

Nazca Lines

The Urth list — 10 messages, 5 voices, 24 Jul 2010

<https://urth.darkrealm.vip/thread/urth/5674>

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Lee Berman — 24 Jul 2010, 03:51

I was just watching a National Geographic special on the mystery of the gigantic, many kilometers-long Nazca desert drawings in southern Peru. I thought about the Sun series, mostly because they did a lot of re-enactment with local, native actors and it made me think of Apu-Punchau, as this is pretty much his territory.

The general anthropological conclusion is that these people resorted to massive head-chopping sacrifices and probably ever increased-sized line drawings to influence the weather. The area spent several hundred years as a rather verdant, well-watered place allowing a thriving culture to establish itself. Then the desert started relentlessly asserting itself. They tried in vain to placate the gods with more intense religious expressions each year as they realized the previous year's head chop sacrifices and line drawing were not sufficient to please the deities.

The research conclusions are too recent to have influenced Wolfe to create Urth with its dying sun or The Whorl and its progressive drought. But perhaps the South American native propensity for head chopping had an impact on him.

David Stockhoff — 24 Jul 2010, 12:02 · in reply to Lee Berman

Of course, head chopping is just about everywhere---Celtic Europe, for example. But yes, it fits neatly.

One minor problem with a South American location is that those signs are almost eternal, and they would always be famous around the region. But if they lie under water (or ice), or if 20,000 years pass, that might solve the problem.

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brunians at brunians.org — 24 Jul 2010, 12:10 · in reply to David Stockhoff

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And if the story were set in Europe, that would be something to say.

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As all here should be aware, there is a longstanding controversy over the dates of Tiahuanaco or whatever they are calling it these days.

The construction of this city is remarkably advanced.

It is modular: like modern concrete block construction, although of course the units used are different.

The city is a port.

The last time the lake was anywhere near it - as in, within a hundred miles - was twelve thousand years ago or so.

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Pedro Pereira — 24 Jul 2010, 17:22 · in reply to brunians at brunians.org

Why is it a port?

Pedro

Date: Sat, 24 Jul 2010 08:10:28 -0400

From: brunians at brunians.org

To: urth at lists.urth.net

Subject: Re: (urth) Nazca Lines

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brunians at brunians.org — 24 Jul 2010, 17:31 · in reply to Pedro Pereira

Because they built it that way.

Perhaps I do not understand you.

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Pedro Pereira — 24 Jul 2010, 17:38 · in reply to brunians at brunians.org

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This links resume well some of the evidence:

<http://members.cox.net/pyrophyllite/Tiwanaku.html>

It also seems that the actual lake port was at Iwawe, which was connected by road to Tiwanaku (according to Browman, 1981).

I don't know, but I don't see conclusive evidence for stating that the city was built as a port at all.

Also, the city is about 10-12 km from the lake.

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brunians at brunians.org — 24 Jul 2010, 17:42 · in reply to Pedro Pereira

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I am well aware, thank you, of the history of the controversy.

If you have any knowledge about this - you personally - I would be more than happy to hear what you have to say.

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Nope, I don't have any personal experience or first hand knowlege about it. It just seemed that you were presenting the "city as a port" as fact instead of as an hypothesis (and one that seem rather weak, although still a possibility).

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Jeff Wilson — 24 Jul 2010, 19:29 · in reply to Pedro Pereira

On 7/24/2010 12:38 PM, Pedro Pereira wrote:

I don't know, but I don't see conclusive evidence for stating that the city was built as a pot at all.

Also, the city is about 10-12 km from the lake.

The narrow, deep canal-streets are consistent with the use of gondolas, which would have been the most efficient means of transport via the fixed-width stargates before the Goa'uld were able to appropriate large numbers of aerospacecraft.

Jeff Wilson - jwilson at io.com
IEEE Student Chapter Blog at
< <http://ieeetamut.org> >

Pedro Pereira — 24 Jul 2010, 19:39 · in reply to Jeff Wilson

Now everything makes sense!

Pedro

Date: Sat, 24 Jul 2010 14:29:37 -0500
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