:57,039

subject is it scary is it any different

630

00:26:00,870 --> 00:25:59,120

if you think about it the scene in the

631

00:26:02,710 --> 00:26:00,880

matrix right

632

00:26:05,350 --> 00:26:02,720

uh i know

633

00:26:08,070 --> 00:26:05,360

that the meat is juicy

634

00:26:10,549 --> 00:26:08,080

right but it's not real

635

00:26:12,310 --> 00:26:10,559

if you think about that

636

00:26:14,630 --> 00:26:12,320

that's where we are today

637

00:26:18,470 --> 00:26:14,640

it's crazy what's the difference it

638

00:26:21,029 --> 00:26:18,480

doesn't matter would it matter to you

639

00:26:23,990 --> 00:26:21,039

think about that tonight resverk

640

00:26:25,110 --> 00:26:24,000

tomorrow night jj and desiree hertock

641

00:26:26,950 --> 00:26:25,120

are here

642

00:26:29,269 --> 00:26:26,960

thursday night is another fader night

643

00:26:32,149 --> 00:26:29,279

with open lines all night long great

644

00:26:34,549 --> 00:26:32,159

week this week here on fade to black if

645

00:26:37,510 --> 00:26:34,559

you think about what we have gone

646

00:26:39,669 --> 00:26:37,520

through are all of my favorite subjects

647

00:26:42,710 --> 00:26:39,679

and you get to ride along with me it's

648

00:26:45,110 --> 00:26:42,720

an amazing time to be on this show

649

00:26:47,310 --> 00:26:45,120

and for me to do the job that i do i'm

650

00:26:49,430 --> 00:26:47,320

your host jimmy church email is jimmy

651
00:26:52,710 --> 00:26:49,440
jimmychurchradio.com you can follow me

652
00:26:54,549 --> 00:26:52,720
on twitter at j church radio

653
00:26:57,830 --> 00:26:54,559
all right this is fade to black on the

654
00:26:59,430 --> 00:26:57,840
game changer network and kg r a

655
00:27:01,190 --> 00:26:59,440
the planet i'll be right back after this

656
00:27:03,690 --> 00:27:01,200
short break with our guest rizver stay

657
00:27:24,470 --> 00:27:03,700
with me

658
00:27:39,190 --> 00:27:24,480
[Music]

659
00:27:41,430 --> 00:27:39,200
this is nicole church daughter of you

660
00:27:43,510 --> 00:27:41,440
know who and you're listening to fade to

661
00:27:48,070 --> 00:27:43,520
black on jimmychurchradio.com

662
00:27:48,080 --> 00:27:54,230
listening to jimmy church fade to black

663
00:27:58,789 --> 00:27:56,470

fate to black will now pause for alien

664

00:28:06,549 --> 00:27:58,799

identification

665

00:28:11,350 --> 00:28:08,710

when you take the beans from central

666

00:28:13,750 --> 00:28:11,360

america with dashes of indonesian and

667

00:28:16,870 --> 00:28:13,760

african mixed in and then roasted to the

668

00:28:19,430 --> 00:28:16,880

dark side of fate to black you create

669

00:28:22,389 --> 00:28:19,440

the ultimate brew of fringe

670

00:28:25,669 --> 00:28:22,399

introducing the fade to black blend from

671

00:28:28,470 --> 00:28:25,679

river moon coffee yes river moon's

672

00:28:31,269 --> 00:28:28,480

darkest customized roast was created for

673

00:28:33,830 --> 00:28:31,279

the love of fade to black

674

00:28:36,470 --> 00:28:33,840

the alchemy of masterful roasting and

675

00:28:40,070 --> 00:28:36,480

smoking the beans is in every sip of

676

00:28:43,029 --> 00:28:40,080

this full-bodied dark java i need my

677

00:28:45,269 --> 00:28:43,039

coffee doc deep with distinct

678

00:28:47,990 --> 00:28:45,279

bittersweet chocolate highlights just

679

00:28:50,630 --> 00:28:48,000

like the bunker leaning further into the

680

00:28:53,750 --> 00:28:50,640

darkness of the roast is fade to black

681

00:28:55,909 --> 00:28:53,760

blend from river moon coffee just click

682

00:28:58,789 --> 00:28:55,919

on the banner at jimmychurchradio.com

683

00:29:01,669 --> 00:28:58,799

and use the promo code f2b blend for

684

00:29:04,710 --> 00:29:01,679

fifteen percent off of your order today

685

00:29:06,470 --> 00:29:04,720

go back lee tappy

686

00:29:09,269 --> 00:29:06,480

this is jimmy church of fade to black

687

00:29:11,669 --> 00:29:09,279

and you can get our podcast for just two

688

00:29:14,990 --> 00:29:11,679

dollars per month all you have to do is

689

00:29:17,510 --> 00:29:15,000

click on the podcast banner over at

690

00:29:19,029 --> 00:29:17,520

jimmychurchradio.com hey folks guess

691

00:29:21,669 --> 00:29:19,039

what the number one phrase that life

692

00:29:24,870 --> 00:29:21,679

change t receives by email you ready we

693

00:29:27,669 --> 00:29:24,880

love this tea we love this tea time

694

00:29:29,750 --> 00:29:27,679

after time week after week we love this

695

00:29:32,549 --> 00:29:29,760

tea life change tea gives you more

696

00:29:35,269 --> 00:29:32,559

energy a beautiful cleansing and

697

00:29:37,190 --> 00:29:35,279

fulfills its slogan perfectly the tea

698

00:29:38,990 --> 00:29:37,200

that makes you go so if you want to be

699

00:29:41,830 --> 00:29:39,000

on your health game log on to get

700

00:29:44,070 --> 00:29:41,840

getthet.com and order life change super

701
00:29:46,310 --> 00:29:44,080
strength tea packages come in a one

702
00:29:48,870 --> 00:29:46,320
month supply and when you brew this

703
00:29:50,870 --> 00:29:48,880
stuff wait until you see the results

704
00:29:53,350 --> 00:29:50,880
aren't we all about the results and with

705
00:29:55,190 --> 00:29:53,360
a lot of people's health struggling we

706
00:29:58,070 --> 00:29:55,200
can use a little bit of help doctors

707
00:29:59,029 --> 00:29:58,080
will tell you disease starts in the gut

708
00:30:01,990 --> 00:29:59,039
so

709
00:30:05,909 --> 00:30:02,000
log on to get the tea.com that's get the

710
00:30:09,750 --> 00:30:05,919
tea.com be our next email saying i love

711
00:30:13,029 --> 00:30:09,760
this tea i mean i love this tea get the

712
00:30:15,750 --> 00:30:13,039
tea at get the tea.com helping america

713
00:30:19,830 --> 00:30:15,760

one tea bag at a time nine out of ten

714

00:30:26,230 --> 00:30:23,590

fade to black is not

715

00:30:29,310 --> 00:30:26,240

your father's radio show

716

00:30:34,630 --> 00:30:29,320

on the game changer radio network and

717

00:30:39,590 --> 00:30:36,870

do you want to lose weight but have no

718

00:30:41,510 --> 00:30:39,600

idea where to begin the fast start diet

719

00:30:43,909 --> 00:30:41,520

a three-day weight loss plan is the

720

00:30:45,990 --> 00:30:43,919

answer three days of nutritionally

721

00:30:48,950 --> 00:30:46,000

balanced calorie restricted meals

722

00:30:51,669 --> 00:30:48,960

delivered right to your door no shopping

723

00:30:54,070 --> 00:30:51,679

no measuring and no cooking everything

724

00:30:55,750 --> 00:30:54,080

is prepared for you and ready to eat at

725

00:30:57,909 --> 00:30:55,760

home or on the go

726

00:30:59,909 --> 00:30:57,919

the fast start diet has all the amazing

727

00:31:02,310 --> 00:30:59,919

benefits of intermittent fasting without

728

00:31:04,070 --> 00:31:02,320

starving we've helped thousands of

729

00:31:05,430 --> 00:31:04,080

people who have struggled to reach their

730

00:31:07,590 --> 00:31:05,440

weight loss goals

731

00:31:10,230 --> 00:31:07,600

isn't it time we helped you with the

732

00:31:12,870 --> 00:31:10,240

fast start diet you'll lose weight and

733

00:31:15,430 --> 00:31:12,880

feel great find fast start diet on

734

00:31:17,510 --> 00:31:15,440

amazon or go to fast start diet dot com

735

00:31:19,830 --> 00:31:17,520

and use promo code talk to get 10

736

00:31:22,149 --> 00:31:19,840

percent off your first box and as a

737

00:31:24,710 --> 00:31:22,159

special bonus fast start will include

738

00:31:27,190 --> 00:31:24,720

their number one rated lipo 3 appetite

739

00:31:29,269 --> 00:31:27,200

suppressant spray free with your order

740

00:31:32,149 --> 00:31:29,279

this is jimmy church and whatever your

741

00:31:35,190 --> 00:31:32,159

diet plans are do what i did go to

742

00:31:41,750 --> 00:31:37,190

hi this is rob reiner from anvil and

743

00:32:01,110 --> 00:31:45,029

what's up chris what up this is jimmy

744

00:32:06,630 --> 00:32:02,950

all right welcome back fade to black i

745

00:32:08,630 --> 00:32:06,640

am your host jimmy church tonight rizwan

746

00:32:11,350 --> 00:32:08,640

rizzberg

747

00:32:13,430 --> 00:32:11,360

successful entrepreneur angel investor

748

00:32:16,070 --> 00:32:13,440

best selling author video game industry

749

00:32:18,470 --> 00:32:16,080

pioneer and independent film producer

750

00:32:21,029 --> 00:32:18,480

riz currently runs bay view labs and

751
00:32:23,590 --> 00:32:21,039
play labs at mit

752
00:32:25,350 --> 00:32:23,600
a startup accelerator held on campus at

753
00:32:26,710 --> 00:32:25,360
the massachusetts institute of

754
00:32:29,190 --> 00:32:26,720
technology

755
00:32:31,590 --> 00:32:29,200
riz received a bs in computer science

756
00:32:34,950 --> 00:32:31,600
and engineering from mit and an ms and

757
00:32:36,789 --> 00:32:34,960
management from stanford's gsb

758
00:32:38,789 --> 00:32:36,799
riza's many startups have created

759
00:32:40,389 --> 00:32:38,799
products used by thousands of enterprise

760
00:32:43,029 --> 00:32:40,399
customers and his games have been

761
00:32:46,310 --> 00:32:43,039
downloaded millions of times including

762
00:32:48,950 --> 00:32:46,320
tap fish bingo run penny dreadful that's

763
00:32:52,149 --> 00:32:48,960

right and grim by the way cards of fate

764

00:32:54,470 --> 00:32:52,159

riz uh is a prolific silicon valley

765

00:32:56,710 --> 00:32:54,480

angel investor having invested in many

766

00:32:59,750 --> 00:32:56,720

startups including tap joy telltale

767

00:33:01,669 --> 00:32:59,760

games discord fanzio pocket gems moon

768

00:33:03,990 --> 00:33:01,679

express and many others he has to

769

00:33:07,190 --> 00:33:04,000

produce a bunch of independent films too

770

00:33:09,430 --> 00:33:07,200

including turquoise rose thrive what on

771

00:33:11,190 --> 00:33:09,440

earth will it take he did serious and

772

00:33:13,750 --> 00:33:11,200

also the cult classic

773

00:33:16,149 --> 00:33:13,760

knights of badassdom starring our

774

00:33:18,310 --> 00:33:16,159

favorite peter dinklage tonight we're

775

00:33:20,789 --> 00:33:18,320

going to discuss his latest book the

776

00:33:22,630 --> 00:33:20,799

simulation hypothesis drawing from

777

00:33:24,470 --> 00:33:22,640

research and concepts from computer

778

00:33:26,149 --> 00:33:24,480

science artificial intelligence video

779

00:33:28,870 --> 00:33:26,159

games and quantum physics and

780

00:33:31,909 --> 00:33:28,880

referencing both speculative fiction and

781

00:33:33,029 --> 00:33:31,919

ancient eastern spiritual text riz will

782

00:33:35,190 --> 00:33:33,039

tell us

783

00:33:37,830 --> 00:33:35,200

how all of these traditions come

784

00:33:41,269 --> 00:33:37,840

together to point to the idea that we

785

00:33:43,750 --> 00:33:41,279

may be inside a simulated reality

786

00:33:46,230 --> 00:33:43,760

just like the matrix i'd like to welcome

787

00:33:47,590 --> 00:33:46,240

back to fade to black resverk rizz how

788

00:33:48,789 --> 00:33:47,600

are you man

789

00:33:51,029 --> 00:33:48,799

hi jimmy

790

00:33:53,350 --> 00:33:51,039

doing well glad to be back well you know

791

00:33:56,149 --> 00:33:53,360

you would think when the intro music uh

792

00:33:57,990 --> 00:33:56,159

comes in that you're all pumped up are

793

00:33:59,669 --> 00:33:58,000

you are you pumped up does the music get

794

00:34:01,590 --> 00:33:59,679

you excited

795

00:34:03,990 --> 00:34:01,600

yeah absolutely and your story of

796

00:34:05,590 --> 00:34:04,000

watching the matrix how many times it

797

00:34:08,230 --> 00:34:05,600

also got me excited well you did the

798

00:34:10,710 --> 00:34:08,240

same thing i know you did riz

799

00:34:12,310 --> 00:34:10,720

yeah yep i looked up the dialogue and

800

00:34:14,950 --> 00:34:12,320

was amazed at you know some of the

801
00:34:17,430 --> 00:34:14,960
things that morpheus you know lawrence

802
00:34:19,510 --> 00:34:17,440
fishburne was saying to neo and as i

803
00:34:21,909 --> 00:34:19,520
looked further and further into this

804
00:34:23,669 --> 00:34:21,919
you know it was it was a direct parallel

805
00:34:25,589 --> 00:34:23,679
on it um actually you know there was an

806
00:34:27,909 --> 00:34:25,599
interesting story about

807
00:34:30,310 --> 00:34:27,919
this book and morpheus that happened

808
00:34:32,550 --> 00:34:30,320
just last month and i wasn't there but i

809
00:34:34,550 --> 00:34:32,560
heard about it what happened from so you

810
00:34:37,349 --> 00:34:34,560
know jacques valley who

811
00:34:39,430 --> 00:34:37,359
you know is a ufo researcher was part of

812
00:34:41,349 --> 00:34:39,440
project blue book and uh

813
00:34:43,829 --> 00:34:41,359

you know has been investigating uh

814

00:34:45,349 --> 00:34:43,839

paranormal phenomenon for years uh he's

815

00:34:47,109 --> 00:34:45,359

he's excited about this book because

816

00:34:48,710 --> 00:34:47,119

he's a computer scientist by background

817

00:34:51,109 --> 00:34:48,720

i think he was like the first person at

818

00:34:52,710 --> 00:34:51,119

nasa to map out mars and computer screen

819

00:34:54,869 --> 00:34:52,720

so he was in

820

00:34:56,869 --> 00:34:54,879

big sur giving a workshop and he put a

821

00:34:58,550 --> 00:34:56,879

couple slides up about my book and about

822

00:35:01,430 --> 00:34:58,560

the simulation hypothesis and how

823

00:35:02,870 --> 00:35:01,440

everything is information and then they

824

00:35:05,270 --> 00:35:02,880

you know the session ended and they went

825

00:35:07,109 --> 00:35:05,280

to lunch there in big sur

826

00:35:10,150 --> 00:35:07,119

and who did they find at lunch but

827

00:35:12,550 --> 00:35:10,160

lawrence fishberg oh shut up okay

828

00:35:14,550 --> 00:35:12,560

so i heard about it from uh from jacques

829

00:35:16,790 --> 00:35:14,560

and from diana pasulka you know who

830

00:35:17,990 --> 00:35:16,800

wrote american cosmic afterwards saying

831

00:35:19,589 --> 00:35:18,000

that was an interesting little

832

00:35:22,310 --> 00:35:19,599

synchronicity that happened around this

833

00:35:23,910 --> 00:35:22,320

book in the matrix that's a trippy thing

834

00:35:26,390 --> 00:35:23,920

that's when you know things like that

835

00:35:28,710 --> 00:35:26,400

happen you just need to step back and

836

00:35:31,270 --> 00:35:28,720

well enjoy the moment but understand

837

00:35:33,750 --> 00:35:31,280

that things are not what they seem man

838

00:35:36,950 --> 00:35:33,760

they just are not that's a crazy

839

00:35:38,470 --> 00:35:36,960

synchronicity right there

840

00:35:40,230 --> 00:35:38,480

yeah it's pretty unusual and it's funny

841

00:35:41,670 --> 00:35:40,240

because i think the first time i was on

842

00:35:43,030 --> 00:35:41,680

your show i was talking about

843

00:35:45,030 --> 00:35:43,040

synchronicity

844

00:35:47,670 --> 00:35:45,040

and clues and you know we were using the

845

00:35:49,589 --> 00:35:47,680

term glitches in the matrix

846

00:35:51,109 --> 00:35:49,599

for how these things are are often

847

00:35:52,230 --> 00:35:51,119

related to each other in the real world

848

00:35:53,430 --> 00:35:52,240

and then i think the second time i was

849

00:35:54,870 --> 00:35:53,440

on your show we were talking about

850

00:35:56,390 --> 00:35:54,880

killer ai

851

00:35:58,069 --> 00:35:56,400

and now we're kind of bringing it all

852

00:36:00,710 --> 00:35:58,079

together you know as we talk about the

853

00:36:04,150 --> 00:36:00,720

simulation hypothesis so it's good quite

854

00:36:07,589 --> 00:36:04,160

an interesting uh mix of of topics it is

855

00:36:11,030 --> 00:36:07,599

it is and for for somebody like you riz

856

00:36:13,829 --> 00:36:11,040

that you you get well you're you're

857

00:36:15,829 --> 00:36:13,839

supposed to get i should say uh you're

858

00:36:18,550 --> 00:36:15,839

supposed to understand software and

859

00:36:20,630 --> 00:36:18,560

computers and technology and it's what

860

00:36:23,990 --> 00:36:20,640

you do you know certainly with gaming

861

00:36:26,470 --> 00:36:24,000

and investing and apps and and what

862

00:36:27,670 --> 00:36:26,480

silicon valley is about you know also

863

00:36:30,470 --> 00:36:27,680

mit

864

00:36:31,790 --> 00:36:30,480

that you have a grip of what is going on

865

00:36:36,150 --> 00:36:31,800

when the

866

00:36:37,910 --> 00:36:36,160

suggestion uh started to surface uh not

867

00:36:39,349 --> 00:36:37,920

not going back to the matrix i'm talking

868

00:36:42,230 --> 00:36:39,359

about today

869

00:36:43,589 --> 00:36:42,240

where different scientists and engineers

870

00:36:45,990 --> 00:36:43,599

around the world

871

00:36:48,550 --> 00:36:46,000

and ceos are talking about

872

00:36:51,030 --> 00:36:48,560

a real possibility stephen hawking for

873

00:36:53,430 --> 00:36:51,040

instance right start you know where they

874

00:36:56,470 --> 00:36:53,440

start referencing the possibility of us

875

00:36:57,990 --> 00:36:56,480

living in a simulation

876
00:36:59,109 --> 00:36:58,000
did that

877
00:37:01,910 --> 00:36:59,119
you know

878
00:37:03,589 --> 00:37:01,920
how do you start to accept that

879
00:37:05,109 --> 00:37:03,599
in that you know what i mean you're

880
00:37:07,670 --> 00:37:05,119
supposed to be smart and you're you're

881
00:37:10,150 --> 00:37:07,680
not supposed to go down that rabbit hole

882
00:37:12,390 --> 00:37:10,160
but yet others are around you in this

883
00:37:13,910 --> 00:37:12,400
industry

884
00:37:16,150 --> 00:37:13,920
yeah you know i think it's become a

885
00:37:18,870 --> 00:37:16,160
pretty popular topic within silicon

886
00:37:21,270 --> 00:37:18,880
valley and it's become a serious subject

887
00:37:23,990 --> 00:37:21,280
for physicists

888
00:37:26,069 --> 00:37:24,000

and for philosophers and scientists i

889

00:37:27,829 --> 00:37:26,079

mean it used to be viewed as purely

890

00:37:29,270 --> 00:37:27,839

science fiction right and you know we'll

891

00:37:31,349 --> 00:37:29,280

talk about some of the science fiction

892

00:37:33,670 --> 00:37:31,359

references with philip k dick you know

893

00:37:35,430 --> 00:37:33,680

in addition to the matrix itself uh but

894

00:37:37,030 --> 00:37:35,440

it's taken much more seriously now and i

895

00:37:38,550 --> 00:37:37,040

think there's two big

896

00:37:39,349 --> 00:37:38,560

reasons why

897

00:37:41,750 --> 00:37:39,359

uh

898

00:37:44,069 --> 00:37:41,760

one is there was a paper published by a

899

00:37:46,069 --> 00:37:44,079

philosopher at oxford nick bostrom

900

00:37:47,750 --> 00:37:46,079

called are you living in a simulation

901
00:37:49,750 --> 00:37:47,760
and he did a statistical argument we'll

902
00:37:51,510 --> 00:37:49,760
get more into that in a little bit later

903
00:37:53,510 --> 00:37:51,520
but then the second reason is that video

904
00:37:55,349 --> 00:37:53,520
game technology has been developing at

905
00:37:57,910 --> 00:37:55,359
such a rapid pace

906
00:38:00,150 --> 00:37:57,920
over the past decades that we're getting

907
00:38:02,470 --> 00:38:00,160
better and better fidelity and what

908
00:38:05,030 --> 00:38:02,480
we're realizing is we're we're creating

909
00:38:07,510 --> 00:38:05,040
models of the physical world inside the

910
00:38:09,829 --> 00:38:07,520
video game and the more we do this the

911
00:38:13,670 --> 00:38:09,839
more we realize that that the physical

912
00:38:15,510 --> 00:38:13,680
world can be represented as information

913
00:38:17,430 --> 00:38:15,520

right and so you know my background is

914

00:38:19,349 --> 00:38:17,440

in computer science and

915

00:38:20,870 --> 00:38:19,359

a lot of the history of video games and

916

00:38:23,430 --> 00:38:20,880

computer science you know i started

917

00:38:25,109 --> 00:38:23,440

programming on a apple ii computer you

918

00:38:27,910 --> 00:38:25,119

know way back when i think i built

919

00:38:29,030 --> 00:38:27,920

tic-tac-toe as my very first game ever

920

00:38:33,829 --> 00:38:29,040

and

921

00:38:35,190 --> 00:38:33,839

is all about optimization you're trying

922

00:38:37,430 --> 00:38:35,200

to squeeze

923

00:38:40,550 --> 00:38:37,440

as much performance as you can

924

00:38:41,750 --> 00:38:40,560

out of the cpu and then later gpus were

925

00:38:44,310 --> 00:38:41,760

developed

926
00:38:46,550 --> 00:38:44,320
you know in fact a lot of the history of

927
00:38:49,190 --> 00:38:46,560
computer software is the history of

928
00:38:50,550 --> 00:38:49,200
video games you know the first ai

929
00:38:52,870 --> 00:38:50,560
practical ai that was ever really

930
00:38:55,109 --> 00:38:52,880
developed was a chess playing computer

931
00:38:57,589 --> 00:38:55,119
uh developed by uh claude shannon who's

932
00:39:00,230 --> 00:38:57,599
a professor at mit and a researcher at

933
00:39:03,510 --> 00:39:00,240
bell labs and they consider to be the

934
00:39:05,109 --> 00:39:03,520
father of information science so and a

935
00:39:05,990 --> 00:39:05,119
lot of the optimizations that have been

936
00:39:09,510 --> 00:39:06,000
done

937
00:39:10,710 --> 00:39:09,520
there were so many pixels that had to be

938
00:39:12,150 --> 00:39:10,720

rendered

939

00:39:14,470 --> 00:39:12,160

that you had to have better and better

940

00:39:16,150 --> 00:39:14,480

processors and so gpus which are used

941

00:39:18,310 --> 00:39:16,160

now for everything from

942

00:39:20,630 --> 00:39:18,320

you know simulating environments to

943

00:39:22,870 --> 00:39:20,640

video games to blockchain to everything

944

00:39:24,790 --> 00:39:22,880

else you know the graphics processing

945

00:39:26,550 --> 00:39:24,800

units were developed in order to play

946

00:39:28,230 --> 00:39:26,560

video games so

947

00:39:30,950 --> 00:39:28,240

really video games are all about

948

00:39:32,950 --> 00:39:30,960

optimization and as

949

00:39:35,109 --> 00:39:32,960

the representation or fidelity has

950

00:39:37,349 --> 00:39:35,119

gotten better and better

951
00:39:39,190 --> 00:39:37,359
in video games this idea that we might

952
00:39:41,270 --> 00:39:39,200
actually be inside the simulation

953
00:39:43,190 --> 00:39:41,280
started to be taken more seriously

954
00:39:45,349 --> 00:39:43,200
i'll tell you a story about my own

955
00:39:46,390 --> 00:39:45,359
my conversion experience if you will

956
00:39:47,990 --> 00:39:46,400
yeah i mean i've been thinking about

957
00:39:50,950 --> 00:39:48,000
this for a long time

958
00:39:53,349 --> 00:39:50,960
but it wasn't until virtual reality

959
00:39:56,230 --> 00:39:53,359
uh really started to take off

960
00:39:57,829 --> 00:39:56,240
over the last couple of years that i

961
00:40:00,790 --> 00:39:57,839
started to say okay now we can see a

962
00:40:03,430 --> 00:40:00,800
direct path from today's technology

963
00:40:05,109 --> 00:40:03,440

to something like the matrix and so i

964

00:40:07,349 --> 00:40:05,119

was playing a um

965

00:40:09,030 --> 00:40:07,359

a ping pong game table tennis game with

966

00:40:12,069 --> 00:40:09,040

the virtual reality glasses it was a

967

00:40:14,310 --> 00:40:12,079

firm in silicon valley up in sausalito

968

00:40:15,510 --> 00:40:14,320

and so i was using the controllers and i

969

00:40:17,589 --> 00:40:15,520

was playing ping pong against an

970

00:40:19,750 --> 00:40:17,599

imaginary opponent and it was so

971

00:40:21,829 --> 00:40:19,760

realistic i was so immersed

972

00:40:23,109 --> 00:40:21,839

with the way the glasses were and and

973

00:40:24,790 --> 00:40:23,119

the way the

974

00:40:27,349 --> 00:40:24,800

responsiveness

975

00:40:29,910 --> 00:40:27,359

to my movements were that at the end of

976

00:40:32,470 --> 00:40:29,920

the game i decided okay i'm going to put

977

00:40:34,230 --> 00:40:32,480

the paddle down on the table and i'm

978

00:40:35,910 --> 00:40:34,240

going to lean against the table

979

00:40:37,829 --> 00:40:35,920

and what happened of course there was no

980

00:40:40,710 --> 00:40:37,839

paddle it's just a controller and there

981

00:40:42,470 --> 00:40:40,720

was no table did you fall over fell on

982

00:40:44,550 --> 00:40:42,480

the floor and i almost fell on the floor

983

00:40:46,790 --> 00:40:44,560

myself and that's when i realized that

984

00:40:49,109 --> 00:40:46,800

immersion was was starting to get to the

985

00:40:50,790 --> 00:40:49,119

point where we could fool ourselves

986

00:40:52,870 --> 00:40:50,800

and we could fool our bodies and our

987

00:40:54,390 --> 00:40:52,880

minds into thinking we were somewhere

988

00:40:56,790 --> 00:40:54,400

that we really weren't so that was one

989

00:40:58,950 --> 00:40:56,800

of my conversion experiences that i had

990

00:41:02,790 --> 00:40:58,960

around this this topic i i

991

00:41:05,349 --> 00:41:02,800

i got so into and so did rita uh we got

992

00:41:08,710 --> 00:41:05,359

so into sims

993

00:41:10,230 --> 00:41:08,720

i mean really into sims and we're

994

00:41:11,270 --> 00:41:10,240

downloading

995

00:41:13,829 --> 00:41:11,280

uh

996

00:41:15,670 --> 00:41:13,839

furniture and houses and and you know

997

00:41:18,309 --> 00:41:15,680

and inserting that stuff into the game

998

00:41:21,990 --> 00:41:18,319

well anyway you get so into sims and

999

00:41:24,710 --> 00:41:22,000

then go to a furniture store like ikea

1000

00:41:27,270 --> 00:41:24,720

and walk around and your head is so

1001
00:41:29,430 --> 00:41:27,280
twisted up everywhere you look you're

1002
00:41:31,349 --> 00:41:29,440
looking at furniture from the sims and

1003
00:41:33,750 --> 00:41:31,359
you're thinking about your house that

1004
00:41:35,589 --> 00:41:33,760
you're building in sims and you're

1005
00:41:37,349 --> 00:41:35,599
looking at the people walking around

1006
00:41:40,550 --> 00:41:37,359
inside of ikea

1007
00:41:43,510 --> 00:41:40,560
like the people that walk around in sims

1008
00:41:45,030 --> 00:41:43,520
it's a twisted thought but unless you've

1009
00:41:48,150 --> 00:41:45,040
gone through

1010
00:41:49,990 --> 00:41:48,160
your table tennis experience or gone

1011
00:41:52,150 --> 00:41:50,000
through an experience like with sims

1012
00:41:53,990 --> 00:41:52,160
where you're fully immersed you don't

1013
00:41:56,470 --> 00:41:54,000

really get it but you start to

1014

00:42:00,390 --> 00:41:56,480

understand that a virtual world can be

1015

00:42:02,150 --> 00:42:00,400

created and you can live in it

1016

00:42:04,390 --> 00:42:02,160

yeah absolutely and in fact you know

1017

00:42:06,309 --> 00:42:04,400

they've done research that shows

1018

00:42:07,910 --> 00:42:06,319

that if you have a virtual character

1019

00:42:11,589 --> 00:42:07,920

smile at you

1020

00:42:14,550 --> 00:42:11,599

that produces a very similar reaction to

1021

00:42:17,349 --> 00:42:14,560

a biochemical reaction to if someone was

1022

00:42:19,270 --> 00:42:17,359

really smiling at you and so the the

1023

00:42:20,870 --> 00:42:19,280

lines start to blur

1024

00:42:22,309 --> 00:42:20,880

between the virtual world and the real

1025

00:42:24,230 --> 00:42:22,319

world and you know i didn't spend as

1026
00:42:25,670 --> 00:42:24,240
much time with sims but but you know i

1027
00:42:28,390 --> 00:42:25,680
know about that and i used to spend time

1028
00:42:30,870 --> 00:42:28,400
in second life which was also a shared

1029
00:42:32,550 --> 00:42:30,880
virtual world and you would go in and

1030
00:42:34,390 --> 00:42:32,560
people would create all kinds of

1031
00:42:36,550 --> 00:42:34,400
structures within this world

1032
00:42:38,470 --> 00:42:36,560
and those structures would live you know

1033
00:42:40,870 --> 00:42:38,480
while they logged out and other people

1034
00:42:42,309 --> 00:42:40,880
would log in and i remember thinking to

1035
00:42:45,589 --> 00:42:42,319
myself well what happens to these

1036
00:42:47,750 --> 00:42:45,599
structures when nobody is logged in

1037
00:42:49,750 --> 00:42:47,760
are they actually there or not

1038
00:42:51,750 --> 00:42:49,760

and so then i started to get into the

1039

00:42:55,109 --> 00:42:51,760

philosophical side

1040

00:42:58,550 --> 00:42:55,119

of what is a shared online world in an

1041

00:43:01,510 --> 00:42:58,560

mmorpg like does it actually exist

1042

00:43:04,069 --> 00:43:01,520

somewhere or is it just information

1043

00:43:06,550 --> 00:43:04,079

stored on a cloud server

1044

00:43:08,710 --> 00:43:06,560

and the rendered world and this is a

1045

00:43:10,470 --> 00:43:08,720

term i use a lot in the book both for

1046

00:43:13,190 --> 00:43:10,480

video games and for the world we see

1047

00:43:15,589 --> 00:43:13,200

around us

1048

00:43:18,470 --> 00:43:15,599

the world is only rendered on my

1049

00:43:20,710 --> 00:43:18,480

computer by my local processor right

1050

00:43:22,630 --> 00:43:20,720

therefore the pixels of that world don't

1051
00:43:24,470 --> 00:43:22,640
actually exist somewhere that we're all

1052
00:43:26,470 --> 00:43:24,480
looking at them

1053
00:43:28,230 --> 00:43:26,480
so if you and i are logged into the sims

1054
00:43:29,510 --> 00:43:28,240
online or second life or world of

1055
00:43:30,309 --> 00:43:29,520
warcraft

1056
00:43:32,630 --> 00:43:30,319
right

1057
00:43:35,109 --> 00:43:32,640
we think we're seeing the same thing

1058
00:43:37,430 --> 00:43:35,119
right and the information may be similar

1059
00:43:39,829 --> 00:43:37,440
but it's being rendered by algorithms on

1060
00:43:42,390 --> 00:43:39,839
our own computers and so that's an

1061
00:43:44,630 --> 00:43:42,400
interesting philosophical question

1062
00:43:47,190 --> 00:43:44,640
and i think it's something that that if

1063
00:43:48,790 --> 00:43:47,200

you think seriously about it we'll talk

1064

00:43:51,109 --> 00:43:48,800

about quantum physics you know a little

1065

00:43:53,510 --> 00:43:51,119

bit later but it starts to get into this

1066

00:43:55,270 --> 00:43:53,520

idea of quantum indeterminacy and a

1067

00:43:57,030 --> 00:43:55,280

subjective world

1068

00:43:59,270 --> 00:43:57,040

i mean they've done research recently

1069

00:44:01,829 --> 00:43:59,280

that suggests that there is no objective

1070

00:44:04,710 --> 00:44:01,839

world in the quantum realms that i could

1071

00:44:06,470 --> 00:44:04,720

be seeing you know three particles uh

1072

00:44:08,150 --> 00:44:06,480

entangled in one way and you could be

1073

00:44:09,349 --> 00:44:08,160

see you could be seeing them entangled

1074

00:44:12,309 --> 00:44:09,359

in a different way and we'd be looking

1075

00:44:13,109 --> 00:44:12,319

at the same six particles which means

1076

00:44:14,550 --> 00:44:13,119

that

1077

00:44:16,870 --> 00:44:14,560

there could be slightly different

1078

00:44:17,910 --> 00:44:16,880

renderings of the world going on and we

1079

00:44:20,470 --> 00:44:17,920

we wouldn't necessarily know that

1080

00:44:22,630 --> 00:44:20,480

because we can only see our rendering of

1081

00:44:25,190 --> 00:44:22,640

the world and so this idea of a

1082

00:44:27,430 --> 00:44:25,200

informational world and a rendered world

1083

00:44:29,430 --> 00:44:27,440

where our character lives uh you know i

1084

00:44:30,630 --> 00:44:29,440

think is one of the the big metaphors

1085

00:44:33,270 --> 00:44:30,640

that i explore in the book and one of

1086

00:44:35,349 --> 00:44:33,280

the big reasons why uh the simulation

1087

00:44:37,589 --> 00:44:35,359

hypothesis should be taken seriously

1088

00:44:39,990 --> 00:44:37,599

well and and that's the science side of

1089

00:44:42,870 --> 00:44:40,000

it today which i want to spend a lot of

1090

00:44:45,829 --> 00:44:42,880

time talking about but the other part is

1091

00:44:48,150 --> 00:44:45,839

it's exactly what when we get out of the

1092

00:44:50,710 --> 00:44:48,160

electronic age or the computer age and

1093

00:44:53,030 --> 00:44:50,720

go backwards where you get into young

1094

00:44:55,349 --> 00:44:53,040

and then start going even before that

1095

00:44:57,670 --> 00:44:55,359

and get into different world religions

1096

00:45:02,309 --> 00:44:57,680

and different aspects this is exactly

1097

00:45:03,990 --> 00:45:02,319

what they have been referencing forever

1098

00:45:06,309 --> 00:45:04,000

yeah in fact you know one of the reasons

1099

00:45:08,069 --> 00:45:06,319

i'm a big fan of the simulation

1100

00:45:10,150 --> 00:45:08,079

hypothesis is that

1101
00:45:12,790 --> 00:45:10,160
science and religion have kind of gone

1102
00:45:14,630 --> 00:45:12,800
their separate ways many times right you

1103
00:45:17,109 --> 00:45:14,640
know a lot of academics and scientists

1104
00:45:18,870 --> 00:45:17,119
don't take religion seriously except as

1105
00:45:21,270 --> 00:45:18,880
a social construct

1106
00:45:23,190 --> 00:45:21,280
they've given up trying to explain any

1107
00:45:25,670 --> 00:45:23,200
of the things that are talked about

1108
00:45:28,069 --> 00:45:25,680
you know on the religious side but turns

1109
00:45:29,829 --> 00:45:28,079
out the simulation hypothesis provides a

1110
00:45:33,030 --> 00:45:29,839
scientific basis

1111
00:45:35,349 --> 00:45:33,040
for a lot of what different religions

1112
00:45:37,349 --> 00:45:35,359
have been telling us right and it turns

1113
00:45:39,349 --> 00:45:37,359

out it's not just the western religions

1114

00:45:40,230 --> 00:45:39,359

but the eastern religions you know they

1115

00:45:42,230 --> 00:45:40,240

both

1116

00:45:44,470 --> 00:45:42,240

fit very well

1117

00:45:47,829 --> 00:45:44,480

i mean i i'll give you an example so you

1118

00:45:49,910 --> 00:45:47,839

know um i i grew up in a muslim

1119

00:45:52,550 --> 00:45:49,920

household and uh

1120

00:45:54,790 --> 00:45:52,560

the koran being one of the abrahamic

1121

00:45:57,349 --> 00:45:54,800

you know religions with islam judaism

1122

00:45:59,270 --> 00:45:57,359

and christianity they talk about

1123

00:46:01,430 --> 00:45:59,280

the scroll of deeds

1124

00:46:03,270 --> 00:46:01,440

which gets recorded by these recording

1125

00:46:06,230 --> 00:46:03,280

angels and they sit there and they

1126

00:46:07,430 --> 00:46:06,240

record every little deed that you do

1127

00:46:08,870 --> 00:46:07,440

and you know this is what they told us

1128

00:46:10,950 --> 00:46:08,880

when we were growing up

1129

00:46:12,390 --> 00:46:10,960

and then later

1130

00:46:14,470 --> 00:46:12,400

after you die

1131

00:46:17,270 --> 00:46:14,480

you have to account for those and turns

1132

00:46:19,589 --> 00:46:17,280

out god shows you those deeds and he

1133

00:46:21,829 --> 00:46:19,599

shows them to you in a different way

1134

00:46:24,630 --> 00:46:21,839

because you may not be aware of how your

1135

00:46:26,069 --> 00:46:24,640

actions affected other people and so you

1136

00:46:27,750 --> 00:46:26,079

can't just see a list you have to

1137

00:46:28,950 --> 00:46:27,760

actually see what the impact was of

1138

00:46:31,190 --> 00:46:28,960

those deeds

1139

00:46:32,790 --> 00:46:31,200

well just last year i was working with a

1140

00:46:36,069 --> 00:46:32,800

startup that could

1141

00:46:38,790 --> 00:46:36,079

render inside a video game

1142

00:46:40,550 --> 00:46:38,800

in 3d from any point inside the game so

1143

00:46:42,630 --> 00:46:40,560

if anyone's played world of warcraft or

1144

00:46:44,390 --> 00:46:42,640

league of legends there's a 3d world and

1145

00:46:47,270 --> 00:46:44,400

normally you can only see your

1146

00:46:49,510 --> 00:46:47,280

character's perspective but we were able

1147

00:46:51,750 --> 00:46:49,520

to put the virtual camera anywhere

1148

00:46:54,230 --> 00:46:51,760

inside the game so you could literally

1149

00:46:56,790 --> 00:46:54,240

see what the game looked like

1150

00:46:59,270 --> 00:46:56,800

from another player's perspective so you

1151
00:47:01,510 --> 00:46:59,280
could see exactly what you did to them

1152
00:47:02,950 --> 00:47:01,520
um and it turns out you know there

1153
00:47:05,190 --> 00:47:02,960
probably aren't

1154
00:47:07,829 --> 00:47:05,200
you know 14 billion angels two for each

1155
00:47:10,630 --> 00:47:07,839
of us if all they do is record things

1156
00:47:12,470 --> 00:47:10,640
most likely it would have to be an ai

1157
00:47:14,630 --> 00:47:12,480
of some type that's recording these like

1158
00:47:17,109 --> 00:47:14,640
a screen capture in a video game and

1159
00:47:19,030 --> 00:47:17,119
then you can play it back and so you

1160
00:47:21,670 --> 00:47:19,040
know it turns out that a lot of what the

1161
00:47:23,510 --> 00:47:21,680
world's religions were talking about

1162
00:47:25,190 --> 00:47:23,520
was very similar to the simulation

1163
00:47:27,270 --> 00:47:25,200

hypothesis i mean you had daniel

1164

00:47:28,710 --> 00:47:27,280

brinkley on your show many times and you

1165

00:47:31,109 --> 00:47:28,720

know he and i have talked about this a

1166

00:47:33,670 --> 00:47:31,119

lot and he when he had his near-death

1167

00:47:36,309 --> 00:47:33,680

experience you know he was shown a life

1168

00:47:39,270 --> 00:47:36,319

review he called it a panoramic 360 life

1169

00:47:41,030 --> 00:47:39,280

review where you would actually see

1170

00:47:42,630 --> 00:47:41,040

the effects of your actions you know if

1171

00:47:43,910 --> 00:47:42,640

you punch someone or you shot someone

1172

00:47:45,829 --> 00:47:43,920

you would see it from their point of

1173

00:47:48,150 --> 00:47:45,839

view and the only way to do that is to

1174

00:47:50,630 --> 00:47:48,160

record it in this kind of a 3d way in

1175

00:47:52,870 --> 00:47:50,640

the same way that we use screen capture

1176
00:47:54,230 --> 00:47:52,880
within video games and then to re-render

1177
00:47:56,870 --> 00:47:54,240
it afterwards so it turns out the

1178
00:47:59,270 --> 00:47:56,880
technology of video games

1179
00:48:00,470 --> 00:47:59,280
you know explains pretty well you know

1180
00:48:01,430 --> 00:48:00,480
many of the things and that's just one

1181
00:48:04,390 --> 00:48:01,440
example

1182
00:48:08,230 --> 00:48:04,400
isn't that i mean couldn't you take like

1183
00:48:09,190 --> 00:48:08,240
the example of heaven and earth

1184
00:48:10,870 --> 00:48:09,200
where

1185
00:48:13,349 --> 00:48:10,880
heaven is

1186
00:48:17,109 --> 00:48:13,359
presented as the real world

1187
00:48:19,910 --> 00:48:17,119
right that earth is just it is is not

1188
00:48:22,950 --> 00:48:19,920

the real thing heaven is heaven is the

1189

00:48:25,190 --> 00:48:22,960

real world and there's an example of

1190

00:48:27,670 --> 00:48:25,200

if you're you know if you're down here

1191

00:48:31,109 --> 00:48:27,680

on earth you're living in the simulation

1192

00:48:32,790 --> 00:48:31,119

the real world is heaven

1193

00:48:34,069 --> 00:48:32,800

that's exactly right and that's what you

1194

00:48:36,470 --> 00:48:34,079

know the world's religions have been

1195

00:48:39,030 --> 00:48:36,480

telling us all along is that what we're

1196

00:48:40,470 --> 00:48:39,040

seeing is more of a training ground

1197

00:48:42,470 --> 00:48:40,480

right where

1198

00:48:45,109 --> 00:48:42,480

score is being kept

1199

00:48:47,750 --> 00:48:45,119

and we are being judged based on those

1200

00:48:51,270 --> 00:48:47,760

actions uh in the real world and we

1201

00:48:55,030 --> 00:48:51,280

won't know that you know until we die

1202

00:48:57,030 --> 00:48:55,040

and and so you know consciousness is

1203

00:48:57,829 --> 00:48:57,040

downloaded if you will

1204

00:48:59,670 --> 00:48:57,839

to

1205

00:49:02,710 --> 00:48:59,680

the body at birth

1206

00:49:05,109 --> 00:49:02,720

and then upload it from the body

1207

00:49:07,030 --> 00:49:05,119

afterwards at death so you're back in

1208

00:49:09,030 --> 00:49:07,040

the real world and so what does that

1209

00:49:10,870 --> 00:49:09,040

sound like it sounds a lot like a

1210

00:49:13,510 --> 00:49:10,880

role-playing game

1211

00:49:16,150 --> 00:49:13,520

where you end up taking on a particular

1212

00:49:18,230 --> 00:49:16,160

character but a very immersive one right

1213

00:49:20,069 --> 00:49:18,240

so it's very hard for us to

1214

00:49:22,950 --> 00:49:20,079

remember these other realms while we're

1215

00:49:24,950 --> 00:49:22,960

here so it's a fully immersive game

1216

00:49:26,710 --> 00:49:24,960

uh but you know this idea of downloading

1217

00:49:28,630 --> 00:49:26,720

consciousness is something that

1218

00:49:30,230 --> 00:49:28,640

silicon valley is taking very seriously

1219

00:49:31,270 --> 00:49:30,240

now right you have people who are

1220

00:49:33,430 --> 00:49:31,280

talking about downloading your

1221

00:49:34,870 --> 00:49:33,440

consciousness into a silicon device well

1222

00:49:36,549 --> 00:49:34,880

it turns out you know the religions have

1223

00:49:37,829 --> 00:49:36,559

been telling us all along

1224

00:49:39,190 --> 00:49:37,839

and particularly as you look at the

1225

00:49:42,230 --> 00:49:39,200

eastern

1226

00:49:44,309 --> 00:49:42,240

uh traditions like buddhism and hinduism

1227

00:49:46,150 --> 00:49:44,319

and and that whole line i mean they've

1228

00:49:47,910 --> 00:49:46,160

been explicitly telling us and we don't

1229

00:49:51,030 --> 00:49:47,920

even have to draw an analogy they've

1230

00:49:52,549 --> 00:49:51,040

been saying that what we see is maya

1231

00:49:54,870 --> 00:49:52,559

or illusion

1232

00:49:56,870 --> 00:49:54,880

right this isn't the real world and the

1233

00:49:59,589 --> 00:49:56,880

real world is beyond that illusion in

1234

00:50:01,990 --> 00:49:59,599

fact in the vedas the hindu traditions

1235

00:50:05,109 --> 00:50:02,000

they have a term called the leela which

1236

00:50:06,870 --> 00:50:05,119

is the grand play a stage play right we

1237

00:50:09,270 --> 00:50:06,880

get so caught up in the stage play of

1238

00:50:11,430 --> 00:50:09,280

life that we're caught in this illusion

1239

00:50:13,670 --> 00:50:11,440

of maya and we think we're in the real

1240

00:50:15,910 --> 00:50:13,680

world well you know obviously back then

1241

00:50:17,670 --> 00:50:15,920

they didn't have video games so a stage

1242

00:50:20,230 --> 00:50:17,680

play seemed like a good

1243

00:50:23,030 --> 00:50:20,240

good analogy to but today if it's an

1244

00:50:25,510 --> 00:50:23,040

interactive stage play with lots and

1245

00:50:28,150 --> 00:50:25,520

lots of characters that are being coming

1246

00:50:31,349 --> 00:50:28,160

in and out of the play it sounds a heck

1247

00:50:33,109 --> 00:50:31,359

of a lot like a you know multiplayer

1248

00:50:35,109 --> 00:50:33,119

online role-playing game where you take

1249

00:50:37,030 --> 00:50:35,119

on these different personas and you

1250

00:50:38,069 --> 00:50:37,040

download into it and then you download

1251
00:50:40,230 --> 00:50:38,079
out of it

1252
00:50:43,030 --> 00:50:40,240
what is it that you know we talk about

1253
00:50:46,150 --> 00:50:43,040
it so often rizz about what the ancients

1254
00:50:47,270 --> 00:50:46,160
knew and what we've lost over time but

1255
00:50:50,790 --> 00:50:47,280
when you go back and you look at the

1256
00:50:54,230 --> 00:50:50,800
vedic text or is sumerian text or what

1257
00:50:55,829 --> 00:50:54,240
plato wrote about and all of the other

1258
00:50:58,390 --> 00:50:55,839
imagery from

1259
00:51:01,109 --> 00:50:58,400
from greece and rome and egypt

1260
00:51:04,309 --> 00:51:01,119
uh where this conversation

1261
00:51:07,190 --> 00:51:04,319
was pretty solid you know

1262
00:51:09,270 --> 00:51:07,200
about the possibility of not knowing

1263
00:51:11,589 --> 00:51:09,280

what the real world is that we are

1264

00:51:13,589 --> 00:51:11,599

living in something else

1265

00:51:15,589 --> 00:51:13,599

yeah and there's a very famous you know

1266

00:51:17,349 --> 00:51:15,599

allegory that plato wrote about in the

1267

00:51:19,109 --> 00:51:17,359

republic of the cave

1268

00:51:21,349 --> 00:51:19,119

which probably many listeners have heard

1269

00:51:22,950 --> 00:51:21,359

of but the basic idea was he said if you

1270

00:51:24,390 --> 00:51:22,960

if you're in a cave and you're chained

1271

00:51:26,710 --> 00:51:24,400

to a wall

1272

00:51:28,790 --> 00:51:26,720

and you can't really see outside the

1273

00:51:31,190 --> 00:51:28,800

cave but you can see you know from the

1274

00:51:32,630 --> 00:51:31,200

mouth of the cave you can see shadows of

1275

00:51:35,910 --> 00:51:32,640

what's going on

1276
00:51:37,510 --> 00:51:35,920
outside the cave and you know plato used

1277
00:51:40,069 --> 00:51:37,520
the analogy that that

1278
00:51:41,750 --> 00:51:40,079
is what we are like we're like prisoners

1279
00:51:43,829 --> 00:51:41,760
chained to the wall and we only see

1280
00:51:46,150 --> 00:51:43,839
shadows so you develop a whole

1281
00:51:48,549 --> 00:51:46,160
vocabulary for

1282
00:51:49,750 --> 00:51:48,559
what is going on based on these shadows

1283
00:51:50,950 --> 00:51:49,760
that we're seeing against the wall but

1284
00:51:51,829 --> 00:51:50,960
we don't know where the light's coming

1285
00:51:53,910 --> 00:51:51,839
from

1286
00:51:55,349 --> 00:51:53,920
the sun could be outside the cave and it

1287
00:51:57,829 --> 00:51:55,359
could be causing these shadows and

1288
00:52:00,150 --> 00:51:57,839

reflections of real people

1289

00:52:01,910 --> 00:52:00,160

and he also said that if someone were to

1290

00:52:03,670 --> 00:52:01,920

escape from the cave

1291

00:52:05,190 --> 00:52:03,680

first he would be blinded by the light

1292

00:52:06,710 --> 00:52:05,200

but then secondly if he came back and

1293

00:52:08,630 --> 00:52:06,720

tried to tell everybody that's chained

1294

00:52:10,630 --> 00:52:08,640

up in the cave what happened they would

1295

00:52:11,589 --> 00:52:10,640

say he was crazy right

1296

00:52:13,349 --> 00:52:11,599

which

1297

00:52:14,950 --> 00:52:13,359

is often what happens when somebody has

1298

00:52:16,870 --> 00:52:14,960

an enlightenment experience and they

1299

00:52:19,510 --> 00:52:16,880

feel that they've you know glimpsed

1300

00:52:22,710 --> 00:52:19,520

something beyond the the illusory world

1301
00:52:25,750 --> 00:52:22,720
around us and so all of these traditions

1302
00:52:26,790 --> 00:52:25,760
um this idea of you know reincarnation

1303
00:52:30,150 --> 00:52:26,800
as well

1304
00:52:31,190 --> 00:52:30,160
where you have a set of tasks that get

1305
00:52:32,950 --> 00:52:31,200
built up

1306
00:52:34,470 --> 00:52:32,960
so you know you mentioned that i'm a

1307
00:52:35,990 --> 00:52:34,480
video game designer and i've been

1308
00:52:38,630 --> 00:52:36,000
working on video games for the past 10

1309
00:52:40,710 --> 00:52:38,640
years well most video games have this

1310
00:52:42,069 --> 00:52:40,720
idea of a quest engine

1311
00:52:43,829 --> 00:52:42,079
and you have to like you know go kill

1312
00:52:45,109 --> 00:52:43,839
the goblin king or you have to go get

1313
00:52:46,710 --> 00:52:45,119

this many

1314

00:52:48,309 --> 00:52:46,720

pieces of gold or you have to find this

1315

00:52:50,710 --> 00:52:48,319

particular treasure and when you

1316

00:52:53,030 --> 00:52:50,720

complete the quest you go on to the next

1317

00:52:55,109 --> 00:52:53,040

quest well if you look at

1318

00:52:56,790 --> 00:52:55,119

the structure of karma and how it's

1319

00:52:57,910 --> 00:52:56,800

described in the eastern text it's

1320

00:53:00,549 --> 00:52:57,920

basically

1321

00:53:03,030 --> 00:53:00,559

a way to keep track of these things that

1322

00:53:04,309 --> 00:53:03,040

you have to do so you know they tell us

1323

00:53:06,790 --> 00:53:04,319

in the eastern traditions that we create

1324

00:53:08,790 --> 00:53:06,800

karma with all of our actions well how

1325

00:53:11,349 --> 00:53:08,800

would that actually work it would have

1326
00:53:12,950 --> 00:53:11,359
to be stored somewhere outside the

1327
00:53:15,349 --> 00:53:12,960
rendered world

1328
00:53:17,750 --> 00:53:15,359
and then we would have to basically

1329
00:53:19,109 --> 00:53:17,760
as we go through the world

1330
00:53:21,430 --> 00:53:19,119
and particularly as you go into the next

1331
00:53:23,430 --> 00:53:21,440
life you would have to then go and take

1332
00:53:25,190 --> 00:53:23,440
care of that karma so if you think of a

1333
00:53:27,589 --> 00:53:25,200
series of quests

1334
00:53:29,270 --> 00:53:27,599
that are there you know it turns out and

1335
00:53:31,510 --> 00:53:29,280
in the book i have a whole diagram of

1336
00:53:33,430 --> 00:53:31,520
what a quest engine would look like that

1337
00:53:35,990 --> 00:53:33,440
could explain karma provides a pretty

1338
00:53:38,150 --> 00:53:36,000

interesting scientific basis for this

1339

00:53:39,910 --> 00:53:38,160

model that people have been telling us

1340

00:53:42,390 --> 00:53:39,920

you know all through the ages this is

1341

00:53:43,750 --> 00:53:42,400

really how the universe works yeah i i

1342

00:53:45,990 --> 00:53:43,760

also look at

1343

00:53:49,750 --> 00:53:46,000

it it's a weird

1344

00:53:52,309 --> 00:53:49,760

way to understand this but if you

1345

00:53:54,309 --> 00:53:52,319

look at a fish in a fish bowl

1346

00:53:56,950 --> 00:53:54,319

okay that's his world

1347

00:53:58,710 --> 00:53:56,960

and we look out here

1348

00:54:00,870 --> 00:53:58,720

you know our living room right and

1349

00:54:02,150 --> 00:54:00,880

you've got the fish bowl sitting on the

1350

00:54:03,990 --> 00:54:02,160

coffee table

1351
00:54:04,950 --> 00:54:04,000
that fish

1352
00:54:08,069 --> 00:54:04,960
that

1353
00:54:09,750 --> 00:54:08,079
nother dimension

1354
00:54:12,470 --> 00:54:09,760
right he doesn't he doesn't understand

1355
00:54:14,470 --> 00:54:12,480
he didn't even see it he doesn't unders

1356
00:54:16,150 --> 00:54:14,480
he can't relate to it

1357
00:54:18,309 --> 00:54:16,160
but you take him out of that fishbowl

1358
00:54:19,990 --> 00:54:18,319
he'd have a heart attack he wouldn't he

1359
00:54:21,750 --> 00:54:20,000
could not you know what i mean he

1360
00:54:23,910 --> 00:54:21,760
couldn't relate to

1361
00:54:24,710 --> 00:54:23,920
well we could be the fish in the fish

1362
00:54:26,950 --> 00:54:24,720
bowl

1363
00:54:28,950 --> 00:54:26,960

and we could be part of that and we

1364

00:54:30,630 --> 00:54:28,960

don't understand really what's going on

1365

00:54:31,910 --> 00:54:30,640

with this other dimension that could be

1366

00:54:35,190 --> 00:54:31,920

outside of

1367

00:54:37,030 --> 00:54:35,200

of of where we exist

1368

00:54:38,790 --> 00:54:37,040

yeah i think that's you know exactly

1369

00:54:39,910 --> 00:54:38,800

right and the fishbowl analogy is a good

1370

00:54:41,910 --> 00:54:39,920

one because

1371

00:54:44,630 --> 00:54:41,920

you know the material world

1372

00:54:46,870 --> 00:54:44,640

being like the water in this case

1373

00:54:48,710 --> 00:54:46,880

and so you know this is when if you were

1374

00:54:51,349 --> 00:54:48,720

to take a purely materialistic view of

1375

00:54:52,950 --> 00:54:51,359

the world you know you would say

1376

00:54:54,710 --> 00:54:52,960

that

1377

00:54:56,549 --> 00:54:54,720

there's just the water and nothing

1378

00:54:57,910 --> 00:54:56,559

outside of that could actually exist and

1379

00:54:59,349 --> 00:54:57,920

you couldn't really

1380

00:55:03,030 --> 00:54:59,359

figure out how this stuff worked but

1381

00:55:05,190 --> 00:55:03,040

we've had hints and clues all along

1382

00:55:06,390 --> 00:55:05,200

and you know even as you get into the

1383

00:55:08,710 --> 00:55:06,400

physics

1384

00:55:10,390 --> 00:55:08,720

and you get into the biology

1385

00:55:12,150 --> 00:55:10,400

every field

1386

00:55:13,030 --> 00:55:12,160

of science

1387

00:55:15,750 --> 00:55:13,040

is

1388

00:55:18,790 --> 00:55:15,760

basically finding that underneath it's

1389

00:55:21,589 --> 00:55:18,800

all about information and computation

1390

00:55:23,750 --> 00:55:21,599

and it's not so much about the physical

1391

00:55:25,510 --> 00:55:23,760

world itself and so i think that's a you

1392

00:55:27,430 --> 00:55:25,520

know an important point that's why you

1393

00:55:29,270 --> 00:55:27,440

know the simulation hypothesis i think

1394

00:55:30,470 --> 00:55:29,280

can bridge the gap

1395

00:55:32,950 --> 00:55:30,480

between

1396

00:55:35,030 --> 00:55:32,960

these spiritual and religious traditions

1397

00:55:37,030 --> 00:55:35,040

and the materialistic you know

1398

00:55:39,190 --> 00:55:37,040

scientific point of view uh i mentioned

1399

00:55:41,589 --> 00:55:39,200

uh oxford's nick bostrom you know he

1400

00:55:43,109 --> 00:55:41,599

says online that many times he's had

1401

00:55:45,109 --> 00:55:43,119

friends of his who are university

1402

00:55:46,870 --> 00:55:45,119

professors who are atheists who after

1403

00:55:48,470 --> 00:55:46,880

they look at the simulation hypothesis a

1404

00:55:51,349 --> 00:55:48,480

little more seriously say

1405

00:55:54,390 --> 00:55:51,359

well maybe the logical thing to do is to

1406

00:55:56,230 --> 00:55:54,400

be an agnostic because anyone that was

1407

00:55:59,430 --> 00:55:56,240

outside the simulation

1408

00:56:01,270 --> 00:55:59,440

might look like gods or angels or super

1409

00:56:02,710 --> 00:56:01,280

powerful beings to the people inside the

1410

00:56:03,829 --> 00:56:02,720

simulation right from the fish's

1411

00:56:05,910 --> 00:56:03,839

perspective

1412

00:56:07,910 --> 00:56:05,920

we can pick up the bowl and move it you

1413

00:56:10,470 --> 00:56:07,920

know what kind of beings are we

1414

00:56:11,910 --> 00:56:10,480

from that perspective that's exactly

1415

00:56:14,630 --> 00:56:11,920

that's where the tie

1416

00:56:17,109 --> 00:56:14,640

ties together that's exactly the point i

1417

00:56:18,150 --> 00:56:17,119

mean how mind-blowing is that well for

1418

00:56:21,510 --> 00:56:18,160

us

1419

00:56:22,710 --> 00:56:21,520

fish bowl

1420

00:56:25,670 --> 00:56:22,720

so

1421

00:56:28,069 --> 00:56:25,680

us being the fish not understanding who

1422

00:56:29,190 --> 00:56:28,079

could be controlling us outside of our

1423

00:56:31,990 --> 00:56:29,200

world

1424

00:56:34,150 --> 00:56:32,000

it's a fascinating thought and if it's

1425

00:56:36,150 --> 00:56:34,160

as simple for us to grasp about the

1426

00:56:38,069 --> 00:56:36,160

fishbowl then what would be the

1427

00:56:40,870 --> 00:56:38,079

difference the answer is nothing there

1428

00:56:42,230 --> 00:56:40,880

isn't a difference

1429

00:56:44,950 --> 00:56:42,240

yeah that's right and so things that

1430

00:56:46,870 --> 00:56:44,960

look supernatural are actually just

1431

00:56:50,069 --> 00:56:46,880

a regular part

1432

00:56:51,430 --> 00:56:50,079

you know of of of how the world works um

1433

00:56:52,789 --> 00:56:51,440

you know i talked about

1434

00:56:55,270 --> 00:56:52,799

downloading of consciousness since we're

1435

00:56:57,430 --> 00:56:55,280

talking about the the ancient traditions

1436

00:56:59,589 --> 00:56:57,440

i'll talk a little bit more about that

1437

00:57:01,430 --> 00:56:59,599

you know in the tibetan traditions

1438

00:57:03,109 --> 00:57:01,440

they say that the world is like a dream

1439

00:57:04,630 --> 00:57:03,119

and this is an analogy that comes up

1440

00:57:06,950 --> 00:57:04,640

again and again

1441

00:57:09,190 --> 00:57:06,960

and you know what is a dream

1442

00:57:10,390 --> 00:57:09,200

but a mini simulation right when we're

1443

00:57:11,349 --> 00:57:10,400

inside of it

1444

00:57:13,910 --> 00:57:11,359

we think

1445

00:57:16,230 --> 00:57:13,920

that it's real but then we wake up and

1446

00:57:18,309 --> 00:57:16,240

we realize that it wasn't necessarily

1447

00:57:20,870 --> 00:57:18,319

real well in the tibetan traditions

1448

00:57:23,190 --> 00:57:20,880

there's a whole field called dream yoga

1449

00:57:26,069 --> 00:57:23,200

and the idea is they train you to wake

1450

00:57:28,390 --> 00:57:26,079

up within the dream and to realize that

1451
00:57:29,270 --> 00:57:28,400
the dream you're seeing is an illusion

1452
00:57:32,309 --> 00:57:29,280
and

1453
00:57:34,950 --> 00:57:32,319
that process is meant to then help you

1454
00:57:37,190 --> 00:57:34,960
wake up in real life kind of i guess the

1455
00:57:39,030 --> 00:57:37,200
that would be the the tibetan buddhist

1456
00:57:41,589 --> 00:57:39,040
version of the red pill you know versus

1457
00:57:43,829 --> 00:57:41,599
the blue pill to actually realize that

1458
00:57:44,630 --> 00:57:43,839
what's going on around you

1459
00:57:47,670 --> 00:57:44,640
is

1460
00:57:49,510 --> 00:57:47,680
consciousness you know there's a

1461
00:57:50,950 --> 00:57:49,520
consciousness outside of it and so this

1462
00:57:53,030 --> 00:57:50,960
is why i like

1463
00:57:55,430 --> 00:57:53,040

the video game analogy because

1464

00:57:58,069 --> 00:57:55,440

in video games you have a player

1465

00:58:00,390 --> 00:57:58,079

and then you have a character a pc that

1466

00:58:02,150 --> 00:58:00,400

a player character that you are playing

1467

00:58:04,150 --> 00:58:02,160

and so there's consciousness outside of

1468

00:58:06,230 --> 00:58:04,160

the game and there's a player within the

1469

00:58:08,390 --> 00:58:06,240

video game now not everybody subscribes

1470

00:58:11,670 --> 00:58:08,400

to that right some people think we're in

1471

00:58:13,670 --> 00:58:11,680

a simulation and everybody is just ai

1472

00:58:15,430 --> 00:58:13,680

or simulated consciousness right and so

1473

00:58:17,990 --> 00:58:15,440

those that that's a big debate within

1474

00:58:20,390 --> 00:58:18,000

the world of the simulation hypothesis

1475

00:58:22,470 --> 00:58:20,400

uh but i tend to subscribe to and that's

1476

00:58:24,789 --> 00:58:22,480

why you know video games is in in this

1477

00:58:26,950 --> 00:58:24,799

book i really use my background in

1478

00:58:28,069 --> 00:58:26,960

designing and creating video games um

1479

00:58:29,829 --> 00:58:28,079

and i was talking about the tibetan

1480

00:58:32,470 --> 00:58:29,839

traditions they also have what are

1481

00:58:34,789 --> 00:58:32,480

called the sixth yogas of naropa one of

1482

00:58:37,430 --> 00:58:34,799

which is dream yoga turns out there's a

1483

00:58:39,349 --> 00:58:37,440

there's a secret seventh yoga called the

1484

00:58:41,750 --> 00:58:39,359

yoga of consciousness

1485

00:58:43,990 --> 00:58:41,760

uh projects forceful projection and

1486

00:58:45,750 --> 00:58:44,000

consciousness transference and the idea

1487

00:58:47,109 --> 00:58:45,760

is you can actually if you're trained to

1488

00:58:49,270 --> 00:58:47,119

do this and they keep it secret for

1489

00:58:51,670 --> 00:58:49,280

obvious reasons you can actually project

1490

00:58:54,309 --> 00:58:51,680

your consciousness out of your body into

1491

00:58:56,549 --> 00:58:54,319

another biological organism so it's just

1492

00:58:58,549 --> 00:58:56,559

like learning how to upload and download

1493

00:59:00,789 --> 00:58:58,559

your consciousness and there's a famous

1494

00:59:03,589 --> 00:59:00,799

story of uh

1495

00:59:04,549 --> 00:59:03,599

marpa who is a famous tibetan yogi his

1496

00:59:07,030 --> 00:59:04,559

son

1497

00:59:08,710 --> 00:59:07,040

fell off a horse and was about to die he

1498

00:59:11,990 --> 00:59:08,720

ended up projecting his consciousness

1499

00:59:14,150 --> 00:59:12,000

into a pigeon that was nearby the pigeon

1500

00:59:15,990 --> 00:59:14,160

flew to india and he then transferred

1501
00:59:17,190 --> 00:59:16,000
his consciousness to a recently deceased

1502
00:59:18,630 --> 00:59:17,200
younger man

1503
00:59:21,030 --> 00:59:18,640
you know they had these graveyards back

1504
00:59:22,710 --> 00:59:21,040
then they didn't always cremate people

1505
00:59:25,270 --> 00:59:22,720
and he basically transformed himself

1506
00:59:27,670 --> 00:59:25,280
into a new body and and kept teaching

1507
00:59:29,829 --> 00:59:27,680
you know that that yoga of consciousness

1508
00:59:32,230 --> 00:59:29,839
transference uh so it sounds a little

1509
00:59:33,589 --> 00:59:32,240
morbid but you know it's not unlike what

1510
00:59:35,510 --> 00:59:33,599
people in silicon valley are talking

1511
00:59:37,750 --> 00:59:35,520
about today which is saying they want to

1512
00:59:40,150 --> 00:59:37,760
transfer their consciousness to silicon

1513
00:59:42,470 --> 00:59:40,160

to try to get to this idea of digital

1514

00:59:44,309 --> 00:59:42,480

immortality

1515

00:59:46,390 --> 00:59:44,319

let's take a break right here our guest

1516

00:59:48,230 --> 00:59:46,400

tonight resverk

1517

00:59:50,870 --> 00:59:48,240

talking about his book

1518

00:59:53,670 --> 00:59:50,880

the simulation hypothesis and of course

1519

00:59:55,030 --> 00:59:53,680

you can go to zen entrepreneur.com

1520

00:59:56,870 --> 00:59:55,040

everything is right there the links are

1521

00:59:58,630 --> 00:59:56,880

at jimmychurchradio.com

1522

01:00:00,309 --> 00:59:58,640

more with riz after this short break i'm

1523

01:00:03,070 --> 01:00:00,319

your host jimmy church this is fade to

1524

01:00:21,829 --> 01:00:03,080

black stay with us

1525

01:00:26,630 --> 01:00:23,990

this is fade to black with jimmy church

1526
01:00:31,349 --> 01:00:26,640
on the game changer radio network and

1527
01:00:33,829 --> 01:00:31,359
kgra the global radio alliance

1528
01:00:34,870 --> 01:00:33,839
this is kgra digital broadcasting

1529
01:00:38,850 --> 01:00:34,880
station

1530
01:00:40,230 --> 01:00:38,860
salt lake city utah van buren arkansas

1531
01:00:43,349 --> 01:00:40,240
[Music]

1532
01:00:45,670 --> 01:00:43,359
introducing the new surfer music app

1533
01:00:49,430 --> 01:00:45,680
listen fate or not you know i love my

1534
01:00:50,390 --> 01:00:49,440
music this is my go-to for all things

1535
01:00:52,710 --> 01:00:50,400
notes

1536
01:00:55,430 --> 01:00:52,720
the surfer app is a brand new concept in

1537
01:00:57,670 --> 01:00:55,440
music listening surfer is free providing

1538
01:01:00,150 --> 01:00:57,680

unlimited access to thousands of live

1539

01:01:01,829 --> 01:01:00,160

streaming radio stations surfer is an

1540

01:01:04,230 --> 01:01:01,839

exciting interactive listening

1541

01:01:06,549 --> 01:01:04,240

experience discovery and surprise are

1542

01:01:09,270 --> 01:01:06,559

built right in surfer is your

1543

01:01:12,230 --> 01:01:09,280

destination to discover and rediscover

1544

01:01:14,710 --> 01:01:12,240

great live streaming music it features

1545

01:01:16,390 --> 01:01:14,720

high quality audio streams free access

1546

01:01:18,549 --> 01:01:16,400

to music from thousands of live

1547

01:01:21,109 --> 01:01:18,559

streaming radio stations unlimited

1548

01:01:23,670 --> 01:01:21,119

listening unlimited skipping you get a

1549

01:01:25,750 --> 01:01:23,680

music visualizer and you can also select

1550

01:01:28,309 --> 01:01:25,760

your favorite channels get it at the

1551
01:01:30,950 --> 01:01:28,319
apple app store or google play just

1552
01:01:33,829 --> 01:01:30,960
search surfer music or click on the

1553
01:01:38,069 --> 01:01:33,839
surfer banner at jimmychurchradio.com

1554
01:01:42,870 --> 01:01:40,470
folks this is very important information

1555
01:01:45,750 --> 01:01:42,880
what's to be said about cbd

1556
01:01:50,069 --> 01:01:45,760
ancient life oil.com our cbd is made

1557
01:01:52,710 --> 01:01:50,079
from hemp and has .003 thc which means

1558
01:01:54,870 --> 01:01:52,720
this wonderful product won't get you

1559
01:01:57,349 --> 01:01:54,880
high no matter what amount you take what

1560
01:02:00,470 --> 01:01:57,359
does cbd do for the body my hands are

1561
01:02:02,710 --> 01:02:00,480
tight but you can google cbd benefits

1562
01:02:04,870 --> 01:02:02,720
and be astounded when you're finished

1563
01:02:07,349 --> 01:02:04,880

reading you'll want to log on to ancient

1564

01:02:10,069 --> 01:02:07,359

life oil dot com that's ancient life oil

1565

01:02:12,549 --> 01:02:10,079

dot com and purchase life is good when

1566

01:02:14,710 --> 01:02:12,559

you feel good people are tired of pain

1567

01:02:16,630 --> 01:02:14,720

people are asking for non-gmo organic

1568

01:02:19,430 --> 01:02:16,640

products to help them with

1569

01:02:21,589 --> 01:02:19,440

you fill in the blank legal in 49 states

1570

01:02:23,910 --> 01:02:21,599

and again our cbd is made from hemp

1571

01:02:26,710 --> 01:02:23,920

ancient life oil is about helping people

1572

01:02:29,510 --> 01:02:26,720

one by one by one if you wonder how good

1573

01:02:32,710 --> 01:02:29,520

the product is the ceo takes it every

1574

01:02:35,109 --> 01:02:32,720

day without miss ancient life oil.com

1575

01:02:37,829 --> 01:02:35,119

that's ancient life oil dot com have a

1576

01:02:43,589 --> 01:02:40,150

you're listening

1577

01:02:47,349 --> 01:02:45,510

hi this is ray sobs here repping the

1578

01:02:50,549 --> 01:02:47,359

planet and you're listening to my good

1579

01:02:53,030 --> 01:02:50,559

friend jimmy church fade to black on the

1580

01:02:56,630 --> 01:02:53,040

game changer network and the kgra

1581

01:02:58,870 --> 01:02:56,640

digital broadcast station

1582

01:03:00,870 --> 01:02:58,880

this is toby kebbel you're listening to

1583

01:03:02,390 --> 01:03:00,880

jimmychurchradio.com

1584

01:03:05,109 --> 01:03:02,400

don't hurt me jimmy

1585

01:03:06,950 --> 01:03:05,119

i'm only little hey i'm adrian grenier

1586

01:03:11,430 --> 01:03:06,960

and this is ari gold we're the honey

1587

01:03:15,430 --> 01:03:13,829

hey i'm adrian grenier and i'm ari gold

1588

01:03:17,670 --> 01:03:15,440

we're the honey brothers

1589

01:03:19,029 --> 01:03:17,680

and you're listening to jimmy church a

1590

01:03:21,109 --> 01:03:19,039

revolution

1591

01:03:23,589 --> 01:03:21,119

reclaim your active lifestyle with

1592

01:03:25,750 --> 01:03:23,599

angioprim angioprim is the original

1593

01:03:27,750 --> 01:03:25,760

liquid oral chelation supplement

1594

01:03:29,829 --> 01:03:27,760

chelation helps remove toxins heavy

1595

01:03:31,829 --> 01:03:29,839

metals and cholesterol in your veins and

1596

01:03:33,510 --> 01:03:31,839

arteries that can cause blockages

1597

01:03:35,589 --> 01:03:33,520

scientific research proves the active

1598

01:03:37,670 --> 01:03:35,599

ingredient in angioprim has superior

1599

01:03:39,990 --> 01:03:37,680

oral chelation action that helps promote

1600

01:03:42,069 --> 01:03:40,000

cardiovascular health find out more go

1601
01:03:43,990 --> 01:03:42,079
to angioprim.com talk to a trained

1602
01:03:48,950 --> 01:03:44,000
consultant by calling angioprim

1603
01:03:52,549 --> 01:03:50,630
this is jimmy churchill fade to black

1604
01:03:54,870 --> 01:03:52,559
and you can become an official fate or

1605
01:03:55,829 --> 01:03:54,880
not by just going to our membership

1606
01:03:56,829 --> 01:03:55,839
section

1607
01:03:58,549 --> 01:03:56,839
at

1608
01:04:00,470 --> 01:03:58,559
jimmychurchradio.com

1609
01:04:02,870 --> 01:04:00,480
hey it's grace can we talk about

1610
01:04:05,510 --> 01:04:02,880
something serious for a minute your age

1611
01:04:07,910 --> 01:04:05,520
getting old has its perks but remember

1612
01:04:09,990 --> 01:04:07,920
being a few years younger you know your

1613
01:04:11,829 --> 01:04:10,000

hair was thicker you didn't have so many

1614

01:04:13,910 --> 01:04:11,839

wrinkles that extra weight wasn't

1615

01:04:15,829 --> 01:04:13,920

haunting you and you just felt better

1616

01:04:18,630 --> 01:04:15,839

well we can't turn back the clocks and

1617

01:04:20,950 --> 01:04:18,640

go back 10 or 15 years but you can start

1618

01:04:23,750 --> 01:04:20,960

feeling and looking 10 or 15 years

1619

01:04:25,670 --> 01:04:23,760

younger with nature's youth rsf it's a

1620

01:04:27,430 --> 01:04:25,680

doctor formulated daily supplement that

1621

01:04:29,510 --> 01:04:27,440

helps your body maintain its peak

1622

01:04:31,910 --> 01:04:29,520

performance and fight the aging process

1623

01:04:33,990 --> 01:04:31,920

imagine sleeping better looking better

1624

01:04:36,630 --> 01:04:34,000

and feeling better see how nature's

1625

01:04:38,829 --> 01:04:36,640

youth rsf has helped thousands of people

1626
01:04:40,470 --> 01:04:38,839
just like you at naturesyouth.com

1627
01:04:41,910 --> 01:04:40,480
naturesyouth.com

1628
01:04:43,430 --> 01:04:41,920
imagine how it will feel when your

1629
01:04:45,910 --> 01:04:43,440
family and friends are asking you what

1630
01:04:48,549 --> 01:04:45,920
you did to look so good your secret will

1631
01:04:50,789 --> 01:04:48,559
be nature's youth rsf it's time to start

1632
01:04:52,789 --> 01:04:50,799
looking better and feeling better learn

1633
01:04:54,390 --> 01:04:52,799
more and order your nature's youth rsf

1634
01:04:55,230 --> 01:04:54,400
at naturesyouth.com

1635
01:05:01,430 --> 01:04:55,240
that's

1636
01:05:03,750 --> 01:05:01,440
hello this is serena wright taylor from

1637
01:05:06,069 --> 01:05:03,760
conscious life expo and you're listening

1638
01:05:08,470 --> 01:05:06,079

to fade to black with jimmy church who

1639

01:05:11,670 --> 01:05:08,480

holds the lucky pony record for the best

1640

01:05:13,910 --> 01:05:11,680

astrological chart since 1963.

1641

01:05:15,589 --> 01:05:13,920

true story

1642

01:05:17,190 --> 01:05:15,599

this is micah hanks of the grealian

1643

01:05:19,589 --> 01:05:17,200

report and you're listening to jimmy

1644

01:05:21,430 --> 01:05:19,599

church on fade to black across the globe

1645

01:05:24,880 --> 01:05:21,440

on the game changer radio network and

1646

01:05:28,850 --> 01:05:24,890

the one and only kgra radio the planet

1647

01:05:29,170 --> 01:05:28,860

[Music]

1648

01:05:44,870 --> 01:05:29,180

[Applause]

1649

01:05:46,390 --> 01:05:44,880

[Music]

1650

01:05:48,390 --> 01:05:46,400

welcome back fade to black i'm yours

1651
01:05:50,390 --> 01:05:48,400
jimmy church tonight rizz burke is with

1652
01:05:52,309 --> 01:05:50,400
us discussing his new book the

1653
01:05:54,230 --> 01:05:52,319
simulation hypothesis

1654
01:05:55,990 --> 01:05:54,240
you can go and order yours now at

1655
01:05:57,589 --> 01:05:56,000
zentrepreneur.com

1656
01:05:59,750 --> 01:05:57,599
the links for that over at

1657
01:06:02,309 --> 01:05:59,760
jimmychurchradio.com

1658
01:06:05,270 --> 01:06:02,319
and now picking up where we left offers

1659
01:06:07,109 --> 01:06:05,280
i want to really get into the science

1660
01:06:08,150 --> 01:06:07,119
side of this i think that everybody is

1661
01:06:09,910 --> 01:06:08,160
waiting

1662
01:06:11,430 --> 01:06:09,920
for you know the physicists and

1663
01:06:13,910 --> 01:06:11,440

scientists around the world to step up

1664

01:06:16,630 --> 01:06:13,920

and go okay it's all a simulation okay

1665

01:06:18,630 --> 01:06:16,640

and and here's why but before we get to

1666

01:06:21,990 --> 01:06:18,640

that i want to throw this out

1667

01:06:24,390 --> 01:06:22,000

what if because the consciousness side

1668

01:06:26,549 --> 01:06:24,400

of this and downloading that

1669

01:06:27,829 --> 01:06:26,559

it's one thing with ones and zeros but

1670

01:06:31,190 --> 01:06:27,839

let's say

1671

01:06:33,510 --> 01:06:31,200

that you exist in a simulated reality

1672

01:06:35,270 --> 01:06:33,520

right and and rizzberg

1673

01:06:38,630 --> 01:06:35,280

then goes in

1674

01:06:42,630 --> 01:06:38,640

and downloads his consciousness and self

1675

01:06:44,150 --> 01:06:42,640

inside of said simulation right

1676

01:06:46,150 --> 01:06:44,160

wait a minute

1677

01:06:47,589 --> 01:06:46,160

are we creating some kind of crazy

1678

01:06:51,029 --> 01:06:47,599

feedback loop

1679

01:06:54,870 --> 01:06:51,039

and then inside of that simulation

1680

01:06:57,750 --> 01:06:54,880

you do it once again and you are now

1681

01:07:00,630 --> 01:06:57,760

two or three times removed from

1682

01:07:02,309 --> 01:07:00,640

what would be perceived as your real

1683

01:07:04,309 --> 01:07:02,319

self

1684

01:07:06,390 --> 01:07:04,319

right so it's kind of like a matrix you

1685

01:07:07,990 --> 01:07:06,400

know within the matrix right

1686

01:07:09,750 --> 01:07:08,000

um and

1687

01:07:10,789 --> 01:07:09,760

this is something that i think is is

1688

01:07:11,829 --> 01:07:10,799

very

1689

01:07:15,029 --> 01:07:11,839

um

1690

01:07:16,549 --> 01:07:15,039

it speculated a lot you know within

1691

01:07:18,549 --> 01:07:16,559

people who like to talk about the

1692

01:07:20,630 --> 01:07:18,559

simulation hypothesis

1693

01:07:21,829 --> 01:07:20,640

and you know in my book i spent about a

1694

01:07:24,230 --> 01:07:21,839

third of the book

1695

01:07:26,390 --> 01:07:24,240

talking about the technology

1696

01:07:27,990 --> 01:07:26,400

and how would we build

1697

01:07:29,510 --> 01:07:28,000

the matrix in fact i had an article in

1698

01:07:31,349 --> 01:07:29,520

techcrunch today that was you know how

1699

01:07:34,309 --> 01:07:31,359

to build a matrix looking at the

1700

01:07:35,190 --> 01:07:34,319

technology 20 years later

1701

01:07:37,190 --> 01:07:35,200

and

1702

01:07:38,710 --> 01:07:37,200

basically the first

1703

01:07:41,990 --> 01:07:38,720

parts of that

1704

01:07:43,750 --> 01:07:42,000

roadmap you know map pretty well to what

1705

01:07:45,190 --> 01:07:43,760

we've already developed in terms of our

1706

01:07:48,230 --> 01:07:45,200

video games starting with text

1707

01:07:49,190 --> 01:07:48,240

adventures which came up with this idea

1708

01:07:51,270 --> 01:07:49,200

of

1709

01:07:52,870 --> 01:07:51,280

a world in the computer right before

1710

01:07:54,069 --> 01:07:52,880

that no one had ever really thought

1711

01:07:56,470 --> 01:07:54,079

about that

1712

01:07:58,870 --> 01:07:56,480

and you had to use your your mind

1713

01:08:01,190 --> 01:07:58,880

uh to really visualize the world right

1714

01:08:03,910 --> 01:08:01,200

then we went to arcade games like

1715

01:08:05,910 --> 01:08:03,920

asteroids and space invaders and you

1716

01:08:07,430 --> 01:08:05,920

know i used to play on my atari back in

1717

01:08:10,390 --> 01:08:07,440

the early 90s you know i used to play

1718

01:08:12,390 --> 01:08:10,400

these racing games and i'd always wonder

1719

01:08:14,710 --> 01:08:12,400

what was going on in that that racing

1720

01:08:17,110 --> 01:08:14,720

game beyond the racetrack and the people

1721

01:08:18,870 --> 01:08:17,120

in the bleachers and i would see clouds

1722

01:08:19,669 --> 01:08:18,880

and cityscapes beyond that and wonder

1723

01:08:21,669 --> 01:08:19,679

you know

1724

01:08:23,349 --> 01:08:21,679

what's what's over there in that

1725

01:08:24,229 --> 01:08:23,359

simulated world

1726

01:08:26,709 --> 01:08:24,239

i don't know if you ever played

1727

01:08:28,309 --> 01:08:26,719

asteroids but you could go off of

1728

01:08:29,910 --> 01:08:28,319

the top of the screen and you would

1729

01:08:32,229 --> 01:08:29,920

appear your ship would appear at the

1730

01:08:33,590 --> 01:08:32,239

bottom of the screen so there was a

1731

01:08:35,510 --> 01:08:33,600

geometry

1732

01:08:36,950 --> 01:08:35,520

to this graphical world which was being

1733

01:08:38,470 --> 01:08:36,960

rendered

1734

01:08:40,070 --> 01:08:38,480

with pixels

1735

01:08:43,430 --> 01:08:40,080

right and then you know there's like 10

1736

01:08:46,390 --> 01:08:43,440

stages that we go through but as we

1737

01:08:47,829 --> 01:08:46,400

represent the world as 3d models

1738

01:08:48,950 --> 01:08:47,839

that's where the optimization comes and

1739

01:08:51,110 --> 01:08:48,960

we'll talk about that along with the

1740

01:08:54,070 --> 01:08:51,120

quantum physics but eventually some of

1741

01:08:56,470 --> 01:08:54,080

the later stages to really truly build a

1742

01:08:58,630 --> 01:08:56,480

simulation like the matrix you know we

1743

01:08:59,590 --> 01:08:58,640

would have to fool ourselves into

1744

01:09:02,470 --> 01:08:59,600

thinking

1745

01:09:04,950 --> 01:09:02,480

that we are in the real world again and

1746

01:09:08,229 --> 01:09:04,960

so we would have to beam that those

1747

01:09:10,630 --> 01:09:08,239

pixels no longer onto a screen or even a

1748

01:09:13,510 --> 01:09:10,640

virtual reality glasses but we would

1749

01:09:15,990 --> 01:09:13,520

have to beam them into the mind itself

1750

01:09:17,990 --> 01:09:16,000

and so mine bought broadcast

1751

01:09:19,430 --> 01:09:18,000

and then we would have to

1752

01:09:21,430 --> 01:09:19,440

be able to

1753

01:09:23,430 --> 01:09:21,440

get the responses back for what you want

1754

01:09:25,510 --> 01:09:23,440

to do in that world so we would have to

1755

01:09:27,669 --> 01:09:25,520

read them now in the movie the matrix

1756

01:09:29,510 --> 01:09:27,679

right when neo woke up

1757

01:09:32,149 --> 01:09:29,520

he was in a pod

1758

01:09:33,829 --> 01:09:32,159

which had a uh a physical

1759

01:09:36,309 --> 01:09:33,839

connection in the back of his head in

1760

01:09:37,990 --> 01:09:36,319

the cerebral cortex and that's how they

1761

01:09:39,269 --> 01:09:38,000

jacked into the matrix

1762

01:09:41,110 --> 01:09:39,279

was through the physical world and so

1763

01:09:42,630 --> 01:09:41,120

that's technology that we're people are

1764

01:09:45,189 --> 01:09:42,640

still working on

1765

01:09:46,870 --> 01:09:45,199

this idea of brain computer interfaces

1766

01:09:49,269 --> 01:09:46,880

but it's actually a pretty

1767

01:09:50,390 --> 01:09:49,279

popular area right now and more and more

1768

01:09:52,309 --> 01:09:50,400

startups

1769

01:09:53,990 --> 01:09:52,319

including one funded by elon musk called

1770

01:09:56,630 --> 01:09:54,000

neuralink and one in boston called

1771

01:09:59,189 --> 01:09:56,640

mirable and and many others are are

1772

01:10:02,550 --> 01:09:59,199

starting to have technology developed so

1773

01:10:05,110 --> 01:10:02,560

you know we would be able at some point

1774

01:10:07,750 --> 01:10:05,120

within a decade two decades three

1775

01:10:09,350 --> 01:10:07,760

decades to be able to create

1776

01:10:11,669 --> 01:10:09,360

real simulations so i call this the

1777

01:10:13,990 --> 01:10:11,679

simulation point and there's about 10

1778

01:10:15,830 --> 01:10:14,000

stages i describe in the book to the

1779

01:10:17,990 --> 01:10:15,840

simulation point and once the

1780

01:10:19,110 --> 01:10:18,000

civilization gets there

1781

01:10:21,030 --> 01:10:19,120

right then we could do what you're

1782

01:10:22,790 --> 01:10:21,040

talking about which is i could then

1783

01:10:23,669 --> 01:10:22,800

download myself

1784

01:10:26,390 --> 01:10:23,679

into

1785

01:10:28,790 --> 01:10:26,400

another simulation now at some point

1786

01:10:31,750 --> 01:10:28,800

the resources

1787

01:10:33,669 --> 01:10:31,760

you know are limited and this is where

1788

01:10:36,310 --> 01:10:33,679

you know as you understand the computer

1789

01:10:37,189 --> 01:10:36,320

science uh you realize that it's all

1790

01:10:40,229 --> 01:10:37,199

about

1791

01:10:43,110 --> 01:10:40,239

optimizing limited resources and so some

1792

01:10:45,350 --> 01:10:43,120

people think that there is a limit to

1793

01:10:47,590 --> 01:10:45,360

how much we'll be able to simulate if

1794

01:10:49,990 --> 01:10:47,600

we're inside a simulation because we

1795

01:10:52,149 --> 01:10:50,000

only have the computing power of the

1796

01:10:54,310 --> 01:10:52,159

processors that are running

1797

01:10:55,990 --> 01:10:54,320

the simulation outside of

1798

01:10:58,550 --> 01:10:56,000

the one that we're in if that makes

1799

01:11:01,110 --> 01:10:58,560

sense right it does it does but when you

1800

01:11:03,510 --> 01:11:01,120

have uh you know like neil degrasse

1801

01:11:07,189 --> 01:11:03,520

tyson or brian greene

1802

01:11:08,870 --> 01:11:07,199

or ray kurzweil or or elon musk and

1803

01:11:11,430 --> 01:11:08,880

stephen hawking

1804

01:11:13,430 --> 01:11:11,440

uh suggesting this to everybody their

1805

01:11:15,910 --> 01:11:13,440

words have weight

1806

01:11:17,669 --> 01:11:15,920

right and the power of suggestion is

1807

01:11:19,990 --> 01:11:17,679

very very strong

1808

01:11:20,950 --> 01:11:20,000

and i have to ask what is it that they

1809

01:11:23,030 --> 01:11:20,960

know

1810

01:11:25,669 --> 01:11:23,040

that they fully understand and they

1811

01:11:29,110 --> 01:11:25,679

grasp that we don't when it comes to the

1812

01:11:31,750 --> 01:11:29,120

possibility of living in a simulation

1813

01:11:33,669 --> 01:11:31,760

well i think you know the physicists and

1814

01:11:35,750 --> 01:11:33,679

the technologists right again these are

1815

01:11:37,750 --> 01:11:35,760

considered separate fields

1816

01:11:39,030 --> 01:11:37,760

right computer science is

1817

01:11:41,750 --> 01:11:39,040

one field

1818

01:11:42,470 --> 01:11:41,760

and physics is another field

1819

01:11:44,229 --> 01:11:42,480

but

1820

01:11:47,189 --> 01:11:44,239

they're starting to see that they're

1821

01:11:50,950 --> 01:11:47,199

actually related right and particularly

1822

01:11:53,110 --> 01:11:50,960

with quantum computing you start to see

1823

01:11:55,189 --> 01:11:53,120

the convergence of basically every

1824

01:11:56,709 --> 01:11:55,199

single field into computer science or

1825

01:11:58,390 --> 01:11:56,719

information

1826

01:11:59,270 --> 01:11:58,400

there was a famous

1827

01:12:01,590 --> 01:11:59,280

um

1828

01:12:03,830 --> 01:12:01,600

there was a famous physicist named john

1829

01:12:05,750 --> 01:12:03,840

wheeler right who was involved in

1830

01:12:08,390 --> 01:12:05,760

everything from the discovery of

1831

01:12:09,910 --> 01:12:08,400

black holes to parallel universes

1832

01:12:12,310 --> 01:12:09,920

and other things and and in his

1833

01:12:15,430 --> 01:12:12,320

biography you know he

1834

01:12:17,350 --> 01:12:15,440

came up with this phrase it from bits

1835

01:12:19,750 --> 01:12:17,360

right where he basically said he went

1836

01:12:21,189 --> 01:12:19,760

through three phases of physics in his

1837

01:12:22,630 --> 01:12:21,199

long career and he was you know he

1838

01:12:25,189 --> 01:12:22,640

worked with he was like the last living

1839

01:12:27,270 --> 01:12:25,199

physicist to work with einstein and he

1840

01:12:29,510 --> 01:12:27,280

said in the in the first phase we all

1841

01:12:32,950 --> 01:12:29,520

thought that physics was about studying

1842

01:12:34,709 --> 01:12:32,960

matter particles actual physical objects

1843

01:12:35,990 --> 01:12:34,719

in the second phase which was some of

1844

01:12:38,149 --> 01:12:36,000

the quantum stuff that we'll talk about

1845

01:12:40,950 --> 01:12:38,159

in a minute he said well everything was

1846

01:12:43,430 --> 01:12:40,960

a field turns out it wasn't physical at

1847

01:12:45,590 --> 01:12:43,440

all it was a set of probabilities

1848

01:12:47,750 --> 01:12:45,600

and then later in the third state of his

1849

01:12:50,709 --> 01:12:47,760

career he realized that everything

1850

01:12:53,990 --> 01:12:50,719

was bits or information wasn't even a

1851
01:12:56,470 --> 01:12:54,000
field it was zeros or ones and so you

1852
01:12:57,189 --> 01:12:56,480
know if everything at its core

1853
01:12:59,830 --> 01:12:57,199
is

1854
01:13:02,149 --> 01:12:59,840
basically information then you can start

1855
01:13:04,470 --> 01:13:02,159
to do things like quantum teleportation

1856
01:13:05,910 --> 01:13:04,480
teleporting you know an object from one

1857
01:13:09,350 --> 01:13:05,920
place to another right now they've been

1858
01:13:12,229 --> 01:13:09,360
able to teleport the quantum state of a

1859
01:13:14,630 --> 01:13:12,239
photon or of an object somewhere else

1860
01:13:17,030 --> 01:13:14,640
but really it's the information

1861
01:13:19,110 --> 01:13:17,040
that gets transferred and and so i think

1862
01:13:20,790 --> 01:13:19,120
when when you know these physicists and

1863
01:13:23,430 --> 01:13:20,800

these technologists

1864

01:13:25,110 --> 01:13:23,440

are are are talking about this stuff you

1865

01:13:28,310 --> 01:13:25,120

know they're seeing that

1866

01:13:30,390 --> 01:13:28,320

that information is at the source of

1867

01:13:32,550 --> 01:13:30,400

underneath everything and that's why

1868

01:13:34,950 --> 01:13:32,560

they're taking it you know so seriously

1869

01:13:36,709 --> 01:13:34,960

i think and stephen hawking put it at

1870

01:13:38,070 --> 01:13:36,719

about a 50 50

1871

01:13:40,550 --> 01:13:38,080

you know chance that we're living inside

1872

01:13:42,390 --> 01:13:40,560

a simulation elon musk says it's about a

1873

01:13:44,310 --> 01:13:42,400

billion to one that we're inside of the

1874

01:13:46,229 --> 01:13:44,320

simulation meaning

1875

01:13:48,229 --> 01:13:46,239

that it's a billion that we are in fact

1876

01:13:51,430 --> 01:13:48,239

inside a simulation

1877

01:13:53,350 --> 01:13:51,440

don't we expect them uh to be

1878

01:13:56,870 --> 01:13:53,360

uh balanced

1879

01:13:59,669 --> 01:13:56,880

right you expect those very smart minds

1880

01:14:02,790 --> 01:13:59,679

not to go in this direction

1881

01:14:05,830 --> 01:14:02,800

but for them to go in this direction so

1882

01:14:07,350 --> 01:14:05,840

freely and to be accepting of this

1883

01:14:09,510 --> 01:14:07,360

possibility

1884

01:14:12,550 --> 01:14:09,520

uh really says something and it scares

1885

01:14:14,310 --> 01:14:12,560

us because you have the physical side

1886

01:14:15,750 --> 01:14:14,320

and the information side and you have

1887

01:14:17,830 --> 01:14:15,760

the conscious

1888

01:14:20,630 --> 01:14:17,840

side of things in consciousness

1889

01:14:21,350 --> 01:14:20,640

and is that the barrier it's one thing

1890

01:14:22,709 --> 01:14:21,360

to

1891

01:14:24,870 --> 01:14:22,719

uh

1892

01:14:25,990 --> 01:14:24,880

to get to the ones and zeroes of

1893

01:14:28,790 --> 01:14:26,000

memories

1894

01:14:30,790 --> 01:14:28,800

and stored stuff in our brains but then

1895

01:14:34,310 --> 01:14:30,800

we have the stuff that makes riz rizz

1896

01:14:36,709 --> 01:14:34,320

and jimmy jimmy and how does that get uh

1897

01:14:38,790 --> 01:14:36,719

moved over

1898

01:14:39,910 --> 01:14:38,800

yeah so you know again it depends on

1899

01:14:41,270 --> 01:14:39,920

your

1900

01:14:42,550 --> 01:14:41,280

interpretation of the simulation

1901

01:14:45,350 --> 01:14:42,560

hypothesis

1902

01:14:47,350 --> 01:14:45,360

you know as i said in in my case i tend

1903

01:14:49,750 --> 01:14:47,360

to view us as conscious beings outside

1904

01:14:52,390 --> 01:14:49,760

the simulation who are playing a

1905

01:14:54,630 --> 01:14:52,400

character within the simulation just

1906

01:14:57,350 --> 01:14:54,640

like going back to the tibetans when we

1907

01:14:59,990 --> 01:14:57,360

dream we have a body in the dream but

1908

01:15:02,790 --> 01:15:00,000

that's not really us right that's uh

1909

01:15:05,510 --> 01:15:02,800

inside the simulation now

1910

01:15:07,350 --> 01:15:05,520

one of the reasons that you know back in

1911

01:15:08,149 --> 01:15:07,360

20 years ago and in fact the matrix came

1912

01:15:11,910 --> 01:15:08,159

out

1913

01:15:14,630 --> 01:15:11,920

on march 31 1999 which is uh literally

1914

01:15:16,390 --> 01:15:14,640

20 years to the day that my book is

1915

01:15:18,149 --> 01:15:16,400

going to be released on march 31st in

1916

01:15:19,750 --> 01:15:18,159

about a week and a half here

1917

01:15:21,750 --> 01:15:19,760

but you know people didn't take it that

1918

01:15:24,709 --> 01:15:21,760

seriously at the time because the

1919

01:15:27,189 --> 01:15:24,719

technology wasn't there so i mentioned

1920

01:15:28,470 --> 01:15:27,199

earlier the uh oxford philosopher named

1921

01:15:30,470 --> 01:15:28,480

nick bostrom so he came out with a

1922

01:15:32,950 --> 01:15:30,480

simulation argument now he wasn't really

1923

01:15:34,229 --> 01:15:32,960

a video game guy or a computer guy so

1924

01:15:35,430 --> 01:15:34,239

you know all the stuff i talk about the

1925

01:15:39,030 --> 01:15:35,440

technology he doesn't really talk about

1926

01:15:41,350 --> 01:15:39,040

that but his argument was that suppose

1927

01:15:42,550 --> 01:15:41,360

a civilization somewhere

1928

01:15:45,030 --> 01:15:42,560

created

1929

01:15:45,910 --> 01:15:45,040

uh something like the matrix a simulated

1930

01:15:48,149 --> 01:15:45,920

world

1931

01:15:50,310 --> 01:15:48,159

uh in in my parlance i'd say they got to

1932

01:15:51,270 --> 01:15:50,320

the simulation point and he said in

1933

01:15:52,709 --> 01:15:51,280

order to

1934

01:15:54,790 --> 01:15:52,719

to have more beings they would just need

1935

01:15:58,070 --> 01:15:54,800

more servers so you could literally have

1936

01:15:59,510 --> 01:15:58,080

billions of of or trillions of beings

1937

01:16:01,830 --> 01:15:59,520

within these simulations you could have

1938

01:16:05,110 --> 01:16:01,840

billions of simulations with trillions

1939

01:16:07,110 --> 01:16:05,120

of beings inside them and so if you

1940

01:16:09,510 --> 01:16:07,120

counted up all the beings that were

1941

01:16:11,189 --> 01:16:09,520

inside the simulations and you counted

1942

01:16:12,470 --> 01:16:11,199

up all the beings that were outside the

1943

01:16:13,830 --> 01:16:12,480

simulation

1944

01:16:16,870 --> 01:16:13,840

clearly the number of beings in the

1945

01:16:19,669 --> 01:16:16,880

simulations is much more therefore

1946

01:16:20,470 --> 01:16:19,679

if any civilization ever gets to this

1947

01:16:22,550 --> 01:16:20,480

point

1948

01:16:23,830 --> 01:16:22,560

right anywhere in the galaxy you could

1949

01:16:25,750 --> 01:16:23,840

have a civilization that's a million

1950

01:16:28,310 --> 01:16:25,760

years ahead of us that is able to create

1951

01:16:29,990 --> 01:16:28,320

these kind of simulations then we are

1952

01:16:32,390 --> 01:16:30,000

more likely to be simulated beings

1953

01:16:34,790 --> 01:16:32,400

inside the simulation than an actual

1954

01:16:38,070 --> 01:16:34,800

biological being and so when he

1955

01:16:39,830 --> 01:16:38,080

published that paper in 2003 suddenly

1956

01:16:41,750 --> 01:16:39,840

you know all these smart people at

1957

01:16:44,310 --> 01:16:41,760

universities et cetera started to take

1958

01:16:45,990 --> 01:16:44,320

this idea more seriously neil degrasse

1959

01:16:47,669 --> 01:16:46,000

tyson says well you can't really argue

1960

01:16:49,750 --> 01:16:47,679

with the logic

1961

01:16:51,350 --> 01:16:49,760

even though it's a statistical argument

1962

01:16:53,270 --> 01:16:51,360

you know when i was back at mit we were

1963

01:16:56,390 --> 01:16:53,280

taught that science is really about

1964

01:16:58,470 --> 01:16:56,400

creating models of the world

1965

01:17:00,149 --> 01:16:58,480

and these models would have to explain

1966

01:17:01,270 --> 01:17:00,159

what happens we had the newtonian model

1967

01:17:03,189 --> 01:17:01,280

of the world

1968

01:17:05,350 --> 01:17:03,199

which was based on continuous motion and

1969

01:17:07,350 --> 01:17:05,360

solid objects and that worked for the

1970

01:17:10,149 --> 01:17:07,360

most part but it broke down when you

1971

01:17:12,790 --> 01:17:10,159

were going really fast or if you went to

1972

01:17:14,149 --> 01:17:12,800

really small subatomic levels

1973

01:17:16,149 --> 01:17:14,159

and then you know einstein came up with

1974

01:17:18,470 --> 01:17:16,159

interior relativity which works at fast

1975

01:17:20,470 --> 01:17:18,480

speeds and then quantum mechanics was a

1976

01:17:22,950 --> 01:17:20,480

model that came up when you look at what

1977

01:17:25,110 --> 01:17:22,960

happens at the subatomic state

1978

01:17:27,110 --> 01:17:25,120

but now this is a model

1979

01:17:28,950 --> 01:17:27,120

the simulation hypothesis

1980

01:17:30,950 --> 01:17:28,960

that i think explains

1981

01:17:32,870 --> 01:17:30,960

many more things about the physical

1982

01:17:35,110 --> 01:17:32,880

world and the conscious world and the

1983

01:17:36,470 --> 01:17:35,120

religious and spiritual world than any

1984

01:17:38,870 --> 01:17:36,480

model before

1985

01:17:40,870 --> 01:17:38,880

and so you know that's i i don't think a

1986

01:17:43,270 --> 01:17:40,880

lot of the physicists are quite there

1987

01:17:44,709 --> 01:17:43,280

yet and a lot of the academics right

1988

01:17:46,310 --> 01:17:44,719

that they're willing to debate the

1989

01:17:49,510 --> 01:17:46,320

statistical argument

1990

01:17:51,270 --> 01:17:49,520

or the ai argument that we're all ai i

1991

01:17:53,270 --> 01:17:51,280

don't think too many of them are yet at

1992

01:17:55,510 --> 01:17:53,280

the point of of saying well we're really

1993

01:17:58,070 --> 01:17:55,520

beaming our consciousness from another

1994

01:18:00,149 --> 01:17:58,080

universe or another uh

1995

01:18:02,550 --> 01:18:00,159

world beyond the physical but they're

1996

01:18:04,790 --> 01:18:02,560

getting there and and the more and more

1997

01:18:07,910 --> 01:18:04,800

that they find information is at the

1998

01:18:10,310 --> 01:18:07,920

heart of everything and you know i i

1999

01:18:12,070 --> 01:18:10,320

have been running a uh a video game

2000

01:18:13,110 --> 01:18:12,080

accelerator at mit for the last two

2001

01:18:15,590 --> 01:18:13,120

years and

2002

01:18:17,910 --> 01:18:15,600

you know for many years mit had you know

2003

01:18:20,630 --> 01:18:17,920

four colleges the college of engineering

2004

01:18:23,189 --> 01:18:20,640

college of business etc they just

2005

01:18:24,709 --> 01:18:23,199

introduced a new college which is all

2006

01:18:27,990 --> 01:18:24,719

about ai

2007

01:18:29,750 --> 01:18:28,000

and quantum computing uh as as a whole

2008

01:18:32,310 --> 01:18:29,760

new field in and of itself and they're

2009

01:18:34,070 --> 01:18:32,320

recognizing that all the other fields

2010

01:18:38,149 --> 01:18:34,080

are related to it

2011

01:18:40,390 --> 01:18:38,159

what was the video game that came out uh

2012

01:18:41,750 --> 01:18:40,400

it was about three or four years ago

2013

01:18:43,189 --> 01:18:41,760

uh where

2014

01:18:44,950 --> 01:18:43,199

you could go

2015

01:18:46,310 --> 01:18:44,960

and visit

2016

01:18:48,790 --> 01:18:46,320

uh any

2017

01:18:51,510 --> 01:18:48,800

any planet and and

2018

01:18:52,630 --> 01:18:51,520

it and it continued and rendered in real

2019

01:18:54,790 --> 01:18:52,640

time

2020

01:18:57,430 --> 01:18:54,800

yeah so there was a video game called no

2021

01:18:58,870 --> 01:18:57,440

man's sky yeah no man's sky came out

2022

01:19:02,550 --> 01:18:58,880

and it had

2023

01:19:03,910 --> 01:19:02,560

18 quintillion planets right and you

2024

01:19:07,590 --> 01:19:03,920

could go to those planets and you could

2025

01:19:09,910 --> 01:19:07,600

actually walk around in real time now

2026

01:19:11,669 --> 01:19:09,920

the team that built this they didn't sit

2027

01:19:13,189 --> 01:19:11,679

there and design

2028

01:19:15,510 --> 01:19:13,199

each planet

2029

01:19:17,830 --> 01:19:15,520

right right right turns out that if you

2030

01:19:19,910 --> 01:19:17,840

uh you know have 64 bits

2031

01:19:21,270 --> 01:19:19,920

and you say 2 to the 64th power turns

2032

01:19:23,750 --> 01:19:21,280

out to be exactly

2033

01:19:24,870 --> 01:19:23,760

18 quintillion that's why they had that

2034

01:19:26,390 --> 01:19:24,880

many

2035

01:19:30,229 --> 01:19:26,400

possible worlds but

2036

01:19:33,189 --> 01:19:30,239

what they would do is they would render

2037

01:19:34,950 --> 01:19:33,199

the flora and fauna of each world

2038

01:19:36,229 --> 01:19:34,960

based on different algorithms and so

2039

01:19:39,270 --> 01:19:36,239

many of your listeners have probably

2040

01:19:40,709 --> 01:19:39,280

heard of fractal algorithms that's right

2041

01:19:41,990 --> 01:19:40,719

and i've got some pictures in the book

2042

01:19:44,550 --> 01:19:42,000

and you can look online and you'll see

2043

01:19:48,149 --> 01:19:44,560

that you know fractal geometry

2044

01:19:50,149 --> 01:19:48,159

is a way of describing the natural world

2045

01:19:53,350 --> 01:19:50,159

which came out of you know this whole

2046

01:19:55,110 --> 01:19:53,360

idea of chaos theory and with there was

2047

01:19:55,990 --> 01:19:55,120

a guy named mandelbrot who asked a

2048

01:19:58,870 --> 01:19:56,000

question

2049

01:20:00,390 --> 01:19:58,880

that said how long is the coastline

2050

01:20:02,070 --> 01:20:00,400

well turns out

2051
01:20:03,830 --> 01:20:02,080
you can measure a coastline you know at

2052
01:20:06,470 --> 01:20:03,840
the level of miles and say it's you know

2053
01:20:08,630 --> 01:20:06,480
100 miles long but if you go in and you

2054
01:20:10,310 --> 01:20:08,640
zoom in you see the coastline is

2055
01:20:12,310 --> 01:20:10,320
actually kind of rocky and has nooks and

2056
01:20:14,390 --> 01:20:12,320
crannies so if you zoom in a little bit

2057
01:20:15,910 --> 01:20:14,400
turns out it's longer than 100 miles

2058
01:20:18,470 --> 01:20:15,920
well if you zoom in again you'll see

2059
01:20:20,390 --> 01:20:18,480
even more nooks and crannies and so

2060
01:20:21,270 --> 01:20:20,400
the answer depends

2061
01:20:23,990 --> 01:20:21,280
on

2062
01:20:25,830 --> 01:20:24,000
what scale you're looking at the world

2063
01:20:27,110 --> 01:20:25,840

turns out fractal algorithms are the

2064

01:20:29,750 --> 01:20:27,120

best way

2065

01:20:31,910 --> 01:20:29,760

to describe a lot of natural

2066

01:20:34,950 --> 01:20:31,920

processes whether it's veins or

2067

01:20:36,950 --> 01:20:34,960

tree-like structures or coastlines and

2068

01:20:39,270 --> 01:20:36,960

so you know many people have speculated

2069

01:20:40,229 --> 01:20:39,280

that what nature really is

2070

01:20:43,669 --> 01:20:40,239

is a

2071

01:20:45,189 --> 01:20:43,679

fractal algorithmic generating a machine

2072

01:20:46,870 --> 01:20:45,199

and that's you know that's why there's

2073

01:20:50,470 --> 01:20:46,880

no straight lines

2074

01:20:53,189 --> 01:20:50,480

in nature right everything uh is uh has

2075

01:20:55,030 --> 01:20:53,199

many dimensions and and so turns out

2076

01:20:57,510 --> 01:20:55,040

that the same techniques these guys were

2077

01:20:59,030 --> 01:20:57,520

using in no man's sky to generate all

2078

01:21:00,470 --> 01:20:59,040

the flora and vonna

2079

01:21:01,350 --> 01:21:00,480

there are people who seriously think

2080

01:21:06,870 --> 01:21:01,360

that

2081

01:21:09,990 --> 01:21:06,880

coastlines evolve in the physical world

2082

01:21:12,229 --> 01:21:10,000

is again based on these algorithmic

2083

01:21:14,709 --> 01:21:12,239

properties that that nature is using

2084

01:21:16,870 --> 01:21:14,719

algorithms so so you're kind of opening

2085

01:21:18,229 --> 01:21:16,880

up the physical world and realizing that

2086

01:21:19,910 --> 01:21:18,239

oh my god it's actually a computer

2087

01:21:21,990 --> 01:21:19,920

program in there and that's another

2088

01:21:24,870 --> 01:21:22,000

reason why people are starting to take

2089

01:21:27,030 --> 01:21:24,880

uh this idea more seriously now than

2090

01:21:28,950 --> 01:21:27,040

they did 10 years ago and certainly you

2091

01:21:30,950 --> 01:21:28,960

know then they did 20 years ago when the

2092

01:21:34,390 --> 01:21:30,960

matrix first came out yeah and that

2093

01:21:35,350 --> 01:21:34,400

would be an answer for the size of

2094

01:21:37,669 --> 01:21:35,360

uh

2095

01:21:40,470 --> 01:21:37,679

what consciousness would be right it'd

2096

01:21:43,510 --> 01:21:40,480

be a huge number uh as far as ones and

2097

01:21:45,910 --> 01:21:43,520

zeros go be a complex but if it is

2098

01:21:48,950 --> 01:21:45,920

derived in render

2099

01:21:51,030 --> 01:21:48,960

right and with with fractal algorithms

2100

01:21:54,149 --> 01:21:51,040

you don't need a huge ch everybody

2101
01:21:56,790 --> 01:21:54,159
wouldn't be a huge chunk of code

2102
01:21:58,310 --> 01:21:56,800
right your reality in the in a

2103
01:22:00,629 --> 01:21:58,320
simulation

2104
01:22:02,629 --> 01:22:00,639
could be rendered as your day moves

2105
01:22:04,629 --> 01:22:02,639
along

2106
01:22:05,430 --> 01:22:04,639
that's right and so you know

2107
01:22:06,629 --> 01:22:05,440
uh

2108
01:22:08,950 --> 01:22:06,639
let's talk a little bit about how

2109
01:22:10,950 --> 01:22:08,960
rendering is done in video games right

2110
01:22:13,430 --> 01:22:10,960
so if you're in the sims

2111
01:22:14,470 --> 01:22:13,440
right you're seeing a room well that

2112
01:22:17,189 --> 01:22:14,480
room

2113
01:22:20,070 --> 01:22:17,199

is a set of 3d models that describe the

2114

01:22:22,310 --> 01:22:20,080

shapes of everything in that room

2115

01:22:24,870 --> 01:22:22,320

right and then

2116

01:22:27,430 --> 01:22:24,880

your computer renders

2117

01:22:29,910 --> 01:22:27,440

that room from your point of view

2118

01:22:32,070 --> 01:22:29,920

so it only renders the things that you

2119

01:22:34,629 --> 01:22:32,080

can see right so if there was you know

2120

01:22:37,590 --> 01:22:34,639

creature facing the other way

2121

01:22:39,189 --> 01:22:37,600

well you can't necessarily see its face

2122

01:22:39,990 --> 01:22:39,199

initially right you can only see its

2123

01:22:41,669 --> 01:22:40,000

back

2124

01:22:43,669 --> 01:22:41,679

and if there was a flower but it was

2125

01:22:46,470 --> 01:22:43,679

underneath the table you couldn't see

2126
01:22:48,790 --> 01:22:46,480
the flower well when when people were

2127
01:22:51,189 --> 01:22:48,800
first building video games

2128
01:22:53,430 --> 01:22:51,199
they thought it was impossible to

2129
01:22:56,229 --> 01:22:53,440
render all the pixels that you would

2130
01:22:58,149 --> 01:22:56,239
need for fully 3d environments immersive

2131
01:22:59,590 --> 01:22:58,159
environments that's a lot of pixels you

2132
01:23:02,070 --> 01:22:59,600
think about it

2133
01:23:04,790 --> 01:23:02,080
turns out doom was the first video game

2134
01:23:07,189 --> 01:23:04,800
that really was popular that was using

2135
01:23:09,830 --> 01:23:07,199
this idea of a 3d perspective and you

2136
01:23:12,550 --> 01:23:09,840
could look around very quickly as a

2137
01:23:14,310 --> 01:23:12,560
first person shooter and it would adjust

2138
01:23:17,030 --> 01:23:14,320

automatically and that was because they

2139

01:23:19,430 --> 01:23:17,040

rendered only that which needs

2140

01:23:22,149 --> 01:23:19,440

that which is being observed so that's

2141

01:23:24,950 --> 01:23:22,159

kind of the golden rule when it comes to

2142

01:23:27,189 --> 01:23:24,960

video game environments is render only

2143

01:23:29,350 --> 01:23:27,199

that which you can observe or you can

2144

01:23:31,910 --> 01:23:29,360

see from your point of view

2145

01:23:33,430 --> 01:23:31,920

okay and so now we're getting into

2146

01:23:35,110 --> 01:23:33,440

the physics

2147

01:23:36,310 --> 01:23:35,120

right and so one of the biggest

2148

01:23:38,629 --> 01:23:36,320

mysteries

2149

01:23:40,709 --> 01:23:38,639

in quantum physics is this idea

2150

01:23:42,870 --> 01:23:40,719

of quantum indeterminacy and then the

2151

01:23:45,270 --> 01:23:42,880

idea is that um

2152

01:23:46,390 --> 01:23:45,280

say that again say that again what's the

2153

01:23:49,270 --> 01:23:46,400

word

2154

01:23:50,550 --> 01:23:49,280

quantum indeterminacy okay which uh

2155

01:23:52,070 --> 01:23:50,560

probably the easiest way to understand

2156

01:23:54,310 --> 01:23:52,080

it although you know physicists talk

2157

01:23:57,189 --> 01:23:54,320

about it at the level of a particle

2158

01:23:59,030 --> 01:23:57,199

and says where is this particle and is

2159

01:24:03,270 --> 01:23:59,040

it a a wave

2160

01:24:05,430 --> 01:24:03,280

or is it a a particle and but you know

2161

01:24:06,709 --> 01:24:05,440

easier i think to understand it at the

2162

01:24:08,790 --> 01:24:06,719

idea of

2163

01:24:11,030 --> 01:24:08,800

schrodinger's you know infamous cat

2164

01:24:14,709 --> 01:24:11,040

right many of us have heard of that

2165

01:24:17,510 --> 01:24:14,719

and the cat is a is in a box

2166

01:24:19,590 --> 01:24:17,520

that has some radioactive decay and

2167

01:24:21,669 --> 01:24:19,600

there's about a fifty percent chance

2168

01:24:24,149 --> 01:24:21,679

that the cat is alive or dead

2169

01:24:25,669 --> 01:24:24,159

and so what you know uh schrodinger said

2170

01:24:27,590 --> 01:24:25,679

was

2171

01:24:29,590 --> 01:24:27,600

we don't know

2172

01:24:32,310 --> 01:24:29,600

if the cat is alive or dead until we

2173

01:24:33,830 --> 01:24:32,320

open the box but it turns out the cat is

2174

01:24:35,110 --> 01:24:33,840

both alive

2175

01:24:37,830 --> 01:24:35,120

and dead

2176
01:24:39,990 --> 01:24:37,840
until we open the box and actually

2177
01:24:41,830 --> 01:24:40,000
observe it now common sense would tell

2178
01:24:43,910 --> 01:24:41,840
us that's not the case common sense

2179
01:24:45,590 --> 01:24:43,920
tells us either the cat is alive or dead

2180
01:24:47,669 --> 01:24:45,600
already just because we can't see it in

2181
01:24:48,870 --> 01:24:47,679
the box it has to be one or the other

2182
01:24:51,430 --> 01:24:48,880
right

2183
01:24:53,590 --> 01:24:51,440
well the quantum physicists have found

2184
01:24:54,870 --> 01:24:53,600
and this is like you know a fundamental

2185
01:24:57,669 --> 01:24:54,880
finding

2186
01:24:59,590 --> 01:24:57,679
of how the universe works is that until

2187
01:25:00,790 --> 01:24:59,600
somebody actually opens the box and

2188
01:25:04,629 --> 01:25:00,800

observes it

2189

01:25:06,550 --> 01:25:04,639

that the cat is neither alive nor dead

2190

01:25:08,390 --> 01:25:06,560

it gets rendered

2191

01:25:12,390 --> 01:25:08,400

based upon

2192

01:25:14,790 --> 01:25:12,400

who observes it at that point in time

2193

01:25:16,550 --> 01:25:14,800

uh and so that is also you know the the

2194

01:25:18,070 --> 01:25:16,560

basis of what they called a

2195

01:25:19,590 --> 01:25:18,080

the double slit experiment where they're

2196

01:25:21,110 --> 01:25:19,600

shooting particles through these two

2197

01:25:23,030 --> 01:25:21,120

slits and they say

2198

01:25:24,709 --> 01:25:23,040

if it's a wave it'll have an

2199

01:25:26,550 --> 01:25:24,719

interference pattern you know on this

2200

01:25:29,590 --> 01:25:26,560

screen beyond the slits and if it's a

2201

01:25:32,149 --> 01:25:29,600

particle it'll go to a specific point

2202

01:25:34,790 --> 01:25:32,159

well turns out it's not until somebody

2203

01:25:37,430 --> 01:25:34,800

observes it that it takes on

2204

01:25:39,910 --> 01:25:37,440

a specific position right before that

2205

01:25:42,790 --> 01:25:39,920

it's what's called a superposition which

2206

01:25:43,990 --> 01:25:42,800

means like the cat is alive or dead

2207

01:25:45,910 --> 01:25:44,000

and so

2208

01:25:47,189 --> 01:25:45,920

you know the big question in physics is

2209

01:25:50,070 --> 01:25:47,199

why would it

2210

01:25:52,470 --> 01:25:50,080

why would the universe work in this way

2211

01:25:55,350 --> 01:25:52,480

that somebody has to sit there

2212

01:25:57,030 --> 01:25:55,360

and observe something in order for the

2213

01:25:58,709 --> 01:25:57,040

path of the particle

2214

01:26:00,709 --> 01:25:58,719

to be rendered

2215

01:26:02,310 --> 01:26:00,719

and it turns out there's also something

2216

01:26:04,070 --> 01:26:02,320

called the delayed choice experiment

2217

01:26:05,030 --> 01:26:04,080

where the particle goes through the

2218

01:26:06,709 --> 01:26:05,040

slits

2219

01:26:08,550 --> 01:26:06,719

and then it goes and does a whole bunch

2220

01:26:11,270 --> 01:26:08,560

of other things like it could go up to a

2221

01:26:13,750 --> 01:26:11,280

satellite a thousand miles away and only

2222

01:26:16,629 --> 01:26:13,760

then is it observed but turns out the

2223

01:26:17,750 --> 01:26:16,639

path is not solid until the observation

2224

01:26:20,310 --> 01:26:17,760

happens

2225

01:26:23,270 --> 01:26:20,320

well now we tie back to the rendering of

2226
01:26:24,310 --> 01:26:23,280
video games right the cardinal rule was

2227
01:26:25,830 --> 01:26:24,320
what

2228
01:26:27,590 --> 01:26:25,840
only render

2229
01:26:29,189 --> 01:26:27,600
that's what you see

2230
01:26:31,669 --> 01:26:29,199
right right and that turns out to be the

2231
01:26:33,030 --> 01:26:31,679
cardinal rule within quantum physics is

2232
01:26:35,510 --> 01:26:33,040
only render

2233
01:26:37,350 --> 01:26:35,520
that which is being observed which you

2234
01:26:39,110 --> 01:26:37,360
know is why you know

2235
01:26:41,189 --> 01:26:39,120
the simulation hypothesis starts to make

2236
01:26:42,950 --> 01:26:41,199
a lot more sense when you look at it in

2237
01:26:44,149 --> 01:26:42,960
terms of quantum physics and how it

2238
01:26:46,470 --> 01:26:44,159

works

2239

01:26:48,390 --> 01:26:46,480

let's take a break right here and i'm

2240

01:26:51,270 --> 01:26:48,400

looking at uh it's so funny i'm looking

2241

01:26:53,430 --> 01:26:51,280

at the comments and uh

2242

01:26:55,990 --> 01:26:53,440

somebody just said my brain hurts

2243

01:26:59,750 --> 01:26:56,000

it's a heavy it's a it's a heavy heavy

2244

01:27:02,390 --> 01:26:59,760

heavy concept and one that isn't uh for

2245

01:27:04,470 --> 01:27:02,400

no pun intended not that far from actual

2246

01:27:06,070 --> 01:27:04,480

reality our guest tonight riz burke

2247

01:27:08,390 --> 01:27:06,080

we're talking about his new book the

2248

01:27:09,910 --> 01:27:08,400

simulation hypothesis i'm your host

2249

01:27:13,660 --> 01:27:09,920

jimmy church this is fade to black stay

2250

01:27:13,670 --> 01:27:20,550

[Music]

2251
01:27:26,790 --> 01:27:23,750
way out here we listen to jimmy church

2252
01:27:28,629 --> 01:27:26,800
you're listening to fade to black

2253
01:27:31,350 --> 01:27:28,639
always on the edge of the hottest

2254
01:27:37,230 --> 01:27:31,360
alternative talk jimmy church with fade

2255
01:27:37,240 --> 01:27:50,709
[Applause]

2256
01:27:56,550 --> 01:27:54,629
hurricanes earthquakes wildfires this

2257
01:27:58,950 --> 01:27:56,560
year we've experienced more than our

2258
01:28:01,270 --> 01:27:58,960
fair share this is jimmy church of fade

2259
01:28:03,270 --> 01:28:01,280
to black and last month i decided to

2260
01:28:05,750 --> 01:28:03,280
make sure my family does not have to

2261
01:28:08,870 --> 01:28:05,760
worry about food should we get caught in

2262
01:28:11,270 --> 01:28:08,880
a real emergency situation introducing

2263
01:28:13,110 --> 01:28:11,280

numana a healthy storable product that

2264

01:28:14,950 --> 01:28:13,120

tastes so good that you'll want to eat

2265

01:28:17,350 --> 01:28:14,960

it every day instead of just during

2266

01:28:19,669 --> 01:28:17,360

those times of duress all new mana

2267

01:28:22,950 --> 01:28:19,679

products have a 25 year shelf life are

2268

01:28:25,510 --> 01:28:22,960

msg and gmo free no preservatives and

2269

01:28:27,430 --> 01:28:25,520

are made in america with the new mana

2270

01:28:29,030 --> 01:28:27,440

pack in your home you'll be able to

2271

01:28:30,790 --> 01:28:29,040

sleep at night knowing that you've

2272

01:28:33,590 --> 01:28:30,800

protected your family

2273

01:28:36,310 --> 01:28:33,600

not only have i tasted and tested i own

2274

01:28:38,629 --> 01:28:36,320

it now you can too just click on the new

2275

01:28:40,870 --> 01:28:38,639

mana banner on jimmychurchradio.com and

2276

01:28:43,189 --> 01:28:40,880

use the promo code jimmy when you order

2277

01:28:45,669 --> 01:28:43,199

in addition to a discount we'll send you

2278

01:28:48,790 --> 01:28:45,679

an autographed fade to black t-shirt

2279

01:28:50,870 --> 01:28:48,800

seriously go back lee tappy

2280

01:28:53,510 --> 01:28:50,880

do you want to be an official fate or

2281

01:28:55,750 --> 01:28:53,520

not of course you do this is jimmy

2282

01:28:57,030 --> 01:28:55,760

churchill fade to black just go to our

2283

01:28:59,880 --> 01:28:57,040

membership section at

2284

01:29:01,270 --> 01:28:59,890

jimmychurchradio.com

2285

01:29:04,390 --> 01:29:01,280

[Music]

2286

01:29:06,709 --> 01:29:04,400

introducing the new surfer music app

2287

01:29:10,470 --> 01:29:06,719

listen fade or not you know i love my

2288

01:29:11,430 --> 01:29:10,480

music this is my go-to for all things

2289

01:29:13,750 --> 01:29:11,440

notes

2290

01:29:16,470 --> 01:29:13,760

the surfer app is a brand new concept in

2291

01:29:18,709 --> 01:29:16,480

music listening server is free providing

2292

01:29:21,189 --> 01:29:18,719

unlimited access to thousands of live

2293

01:29:22,870 --> 01:29:21,199

streaming radio stations surfer is an

2294

01:29:25,270 --> 01:29:22,880

exciting interactive listening

2295

01:29:27,590 --> 01:29:25,280

experience discovery and surprise are

2296

01:29:30,310 --> 01:29:27,600

built right in surfer is your

2297

01:29:33,270 --> 01:29:30,320

destination to discover and rediscover

2298

01:29:35,750 --> 01:29:33,280

great live streaming music it features

2299

01:29:37,430 --> 01:29:35,760

high quality audio streams free access

2300

01:29:39,590 --> 01:29:37,440

to music from thousands of live

2301
01:29:42,149 --> 01:29:39,600
streaming radio stations unlimited

2302
01:29:44,709 --> 01:29:42,159
listening unlimited skipping you get a

2303
01:29:46,790 --> 01:29:44,719
music visualizer and you can also select

2304
01:29:49,350 --> 01:29:46,800
your favorite channels get it at the

2305
01:29:51,990 --> 01:29:49,360
apple app store or google play just

2306
01:29:54,870 --> 01:29:52,000
search surfer music or click on the

2307
01:29:56,490 --> 01:29:54,880
surfer banner at jimmychurchradio.com

2308
01:29:59,110 --> 01:29:56,500
go back lee taffy

2309
01:30:03,149 --> 01:29:59,120
[Music]

2310
01:30:05,510 --> 01:30:03,159
so you love talk radio then you'll love

2311
01:30:08,470 --> 01:30:05,520
talkstreamlive.com talk stream live is

2312
01:30:10,629 --> 01:30:08,480
always on 24 7 with the best streaming

2313
01:30:12,870 --> 01:30:10,639

talk shows find your favorite talkers

2314

01:30:15,510 --> 01:30:12,880

and discover some new ones it's free

2315

01:30:17,510 --> 01:30:15,520

readily available online or on mobile

2316

01:30:19,590 --> 01:30:17,520

with any smartphone or tablet finding

2317

01:30:22,149 --> 01:30:19,600

your favorite talk shows all in one

2318

01:30:23,070 --> 01:30:22,159

place has gotten a whole lot easier just

2319

01:30:25,189 --> 01:30:23,080

go to

2320

01:30:27,430 --> 01:30:25,199

talkstreamlive.com be sure to download

2321

01:30:30,390 --> 01:30:27,440

the free apps from google play or the

2322

01:30:33,590 --> 01:30:30,400

itunes app store

2323

01:30:35,540 --> 01:30:33,600

you listen to us and we listen to you

2324

01:30:39,950 --> 01:30:35,550

and so does the cia

2325

01:30:42,629 --> 01:30:39,960

[Music]

2326
01:30:44,709 --> 01:30:42,639
kgraradio.com if you have hard water the

2327
01:30:46,310 --> 01:30:44,719
lime scale not only leaves white spots

2328
01:30:48,229 --> 01:30:46,320
it clogs pipes and breaks down

2329
01:30:50,390 --> 01:30:48,239
appliances costing you hundreds of

2330
01:30:52,310 --> 01:30:50,400
dollars in energy and wear eliminate

2331
01:30:54,390 --> 01:30:52,320
lime scale and other water issues like

2332
01:30:56,550 --> 01:30:54,400
brown staining and bad odors with hydro

2333
01:30:58,709 --> 01:30:56,560
care water products available from wave

2334
01:31:00,709 --> 01:30:58,719
home solutions waves affordable water

2335
01:31:02,629 --> 01:31:00,719
systems don't use salts or chemicals

2336
01:31:05,110 --> 01:31:02,639
you'll love the way your water tastes

2337
01:31:07,310 --> 01:31:05,120
smells and looks satisfaction guaranteed

2338
01:31:11,590 --> 01:31:07,320

for more information go to

2339

01:31:13,750 --> 01:31:11,600

bestwater123.com that's bestwater123.com

2340

01:31:16,550 --> 01:31:13,760

are you intrigued by paranormal talk

2341

01:31:19,270 --> 01:31:16,560

radio you love the new paranormal radio

2342

01:31:21,030 --> 01:31:19,280

app from talk stream live

2343

01:31:23,830 --> 01:31:21,040

you'll find a great selection of talk

2344

01:31:26,470 --> 01:31:23,840

shows covering ufos ghosts strange

2345

01:31:28,790 --> 01:31:26,480

phenomena and much more download the

2346

01:31:30,790 --> 01:31:28,800

paranormal radio app now and start

2347

01:31:33,030 --> 01:31:30,800

listening to the very best in paranormal

2348

01:31:34,790 --> 01:31:33,040

talk entertainment including the network

2349

01:31:37,990 --> 01:31:34,800

you're listening to right now the

2350

01:31:42,229 --> 01:31:38,000

paranormal radio app free in google play

2351
01:31:49,110 --> 01:31:44,310
you are listening to fate to black with

2352
01:31:54,550 --> 01:31:51,590
hi i'm rhys evans you're listening to

2353
01:31:57,350 --> 01:31:54,560
jimmy church this is revolution the

2354
01:31:58,390 --> 01:31:57,360
revolution will not be televised the

2355
01:32:00,629 --> 01:31:58,400
revolution

2356
01:32:05,360 --> 01:32:00,639
is on radio

2357
01:32:05,370 --> 01:32:36,790
[Music]

2358
01:32:43,030 --> 01:32:38,620
hmm

2359
01:32:46,310 --> 01:32:44,629
welcome back to fade to black our guest

2360
01:32:47,750 --> 01:32:46,320
tonight rhys burke

2361
01:32:50,070 --> 01:32:47,760
talking about his new book the

2362
01:32:53,350 --> 01:32:50,080
simulation hypothesis which is going to

2363
01:32:57,030 --> 01:32:53,360

be released on march 31st

2364

01:32:59,350 --> 01:32:57,040

which will be the 20-year anniversary of

2365

01:33:02,470 --> 01:32:59,360

the worldwide release of the film the

2366

01:33:05,510 --> 01:33:02,480

matrix and you can follow rizz

2367

01:33:06,790 --> 01:33:05,520

on twitter it's riz cambridge

2368

01:33:08,709 --> 01:33:06,800

right

2369

01:33:10,790 --> 01:33:08,719

it's ris stanford or wrist tampering

2370

01:33:12,709 --> 01:33:10,800

with cambridge

2371

01:33:15,030 --> 01:33:12,719

it just depends where i was living when

2372

01:33:17,430 --> 01:33:15,040

i created the account or the gmail where

2373

01:33:19,750 --> 01:33:17,440

did i get cambridge from you use that

2374

01:33:21,750 --> 01:33:19,760

somewhere don't you yeah i use that in

2375

01:33:22,870 --> 01:33:21,760

one of my email switches that's it

2376

01:33:24,950 --> 01:33:22,880

that's it

2377

01:33:27,430 --> 01:33:24,960

in another simulation yeah and another

2378

01:33:29,030 --> 01:33:27,440

simulation and i have

2379

01:33:31,189 --> 01:33:29,040

uh go ahead riz i'm sorry yeah i was

2380

01:33:34,709 --> 01:33:31,199

just gonna say you know speaking of

2381

01:33:36,550 --> 01:33:34,719

email i just got a got a note while uh

2382

01:33:37,910 --> 01:33:36,560

we were in the break here from tessa b

2383

01:33:40,629 --> 01:33:37,920

dick saying that she was listening to

2384

01:33:42,070 --> 01:33:40,639

the show and so i'd like to give a shout

2385

01:33:43,990 --> 01:33:42,080

out to her though she's the wife of the

2386

01:33:45,510 --> 01:33:44,000

late philip k dick and thought you know

2387

01:33:47,110 --> 01:33:45,520

we're we got heavy into the physics

2388

01:33:48,470 --> 01:33:47,120

maybe we could step back a little bit to

2389

01:33:51,270 --> 01:33:48,480

talk a little bit about some of the

2390

01:33:52,950 --> 01:33:51,280

science fiction yeah let's let's do that

2391

01:33:55,990 --> 01:33:52,960

and i'll and i'll tell you why and

2392

01:34:00,310 --> 01:33:56,000

what's up tessa she's absolutely amazing

2393

01:34:01,669 --> 01:34:00,320

um a big shout out to tessa the uh okay

2394

01:34:05,189 --> 01:34:01,679

let's let's

2395

01:34:08,629 --> 01:34:05,199

let's uh suppose something here if one

2396

01:34:11,750 --> 01:34:08,639

of the benefits of

2397

01:34:13,270 --> 01:34:11,760

uh downloading ourselves or living in a

2398

01:34:14,390 --> 01:34:13,280

simulation

2399

01:34:16,550 --> 01:34:14,400

would be

2400

01:34:19,270 --> 01:34:16,560

immortality and i would say that that

2401

01:34:21,189 --> 01:34:19,280

would be if i was a billionaire if i was

2402

01:34:24,950 --> 01:34:21,199

a billionaire i wouldn't have an issue

2403

01:34:26,070 --> 01:34:24,960

with downloading myself into a a bot a

2404

01:34:29,590 --> 01:34:26,080

robot

2405

01:34:30,950 --> 01:34:29,600

um and and living forever but if that is

2406

01:34:33,750 --> 01:34:30,960

the case

2407

01:34:37,830 --> 01:34:33,760

then why if we're living in a simulation

2408

01:34:40,310 --> 01:34:37,840

why do we die in this simulation

2409

01:34:43,110 --> 01:34:40,320

well you know that's a

2410

01:34:45,270 --> 01:34:43,120

a big heavy loaded question right right

2411

01:34:47,270 --> 01:34:45,280

but uh you know

2412

01:34:49,910 --> 01:34:47,280

uh if you look at video games uh you

2413

01:34:51,910 --> 01:34:49,920

know they have this idea of multiple

2414

01:34:53,910 --> 01:34:51,920

lives right so you're able to go through

2415

01:34:56,390 --> 01:34:53,920

a character you're able to get to a

2416

01:34:58,229 --> 01:34:56,400

certain point and then you know the

2417

01:35:00,390 --> 01:34:58,239

character can die in the game because if

2418

01:35:01,910 --> 01:35:00,400

there's no consequences

2419

01:35:05,430 --> 01:35:01,920

of the actions

2420

01:35:08,470 --> 01:35:05,440

then you're not really taking uh that

2421

01:35:10,709 --> 01:35:08,480

video game or that character's actions

2422

01:35:11,990 --> 01:35:10,719

very seriously and we all do we all do

2423

01:35:15,270 --> 01:35:12,000

that when we

2424

01:35:17,830 --> 01:35:15,280

when we upload a cheat right insert some

2425

01:35:21,030 --> 01:35:17,840

kind of infinite life cheat

2426
01:35:23,430 --> 01:35:21,040
the game doesn't have any more impact

2427
01:35:25,910 --> 01:35:23,440
that's right exactly at that point the

2428
01:35:28,709 --> 01:35:25,920
game becomes too easy right so it's the

2429
01:35:31,510 --> 01:35:28,719
same with why many gamers don't like you

2430
01:35:32,950 --> 01:35:31,520
know pay to win types of games right if

2431
01:35:34,310 --> 01:35:32,960
they just pay money and then you don't

2432
01:35:36,229 --> 01:35:34,320
have to go through the process of

2433
01:35:38,470 --> 01:35:36,239
learning how to play the game and to

2434
01:35:39,270 --> 01:35:38,480
really build your expertise and so you

2435
01:35:41,189 --> 01:35:39,280
know

2436
01:35:43,350 --> 01:35:41,199
as we get into the why right now we're

2437
01:35:45,669 --> 01:35:43,360
we're backing up from the science to the

2438
01:35:48,149 --> 01:35:45,679

philosophy and the religion to say you

2439

01:35:49,510 --> 01:35:48,159

know why is that the case you know

2440

01:35:51,350 --> 01:35:49,520

again in most of the religious

2441

01:35:53,990 --> 01:35:51,360

traditions they talk about this being a

2442

01:35:55,910 --> 01:35:54,000

school or a training ground

2443

01:35:58,390 --> 01:35:55,920

while we're here

2444

01:35:59,910 --> 01:35:58,400

to learn certain things about ourselves

2445

01:36:01,669 --> 01:35:59,920

and to evolve

2446

01:36:04,550 --> 01:36:01,679

as souls

2447

01:36:07,350 --> 01:36:04,560

and keeping a list of of all the karmic

2448

01:36:09,270 --> 01:36:07,360

tasks that we have to do well if there

2449

01:36:10,950 --> 01:36:09,280

weren't consequences to what you did

2450

01:36:12,870 --> 01:36:10,960

here if there weren't rules that you had

2451

01:36:14,390 --> 01:36:12,880

to follow you know then we wouldn't take

2452

01:36:17,430 --> 01:36:14,400

it that seriously at all so that would

2453

01:36:19,510 --> 01:36:17,440

be my my answer for for the why but

2454

01:36:22,070 --> 01:36:19,520

obviously that's an area of a lot of

2455

01:36:24,550 --> 01:36:22,080

speculation would you download would you

2456

01:36:25,990 --> 01:36:24,560

upload yourself

2457

01:36:27,830 --> 01:36:26,000

into a

2458

01:36:29,750 --> 01:36:27,840

well yeah would you do it

2459

01:36:30,550 --> 01:36:29,760

into a digital device yeah would you do

2460

01:36:32,390 --> 01:36:30,560

it

2461

01:36:34,950 --> 01:36:32,400

and this is an interesting philosophical

2462

01:36:37,030 --> 01:36:34,960

question because it is the transhumanist

2463

01:36:39,750 --> 01:36:37,040

movement right in silicon valley and

2464

01:36:42,629 --> 01:36:39,760

beyond is very much about how do i

2465

01:36:44,070 --> 01:36:42,639

downline myself onto a silicon device

2466

01:36:45,270 --> 01:36:44,080

the question

2467

01:36:47,430 --> 01:36:45,280

is

2468

01:36:49,430 --> 01:36:47,440

you know with the way that we've defined

2469

01:36:51,830 --> 01:36:49,440

bits and i talked about quantum

2470

01:36:53,270 --> 01:36:51,840

teleportation earlier right which was

2471

01:36:56,390 --> 01:36:53,280

this idea of

2472

01:36:57,830 --> 01:36:56,400

teleporting a particle from here to say

2473

01:36:59,669 --> 01:36:57,840

in outer space

2474

01:37:01,189 --> 01:36:59,679

what they're really transporting is the

2475

01:37:03,750 --> 01:37:01,199

quantum state

2476

01:37:05,430 --> 01:37:03,760

like that's as far as we've got we we

2477

01:37:07,430 --> 01:37:05,440

aren't actually trans

2478

01:37:10,070 --> 01:37:07,440

transmitting or teleporting the actual

2479

01:37:12,390 --> 01:37:10,080

particle yet so the question is

2480

01:37:15,030 --> 01:37:12,400

is it the same particle

2481

01:37:17,109 --> 01:37:15,040

if it has the same quantum state

2482

01:37:19,910 --> 01:37:17,119

nobody knows the answer to that question

2483

01:37:22,709 --> 01:37:19,920

so is it the same person

2484

01:37:25,590 --> 01:37:22,719

if you you were to simulate your

2485

01:37:28,390 --> 01:37:25,600

consciousness and put it onto a silicon

2486

01:37:29,510 --> 01:37:28,400

device or is it a copy of your

2487

01:37:30,950 --> 01:37:29,520

consciousness

2488

01:37:31,910 --> 01:37:30,960

right and this is where we get into

2489

01:37:34,390 --> 01:37:31,920

these

2490

01:37:36,229 --> 01:37:34,400

about

2491

01:37:38,870 --> 01:37:36,239

you know are we conscious beings outside

2492

01:37:41,189 --> 01:37:38,880

of our simulation and and we would we

2493

01:37:42,790 --> 01:37:41,199

just simply be cut creating kind of a

2494

01:37:45,109 --> 01:37:42,800

snapshot

2495

01:37:46,790 --> 01:37:45,119

of our current consciousness so a lot of

2496

01:37:48,390 --> 01:37:46,800

scientists believe that it's just a

2497

01:37:51,590 --> 01:37:48,400

matter of

2498

01:37:53,430 --> 01:37:51,600

uh simulating all the neurons

2499

01:37:55,109 --> 01:37:53,440

and there's a very big number of neurons

2500

01:37:57,350 --> 01:37:55,119

in the brain and the connections between

2501

01:37:58,950 --> 01:37:57,360

the neurons and so far like there's a

2502

01:38:01,270 --> 01:37:58,960

group at mit that

2503

01:38:03,669 --> 01:38:01,280

and other places that have simulated the

2504

01:38:05,350 --> 01:38:03,679

neurons of a rats brain which is you

2505

01:38:07,270 --> 01:38:05,360

know much smaller number of neurons and

2506

01:38:09,590 --> 01:38:07,280

a much smaller number of connections

2507

01:38:11,189 --> 01:38:09,600

and then we have in in the human brain

2508

01:38:13,270 --> 01:38:11,199

and so we haven't gotten to the point of

2509

01:38:14,870 --> 01:38:13,280

having enough computing power to be able

2510

01:38:17,109 --> 01:38:14,880

to do that but they think that's all you

2511

01:38:21,270 --> 01:38:17,119

need to do is exactly simulate all the

2512

01:38:22,229 --> 01:38:21,280

firing of the neurons and therefore you

2513

01:38:24,550 --> 01:38:22,239

have

2514

01:38:26,790 --> 01:38:24,560

that person living forever but i think

2515

01:38:28,709 --> 01:38:26,800

it's an open question as to whether that

2516

01:38:31,990 --> 01:38:28,719

really is that person or not

2517

01:38:37,510 --> 01:38:34,629

you dodged the question

2518

01:38:39,510 --> 01:38:37,520

okay let's would you do it

2519

01:38:41,750 --> 01:38:39,520

if everything was right and somebody

2520

01:38:45,270 --> 01:38:41,760

said okay we've got a hundred percent

2521

01:38:47,030 --> 01:38:45,280

probability that you're gonna be okay

2522

01:38:48,709 --> 01:38:47,040

do you pull the trigger would you would

2523

01:38:50,629 --> 01:38:48,719

you go for it

2524

01:38:52,550 --> 01:38:50,639

well you know i don't know because

2525

01:38:53,750 --> 01:38:52,560

i tend to already believe that we live

2526
01:38:57,430 --> 01:38:53,760
forever

2527
01:38:59,350 --> 01:38:57,440
outside of this simulation right so you

2528
01:39:01,270 --> 01:38:59,360
know do i need to be

2529
01:39:05,109 --> 01:39:01,280
resverk for the next

2530
01:39:09,030 --> 01:39:05,119
million years or can i go back uh and

2531
01:39:10,229 --> 01:39:09,040
reincarnate yeah the player that that is

2532
01:39:13,669 --> 01:39:10,239
currently

2533
01:39:16,070 --> 01:39:13,679
uh downloaded into rizver so your answer

2534
01:39:18,470 --> 01:39:16,080
is no you wouldn't do it my answer is

2535
01:39:20,950 --> 01:39:18,480
probably not yeah i don't think it's

2536
01:39:22,550 --> 01:39:20,960
quite as easy as as these people okay

2537
01:39:24,390 --> 01:39:22,560
getting back to science fiction there

2538
01:39:26,550 --> 01:39:24,400

was a great show a few years ago uh

2539

01:39:28,550 --> 01:39:26,560

called fringe

2540

01:39:30,709 --> 01:39:28,560

saw that yep and they had this idea of

2541

01:39:31,830 --> 01:39:30,719

parallel worlds and you know if we want

2542

01:39:34,870 --> 01:39:31,840

to get more into physics we can talk

2543

01:39:37,669 --> 01:39:34,880

about parallel worlds but at one point

2544

01:39:39,270 --> 01:39:37,679

they were trying to transmit uh william

2545

01:39:40,390 --> 01:39:39,280

bell who was a character played by

2546

01:39:43,109 --> 01:39:40,400

leonard nimoy

2547

01:39:43,990 --> 01:39:43,119

his consciousness onto a silicon device

2548

01:39:46,470 --> 01:39:44,000

right

2549

01:39:49,030 --> 01:39:46,480

which they did they actually did

2550

01:39:51,430 --> 01:39:49,040

and if you remember in fringe let's

2551
01:39:55,030 --> 01:39:51,440
let's stay focused on this you remember

2552
01:39:58,149 --> 01:39:55,040
they did about uh a half a season

2553
01:40:00,870 --> 01:39:59,030
yeah

2554
01:40:02,709 --> 01:40:00,880
do you remember that i don't remember

2555
01:40:03,750 --> 01:40:02,719
the animation part it was like it was a

2556
01:40:06,390 --> 01:40:03,760
cartoon

2557
01:40:09,109 --> 01:40:06,400
it was a actual they were living in a

2558
01:40:11,030 --> 01:40:09,119
simulation they were living in a cartoon

2559
01:40:13,430 --> 01:40:11,040
and it just straight out of warner

2560
01:40:15,430 --> 01:40:13,440
brothers right disney and

2561
01:40:16,870 --> 01:40:15,440
and william bell's character leonard

2562
01:40:19,350 --> 01:40:16,880
nimoy

2563
01:40:23,430 --> 01:40:19,360

and by the end of the season when they

2564

01:40:26,709 --> 01:40:23,440

finally got out of the uh simulated

2565

01:40:29,270 --> 01:40:26,719

world you were so acclimated to it

2566

01:40:31,350 --> 01:40:29,280

that you didn't mind it not being and it

2567

01:40:32,950 --> 01:40:31,360

was really really really well done that

2568

01:40:34,790 --> 01:40:32,960

concept

2569

01:40:37,030 --> 01:40:34,800

it was and i think they were one of the

2570

01:40:38,629 --> 01:40:37,040

best representations of parallel worlds

2571

01:40:40,149 --> 01:40:38,639

but if you remember when they tried to

2572

01:40:42,310 --> 01:40:40,159

download his consciousness under the

2573

01:40:44,149 --> 01:40:42,320

silicon it actually didn't work what

2574

01:40:45,990 --> 01:40:44,159

happened was his consciousness got

2575

01:40:48,390 --> 01:40:46,000

downloaded to the nearest biological

2576

01:40:50,629 --> 01:40:48,400

entity which was the character olivia

2577

01:40:53,109 --> 01:40:50,639

dunham yes right

2578

01:40:55,669 --> 01:40:53,119

and so she ended up being william bell

2579

01:40:57,590 --> 01:40:55,679

right speaking and she was well done she

2580

01:40:58,709 --> 01:40:57,600

was speaking like leonard nimoy it was

2581

01:41:01,189 --> 01:40:58,719

pretty cool

2582

01:41:02,629 --> 01:41:01,199

right and so now we're tying science

2583

01:41:03,990 --> 01:41:02,639

fiction

2584

01:41:06,390 --> 01:41:04,000

back to this idea of downloading of

2585

01:41:08,950 --> 01:41:06,400

consciousness back to the tibetan yogis

2586

01:41:10,709 --> 01:41:08,960

that i talked about earlier which he was

2587

01:41:12,149 --> 01:41:10,719

you know they were able to download

2588

01:41:15,109 --> 01:41:12,159

their consciousness onto another

2589

01:41:16,629 --> 01:41:15,119

biological entity uh so you know i think

2590

01:41:18,149 --> 01:41:16,639

we're a little bit further away from

2591

01:41:20,709 --> 01:41:18,159

being able to download our consciousness

2592

01:41:22,310 --> 01:41:20,719

into a silicon device than many people

2593

01:41:23,590 --> 01:41:22,320

think but

2594

01:41:25,910 --> 01:41:23,600

you know as we start to think of

2595

01:41:27,189 --> 01:41:25,920

biological computers that's where it

2596

01:41:29,430 --> 01:41:27,199

starts to get interesting and that's

2597

01:41:30,790 --> 01:41:29,440

where it seems to be more consistent

2598

01:41:32,310 --> 01:41:30,800

with you know what the ancient

2599

01:41:35,669 --> 01:41:32,320

traditions have been telling us as well

2600

01:41:38,390 --> 01:41:35,679

so you know i probably wouldn't but

2601

01:41:39,830 --> 01:41:38,400

even if i did i think it would you know

2602

01:41:42,070 --> 01:41:39,840

this this question of whether it's

2603

01:41:44,229 --> 01:41:42,080

really me or a copy of me

2604

01:41:46,470 --> 01:41:44,239

is an interesting one right well it

2605

01:41:50,629 --> 01:41:46,480

would be a way to

2606

01:41:52,390 --> 01:41:50,639

uh solve traveling uh to the stars and

2607

01:41:54,870 --> 01:41:52,400

interstellar travel

2608

01:41:56,470 --> 01:41:54,880

if you could exist uh you know in in

2609

01:41:57,750 --> 01:41:56,480

that world where you don't have to worry

2610

01:42:01,030 --> 01:41:57,760

about food

2611

01:42:02,229 --> 01:42:01,040

you know water oxygen and dying for that

2612

01:42:04,229 --> 01:42:02,239

matter

2613

01:42:06,310 --> 01:42:04,239

right so on the one hand it becomes a

2614

01:42:07,910 --> 01:42:06,320

way for you for us to travel the stars

2615

01:42:10,229 --> 01:42:07,920

if it's going to take so long to get

2616

01:42:11,750 --> 01:42:10,239

there and you know a big part of the

2617

01:42:13,350 --> 01:42:11,760

book also talks about different science

2618

01:42:15,189 --> 01:42:13,360

fiction and

2619

01:42:17,669 --> 01:42:15,199

you know there was this uh

2620

01:42:19,109 --> 01:42:17,679

uh netflix series that some of your

2621

01:42:21,030 --> 01:42:19,119

viewers may have seen or listeners may

2622

01:42:22,790 --> 01:42:21,040

have seen called altered carbon logged

2623

01:42:24,550 --> 01:42:22,800

it was based on a series of cyberpunk

2624

01:42:26,950 --> 01:42:24,560

novels that's right and

2625

01:42:29,189 --> 01:42:26,960

they had uh what they called a stack

2626

01:42:30,870 --> 01:42:29,199

which was a cortical stack that was in

2627

01:42:32,790 --> 01:42:30,880

you know stuck into

2628

01:42:34,550 --> 01:42:32,800

the back of your neck and your

2629

01:42:36,229 --> 01:42:34,560

consciousness could be downloaded it was

2630

01:42:38,070 --> 01:42:36,239

in that stack so you could pull it out

2631

01:42:39,910 --> 01:42:38,080

and put it into another body

2632

01:42:41,990 --> 01:42:39,920

and you were now inside this other

2633

01:42:43,350 --> 01:42:42,000

person's body so you start to get into

2634

01:42:45,270 --> 01:42:43,360

this idea of

2635

01:42:46,870 --> 01:42:45,280

what is really you

2636

01:42:48,629 --> 01:42:46,880

you know is it the information stored in

2637

01:42:50,629 --> 01:42:48,639

this device and and they would beam

2638

01:42:52,709 --> 01:42:50,639

themselves right to another planet

2639

01:42:53,669 --> 01:42:52,719

that's how they travel to another planet

2640

01:42:55,669 --> 01:42:53,679

quickly

2641

01:42:57,830 --> 01:42:55,679

uh was that they would beam themselves

2642

01:42:59,910 --> 01:42:57,840

into another cortical stack because it

2643

01:43:01,830 --> 01:42:59,920

was just information you know in that

2644

01:43:03,910 --> 01:43:01,840

device and then they would be in another

2645

01:43:05,350 --> 01:43:03,920

body and there automatically and so

2646

01:43:07,669 --> 01:43:05,360

that's how they got around this problem

2647

01:43:10,149 --> 01:43:07,679

of you know it takes so long to try to

2648

01:43:11,910 --> 01:43:10,159

travel between stars well and and

2649

01:43:13,590 --> 01:43:11,920

staying on the science fiction side

2650

01:43:16,550 --> 01:43:13,600

because when you look at

2651

01:43:18,310 --> 01:43:16,560

not only philip k dick who

2652

01:43:19,830 --> 01:43:18,320

absolutely

2653

01:43:23,189 --> 01:43:19,840

wrote a

2654

01:43:25,669 --> 01:43:23,199

short story and novel after novel about

2655

01:43:28,390 --> 01:43:25,679

exactly this not only simulation but

2656

01:43:30,950 --> 01:43:28,400

parallel worlds and right now we've got

2657

01:43:33,270 --> 01:43:30,960

uh what's that new series uh the man in

2658

01:43:35,270 --> 01:43:33,280

the high castle right so that that's out

2659

01:43:37,669 --> 01:43:35,280

there we've got counterpart

2660

01:43:39,750 --> 01:43:37,679

counterpart which is really really good

2661

01:43:42,470 --> 01:43:39,760

i don't know it's on showtime or hbo i

2662

01:43:44,470 --> 01:43:42,480

can't remember and we just stuff stars

2663

01:43:46,550 --> 01:43:44,480

yeah yeah starts it's on starts and it's

2664

01:43:48,870 --> 01:43:46,560

it's it's really really good okay you

2665

01:43:50,390 --> 01:43:48,880

just mentioned fringe and then

2666

01:43:53,669 --> 01:43:50,400

we're talking about the matrix but we

2667

01:43:56,070 --> 01:43:53,679

can go all the way back to the holodeck

2668

01:43:58,229 --> 01:43:56,080

right and and living in and the way that

2669

01:44:01,350 --> 01:43:58,239

orville uh presents it they've got the

2670

01:44:03,189 --> 01:44:01,360

semi simulation room so it seems it's

2671

01:44:04,870 --> 01:44:03,199

seen exactly you know that's when i

2672

01:44:07,830 --> 01:44:04,880

first started to think a little bit more

2673

01:44:10,390 --> 01:44:07,840

seriously about this uh was when i saw

2674

01:44:12,950 --> 01:44:10,400

star trek and the holodeck

2675

01:44:15,030 --> 01:44:12,960

and there was one episode early on i

2676

01:44:17,189 --> 01:44:15,040

remember it kind of blew my mind where

2677

01:44:19,750 --> 01:44:17,199

they were doing a sherlock holmes

2678

01:44:21,430 --> 01:44:19,760

simulation in the holodeck and one of

2679

01:44:24,149 --> 01:44:21,440

the characters

2680

01:44:26,149 --> 01:44:24,159

who was based on professor moriarty from

2681

01:44:27,830 --> 01:44:26,159

the original sherlock holmes novels he

2682

01:44:29,430 --> 01:44:27,840

realized that some of the people in the

2683

01:44:32,709 --> 01:44:29,440

simulation

2684

01:44:36,070 --> 01:44:32,719

were not from the holodeck and that they

2685

01:44:37,830 --> 01:44:36,080

existed out there outside the holiday so

2686

01:44:40,149 --> 01:44:37,840

he actually realized that there was a

2687

01:44:41,430 --> 01:44:40,159

world outside the simulation whereas the

2688

01:44:43,990 --> 01:44:41,440

rest of the

2689

01:44:45,350 --> 01:44:44,000

characters were ai so in video games we

2690

01:44:47,109 --> 01:44:45,360

have this idea of player characters

2691

01:44:49,030 --> 01:44:47,119

which we've talked a lot about but we

2692

01:44:51,830 --> 01:44:49,040

also have this idea of

2693

01:44:53,990 --> 01:44:51,840

npcs or non-player characters who are

2694

01:44:55,910 --> 01:44:54,000

the ais within video games and people we

2695

01:44:58,390 --> 01:44:55,920

can interact with and so the holodeck

2696

01:45:00,390 --> 01:44:58,400

characters were kind of like npc but

2697

01:45:02,470 --> 01:45:00,400

this npc was smart enough to just to

2698

01:45:04,870 --> 01:45:02,480

realize that there was a world out there

2699

01:45:07,510 --> 01:45:04,880

and he wanted to go out

2700

01:45:09,830 --> 01:45:07,520

of of the holodeck but he couldn't

2701
01:45:11,109 --> 01:45:09,840
because he was just an npc and then that

2702
01:45:13,030 --> 01:45:11,119
gets back to this debate of whether

2703
01:45:15,350 --> 01:45:13,040
we're ai or we're actually conscious

2704
01:45:16,629 --> 01:45:15,360
beings playing a character in it now i

2705
01:45:19,350 --> 01:45:16,639
don't know if you remember

2706
01:45:21,430 --> 01:45:19,360
in star trek there was an there was

2707
01:45:23,590 --> 01:45:21,440
another episode with him in there but

2708
01:45:24,790 --> 01:45:23,600
basically they took him out of the

2709
01:45:26,629 --> 01:45:24,800
holodeck

2710
01:45:28,470 --> 01:45:26,639
and so he thought he was in the actual

2711
01:45:29,590 --> 01:45:28,480
ship but turns out he was in another

2712
01:45:31,189 --> 01:45:29,600
simulation

2713
01:45:33,910 --> 01:45:31,199

and that's how they kind of kept him

2714

01:45:34,790 --> 01:45:33,920

alive you know within that and so it's a

2715

01:45:36,870 --> 01:45:34,800

very

2716

01:45:38,310 --> 01:45:36,880

common concept within a lot of science

2717

01:45:40,310 --> 01:45:38,320

fiction but that was one that really got

2718

01:45:43,189 --> 01:45:40,320

me thinking about huh what if we're

2719

01:45:44,950 --> 01:45:43,199

inside a holodeck could we realize that

2720

01:45:47,830 --> 01:45:44,960

there's this world you know outside the

2721

01:45:50,790 --> 01:45:47,840

holodeck and what as we

2722

01:45:52,550 --> 01:45:50,800

you just mentioned ai and ai has gotten

2723

01:45:53,350 --> 01:45:52,560

to the point now

2724

01:45:55,990 --> 01:45:53,360

uh

2725

01:45:57,990 --> 01:45:56,000

here in 2019 where i don't even think

2726
01:46:01,510 --> 01:45:58,000
that we thought that we would be here

2727
01:46:03,510 --> 01:46:01,520
two years ago where ai is really

2728
01:46:04,629 --> 01:46:03,520
starting to get we're getting out of

2729
01:46:07,030 --> 01:46:04,639
general

2730
01:46:09,510 --> 01:46:07,040
uh intelligence into

2731
01:46:11,590 --> 01:46:09,520
some some pretty frightening

2732
01:46:14,149 --> 01:46:11,600
levels of ai

2733
01:46:16,629 --> 01:46:14,159
and is that part of the simulation and

2734
01:46:19,430 --> 01:46:16,639
living in that world and if we get to

2735
01:46:22,310 --> 01:46:19,440
that point where the turing test isn't

2736
01:46:24,149 --> 01:46:22,320
even uh it isn't even mentioned anymore

2737
01:46:25,510 --> 01:46:24,159
right

2738
01:46:26,870 --> 01:46:25,520

you know and so for people who don't

2739

01:46:29,350 --> 01:46:26,880

know what the turing test is you know

2740

01:46:31,350 --> 01:46:29,360

it's alan turing was a

2741

01:46:33,669 --> 01:46:31,360

mathematician computer scientist

2742

01:46:34,470 --> 01:46:33,679

um you know in england and he came up

2743

01:46:36,950 --> 01:46:34,480

with

2744

01:46:39,430 --> 01:46:36,960

this idea of a game where

2745

01:46:40,550 --> 01:46:39,440

behind a curtain there would be a

2746

01:46:42,229 --> 01:46:40,560

computer

2747

01:46:44,550 --> 01:46:42,239

and there would be a real person and you

2748

01:46:48,229 --> 01:46:44,560

would send messages back and forth

2749

01:46:49,350 --> 01:46:48,239

between yourself and person or a versus

2750

01:46:50,390 --> 01:46:49,360

person b

2751

01:46:51,990 --> 01:46:50,400

and

2752

01:46:53,990 --> 01:46:52,000

if you could not tell which one was the

2753

01:46:54,950 --> 01:46:54,000

computer and which one was a real human

2754

01:46:56,390 --> 01:46:54,960

being

2755

01:46:57,910 --> 01:46:56,400

then ai would have gotten to the point

2756

01:46:59,510 --> 01:46:57,920

where it can basically impersonate a

2757

01:47:01,350 --> 01:46:59,520

human being

2758

01:47:02,629 --> 01:47:01,360

we're not there yet that's right we

2759

01:47:05,030 --> 01:47:02,639

haven't yet

2760

01:47:07,109 --> 01:47:05,040

passed the turing test in a generalized

2761

01:47:10,070 --> 01:47:07,119

way but you know one of the the ten

2762

01:47:12,470 --> 01:47:10,080

stages that i lay out in the book of of

2763

01:47:14,629 --> 01:47:12,480

getting to the simulation point is

2764

01:47:15,590 --> 01:47:14,639

a.i and it's this idea of being able to

2765

01:47:18,790 --> 01:47:15,600

simulate

2766

01:47:21,189 --> 01:47:18,800

realistic characters you know within

2767

01:47:22,870 --> 01:47:21,199

uh the simulation and then the second

2768

01:47:24,470 --> 01:47:22,880

part of that is

2769

01:47:25,590 --> 01:47:24,480

if they're realistic characters can we

2770

01:47:27,109 --> 01:47:25,600

also have

2771

01:47:28,149 --> 01:47:27,119

false memories

2772

01:47:30,709 --> 01:47:28,159

as well

2773

01:47:32,950 --> 01:47:30,719

right and and and that's an area where

2774

01:47:36,310 --> 01:47:32,960

you know philip k dick's work is is

2775

01:47:37,910 --> 01:47:36,320

quite interesting um and stephen hawking

2776

01:47:39,669 --> 01:47:37,920

you know talks about

2777

01:47:41,590 --> 01:47:39,679

this idea of

2778

01:47:43,510 --> 01:47:41,600

within a black hole

2779

01:47:45,669 --> 01:47:43,520

information sometimes goes in and

2780

01:47:47,510 --> 01:47:45,679

doesn't come out and so he says that

2781

01:47:49,510 --> 01:47:47,520

that means determinism breaks down and

2782

01:47:51,270 --> 01:47:49,520

if determinism breaks down

2783

01:47:52,790 --> 01:47:51,280

we can't know our past which is

2784

01:47:54,709 --> 01:47:52,800

basically the same as

2785

01:47:55,990 --> 01:47:54,719

false memories or implanted memories

2786

01:47:59,669 --> 01:47:56,000

there's a great scene in the blade

2787

01:48:01,350 --> 01:47:59,679

runner in in you know adaptation of

2788

01:48:03,109 --> 01:48:01,360

philip k dick's to android's dream of

2789

01:48:04,310 --> 01:48:03,119

electric cheap where there's an android

2790

01:48:07,430 --> 01:48:04,320

and she doesn't know she's an android

2791

01:48:08,390 --> 01:48:07,440

because she has real memories right

2792

01:48:09,990 --> 01:48:08,400

and

2793

01:48:12,550 --> 01:48:10,000

that scene

2794

01:48:15,669 --> 01:48:12,560

speaking about this in the matrix

2795

01:48:17,830 --> 01:48:15,679

where neo's walking down the street in

2796

01:48:19,590 --> 01:48:17,840

the crowd and the lady in the red dress

2797

01:48:20,629 --> 01:48:19,600

walks by

2798

01:48:24,709 --> 01:48:20,639

she's

2799

01:48:25,910 --> 01:48:24,719

and uh

2800

01:48:30,310 --> 01:48:25,920

uh

2801
01:48:32,870 --> 01:48:30,320
what's his name that creates her i

2802
01:48:34,709 --> 01:48:32,880
forget his name uh

2803
01:48:37,830 --> 01:48:34,719
his name is well yeah

2804
01:48:39,830 --> 01:48:37,840
what's his name rat oh man anyway he

2805
01:48:42,390 --> 01:48:39,840
goes uh you want to meet her

2806
01:48:44,790 --> 01:48:42,400
right and that that's that's an example

2807
01:48:47,590 --> 01:48:44,800
of of an ai uh

2808
01:48:49,430 --> 01:48:47,600
that would be needed in a simulation

2809
01:48:51,109 --> 01:48:49,440
world like this which is presented in

2810
01:48:54,070 --> 01:48:51,119
the matrix

2811
01:48:56,070 --> 01:48:54,080
that's right and so those ais

2812
01:48:58,709 --> 01:48:56,080
we're getting closer i don't know if you

2813
01:49:00,870 --> 01:48:58,719

saw this but recently they had

2814

01:49:03,590 --> 01:49:00,880

uh these virtual

2815

01:49:05,350 --> 01:49:03,600

influencers very popular in asia where

2816

01:49:08,310 --> 01:49:05,360

their youtube videos being made by these

2817

01:49:11,830 --> 01:49:08,320

virtual characters and in china the

2818

01:49:14,149 --> 01:49:11,840

state news agency released a virtual

2819

01:49:15,750 --> 01:49:14,159

news anchor who can basically read the

2820

01:49:17,750 --> 01:49:15,760

news and it looks like an actual person

2821

01:49:20,470 --> 01:49:17,760

i mean we're far from you know max

2822

01:49:22,730 --> 01:49:20,480

headroom right back in the

2823

01:49:23,830 --> 01:49:22,740

the 80s uh but actually

2824

01:49:25,910 --> 01:49:23,840

[Music]

2825

01:49:28,470 --> 01:49:25,920

you it's very hard to tell

2826

01:49:29,830 --> 01:49:28,480

that this isn't a real person

2827

01:49:31,669 --> 01:49:29,840

that is reading the news now in this

2828

01:49:33,189 --> 01:49:31,679

case it's not full ai because it's just

2829

01:49:34,310 --> 01:49:33,199

reading the news

2830

01:49:37,109 --> 01:49:34,320

but we're getting there and in the

2831

01:49:39,350 --> 01:49:37,119

matrix you know ai is a big part

2832

01:49:40,070 --> 01:49:39,360

of that movie and the mythology around

2833

01:49:44,950 --> 01:49:40,080

it

2834

01:49:46,629 --> 01:49:44,960

an ai

2835

01:49:49,510 --> 01:49:46,639

the computer program

2836

01:49:52,310 --> 01:49:49,520

who basically decides who who's there to

2837

01:49:53,510 --> 01:49:52,320

try to keep order in the matrix but i

2838

01:49:55,910 --> 01:49:53,520

forget which movie it was maybe the

2839

01:49:57,750 --> 01:49:55,920

second movie where he projects himself

2840

01:50:00,070 --> 01:49:57,760

onto all of the people in the matrix

2841

01:50:01,910 --> 01:50:00,080

right remember that yes where everyone

2842

01:50:03,990 --> 01:50:01,920

becomes looks like uh

2843

01:50:06,229 --> 01:50:04,000

uh who is it uh hugo hugo weaving i

2844

01:50:08,709 --> 01:50:06,239

think because uh agents

2845

01:50:11,270 --> 01:50:08,719

agent smith and so it's an agent that's

2846

01:50:12,629 --> 01:50:11,280

replicating itself you know throughout

2847

01:50:15,270 --> 01:50:12,639

the simulation

2848

01:50:17,910 --> 01:50:15,280

and so you know ai is very much

2849

01:50:19,030 --> 01:50:17,920

you know a fundamental part of

2850

01:50:20,709 --> 01:50:19,040

being able to create realistic

2851
01:50:22,870 --> 01:50:20,719
simulations that are indistinguishable

2852
01:50:24,790 --> 01:50:22,880
from reality but also i mentioned the

2853
01:50:27,430 --> 01:50:24,800
simulation argument which is all about

2854
01:50:29,590 --> 01:50:27,440
ai which is the fact that all the beings

2855
01:50:32,470 --> 01:50:29,600
inside simulations are actually ai and

2856
01:50:35,109 --> 01:50:32,480
not biological beings i i don't

2857
01:50:36,470 --> 01:50:35,119
personally buy that side of it but

2858
01:50:38,229 --> 01:50:36,480
the fact that we could be interacting

2859
01:50:40,390 --> 01:50:38,239
with people

2860
01:50:41,910 --> 01:50:40,400
and the fact that we might have memories

2861
01:50:44,629 --> 01:50:41,920
that are false

2862
01:50:47,350 --> 01:50:44,639
that have been implanted using code or

2863
01:50:49,430 --> 01:50:47,360

data and we're getting there so at mit

2864

01:50:50,229 --> 01:50:49,440

there was a group in the brain science

2865

01:50:53,109 --> 01:50:50,239

group

2866

01:50:55,830 --> 01:50:53,119

where they were able to implant

2867

01:50:57,910 --> 01:50:55,840

false memory inside a rat

2868

01:51:00,310 --> 01:50:57,920

using an electrical stimulation now this

2869

01:51:01,669 --> 01:51:00,320

is just the memory it's a false memory

2870

01:51:03,750 --> 01:51:01,679

of you know whether you should go left

2871

01:51:05,669 --> 01:51:03,760

or right so it's a very simple thing but

2872

01:51:07,830 --> 01:51:05,679

they said the neurological structure of

2873

01:51:10,149 --> 01:51:07,840

that false memory

2874

01:51:10,950 --> 01:51:10,159

was actually very similar

2875

01:51:12,870 --> 01:51:10,960

to

2876
01:51:14,390 --> 01:51:12,880
what a real memory would look like and

2877
01:51:16,070 --> 01:51:14,400
so you know we're still

2878
01:51:17,510 --> 01:51:16,080
years if not decades away from being

2879
01:51:19,750 --> 01:51:17,520
able to do that

2880
01:51:22,629 --> 01:51:19,760
but if we get to that point where we can

2881
01:51:24,390 --> 01:51:22,639
place false memories who's to say that a

2882
01:51:26,070 --> 01:51:24,400
more advanced civilization hasn't

2883
01:51:27,430 --> 01:51:26,080
already done that

2884
01:51:29,510 --> 01:51:27,440
just like

2885
01:51:31,189 --> 01:51:29,520
going back to the tibetan traditions in

2886
01:51:32,950 --> 01:51:31,199
a dream i mean we've all had dreams

2887
01:51:34,390 --> 01:51:32,960
where we remembered stuff

2888
01:51:36,550 --> 01:51:34,400

then when you wake up you realize that's

2889

01:51:39,510 --> 01:51:36,560

not a real memory that was a memory

2890

01:51:41,510 --> 01:51:39,520

from within that dream world and of that

2891

01:51:45,669 --> 01:51:41,520

character it's like the backstories you

2892

01:51:48,229 --> 01:51:45,679

know in in in npcs within video games

2893

01:51:50,709 --> 01:51:48,239

that can be like false memories and so

2894

01:51:52,870 --> 01:51:50,719

you know it's all related to this idea

2895

01:51:54,629 --> 01:51:52,880

of virtual characters and what's real

2896

01:51:56,790 --> 01:51:54,639

and what's not and that's you know

2897

01:51:58,390 --> 01:51:56,800

what's great about phil okay dick's work

2898

01:51:59,589 --> 01:51:58,400

is it was very much and when i

2899

01:52:01,430 --> 01:51:59,599

interviewed tessa you know she said it's

2900

01:52:02,470 --> 01:52:01,440

very much about what is real and what

2901

01:52:04,470 --> 01:52:02,480

isn't

2902

01:52:06,470 --> 01:52:04,480

and you know she mentioned that

2903

01:52:07,990 --> 01:52:06,480

with the man in the high castle

2904

01:52:09,669 --> 01:52:08,000

you know he actually

2905

01:52:10,550 --> 01:52:09,679

remembered

2906

01:52:11,990 --> 01:52:10,560

a

2907

01:52:14,550 --> 01:52:12,000

timeline where

2908

01:52:16,629 --> 01:52:14,560

the axis powers won the war

2909

01:52:18,310 --> 01:52:16,639

and she said that he believed someone

2910

01:52:20,390 --> 01:52:18,320

rewound that simulation because they

2911

01:52:22,070 --> 01:52:20,400

didn't like that result and then got us

2912

01:52:24,310 --> 01:52:22,080

on our current timeline

2913

01:52:26,390 --> 01:52:24,320

well if we're in a simulated reality

2914

01:52:28,149 --> 01:52:26,400

then you can do things like that you can

2915

01:52:29,589 --> 01:52:28,159

rewind the timeline

2916

01:52:31,510 --> 01:52:29,599

and then forward it again and i have the

2917

01:52:34,390 --> 01:52:31,520

transcript you know of our interview up

2918

01:52:36,870 --> 01:52:34,400

uh if if somebody just does a search on

2919

01:52:38,870 --> 01:52:36,880

philip k dick the matrix uh a

2920

01:52:41,510 --> 01:52:38,880

conversation that i had with tessa and

2921

01:52:42,870 --> 01:52:41,520

she talks more about that now what would

2922

01:52:45,990 --> 01:52:42,880

happen

2923

01:52:48,310 --> 01:52:46,000

uh i mean how would we discover

2924

01:52:50,550 --> 01:52:48,320

that we are actually living in a

2925

01:52:52,149 --> 01:52:50,560

simulation would it be a glitch in the

2926

01:52:53,990 --> 01:52:52,159

code

2927

01:52:57,270 --> 01:52:54,000

you know something that we could react

2928

01:52:58,870 --> 01:52:57,280

to i mean would that be free will

2929

01:53:00,870 --> 01:52:58,880

you know what i mean that would take us

2930

01:53:04,870 --> 01:53:00,880

off of the

2931

01:53:07,830 --> 01:53:04,880

said code of the simulation and then

2932

01:53:10,870 --> 01:53:07,840

would reveal itself to us and then we

2933

01:53:13,589 --> 01:53:10,880

could react to it in a free will sense

2934

01:53:14,950 --> 01:53:13,599

because we're rendering in real time

2935

01:53:16,950 --> 01:53:14,960

right

2936

01:53:18,070 --> 01:53:16,960

with that would that would that freak us

2937

01:53:19,990 --> 01:53:18,080

out

2938

01:53:21,750 --> 01:53:20,000

well i think that that would and that's

2939

01:53:23,430 --> 01:53:21,760

you know i mentioned you know jacques

2940

01:53:26,070 --> 01:53:23,440

vale earlier and

2941

01:53:28,870 --> 01:53:26,080

you know he believes as many people do

2942

01:53:31,109 --> 01:53:28,880

that synchronicity

2943

01:53:33,669 --> 01:53:31,119

is like a glitch in the matrix and that

2944

01:53:35,510 --> 01:53:33,679

it's stored based on association

2945

01:53:37,589 --> 01:53:35,520

right that information when you store

2946

01:53:39,430 --> 01:53:37,599

information in the database

2947

01:53:41,030 --> 01:53:39,440

you store it based on how things are

2948

01:53:43,109 --> 01:53:41,040

associated and so

2949

01:53:44,709 --> 01:53:43,119

you know these are like little glitches

2950

01:53:48,149 --> 01:53:44,719

in the matrix and some people believe

2951
01:53:49,109 --> 01:53:48,159
the mandela effect is basically evidence

2952
01:53:51,750 --> 01:53:49,119
that

2953
01:53:54,470 --> 01:53:51,760
reality can be unwound

2954
01:53:55,830 --> 01:53:54,480
and then we move forward now i don't

2955
01:53:57,589 --> 01:53:55,840
know if you've seen the adjustment

2956
01:53:59,350 --> 01:53:57,599
bureau i have

2957
01:54:02,310 --> 01:53:59,360
which was based on you know philip k

2958
01:54:04,709 --> 01:54:02,320
dick's short story the adjustment team

2959
01:54:06,550 --> 01:54:04,719
and in that you know they

2960
01:54:09,669 --> 01:54:06,560
what happened was they froze like an

2961
01:54:12,310 --> 01:54:09,679
entire building in in the story itself

2962
01:54:14,229 --> 01:54:12,320
and then they changed people's memories

2963
01:54:16,229 --> 01:54:14,239

and then they re forwarded those

2964

01:54:18,310 --> 01:54:16,239

characters so those characters only

2965

01:54:20,149 --> 01:54:18,320

remember the new way they didn't

2966

01:54:22,390 --> 01:54:20,159

remember what had happened before but

2967

01:54:23,669 --> 01:54:22,400

you know the main character was supposed

2968

01:54:24,870 --> 01:54:23,679

to be in the building and he wasn't he

2969

01:54:26,310 --> 01:54:24,880

walked in on them while they were

2970

01:54:28,870 --> 01:54:26,320

adjusting everybody

2971

01:54:31,669 --> 01:54:28,880

and he remembered both the old way

2972

01:54:32,790 --> 01:54:31,679

things used to be and the new way and

2973

01:54:35,189 --> 01:54:32,800

it's slightly different from the movie

2974

01:54:38,149 --> 01:54:35,199

but this is from the actual novel itself

2975

01:54:40,310 --> 01:54:38,159

i mean the short story itself and and

2976

01:54:41,189 --> 01:54:40,320

that was you know a case where you've

2977

01:54:42,709 --> 01:54:41,199

got

2978

01:54:44,070 --> 01:54:42,719

someone remembering something that's

2979

01:54:46,629 --> 01:54:44,080

different from what everybody else

2980

01:54:48,870 --> 01:54:46,639

remembers so it gets back to this idea

2981

01:54:50,629 --> 01:54:48,880

of false memory so that's one way

2982

01:54:52,629 --> 01:54:50,639

of detecting it

2983

01:54:55,030 --> 01:54:52,639

another way is that there's a series of

2984

01:54:58,310 --> 01:54:55,040

physicists who believe that you know as

2985

01:55:01,750 --> 01:54:58,320

we do more delayed choice experiments

2986

01:55:03,430 --> 01:55:01,760

so there's a physicist named

2987

01:55:04,870 --> 01:55:03,440

tom campbell who wrote a book called my

2988

01:55:07,030 --> 01:55:04,880

big toe

2989

01:55:08,470 --> 01:55:07,040

my big theory of everything and and you

2990

01:55:11,189 --> 01:55:08,480

know they are doing some experiments

2991

01:55:13,510 --> 01:55:11,199

with some folks at caltech to show that

2992

01:55:15,990 --> 01:55:13,520

in fact the world is rendered only when

2993

01:55:18,229 --> 01:55:16,000

we observe it i mean that's been true at

2994

01:55:21,030 --> 01:55:18,239

the sub-atomic level but they wanted to

2995

01:55:22,390 --> 01:55:21,040

do a series of of experiments

2996

01:55:23,669 --> 01:55:22,400

you know which build on the delayed

2997

01:55:25,910 --> 01:55:23,679

choice experiment i was talking about

2998

01:55:28,550 --> 01:55:25,920

earlier where you don't make the choice

2999

01:55:30,709 --> 01:55:28,560

until three steps down the road and so

3000

01:55:33,189 --> 01:55:30,719

if they can verify that all those three

3001
01:55:35,270 --> 01:55:33,199
steps aren't rendered until the choice

3002
01:55:36,870 --> 01:55:35,280
is made you know they believe you can

3003
01:55:39,350 --> 01:55:36,880
prove that it's just like a video game

3004
01:55:41,430 --> 01:55:39,360
so that's another way now there's yet a

3005
01:55:43,430 --> 01:55:41,440
different way some people believe we can

3006
01:55:45,350 --> 01:55:43,440
sense we can detect

3007
01:55:47,589 --> 01:55:45,360
that we have pixels

3008
01:55:50,149 --> 01:55:47,599
right so pixels are the the basis of

3009
01:55:52,709 --> 01:55:50,159
rendered worlds in in our video games

3010
01:55:55,350 --> 01:55:52,719
and so the question is

3011
01:55:56,550 --> 01:55:55,360
is the physical universe pixelated right

3012
01:55:58,950 --> 01:55:56,560
right

3013
01:56:00,390 --> 01:55:58,960

and and many people think that it is i

3014

01:56:03,270 --> 01:56:00,400

mean i remember

3015

01:56:06,149 --> 01:56:03,280

first hearing about zeno's paradox

3016

01:56:07,750 --> 01:56:06,159

right which is a greek philosopher who

3017

01:56:09,189 --> 01:56:07,760

had many paradoxes but one of his main

3018

01:56:11,910 --> 01:56:09,199

paradoxes was

3019

01:56:13,510 --> 01:56:11,920

with achilles and a tortoise

3020

01:56:15,669 --> 01:56:13,520

and he said if achilles needs to catch

3021

01:56:16,790 --> 01:56:15,679

up to the tortoise first he has to get

3022

01:56:18,390 --> 01:56:16,800

halfway

3023

01:56:20,390 --> 01:56:18,400

to you know between himself and the

3024

01:56:21,589 --> 01:56:20,400

tortoise and then he has to get halfway

3025

01:56:26,390 --> 01:56:21,599

between that

3026

01:56:28,709 --> 01:56:26,400

distance was continuous you could always

3027

01:56:30,229 --> 01:56:28,719

go halfway and you would never quite

3028

01:56:32,709 --> 01:56:30,239

reach it the same idea of how do you

3029

01:56:35,430 --> 01:56:32,719

actually touch the wall with your finger

3030

01:56:37,589 --> 01:56:35,440

because you always have to go halfway

3031

01:56:39,189 --> 01:56:37,599

and so at some point

3032

01:56:40,950 --> 01:56:39,199

there has to be something that says okay

3033

01:56:42,870 --> 01:56:40,960

you've gone over the the smallest

3034

01:56:45,030 --> 01:56:42,880

possible limit

3035

01:56:46,229 --> 01:56:45,040

to to fill the gap otherwise you would

3036

01:56:47,430 --> 01:56:46,239

just keep going half and half and half

3037

01:56:50,229 --> 01:56:47,440

forever

3038

01:56:52,870 --> 01:56:50,239

add infinitum and that smallest

3039

01:56:55,270 --> 01:56:52,880

point would be like a pixelization

3040

01:56:57,750 --> 01:56:55,280

of space and it turns out there is a

3041

01:57:00,149 --> 01:56:57,760

value like that it's plank's constant

3042

01:57:02,070 --> 01:57:00,159

and below that value

3043

01:57:03,830 --> 01:57:02,080

they can't measure anything so nothing

3044

01:57:06,229 --> 01:57:03,840

is reliable so it's considered kind of

3045

01:57:09,589 --> 01:57:06,239

the smallest measurable value but it's

3046

01:57:11,750 --> 01:57:09,599

based on the speed of light

3047

01:57:14,550 --> 01:57:11,760

that's how he derived you know that

3048

01:57:17,430 --> 01:57:14,560

specific value and so

3049

01:57:19,669 --> 01:57:17,440

if we think of pixels in a video game

3050

01:57:21,669 --> 01:57:19,679

they're individual pixels

3051
01:57:22,870 --> 01:57:21,679
that are lit up right

3052
01:57:24,950 --> 01:57:22,880
based upon

3053
01:57:26,790 --> 01:57:24,960
some information

3054
01:57:29,510 --> 01:57:26,800
that's stored in the computer that says

3055
01:57:31,510 --> 01:57:29,520
you know i'm in the house and the models

3056
01:57:32,709 --> 01:57:31,520
say i need to render this specific set

3057
01:57:34,629 --> 01:57:32,719
of pixels

3058
01:57:37,189 --> 01:57:34,639
and so some people think we can detect

3059
01:57:39,510 --> 01:57:37,199
the pixels by looking at the structure

3060
01:57:41,990 --> 01:57:39,520
so that's yet another way to try to

3061
01:57:43,510 --> 01:57:42,000
detect you know if we're actually inside

3062
01:57:45,189 --> 01:57:43,520
a computer simulated world some people

3063
01:57:48,070 --> 01:57:45,199

think fractal algorithms are are

3064

01:57:52,390 --> 01:57:48,080

evidence of computation there yeah i i

3065

01:57:55,109 --> 01:57:52,400

saw this debated with uh uh brian green

3066

01:57:57,910 --> 01:57:55,119

and the evidence presented forward about

3067

01:57:59,350 --> 01:57:57,920

uh us being pixels all the way around

3068

01:58:01,189 --> 01:57:59,360

everything that you look

3069

01:58:03,589 --> 01:58:01,199

it was fascinating we're going to

3070

01:58:05,270 --> 01:58:03,599

continue this conversation with rizvert

3071

01:58:10,149 --> 01:58:05,280

right after this short break this is

3072

01:58:17,750 --> 01:58:11,589

hi everybody this is rob halpert the

3073

01:58:21,270 --> 01:58:20,229

this is kgra digital broadcasting

3074

01:58:24,950 --> 01:58:21,280

station

3075

01:58:26,709 --> 01:58:24,960

salt lake city utah van buren arkansas

3076

01:58:28,709 --> 01:58:26,719

poor water quality is a major health

3077

01:58:31,030 --> 01:58:28,719

issue and it's only getting worse

3078

01:58:32,629 --> 01:58:31,040

municipalities can't keep up standards

3079

01:58:35,589 --> 01:58:32,639

have dropped and pollutants are

3080

01:58:37,350 --> 01:58:35,599

increasing where does it all end it ends

3081

01:58:39,189 --> 01:58:37,360

by keeping the pollutants outside of

3082

01:58:41,589 --> 01:58:39,199

your home with hydrocare's advanced

3083

01:58:43,589 --> 01:58:41,599

systems available at wave home solutions

3084

01:58:45,270 --> 01:58:43,599

no less than the best purification

3085

01:58:47,109 --> 01:58:45,280

materials and processes have been

3086

01:58:49,030 --> 01:58:47,119

developed by hydrocare to provide you

3087

01:58:51,589 --> 01:58:49,040

with healthy clean water for drinking

3088

01:58:53,430 --> 01:58:51,599

cooking and showering hydrocare far

3089

01:58:57,270 --> 01:58:53,440

surpasses the competition in removing

3090

01:58:59,589 --> 01:58:57,280

chlorine odors iron lead chemicals lime

3091

01:59:01,510 --> 01:58:59,599

scale and much more don't settle for

3092

01:59:03,430 --> 01:59:01,520

less when it comes to your water we'll

3093

01:59:05,510 --> 01:59:03,440

take care of the toughest water problems

3094

01:59:08,229 --> 01:59:05,520

for you whether it's from a city or well

3095

01:59:12,629 --> 01:59:08,239

source satisfaction guaranteed for more

3096

01:59:17,270 --> 01:59:12,639

information call 888 997 wave that's 888

3097

01:59:21,600 --> 01:59:17,280

997 wave or go to bestwater123.com

3098

01:59:27,350 --> 01:59:25,430

[Music]

3099

01:59:31,589 --> 01:59:27,360

your contact for current news and

3100

01:59:33,350 --> 01:59:31,599

trending topics kgra

3101

01:59:35,750 --> 01:59:33,360

does your basement or crawlspace have a

3102

01:59:37,750 --> 01:59:35,760

damp musty smell well watch out that's a

3103

01:59:39,669 --> 01:59:37,760

sign of too much moisture and not enough

3104

01:59:41,510 --> 01:59:39,679

ventilation and that can mean increased

3105

01:59:43,510 --> 01:59:41,520

mold growth in the buildup of harmful

3106

01:59:45,750 --> 01:59:43,520

toxins and gases don't bother with a

3107

01:59:48,149 --> 01:59:45,760

dehumidifier it just circulates the same

3108

01:59:50,310 --> 01:59:48,159

unhealthy air now there's a better way

3109

01:59:52,310 --> 01:59:50,320

to remove these dangers and odors it's

3110

01:59:54,390 --> 01:59:52,320

with the computerized wave moisture

3111

01:59:56,470 --> 01:59:54,400

control unit that reduces moisture and

3112

01:59:58,470 --> 01:59:56,480

expels pollutants we replaced our old

3113

02:00:00,790 --> 01:59:58,480

dehumidifier with the wave unit and in

3114

02:00:03,189 --> 02:00:00,800

only three weeks our basement is dry and

3115

02:00:05,109 --> 02:00:03,199

the musty smell is gone wave units

3116

02:00:07,589 --> 02:00:05,119

require no maintenance no buckets of

3117

02:00:09,589 --> 02:00:07,599

water or filters and costs only pennies

3118

02:00:11,350 --> 02:00:09,599

a day to run breathe better live

3119

02:00:15,589 --> 02:00:11,360

healthier with an affordable no

3120

02:00:20,790 --> 02:00:15,599

maintenance wave unit call 888 717 wade

3121

02:00:24,380 --> 02:00:20,800

888 717 wave or visit dryhealthyhome.com

3122

02:00:34,070 --> 02:00:32,229

[Music]

3123

02:00:37,430 --> 02:00:34,080

this is jimmy church of fade to black

3124

02:00:40,629 --> 02:00:37,440

and i only drink fade to black blend

3125

02:00:42,229 --> 02:00:40,639

coffee from river moon just click on the

3126

02:00:43,990 --> 02:00:42,239

river moon coffee banner at

3127

02:00:47,270 --> 02:00:44,000

jimmychurchradio.com

3128

02:00:49,750 --> 02:00:47,280

promo code f2b blend

3129

02:00:52,390 --> 02:00:49,760

so are you tired of being tired well

3130

02:00:54,070 --> 02:00:52,400

then it's time to get the tea hey it's

3131

02:00:56,310 --> 02:00:54,080

lisa here to tell you about this all

3132

02:00:58,229 --> 02:00:56,320

natural all organic tea i've been

3133

02:01:01,109 --> 02:00:58,239

drinking that has had great results for

3134

02:01:03,270 --> 02:01:01,119

over 20 years it's called life change

3135

02:01:05,589 --> 02:01:03,280

tea and it's specially formulated to

3136

02:01:08,390 --> 02:01:05,599

help detoxify and cleanse your kidneys

3137

02:01:10,070 --> 02:01:08,400

liver colon and blood all at once

3138

02:01:12,229 --> 02:01:10,080

the colon is one of the most ignored

3139

02:01:14,390 --> 02:01:12,239

organs in the human body the faster that

3140

02:01:15,910 --> 02:01:14,400

waste is eliminated from the body the

3141

02:01:17,510 --> 02:01:15,920

less time that waste sits in our

3142

02:01:19,750 --> 02:01:17,520

intestines spreading toxins to our

3143

02:01:21,910 --> 02:01:19,760

bloodstream this tea helps cleanse

3144

02:01:24,149 --> 02:01:21,920

chemicals caused by outside intruders

3145

02:01:27,189 --> 02:01:24,159

from our entire digestive system and get

3146

02:01:29,350 --> 02:01:27,199

this weight loss can be a side effect

3147

02:01:31,669 --> 02:01:29,360

and with continued use of the tea you

3148

02:01:34,149 --> 02:01:31,679

can experience clear healthier younger

3149

02:01:35,990 --> 02:01:34,159

looking skin increased energy and a

3150

02:01:38,709 --> 02:01:36,000

happier outlook on life so if you're

3151
02:01:42,310 --> 02:01:38,719
tired of being tired get the life change

3152
02:01:44,709 --> 02:01:42,320
tea at get the tea.com that's get the

3153
02:01:46,229 --> 02:01:44,719
tea.com and like me you'll be glad you

3154
02:01:49,750 --> 02:01:46,239
did

3155
02:01:51,830 --> 02:01:49,760
road with limited data or wi-fi

3156
02:01:54,070 --> 02:01:51,840
available you can still listen to every

3157
02:01:57,270 --> 02:01:54,080
minute of fade to black by just calling

3158
02:02:02,390 --> 02:02:00,070
no smartphone app or internet needed it

3159
02:02:04,390 --> 02:02:02,400
saves your data plan and no extra cost

3160
02:02:08,390 --> 02:02:04,400
if you have unlimited minutes

3161
02:02:19,260 --> 02:02:10,629
you can listen to me jimmy church on any

3162
02:02:19,270 --> 02:02:24,070
[Music]

3163
02:02:31,030 --> 02:02:28,310

you wanna know a secret i love ponies i

3164

02:02:33,270 --> 02:02:31,040

really love ponies i'm serious

3165

02:02:34,550 --> 02:02:33,280

i couldn't stay sane without pulling mr

3166

02:02:36,709 --> 02:02:34,560

brush

3167

02:02:43,109 --> 02:02:36,719

why fade to black

3168

02:02:47,910 --> 02:02:45,350

this is fade to black with jimmy church

3169

02:02:57,330 --> 02:02:47,920

on the game changer radio network and

3170

02:03:06,790 --> 02:03:04,790

[Music]

3171

02:03:09,030 --> 02:03:06,800

welcome back fade to black i am your

3172

02:03:12,709 --> 02:03:09,040

host jimmy church

3173

02:03:16,310 --> 02:03:14,390

his name was mouse

3174

02:03:17,910 --> 02:03:16,320

it was not rat

3175

02:03:20,310 --> 02:03:17,920

in the matrix

3176

02:03:22,709 --> 02:03:20,320

uh his name was mao so i got that uh uh

3177

02:03:24,470 --> 02:03:22,719

up and then also over

3178

02:03:25,990 --> 02:03:24,480

in twitter uh

3179

02:03:28,550 --> 02:03:26,000

everybody's i don't remember the

3180

02:03:30,629 --> 02:03:28,560

animation episodes of fringe

3181

02:03:33,109 --> 02:03:30,639

all you got to do is look it up i just

3182

02:03:34,390 --> 02:03:33,119

posted a picture here is uh leonard

3183

02:03:35,270 --> 02:03:34,400

nimoy

3184

02:03:39,030 --> 02:03:35,280

and

3185

02:03:40,709 --> 02:03:39,040

uh there there's uh a still from some of

3186

02:03:42,550 --> 02:03:40,719

the episodes of fringe that were in

3187

02:03:44,229 --> 02:03:42,560

animation that were incredible all you

3188

02:03:46,629 --> 02:03:44,239

got to do is search it uh fringe

3189

02:03:48,470 --> 02:03:46,639

animation episodes and you'll get

3190

02:03:50,950 --> 02:03:48,480

thousands of images but there's one

3191

02:03:52,950 --> 02:03:50,960

there and i wanted to say this uh this

3192

02:03:55,430 --> 02:03:52,960

is where i want to go next uh some of

3193

02:03:59,350 --> 02:03:55,440

the philosophical sides of

3194

02:04:02,709 --> 02:03:59,360

of of the simulation hypothesis

3195

02:04:03,990 --> 02:04:02,719

at universal studios here in los angeles

3196

02:04:06,310 --> 02:04:04,000

ris

3197

02:04:08,229 --> 02:04:06,320

and city walk they used to have they

3198

02:04:09,750 --> 02:04:08,239

don't have them anymore but they for

3199

02:04:12,550 --> 02:04:09,760

years they had these

3200

02:04:14,950 --> 02:04:12,560

four virtual roller coasters that you

3201

02:04:17,430 --> 02:04:14,960

could ride and one was like in a mine

3202

02:04:18,790 --> 02:04:17,440

shaft and one was in outer space and one

3203

02:04:21,350 --> 02:04:18,800

was you know whatever and one was

3204

02:04:22,790 --> 02:04:21,360

traditional but they were free if you

3205

02:04:25,109 --> 02:04:22,800

went uh

3206

02:04:27,109 --> 02:04:25,119

uh you know paid for city walk you could

3207

02:04:29,109 --> 02:04:27,119

ride these right and me and my friends

3208

02:04:31,350 --> 02:04:29,119

we would just ride them one after

3209

02:04:33,430 --> 02:04:31,360

another we'd come off and

3210

02:04:34,870 --> 02:04:33,440

it was virtual you're sitting in a chair

3211

02:04:37,589 --> 02:04:34,880

that's moving

3212

02:04:39,350 --> 02:04:37,599

right and you've got this 3d surround of

3213

02:04:42,229 --> 02:04:39,360

this roller coaster and the noise and

3214

02:04:45,109 --> 02:04:42,239

the clanking and everything but i didn't

3215

02:04:47,830 --> 02:04:45,119

care it wasn't a real roller coaster

3216

02:04:50,790 --> 02:04:47,840

but it was just as exciting

3217

02:04:53,510 --> 02:04:50,800

if it felt right it felt real now if

3218

02:04:55,910 --> 02:04:53,520

we're living in a simulation

3219

02:04:57,669 --> 02:04:55,920

do we care

3220

02:04:59,589 --> 02:04:57,679

well that's an interesting question you

3221

02:05:01,430 --> 02:04:59,599

know that reminds me

3222

02:05:04,070 --> 02:05:01,440

of the back to the future ride at uh

3223

02:05:05,270 --> 02:05:04,080

universal studios in florida

3224

02:05:07,830 --> 02:05:05,280

which i don't know if they still have it

3225

02:05:10,950 --> 02:05:07,840

there but you were in you know the

3226

02:05:14,310 --> 02:05:10,960

delorean and you were basically it would

3227

02:05:16,310 --> 02:05:14,320

move left and right so it has kind of

3228

02:05:17,669 --> 02:05:16,320

what we consider a haptic

3229

02:05:19,669 --> 02:05:17,679

or kinesthetic

3230

02:05:22,229 --> 02:05:19,679

responses you know kind of like in a

3231

02:05:23,990 --> 02:05:22,239

movie theater where they've got the

3232

02:05:25,350 --> 02:05:24,000

the chairs that vibrate you know and

3233

02:05:28,310 --> 02:05:25,360

there's an explosion

3234

02:05:30,470 --> 02:05:28,320

on the screen and so you know i think

3235

02:05:31,430 --> 02:05:30,480

art technology

3236

02:05:33,030 --> 02:05:31,440

you know

3237

02:05:35,510 --> 02:05:33,040

i'm a video game guy

3238

02:05:37,589 --> 02:05:35,520

and our technology is getting to that

3239

02:05:39,990 --> 02:05:37,599

point where in you know i mentioned the

3240

02:05:41,589 --> 02:05:40,000

ping-pong game earlier where i thought i

3241

02:05:43,270 --> 02:05:41,599

was really there

3242

02:05:44,470 --> 02:05:43,280

but if you look at something like ready

3243

02:05:46,709 --> 02:05:44,480

player one

3244

02:05:48,629 --> 02:05:46,719

um you know the movie that came out from

3245

02:05:49,910 --> 02:05:48,639

steven spielberg last year and based on

3246

02:05:51,750 --> 02:05:49,920

the book by uh

3247

02:05:54,550 --> 02:05:51,760

ernest cline

3248

02:05:56,070 --> 02:05:54,560

they had they would wear haptic suits

3249

02:05:58,390 --> 02:05:56,080

while they were inside the virtual

3250

02:05:59,990 --> 02:05:58,400

reality right so they could feel if they

3251
02:06:02,070 --> 02:06:00,000
were being punched and they were they

3252
02:06:03,830 --> 02:06:02,080
would be on these treadmills these

3253
02:06:06,070 --> 02:06:03,840
omnidirectional treadmills so they could

3254
02:06:07,990 --> 02:06:06,080
feel like they were actually moving

3255
02:06:09,830 --> 02:06:08,000
and many people preferred the reality

3256
02:06:12,070 --> 02:06:09,840
inside the oasis

3257
02:06:13,669 --> 02:06:12,080
you know to the physical reality that

3258
02:06:15,189 --> 02:06:13,679
was described in the novel which is kind

3259
02:06:18,149 --> 02:06:15,199
of a dystopian

3260
02:06:20,070 --> 02:06:18,159
future and so you know it's it's an

3261
02:06:22,390 --> 02:06:20,080
interesting question

3262
02:06:24,470 --> 02:06:22,400
um what does it matter i mean what does

3263
02:06:26,790 --> 02:06:24,480

it matter if uh

3264

02:06:28,790 --> 02:06:26,800

you feel the same emotions you're still

3265

02:06:31,589 --> 02:06:28,800

dealing with the implications of

3266

02:06:33,990 --> 02:06:31,599

breaking the law or murder or morals and

3267

02:06:36,709 --> 02:06:34,000

ethics and of course food and

3268

02:06:38,390 --> 02:06:36,719

experiences and dreams and

3269

02:06:40,550 --> 02:06:38,400

and everything if if

3270

02:06:43,350 --> 02:06:40,560

what what would it matter

3271

02:06:46,310 --> 02:06:43,360

should we care would you care

3272

02:06:48,069 --> 02:06:46,320

yeah i personally would uh but you know

3273

02:06:50,149 --> 02:06:48,079

it's a it's a question that many people

3274

02:06:52,069 --> 02:06:50,159

ask and it's one of the

3275

02:06:53,830 --> 02:06:52,079

the areas that you know in simulation

3276

02:06:56,310 --> 02:06:53,840

hypothesis you get a certain percentage

3277

02:06:59,350 --> 02:06:56,320

of people so i get interesting reactions

3278

02:07:01,669 --> 02:06:59,360

when i talk about this right there are

3279

02:07:03,589 --> 02:07:01,679

uh some of the scientists who say oh

3280

02:07:04,870 --> 02:07:03,599

that's just like religion therefore you

3281

02:07:06,709 --> 02:07:04,880

know we don't want you know we don't

3282

02:07:08,950 --> 02:07:06,719

want to take it seriously

3283

02:07:10,790 --> 02:07:08,960

and then sometimes you go far on the

3284

02:07:11,669 --> 02:07:10,800

religious consciousness side and they

3285

02:07:14,629 --> 02:07:11,679

say

3286

02:07:16,069 --> 02:07:14,639

oh that's just a i and we're not ai

3287

02:07:17,510 --> 02:07:16,079

we're conscious beings therefore we

3288

02:07:20,470 --> 02:07:17,520

can't take the simulation hypothesis

3289

02:07:22,229 --> 02:07:20,480

seriously and it's when you've got

3290

02:07:23,589 --> 02:07:22,239

you know both sides kind of unhappy with

3291

02:07:24,790 --> 02:07:23,599

it that i know we must be on to

3292

02:07:27,350 --> 02:07:24,800

something here

3293

02:07:29,510 --> 02:07:27,360

that we're really bridging this this gap

3294

02:07:31,189 --> 02:07:29,520

but then the third reaction sometimes is

3295

02:07:32,149 --> 02:07:31,199

well what does it matter let's forget

3296

02:07:33,430 --> 02:07:32,159

about it

3297

02:07:35,270 --> 02:07:33,440

but wouldn't you want to know if you

3298

02:07:37,350 --> 02:07:35,280

were inside a holodeck

3299

02:07:38,950 --> 02:07:37,360

right to know that there was an actual

3300

02:07:42,550 --> 02:07:38,960

spaceship enterprise outside the

3301

02:07:44,390 --> 02:07:42,560

holodeck i think it it can give you a

3302

02:07:45,830 --> 02:07:44,400

sense of perspective

3303

02:07:47,750 --> 02:07:45,840

not unlike

3304

02:07:48,870 --> 02:07:47,760

you know what

3305

02:07:49,910 --> 02:07:48,880

people who've had a near-death

3306

02:07:52,229 --> 02:07:49,920

experience

3307

02:07:53,430 --> 02:07:52,239

right they get a perspective on what's

3308

02:07:55,910 --> 02:07:53,440

going on

3309

02:07:58,390 --> 02:07:55,920

in their lives and it helps them

3310

02:07:59,830 --> 02:07:58,400

to act a certain way and helps them to

3311

02:08:02,229 --> 02:07:59,840

make progress in the video game i mean

3312

02:08:04,069 --> 02:08:02,239

if you were inside a video game

3313

02:08:05,189 --> 02:08:04,079

wouldn't it help you to know what

3314

02:08:07,990 --> 02:08:05,199
elements

3315

02:08:10,470 --> 02:08:08,000
were being used to keep score what your

3316

02:08:13,270 --> 02:08:10,480
quests or achievements are

3317

02:08:15,510 --> 02:08:13,280
versus thinking it's just all pointless

3318

02:08:17,589 --> 02:08:15,520
so i personally would want to know but

3319

02:08:20,550 --> 02:08:17,599
maybe not everyone would want to know

3320

02:08:22,310 --> 02:08:20,560
if the universe is

3321

02:08:24,629 --> 02:08:22,320
math

3322

02:08:26,149 --> 02:08:24,639
right that's all it is the universe is

3323

02:08:29,430 --> 02:08:26,159
nothing but

3324

02:08:30,870 --> 02:08:29,440
math and things are going to happen

3325

02:08:32,870 --> 02:08:30,880
the way that they're going to happen

3326

02:08:33,910 --> 02:08:32,880

which brings up the question of free

3327

02:08:34,870 --> 02:08:33,920

will

3328

02:08:37,589 --> 02:08:34,880

and

3329

02:08:39,910 --> 02:08:37,599

or not that everything is predetermined

3330

02:08:42,069 --> 02:08:39,920

and if that is indeed the case now we

3331

02:08:45,030 --> 02:08:42,079

are talking about numbers

3332

02:08:49,910 --> 02:08:45,040

and what we are doing right now

3333

02:08:51,750 --> 02:08:49,920

is can't be anything but a simulation

3334

02:08:53,189 --> 02:08:51,760

right so this gets back to that kind of

3335

02:08:55,189 --> 02:08:53,199

central debate

3336

02:08:57,350 --> 02:08:55,199

amongst simulation theorists i don't

3337

02:08:58,629 --> 02:08:57,360

know if there actually is is such a term

3338

02:09:00,709 --> 02:08:58,639

but there are certainly people that love

3339

02:09:01,750 --> 02:09:00,719

to debate this stuff online

3340

02:09:04,390 --> 02:09:01,760

um

3341

02:09:05,669 --> 02:09:04,400

that whether we are in fact

3342

02:09:07,510 --> 02:09:05,679

ai

3343

02:09:10,470 --> 02:09:07,520

or not and

3344

02:09:12,390 --> 02:09:10,480

this is where we're trying to

3345

02:09:14,229 --> 02:09:12,400

this idea of

3346

02:09:15,910 --> 02:09:14,239

why do you need a computer simulation

3347

02:09:18,149 --> 02:09:15,920

for anything

3348

02:09:21,430 --> 02:09:18,159

and there's a concept called

3349

02:09:23,830 --> 02:09:21,440

computational irreducibility

3350

02:09:25,030 --> 02:09:23,840

and you know this was popularized by

3351

02:09:26,790 --> 02:09:25,040

stephen wolfram who created the

3352

02:09:28,229 --> 02:09:26,800

mathematica software

3353

02:09:30,310 --> 02:09:28,239

uh but you know it's been around for a

3354

02:09:31,589 --> 02:09:30,320

while and it ties into ideas of chaos

3355

02:09:33,430 --> 02:09:31,599

therian

3356

02:09:35,430 --> 02:09:33,440

chaos theory came about because people

3357

02:09:37,750 --> 02:09:35,440

realize that even if you have a purely

3358

02:09:38,950 --> 02:09:37,760

deterministic

3359

02:09:40,390 --> 02:09:38,960

model

3360

02:09:42,470 --> 02:09:40,400

that says

3361

02:09:44,470 --> 02:09:42,480

you know a set of equations

3362

02:09:47,030 --> 02:09:44,480

x equals x plus one and you keep running

3363

02:09:49,589 --> 02:09:47,040

it again and again and again

3364

02:09:52,390 --> 02:09:49,599

for you to know what is going to happen

3365

02:09:54,709 --> 02:09:52,400

at the 50 millionth step you can't just

3366

02:09:57,830 --> 02:09:54,719

calculate it you have to actually run

3367

02:10:00,950 --> 02:09:57,840

the program 50 million times and that

3368

02:10:03,030 --> 02:10:00,960

even a slight change in the input

3369

02:10:03,990 --> 02:10:03,040

variables can result in a vastly

3370

02:10:06,790 --> 02:10:04,000

different

3371

02:10:08,229 --> 02:10:06,800

outcome this is when people try to

3372

02:10:09,669 --> 02:10:08,239

predict the weather for example this is

3373

02:10:11,990 --> 02:10:09,679

why they were so bad at it for a while

3374

02:10:13,830 --> 02:10:12,000

but as computational power

3375

02:10:15,350 --> 02:10:13,840

started to get better they've started to

3376

02:10:17,189 --> 02:10:15,360

become better at predicting at least

3377

02:10:18,310 --> 02:10:17,199

within a few days right we still can't

3378

02:10:19,270 --> 02:10:18,320

predict what the weather is going to be

3379

02:10:21,350 --> 02:10:19,280

like

3380

02:10:22,470 --> 02:10:21,360

a year from now exactly on this day at

3381

02:10:23,589 --> 02:10:22,480

this time

3382

02:10:25,109 --> 02:10:23,599

that's because there are so many

3383

02:10:26,550 --> 02:10:25,119

variables

3384

02:10:28,390 --> 02:10:26,560

to simulate but but it's a

3385

02:10:31,189 --> 02:10:28,400

computationally irreducible problem in

3386

02:10:33,589 --> 02:10:31,199

that you have to compute it and so if

3387

02:10:35,750 --> 02:10:33,599

that's the case with the simulation even

3388

02:10:37,109 --> 02:10:35,760

if we're in a simulation

3389

02:10:38,790 --> 02:10:37,119

where the initial variables are

3390

02:10:40,069 --> 02:10:38,800

determined the reason you run the

3391

02:10:41,669 --> 02:10:40,079

simulation is

3392

02:10:44,629 --> 02:10:41,679

there you need

3393

02:10:46,709 --> 02:10:44,639

account for little minute changes to see

3394

02:10:47,910 --> 02:10:46,719

where they would end up and and to a

3395

02:10:49,510 --> 02:10:47,920

certain extent

3396

02:10:51,189 --> 02:10:49,520

you know this is what uh tessa was

3397

02:10:53,589 --> 02:10:51,199

telling us about philip k dick where he

3398

02:10:55,189 --> 02:10:53,599

believed that there were some beings

3399

02:10:56,390 --> 02:10:55,199

whether they were from the future or who

3400

02:10:57,430 --> 02:10:56,400

knows where

3401

02:10:59,350 --> 02:10:57,440

they would

3402

02:11:00,470 --> 02:10:59,360

run the simulation to see where it led

3403

02:11:02,149 --> 02:11:00,480

and then they say well they weren't

3404

02:11:03,990 --> 02:11:02,159

happy with an outcome and they would

3405

02:11:05,750 --> 02:11:04,000

rewind the simulation

3406

02:11:07,910 --> 02:11:05,760

to go in a different direction

3407

02:11:10,550 --> 02:11:07,920

um so there has to be some element of

3408

02:11:12,709 --> 02:11:10,560

randomness or free choice there and you

3409

02:11:14,069 --> 02:11:12,719

know i tend to believe that just like

3410

02:11:15,910 --> 02:11:14,079

a video game

3411

02:11:18,470 --> 02:11:15,920

there may be limited choices but you are

3412

02:11:21,189 --> 02:11:18,480

free to kill the orc or not in the video

3413

02:11:23,589 --> 02:11:21,199

game so the player who is controlling

3414

02:11:25,350 --> 02:11:23,599

the character does have the option of

3415

02:11:27,430 --> 02:11:25,360

changing things and that leads to a

3416

02:11:29,910 --> 02:11:27,440

different result in the simulation

3417

02:11:31,270 --> 02:11:29,920

itself well if we

3418

02:11:33,430 --> 02:11:31,280

if we

3419

02:11:36,229 --> 02:11:33,440

accept the

3420

02:11:39,270 --> 02:11:36,239

simulation hypothesis let's let's go

3421

02:11:40,790 --> 02:11:39,280

there for a second and let's table that

3422

02:11:44,149 --> 02:11:40,800

then

3423

02:11:47,750 --> 02:11:44,159

the question of parallel worlds and and

3424

02:11:50,870 --> 02:11:47,760

the multiverse the one aspect that is

3425

02:11:53,830 --> 02:11:50,880

always up for debate is the physicality

3426
02:11:56,229 --> 02:11:53,840
of said parallel world how could that be

3427
02:11:58,790 --> 02:11:56,239
possible an alternate timeline that's

3428
02:12:01,510 --> 02:11:58,800
just like our world that's just a little

3429
02:12:04,470 --> 02:12:01,520
bit different but it exists

3430
02:12:05,669 --> 02:12:04,480
well that would answer the physical side

3431
02:12:08,790 --> 02:12:05,679
of it

3432
02:12:10,950 --> 02:12:08,800
right that it's just a simulation it's

3433
02:12:13,350 --> 02:12:10,960
not a physical

3434
02:12:15,589 --> 02:12:13,360
parallel world and

3435
02:12:16,870 --> 02:12:15,599
and and the the multiverses that would

3436
02:12:19,430 --> 02:12:16,880
be out there

3437
02:12:21,510 --> 02:12:19,440
it's just a simulation

3438
02:12:22,870 --> 02:12:21,520

right so if you think about

3439

02:12:25,030 --> 02:12:22,880

uh if

3440

02:12:26,390 --> 02:12:25,040

the parallel worlds or the many worlds

3441

02:12:28,629 --> 02:12:26,400

interpretation

3442

02:12:30,069 --> 02:12:28,639

of quantum physics is that every time

3443

02:12:32,870 --> 02:12:30,079

there's a choice

3444

02:12:33,750 --> 02:12:32,880

where the universe is actually branching

3445

02:12:34,950 --> 02:12:33,760

into

3446

02:12:36,310 --> 02:12:34,960

two different universes and then you

3447

02:12:37,910 --> 02:12:36,320

have another choice and it's branching

3448

02:12:40,550 --> 02:12:37,920

into two different universes right right

3449

02:12:42,629 --> 02:12:40,560

right on and on and on so there's an

3450

02:12:44,470 --> 02:12:42,639

almost infinite

3451

02:12:46,229 --> 02:12:44,480

set of worlds stephen hawking said it's

3452

02:12:48,069 --> 02:12:46,239

not infinite because there are only so

3453

02:12:49,669 --> 02:12:48,079

many particles that you can arrange in

3454

02:12:52,790 --> 02:12:49,679

so many ways but it's a very large

3455

02:12:54,629 --> 02:12:52,800

number in any case well turns out the

3456

02:12:56,709 --> 02:12:54,639

only way to do that you would have to

3457

02:12:59,669 --> 02:12:56,719

clone

3458

02:13:00,709 --> 02:12:59,679

the existing world right our physical

3459

02:13:03,270 --> 02:13:00,719

world

3460

02:13:04,149 --> 02:13:03,280

and then have it go off in a slightly

3461

02:13:06,069 --> 02:13:04,159

different direction then you would have

3462

02:13:07,350 --> 02:13:06,079

to clone that again

3463

02:13:09,189 --> 02:13:07,360

now

3464

02:13:11,350 --> 02:13:09,199

that's pretty easy to do

3465

02:13:13,189 --> 02:13:11,360

on a video game server right

3466

02:13:15,510 --> 02:13:13,199

we can clone you know we can take a

3467

02:13:17,669 --> 02:13:15,520

world of warcraft server and say this is

3468

02:13:19,510 --> 02:13:17,679

the status and let's make another copy

3469

02:13:22,229 --> 02:13:19,520

of it on another server and then we can

3470

02:13:24,550 --> 02:13:22,239

let that run independently so that then

3471

02:13:26,069 --> 02:13:24,560

people can make different choices

3472

02:13:28,229 --> 02:13:26,079

but in fact

3473

02:13:30,709 --> 02:13:28,239

you know in computer science

3474

02:13:32,790 --> 02:13:30,719

this idea of copying pixels and copying

3475

02:13:34,149 --> 02:13:32,800

information it's a it's a basic

3476

02:13:34,950 --> 02:13:34,159

operation

3477

02:13:37,270 --> 02:13:34,960

that

3478

02:13:38,790 --> 02:13:37,280

uh can be done very fast and very

3479

02:13:41,430 --> 02:13:38,800

quickly so

3480

02:13:43,430 --> 02:13:41,440

the only practical way to have these

3481

02:13:44,550 --> 02:13:43,440

different universes created on the spot

3482

02:13:46,310 --> 02:13:44,560

like that

3483

02:13:47,669 --> 02:13:46,320

would be to have some type of

3484

02:13:50,790 --> 02:13:47,679

computation

3485

02:13:53,189 --> 02:13:50,800

that can do a clone very quickly and

3486

02:13:56,709 --> 02:13:53,199

that's another reason why

3487

02:13:57,990 --> 02:13:56,719

the simulation hypothesis ties into

3488

02:13:59,430 --> 02:13:58,000

quantum physics and this idea of

3489

02:14:01,030 --> 02:13:59,440

parallel universes now you know i

3490

02:14:03,990 --> 02:14:01,040

mentioned my first video game i ever

3491

02:14:05,830 --> 02:14:04,000

created was tic-tac-toe game and

3492

02:14:07,430 --> 02:14:05,840

you know i played against my brother

3493

02:14:09,350 --> 02:14:07,440

initially and then he got bored so then

3494

02:14:11,030 --> 02:14:09,360

i tried to create an algorithm

3495

02:14:12,870 --> 02:14:11,040

that would kind of predict

3496

02:14:14,470 --> 02:14:12,880

you know where the best place is to put

3497

02:14:17,030 --> 02:14:14,480

the action or the oh that's not very

3498

02:14:19,669 --> 02:14:17,040

hard to do with tic-tac-toe

3499

02:14:21,589 --> 02:14:19,679

but i mentioned uh claude shannon uh who

3500

02:14:24,390 --> 02:14:21,599

was a mit professor who built a chess

3501
02:14:26,709 --> 02:14:24,400
playing computer back in 1950s you know

3502
02:14:28,709 --> 02:14:26,719
he laid out the basic

3503
02:14:29,990 --> 02:14:28,719
way that even today a lot of chess

3504
02:14:31,750 --> 02:14:30,000
playing computers at least for many

3505
02:14:33,109 --> 02:14:31,760
years they worked this way and they

3506
02:14:35,270 --> 02:14:33,119
would project

3507
02:14:36,470 --> 02:14:35,280
each of the possible

3508
02:14:38,310 --> 02:14:36,480
moves

3509
02:14:40,310 --> 02:14:38,320
and then they would evaluate you know

3510
02:14:41,910 --> 02:14:40,320
what the ideal situation was and then

3511
02:14:43,990 --> 02:14:41,920
they would back up

3512
02:14:45,830 --> 02:14:44,000
and then go towards that ideal

3513
02:14:47,750 --> 02:14:45,840

move and so years later when i was

3514

02:14:49,830 --> 02:14:47,760

building you know more video games and

3515

02:14:52,069 --> 02:14:49,840

that that were trying to basically have

3516

02:14:55,189 --> 02:14:52,079

all these alternatives in

3517

02:14:56,950 --> 02:14:55,199

in memory and then pick the best one

3518

02:15:00,870 --> 02:14:56,960

you know it it reminded me a lot of the

3519

02:15:02,629 --> 02:15:00,880

parallel worlds theory in that these are

3520

02:15:03,990 --> 02:15:02,639

probable worlds that exist as

3521

02:15:04,950 --> 02:15:04,000

information

3522

02:15:07,910 --> 02:15:04,960

and then

3523

02:15:10,310 --> 02:15:07,920

you can go down the path and actually

3524

02:15:12,069 --> 02:15:10,320

render whichever one you want but i

3525

02:15:14,870 --> 02:15:12,079

think the only practical way for that to

3526

02:15:16,790 --> 02:15:14,880

happen would it for to be some type of

3527

02:15:19,109 --> 02:15:16,800

computational system some type of

3528

02:15:21,350 --> 02:15:19,119

computer system that's underlying the

3529

02:15:23,189 --> 02:15:21,360

entire mechanism and so if you did do

3530

02:15:25,350 --> 02:15:23,199

that you started at the beginning and

3531

02:15:28,149 --> 02:15:25,360

you cloned one world

3532

02:15:29,350 --> 02:15:28,159

and created a new one you started the

3533

02:15:32,390 --> 02:15:29,360

same

3534

02:15:35,109 --> 02:15:32,400

but in the end you would have totally

3535

02:15:37,189 --> 02:15:35,119

different worlds because they would have

3536

02:15:38,550 --> 02:15:37,199

the same outcomes

3537

02:15:40,950 --> 02:15:38,560

that's right and that's what chaos

3538

02:15:43,830 --> 02:15:40,960

theory is all about it says

3539

02:15:45,510 --> 02:15:43,840

sensitivity to initial conditions

3540

02:15:47,030 --> 02:15:45,520

and if the initial conditions change

3541

02:15:49,430 --> 02:15:47,040

slightly so even though they might be

3542

02:15:51,990 --> 02:15:49,440

the same at step one okay so earlier we

3543

02:15:55,109 --> 02:15:52,000

we talked about this idea of

3544

02:15:56,470 --> 02:15:55,119

pixelization and we said is the world

3545

02:15:57,910 --> 02:15:56,480

pixelated

3546

02:16:00,229 --> 02:15:57,920

uh which would make it more like a

3547

02:16:03,030 --> 02:16:00,239

computer simulation in computer

3548

02:16:06,950 --> 02:16:03,040

simulations you also have this idea of

3549

02:16:10,470 --> 02:16:06,960

a clock speed in all processors right

3550

02:16:12,629 --> 02:16:10,480

and so a clock speed for a computer chip

3551
02:16:13,990 --> 02:16:12,639
is the minimal amount of time that you

3552
02:16:16,229 --> 02:16:14,000
can measure

3553
02:16:17,750 --> 02:16:16,239
so you can't go underneath that so if

3554
02:16:19,189 --> 02:16:17,760
you're inside a video game that's

3555
02:16:20,790 --> 02:16:19,199
running on a processor with a clock

3556
02:16:23,030 --> 02:16:20,800
speed of say one

3557
02:16:24,229 --> 02:16:23,040
uh millisecond and the numbers are

3558
02:16:26,470 --> 02:16:24,239
actually way smaller than one

3559
02:16:29,589 --> 02:16:26,480
millisecond uh but

3560
02:16:30,950 --> 02:16:29,599
you cannot measure anything that happens

3561
02:16:33,750 --> 02:16:30,960
at less

3562
02:16:34,709 --> 02:16:33,760
than that and so in a simulation you

3563
02:16:38,469 --> 02:16:34,719

have

3564

02:16:41,110 --> 02:16:38,479

multiples of that clock speed so you

3565

02:16:43,910 --> 02:16:41,120

might say simulate a population of fruit

3566

02:16:46,469 --> 02:16:43,920

flies every step is considered one year

3567

02:16:48,709 --> 02:16:46,479

where the flute flies you know die and

3568

02:16:50,389 --> 02:16:48,719

then they reproduce and you say after 10

3569

02:16:52,629 --> 02:16:50,399

years what's the population of fruit

3570

02:16:55,429 --> 02:16:52,639

flies and so this is how chaos theory

3571

02:16:57,669 --> 02:16:55,439

actually developed was that even little

3572

02:16:59,509 --> 02:16:57,679

changes somewhere on step two

3573

02:17:01,110 --> 02:16:59,519

ended up producing a vastly different

3574

02:17:02,950 --> 02:17:01,120

outcome

3575

02:17:04,389 --> 02:17:02,960

you know down the road

3576

02:17:06,309 --> 02:17:04,399

and so that's exactly what could be

3577

02:17:07,830 --> 02:17:06,319

happening you know with these parallel

3578

02:17:11,110 --> 02:17:07,840

worlds is

3579

02:17:13,509 --> 02:17:11,120

that even a small change in steps two or

3580

02:17:15,830 --> 02:17:13,519

three and in quantum physics they talk

3581

02:17:18,790 --> 02:17:15,840

about you know a very large number

3582

02:17:21,270 --> 02:17:18,800

almost infinite set of possibilities and

3583

02:17:23,830 --> 02:17:21,280

and and multiverses you know that are

3584

02:17:25,509 --> 02:17:23,840

out there um kind of in you know tying

3585

02:17:27,429 --> 02:17:25,519

back to to lighten up the quantum

3586

02:17:29,030 --> 02:17:27,439

physics we die back to

3587

02:17:31,509 --> 02:17:29,040

you know science fiction and there's you

3588

02:17:33,830 --> 02:17:31,519

know the the the cw series the flash

3589

02:17:35,589 --> 02:17:33,840

right and they always go to earth 19 and

3590

02:17:37,990 --> 02:17:35,599

they get characters from you know earth

3591

02:17:39,669 --> 02:17:38,000

2 right and from earth 19

3592

02:17:42,070 --> 02:17:39,679

and then you know recently there was

3593

02:17:44,950 --> 02:17:42,080

enter the spider verse but this idea has

3594

02:17:46,950 --> 02:17:44,960

percolated from physics now into popular

3595

02:17:48,309 --> 02:17:46,960

culture as well

3596

02:17:49,429 --> 02:17:48,319

but you know the question of whether

3597

02:17:51,429 --> 02:17:49,439

they're

3598

02:17:52,790 --> 02:17:51,439

real or computed

3599

02:17:54,230 --> 02:17:52,800

is an interesting one but if they're all

3600

02:17:57,190 --> 02:17:54,240

simulated then i guess it doesn't really

3601
02:17:59,589 --> 02:17:57,200
matter well what okay so now you've

3602
02:18:01,110 --> 02:17:59,599
you've written a book you've compiled

3603
02:18:02,469 --> 02:18:01,120
all of this information you've

3604
02:18:05,589 --> 02:18:02,479
researched

3605
02:18:08,150 --> 02:18:05,599
um not only the science but the religion

3606
02:18:10,389 --> 02:18:08,160
side and the science fiction side

3607
02:18:13,509 --> 02:18:10,399
what have you learned

3608
02:18:15,910 --> 02:18:13,519
is it possible i asked you earlier if

3609
02:18:18,870 --> 02:18:15,920
you would upload yourself right and he

3610
02:18:20,709 --> 02:18:18,880
said ah probably not right you're happy

3611
02:18:23,669 --> 02:18:20,719
in this world that we live in but what

3612
02:18:26,790 --> 02:18:23,679
have you learned is are we living in a

3613
02:18:28,469 --> 02:18:26,800

simulation is it possible

3614

02:18:29,509 --> 02:18:28,479

yeah i think it's not only possible i

3615

02:18:32,070 --> 02:18:29,519

think it's

3616

02:18:34,230 --> 02:18:32,080

probable it's more likely

3617

02:18:35,830 --> 02:18:34,240

that what we think of as the physical

3618

02:18:37,349 --> 02:18:35,840

world

3619

02:18:38,549 --> 02:18:37,359

is actually

3620

02:18:54,389 --> 02:18:38,559

a

3621

02:18:56,309 --> 02:18:54,399

there is no

3622

02:18:58,629 --> 02:18:56,319

physical object there

3623

02:19:01,509 --> 02:18:58,639

it's really a set of relationships and

3624

02:19:03,509 --> 02:19:01,519

information and so if that's the case

3625

02:19:04,309 --> 02:19:03,519

that sounds so much

3626

02:19:06,549 --> 02:19:04,319

like

3627

02:19:09,270 --> 02:19:06,559

the video game world that i've been in

3628

02:19:11,349 --> 02:19:09,280

and so as i research these things the

3629

02:19:12,950 --> 02:19:11,359

you know initially i it was the spark of

3630

02:19:14,070 --> 02:19:12,960

an eye it was like a little bit of an

3631

02:19:14,870 --> 02:19:14,080

idea

3632

02:19:17,589 --> 02:19:14,880

that

3633

02:19:19,110 --> 02:19:17,599

this could be serious but the more i

3634

02:19:23,750 --> 02:19:19,120

investigated

3635

02:19:26,709 --> 02:19:23,760

the quantum side of it the more that i

3636

02:19:28,870 --> 02:19:26,719

looked at quantum computing and how uh

3637

02:19:31,669 --> 02:19:28,880

it could be used to simulate the world

3638

02:19:33,190 --> 02:19:31,679

i saw the parallels you know with these

3639

02:19:35,110 --> 02:19:33,200

spiritual religious traditions which

3640

02:19:37,509 --> 02:19:35,120

i've also spent a lot of time studying

3641

02:19:38,549 --> 02:19:37,519

and so for me you know this is the one

3642

02:19:39,349 --> 02:19:38,559

theory

3643

02:19:41,270 --> 02:19:39,359

that

3644

02:19:43,270 --> 02:19:41,280

can bring together

3645

02:19:45,270 --> 02:19:43,280

uh these different ways of looking at

3646

02:19:48,469 --> 02:19:45,280

the universe in the search for truth so

3647

02:19:51,110 --> 02:19:48,479

i you know while we cannot say 100

3648

02:19:53,270 --> 02:19:51,120

yes we are in a simulation i what i've

3649

02:19:55,190 --> 02:19:53,280

learned is i think it's much more likely

3650

02:19:58,070 --> 02:19:55,200

that we are in some type of an

3651
02:20:00,630 --> 02:19:58,080
information-based simulated world uh

3652
02:20:03,030 --> 02:20:00,640
than not uh i think the model of being

3653
02:20:04,870 --> 02:20:03,040
in a physical world just doesn't match

3654
02:20:07,910 --> 02:20:04,880
you know many of the findings of of

3655
02:20:10,389 --> 02:20:07,920
either quantum physics or of what we've

3656
02:20:12,469 --> 02:20:10,399
been hearing from mystics and spiritual

3657
02:20:16,070 --> 02:20:12,479
traditions it certainly

3658
02:20:19,030 --> 02:20:16,080
answers a lot of questions when you look

3659
02:20:22,710 --> 02:20:19,040
at things like not only the question of

3660
02:20:24,309 --> 02:20:22,720
of ufos or or uh sp faster than speed of

3661
02:20:26,309 --> 02:20:24,319
light or

3662
02:20:30,309 --> 02:20:26,319
it answers all of that because it's a

3663
02:20:33,030 --> 02:20:30,319

simulation one two like uh us homo

3664

02:20:36,150 --> 02:20:33,040

sapien sapien how we just appeared here

3665

02:20:39,190 --> 02:20:36,160

200 000 years ago and we don't match

3666

02:20:42,710 --> 02:20:39,200

there is no missing link there isn't we

3667

02:20:45,670 --> 02:20:42,720

just appeared well maybe we're just npcs

3668

02:20:48,230 --> 02:20:45,680

in a simulation right or who built the

3669

02:20:50,150 --> 02:20:48,240

pyramids we can't figure that out well

3670

02:20:53,750 --> 02:20:50,160

if it's just something that's created in

3671

02:20:55,670 --> 02:20:53,760

a simulation right it seems to answer

3672

02:20:58,070 --> 02:20:55,680

all of those puzzling questions we have

3673

02:20:59,590 --> 02:20:58,080

about ourselves

3674

02:21:01,030 --> 02:20:59,600

yeah and you know there's a chapter in

3675

02:21:02,630 --> 02:21:01,040

the book about kind of this all this

3676
02:21:04,469 --> 02:21:02,640
unexplained phenomena

3677
02:21:06,870 --> 02:21:04,479
like remote viewing

3678
02:21:08,469 --> 02:21:06,880
auto body experiences

3679
02:21:11,190 --> 02:21:08,479
and ufos

3680
02:21:12,469 --> 02:21:11,200
and how if we're in a simulation if this

3681
02:21:16,150 --> 02:21:12,479
makes sense i mean if you think about

3682
02:21:17,910 --> 02:21:16,160
ufos right some of the puzzling things

3683
02:21:19,590 --> 02:21:17,920
for scientists are

3684
02:21:21,110 --> 02:21:19,600
you know there's reports of them just

3685
02:21:23,190 --> 02:21:21,120
materializing

3686
02:21:25,270 --> 02:21:23,200
out of nowhere right

3687
02:21:26,550 --> 02:21:25,280
and so the question is are they physical

3688
02:21:28,550 --> 02:21:26,560

or are they not

3689

02:21:30,230 --> 02:21:28,560

how could they just appear and then

3690

02:21:32,150 --> 02:21:30,240

uh you know in my conversations with

3691

02:21:33,349 --> 02:21:32,160

researchers like like shock valley you

3692

02:21:35,349 --> 02:21:33,359

know he mentioned

3693

02:21:37,670 --> 02:21:35,359

that sometimes you'll have a case where

3694

02:21:39,830 --> 02:21:37,680

one person sees the ufo

3695

02:21:42,230 --> 02:21:39,840

and the other person doesn't right it's

3696

02:21:43,670 --> 02:21:42,240

almost like they're beaming subjective

3697

02:21:45,510 --> 02:21:43,680

information

3698

02:21:46,950 --> 02:21:45,520

well turns out

3699

02:21:48,870 --> 02:21:46,960

in a video game

3700

02:21:52,150 --> 02:21:48,880

you know you and i could are rendering

3701

02:21:55,349 --> 02:21:52,160

the world in our computers or in our own

3702

02:21:57,670 --> 02:21:55,359

consciousness it's very possible to beam

3703

02:22:00,070 --> 02:21:57,680

slightly different information to us so

3704

02:22:02,230 --> 02:22:00,080

that you see the room or the sky

3705

02:22:04,630 --> 02:22:02,240

landscape without the ufo and i see it

3706

02:22:07,110 --> 02:22:04,640

with the ufo there like that's one of

3707

02:22:09,910 --> 02:22:07,120

the only ways you could kind of explain

3708

02:22:12,870 --> 02:22:09,920

these these types of things like bigfoot

3709

02:22:14,950 --> 02:22:12,880

right like bigfoot

3710

02:22:16,550 --> 02:22:14,960

right well yeah i mean you've got all

3711

02:22:17,590 --> 02:22:16,560

kinds of different i mean bigfoot now

3712

02:22:20,150 --> 02:22:17,600

you're into

3713

02:22:20,950 --> 02:22:20,160

different genealogies and lineage and

3714

02:22:23,349 --> 02:22:20,960

and

3715

02:22:26,790 --> 02:22:23,359

you know where does it fit in into the

3716

02:22:28,790 --> 02:22:26,800

the the uh anthropological well you you

3717

02:22:30,870 --> 02:22:28,800

really want to take it in a in a crazy

3718

02:22:32,389 --> 02:22:30,880

direction then we have a

3719

02:22:33,990 --> 02:22:32,399

phenomenon like

3720

02:22:34,870 --> 02:22:34,000

slenderman

3721

02:22:37,590 --> 02:22:34,880

right

3722

02:22:40,070 --> 02:22:37,600

and if we're living in a simulation that

3723

02:22:40,950 --> 02:22:40,080

certainly answers a lot of questions

3724

02:22:44,870 --> 02:22:40,960

about

3725

02:22:47,670 --> 02:22:44,880

slender man or ghosts or the paranormal

3726

02:22:49,270 --> 02:22:47,680

or or or or ufo abductions right i mean

3727

02:22:51,429 --> 02:22:49,280

how do they

3728

02:22:52,790 --> 02:22:51,439

just appear in your room

3729

02:22:55,190 --> 02:22:52,800

and how do you

3730

02:22:57,670 --> 02:22:55,200

end up going through the walls

3731

02:22:59,750 --> 02:22:57,680

you know into a ship if if you know we

3732

02:23:01,030 --> 02:22:59,760

look at those stories

3733

02:23:02,870 --> 02:23:01,040

and

3734

02:23:06,070 --> 02:23:02,880

you know i look at it as

3735

02:23:09,030 --> 02:23:06,080

you know whatever you believe

3736

02:23:10,550 --> 02:23:09,040

there should be a model that can explain

3737

02:23:12,070 --> 02:23:10,560

you know how something like that could

3738

02:23:13,830 --> 02:23:12,080

work and you know i'm an engineer by

3739

02:23:15,750 --> 02:23:13,840

background so i like to try to

3740

02:23:17,030 --> 02:23:15,760

figure out how things work and you know

3741

02:23:19,429 --> 02:23:17,040

the reason

3742

02:23:21,349 --> 02:23:19,439

you know relativity is accepted today is

3743

02:23:23,750 --> 02:23:21,359

it was a better model than classical

3744

02:23:25,190 --> 02:23:23,760

physics for what was actually observed

3745

02:23:27,190 --> 02:23:25,200

so i think if you look at many of these

3746

02:23:29,190 --> 02:23:27,200

areas these fringe areas

3747

02:23:30,150 --> 02:23:29,200

the simulation hypothesis is a better

3748

02:23:33,190 --> 02:23:30,160

model

3749

02:23:34,469 --> 02:23:33,200

than you know what uh physicists have

3750

02:23:37,590 --> 02:23:34,479

been telling us

3751

02:23:39,110 --> 02:23:37,600

uh as a physical world and so i you know

3752

02:23:43,190 --> 02:23:39,120

it tends to fit

3753

02:23:44,630 --> 02:23:43,200

useful model and therefore i think it's

3754

02:23:46,469 --> 02:23:44,640

it's a better model and i think more and

3755

02:23:49,110 --> 02:23:46,479

more people are waking up to it it's

3756

02:23:52,870 --> 02:23:49,120

still controversial right i mean to a

3757

02:23:55,429 --> 02:23:52,880

point but you're able to now uh you can

3758

02:23:59,110 --> 02:23:55,439

walk around the halls of mit

3759

02:24:02,389 --> 02:23:59,120

and and have these ideas about e.t or

3760

02:24:04,550 --> 02:24:02,399

the paranormal uh riz but just wrap it

3761

02:24:06,550 --> 02:24:04,560

right into the simulation hypothesis and

3762

02:24:09,030 --> 02:24:06,560

quantum mechanics and you're in a safe

3763

02:24:10,309 --> 02:24:09,040

zone right i mean you can actually have

3764

02:24:12,309 --> 02:24:10,319

these conversations i can actually have

3765

02:24:14,630 --> 02:24:12,319

an intelligent conversation with them

3766

02:24:17,429 --> 02:24:14,640

with people at mit assuming the

3767

02:24:18,950 --> 02:24:17,439

simulation hypothesis whereas you know

3768

02:24:20,950 --> 02:24:18,960

if we weren't assuming the simulation

3769

02:24:22,630 --> 02:24:20,960

hypothesis people there wouldn't

3770

02:24:24,389 --> 02:24:22,640

necessarily take that conversation

3771

02:24:25,750 --> 02:24:24,399

seriously they take it much more

3772

02:24:29,030 --> 02:24:25,760

seriously

3773

02:24:31,670 --> 02:24:29,040

as part of a computational based model

3774

02:24:33,349 --> 02:24:31,680

of how the world works you know and i'm

3775

02:24:35,910 --> 02:24:33,359

one of the few people

3776

02:24:37,750 --> 02:24:35,920

who has experimented with and talk about

3777

02:24:39,429 --> 02:24:37,760

this stuff and we did shamanic

3778

02:24:40,550 --> 02:24:39,439

journeying at the mit media lab you know

3779

02:24:42,950 --> 02:24:40,560

last year

3780

02:24:45,910 --> 02:24:42,960

which is uh not something that normally

3781

02:24:48,790 --> 02:24:45,920

goes on so but so that's why you wrote

3782

02:24:50,150 --> 02:24:48,800

the book ah

3783

02:24:51,990 --> 02:24:50,160

yeah because i mean i spend you know

3784

02:24:54,230 --> 02:24:52,000

part of my time with people in in the

3785

02:24:55,670 --> 02:24:54,240

technological world in the scientific

3786

02:24:57,750 --> 02:24:55,680

world in the video game world and part

3787

02:25:00,309 --> 02:24:57,760

of my time you know with people in

3788

02:25:02,230 --> 02:25:00,319

kind of these more these other areas and

3789

02:25:04,710 --> 02:25:02,240

so this gives me the opportunity to be

3790

02:25:06,309 --> 02:25:04,720

able to talk to all people on all sides

3791

02:25:08,469 --> 02:25:06,319

so wait a minute you did a shaman

3792

02:25:09,990 --> 02:25:08,479

workshop at mit were you guys smoking

3793

02:25:12,389 --> 02:25:10,000

dmt

3794

02:25:14,950 --> 02:25:12,399

no we didn't use any pod or any drugs it

3795

02:25:16,870 --> 02:25:14,960

was just using shamanic drumming it was

3796

02:25:19,190 --> 02:25:16,880

uh it was couched during stress relief

3797

02:25:21,510 --> 02:25:19,200

for entrepreneurs

3798

02:25:23,190 --> 02:25:21,520

and so it was it was one method uh you

3799

02:25:25,110 --> 02:25:23,200

know meditation now and mindfulness is

3800

02:25:27,030 --> 02:25:25,120

accepted pretty much at mit and other

3801
02:25:29,349 --> 02:25:27,040
places as well so this was yet another

3802
02:25:31,750 --> 02:25:29,359
way to try to relax people that were

3803
02:25:34,950 --> 02:25:31,760
stressed out an amazing conversation

3804
02:25:37,510 --> 02:25:34,960
tonight rizz and now the book comes out

3805
02:25:38,630 --> 02:25:37,520
uh the 31st in in

3806
02:25:55,910 --> 02:25:38,640
a

3807
02:25:58,630 --> 02:25:55,920
highly highly highly recommend the book

3808
02:26:01,429 --> 02:25:58,640
and one of the cool things uh for me

3809
02:26:04,630 --> 02:26:01,439
about the book is that you do take

3810
02:26:07,750 --> 02:26:04,640
each one of these approaches to the

3811
02:26:11,190 --> 02:26:07,760
simulation hypothesis which is uh video

3812
02:26:14,630 --> 02:26:11,200
gaming uh computers science physics and

3813
02:26:16,469 --> 02:26:14,640

of course religion and mythology and you

3814

02:26:18,790 --> 02:26:16,479

take each one of those approaches and

3815

02:26:21,270 --> 02:26:18,800

you break it down comprehensively it's

3816

02:26:22,790 --> 02:26:21,280

really well done

3817

02:26:23,830 --> 02:26:22,800

thank you yeah i really wanted to

3818

02:26:26,150 --> 02:26:23,840

explore

3819

02:26:27,429 --> 02:26:26,160

each of these areas and kind of you know

3820

02:26:28,870 --> 02:26:27,439

show how

3821

02:26:31,190 --> 02:26:28,880

you know there are very few models that

3822

02:26:33,270 --> 02:26:31,200

can explain all of these things and and

3823

02:26:36,070 --> 02:26:33,280

it's one of the the few that can do that

3824

02:26:38,550 --> 02:26:36,080

and you know einstein once said science

3825

02:26:40,070 --> 02:26:38,560

without religion is lame and

3826

02:26:41,910 --> 02:26:40,080

religion without science is blind or

3827

02:26:42,710 --> 02:26:41,920

maybe it was the other way around right

3828

02:26:44,710 --> 02:26:42,720

but

3829

02:26:46,790 --> 02:26:44,720

you know it used to be okay

3830

02:26:48,630 --> 02:26:46,800

for scientists to talk about

3831

02:26:51,750 --> 02:26:48,640

religion and somehow

3832

02:26:53,910 --> 02:26:51,760

you know we in 500 years we've gone from

3833

02:26:56,150 --> 02:26:53,920

the church suppressing science to now

3834

02:26:57,750 --> 02:26:56,160

scientists in a way suppressing religion

3835

02:27:00,309 --> 02:26:57,760

or not taking it seriously and the

3836

02:27:02,309 --> 02:27:00,319

simulation hypothesis is a key that

3837

02:27:04,790 --> 02:27:02,319

unlocks the door to the mysteries of the

3838

02:27:06,710 --> 02:27:04,800

universe uh and makes it so that we can

3839

02:27:09,750 --> 02:27:06,720

talk about it you know with people at

3840

02:27:10,870 --> 02:27:09,760

mit and stanford as well as you know on

3841

02:27:26,070 --> 02:27:10,880

a

3842

02:27:28,830 --> 02:27:26,080

uh it is

3843

02:27:30,790 --> 02:27:28,840

uh very easy to get to go to zen

3844

02:27:33,270 --> 02:27:30,800

entrepreneur.com you can also click on

3845

02:27:35,110 --> 02:27:33,280

the links over at jimmychurchradio.com

3846

02:27:37,750 --> 02:27:35,120

you can pre-order the book now it is

3847

02:27:40,630 --> 02:27:37,760

called the simulation hypothesis it's

3848

02:27:42,790 --> 02:27:40,640

got illustrations broken down it's

3849

02:27:44,630 --> 02:27:42,800

really well done i highly recommend it

3850

02:27:47,030 --> 02:27:44,640

this is fade to black i'm your host

3851
02:27:48,870 --> 02:27:47,040
jimmy church thank you rizwerk and i'm

3852
02:27:50,790 --> 02:27:48,880
going to open up the phone lines let's

3853
02:27:53,349 --> 02:27:50,800
go open lines what do you think are we

3854
02:27:55,810 --> 02:27:53,359
living in a simulation i'll be right

3855
02:28:05,110 --> 02:27:55,820
back

3856
02:28:10,309 --> 02:28:07,510
hey what up y'all biblical fox here and

3857
02:28:14,630 --> 02:28:10,319
you are listening to my boy jimmy church

3858
02:28:21,510 --> 02:28:17,190
despite popular opinion

3859
02:28:21,520 --> 02:28:27,110
but listening to jimmy church will

3860
02:28:32,950 --> 02:28:31,030
hurricanes earthquakes wildfires this

3861
02:28:35,349 --> 02:28:32,960
year we've experienced more than our

3862
02:28:37,670 --> 02:28:35,359
fair share this is jimmy church of fade

3863
02:28:39,670 --> 02:28:37,680

to black and last month i decided to

3864

02:28:42,150 --> 02:28:39,680

make sure my family does not have to

3865

02:28:45,270 --> 02:28:42,160

worry about food should we get caught in

3866

02:28:47,670 --> 02:28:45,280

a real emergency situation introducing

3867

02:28:49,510 --> 02:28:47,680

new mana a healthy storable product that

3868

02:28:51,349 --> 02:28:49,520

tastes so good that you'll want to eat

3869

02:28:53,750 --> 02:28:51,359

it every day instead of just during

3870

02:28:56,070 --> 02:28:53,760

those times of duress all new mana

3871

02:28:59,349 --> 02:28:56,080

products have a 25 year shelf life are

3872

02:29:01,910 --> 02:28:59,359

msg and gmo free no preservatives and

3873

02:29:03,830 --> 02:29:01,920

are made in america with the new mana

3874

02:29:05,429 --> 02:29:03,840

pack in your home you'll be able to

3875

02:29:07,190 --> 02:29:05,439

sleep at night knowing that you've

3876

02:29:09,990 --> 02:29:07,200

protected your family

3877

02:29:12,710 --> 02:29:10,000

not only have i tasted and tested i own

3878

02:29:15,030 --> 02:29:12,720

it now you can too just click on the new

3879

02:29:17,270 --> 02:29:15,040

mana banner on jimmychurchradio.com and

3880

02:29:19,590 --> 02:29:17,280

use the promo code jimmy when you order

3881

02:29:22,070 --> 02:29:19,600

in addition to a discount we'll send you

3882

02:29:25,190 --> 02:29:22,080

an autographed fade to black t-shirt

3883

02:29:26,950 --> 02:29:25,200

seriously go back lee tappy

3884

02:29:29,750 --> 02:29:26,960

this is jimmy church of fade to black

3885

02:29:32,870 --> 02:29:29,760

and i take life change t supplements

3886

02:29:34,389 --> 02:29:32,880

every single day it's what i do

3887

02:29:38,469 --> 02:29:34,399

click on their banner at

3888

02:29:43,270 --> 02:29:40,630

when you take the beans from central

3889

02:29:45,670 --> 02:29:43,280

america with dashes of indonesian and

3890

02:29:48,870 --> 02:29:45,680

african mixed in and then roasted to the

3891

02:29:52,230 --> 02:29:48,880

dark side of fade to black you create

3892

02:29:55,030 --> 02:29:52,240

the ultimate brew of fringe introducing

3893

02:29:58,150 --> 02:29:55,040

the fade to black blend from river moon

3894

02:30:00,630 --> 02:29:58,160

coffee yes river moon's darkest

3895

02:30:03,190 --> 02:30:00,640

customized roast was created for the

3896

02:30:05,830 --> 02:30:03,200

love of fade to black

3897

02:30:08,389 --> 02:30:05,840

the alchemy of masterful roasting and

3898

02:30:11,990 --> 02:30:08,399

smoking the beans is in every sip of

3899

02:30:13,429 --> 02:30:12,000

this full-bodied dark java i need my

3900

02:30:15,910 --> 02:30:13,439

coffee doc

3901
02:30:18,550 --> 02:30:15,920
deep with distinct bittersweet chocolate

3902
02:30:20,870 --> 02:30:18,560
highlights just like the bunker

3903
02:30:23,830 --> 02:30:20,880
leaning further into the darkness of the

3904
02:30:26,750 --> 02:30:23,840
roast is fade to black blend from river

3905
02:30:28,790 --> 02:30:26,760
moon coffee just click on the banner at

3906
02:30:32,550 --> 02:30:28,800
jimmychurchradio.com and use the promo

3907
02:30:33,670 --> 02:30:32,560
code f2b blend for 15 off of your order

3908
02:30:36,309 --> 02:30:33,680
today

3909
02:30:38,710 --> 02:30:36,319
go back lee tappy

3910
02:30:40,790 --> 02:30:38,720
hi folks cbd is the home run hitter for

3911
02:30:43,349 --> 02:30:40,800
health right now why you ask because of

3912
02:30:45,110 --> 02:30:43,359
what it does for the body unfortunately

3913
02:30:47,110 --> 02:30:45,120

i can't tell you all about the benefit

3914

02:30:49,030 --> 02:30:47,120

you know there's reasons do your due

3915

02:30:51,830 --> 02:30:49,040

diligence and log on to ancient life

3916

02:30:54,070 --> 02:30:51,840

oil.com that's ancientlifeoil.com

3917

02:30:56,230 --> 02:30:54,080

angel life oil uses organic ingredients

3918

02:30:58,950 --> 02:30:56,240

and is blended in coconut oil for some

3919

02:31:00,950 --> 02:30:58,960

of the best benefits legal in 50 states

3920

02:31:03,190 --> 02:31:00,960

and non-psychoactive

3921

02:31:05,830 --> 02:31:03,200

log on to ancient life oil dot com

3922

02:31:07,670 --> 02:31:05,840

that's ancient life oil.com

3923

02:31:10,550 --> 02:31:07,680

this is jimmy churchill fade to black

3924

02:31:13,349 --> 02:31:10,560

and my family is safe because of new

3925

02:31:15,429 --> 02:31:13,359

mana emergency food storage

3926

02:31:17,750 --> 02:31:15,439

just go to the new mana banner at

3927

02:31:21,590 --> 02:31:17,760

jimmychurchradio.com

3928

02:31:23,750 --> 02:31:21,600

promo code jimmy10

3929

02:31:26,070 --> 02:31:23,760

are you intrigued by paranormal talk

3930

02:31:29,270 --> 02:31:26,080

radio you'll love the new paranormal

3931

02:31:31,030 --> 02:31:29,280

radio app from talk stream live

3932

02:31:33,830 --> 02:31:31,040

you'll find a great selection of talk

3933

02:31:36,469 --> 02:31:33,840

shows covering ufos ghosts strange

3934

02:31:38,790 --> 02:31:36,479

phenomena and much more download the

3935

02:31:40,790 --> 02:31:38,800

paranormal radio app now and start

3936

02:31:43,030 --> 02:31:40,800

listening to the very best in paranormal

3937

02:31:44,790 --> 02:31:43,040

talk entertainment including the network

3938

02:31:47,990 --> 02:31:44,800

you're listening to right now the

3939

02:31:58,070 --> 02:31:48,000

paranormal radio app free in google play

3940

02:32:10,469 --> 02:32:01,190

it's not a lifestyle we chose we were

3941

02:32:10,479 --> 02:32:16,610

this is kjcr jimmychurchradio.com

3942

02:32:16,620 --> 02:32:28,790

[Music]

3943

02:32:32,090 --> 02:32:31,110

welcome back fade to black open lines

3944

02:32:37,270 --> 02:32:32,100

right now

3945

02:32:40,389 --> 02:32:38,790

i want to thank 747-228-2051

3946

02:32:41,910 --> 02:32:40,399

the book is called the simulation

3947

02:32:45,830 --> 02:32:41,920

hypothesis

3948

02:32:48,150 --> 02:32:45,840

are we living in a simulation

3949

02:32:52,150 --> 02:32:48,160

pretty interesting answer uh at the end

3950

02:32:53,990 --> 02:32:52,160

of the show there were ris said very

3951

02:32:55,750 --> 02:32:54,000

highly probable

3952

02:32:57,990 --> 02:32:55,760

and he's one of the smartest people on

3953

02:32:59,270 --> 02:32:58,000

this planet let's go to the phones hi

3954

02:33:00,790 --> 02:32:59,280

you're live on fade to black who's

3955

02:33:02,950 --> 02:33:00,800

calling

3956

02:33:06,070 --> 02:33:02,960

hey jimmy it's sandy from dallas how you

3957

02:33:07,910 --> 02:33:06,080

doing hi sandy from dallas how are you

3958

02:33:09,910 --> 02:33:07,920

well listen i don't get to travel that

3959

02:33:12,389 --> 02:33:09,920

much but you all give me the trip of a

3960

02:33:14,150 --> 02:33:12,399

lifetime right now it's pretty cool are

3961

02:33:17,110 --> 02:33:14,160

we living yeah i know right are we

3962

02:33:17,910 --> 02:33:17,120

living in a simulation sandy

3963

02:33:20,950 --> 02:33:17,920

um

3964

02:33:23,510 --> 02:33:20,960

if there's got to be something i i

3965

02:33:25,270 --> 02:33:23,520

i can wrap my head around me simulating

3966

02:33:26,790 --> 02:33:25,280

my own life i can wrap my head around

3967

02:33:29,429 --> 02:33:26,800

that my house the reason i call is my

3968

02:33:31,670 --> 02:33:29,439

husband worked on doom 3.

3969

02:33:33,910 --> 02:33:31,680

worked in video games his whole life

3970

02:33:36,389 --> 02:33:33,920

right oh he did he worked on doom three

3971

02:33:38,790 --> 02:33:36,399

was that arena was that or was that

3972

02:33:40,469 --> 02:33:38,800

quite quake was arena what was doom

3973

02:33:42,710 --> 02:33:40,479

three called ah

3974

02:33:45,590 --> 02:33:42,720

or was it just doom three

3975

02:33:47,910 --> 02:33:45,600

i played it i just don't remember it uh

3976

02:33:52,070 --> 02:33:47,920

what the title was but so what did he do

3977

02:33:56,309 --> 02:33:54,550

sandy are you there

3978

02:33:58,309 --> 02:33:56,319

i lost sandy

3979

02:34:03,270 --> 02:33:58,319

sandy

3980

02:34:06,950 --> 02:34:03,280

i've got your number right here

3981

02:34:10,270 --> 02:34:06,960

let's uh let's keep uh the phones going

3982

02:34:14,389 --> 02:34:12,389

747-228-2051 hi you're live on fade to

3983

02:34:16,630 --> 02:34:14,399

black who's calling

3984

02:34:19,270 --> 02:34:16,640

good and generous mike in montana hi

3985

02:34:21,670 --> 02:34:19,280

mike montana how are you doing man

3986

02:34:23,429 --> 02:34:21,680

you're good uh is your guest still with

3987

02:34:25,349 --> 02:34:23,439

no he's gone

3988

02:34:26,389 --> 02:34:25,359

oh well i was gonna say he's one scary

3989

02:34:28,230 --> 02:34:26,399

dude

3990

02:34:29,830 --> 02:34:28,240

what's that i

3991

02:34:32,389 --> 02:34:29,840

it's pretty scary to do because

3992

02:34:34,550 --> 02:34:32,399

everything he says is pretty much a

3993

02:34:36,630 --> 02:34:34,560

possibility at some point in time we're

3994

02:34:37,590 --> 02:34:36,640

going to be faced with

3995

02:34:40,150 --> 02:34:37,600

uh

3996

02:34:42,230 --> 02:34:40,160

i don't know if the reality of

3997

02:34:45,110 --> 02:34:42,240

what we're really in like a matrix

3998

02:34:48,230 --> 02:34:45,120

system or whatever but

3999

02:34:51,110 --> 02:34:48,240

it it makes a lot of sense are you are

4000

02:34:53,510 --> 02:34:51,120

you are you okay with it if you know if

4001

02:34:56,870 --> 02:34:53,520

it was revealed tomorrow

4002

02:34:59,270 --> 02:34:56,880

that that's it we're just npcs right

4003

02:35:02,870 --> 02:34:59,280

we're just players in a game are you

4004

02:35:06,790 --> 02:35:02,880

okay with it i mean what does it change

4005

02:35:08,710 --> 02:35:06,800

well i i have to say this i i did at one

4006

02:35:10,950 --> 02:35:08,720

point in my life when i was very young i

4007

02:35:12,469 --> 02:35:10,960

was six i drowned and i experienced

4008

02:35:13,590 --> 02:35:12,479

something i can't explain to other

4009

02:35:14,870 --> 02:35:13,600

people

4010

02:35:16,790 --> 02:35:14,880

um

4011

02:35:17,830 --> 02:35:16,800

i didn't know anything about phenomenon

4012

02:35:20,550 --> 02:35:17,840

or anything

4013

02:35:22,150 --> 02:35:20,560

and what i saw really really

4014

02:35:24,550 --> 02:35:22,160

amazed me

4015

02:35:26,150 --> 02:35:24,560

i'll just put it that way and kind of

4016

02:35:27,590 --> 02:35:26,160

kept me on the straight in there for

4017

02:35:28,950 --> 02:35:27,600

most of my life

4018

02:35:32,070 --> 02:35:28,960

but uh

4019

02:35:34,070 --> 02:35:32,080

if this is a simulation

4020

02:35:36,550 --> 02:35:34,080

what if we're the volunteers we're for

4021

02:35:39,750 --> 02:35:36,560

the ones that volunteer to be here to do

4022

02:35:41,590 --> 02:35:39,760

this to experience this in some way

4023

02:35:44,550 --> 02:35:41,600

and then

4024

02:35:46,790 --> 02:35:44,560

in reality we never really truly died

4025

02:35:48,710 --> 02:35:46,800

maybe we we just go on this is the

4026

02:35:50,950 --> 02:35:48,720

entertainment you know i'm gonna sign up

4027

02:35:53,349 --> 02:35:50,960

for a 50-year run or a

4028

02:35:55,830 --> 02:35:53,359

70-year run on the

4029

02:35:58,150 --> 02:35:55,840

virtual reality thing and to them it's

4030

02:35:59,750 --> 02:35:58,160

you know 20 30 000 year

4031

02:36:01,830 --> 02:35:59,760

things who knows

4032

02:36:04,630 --> 02:36:01,840

maybe we are those beings

4033

02:36:07,110 --> 02:36:04,640

it kind of worries me that

4034

02:36:08,870 --> 02:36:07,120

from what i've seen is maybe what i saw

4035

02:36:11,830 --> 02:36:08,880

when i drowned

4036

02:36:15,590 --> 02:36:11,840

wasn't a part of that simulation and if

4037

02:36:19,830 --> 02:36:18,710

it changes everything i think about life

4038

02:36:24,070 --> 02:36:19,840

yeah

4039

02:36:26,950 --> 02:36:24,080

uh mike and

4040

02:36:28,550 --> 02:36:26,960

when you have somebody like riz look i

4041

02:36:29,510 --> 02:36:28,560

have been

4042

02:36:31,750 --> 02:36:29,520

uh

4043

02:36:35,590 --> 02:36:31,760

studying this for a while and one of the

4044

02:36:37,190 --> 02:36:35,600

things that you can do which is a

4045

02:36:39,510 --> 02:36:37,200

really fun to do

4046

02:36:43,349 --> 02:36:39,520

is you can go

4047

02:36:46,790 --> 02:36:43,359

uh onto youtube and punch in

4048

02:36:50,750 --> 02:36:46,800

a simulation hypothesis and start to

4049

02:36:53,349 --> 02:36:50,760

look at different uh debates and

4050

02:36:55,510 --> 02:36:53,359

presentations from scientists from

4051
02:36:56,870 --> 02:36:55,520
physicists all around the world where

4052
02:36:59,349 --> 02:36:56,880
they are

4053
02:37:02,309 --> 02:36:59,359
seriously looking into this and they

4054
02:37:05,990 --> 02:37:02,319
have the reasons uh why

4055
02:37:08,150 --> 02:37:06,000
it is a a real possibility so i would

4056
02:37:10,389 --> 02:37:08,160
suggest anybody listening to this show

4057
02:37:12,309 --> 02:37:10,399
right now after you know first you know

4058
02:37:14,790 --> 02:37:12,319
go and get rizz's book and mike i want

4059
02:37:17,429 --> 02:37:14,800
to thank you for the phone call is uh

4060
02:37:19,510 --> 02:37:17,439
yeah thank you and get rizz's book

4061
02:37:21,670 --> 02:37:19,520
that's the first thing in second just go

4062
02:37:23,990 --> 02:37:21,680
and start to look at

4063
02:37:25,750 --> 02:37:24,000

uh the different scientists around the

4064

02:37:27,349 --> 02:37:25,760

world that discuss this it's it's

4065

02:37:30,469 --> 02:37:27,359

amazing

4066

02:37:32,550 --> 02:37:30,479

and it's it's when you when you when you

4067

02:37:33,910 --> 02:37:32,560

hear people debate this or talk about

4068

02:37:36,150 --> 02:37:33,920

this or

4069

02:37:38,469 --> 02:37:36,160

or present their ideas about this inside

4070

02:37:40,469 --> 02:37:38,479

of our community that's one thing and

4071

02:37:42,630 --> 02:37:40,479

then go and see what others are

4072

02:37:45,990 --> 02:37:42,640

suggesting here it's powerful the

4073

02:37:47,270 --> 02:37:46,000

material out there is strong let's uh

4074

02:37:49,670 --> 02:37:47,280

let's go back to the phones how you're

4075

02:37:51,510 --> 02:37:49,680

live on fade to black who's calling

4076

02:37:53,190 --> 02:37:51,520

hey jimmy it's sandy sorry about that i

4077

02:37:55,910 --> 02:37:53,200

thought it was you i wanted to make sure

4078

02:37:58,309 --> 02:37:55,920

all right sandy what did he do uh for

4079

02:38:01,030 --> 02:37:58,319

the video game doom

4080

02:38:04,550 --> 02:38:01,040

doom 3. he's a he's a 3d computer

4081

02:38:06,870 --> 02:38:04,560

animator and what does he think about

4082

02:38:09,270 --> 02:38:06,880

us living in a simulation because he's

4083

02:38:12,790 --> 02:38:09,280

creating him himself

4084

02:38:13,590 --> 02:38:12,800

oh he's there yeah he definitely thinks

4085

02:38:15,190 --> 02:38:13,600

that

4086

02:38:17,190 --> 02:38:15,200

there is

4087

02:38:19,030 --> 02:38:17,200

some kind of

4088

02:38:20,950 --> 02:38:19,040

man behind the curtain whether it's our

4089

02:38:24,870 --> 02:38:20,960

own or something

4090

02:38:28,389 --> 02:38:24,880

but we also are very um

4091

02:38:29,670 --> 02:38:28,399

we walk with jesus and so we have that

4092

02:38:32,150 --> 02:38:29,680

also

4093

02:38:35,670 --> 02:38:32,160

what what okay okay

4094

02:38:36,630 --> 02:38:35,680

i i was actually going to go there

4095

02:38:38,550 --> 02:38:36,640

uh

4096

02:38:40,870 --> 02:38:38,560

what does this do

4097

02:38:42,790 --> 02:38:40,880

with god i mean how does god come into

4098

02:38:44,230 --> 02:38:42,800

play now well if

4099

02:38:46,950 --> 02:38:44,240

what we always say when we have

4100

02:38:48,710 --> 02:38:46,960

discussions about anything that's

4101

02:38:50,309 --> 02:38:48,720

controversial or whatever

4102

02:38:52,309 --> 02:38:50,319

debate you know

4103

02:38:54,389 --> 02:38:52,319

we always go back to no matter what

4104

02:38:56,469 --> 02:38:54,399

anyone believes there's a creator of it

4105

02:38:59,270 --> 02:38:56,479

all and we believe it's jesus

4106

02:39:00,469 --> 02:38:59,280

and that's kind of where we leave it

4107

02:39:03,190 --> 02:39:00,479

that's it

4108

02:39:05,750 --> 02:39:03,200

okay so

4109

02:39:08,630 --> 02:39:05,760

you know all the greatness and the

4110

02:39:10,630 --> 02:39:08,640

quantum physics and the genius and the

4111

02:39:13,750 --> 02:39:10,640

ideas behind it

4112

02:39:15,510 --> 02:39:13,760

it came from somewhere to begin with

4113

02:39:17,670 --> 02:39:15,520

the

4114

02:39:20,630 --> 02:39:17,680

question of faith

4115

02:39:23,429 --> 02:39:20,640

uh is a weird thing to mix

4116

02:39:25,510 --> 02:39:23,439

when you're dealing with ones and zeros

4117

02:39:26,630 --> 02:39:25,520

and writing code and creating 3d

4118

02:39:28,150 --> 02:39:26,640

environments

4119

02:39:29,030 --> 02:39:28,160

it is

4120

02:39:30,710 --> 02:39:29,040

but

4121

02:39:31,750 --> 02:39:30,720

he created the people who are writing

4122

02:39:33,670 --> 02:39:31,760

the code

4123

02:39:36,070 --> 02:39:33,680

i believe

4124

02:39:38,389 --> 02:39:36,080

if okay so let's let's let's

4125

02:39:40,070 --> 02:39:38,399

make us go into a simulation and the

4126

02:39:41,830 --> 02:39:40,080

reason that we don't die is one thing i

4127

02:39:44,309 --> 02:39:41,840

subscribe to is because we do have to

4128

02:39:45,510 --> 02:39:44,319

cut we do have to continue to grow and

4129

02:39:47,670 --> 02:39:45,520

learn

4130

02:39:49,429 --> 02:39:47,680

and now when you talk about the parallel

4131

02:39:51,750 --> 02:39:49,439

universes can't those be the other

4132

02:39:53,590 --> 02:39:51,760

dimensions and can they exist i believe

4133

02:39:54,790 --> 02:39:53,600

they can and i believe he created them

4134

02:39:57,190 --> 02:39:54,800

as well

4135

02:39:58,870 --> 02:39:57,200

okay so let's let's let's back up a

4136

02:40:00,309 --> 02:39:58,880

couple of steps not not in this

4137

02:40:03,750 --> 02:40:00,319

conversation

4138

02:40:04,950 --> 02:40:03,760

but in our timeline okay

4139

02:40:08,630 --> 02:40:04,960

if we

4140

02:40:10,950 --> 02:40:08,640

are dealing with uh an artificial

4141

02:40:13,270 --> 02:40:10,960

reality we're living in a simulation

4142

02:40:15,590 --> 02:40:13,280

that this is created and and we're just

4143

02:40:19,030 --> 02:40:15,600

role players right okay

4144

02:40:22,150 --> 02:40:19,040

then somebody had to write and create

4145

02:40:24,550 --> 02:40:22,160

said code and environment

4146

02:40:26,469 --> 02:40:24,560

so if we back up further than that

4147

02:40:28,870 --> 02:40:26,479

somebody has to come up with the idea

4148

02:40:31,190 --> 02:40:28,880

and present the project to all of the

4149

02:40:34,150 --> 02:40:31,200

engineers and code writers i know how

4150

02:40:36,309 --> 02:40:34,160

far back you know right is that god is

4151
02:40:39,110 --> 02:40:36,319
that who you are saying that god is and

4152
02:40:41,110 --> 02:40:39,120
that's just me i am oh you know that i

4153
02:40:42,950 --> 02:40:41,120
don't push it on anyone but that's how i

4154
02:40:45,429 --> 02:40:42,960
walk because i push it all back to him

4155
02:40:47,270 --> 02:40:45,439
no matter when i start to go oh my gosh

4156
02:40:49,429 --> 02:40:47,280
you know then i just go well you have a

4157
02:40:51,030 --> 02:40:49,439
plan if i'm stimulated then i'm

4158
02:40:52,790 --> 02:40:51,040
stimulated and you know what if i am

4159
02:40:55,349 --> 02:40:52,800
stimulated and i can wrap my head around

4160
02:40:56,950 --> 02:40:55,359
that then i'm going to try and make my

4161
02:40:59,110 --> 02:40:56,960
stimulation better

4162
02:41:01,270 --> 02:40:59,120
for myself because why would we want to

4163
02:41:03,590 --> 02:41:01,280

live in such misery we all seem to be so

4164

02:41:06,150 --> 02:41:03,600

damn miserable

4165

02:41:08,469 --> 02:41:06,160

and that's part of the simulation right

4166

02:41:09,990 --> 02:41:08,479

that's ridiculous then if that's the

4167

02:41:12,550 --> 02:41:10,000

fact and

4168

02:41:14,469 --> 02:41:12,560

that's a sad thing to be stimulating all

4169

02:41:17,190 --> 02:41:14,479

of us and all of us to have the same

4170

02:41:20,389 --> 02:41:17,200

kind of simulation

4171

02:41:23,030 --> 02:41:20,399

well okay and and goes into that one

4172

02:41:24,550 --> 02:41:23,040

thing with all the things you don't even

4173

02:41:26,150 --> 02:41:24,560

need because you just you know there's

4174

02:41:27,830 --> 02:41:26,160

so many simulations you could just have

4175

02:41:29,510 --> 02:41:27,840

that one thing with the zillions of

4176
02:41:32,630 --> 02:41:29,520
simulations

4177
02:41:33,830 --> 02:41:32,640
but if if you look at uh

4178
02:41:35,590 --> 02:41:33,840
different

4179
02:41:36,950 --> 02:41:35,600
games uh

4180
02:41:39,429 --> 02:41:36,960
that are out there like world of

4181
02:41:40,630 --> 02:41:39,439
warcraft or sims right

4182
02:41:42,630 --> 02:41:40,640
where

4183
02:41:45,510 --> 02:41:42,640
you have all of those different

4184
02:41:46,389 --> 02:41:45,520
characters some are bad some are good

4185
02:41:51,830 --> 02:41:46,399
you

4186
02:41:53,990 --> 02:41:51,840
succeed and live a wonderful life

4187
02:41:56,070 --> 02:41:54,000
sometimes you just die

4188
02:41:59,030 --> 02:41:56,080

well isn't that exactly what we're

4189

02:42:00,790 --> 02:41:59,040

living with here on planet earth

4190

02:42:03,190 --> 02:42:00,800

it is

4191

02:42:06,230 --> 02:42:03,200

it's very i just think expected

4192

02:42:06,950 --> 02:42:06,240

trying to make it better

4193

02:42:08,630 --> 02:42:06,960

so

4194

02:42:10,309 --> 02:42:08,640

i i finally i don't think look through

4195

02:42:11,750 --> 02:42:10,319

these simulations and we've got the bad

4196

02:42:13,830 --> 02:42:11,760

and the good and we

4197

02:42:15,270 --> 02:42:13,840

you know they're they're then it goes

4198

02:42:16,150 --> 02:42:15,280

back to theirs the people are going to

4199

02:42:17,590 --> 02:42:16,160

just

4200

02:42:18,790 --> 02:42:17,600

present that bad all the time and

4201
02:42:20,870 --> 02:42:18,800
they're the ones who can present the

4202
02:42:23,910 --> 02:42:20,880
good all the time yeah very fascinating

4203
02:42:27,030 --> 02:42:23,920
that you're you would be okay with it

4204
02:42:29,990 --> 02:42:27,040
well why do we sandy let me ask you this

4205
02:42:32,550 --> 02:42:30,000
why do we die then if it's a simulation

4206
02:42:33,429 --> 02:42:32,560
do you think we die jimmy we die in the

4207
02:42:36,309 --> 02:42:33,439
game

4208
02:42:42,469 --> 02:42:40,469
yeah see fascinating rear

4209
02:42:43,349 --> 02:42:42,479
after dinner we go and play again right

4210
02:42:45,670 --> 02:42:43,359
right

4211
02:42:47,830 --> 02:42:45,680
sandy you're smart what's your husband's

4212
02:42:48,790 --> 02:42:47,840
name

4213
02:42:50,870 --> 02:42:48,800

well

4214

02:42:52,870 --> 02:42:50,880

do you think we die jimmy

4215

02:42:56,469 --> 02:42:52,880

um

4216

02:42:58,870 --> 02:42:56,479

no i i do not i do not that would

4217

02:43:01,030 --> 02:42:58,880

certainly uh bum me out

4218

02:43:03,349 --> 02:43:01,040

i always wanted to ask you this do you

4219

02:43:05,990 --> 02:43:03,359

think that you

4220

02:43:08,550 --> 02:43:06,000

turned a corner and became somewhat

4221

02:43:10,070 --> 02:43:08,560

lighter and open-minded and maybe even a

4222

02:43:11,590 --> 02:43:10,080

little less

4223

02:43:13,590 --> 02:43:11,600

empty

4224

02:43:14,870 --> 02:43:13,600

glass when you met rita

4225

02:43:17,590 --> 02:43:14,880

well

4226
02:43:20,389 --> 02:43:17,600
when that happens in anybody's life of

4227
02:43:23,030 --> 02:43:20,399
course things change and

4228
02:43:27,270 --> 02:43:25,190
look you always

4229
02:43:28,630 --> 02:43:27,280
uh i think that anybody that is

4230
02:43:32,070 --> 02:43:28,640
successful

4231
02:43:33,750 --> 02:43:32,080
um or finds their bliss or happiness you

4232
02:43:38,309 --> 02:43:33,760
don't do that alone

4233
02:43:41,830 --> 02:43:38,319
right and so you uh you need somebody

4234
02:43:43,030 --> 02:43:41,840
uh always beside you to not only for

4235
02:43:44,469 --> 02:43:43,040
support

4236
02:43:45,510 --> 02:43:44,479
but to

4237
02:43:51,110 --> 02:43:45,520
um

4238
02:43:53,030 --> 02:43:51,120

things and that creates that happiness

4239

02:43:55,830 --> 02:43:53,040

in a way where each we're each other's

4240

02:43:58,469 --> 02:43:55,840

handlers yeah i don't think uh somebody

4241

02:44:00,469 --> 02:43:58,479

that's found happiness and true bliss

4242

02:44:02,710 --> 02:44:00,479

does that alone

4243

02:44:04,870 --> 02:44:02,720

right i don't i don't think that well i

4244

02:44:06,469 --> 02:44:04,880

i guess anything is possible but you

4245

02:44:08,309 --> 02:44:06,479

know what i'm saying you're not going to

4246

02:44:12,150 --> 02:44:08,319

do that alone some of it's got to be

4247

02:44:15,349 --> 02:44:13,510

and what's your what's your better

4248

02:44:18,790 --> 02:44:15,359

half's name

4249

02:44:20,950 --> 02:44:18,800

jim jim hello his name is jim that's

4250

02:44:22,630 --> 02:44:20,960

what i'm talking about sandy enjoy the

4251

02:44:24,550 --> 02:44:22,640

rest of your night and a big shout out

4252

02:44:27,830 --> 02:44:24,560

to jimmy thank you so much all right god

4253

02:44:29,429 --> 02:44:27,840

bless okay right back at you

4254

02:44:32,550 --> 02:44:29,439

so you know that

4255

02:44:34,389 --> 02:44:32,560

the philosophical side of this

4256

02:44:36,790 --> 02:44:34,399

the real question

4257

02:44:39,269 --> 02:44:36,800

is does it matter

4258

02:44:40,710 --> 02:44:39,279

what changes you still have to wake up

4259

02:44:41,990 --> 02:44:40,720

tomorrow you're still going to have to

4260

02:44:43,830 --> 02:44:42,000

do your things you're still going to

4261

02:44:46,870 --> 02:44:43,840

have to find happiness and

4262

02:44:48,790 --> 02:44:46,880

and go and and and learn and do all of

4263

02:44:52,710 --> 02:44:48,800

those things that you're obligated to as

4264

02:44:54,070 --> 02:44:52,720

a person right what does it change

4265

02:44:55,510 --> 02:44:54,080

that's the question let's go back to the

4266

02:44:57,990 --> 02:44:55,520

phones how you live on fade to black

4267

02:45:00,469 --> 02:44:58,000

who's calling

4268

02:45:03,190 --> 02:45:00,479

uh chris from channel hills hi chris

4269

02:45:04,950 --> 02:45:03,200

from channel hills how are you man

4270

02:45:07,830 --> 02:45:04,960

sorry channel hills

4271

02:45:09,910 --> 02:45:07,840

chino hills oh you know i was thinking

4272

02:45:12,950 --> 02:45:09,920

channel hills is somewhere out in the

4273

02:45:15,510 --> 02:45:12,960

channel islands made sense to me

4274

02:45:18,230 --> 02:45:15,520

it made sense to me chino hills right

4275

02:45:20,230 --> 02:45:18,240

down the road how are you

4276

02:45:22,710 --> 02:45:20,240

great great uh first time caller long

4277

02:45:24,469 --> 02:45:22,720

time listener um

4278

02:45:26,950 --> 02:45:24,479

it's kind of slightly off topic but

4279

02:45:29,429 --> 02:45:26,960

hopefully on topic any chance you guys

4280

02:45:31,429 --> 02:45:29,439

are going to get you know maybe uh tom

4281

02:45:32,710 --> 02:45:31,439

delong back on the show

4282

02:45:34,190 --> 02:45:32,720

uh

4283

02:45:37,670 --> 02:45:34,200

well i mean

4284

02:45:39,190 --> 02:45:37,680

[Laughter]

4285

02:45:44,630 --> 02:45:39,200

do you know how many times a day i get

4286

02:45:50,550 --> 02:45:48,309

it's a lot um look tom i i think tom is

4287

02:45:52,150 --> 02:45:50,560

a really cool dude and

4288

02:45:55,510 --> 02:45:52,160

uh i know

4289

02:45:59,990 --> 02:45:55,520

that uh he's a fan of the show

4290

02:46:02,070 --> 02:46:00,000

but he also knows that um and i would

4291

02:46:05,110 --> 02:46:02,080

never be you know rude or anything like

4292

02:46:08,630 --> 02:46:05,120

that to him but he knows uh

4293

02:46:11,750 --> 02:46:08,640

that i've got a long list of questions

4294

02:46:13,750 --> 02:46:11,760

that i want answered and i don't think

4295

02:46:16,870 --> 02:46:13,760

that right now

4296

02:46:18,150 --> 02:46:16,880

uh he i mean because we could come on he

4297

02:46:19,750 --> 02:46:18,160

could come on the show we could have a

4298

02:46:21,510 --> 02:46:19,760

wonderful conversation we're going to

4299

02:46:23,670 --> 02:46:21,520

talk about all things tsa and everything

4300

02:46:25,830 --> 02:46:23,680

that they're working on but to get to

4301

02:46:27,830 --> 02:46:25,840

that part of the show

4302

02:46:30,710 --> 02:46:27,840

first he's got to

4303

02:46:32,630 --> 02:46:30,720

stand up and answer a list of questions

4304

02:46:35,990 --> 02:46:32,640

of which chris

4305

02:46:38,469 --> 02:46:36,000

i did email him i emailed him 10

4306

02:46:41,990 --> 02:46:38,479

questions that i i want to get to the

4307

02:46:43,910 --> 02:46:42,000

bottom of and none of them have been uh

4308

02:46:46,710 --> 02:46:43,920

addressed either

4309

02:46:48,710 --> 02:46:46,720

publicly or privately and there you go

4310

02:46:50,070 --> 02:46:48,720

so i don't think he's prepared to go and

4311

02:46:50,950 --> 02:46:50,080

and do that

4312

02:46:53,030 --> 02:46:50,960

and

4313

02:46:55,190 --> 02:46:53,040

it just seems like the longer he waits

4314

02:46:56,710 --> 02:46:55,200

you know the that list is going to grow

4315

02:46:57,750 --> 02:46:56,720

double triple

4316

02:47:00,150 --> 02:46:57,760

um

4317

02:47:03,429 --> 02:47:00,160

there is my take on it yeah there that

4318

02:47:05,349 --> 02:47:03,439

that's certainly uh reality that's not a

4319

02:47:07,030 --> 02:47:05,359

possibility i think that that is a

4320

02:47:08,070 --> 02:47:07,040

reality but

4321

02:47:11,030 --> 02:47:08,080

um

4322

02:47:14,150 --> 02:47:11,040

my my list of ten questions

4323

02:47:16,389 --> 02:47:14,160

um is is actually pretty old now if i

4324

02:47:17,830 --> 02:47:16,399

went back and modified that it would

4325

02:47:18,870 --> 02:47:17,840

probably be

4326

02:47:21,349 --> 02:47:18,880

50

4327

02:47:23,910 --> 02:47:21,359

questions because a lot of stuff has

4328

02:47:26,550 --> 02:47:23,920

a lot of stuff as as has happened over

4329

02:47:28,230 --> 02:47:26,560

the last year but the the one thing that

4330

02:47:30,230 --> 02:47:28,240

i'm thankful for

4331

02:47:31,830 --> 02:47:30,240

and i know that tom listens to this show

4332

02:47:33,670 --> 02:47:31,840

the one thing that i'm thankful for is

4333

02:47:36,630 --> 02:47:33,680

that he's out there pushing

4334

02:47:38,070 --> 02:47:36,640

the ufo question further further out

4335

02:47:39,030 --> 02:47:38,080

into the public

4336

02:47:42,230 --> 02:47:39,040

and

4337

02:47:46,389 --> 02:47:42,240

one of the things that i really enjoy

4338

02:47:48,790 --> 02:47:46,399

is the music community out there which

4339

02:47:51,830 --> 02:47:48,800

you know you look at say a band like

4340

02:47:55,030 --> 02:47:51,840

blink 182 or you look at you know the

4341

02:47:58,150 --> 02:47:55,040

music community that is out there or the

4342

02:47:59,910 --> 02:47:58,160

gaming community or or or

4343

02:48:03,510 --> 02:47:59,920

that um

4344

02:48:06,230 --> 02:48:03,520

the more that we discuss this we expose

4345

02:48:08,630 --> 02:48:06,240

and pull them into

4346

02:48:09,670 --> 02:48:08,640

our community you know what i mean and

4347

02:48:16,070 --> 02:48:09,680

that's what

4348

02:48:18,710 --> 02:48:16,080

fully fully appreciate that you know his

4349

02:48:20,630 --> 02:48:18,720

fans have known that he's been into ufos

4350

02:48:23,030 --> 02:48:20,640

for a very long time his band members

4351

02:48:24,389 --> 02:48:23,040

talk about it and uh have talked about

4352

02:48:27,670 --> 02:48:24,399

it in the past and that's what i'm

4353

02:48:29,190 --> 02:48:27,680

appreciative of what i what i don't like

4354

02:48:31,110 --> 02:48:29,200

are the mistakes

4355

02:48:33,190 --> 02:48:31,120

you know that's that's the part that

4356

02:48:34,389 --> 02:48:33,200

that i don't appreciate and those

4357

02:48:37,510 --> 02:48:34,399

mistakes

4358

02:48:39,590 --> 02:48:37,520

uh look bad back at our community and if

4359

02:48:41,510 --> 02:48:39,600

you don't answer to those and let us

4360

02:48:43,349 --> 02:48:41,520

know why those things happen

4361

02:48:46,389 --> 02:48:43,359

then they're just gonna linger

4362

02:48:47,429 --> 02:48:46,399

it's not going to ever go away

4363

02:48:49,750 --> 02:48:47,439

that's right

4364

02:48:51,590 --> 02:48:49,760

yeah i mean greer is the actually one

4365

02:48:53,670 --> 02:48:51,600

that got me into this whole

4366

02:48:55,750 --> 02:48:53,680

i guess the universe if you will

4367

02:48:58,710 --> 02:48:55,760

and i had no idea that tom delong was

4368

02:49:01,110 --> 02:48:58,720

even you know part of it and um i'm just

4369

02:49:02,309 --> 02:49:01,120

wondering is is that beef still standing

4370

02:49:03,990 --> 02:49:02,319

between the two are they kind of

4371

02:49:05,030 --> 02:49:04,000

reconciled or

4372

02:49:06,870 --> 02:49:05,040

you know

4373

02:49:11,830 --> 02:49:06,880

yeah yeah that's that's that's a

4374

02:49:14,630 --> 02:49:11,840

question for uh uh tom and and and greer

4375

02:49:16,790 --> 02:49:14,640

um and

4376

02:49:19,990 --> 02:49:16,800

okay this what you're talking about i'll

4377

02:49:24,150 --> 02:49:20,000

explain this to the audience that uh

4378

02:49:27,190 --> 02:49:24,160

uh tom reached out to uh dr greer many

4379

02:49:30,070 --> 02:49:27,200

many years ago when he started to

4380

02:49:31,110 --> 02:49:30,080

get into the research of this and our

4381

02:49:32,550 --> 02:49:31,120

community

4382

02:49:34,469 --> 02:49:32,560

and he

4383

02:49:37,269 --> 02:49:34,479

he hung out with stephen and and did

4384

02:49:40,230 --> 02:49:37,279

some ce5 research with them

4385

02:49:43,269 --> 02:49:40,240

and they they had a relationship and a

4386

02:49:45,030 --> 02:49:43,279

friendship so where that is today or how

4387

02:49:46,309 --> 02:49:45,040

those two look at each other that's a

4388

02:49:49,030 --> 02:49:46,319

question

4389

02:49:50,710 --> 02:49:49,040

that needs to be you know thrown at uh

4390

02:49:53,269 --> 02:49:50,720

either one of them

4391

02:49:55,349 --> 02:49:53,279

and you know i think out of respect uh

4392

02:49:57,349 --> 02:49:55,359

the the the two of them have i don't

4393

02:49:59,110 --> 02:49:57,359

know i think that stuff will probably

4394

02:50:00,150 --> 02:49:59,120

always stay private i don't have any

4395

02:50:02,630 --> 02:50:00,160

insight

4396

02:50:04,630 --> 02:50:02,640

okay so and even if i did i wouldn't i

4397

02:50:07,190 --> 02:50:04,640

wouldn't say it on this show

4398

02:50:09,269 --> 02:50:07,200

but um yeah i mean i admire both of them

4399

02:50:10,790 --> 02:50:09,279

and you know it's um i mean yeah

4400

02:50:12,950 --> 02:50:10,800

hopefully obviously they can you know

4401

02:50:15,190 --> 02:50:12,960

come to an understanding that

4402

02:50:16,630 --> 02:50:15,200

uh we're all in this together we're

4403

02:50:19,349 --> 02:50:16,640

we're fighting for i think the same

4404

02:50:21,269 --> 02:50:19,359

cause yeah you know that's supreme you

4405

02:50:24,710 --> 02:50:21,279

know disclosure to the forefront well

4406

02:50:28,230 --> 02:50:24,720

i'll say this chris um

4407

02:50:29,910 --> 02:50:28,240

and specifically talking about tom and

4408

02:50:32,790 --> 02:50:29,920

dr greer

4409

02:50:35,590 --> 02:50:32,800

those two are unique

4410

02:50:37,030 --> 02:50:35,600

right now in our ufo community and i'll

4411

02:50:40,469 --> 02:50:37,040

tell you why

4412

02:50:42,150 --> 02:50:40,479

i truly believe i really do forget about

4413

02:50:44,710 --> 02:50:42,160

the sensationalism

4414

02:50:47,269 --> 02:50:44,720

uh when it comes to dr greer and his

4415

02:50:50,469 --> 02:50:47,279

claims and flying around the world with

4416

02:50:53,429 --> 02:50:50,479

the royal families of whatever and cia

4417

02:50:56,070 --> 02:50:53,439

directors put all of that stuff aside

4418

02:50:57,750 --> 02:50:56,080

i know sure i believe

4419

02:50:58,870 --> 02:50:57,760

that stephen

4420

02:51:02,469 --> 02:50:58,880

is

4421

02:51:05,030 --> 02:51:02,479

exposed and knows things that would blow

4422

02:51:06,790 --> 02:51:05,040

our minds that he doesn't talk about and

4423

02:51:08,070 --> 02:51:06,800

that he can't talk about i really

4424

02:51:09,830 --> 02:51:08,080

believe that

4425

02:51:10,710 --> 02:51:09,840

okay so i'm sure i definitely believe

4426
02:51:13,429 --> 02:51:10,720
that too

4427
02:51:15,429 --> 02:51:13,439
and it's the same thing with tom

4428
02:51:18,389 --> 02:51:15,439
i truly believe

4429
02:51:19,349 --> 02:51:18,399
right that that tom actually knows

4430
02:51:22,870 --> 02:51:19,359
things

4431
02:51:24,870 --> 02:51:22,880
i i do i do he's he's way too

4432
02:51:28,150 --> 02:51:24,880
exposed into the inner workings just

4433
02:51:30,469 --> 02:51:28,160
like dr greer is but i have the same

4434
02:51:33,750 --> 02:51:30,479
issues with the both of them

4435
02:51:35,429 --> 02:51:33,760
and that is this if you are truly in

4436
02:51:37,750 --> 02:51:35,439
possession of the knowledge and i do

4437
02:51:39,830 --> 02:51:37,760
believe that both of them are

4438
02:51:43,269 --> 02:51:39,840

then come forward

4439

02:51:45,670 --> 02:51:43,279

don't don't continue with

4440

02:51:47,590 --> 02:51:45,680

you guys can't handle the real truth we

4441

02:51:49,830 --> 02:51:47,600

need to handle it this way we're going

4442

02:51:52,150 --> 02:51:49,840

to discuss it in this fashion you know

4443

02:51:54,469 --> 02:51:52,160

we can't the too many things will get

4444

02:51:57,030 --> 02:51:54,479

upset and we'll expose this person to

4445

02:51:58,950 --> 02:51:57,040

this person or this organization and

4446

02:52:01,110 --> 02:51:58,960

this is going to happen with society you

4447

02:52:04,550 --> 02:52:01,120

know what screw all that

4448

02:52:06,630 --> 02:52:04,560

screw it if you are in possession with

4449

02:52:08,389 --> 02:52:06,640

the real stuff

4450

02:52:12,950 --> 02:52:08,399

bring it

4451
02:52:15,190 --> 02:52:12,960
right

4452
02:52:17,429 --> 02:52:15,200
if i had to if i had some top secret

4453
02:52:20,230 --> 02:52:17,439
stuff i'm i'm i'm yapping

4454
02:52:22,150 --> 02:52:20,240
i'm yapping i don't know yeah i'm going

4455
02:52:23,030 --> 02:52:22,160
out

4456
02:52:25,750 --> 02:52:23,040
yeah

4457
02:52:27,269 --> 02:52:25,760
so so would i i mean um i mean career

4458
02:52:30,150 --> 02:52:27,279
tapped into something i mean i've tried

4459
02:52:31,910 --> 02:52:30,160
to see e5 protocol and it works i i

4460
02:52:33,349 --> 02:52:31,920
couldn't believe what i was seeing

4461
02:52:35,269 --> 02:52:33,359
and um

4462
02:52:36,710 --> 02:52:35,279
it's just go show you i mean obviously

4463
02:52:38,230 --> 02:52:36,720

he was

4464

02:52:40,790 --> 02:52:38,240

i don't know that the back story about

4465

02:52:41,910 --> 02:52:40,800

it he came out communicating with et and

4466

02:52:43,830 --> 02:52:41,920

they went over this protocol and

4467

02:52:45,830 --> 02:52:43,840

developed it together but who knows

4468

02:52:48,469 --> 02:52:45,840

where that came from but

4469

02:52:50,309 --> 02:52:48,479

his method works i've tried it i mean a

4470

02:52:51,670 --> 02:52:50,319

handful of times and

4471

02:52:52,630 --> 02:52:51,680

um

4472

02:52:55,830 --> 02:52:52,640

it's just

4473

02:52:58,950 --> 02:52:55,840

they really just need to bring it to the

4474

02:53:02,389 --> 02:52:58,960

forefront yeah chris this the ce5 uh

4475

02:53:06,230 --> 02:53:02,399

protocol um which i've done

4476
02:53:07,110 --> 02:53:06,240
uh with with costas mcraeus and and his

4477
02:53:08,710 --> 02:53:07,120
wife

4478
02:53:11,990 --> 02:53:08,720
the um

4479
02:53:13,830 --> 02:53:12,000
i i think this is this is my take all

4480
02:53:15,910 --> 02:53:13,840
right this is just my own personal

4481
02:53:18,070 --> 02:53:15,920
experience that there is something going

4482
02:53:19,910 --> 02:53:18,080
on with that at a consciousness level

4483
02:53:20,710 --> 02:53:19,920
there's something going on

4484
02:53:23,670 --> 02:53:20,720
uh

4485
02:53:26,469 --> 02:53:23,680
within the ether and you're letting

4486
02:53:29,510 --> 02:53:26,479
something out there know that you want

4487
02:53:31,830 --> 02:53:29,520
contact and it expo whether it's et or

4488
02:53:34,550 --> 02:53:31,840

something interdimensional it's us from

4489

02:53:36,469 --> 02:53:34,560

the future i don't know what it is but

4490

02:53:39,670 --> 02:53:36,479

certainly things appear

4491

02:53:41,510 --> 02:53:39,680

and i i i don't think you necessarily

4492

02:53:43,670 --> 02:53:41,520

need to

4493

02:53:46,870 --> 02:53:43,680

uh in fact i know you don't

4494

02:53:48,870 --> 02:53:46,880

to follow the ce5 protocols by the book

4495

02:53:49,750 --> 02:53:48,880

you know and do a ceremony

4496

02:53:52,469 --> 02:53:49,760

no

4497

02:53:55,429 --> 02:53:52,479

all you got to do is show the intent

4498

02:53:57,750 --> 02:53:55,439

because i go out there and trust me i am

4499

02:54:00,389 --> 02:53:57,760

the opposite of ce5

4500

02:54:02,790 --> 02:54:00,399

i'm loud i'm stupid you say that before

4501
02:54:03,830 --> 02:54:02,800
i i'm time to ask anybody that's done it

4502
02:54:05,349 --> 02:54:03,840
with me

4503
02:54:07,830 --> 02:54:05,359
right yeah

4504
02:54:10,309 --> 02:54:07,840
it's just about uh being happy

4505
02:54:13,110 --> 02:54:10,319
open-minded and and wanting something to

4506
02:54:15,110 --> 02:54:13,120
happen and i'm telling you man uh i've

4507
02:54:17,590 --> 02:54:15,120
been out there with a couple hundred

4508
02:54:20,230 --> 02:54:17,600
people and we've lit up the skies

4509
02:54:23,190 --> 02:54:20,240
and and i can be i could go out in my

4510
02:54:24,630 --> 02:54:23,200
backyard here in burbank and and look up

4511
02:54:27,590 --> 02:54:24,640
and see nothing

4512
02:54:30,469 --> 02:54:27,600
nothing but in the same sky

4513
02:54:32,710 --> 02:54:30,479

50 miles away and and going out it's the

4514

02:54:34,870 --> 02:54:32,720

same stars it's the same thing it's the

4515

02:54:37,110 --> 02:54:34,880

same stuff and and suddenly we're

4516

02:54:39,030 --> 02:54:37,120

lighting up the skies with craziness i

4517

02:54:41,590 --> 02:54:39,040

can't explain that but i think it's

4518

02:54:43,269 --> 02:54:41,600

about intent and just letting them know

4519

02:54:45,190 --> 02:54:43,279

that you're cool and that you that

4520

02:54:47,190 --> 02:54:45,200

you're here to have some fun

4521

02:54:49,670 --> 02:54:47,200

you know and that that's my i totally

4522

02:54:51,269 --> 02:54:49,680

agree i mean uh channel hills is i mean

4523

02:54:53,590 --> 02:54:51,279

you're probably kind of familiar with it

4524

02:54:55,910 --> 02:54:53,600

it's somewhat definitely populated and

4525

02:54:57,990 --> 02:54:55,920

i've done it in the neighborhood and you

4526

02:54:59,830 --> 02:54:58,000

know things appeared and

4527

02:55:01,910 --> 02:54:59,840

i guess you know for whatever reason

4528

02:55:03,750 --> 02:55:01,920

they felt it was okay to do so but i did

4529

02:55:05,990 --> 02:55:03,760

notice an increase in helicopter

4530

02:55:08,389 --> 02:55:06,000

activity the weeks following that

4531

02:55:09,670 --> 02:55:08,399

yeah very very connection or

4532

02:55:11,429 --> 02:55:09,680

it was just kind of

4533

02:55:13,429 --> 02:55:11,439

kind of odd coincidence right there man

4534

02:55:15,349 --> 02:55:13,439

i've got my night vision goggles right

4535

02:55:17,030 --> 02:55:15,359

here in the bunker i think i'm going to

4536

02:55:20,389 --> 02:55:17,040

take him home with me tonight and go

4537

02:55:22,710 --> 02:55:20,399

jump in the backyard for a few minutes

4538

02:55:24,309 --> 02:55:22,720

there you go all right chris hey man

4539

02:55:26,870 --> 02:55:24,319

first time caller man don't be a

4540

02:55:28,550 --> 02:55:26,880

stranger thank you so much

4541

02:55:30,230 --> 02:55:28,560

hey no problem jimmy and uh one more

4542

02:55:33,910 --> 02:55:30,240

thing can you take me out uh go beckley

4543

02:55:35,990 --> 02:55:33,920

teppy style go back lee tappy chris

4544

02:55:37,349 --> 02:55:36,000

yeah i'll talk to you man have a good

4545

02:55:41,110 --> 02:55:37,359

night

4546

02:55:46,870 --> 02:55:41,120

all right thanks go back lee tappy

4547

02:55:49,750 --> 02:55:46,880

go back lee tappy um uh i found my uh uh

4548

02:55:51,830 --> 02:55:49,760

uh that mate meyer uh

4549

02:55:54,389 --> 02:55:51,840

sadness i found the gobekli tepee

4550

02:55:56,469 --> 02:55:54,399

t-shirts they were uh in a drawer and

4551
02:56:00,389 --> 02:55:56,479
i've gotta start wearing those again man

4552
02:56:02,950 --> 02:56:00,399
those things are too cool yeah i've i as

4553
02:56:05,110 --> 02:56:02,960
i as i wind down here i do want to thank

4554
02:56:07,750 --> 02:56:05,120
rizz verk for an amazing conversation

4555
02:56:11,030 --> 02:56:07,760
tonight when it comes to

4556
02:56:12,790 --> 02:56:11,040
uh the simulation hypothesis i left

4557
02:56:15,510 --> 02:56:12,800
something out

4558
02:56:17,269 --> 02:56:15,520
and we didn't go there tonight and i

4559
02:56:20,550 --> 02:56:17,279
don't know why

4560
02:56:21,750 --> 02:56:20,560
uh we didn't it kept popping in and that

4561
02:56:23,510 --> 02:56:21,760
is

4562
02:56:30,230 --> 02:56:23,520
tron

4563
02:56:31,830 --> 02:56:30,240

and the remake were were pretty cool but

4564

02:56:32,950 --> 02:56:31,840

the original

4565

02:56:36,630 --> 02:56:32,960

tron

4566

02:56:38,950 --> 02:56:36,640

now what a futuristic look that was into

4567

02:56:40,469 --> 02:56:38,960

the simulation hypothesis right think

4568

02:56:43,190 --> 02:56:40,479

about that for a second

4569

02:56:44,870 --> 02:56:43,200

but the movie tron was something else

4570

02:56:47,349 --> 02:56:44,880

like the matrix

4571

02:56:49,429 --> 02:56:47,359

where i watched it over and over again i

4572

02:56:51,910 --> 02:56:49,439

had the videotape for tron

4573

02:56:55,030 --> 02:56:51,920

and i went through

4574

02:56:56,070 --> 02:56:55,040

uh a couple of months where i watched

4575

02:56:58,230 --> 02:56:56,080

that

4576

02:57:01,670 --> 02:56:58,240

nearly every single day

4577

02:57:04,710 --> 02:57:01,680

and this was in the 80s got my first vcr

4578

02:57:06,550 --> 02:57:04,720

got a copy of tron and i watched it over

4579

02:57:08,710 --> 02:57:06,560

and over again

4580

02:57:11,990 --> 02:57:08,720

and i started to ask some of those

4581

02:57:13,910 --> 02:57:12,000

fundamental questions in watching tron

4582

02:57:15,590 --> 02:57:13,920

in that

4583

02:57:17,910 --> 02:57:15,600

would i do it

4584

02:57:20,870 --> 02:57:17,920

i thought it was pretty exciting

4585

02:57:26,070 --> 02:57:20,880

right the the possibility of living like

4586

02:57:28,469 --> 02:57:26,080

that on a motherboard in a chipset

4587

02:57:30,070 --> 02:57:28,479

with other computer programs

4588

02:57:32,630 --> 02:57:30,080

right

4589

02:57:33,910 --> 02:57:32,640

and that was like the precursor for the

4590

02:57:36,070 --> 02:57:33,920

matrix

4591

02:57:37,510 --> 02:57:36,080

and the simulation hypothesis if you

4592

02:57:40,950 --> 02:57:37,520

think about it

4593

02:57:44,230 --> 02:57:40,960

and it started for me uh a path

4594

02:57:46,550 --> 02:57:44,240

uh down uh a road that i'm i'm actually

4595

02:57:48,309 --> 02:57:46,560

very comfortable with it

4596

02:57:49,269 --> 02:57:48,319

would you know the difference if you

4597

02:57:50,710 --> 02:57:49,279

were living

4598

02:57:51,750 --> 02:57:50,720

do you remember

4599

02:57:57,750 --> 02:57:51,760

uh

4600

02:57:59,590 --> 02:57:57,760

name floyd where he shows up and he's

4601
02:58:01,670 --> 02:57:59,600
looking at his hands and he's wondering

4602
02:58:03,990 --> 02:58:01,680
he's looking around

4603
02:58:06,550 --> 02:58:04,000
he was okay with it what what did it

4604
02:58:09,030 --> 02:58:06,560
change in his life right but it takes

4605
02:58:11,429 --> 02:58:09,040
out the other uh the other questions

4606
02:58:12,790 --> 02:58:11,439
those questions of disease

4607
02:58:14,870 --> 02:58:12,800
right

4608
02:58:16,070 --> 02:58:14,880
you know getting sick

4609
02:58:18,710 --> 02:58:16,080
sleep

4610
02:58:20,070 --> 02:58:18,720
and certainly mortality all of that

4611
02:58:21,830 --> 02:58:20,080
comes into play

4612
02:58:24,150 --> 02:58:21,840
what a great conversation tonight thank

4613
02:58:25,349 --> 02:58:24,160

you rizzberg the book is called the

4614

02:58:27,590 --> 02:58:25,359

simulation

4615

02:58:29,110 --> 02:58:27,600

hypothesis all you have to do is go to

4616

02:58:33,070 --> 02:58:29,120

his website

4617

02:58:34,790 --> 02:58:33,080

zen interpreter.com the links are at

4618

02:58:36,550 --> 02:58:34,800

jimmychurchradio.com just click and head

4619

02:58:39,030 --> 02:58:36,560

straight there pre-order the book it's

4620

02:58:41,429 --> 02:58:39,040

releasing on the 20th anniversary

4621

02:58:44,469 --> 02:58:41,439

of the release of the matrix on march

4622

02:58:46,389 --> 02:58:44,479

31st in about 10 days

4623

02:58:48,630 --> 02:58:46,399

paid to are executive producers rita

4624

02:58:50,550 --> 02:58:48,640

kamarian shows produced by hilton j palm

4625

02:58:52,550 --> 02:58:50,560

renee dennis and bob

4626
02:58:54,070 --> 02:58:52,560
announcers are steve harder gene vettel

4627
02:58:56,630 --> 02:58:54,080
mark d kovar

4628
02:58:57,750 --> 02:58:56,640
webmaster is drew the geek music doug

4629
02:59:01,349 --> 02:58:57,760
aldridge

4630
02:59:03,590 --> 02:59:01,359
intro space boy space spaceboymusic.com

4631
02:59:06,110 --> 02:59:03,600
faded black is produced by kjcr for the

4632
02:59:07,670 --> 02:59:06,120
game changer network and syndication is

4633
02:59:09,670 --> 02:59:07,680
kgra

4634
02:59:12,070 --> 02:59:09,680
the planet this broadcast only

4635
02:59:13,910 --> 02:59:12,080
copyrighted 2019 by fade to black in the

4636
02:59:16,309 --> 02:59:13,920
game changer network it cannot be

4637
02:59:18,309 --> 02:59:16,319
re-broadcast downloaded copied or used

4638
02:59:19,990 --> 02:59:18,319

anywhere in the known universe without

4639

02:59:21,990 --> 02:59:20,000

written permission from fade to black or

4640

02:59:23,429 --> 02:59:22,000

the game changer network i'm your host

4641

02:59:26,550 --> 02:59:23,439

jimmy church

4642

02:59:29,429 --> 02:59:26,560

follow me on twitter at j church radio

4643

02:59:31,670 --> 02:59:29,439

until tomorrow night doctors jj and

4644

02:59:34,630 --> 02:59:31,680

desiree her talk right here on fade to

4645

02:59:43,160 --> 02:59:34,640

black everybody be safe