

## Dementia as Dreaming Dreaming as Delirium

The State/politics is the activity of enacting alternate versions and subversions of large-scale, global orders that attend to the general arrangement of a set of people whom chance or choice has brought together, into which we are born, live our lives, and die.

Dream/Delirium + Drama = Dreama/Delirima  
The drama is with other people (who become fluid persons.)

These other people are being given the opportunity to be dream characters--a gift/poison that they can only return with love.

We can only know the *emotion* of these dreams (dream states.)

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### *Normal Delirium - Sleeping Dream*

This is a hiatus from the magical state that does not involve living others.

- Orientation – Fluid persons, not bothered by this
- Attention – High distractibility and absorption
- Memory - Spotty recent memory and confabulation
- Intellectual Functions – No math, science, reading
- Language and Stream of Talk – No language re: decisions, just changes
- Mental Content – Visiomotor, not visual
- Insight and Judgment – Lack of insight/self-motivation
- Emotion – No separation of thoughts and feelings as in psychosis

### *Abnormal Delirium – The Spirit World*

### *Normal Dementia – Waking Dream*

You are a non-sacrificial dream character in waking dream beyond yet within the magical state that involves living others. It is the activity of enacting alternate versions and subversions of large-scale, global orders that attend to the general arrangement of an *undefined* set of people (Alz people) whom chance or choice has brought together, into which we are born, live our lives, and die. It is a dramatic reset – a drama, tragedy, state drama, *Trauerspiel*.

- Orientation – Fluid persons, not bothered by this
- Attention – High distractibility and absorption
- Memory - Spotty recent memory and confabulation

- Intellectual Functions – No math, science, reading
- Language and Stream of Talk – No language re: decisions, just changes
- Mental Content – Visiomotor, not visual
- Insight and Judgment – Lack of insight/self-motivation
- Emotion – No separation of thoughts and feelings as in psychosis

### *Abnormal Dementia – The Real World*

This life is that of a sacrificial dream character in an individual battle against the magical state that is employing masquerading others who are attacking, toying with, or entertaining you. It is the activity of enacting alternate versions and subversions of large-scale, global orders [like (American) cinema] that attend to the general arrangement of an *undefined* set of people whom chance or choice has brought together, into which we are born, live our lives, and die. [This involves *willful* ignorance or folly.]

- Orientation – If you live in a world made up of fluid persons, masquerading others and you really do not know this, rarely recognize this, are not bothered by this,
- Attention – If you are unaware that you are highly distracted and absorbed,
- Memory – If you are unaware that you have a spotty recent memory and engage in confabulation,
- Intellectual Functions – If you are unaware that you have a lack of ability *to engage* math, science, and reading,
- Language and Stream of Talk – If you are unaware that language with others does not involve discussing decisions, you just move with changes,
- Mental Content – If you are unaware that experience of the world around you is visiomotor, and not visual,
- Insight and Judgment – If you are unaware that you lack insight/self-motivation of what is going on around you,
- Emotion – If you are unaware that you have no separation of thoughts and feelings, as in psychosis.

*Masks in the Sun* will drive you fucking crazy.

You need order, but do not have the means or will to achieve it. You are prone to normal dementia, to a slow reset.

Jean is a fake one of you, an undercover operative, and you, Gabriel Grab, John Deer, Liberty Moonshine Bear, the State with limited liability, are the killer of Jean and his son.