

## How Animals Are:

### The INSTINCT Boundary



#### Physical Capabilities

- Physical Energy/Power
- Usage of Body Parts
- The Five Senses



PHYSICAL **AS\_IS** CAPABILITIES

### The INSTINCT Boundary



#### Non-Physical Capabilities

- Choosing (in present time & Location)
- Wishing (in Future & maybe Other Loc.)
- Learning (Memory, Physical, Emotional & Cognitive)
- Value-Assigining (Liking & Disliking)
- Affiliation with Others



NON-PHYSICAL **AS\_IS** CAPABILITIES

## Animals are INSTINCT-BASED Biological-Beings

Who HAS-BECOME (i.e. AS-IS) and

are always executing the following 5

Inside the Boundary of their INSTINCTS

1. Choosing (based on the contents of their Value-System)
2. Wishing (based on the contents of their Value-System)
3. Enhancing/Expanding their Value-System via assigning value to what they learn, the interaction (with the environment) and the gathered experiences
4. Enhancing/Expanding their Learning-System (in all four aspects of Memory, Physical, Emotional and Cognitive) via Experiential-Learning
5. Enhancing/Expanding their Emotional-System via establishing Emotional-Connection with other beings

### Upgrading/Evolving Grounds

1. Physical Additions/Upgrades (Expansion of Physical HAS-BECOME/AS-IS)
  - a. Increase in physical power
  - b. Increase in the capabilities of the five senses
  - c. Expansion/Enhancement of utilizing the Body-Parts
  - d. Increase in physical-tolerance in environmental-hardship
  - e. Addition of re-growing cut-off body-parts

### Possible Overall-System Damages/Destructions:

Predictable, Fairly Low, Tolerable

2. Non-Physical Additions/Upgrades (Expansion of Non-Physical HAS-BECOME/AS-IS)
  - a. Increase/Addition to Genetic-Knowledge/Capability (very much like adding factory APP's to a mobile)
  - b. Increase/Addition to likes and dislikes

- c. Expansion/Enhancement of choosing and wishing (still with the Boundary of Instincts)
- d. Increase/Addition of other Beings with whom Emotional-Affiliation can be established

### Possible Overall-System Damages/Destructions:

Predictable, Fairly Low, Tolerable

### 3. Releasing Non-Physical Capabilities from the Boundary of Instincts (Providing the Animal with the UNLIMITED BECOMING/AS-BECOME Capability)

- a. Learning Capability (Memory, Physical, Emotional & Cognitive) outside the Instincts-Boundary
- b. Capability of Value-Assigning on learned knowledge and gained experiences outside the Instincts-Boundary (i.e. Expansion/enhancement of the Value-System)
- c. Choosing Capability based on the contents of the enhanced/expanded Value-System
- d. Wishing Capability based on the contents of the enhanced/expanded Value-System
- e. Emotional-Affiliation Capability with other Beings based on the contents of the enhanced/expanded Value-System

The Evolved/Upgraded Animals are Value-Based Beings

Who have the CHOICE to EXECUTE their

Superior BECOMING Capability

In a domain which

Starts from their Instincts

and

Stretches out to the Boundaries of the Existence

The Resulting GAINS for the Evolved/Upgraded Animal

- It can make tools in order to modify (for the better or worse) the external/environmental conditions of itself and others
- It can change internally and externally to whatever that it wants to be (better or worse than any animal ever)
- Influence others and change them internally and/or externally
- Choose, wish and act against its own benefit/interest (and that of others affiliated with it and/or share their life with it)
- Stop from BECOMING and reside in any HAS-BECOME situation/status (i.e. return to the AS-IS status)

Possible Overall-System Damages/Destructions:

Unpredictable!!

Unlimited!!

Capable of Complete-Destruction!!