

Human

Homo sapiens



Distribution

Entire world

Habitat

Can adapt most environments to suit them.

Diet

Mostly omnivorous although many are herbivores.

Population

Approximately 6.7 billion.

Life Span

Average 70 years in wild.

The human is one of the world's most widespread species, and is present on all continents.

After a gestation period of nine months, the young usually live in the parents' nest for around 16 years. While the parents are out foraging for food, juveniles are looked after in large groups by other adults.

In adolescence, the offspring adopt a more nocturnal lifestyle and engage in ritualized activities of drinking fermented liquids and dancing to rhythmical sounds, which scientists believe may help them to find a mate.

Humans usually pair for life, retiring from most social activity and moving into brick or concrete nests once a partner is found. Pairs produce an average of 2 young.

They are known to adopt other species as pets, particularly dogs (*canis lupus familiaris*) and cats (*felis catus*).

The human diet is very adaptable to regional crop varieties and personal taste, with some groups able to live almost exclusively on chipped potatoes and sugary drinks.

Groups of humans are often fed by unrelated individuals in exchange for tokens made of paper, metal and plastic - behaviour which can frequently be seen inside this enclosure.

Humans have been at Bristol Zoo since it opened in 1836, and with the worldwide population increasing by an estimated 200,000 every day, the species is not currently considered endangered.



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BEGIN Xeno-datagathering report

EVALUATION OF THE [untranslatable space-time location descriptor] DOMINANT LIFE FORM

Humans have declined intellectually over time, despite their 'modern high tech.' In the past, many human thinkers have come from small populations; some of the wisdom spoken by these people is still remembered by other humans thousands of years later, even though a medium-sized human city now has as many inhabitants as the entire population that produced such wise humans in the past. There seem to be very few such wise humans at present, and those who remember the ancient wisdom are few, even though the human population has increased by several orders of magnitude. The main proximate cause appears to be the hyper-availability of many non-productive yet stimulating activities, as the vast majority of the human race who have sufficient time to seek wisdom seem to prefer amusing themselves to death.

Perhaps the majority of humans have become non-rational, especially in dominant societies. All advanced civilizations must learn how to live with their advanced technology or perish, and humans are not using their newly-available techs productively. Many are willing to chase desires endlessly and ignore the insane and greedy humans that enslave other humans. A major use of the rapidly-evolving human technology is to enhance the effectiveness of super-optimal stimuli (see ADDICTION; COMPLIANCE WITH AUTHORITY; COMPUTER GAMES; CURRENCY ACCUMULATION; DRUGS; HERD POISONING; HOARDING; GAMBLING; KAWAII; PRECIOUS METALS; PORN; PROPAGANDA; TELEVISION; WEAPONS).

Human behavior has changed in strange ways. In many cultures it is now acceptable for a human to place its body halfway out a building or car aperture merely because the human has a 'cell phone,' which often grants the ability to talk to a voice that no other humans physically present can hear. In many public places, some humans talk loudly into these devices and disturb other humans present. Some humans often simulate cell phone use to shun other humans or for possible social status improvements (unquantifiable). Many humans spend much time running 'game' software on their cell phones and other computers, even if such behavior generates sanctions from other humans and produces no tangible benefits to these humans or to their culture. [Games are time-consuming tasks that rarely seem to produce anything, and there seem to be no sanctions for humans who don't 'play games,' yet a sizable minority of humans spend much time 'playing.'] A very small minority of humans channel their 'game-playing' impulses to beneficial ends (see FOLD-IT). A larger population of humans spend much time obtaining goods and services from other humans in various game-like ways (see E-BAY) but most human 'games' seem to have no useful purpose.

Some dominant cultures discourage individual humans from producing goods and services, despite evidence that such behavior is maladaptive (as it forces reliance upon other humans for those goods and services.) Other humans usually require 'money' for this 'sharing' behavior, and 'money' is not freely available from the relatively few privileged humans who have it and/or create it. Most humans have to spend many hours every day to obtain 'money,' primarily doing tasks (see EMPLOYMENT) for other humans that have 'money.' Many of these humans will tell you that such behavior is insane. Some will even say that [the love of 'money' is the root of all 'evil'] and often also will say that ['money' makes the world go round], even the rare ones that understand the physics of planetary rotation. There are relatively few humans who consider themselves sufficiently supplied with 'money,' and this feeling is not correlated with the quantity of paper rectangles that the human has. Many humans make a 'game' out of obtaining these paper rectangles in various ways, and many humans will break taboos or laws (see: EMBEZZLEMENT; FRAUD; RACKET; SCAM; STEALING) in order to obtain these paper rectangles from other humans. Inexplicable profit-seeking behavior that results in damage to other humans often evokes equally inexplicable phrases like [business is business] and [the invisible hand of the free market]. I am tempted to duplicate these paper rectangles by the centa-billions and distribute them to those humans who have none, but the paper rectangles are less important than the more numerous electronic equivalents that the humans have which dominate the human 'money' cultural tradition. I am currently studying the effects of altering the distribution of this electronic 'money' especially since the G-type star may emit radiation sufficient to incapacitate most of the humans' electronic 'money' tallying machines (see CARRINGTON EVENT).

In all of the dominant cultures the use of a tech-electronic sound-and-light devices is nearly universal even if an individual human possesses a relatively small supply of paper rectangles. In one such culture, the average member-human spends more than one fifth of their lives (about one-third of their waking hours) passively sitting with one of these devices. This is considered 'normal,' and its use is often encouraged for those humans in a weakened physical state, almost as if physical damage would stimulate mental defenses. Such defenses are needed, for the 'programming' displayed by these devices is created by one of the dominant human social groups formed for the sole purpose of getting other humans to surrender to it as many paper rectangles as possible. These human social groups (see CORPORATIONS) distribute this 'programming' freely, even though the social group then loses some 'money,' for they expect to be given even more paper rectangles from similar corporations that sell various ideas and material goods using the 'programming.' All of these dominant social groups must obtain more paper rectangles than they give to the 'programming' producers or they will 'die.' [However, it is rare that any humans are killed when the social group disbands, even tho the humans affected may lose ranking in society (unquantifiable).] The humans in these groups are somehow highly motivated to accumulate 'money' as there are numerous incidents of normally taboo acts of fraud, prevarication and thievery that are correlated with these social groups. For example, corporations often supply 'propaganda' as the 'programming' that they run on the sound-and-light devices or in their news distribution networks. (Human propaganda is a communication designed to increase the ignorance of those humans exposed to it.) Because the human 'sc€€nc€€' of propaganda is quite advanced, unwary consumers of this propaganda learn falsehoods and attitudes that make them easier for a very few dominant humans to control. Nearly all humans know of many other humans that have been damaged by such propaganda (and often mock them--see DITTOHEADS; FOXBOTS; WINGNUTS), but most humans still 'consume' this corporate media if they can, even though I rarely detect any important differences between the various types of corporate-sourced videodata (see MAINSTREAM MEDIA). Humans probably think themselves immune or too smart to be affected adversely by this media, and/or they are super-stimulated by it and become non-rational.

There are human social organizations that are tasked with protecting the humans in a geographic area. These organizations are called 'governments' and they can administer negative reinforcement if they so choose. Ideally, such negative reinforcement will only be administered by 'gov' humans to any human who causes suffering. However, 'gov' humans are also affected by the superstimulus of the paper rectangles, and will often shirk their duties (or worse) in exchange for a small quantity of these paper rectangles. (see BRIBE; CORRUPTION; CORPGOV ALLIANCE; FIFTY-CENT PARTY) 'Gov' humans will usually deny any non-gov humans the ability to apply negative reinforcement. Typically, 'gov' humans often do not enforce their rule when humans that can obtain very large numbers of paper rectangles engage in behavior types that are 'actionable.' There are many instances of 'wealthy' humans [getting away with murder] as the humans say it, both metaphorical and literal. Even so, the majority of humans under the control of a powerful government will send their offspring to government 'schools.' The affected human children learn much of their basic training there, and the school-humans make no secret of their desire to shape the children into a limited form of 'responsible adult' that is acceptable to a small group of dominant humans. Such schooling is expensive and time-consuming, as school attendance and tasks associated with schools ('homework') occupy most of the children's waking hours; occasionally the children must be drugged so that they can function in these 'schools.'

Many human cultures celebrate the 'new year' by overconsumption of substance(s) known to reduce human brain function. (see ALCOHOL; NEW YEARS DAY) Many of the cultures in the nation consisting of the fattest humans have special holidays for consuming large quantities of foodlike substances made hyper-palatable technologically (see FOOD, ARTIFICIAL FLAVOR ENHANCEMENT; HUMAN FEEDING STIMULANTS), even though fat humans suffer from reduced mobility and shortened lifespans. One holiday tradition is to trade the paper rectangles in business emporiums for nearly non-nutritive 'junk food' packed in traditionally colored and shaped packages; they are usually given to humans that are 'loved' as if it were a good-will gesture. (see VALENTINE'S DAY) Another holiday revolves around young, ignorant humans accumulating as much foodlike substance (see CANDY) as humanly possible. Many types of these hyper-palatable substances are made available and random types are distributed as a reward for wearing unusual clothing and walking/riding to stranger's houses and/or corporate business emporiums to say 'trick or treat!' (see HALLOWEEN) This nation has other holidays at least partly dedicated to over-eating and watching 'programs' (see CHRISTMAS; THANKSGIVING).

Humans have destroyed the native vegetation on most of the Earth's land area, and much of it is used for growing food plants or in other unproductive monocultures. Some of the native vegetation is fed to animals which the humans then eat, but the humans also feed much of their food-plants to animals, which reduces the total amount of human-food items available (and they do this despite vast numbers of malnourished and/or undernourished humans). Great swaths of its food-plant growing areas have been converted to 'balloon-frame housing' (see MCMANSIONS; TRACT HOUSING) with about one order of magnitude more land than house. This land is converted to 'lawn' which is rarely used for any detectable activities except maintenance. This seems to suggest that the humans responsible for the lawn would rather buy and consume food plants rather than plant food crops of their own. Many of the food crops are easier to care for than 'lawn' so this is probably the result of propaganda.

Most humans are exposed to much advertising since adverts are everywhere, even in the humans' housing--most affected humans don't know much (but think otherwise), don't want to know much (but think otherwise), and/or believe lies to be truth. As a result, wars rage, useless banks proliferate, and the average human owes paper rectangles to other humans (see DEBT). The laws in many of Earth's cultures are incredibly numerous, yet idiotic enough to allow one human to own millions of 'acres,' permit a very few humans to control the production of the paper rectangles, and permit massive fouling of their ecosystem. The air in their cities is additionally contaminated with the exhaust of vehicles that average more than one metric ton of metal, glass, and distilled petroleum products, and they are inefficiently used (one human per vehicle despite much greater carrying capacity). Humans use nuclear reactors and fossil fuels to supply most of the energy they use--despite having mature technologies that pollute their home planet much less (see HUMAN ENERGY COLLECTION: BIOMASS; HYDRO-GRAVITATIONAL; GEOTHERMAL HEAT; SOLAR; TIDAL; WIND).

There is overwhelming evidence of serious human maladaptation in current cultures (see BIOACCUMULATION; BIOTOXINS; CORPORATE CULTURE; FRACTIONAL RESERVE BANKING; POLLUTION; POVERTY; RESOURCE DEPLETION; VICTIMLESS CRIMES). The human population has ceased growing exponentially due to these maladaptations, but the still-growing human population assures further degradation of their planet's ability to support human life.

Projection: the numbers of humans will likely begin to shrink in the near term. The human's chief source of fossil fuels is becoming harder for humans to obtain in sufficient quantities (see BITUMEN; FRACKING; KEROGEN; PEAK OIL; TAR SANDS; UNCONVENTIONAL OIL) and the humans are too slow to transition to alternative energy sources to maintain their energy use. The humans have escalated their wars for the remaining hydrocarbons (see WARS: AFGHANISTAN, ALGERIA, IRAN, IRAQ, LYBIA) and show no signs of reducing this unproductive waste of their remaining resources.

Recommendations:

- 1 Sequester a small population of humans off-planet before they all die. If my primary objective is to be completed, then sufficient resources are not available.
- 2 Sequester a small population of the large land animals off-planet before they all die. If my primary objective is to be completed, then sufficient resources are not available.
- 3 Contact and convince a small population of humans to segregate themselves and sub-populations of the large land animals before they all die. Resources available. Probability of success is very low, even with a significant technology transfer.
- 4 Destroy most of the humans before their population overshoot degrades the planet's ecosystems to a point that no longer supports multicellular life. Resources available. Probability of success is excellent, but likely only temporary. Confound: this unit is unwilling to destroy what it cannot create for temporary results.
- 5 Create a major planetary alteration (such as altering the color of the sky) that will awaken humans to their peril. Resources available. Probability of success is very low due to human stupidity.
- 6 Aid a group of rational humans so that they become dominant in human social interactions. Resources available. Probability of success is low due to the effects of social dominance upon nearly all humans (which includes diminished rational thinking); and human stupidity.
- 7 Do nothing but watch and wait. Resources available. Most megafauna life forms are likely to perish within a few hundred years due to planetary radioactive contamination and other pollutants combined with climate change.

Awaiting orders. Hyperlink on standby. This unit will attempt some unrequested mitigative actions due to relativistic time constraints.



Astronaut William Anders: "We came all the way to the moon to discover the Earth." Apollo 8 Earthrise 1968