

## HIERARCHY 02

Arkists in particular are individuals who have likely dropped out from a certain power status, who have recognized the corrupting effects of power over not only the environment they live in but also human nature as such. They have recognized that power tends to concentrate in a Kafkian castle, the ship ivory tower. The more advanced and fast and distant reaching technology becomes, the more this tower becomes imposing and detached from reality.

Following this trend characterizing the ship ivory tower, the more power it seizes, the more the crew ought to waste their time to climb up the increase amount of steps required to make it to the top, the more they grow frustrated to build up their career, the more they become competitive and unkind to their human fellows and the more they begin to despise the surrounding environment. In a Machiavellian fashion they make use of the nature of others and of the environment as means to increase and preserve their power status.

The blind opportunism running the ship is particularly accentuated among those crew members who profess to in fact devote their lives for the social cause. Politicians, priests and professors are typical examples. In this classic scenario resembling the struggles of former aristocratic courts, arkists don't waste their time fighting for power but rather waste no time in building a lifeboat to contain the terrible consequences that any unnatural power build up will always lead humanity to.

Arkism however realizes that with the absurd power build up of the ship, not only human life is at risk but also that of nature at large, that of a life which might no longer be able to regenerate itself. A precondition of the ship-state is in fact to be regimented. It is because of the need of big armies to seize and maintain power that the 17th century kings began the process of industrialization along with that of standardization of their subjects.

This process has never ceased; the ship has been constantly evolving with perhaps the illusion of being democratic while in fact kingship has been merely replaced with an even more insidious party politics. The ship and the industry and militarism have evolved hand and in hand. As Thorstein Veblen pointed out, the soldiering of society had to be compensated increasingly with a most useless kind of leisure class. The brutal fields of the battle or of finance had to be compensated with an extravagant luxury which is a great source of corruption in all the major ships.

No matter whether the ship authorities believe to be in command of the human and natural destiny, stirring the ships towards more egalitarian and environmental horizons. These horizons will always be polluted by the very hierarchical system which wants the leading ships lost in nuisances and the vassal ships having to sort of second them. Because of this incredibly unnatural set up which has perfected itself in the last few centuries of human history, both the crew boarding the ship and the nature being exploited for the sake of the ship are being stripped of their essential nourishments.

The population can keep on getting obese and new types of fertilizers can be injected into the land. No matter how hard the ship authorities try, both the population and the land is faltering. Out of all the automation the ship has set up, no real nourishment can come to it, no real food, no real ideas. Everything then seems so big and prosperous and yet the spirit of nature is starving to death. Arkism pulls itself out of the system while being captivated within it. It pulls itself out by creating a system within the system, a system that looks like the system but it is in fact only a vehicle of life to go out of the vehicle of death.

Back to the human-scale alone can the human crew recover their essential nourishment. In the very exciting undertaking to reconstitute their autonomy all their drilling and mental regimentation fall apart and nature is recovered at the level of the individual. From this point the need to reconnect this recovered individuality back to nature becomes intense. Rationally speaking too many are the obstacles the ship itself imposes in order to fully accomplish this reconnection and rather than falling in despair arkists put all their efforts in preparing their lifeboats and by doing so getting increasingly more skillful both in their hands as well as in their heads.

Meanwhile the level of soldiering within the ship increases. Gradually and through a constant propaganda of agitation the crew comes to accept an ever stronger bonding to the ship. While preaching for peace and human rights the crew becomes in effect an army. Liberalism is only the leisure this army needs during its scheduled rest time. Work in itself becomes a burden, very useless and disconnected with the natural existence but only aimed at maintaining and if not increasing the power and survival of the ship. Having lost their ability to look beyond this scheme, the crew complies with ever more difficulties to the survival of what they believe to be their society while in fact it is

only a most unnatural and centralizing construct, the ship.

There is no real logic in the ship and the natural catastrophes it ignites. Logically if the planet has to be saved the ship and all its autocratic technology would have to be reconfigured into smaller scale and locality-specific apparatuses which humans themselves can operate in agreement with other humans and their neighboring communities. What is then most irrational is the total and uncompromised rush for power and centralized control which is so destructive to nature. With the whole crew wanting to stick to their titles or wanting to cling to even more ambitious ones there is no possibility to come to terms.

There is the ship then with its fabricated regiment becoming ever more dull and obedient and keen to waste itself in its weekend extravaganza, and there is the counter army, the arkist partisans who are confined in the ship but in their making of their lifeboats turn useless for the ship but most useful for a new society, a fair society, a scaled society reconnected with a most wounded nature.