

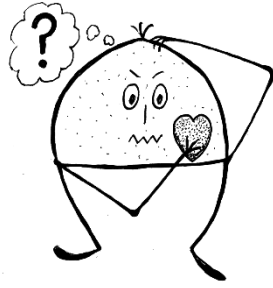
KEY QUESTIONS

to help us unlock the...



BIG QUESTIONS
about life and the universe.

A.M.J Robbins



WE LIVE LIFE ASKING QUESTIONS.
WE MAY NOT FIND THE TRUE ANSWERS
BUT WE SHOULD KEEP ON SEEKING.
WE *NEED* QUESTIONS (AND THEY NEED US!)

IN THE FOLLOWING IMAGES/PAGES,
MY PEN-FRIEND AL HAS PUT ON VARIOUS GUISES
AND HELPS YOU TO ASK THE **KEY** QUESTIONS
THAT CAN LEAD YOU DEEPER INTO
ASKING LIFE'S **BIG** QUESTIONS

THE KEY QUESTIONS ARE BASED ON
THE 10 FRACALITIES OF THE OCTAIKON
AND CAN BE EXPLORED
IN THE FORM OF TWO QUIZZES:
MIND EXPANDER & GUESSING GAME

Marcus Robbins, Oxford August 2019

QUIZ 1

MIND EXPANDER

Ask yourself the thirty questions
about ANYTHING

e.g. physical:

particle, atom, rock, sugar, virus, insect, plant,
food, person, instrument, building, landscape.

or abstract/spiritual:

idea, poem, music, novel, belief, angel,
game, formula, theory, art, law, moral

*i.e. IT, HE/SHE, YOU or THEY

Remember: no question is irrelevant!

If it seems to be, think laterally.

Then you will see how the answers
can help us broaden our understanding
of everything and everyone
in the world around us.

QUIZ 2

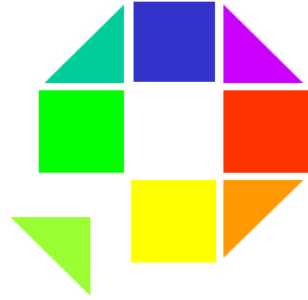
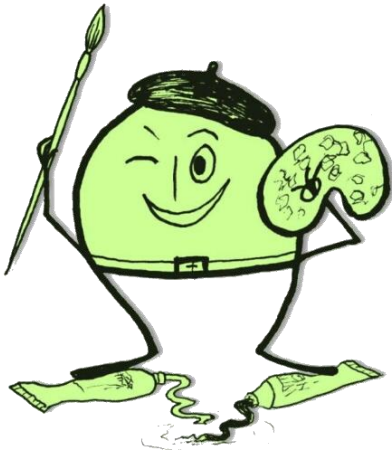
GUESSING GAME

A player thinks of something,
and another tries to guess what it is
by asking each of the thirty questions
(as written, but in any order, and only once).

The answers must be true and complete,
but can be reasonably vague
so as to make guessing more difficult.

No other questions are allowed,
but up to five of the thirty questions
may be specific (i.e. "Is it.....?")
to try and conclude the game
(the answer to these must be simply yes or no).

Both questioner and answerer
need to think carefully.



1.

ORIGIN-AL's questions:

A.

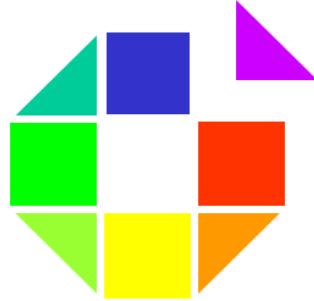
When, where and how
did it* begin, continue,
and will cease to exist?

B.

What's unusual, original,
and creative about it?

C.

In what way is it free
or embodies freedom?



9.

INFLUENTI-AL's questions:

A.

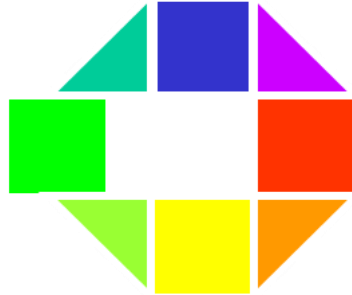
What laws or forces
is it subject to?

B.

What laws and limits does it impose
on things around itself?

C.

What sort of choices, changes,
decisions or judgements
can it make?



2.

MATERI-AL 's questions:

A.

What types of stuff
or matter
is it made from?

B.

What and how does it sense
other matter around itself?

C.

What types of input does it need
to continue to exist?



8.

MOTION-AL's questions:

A.

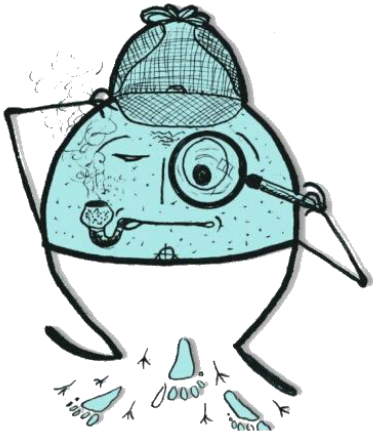
In what ways does it move, act or work
on the environment around it?

B.

What is the result or effect
of its energy, movement or action?

C.

In what ways can it be moved
or changed by things around it?



3.

DIFFERENTI-AL's questions:

A.

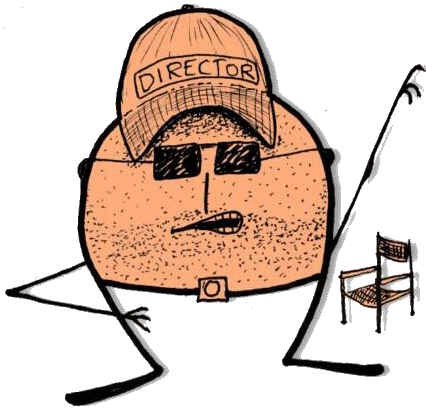
What are the different parts
from which it is composed?

B.

What are the functions
of each level or group of its parts?

C.

How is it different from other entities
of similar type/sort/person?



7.

INTEGR-AL's questions:

A.

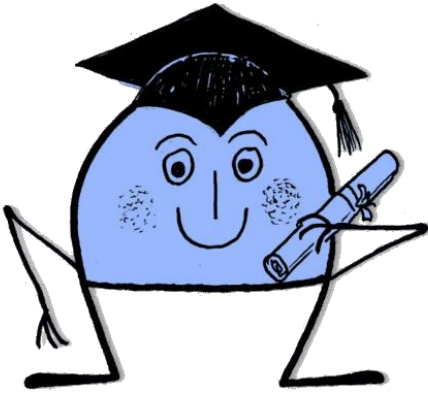
How is it greater
than the sum of its parts/levels?

B.

What is its purpose
as a whole?

C.

How can it help direct or move
other things towards goals?



4.

INTELLECTU-AL's questions:

A.

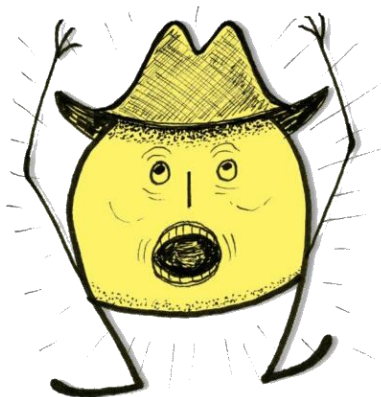
How is it (made) aware of
and (made to) react
to the environment?

B.

What sort of intellectual ability
is behind it, or does it have?

C.

What capacity does it have
to understand and solve problems?



6.

PHENOMEN-AL's questions:

A.

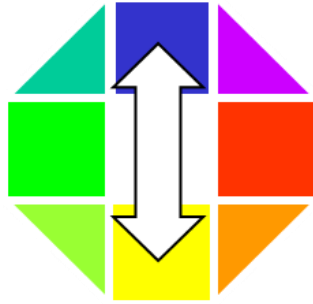
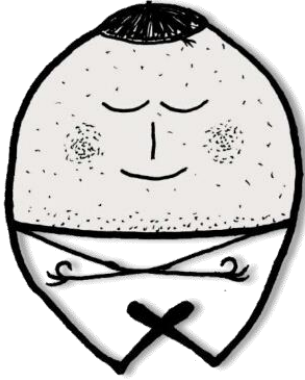
How does it express itself
to its observers?

B.

What message or meaning
does it send to observers?

C.

How do observers respond
to its expressions or messages?



5.

INTERN-AL's questions:

A.

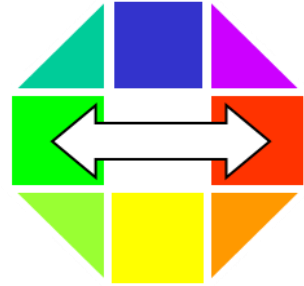
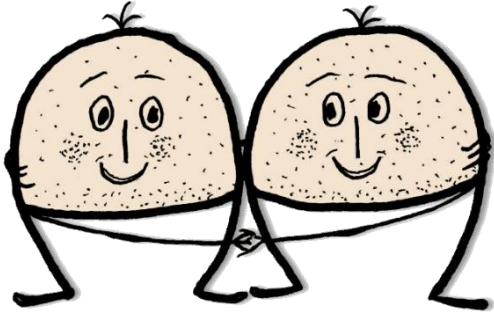
What is its internal form
arrangement or structure?

B.

What is its relationship of
body, mind and spirit?

C.

How does its internal state
effect itself?



10.

EXTERN-AL's questions:

A.

How does it relate to its environment
and what is its status within it?

B.

How does it relate to others of its type
and form relationships with itself?

C.

What changes (or improves)
its external relationships?

For more information on the Octaikon
visit www.octaikon.co.uk

