☐ ▬ 😎 Bernd 2020-05-16 18:20:05 No. 7124155 ⚠ >>7124256 >>7124270 >>7124364

ławka.jpg
129.08 KB, 727x484

i just realized something and it scares me

this is us and the bench is kc

>> ☐ 😎 Bernd 2020-05-16 18:21:08 No. 7124172 ⚠

I'm the pidgeons eating crumbs

>> ☐ 🐸 Bernd 2020-05-16 18:21:11 No. 7124173 ⚠

1589646070634.jpg
55.59 KB, 600x700

#YOLO

Apt
analogy.

krokodil

I found out, smells just like the London tube for some reason, as we were suddenly right in the middle of the biggest civil unrest since the eighties.

And I mean right in the middle. The hostel was boarded up, blacked out, and doubled as a field hospital for the rebel faction. Injured protesters were dragged in, and hostel workers poured milk in their eyes to stop the tears flowing, while police boots and gasmasks marched outside in a faceless unison. Girls were crying and screaming and guys were frantically checking the news.

Like ebb and flow, the cops cleared the streets, retreated, and slowly protesters with improvised arms and armour flowed back. Gas grenades would fly by into the crowd, the riot police would charge again, and the cycle continued. In the morning, people were sipping tea in the sunny streets and discussed yesterday's battle scars, and as the evening approached the ruckus would resume.

On top of all this sat two worry bears. Me, on a balcony with a rose-draped rail, and a Turkish builder on the roof just across. We cared not for the affairs of the combatants below, we were merely fascinated by the struggle, contrasted by the calm reflection of the sun on the Golden Horn in the distance. I remember thinking "that's nobody's business but the Turks." As a rolling gas cloud filled the entire street, well up to the sixth floor where we sat, we looked at each other and smiled. Just before we disappeared into the weaponised capsaicin aerosol, we both raised our can of Efes beer.

To chaos!

May 2020
Issue XVII

Apu: rants, poems, prose, kc tier experiences
Spede: serious discussions
Spurdo: DD

Travel Column

by Britball

There's few things you lot hate more than traveling and those conspicuous consumers that do it. In that I differ from you, so I have taken it upon myself to write a travel column for those who hate travel. Yes, on my tablet.

For this edition we go back in time a bit. The year is 2013 and I'm still a young innocent student boy who's never ever. That wasn't about to change, but I was about to get a lot less innocent. Tom Waits had warned me about Istanbul; never trust a man in a blue trenchcoat. And never drive a car when you're dead. I didn't know what to make of those, but it would become clear shortly after touchdown on Atatürk Airport that being dead and driving are quite closely related in Istanbul, as a taxi bus wheeled us to our destination.

Wherever the Turk goes he must also honk. That's rule number one in traffic here. You honk at vendors in the middle of the highway. You honk at people who drive cars similar to yours. You honk non-stop if you're getting married. And you honk to indicate that you are cutting on the inside of a hairpin. If no one honks back you're good. Otherwise, you'll be doing just what Tom warned about, driving a car whilst being dead.

But traffic wasn't the only thing to worry about this summer. Uncle Reccep had decided to build a mosque on the city square, and the citizens of Istanbul (not Constantinople) didn't appreciate. One thing lead to another. Tear gas,

On Piracy

It's often said on videogame forums that pirates are exploiting developers, are entitled and are acting immoral. In reality, the opposite is true in each case.

Developers are Entitled, Not Consumers

The developers feel entitled to a profit despite making a valueless product. There is no justification for this. They feel so strongly entitled to their undeserved profits they regularly resort to both extortion and violating the freedom of information.

Conversely, the only entitlement piracy employs is the human right to the freedom of information.

Developers are performing Exploitation, not Pirates

Developer entitlement manages to be both an act of extortion and a violation of two separate human rights. I invite you to find a level of exploitation more extreme.

Pirates fighting against them in an unpaid effort to secure the right to internet freedom for the greater community cannot possibly be construed as exploitative, yet here we are.

Manifesto

1. THERE IS NO ETHICAL WAY TO "SELL" GAMES.

2. PAYING MONEY FOR A FREELY AVAILABLE GAME IS DONATION.

3. DONATION IS ALWAYS A CHOICE.

4. AUTHORSHIP DOES NOT CONTROL DISTRIBUTION.

5. DEVELOPER ENTITLEMENT MUST END.

6. DONATION, PIRACY OR NOTHING.

Extortion Industry

by Americanball

GAMES WERE NEVER PRODUCTS

If you think you've ever purchased or owned a game, you've been lied to. Games are software, information. The troublesome thing about information is that it's not a tangible, irreproducible good. It can't be traded. The only thing that can be exchanged are the ownership rights associated with that information.

Instead, what you've paid money for is a service. You're paying for rent to a license that gives you the right to use the game. The license you've rented is the only thing that distinguishes you from someone who pirated the same software. Without the license, you are liable to be sued under "copyright infringement" by the company that maintains ownership of the copyright. This is written out clearly, if in fine print, in every End User License Agreement and, yes, the rent can be revoked at will without warning or consequence.

The software itself is not important. The game is already freely available across the internet. It's playing (or sharing) the game without possessing the appropriate license that leaves you vulnerable to a lawsuit.

like, same as someone might contribute to a church or charity organization.

The difference is that they are supporting extortionists, hiding behind disingenous langauge, such that donation is most often not an available option. Supporting them means "buying" from them which means giving yourself up to their exploitation - but knowingly. Calling their extortion bluff, yet paying them the protection money anyway.

Is this really a sustainable support model? The adage of "paying for games you like" is a noble assertion at its surface, but is there really much nobility in choosing to be exploited?

Donations, Not Purchases

Games should only be supported if they are released ethically.

There is no ethical way to "sell" games. A developer must expect and accept that their game will be shared freely the moment it is released to the public domain. If the developer charges any more than $0 they are performing extortion. If they use the disingenous language of extortion (e.g. "Pay What You Want") they are complicit in its normalization.

Donate What You Want is the only ethical model.

Developers are not entitled to Profits

It should always be remembered that the developer is not entitled to make money off his game just because he took the time to make it.

If the author wanted to profit of their work, they should have considered producing something with real value. It is not the onus of the consumer to pay an artificially high price derived from the work put into the product, and ignore the real price-value of the product, just because of the producer's own failure to be market efficient. And it certainly does not justify them to resort to extortion to reap unrealized profits they feel entitled to.

"Buy Games You Like"

In reality, the extortion threats are fairly empty. They work well to scare the average consumer, but most enthuisasts know it is easy to escape culpability with proper security measures. Yet, it is commonly suggested enthuisasts have a duty to buy games they enjoy in order to support the ongoing development of videogames, anyway.

If the extortion threat is meaningless, the protection license becomes meaningless too. Then what does it mean to "purchase" a game? There is no value being provided in the transaction, not even the artifical protection value. Thus, it's a donation. The only reason enthusiasts do this is to support the company they

Protection Racket

So why is this point important? Ask yourself, if the game can already be found and played for free, what value is the company providing in exchange for your money? What service does renting their license provide?

Protection from their own threat. You're renting a license to not be sued. In any other industry this is known as a protection racket: manufacture a threat where one did not exist before, require payment to be protected from it. In videogames, this is known as business.

Distortion Of Copyright Law

How do they get away with it? Extortion is normally illegal because only the State has the right to threaten violence. So they use the State, by employing a distorted definition of copyright law and embroiling individuals in a massive, unwinnable lawsuits.

Why "Selling" Information Is Unethical

"But they authored the game!"

Authoring a thing does not give anyone a right to extortion. It also doesn't entitle anyone to profit. Profit is made by providing a good or service with real value to consumers, which is determined by supplying a thing with unmet demand. The price paid is derived from that value provided. By nature of information's reproducibility, any software released into the public

can be expected to be shared freely and widely. In other words, information is a product with infinite supply. Regardless of how much demand is present, a product with infinite supply does not have real value.

Instead of competing fairly in the free market by finding a way to provide value for the customer, the industry just resorted to extortion by exploiting a loophole in copyright law. In this way they could artificially set the price to whatever they want, and threaten anyone who attempts to obtain it for its real value of $0.

Why Games Would Still Be Made

It should go without saying but a market whose entire provided value relies on state intervention is not natural. Videogames will continue to exist even if the state-backed extortion racket suddenly ended, because in a free market, if there's demand for a thing, a way to produce it will always be found.

Extortion is definitely not the only possible way to monetize videogames, it's just the easiest and most profitable. New incentive models will quickly be developed. They might take the form of returning to an emphasis on physical collector's items, or looking towards ad-based revenue, or some other unseen models. It might mean seeing a de-emphasisis on commercialism through non-profit/donations or FOSS-style group contribution. It's impossible to tell, but what is certain is models will be developed to meet all the demand that exists, be it for high-budget AAA spectacles or low-tech indie experiments.

Extortion has become Dogma

The industry has accomplished instilling the disingenous idea that games are goods that need to be bought to be played. The sophistic language of "purchasing" "buying" or "owning" is used to cloud the extortive nature of the transaction: the reality that a protection license is being rented, not a game "bought". Any thing sold at a price is participating in extortion, and developer or distributor that makes use of that language is complicit in normalizing it.

People have fallen for it so hard that even knowing their extortion is a bluff, they feel being willingly exploited is somehow the right thing to do. It's not.

Supporting Developers Ethically

Authors Cannot Control Distribution or Reception

Authorship over a game gives the creator the right to say they made it. That's it. It doesn't give them the right to control in any way how people receive the work, what they think of it or what they do with it.

Once the game is released into the public domain, it is beyond the developer's control. They can do nothing to stop anyone from sharing it or playing, even if they wanted to. And the consumer has every right to enjoy the game in any way they please. They have no obligation to reward the developer for making it, for any reason. Donation is always a choice.

ment and a tightening of control over Junkers, BMW and Heinkel, but mainly for the decision, to ditch quality for quantity and focus on proven old designs. This was after difficult technological decisions in 1941, when a wait for new designs was followed by the disappointing introductions of the Me 210 and He 177; now that there could be commitment, there were economies of scale and the accumulation of experience.

Overall exponentail growth was related not to efficiency but to inputs and stability. In 1942 the inflationary threat was suppressed, a food crisis controlled and the wide-scale importation of millions of foreign workers began: by 1944 a third of armaments workers were foreign. Though it took time to reach such numbers and their integration into the economy was a lengthy process, it was still a large influx of labor. And more important was a heavy industrial boom, with steel production rising until the strategic bombing campaigns of March-August 1943. Coincidentally fast growth of arms output also stopped at this point. That Speer's "miracle" was a matter of inputs, not efficiency is clear in how his Ministry's prestige projects, such as locomotives and missiles, were generously provided with labor and raw materials, and even more so in how closely ammunition production followed its steel allocation (figure B).

It also bears noting that increased inputs contributed to efficiency gain itself by allowing resources to be better spent.

The output of 1942-3 was by far not the result of a rationalization that could have been done already in 1940-1.

Buying Games is Immoral, not Pirating them

If you "purchase" a game, you're supporting and continuing the extortion industry. Doing so knowingly is unethical.

If you only play and donate to games released ethically and ignore all others, you are playing a part in hurting the extortion industry through boycotting and supporting the non-harmful alternative. This is good, but it's not the best you can do.

Piracy works directly to undermine the extortion industry, through cracking and sharing its unethically released software. They work solely out of good will in the name of securing the right to information freedom. Even taking the passive role of simply downloading pirated games, supports the alternative that directly hurts the extortion industry, rather than simply boycotting it. Piracy of any form is the most ethical action you can take.

Under the new system producers were paid in standard prices and profits they made by reducing costs were theirs to keep. The pressure to innovate was nothing new. The only improvement was in standardization and reduced need for bureaucratic oversight, but a less standardized system was appropriate for the early war, when new producers were entering the arms market and authorities needed flexibility to reach all of them.

The notable reforms that did happen were organizational, most importantly the advent of the *Zentrale Planung*, a council of the war economy's leading figures to administer raw materials and thus something of a commanding organ. Tooze gives the Speer ministry's intervention in the Mark XXI U-Boat program in 1943-5 as a case of substantive changes to production in the name of "rationalization" with all of its tenets: minute attention to detail, American-style economies of scale and outsiders overturning the will of conservative industrialists. Construction was distributed into modules built inland and assembled in the docks. It failed: inland manufacturers were inexperienced, the administrative apparatus not ready and the design itself incomplete. The promise of 30 Mark XXIs by summer 1944 was never fulfilled. Speer's rhetoric of rationalization deserves skepticism.

Within the Luftwaffe's large share of the economy, not under Speer but under Milch, there was indeed efficiency-driven growth, with production expanding with negligible extra labor and aluminum. This was in part because through 1941 there had been organizational advance-

the greatest number of workers in France-Barbarossa. A new worker does not raise production on the day he enters his factory: there is a delay and in aircraft construction it is very long, at least six months, and so his entrance produces the statistical illusion of productivity decay, and later down the line, the illusion of a boom that took place just now.

Land and naval output grew more than their respective workforces. All things considered, there was no productivity collapse in the early war economy nor was its output too small.

Then comes 1942. Speer's thesis is that the 42-3 boom was efficiency-driven and caused by high-level economic reforms.

One such reform was of the price system for armaments, which began in late 1941 but is considered one of the conditions for the *Speer miracle*.

Since the Sudeten Crisis the pricing of public contracts was determined by the *LSÖ*[1] system. Prices were set by estimated costs plus a profit margin (normally 5%) calculated not over costs but over capital employed. Once agreed, prices were fixed and the industrialist could increase his profit by cutting costs. It is false that this system did not use the profit motive to pressure industrialists to improve.

In 1940 Todt modified it to "stimulate the appetites" of businessmen: in the case of ammunition, the lowest-cost producers were given standard prices, but as a whole prices were not standardized across the board.

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1. Guidelines for price-fixing on the basis of prime costs in the output for public customers (ed.)

# The Industrial Output Of IIIrd Reich During WWII: Too Low?

by Brazilball

It is a common assessment that the early war results, mainly the France-Barbarossa interval, were the result of a wastage of productive potential. Already in 1945 John Kenneth Galbraith wrote on Fortune magazine that "Germany should never have lost the war"; it had not mobilized as much of its economic potential to arm itself for its attack on the USSR as it could have. Galbraith was given this line of thought by Albert Speer and his staff. Today this is a common interpretation and can be seen in Wikipedia, the Paradox Interactive forums, /k/ and elsewhere.

Germany entered the war without the resources to satisfy its military production targets, and arms output did not really take off until February 1940, from which it rose until July and stabilized. In '42 it entered an exponential growth, the classic phase of the *Speer miracle*, until the middle of 1943, followed by much slower growth (stagnation in some sectors), a final burst in the first half of 1944 and a slide into oblivion (figure A).

Armaments production in the Third Reich on its first years of war was not that much lower than it could have been: its leadership did the most it could with its limited resources, leaving not too much untapped economic potential. This is a controversial impression one could have from reading Adam Tooze's Wages of Destruction. This article summarizes what this book has to say on the topic.
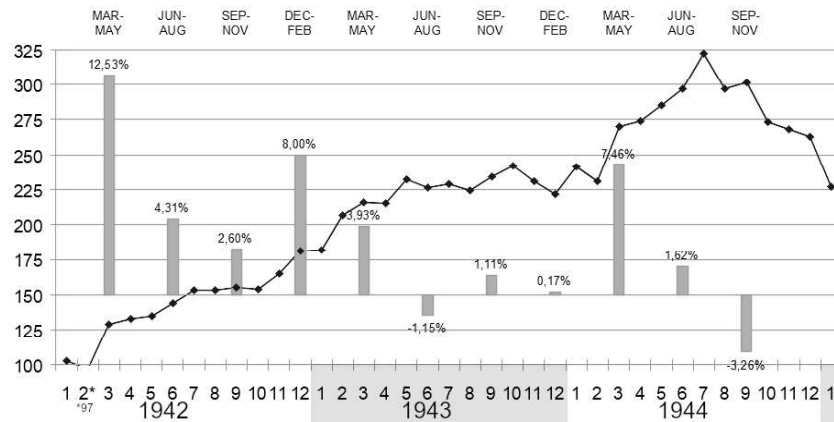
This thesis goes along two lines. The first is of late rationalization: the war economy inefficiently employed its resources until 1942 and Speer's reforms. The second is of undermobilization: too many resources were wasted on the civilian sector prior to the total war drive of 1943.

Late rationalization

The paper trail shows bureaucratic infighting through the France-Barbarossa interval, with economic institutions accusing each other of incompetence. This corroborates older data on production and workforce which shows the former not catching up with the latter's growth, suggesting a decline in productivity. The concluding picture is of early war Germany "squandering its armaments advantage" through "egotism and incompetence". But to truly grasp war production in anticipation for Barbarossa it is necessary to know what were its ends and whether it achieved them.

Barbarossa was an answer to the conundrum of a long war with the economically stronger Anglo-American alliance, by acquiring the resources to survive this drawn-out conflict in a quick land campaign. Thus there would briefly be a priority on arming the Heer, not forgetting the other branches, followed by an air and naval focus in the long war. And it was not any land production but a focus on its mobile component.

This would make possible the operational plans for encirclement-based campaigns, which in turn would achieve the grand strategic goal of an immediate victory. There was thus a "strategic synthesis" with arms production, operational planning and grand strategy working in unison.

Land production goals as defined in *Ruestungsprogramm B* were largely met: the Heer of June 1941 was better armed than in 1940 and the doubled number of armored divisions was coupled with a doubled number of Mark III, IV and Czech 36- and 38-ton tanks. The tank industry received plenty of resources and advanced organizationally. The war economy's preparations for Barbarossa were not in incompetent hands.

Then why was there an apparent productivity contraction? On revised data that is not truly the case: production and workforce are paralell. But there is still underperformance in 1941. There were two minor general factors which did harm production, the logistical disarray of eastward troop movements and drafting of workers, but the main culprit was the Luftwaffe's industrial base, which received

pottery corner
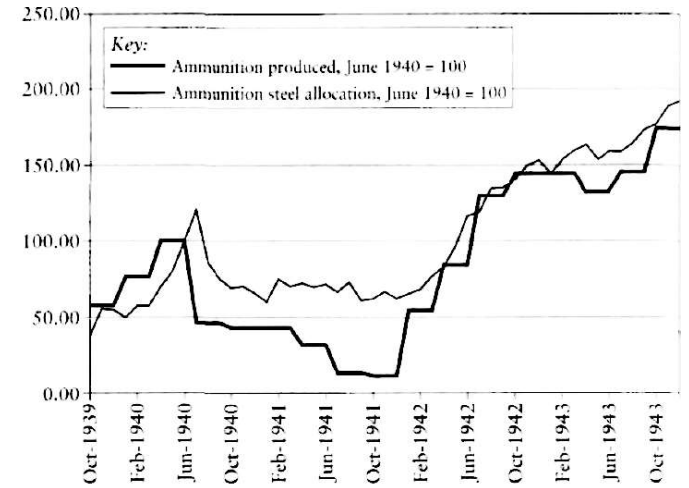
Some things could have been done earlier, such as organizational advances and consolidation of control over the air industry, but their impact would be modest. Hitler could not have simply appointed Speer in 1940 and gotten +10% Industrial Capacity.

Undermobilization

Radicalization was the regime's response to its cornered position in the last three years of the war. Speer extended his reach over the Ministry of Economic Affairs (RWM) and allied with Himmler and Goebells, he took over the remaining civilian economy while increased repression kept withering morale of the population in check. Consumer goods providers that previously got by with bribery now faced "hell hounds" from the armaments sector.

A shift to total war mode of operation in 1943 and final outburst of arms output, peaking in 1944, are considered as evidence that prior to it too much of the civilian sector was left unmobilized, due to political concerns or excessive mercy, and that this mobilization is responsible for the output of 1944. This in turn lead to speculation that this extra output could have been unlocked already in the early years of the war. Judging this requires knowing how much was mobilized in the early years, how much was really there to mobilize and what other sources of output expansion existed in the final years.

Taxes were already high in 1939 and de facto rose once the war began through "silent financing": consumer goods rationing pushed private income into savings banks which financed the war effort. Tax income was raised through one-off prepayments in 1942.

Taxation was a necessity to compensate booming war spending from creating inflation. If political concerns overrode that concern, it was in the final years of the war, when unchecked inflation ate away at the economy from within and was one factor in its collapse in late 1944. Hitler agreed to a tax increase in February 1945 on the hilarious condition that it'd take place after the war. This reluctance did not in practice mean civilians were spared, as inflation hit their purchasing power hard.

A lot of civilian production was not consumer goods for Germans but exports. It wasn't wasted: since the Great Depression Germany could affort few imports and had to

Finally, in the last years of the war there were production increases from the assimilation of large numbers of foreign workers into the economy and the beginning of payoff from the earlier investment boom.

So could Germany have produced more weapons in the early war by mobilizing civilian capacity? Yes, but not that much. It was not that much unmobilized early on, and if the production achievements of 1943-5 are taken as a benchmark of what could be done with further mobilization, non-mobilization effects -earlier investment and worker influx- must be subtracted from it.

Sources:
Author: Adam Tooze
Title: The Wages of Destruction: The Making and Breaking of the Nazi Economy
Location: London and New York
Publisher: Allen Lane for Penguin
Year: 2006

Figure A is based on Table A6.
Figure B is figure 20, page 576.
Figure C is based on another source, Mark Harrison (ed.), The Economics of World War II: Six Great Powers in International Comparison (Cambridge, 1998), Table 1.8, page 21. This is one of Tooze's sources.
Figure D is also from Harrison, 'Resource Mobilization for World War II', Economic History Review (1988), Table 3, page 3. It's also on Tooze's sources but I did not pick the numbers directly from it but rather from Tooze's Arming the Reich: Quantifying Armaments Production in the Third Reich 1933-1945 (2006). You can find the .pdf and .xls separately.
Figure E is figure 14, page 348.
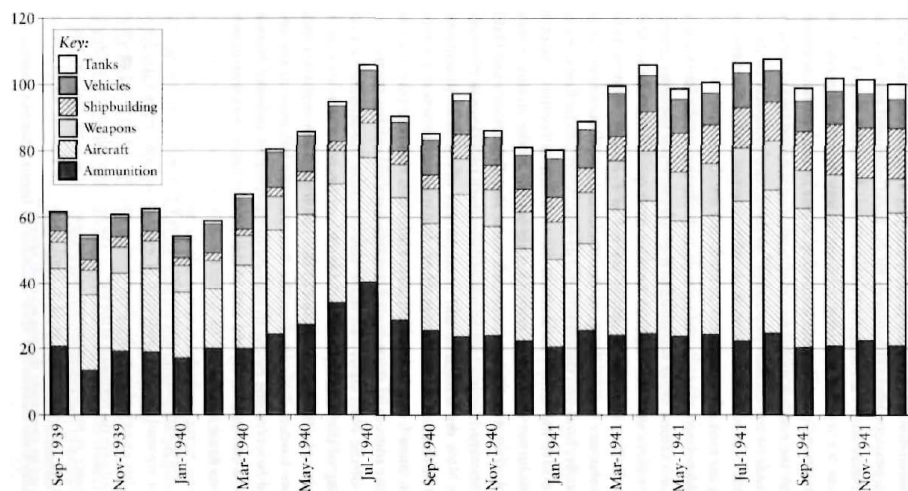
The France-Barbarossa interval was one of relaxation only in appearence. The time horizon of a longer war shifted the priority away from immediate maximization. The army's steel ration was cut, but this steel went not to civilian consumption but to exports, while its firepower continued to increase by reducing ammunition production, which had previously been the priority and had thus left large stocks. A massive investment boom (already begun in '39 and continuing to '42) energized the military-industrial complex and already had some effect by the end of the war.

The steel boom which carried Speer's miracle required cuts to domestic coal consumption.

pay them with its exports. In wartime a system of unpaid debt allowed a trade deficit to be run with France and the Benelux but the logic did not go away. Exports were also necessary to prop up smaller states and obtain their favor.

There wasn't too much leeway to expand the workforce by employing women. In 1939 German women already had a high rate of employment, higher even than in Britain and America at the end of the war. This was particularly the case in agriculture - just as centrally controlled as industry- but major centers such as Berlin and Hamburg had a large proportion of women at work as well.

On a side note, one factor could harm Germany's mobilization of manpower: its large and lagging agricultural sector; Germany was still a largely agrarian society and poorer than a number of Western economies. This was a structural disadvantage which would take long to change, and Nazi agrarians were waiting for victory to overcome it simultaneously with other issues such as access to land. The USSR's leadership, on an even more agrarian country, was willing to overmobilize farmers and let civilians starve to death, but the Reich's had a continent-wide food crisis on its hands and was wary of subjecting the German population to hunger as in the Great War.

The Reich advanced towards mobilization and no period was truly of "slack". National income constantly moved to the war effort (figures C, D).

From 1933 to 1939 Germany's military share of the economy went from negligible to larger than that of France

and Britain. The massive aviation industry had been all but built from scratch. No other capitalist economy in peacetime achieved a militarization this large or this fast. Mobilization was at such a level that acceleration was twice stopped by lack of resources, in 1937 and 1939, and in the latter it was causing economic strain with a building threat of inflation.

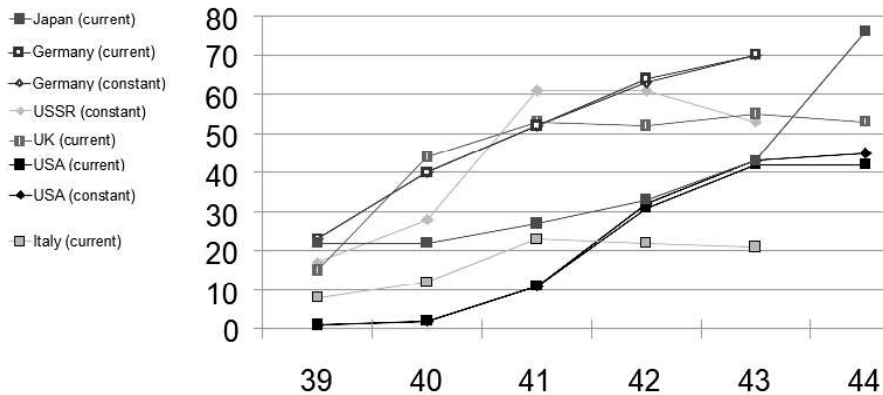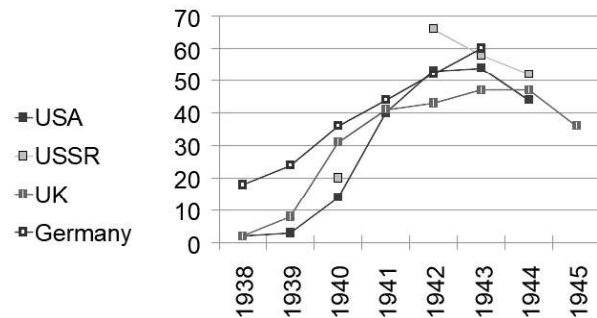**Figure (C): The military burden, 1939-1944 (military outlays, per cent of national income)**

Japan (current)
Germany (current)
Germany (constant)
USSR (constant)
UK (current)
USA (current)
USA (constant)

Italy (current)

Figure (D): Resources mobilized domestically: % of national income

USA
USSR
UK
Germany

At the war's beginning there was a debate in Berlin over the economy's priority. Gauleiters and the RWM, which wanted to spare the civilian sector, lost their case right away and the real decision was between a long and a short war. The short war chosen by Hitler was a radical solution - to maximize immediate armaments production at the cost of not just the civilian sector but the war effort's long-term viability, lowering the priority of exports and burning through raw material stocks to work factories at a higher capacity.

Already in the first winter of the war there were severe shortages of items such as ovens and stoves and the civilian industry -not just consumer goods but even electricity and mining- had large cuts to its steel rations. Meanwhile in just a year the industrial workforce under Wehrmacht contracts went from a quarter to half of its total, though this figure is likely inflated; manpower and capital were flowing in abundance to the military-industrial complex. Conscription of laborers to work in desired fields (*Dienstverpflichtung)*, established before the war, reached nearly a million Germans by early 1940.

Despite this it took a few months for output to take off (figure E). This was merely the result of blockade, mobilization, overburdened railways and the delay for increased raw materials assignments to cross the industrial metabolism. It was neither from a lack of mobilization nor from complacent administration, and though the takeoff is attributed to Fritz Todt's appointment as Minister of Ammunition in March 1940 and his reforms (like a precursor to Speer), it began earlier and was mostly not his merit.

Eschaton Come

O End, us plead, your Herald, immutable, come upon this world, on the White Steed

Wash it away, leave nothing behind in the way You have been foretold to,

Bring this ripe world down,

It came so near as to look at the precipice, like it would do, rolling down, we remove the rocks that may've stopped it, it staggers at the edge

now you that are Wind push it, throw it down the crag, you that are Gravity smash it against the scree.

You scare those who loved each roll toward the abyss; let it fall! For those who See, you bring the Greatest Gift, you only bring Kornucopia;

This is not the pleading of the Wishing-Dead, as you are Omega you are Alpha, like the Ancients told, and such I greet you with wide grin and jolly mind.

You that free from the shackles of roteness;

you that burn the mediocre overgrowth;

you that destroy the overdue so that All may begin anew;

End It for once and for all time,

ESCHATON COME

by Onionball

Sacrosanct

The northern wind has shaken the trees:
Its howling sounds like a spell.
The woods are jointly beginning to freeze,
Writhing in agony that no might can quell.

Heaven's dome starts to flare with eerie dyes -
Iridescent, luminescent stellar home;
Ruby radiance ascends to the skies;
Brings blood rain and crimson foam
Along with a hundred cries.

A maleficent mist has covered the moon;
Its light can reach here no more;
The dead of night has come far too soon:
An absolute blackness unheard of before
Shrouded earth for evermore.

And shattered have been the seals,
Broken celestial glass,
And out of the aether slither,
Shapeless and void of mass,
Hordes of the nameless hither
To cause all life to wither.

Ethnical and phenotypical composition on the Peru

translated by Peruball

I'm translating and posting this information for assburger purposes.

The term "ethnicity" is sometimes wrongly used as a euphemism for race, the term ethnicity encompasses the biological and cultural (national, tribal, religious, faith, language, or tradition) factors of a human group, such as morphological factors (colour skin, facial features, body texture, height, etc.) developed in its process of adaptation to a certain geographic space and ecosystem (climate, altitude, flora, fauna, etc.) over several generations. Thus, the word "race" is just a concept that has been erroneously associated with that of ethnicity, the human race is a species (homo sapiens) without subgroups. The phenotype can be known by observing the external appearance or appearance of the individual.

The last official information in this regard corresponding to the «CIA» in its document: «The world factbook» refers to an «ethnic» census, but not a phenotype, much less a genetic one, where the groups are reported as follows: Indigenous 45%; Mestizos 37%; Whites 15%; Others 3%. Its projections are made based on the 1940 census, in which it refers to ethnicity. For example, the "Amerindian" group includes everyone who lives in peasant communities, who has a native mother tongue, who maintains a native way of life, regardless of whether the individual's

And buried here he lies, un-white,
Sealed in his sepulchre which,
Since woven from the heart of night,
Mutes every sound's each distant pitch,
And nullifies all light.
He lies, he lies, beginning to arise

Exurgent is his might...!
He will reach for the stars to devour
He will reach for the evening and morn
Time will bow to his power
Space shall be shattered and torn
Dimensions shall die in this hour
When rises who had been forlorn.

by Poleball

japanese
spectrum
of apology

minor affront

unpardonable error

that constitute around 8%, inhabited almost exclusively on the coast. , could be called mestizos afro descendants.

Therefore, visually perceptible Afro descendants with contributions greater than 3/4 of black phenotypes make up 3% of the national total, in turn we have the following subgroups:

The zambos. Descendants of the mix of black with Amerindian with a preponderance of black, oscillate 1.4% of the national total, located to a greater degree on the coast.

The mulattoes. Descendants of the mix of European or mixed-race Euro with black, this mix could be considered recent, otherwise they would be inserted within the mixed-race segment, they oscillate around 1.4%, found almost exclusively on the coast.

Blacks. It refers to the practically pure black population, oscillating 0.2%, inhabited mainly in the coastal departments of Ica, Piura and Lima.

In general, this segment of the population makes up about 2.7% of the population, those with an East Asian ancestor, preferably Chinese at 2.5%, then Japanese at 0.2% and to a much lesser degree Korean. However, much of this group is mixed at around 2%, therefore they are included in the mestizo group.

phenotype, even if this is of mestizo, afro-descendant or white appearance. In the country, a study has not yet been carried out with a universe according to the size of the country from a genetic calculation of the population. It is in this investigation that we confirm that in Peru, there is a large percentage difference between the "ethnic" and the "phenotype."

From a cultural point of view, practically the entire Peruvian population is mestizo; as well as from a strictly biological-morphological point of view, the population is also mixed in different proportions in approximately 90%, as is almost all of humanity. Well, our Amerindian segment is not a main ethnic group, if not, it is a sub-group of the main group, exceedingly our great Quechua ethnic group, which is the most mixed-race Amerindian ethnic group in the country even since pre-Hispanic times, as shown the genetic analyzes of some Inca mummies (https://www.biorxiv.org/content/biorxiv/early/2017/05/01/132555.full.pdf). However, all groups have mostly pure populations as follows: Pure whites at around 5%. Pure Amerindians around 4.8% (preferably of the Aymara, Amazonian ethnic groups very isolated, and others of lesser quantity). Pure Afro-descendants are about 0.2%. The Asian-Eastern-pure descendants at 0.1%.

However, according to commonly used criteria, and based on a total population of 32 million inhabitants, we have the following groups and sub-groups:

Mestizos 71.6%

In Peru, we have several types of miscegenation, and practically all degrees of miscegenation, however, we will call the individual who is within the "three quarters" (3/4) of contributions of two or more phenotypic components, or the same mestizo. time, which means that an individual presenting more than 3/4 of a single contribution visibly Amerindian, white, black, or East Asian, would be within such groups respectively. The European part of the majority of the mestizos originates from the Iberian people, a product of the first unions made almost entirely during the colony or the Viceroyalty of Peru. In this way, we have the following sub-groups:

Mestizos with the highest Amerindian contributions (Indo-mestizo), are 27.7%: Those who would be in the range of 75% to 60% of Amerindian contributions, characterized by presenting a tan, brownish, and dark skin tone with majority features of Amerindian ethnicities. They are mainly descendants of Quechua peoples in around 23.7%; of other ethnic groups originating from the coast in 2%; of the Aymara in 1.5%; of native ethnic groups of the jungle in 0.5%. Of the total of this sub-group around half are in the mountains, an important part of this segment due to migration are found on the coast, preferably in Lima, the main urban centres and finally about a quarter (1/4) in the jungle, they could also be called indo-mestizos or the so-called "Peruvian cholo".

Amerindians throughout their history have experienced a deep miscegenation with the arrival of the Spanish, this mixture occurred to a greater extent throughout the viceroyalty of Peru, either as a product of free consent or for lack of it, however, There were Amerindian groups residing in the high-Andean areas of the Sierra that presented little mix with the Spanish, and their descendants when mixing only among themselves, is that they preserved their Amerindian contribution to a greater degree: In this group we have Quechua peoples in a 2.6%, Amazon ethnic groups 1.2%, Aymara population 0.7% and finally other ethnic groups originating from the coast 0.3%, characterized by presenting a brownish skin tone with phenotypes typical of the Amerindian peoples, with some distinctions between one another. Likewise, part of this group has recently migrated to the coast, especially to Lima and main urban centers, all of this group speak the native language and a minority are bilingual with the Spanish language.

Afro descendants 3%

The term African American or Afro-descendant refers to people born in the American continent who have sub-Saharan African ancestors.

In the country, in general terms, they make up approximately 9% of the national total, those that have some black ancestor. However, as we quoted above, a consecrated part of this segment is inserted in the mestizo group for presenting little perceptible contribution of black and more perceptible signs of the mix of European with Amerindian

Amerindians 4.8%

Indigenous is a term that, in a broad sense, is applied to everything that is relative to a population that is strictly native to the territory it inhabits, whose establishment in it precedes that of other peoples or whose presence is long and stable enough to have it. by originating (that is, originating from a place). In the same sense, the term native equivalent is used more frequently, present in expressions such as «native language». It is also common to use terms such as native peoples, native or aboriginal nations.

On the other hand, the most suitable term would be Amerindian, which is a word that is derived from the term "American Indian or Native American". For some authors, Amerindians would include both the indigenous people of the American continent before the process of crossbreeding with European and African populations began, as well as their modern and closest descendants.

According to the aforementioned, in Peru the Amerindian population in general makes up around 4.8% of the population or around 1.5 million people, physiognomically they would be in the range that goes from 75% to more than Amerindian contributions, Because as it has been described above, the Amerindian peoples, being a sub-group of a main group, are mestizo peoples, but traditionally they have been assigned as one more ethnic group, the purest peoples have components between 90% to 95% of Amerindian contributions, with a remainder of European contributions, therefore there would be no Amerindian purity as such. The Peruvian

Mestizos with relatively equal contributions of two components are 23%: That is, those who range from 60% of Amerindian contributions to 60% of European contributions. Mainly descendants of the mixture of Quechua peoples with Iberian in 17.5%, located to a greater extent between the regions of Cajamarca to Cusco, approximately half are in the mountains and the rest are located on the coast and jungle. There are also descendants of the mixture of Spanish with Amerindian ethnic groups of the coast in 4%, The descendants of the mixture of Spanish with Aymara in 0.5%. Descendants of the mixture of Spanish and Amerindian of Amazonian ethnic groups are also counted in 0.5%, found mostly in the jungle. Likewise you can also find mestizos with Italian and Portuguese European contributions in 0.5%, and finally in a very small proportion European contributions from other countries. The mestizo in general presents a shade of light-brown, brown and cinnamon skin, the physiognomic contributions being almost equal to that of a European of the Mediterranean type with Amerindians mostly from the Quechua people.

Mestizo with relatively higher European contributions (Euro-mestizos), range from 12.6%: Those who would be in the range of 60% to 75% of European contributions, mostly the product of the mixture of Spanish and Quechua peoples, around the Half are located between the regions of Cajamarca to Cusco, then on the coast and jungle, there is also a minimum percentage that have a "non-Hispanic European" contribution of 1%, they have a light-brown complexion with slightly greater features of the Mediterranean type.

Afro mestizos range 5%: Referred to the mixture of Spanish and Amerindian with little Afro contribution, located exclusively along the entire coast, in a greater proportion between the regions of Tumbes to Ica.

Mestizos of four different contributions oscillate in 1.8%: That is, the descendants of the mixture of Spanish and Amerindian, with few contributions of Afro and Asian-Oriental, found in the same way on the coast.

Asian-Oriental mestizos in 1.5%: Those products of the mixture of Spanish and Amerindian and with little contribution from Asian-Eastern, preferably of Chinese origin, located to a greater degree on the central and north coast.

Whites 20.5%
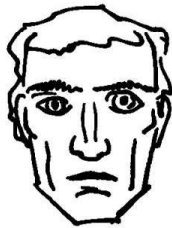
White[1] (white person) is a term used to designate people, whose light skin tone is usually associated with populations of European origin. Although it literally involves external issues such as light skin, shape and color of hair and eyes, plus facial and body hair in relation to other "races", mainly originating or native to Europe and by extension of its surroundings, such as areas of African Africa. North and Middle East. Two sub-groups are distinguished.

Of the Mediterranean and traditional types 17.2%. (We grouped both groups into one due to the wide phenotype similarity between them, due to the relative participation in both sub-groups of non-Hispanic European elements). The Mediter-

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1. "muh people" (t.ranslators note)

ranean type: It refers to the descendants of Europeans from the Mediterranean Sea area, they oscillate around 7.3% of the national total. The castizo: It is referred to the mestizo with contributions greater than 3/4 of white phenotypes, ranging from 9.9% of the population. From these proportions it could be estimated that the component found in the departments of Lima, Cajamarca, Arequipa and those of the north coast, the population of the Mediterranean type is around 60% and 40% corresponds to those of the Euro-mestizo type; while in the rest of the country the population component is around 70% for the Euro-mestizo population and 30% for those of the Mediterranean type. Within this group in general we have the population descended from Spanish in 12.3%, from Italian in 3%, from Portuguese in 1%, from Arabic in 0.1%, found to a greater extent in the main urban centers. A 0.3% would correspond to descendants of the mixture of (French, German, British, Croatian, etc.) with mestizo, as they are also found to descendants of Spaniards and Italians without major mixture that keep the Mediterranean type.

Of the north-central European rate 3.3%. So named in this text to the descendants of the areas corresponding to the Nordic and central areas of Europe and to descendants of Mediterranean countries that have phenotypic similarity with the north-central areas of Europe. This group in general constitutes around 3.3%, within it with ancestry of German, British, Croatian, French and related immigrants in around 1.8%; and with Spanish and Italian ancestry who keep this phenotype at around 1.5%.

All in all, the spelling key looks like:

‹e›	‹ee›	‹o›	‹oo›
‹i›	‹u›		
‹ër›	‹ël›	‹ëm›	‹ën›
‹ë›	‹a›	‹ü›	
‹he›	‹eh›	‹ho›	‹oh›
‹xa›	‹aa›	‹xo›	‹oa›
‹fe›	‹eu›	‹fo›	‹ou›
‹ia›	‹iu›	‹ua›	‹uu›

Accent

PIE has a pitch accent, which is mobile in declensions and conyugations, and which is phonemic and phonologically unpredictable. Words can also be accentless; typically those are grammatical particles and certain proouns. Words can be accented or accent less, and the position of the pitch accent matters. The pitch accent is marked with an acute on the vowel it falls. The vowels ‹ë› and ‹ü›, when accented, are written with a circumflex instead of diacritic stacking: ‹ê› and ‹û›. Long vowels get the acute on the first vowel; this also means that the laryngeal diphthongs are marked with acute on the "true" vowel and not the one that arises from the laryngeal.

As in modern European languages featuring pitch accent, it is not necessary to mark it in writing, unless the intention is to stress correct pronunciation, and in the few cases where it's necessary to disambiguate, as to a native speaker it means only additional visual clutter.

East Asian descendants 0.6%

The visually perceptible Asian-descendant segment with contributions greater than 3/4 of East Asian phenotypes, constitutes about 0.7% of the population, is subdivided into two groups.

The mixed race of Asians. With clear phenotypes of the mixture of Asian with mestizo (preferably), they constitute around 0.5% of the population, almost entirely of Chinese origin, and to a lesser degree of Japanese origin, found to a greater extent in the central coast and then on the north coast.

Asians without further mixing. They constitute around 0.1%, the vast majority of them of Japanese origin, the very recent Korean immigration community is almost entirely unmixed, they constitute around 2,000 people, or 0.006% of the total population.

Proportions of ethnic composition and phenotypes

In summary we have the following proportions: Mestizos: 71.6%, Whites: 20.5%, Amerindians: 4.8%, Afro descendants: 3% (Zambos: 1.4%, Mulattos: 1.4%, Blacks: 0.2%), Pure East Asians: 0.1%.

That was all folks, I hope you enjoy the read.

A proper romanization for Proto-Indo-European

by Argentineball and Sloveneball

The romanization that is used by linguists that study Proto-Indo-European doesn't make a good yob at being a romanization, understood as writing a language with the Latin alphabet, and an even worse one at being pretty to look at. One can excuse diacritics, even Romans used acutes, one could even excuse an added letter or two, but the spelling that is used is beyond what is excusable from that point of view. There are stacked diacritics, subscripted numbers, superscripted letters, and letters with diacritics at the bottom and top. If you don't believe it looks ugly, yust look at an example:

H₂óu̯is h₁ék̯u̯ōs-kʷe

h₂áu̯ei̯ h₁i̯osméi̯ h₂u̯l̥h₁náh₂ né h₁ést, só h₁ék̯u̯oms derk̯t. só gʷr̥h₂úm u̯óǵʰom u̯eǵʰed; só méǵh₂m̥ bʰórom; só dʰǵʰémonm̥ h₂ók̯u bʰered. h₂óu̯is h₁ék̯ʷoi̯bʰi̯os u̯eu̯ked: "dʰǵʰémonm̥ spék̯i̯oh₂ h₁ék̯u̯oms-kʷe h₂áǵeti, k̯ér moi̯ agʰnutor". h₁ék̯u̯ōs tu u̯eu̯kond: "k̯ludʰí, h₂ou̯ei̯! tód spék̯i̯omes, n̥sméi̯ agʰnutór k̯ér: dʰǵʰémō, pótis, sē h₂áu̯i̯es h₂u̯l̥h₁náh₂ gʷʰérmom u̯éstrom u̯ept, h₂áu̯ibʰi̯os tu h₂u̯l̥h₁náh₂ né h₁esti". tód k̯ek̯lu̯u̯ós h₂óu̯is h₂aǵróm bʰuged.

(Andrew M. Byrd, 2013, Schleicher's Fable)

possible, but not desired as it's a non-standard letter. *ḫ₃ is written with ‹ü› rather than ‹ö› showing its o-colouring quality mainly for consistency within the transcription of sequences of a vowel with *h₃, which I will explain shortly.

Does this system cause any ambiguities between sequences? Due to the way vocalization in zero-grade stems works in Proto-Indo-European, the sequence *h₁m for example is always vocalized to *h₁m̥, never to *ḫ₁m. *h₁m̥ is to be transcribed as ‹hëm›, but *ḫ₁m which would be ambiguous with *m̥, both written ‹ëm›, doesn't exist.

The laryngeal diphthongs are written with the reconstructed realization in mind, instead of purely by underlying phonemes. The diphthongs with h₁ are spelled simply as ‹he›, ‹eh›, ‹ho›, ‹oh›. The diphthongs with h₂ are spelled ‹xa›, ‹aa›, ‹xo›, ‹oa›, showing the a-colouring quality and mirroring the traditional transcription of *h₂e and *eh₂ as *h₂a and *ā. The diphthongs with h₃ are spelled ‹fe›, ‹eu›, ‹fo›, ‹ou›. Substituting for a vowel letter is due to that a laryngeal in that position causes lengthening of the preceding vowel. There's no ambiguity with sequences containing *w~*u, as those are written as ‹v› next to vowels. In general, a laryngeal after a vowel causes lengthening, and therefore we transcribe that sequence as a diphthong, but before a vowel it does not. Sequences of *i and *u followed by a laryngeal, which also produce long vowels, can too be spelled as diphthongs, following the same principle of adding ‹a› for *h₂ and ‹u› for *h₃. This is not done for *h₁ which remans ‹h›.

it's long been established that any occurrences of *a in Indo-European are either a result of this a-colouring effect or of word loaning. Long *ī and *ū which exist in some reconstructions too can be explained as sequences of *i and *u followed by one of the pharyngeals, typically *h_2. The complete inventory that we need to consider for a practical transcription is therefore:

*e	*ē	*o	*ō
*i	*u		
*$r̥$	*$l̥$	*$m̥$	*$n̥$
*$h̥_1$	*$h̥_2$	*$h̥_3$	
*h_1e	*eh_1	*h_1o	*oh_1
*h_2e	*eh_2	*h_2o	*oh_2
*h_3e	*eh_3	*h_3o	*oh_3
*ih_2	*ih_3	*uh_2	*uh_3

The vowels *e *ē *o *ō are written as ‹e›, ‹ee›, ‹o›, and ‹oo›. The reasoning behind this is obvious.

The vocalized semivowels *i and *u are written as ‹i› and ‹u›.

The vocalized liquids and nasals are written as an ‹ë› followed by the corresponding letter: ‹ër›, ‹ël›, ‹ëm›, ‹ën›.

The vocalized laryngeals are written ‹ë›, ‹a› and ‹ü›. The use of ‹ë› for *$h̥_1$, as well as how it transcribes vocalization of liquids and nasals, in both cases what was traditionally termed *Schwa indogermanicum* before the entire phonological process was fully understood, mimics the use of the letter for a schwa vowel in Albanian, for example. Spelling with ‹ə› would of course also be

This is understandable from a linguistics point of view. The actual realization of *h_1, *h_2, and *h_3 is still debated, the clearest way to write a labialized aspirated voiced velar stop is the way it is written, etc. etc. Regardless, it still looks ugly.

So how would a romanization designed with aesthetic concerns instead of linguistic ones be? This is what will be answered here.

The consonants

Traditionally, the consonant inventory of Proto-Indo-European is transcribed as:

*p	*t	*$ḱ$	*k	*k^w
(*b)	*d	*$ǵ$	*g	*g^w
*b^h	*d^h	*$ǵ^h$	*g^h	*g^{wh}
	*s	*h_1	*h_2	*h_3
*m	*n			
*r	*l	*y		*w[1]

Writing the consonants is easy.

The nasals, liquids, and the sibilant are no problem, they can be written with the same letters they are in the normal system.

The stops on the other hand are more difficult. The phonemes *p, *t, *d, *k, and *g, as well as the rare *b which looks like it only appears in loanwords and due to regular sound changes, can be written as they are, but we still need to write nine other plosives.

1. Transcription with *$i̥$ and *$u̥$ instead is also common, as in Byrd's transcription.

The letters h, y, and w could be appended as needed to form digraphs and trigraphs, but this turns rather unwieldy and unaesthetic, which is what this romanization was made to avoid. And thus, a more complex system will have to be used. Conveniently, there are three letters corresponding to the phoneme /k/ in Latin alphabet; ‹c›, ‹k›, and ‹q›, which we can use to represent the phonemes *$\acute{k}$, *k, and *k^w respectively. This use has historical yustification behind it: the letter ‹c› turned palatal in romance languages, and the letter ‹q› represented the same phoneme that it will represent here in early Latin. For the voiced counterparts, *$\acute{g}$, *g, and *g^w, the letters ‹z›, ‹g›, and ‹w› will be used. This rather unintuitively-looking spelling has too a historical yustification; *$\acute{g}$ turns into a sibilant in satem-languages, in for example Slavic it actually becomes /z/, and ‹w› is etymologically accurate in Germanic languages where Grimm's law fricativizes *g^{wh} into a /w/. The voiced aspirates are written with the same letter as their plain counterparts, with an overdot; this is reminiscent of how lenition used to be written in Irish (though with a different phonetic meaning) before switching to digraphs with ‹h›[2].

The laryngeals *h_1, *h_2, and *h_3, will be written with ‹h›, ‹x›, and ‹f›. The first two approximate the realization these phonemes have, the use of ‹f› is more mysterious. Given that the choice of letters is by this point constrained,

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2. Transcription as a digraph with ‹h›, while appropriate as there is, as far as I'm aware, no ambiguity due to non-existence of *h_1 in this position, is considered a possible alternative only where there is technical need to avoid special dotted letters.

f was chosen as it normally represents a labiodental fricative which doesn't exist in Proto-Indo-European, and *h_3 is reconstructed as a labialized fricative as it causes an o-colouring effect on the vowels. The semi-vowels are straightforward, *y is written as ‹y› and *w is written as ‹v›, as ‹w› is already taken.

The chart with the revised spellings looks like this:

‹p›	‹t›	‹c›	‹k›	‹q›
‹b›	‹d›	‹z›	‹g›	‹w›
‹ḅ›	‹ḍ›	‹ż›	‹ġ›	‹ẇ›
	‹s›	‹h›	‹x›	‹f›
‹m›	‹n›			
‹r›	‹l›	‹y›		‹w›

While it makes the connection between spelling and pronunciation more obscure, it is internally consistent and much more aesthetically pleasing.

The vowels

Proto-Indo-European has only two pure vowels, which can be long or short. However, phonolgical process of Indo-European ablaut often leaves syllables vowelless (which is called zero-grade stems), and in those cases any of the sonorant as well as laryngeals can become vocalized. As well, the two laryngeals *h_2 and *h_3 cause change in vowel quality (a-colouring and o-colouring, respectively), so those sequences can be treated as diphthongs instead. Indeed, it's still common practice to write *h_2e as *h_2a and *eh_2 as *$\bar{a}$ among indoeuropeanists, even though

Example

To end this article, Scheicher's Fable as reconstructed by Byrd presented at the start of the article will be transcribed as per this romanization (without pitch accent markings):

Xovis hecvoos-qe

Xavey hyosmey xvëlhnaa ne hest, so hecvoms derct. So wërxum vożom veżed; so mezxëm ɓorom; so dżemonëm xoocu ɓered. Xovis heqoyɓyos vevked: "Dżemonëm specyoa hecvoms-qe xazeti, ceer moy aġnutor". Hecvoos tu vevkond: "Clu đi, xovey! Tod specyomes, ënsmey aġnutor ceer: dżemoo, potis, see xavyes xvëlhnaa ẇermom vestrom vept, xaviɓyos tu xvëlhnaa ne hesti". Tod cecluvoos xovis xażrom ɓuged.
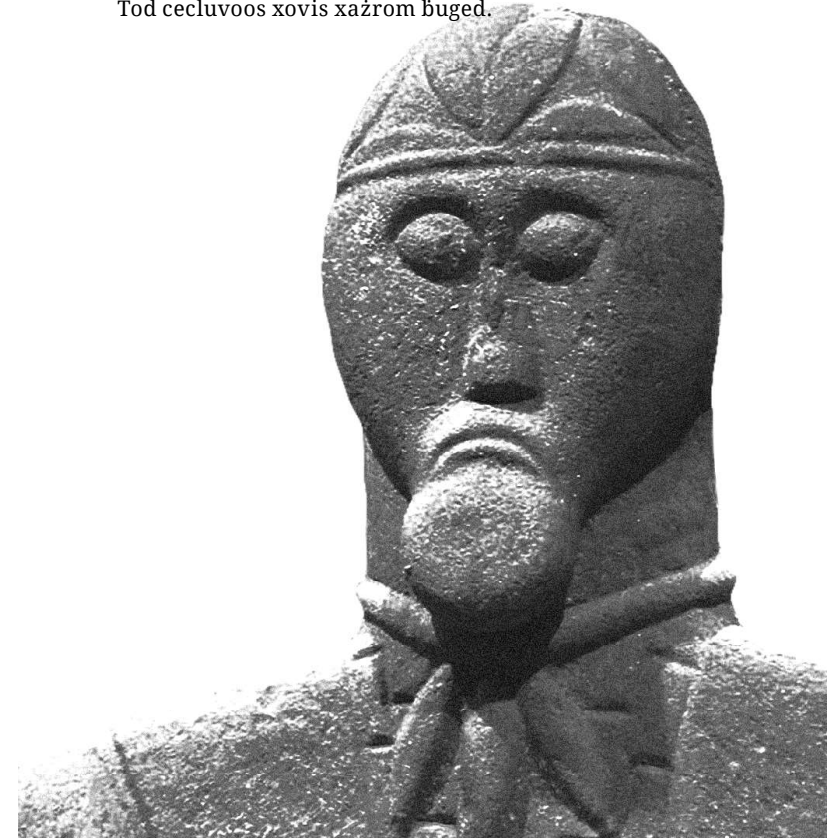
FAQ

How can I contribute?
You can write an article, a poem, make pictures or submit something else creative.

Where can I submit something?
Current thread, email or discord.

When is the next deadline?
Generally every two-three weeks, depending on teh amount of content. For exact dates see the thread or contact us

Do I choose the pictures for my articles?
You can choose/make them yourself if you wish to, otherwise someone else can decide for you.

Is there a length limit?
Generally we try to keep articles between 700-3.000 words. If necessary or justified by interesting form or content, exceptions are possible.

What topics are suitable?
Alle, since any topic is KC-tier with the right approach.

How do I know if my text is good enough?
As a rough measure see the already existing texts. Some are for assburgers, other are less serious. What needs to be present is at least an attempt to bring some structure into your text, since we dont want a zine made out of random thrash.
We are not grammar nazis, runglish, weird stylistic choices and grammar abuse are fine, as long as you reread your text and try to be understandable.

Contact
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