ROBERT CURRY'S THEORY OF THE UNIVERSE

The foundation of the novel Apocalypse Disrupted
by Timothy Freriks

BACKGROUND FOR THE THEORY

Prologue:

Professor Robert Curry stepped out from the stage curtain and into the glare of the lights. Barely six feet tall, the middle-aged man was handsome in an academic sort of way: part rugged, part nerd. He pushed back a lock of his full, still-dark hair as he settled behind the podium and stared at the audience sitting in the darkened auditorium. His hair had its own mind, it seemed, falling recklessly down onto his forehead at inconvenient times, like when he was nervous—like now. It was quiet in the room, expectant, mainly because the people had no idea why he stood in front of them.

"Thank you, Dr. Dominion, ladies and gentlemen. I'm here to tell you about my theories on a rather large topic: what existence actually is."

Some light snickers were heard, which he ignored but understood. He was, after all, a political science professor.

"I have waited until now to present my thoughts because there has been a piece missing: proof, to be exact, of the basic premise that supports the entire theory. I am happy to share with you what I *do* consider proof. Two months ago, scientists at the CERN Hadron Collider in Europe finally observed the existence of a subatomic particle they named the Higgs Boson. The Higgs Boson decayed in about one sextillionth of a second, but there is evidence that something tangible was either created or exposed in the process. Now, whether that is the boson itself, something created by it, or an existing particle that simply became observable, is not known.

"The Higgs Field holds the universe together, so this new particle would also permeate existence. Scientists don't know what it is, or even *why* it exists.

"However," he paused. "I believe I do." Curry looked around the room. "Many people call this the 'God' particle, and I think for a very good reason." The crowd was growing attentive.

"The basic premise of my thesis is this: all things—all things," he stressed, "are tangible. That may sound elementary, but if you consider what is NOT considered tangible, it becomes a bold hypothesis. Love, for example. Is love real? Is anger? Are emotions tangible or intangible? Even the faith that the house you live in actually exists right now although you can't see it exists.

"In my opinion, our soul, our life, our emotions, our sense of being, is contained in and driven by this new physical particle."

It was now very quiet in the room.

"This led to a very compelling notion: if the molecules that make up all current matter—you, me, this table, the planet, emotions—always existed, it follows that all matter, tangible and intangible, was *in* the original ball of matter. When the ball decided to explode, all things were created: galaxies, planets and… us."

He paused for impact before continuing. "If the God particle is present in our brain chemistry today, it must have been present in the original ball of matter. And vice versa."

He saw nodding heads. "I'm suggesting that the original ball of matter was a functioning, intelligent entity, composed of not only physical matter but also intelligence and emotions. The source of existence had, in short, both physical and human qualities, qualities that were passed to us.

"Could the original matter have been capable of compassion, greed, creative thoughts, anger, frustration, boredom, ambition, and competition? Again, I ask: Where else could our human characteristics have come from?

"So, I lay before you this thesis: perhaps our intelligence and our sense of being 'human' are derived from the fact that we each possess an infinitesimally small remnant of the full spectrum of properties in the Original Ball of Intelligent Matter (OBIM), which I also call the 'Master Entity'."

"Therefore," he continued, "the next logical step would be to hypothesize that the Master Entity is what humans have for eons called God. I believe that OBIMs and individual Master Entities have existed and still exist. I believe they are intact, functioning, thinking, and still actively managing, or at least, monitoring, our existence."

Author's Academic Authority

I have no "Academic Authority", just a pretty cool idea based on what I do know. First, yes, I know that in my novel, Apocalypse Disrupted, the timing of the discovery of the Higgs particle is not right—but, hey, I'm an author; I'm allowed to make it up as I go along. But what I haven't made up is the fact that it took forty years and billions of dollars to determine that there really is a Higgs Boson particle or a derivative thereof, a particle that exists in the universe but has no known purpose. In 'reality', it decays rapidly, turning into another, more stable, particle. Like every particle of matter, it is never destroyed; it just changes.

It was first suspected to exist in the 1960s and was actually found by scientists at the CERN Large Hadron Collider in 2012. In early 2013, it was determined that the new particle behaved, interacted, and decayed exactly as predicted by the "Standard Model". It has mass. Therefore it has properties. It is the question of the purpose of those properties that bought Robert Curry to his theory. There is evidence that other non-observable particles exist in our set of physics: no proof, but strong speculation based on "well, I can't see it, but that wouldn't happen unless something made it happen".

Now that I've exhausted my knowledge of quantum and particle physics, I present Robert Curry's theory in its entirety.

A Theory of Existence—Soul, Intelligence, Life

By Robert Curry, professor, Woodbridge College, Woodbridge, VA

The Foundation

First, I am assuming that there is an actual, stable particle of matter, complete with properties and purpose that we know nothing about. But, like the good scientist I am definitely not, I have to believe there is a purpose; things that exist do so for a reason. Don't they? So, by the process of elimination, I come to this conclusion: all other particles of matter make tangible things exist, wouldn't it follow that particles also make the intangible things exist as well?

To clarify: If tangible things—these are the things you can touch and see and feel—exist and are 'real', then don't a lot of intangible things exist and don't they feel 'real'? Love is just as real to most people as the chair they sit in. Hate is very real; fear, jealousy, anger, and all other emotions can be just as real—you have them, they exist, they're real. And everybody has them.

If you believe that all the particles that comprise all the tangible things in the universe that exist now existed when the universe was a really, really dense ball of matter, then you have to believe that ALL particles existed at the source of the Big Bang. 'All particles' must include the tangible and the intangible particles.

Somewhere, people got the feeling of 'soul', that feeling you have when you look out of your eyes and see the rest of the world. You are unique; you exist; you have both *tangible existence* (your body) and an *intangible existence* (what happens in your brain, your mind). Somewhere, people got the ability not only to feel alive, but to love, hate, feel anger and jealously, express creativity and pride, need for community, and all the other non-physical parts of life. Those properties are just as real as your fingernail or your nose.

Those properties must have been passed from the original ball of matter just as were the properties of DNA and genomes. My feeling is that those intangible properties are contained in the unobservable

particles. I like to call this particle the SIL Particle since it contains the properties of Soul, Intelligence, and Life. This particle carries all the senses of existence and 'being human'.

The Original Ball of Intelligent Matter (OBIM)

Assuming all the particles, tangible and intangible, that make up the world—both physical and non-physical—were present in the OBIM, then it would follow that the OBIM had both physical and non-physical properties. The transformation of the physical properties from the OBIM to the world we see around us is not difficult to imagine; all the original particles just rearrange themselves to form the earth, tables, cars, and your body. But the SIL particle is the far more interesting.

If the SIL particle is the depository for all the intangible properties that make humans human, then it follows that the OBIM indeed possessed all the same intangibles that we do. We have to ask the critical question again: where did those intangibles come from if not from the OBIM? If we love, didn't the OBIM love; if we get angry, didn't the OBIM get angry…and so on.

If the OBIM indeed had SIL particles in its composition, then it can be logically concluded that OBIM was intelligent and experienced the feeling of 'life'. I call this Intelligent Being the Master Entity.

Human Characteristics and Communities

The biggest question, therefore, is this: is there a single Master Entity or is there a community of Master Entities?

To ask that, one has to look at the Master Entity's creation: us. Two of the more interesting characteristics of man are *competition* and *community*. Amongst all the emotions and tendencies and preferences and instincts lies the *need to communicate.* In humans, the need to communicate leads to communities. The heart of competition is community; without communities, there would be no competition: you can't satisfactorily compete with yourself. To have

a rivalry, you need a goal, otherwise, how would you win? If a person has a goal, it means he has the desire to achieve it, to be better at it than another player. This comes from self-awareness, the basic wanting to prove to others that you can beat them, that you're better than them. Winning is an expression of self-interest: what you do to make yourself feel better about yourself.

If we have those tendencies, the Master Entities must have had them, as well. Therefore, one should conclude that there must have been communities for the simple fact that one can't engage in most of the human endeavors—which are driven by emotions—by yourself. You have to have another person to love, to be angry at, to be better than, and so on.

Competition and Creativity

So, I conclude that the OBIM consisted of a community of intelligent beings, all competing, loving, hating, and trying to be entertained.

For beings with a high level of intelligence, competition can be a source of creative pursuit. Expressing one's creativity is one of the oldest positive occupations. Creating art and building things are the truest and most powerful endeavors. 'Competition' requires a game; games require rules; rules must be created. Making up a game takes a high degree of creative energy, especially if there are no existing games to draw from. It would be an attractive challenge.

Boredom is an emotion that I haven't mentioned, yet, but it is powerful. The more intelligent the being, the more likely he is to get bored easily. How better a way to battle boredom than to create and play a game?

I contend that this is exactly what happened to the communities of Master Entities that comprised the multi-OBIM community. They got bored and had to create something, a game in which they could compete. Challenge and building are at the heart of the human complexity; designing and playing a game with real stakes could be one of the highest forms of creative pursuit.

The Goal of the Game

If the vision of a supreme being getting bored bothers you, consider that its creations, us, get bored and need to come up with some form of release, of entertainment. Where did we get that from?

I believe the game they invented to occupy their time was to *create civilizations*, to engineer an eco-system that supports all the structures that support human life: the food, the water, the air, assuming those things are part of the Master Entity's design. The biggest challenge might be to invent the beings that exist within the eco-structure. Would there be any loftier intellectual challenge than to engineer and develop the foundation of civilization; to invent life and the world in which it is born and flourishes; to architect the mechanics of a world that never existed before. Seriously, how cool would that be?

Therefore, I believe the goal was for each player to create a civilization; the best one wins. Games have goals and goals have to be achieved, which begs the question: what is the measure of a winning player? Where's the goal line? Does the winning civilization have to reach a certain point in development? It would be logical to assume that the highest level of civilization would be one in which everyone lives equally and freely where every member is happy and content. Using the word 'lofty' again: what loftier goal of a society is greater than that?

Certainly, the pattern of the human condition has been increasingly more 'civilized', from the earliest man where brutality and savagery was a common thread. The level of widespread savagery has lessened over the years, so, therefore, it seems like the trend would be toward that goal. I realize at this moment in time it might seem that we are far away from that state of society, but I think that only suggests that the game is far from over.

Evolution

The game play might be called 'evolution'. One might think that 'supreme' beings had, themselves, grown out of raw and brutal emotions like killing and destroying things. That thought leads to the

question of evolution, both in the life-span of the Master Entities, but also in the development of the civilization each Master Entity is trying to develop.

Thinking about evolution in the case of the Master Entities is, simply, beyond the ability of my brain to handle. It would require a look-back to the Master Entity's own beginnings; and what could that possibly be: where did it come from? What was it like? What made it evolve?

One conclusion might be that, since circularity seems to be universal, perhaps the Master Entity's beginning was our ending. Is that the goal—to develop a civilization whose members become pure matter and energy? Maybe the goal is to get life forms to evolve to the point where they once again become a new collective OBIM—and it starts all over. The first Master Entity to achieve that goal wins. Maybe?

Okay, this just boggles my mind, so I'll move on: to the evolution of the planet and all the things that have ever occupied it. I see the development of this amazing planet as a *design process*. I took a few classes in the Engineering program at Woodbridge and learned that you start with nothing but criteria—understanding of what the final product has to *do*—and start with generalities, tweaking every element until, eventually, you end up with a design where all the parts of the machine work together flawlessly. I believe evolution is *tweaking*. It is a process of getting an idea, building it, testing it, revising it, solving interaction issues with other elements, testing it again, and so on. Eventually, you'll get it right. Or not. The goal is still the same, however: *making a successful product*.

If you think about macro-things, like the dying out of entire species of animals and plants, and micro-things, like why the human appendix became smaller and smaller as the quality of the food ingested became healthier and healthier, you have to see how evolution can be an intelligence-driven process. Seriously, these things cannot just happen by themselves. I can visualize our Master Entity looking at some obscure, poorly conceived animal, putting his finger to his lips and saying 'Okay, fine, that didn't work out' then sweeping it off the drafting table into a bucket called 'extinction'.

The Master Entity could well be called the Grand Engineer. Or maybe we just call it Nature. Or God.

To create a perfect society, human behavior must be influenced. The best way to do that might be for the Master Entity to be able to get inside individual human's heads—literally.

Human Life – SIL particles

I am assuming that each human has a quantity of SIL particles in their brain that gives them the feeling of Soul, of Intelligence, and of Life. The question that follows is: how does the brain acquire them?

My answer is quite simple, actually. When the brain chemistry of a fetus reaches a certain point, it attracts its quota of SIL particles, which are integrated into the brain, turning bio-matter into a mind.

So, where do they come from, these SIL particles that get absorbed by a new human's brain? Here comes one cornerstone of the entire theory: the SIL Reservoir.

There are two ways to visualize the SIL Reservoir. First, it could be a blanket of invisible SIL particles that surround the earth. The second is more interesting: in a parallel universe. The functions discussed next are the same no matter where the SIL particles come from or go to.

When the brain chemistry of a fetus becomes such that it can now attract its SIL particles, they come from the reservoir. This brings up many questions, the first one being: how are they selected?

Each person has slightly different brain chemistry, generated in part by the genetics of the parents. Each new human attracts SIL particles that are compatible with the new human's chemistry. For example, if musical ability 'runs in the family', a new human is more likely to attract a SIL particle with greater musical properties. Extend this thought to any of the thousands of abilities humans display, from math to artistry to any special ability, and you'll see why children tend to have characteristics similar to their parents.

But we all know that millions of children have abilities that their parents do not. How many great musicians came from parents with no musical abilities? How many great artists came from parents with

no artistic abilities? And how many really dull kids come from exceptional parents?

The answer to that question lies in another simple statement: new humans could have absorbed a SIL particle from another person, a talented person who died. What? Hold on a minute: think about it: if fresh brain chemistry can *attract* SIL particles, wouldn't it follow that a brain that ceases to have any chemistry at all would *release* them? Where are they released to is the next question, which you have probably already answered: back to the SIL Reservoir.

Human Life – Circularity

Matter cannot be created nor destroyed, so why would SIL particles terminate? Returning SIL particles to the Reservoir for re-use is truly the only logical answer.

There are a few other things that help shape my thoughts on this. First: spiritual familiarity. Have you ever met a person and had the overpowering feeling that you've met them before? Or what about 'love at first sight', as I experienced when I first met my wife, Kathy? Or what about people who have memories of a previous life?

Here's what I think about all of those questions: when a new human attracts its SIL particles, they may be 'used'. One of the SIL particles may have been released by someone who died long ago, someone that was known to a person that released another SIL particle that a different new human absorbed. At some point in time, one person may find someone who also has absorbed a SIL particle from the same person or a person that person loved. Wow, I had to read those last sentences a couple times; maybe you should, as well.

Two people could theoretically absorb SIL particles from the same donor, so when they meet, instant familiarity is realized. Have you experienced the common feeling that you have been some place before? Perhaps you are certain that you knew someone you just met from somewhere? It is entirely possible that you have been there or met that person in a previous life and those memories are imprinted on a SIL particle. That might also explain that overpowering feeling that many people have that they lived a

previous life. Fragments of memories could very well be imprinted on SIL particles.

Parallel Universes

Now, the fun part: a different explanation for Reservoir and other things. If the individual OBIMs created their own physical environment, then they can give it their own rules. The rules of physics we accept as a fact don't necessarily have to be the 'only' set. There very well be another set of physics that co-exist or at least is compatible with the one we know. That leads to the questioning of some basic theories, like two pieces of matter cannot occupy the same space. Why not? Seriously, if the OBIMs are making it all up, why not have a few secrets?

There appears to be a vast space between the electrons and particles that make up atoms, that make up molecules, that make up everything, which means that perhaps 95% or more of our 'world' is nothingness. That thought leads to a simple idea: *what if something occupies the space that we can't observe?*

Take a glass of water and a little bottle of red food dye and one of yellow food dye. Put in three drops of each. What happens? It 'appears' to be orange. In fact, however, you haven't changed the integrity of either the red or the yellow molecules. They now exist in a world that seems to be orange, but they are still red and yellow molecules.

Scientists say that 99% of the physical world is empty, space between the atoms and electrons and particles in 'our' world. That leaves a lot of room for other particles. Could the void actually be filled by building blocks of another world? There's room for hundreds or thousands of particles that might exist; we just can't observe them. Does that mean there could be room for thousands of particles of matter from another physical existence?

The conclusion of this is that when multiple OBIM's 'blew up' and formed their own physical existences, they didn't necessarily have to occupy the space next to the OBIM that formed our existence. Humans automatically would assume that each unique universe would be lined up like bungalows in a post-war housing

development. The problem with that is that what happens when the streets get to the main roads? Does it stop? What's on the other side? The 'where does it end' conundrum has haunted people who tried to visualize the galaxy since they started thinking about it. The idea that multiple universes co-exist in the same space is more believable than trying to line them up.

Now, the endpoint of this line of thought is that multiple OBIM-generated existences exist in the same space and, therefore, share the same time-lines, time being defined as the travel between a beginning (when they blew up and began 'time') and an ending (when they collapse again back to individual OBIMs and stop 'time'). The ending occurs when one of them win the game. Maybe?

Now: what if we really have parallel universes? Why can't we go from one to the other as so many movies and TV shows have postulated? Fiction? Maybe not.

What if: SIL particles don't go into and come from a blanket reservoir around the earth? (A blanket reservoir is somewhat of an elitist theory, saying that SIL particles belong solely to our universe.) What if SIL particles, upon death, go into another parallel universe and enter another fetus of another life form and create a new person with Soul, Intelligence, and Life? When you die in this life, your soul crosses over into the existence created by one of the other OBIMs. You basically transfer to a new life.

Whoa. Heavy thought. The idea of circularity comes back: your soul can rotate through each universe until the game is over, maybe returning to this one at some point.

Of course, this might give some credence to the idea of heaven, or at least some sort of 'afterlife'. Maybe all those societies since the beginning of time, from primitive to civilized, were right when they spent so much time creating the idea of an afterlife. When you think about it, thinking up that concept is weird; if it didn't pertain directly to food, shelter, and reproduction, what made early man consider something as esoteric as an afterlife?

Maybe there is one.

This idea could account for ghosts and angels and all sorts of fascinating phenomenon; they pass through when two OBIMs agree. Maybe that's where Matsimoto came from to screw up my life.

Time

Students ask a relevant question quite often: “What happened before the OBIMs blew up and started the universe. And, what will happen *after* it all comes back together and collapses into their original state?

Well, it is an impossible question. The words *before* and *after* both require **time** to be properly defined. So, the answer is really very simple: Time, itself, began when the Big Bang occurred. There was no ‘before that’ because there was no time to define it. And there will be no ‘after that’. Time is a part of existence, just as is molecules and electrons. Is it physical? I don’t know. Is gravity? Why not think of time as another element in the existence created by the OBIM? This is a tough one, but so is thinking about *beginning* and *end*, for that matter. What’s beyond the end or before the beginning? There’s simply no way to evaluate anything in terms of time if there isn’t any time.

The whole *beginning* and *ending* conversation could be easily understood if one considers the timeline of the OBIM’s game to be circular. The only thing I know of that has no beginning or ending is a circle. Maybe they intend to simply end up where they began.

Wrapping it up

If the OBIM consisted of a community of Master Entities who are now engaged in a civilization-building game—a cosmic version of SimCity—then one would have to assume that each Entity had either a) a different part of the universe to work with, or b) its own place within the confines of the same space (parallel universes). What is clear to me is that we—the co-tenants of the property called Earth—are under the influence of, and in the domain of, one particular Master Entity. And, the co-tenants of other Master Entities are controlled by the design of that OBIM’s existence.

Every game has rules. Common in most multi-player games is the element of battle strategy, where one Master Entity can make

moves that block the progress of another Master Entity. Every player must use his wits to 'outsmart' the other, making offensive and defensive moves. Therefore, the other Master Entities must have been allowed some influence in another Master Entity's domain—they must have a *capability* to influence or interrupt the competitor's design process. To do that, they must have a *game piece.*

A game piece is a device that can cause things to happen, either offensively or defensively. The only logical game piece is a selected human. I think it is one of the rules of the game that the Master Entity cannot influence any specific set of events in their domain without using their game piece. An opposing Master Entity, it follows, can only do the same thing: use a selected human to influence events to carry out a certain strategy.

Maybe piercing the barrier between parallel universes to do harm to your opponent is part of the rules of the game.