

SJWs Always Lie Vox Day

A modern day Victor Hugo, Voltaire, or Tom Paine railing against the injustices inflicted by SJWs, the avatars of political correctness.

SW's infiltrated the gaming industry, and odd corner of the business universe of the social universe that few of us pay attention to. As Vox Day says, gamers got no respect either from the left or the right. People look at gaming is pretty much a waste of time, an exercise for losers, and discount the fact that there are serious people in the business, doing serious things and making serious money.

Vox Day is one of them. In this tight little world, he enjoys high standing.

This is a personal story, told with passion. It is well-organized – told in a series of lists and bullet points. The beauty of the book is as much in the languages anything else. Vox Day is articulate, incisive, and as his critics will say kind, venomous with great effect. He is visceral hate of all the social justice nonsense comes through on every paragraph.

Vox Day starts takes the social justice warriors as a given. There is a long history he does not investigate. He goes back by my recollection to the Herbert Marcuse's in the Frankfurt school, the campus radicals of the free speech movement, the political correctness of the 80s and 90s, and it culminates today with the social justice warriors. The premises are the same, and the illogic is the same.

Vox Day quotes some historical sources going back to Aristotle and some transient modern sources such as Theodore Dalrymple writing about communists, Roosh V who writes and blogs in the manosphere, John Derbyshire and Nicholas Nassim Taleb. But his story is not really what makes a social justice warrior – he'll leave that for somebody else – but how to fight them when they infest an organization you are associated with and threaten to bring the organizations progress to a halt and to end the association of you, the unsuspecting white male, the fair-minded white male, with the organization. Get you fired or ejected.

An extremely valuable book. It succinctly describes a major social issue and concrete steps to deal with it. Five Stars. That ends a short review. I offer chapter summaries as comments.

Chapter 1: An Introduction to the SJW

My defense is feeble. That's how they plan it.

When creatures of the left, call them Social Justice Warriors, campus leftists, or California Democrats attack me here on Facebook with nasty names like racist, homophobe or patriarchal male chauvinist pig, my rebuttals seem ineffectual.

I can point to facts. Facts don't faze them. I can point to a lifetime's worth of friends and acquaintances. No matter. I can call them ignorant and innumerate. They don't recognize those words. I can call them blind to the obvious. They simply come back with more of the same vicious accusations.

In essence, the accusations are of moral failings so severe that they admit no remedy. In the most recent exchange here on FB they refused to relent. They repeatedly called me a racist, then a coward for refusing to confess to this unfounded accusation.

Here on FB, problem solved via unfriending. In real life it is more serious. I just reviewed an excellent book on how the SJWs dominated the online gaming community. That's not news. They got their comeuppance. That is indeed news worth reading about.

Day presents a list of the characteristics of a Social Justice Warrior

- o A philosophy of activism for activism's sake
- o A dedication to rooting out behavior they deem problematic, offensive, or unacceptable in others
- o A custom of primarily identifying individuals by their sex, race, and sexual orientation
- o A hierarchy of intrinsic morality based on the identity politics of sex, race, and sexual orientation
- o A quasi-religious belief in equality, diversity, and the inevitability of progress
- o An assumption of bad faith on the part of all non-social justice warriors
- o An opinion that motivation matters more than consequences
- o A certainty that they are the only true and valid defenders of the oppressed
- o A habit of demanding that their opinions be enshrined as social customs and law
- o A tendency to possess a left-wing political identity
- o A willingness to deny science, history, logic, their past words, or any other aspect of reality that contradicts their current Narrative.

SJWs exist in many contexts. They are especially thick in government, education and charity organizations. The subspecies that infects the gaming world shares the salient attributes of that culture. In my own words, after reading the exchanges in the book, gamer SJWs are perpetual adolescents. They seem to feel empowered by the anonymity of the Internet and their pseudonyms to be especially coarse and obnoxious. They permute the f word to serve all eight parts of speech. Day himself both fits into and stands above the gaming scene. He is quite tendentious, but has a gift with words that makes it palatable. Let me simply assure the reader, however, that the exchanges chronicled here will not stand the test of time as well as those of Voltaire, Samuel Johnson or Churchill.

Chapter 2. The Three Laws of SJW

The first law of the SJW – always lie

This chapter segues quickly into an account of his own experience with a blogger who always consistently lies, a fellow named John Scalzi. It is a very personal narrative. Day very openly names names and describes events in words that make it clear that he has permanently burned his bridges. He gives no quarter. His premise throughout the books is that the SJWs offer no quarter and therefore deserve no mercy. Anyhow, John Scalzi, whoever you are, this is your challenge: refute Vox Day or stand for the world to see as a convicted liar.

Day offers a lot of arithmetic to demonstrate how Scalzi was faking the number of hits on his website, and how he repeatedly denied and backed away from the charges without presenting any numbers of his own. This led to:

The second law of an SJW: always double down.

They will not confess, they will come back with more of the same vitriol. Rather than answer Vox Day's figures, Scalzi and his many confederates (harpies? winged monkeys? The world of fantasy provides a number of rich images) viciously attacked Vox Day personally. Rather than answer, they tried to discredit him personally.

The third law is that as JW's always project.

Whatever they accuse you of, they are probably guilty of themselves. If you are looking for damning information about the SJWs who are attacking you, take the accusations they hurl as a good starting point.

The chapter ends with an interesting surprising note. Scalzi ironically posted a blog claiming "I'm a rapist," as some sort of satire. When Vox Day picked up on it and nicknamed him Rapey McRaperson, McRapey for short, they accused Vox of taking satire out of context and twisting it into something false. However, Scalzi's post was there for all to see. Scalzi was unwise enough even to utter the same words in an audio blog, one that others in the blogosphere turned into a satirical musical item (I hesitate to call it a song, but it's out there on the net). Ironically, there was a radio program hosted by Canadian journalist who had a good laugh at Vox Day's presumptuousness in taking the rapist satire seriously. It turned out later that this radio host, a certain Jian Ghomeshi, was accused and convicted of rape himself. This is a bizarre world.

Chapter 3: When SJWs Attack

One of the many attractions of the book are the excellent quotes Day has assembled. This, from Theodore Dalrymple, has long been one of my favorites: "*When people are forced to remain silent when they are being told the most obvious lies, or even worse when they are forced to repeat the lies themselves, they lose once and for all their sense of probity. To assent to obvious lies is to cooperate with evil, and in some small way to become evil oneself. One's standing to resist anything is thus eroded, and even destroyed.* —"

Vox Day takes as a given that the reader understands the social justice Narrative. It starts with the theory that all people are alike, regardless of race, sex, or sexual orientation. Proceeding from that premise, it assumes that any observed deviation from this presumed quality is attributable to malice on somebody's part. That somebody is of course, archetypically the straight white male. SJW's will force a fit even if the model is not appropriate. George Zimmerman had to be painted white, and American Indian Vox Day has to be painted the same to fit the Narrative. Milo Yiannopoulos, who wrote the forward to the book, notes that being gay offered him no protection when he violated the Narrative.

Day often cites Rules for Radicals. Saul Alinsky's RULE 12 is: Pick the target, freeze it, personalize it, and polarize it. Cut off the support network and isolate the target from sympathy. Go after people and not institutions; people hurt faster than institutions.

Vox details the eight step anatomy of an SJW attack, proceeding from Alinsky's rule:

1. Locate or Create a Violation of the Narrative.
2. Point and Shriek.
3. Isolate and Swarm.
4. Reject and Transform.
5. Press for Surrender.
6. Appeal to Amenable Authority.
7. Show Trial.
8. Victory Parade.

The first step is to find or create a violation of the Narrative. Never mind whether this is counter to the facts. It may be true that homosexual men earn more than straight men, women have risen quickly in corporate America for the last 50 years, and in many professions outearn and outnumber men. Blacks in America are certainly more successful than anywhere else in the world. They outearn white people within every profession at every decile of ability measured by SAT scores, IQ tests and other standard tests. In other words, Black lawyers earn more as a function of their LSAT scores, SATs etc. than white lawyers. Earnings are correlated with ability, and in general the highest-scoring law school candidates wind up earning the most money. That would be, in order, Jews, Gentile whites,

then Blacks. Though Blacks may earn less than whites, it remains clear to anybody with an understanding of statistics that affirmative action has benefited them. SJWs, however, reject statistical arguments such as this, and reason and numbers in general.

Day discusses the cases of Dr. James Watson, Brendan Eich, the CEO of Mozilla, Sir Tim Hunt, Nobel prize winner for physiology of medicine, Pax Dickinson, chief technology officer of business insider, Curt Schilling, major-league baseball pitcher and analyst, and a few others. He might also mention Larry Summers being forced out of the presidency of Harvard.

Day notes that the targets are generally soft. They are unsuspecting people who commit no breach at all, or some minor breach of the Narrative. Social justice warriors prefer to make mountains out of molehills than to start with absolutely nothing. Their objective is to have a person fired – removed from an organization – as being so morally repugnant that their continued association is simply not to be considered. Note their success in the above mentioned cases.

Chapter 4: Counterattack

This chapter includes another personal account from Vox Day. A talentless female game author wrote something called "Depression Quest" and slept around with enough decision-makers in the industry to get it published. The game garnered a number of Hugo award nominations from the SJW dominated industry press, but failed to impress the market of real gamers. It didn't sell well. Things came to a head when one of the sleep-arounds guys started blogging about her infidelity and other less attractive personal qualities.

Inexplicably, the SJW's of the gaming industry flocked to this young lady's defense. Serious gamers such as Vox Day were initially only bemused. As the pitch increased, it turned into a bizarre war of the gaming world publishers against the gamers themselves - the SJW's against the people who actually played the games. Actor Alec Baldwin sided with the gamers and coined the hashtag #gamergate. An online brouhaha was launched. Ultimately the gamers prevailed – the signal victory against SJW's. The details are as hard to parse as Who's Who in the Albigensian heresy or the current war in Syria, but the bottom line is the gamers won.

I add another word to my vocabulary, doxxing. It means releasing somebody's personal information on the Internet out of spite. Yes, dear reader, we have departed the world of the Marquis of Queensbury.

Chapter 5: Release the Hounds

The SJW's had an effect on the industry. By acting as gatekeepers for new authors, and favoring selected groups such as women, they promoted books and games that simply bored their readership. Sales fell by half. Conservative authors were shunned, overlooked, not published. One of them, Larry Correa, started a blog entitled Campaign to End Puppy -Related Sadness Caused by Boring SJW Message Fiction. It was quickly nicknamed Sad Puppies.

The upshot was that people who were fed up with the SJW domination of the industry rose in arms. In voting in the Hugo awards for the best entries in each category of fantasy and science fiction, it was possible to choose "none of the above." The angry gamers, the Sad Puppy campaign, managed to get none of the above to win in many major categories, denying the Social Justice Warriors awards for their nominations. Much vitriol was exchanged.

This chapter provides an extensive history of #gamergate. One of the key points is that it had no leader. This drove the SJW's crazy. Their tactic is to personify the enemy, isolate them, attack and get them fired or thrown out of organizations. There was no leader. A popular, ironic Twitter tag from gamers everywhere "I am the leader of #gamergate." It was a massive uprising against an injustice against a community, and the SJW's were without a tactic to confront it. There was no hierarchy or organization to attack.

Chapter 6: The SJW Next Door

The SJW's are mild-mannered people that you often don't suspect. They appeal to our Enlightenment sense of altruism and fair play. The purpose of this chapter is to alert you to the invidious danger that they present as they quietly infiltrate and take over organizations such as the Boy Scouts of America, the Episcopal Church, and just about every university in the land. Vox Day's message is that you have to recognize what they're up to and oppose them early and forcefully.

A case in point cited is the SJW takeover of Google's go language programmers, calling themselves gophers. The gopher organization was infiltrated by SJW's, and soon the focus became expanding job opportunities for women and minorities. Questions of competence went out the window, and race – gender qualifications came to the fore.

Programming is a difficult art, and the difference between a good and a mediocre programmer is truly dramatic. This reviewer at one point made a living doing programming for labor unions in Washington DC that ironically were forced to hire programmers who were union members. Union hacks simply could not do the job. There is no substitute for competence, whatever the race or gender. They had to tolerate me as a highly paid outside consultant. Even one who occasionally dissed Social Security and other golden calves of the union movement.

Day has a long riff on codes of conduct. SJW's have a tactic of getting seemingly innocuous codes of conduct adopted by various organizations, and then using them to aggressively persecute members on transgressions which appear trivial or tangential. The codes of conduct are purposely bland and vague, which means that in the hands of SJW organization executives they can be lethal. Day advises the reader to be on guard when a code of conduct is proposed for an organization.

Chapter 7: What to Do When SJWs Attack

An extremely valuable chapter on how to recognize what the SJW's are up to when they attack. The take-home points are that you should maintain your calm, admit absolutely nothing, not be disappointed when friends and colleagues failed to rally to support you, prepare for the possibility that she may in fact be fired or ejected from the organization, and never, never apologize. They will only use an apology against you and the whole organization as they celebrate their victory lap. Do not give them the satisfaction. Note that profuse apologies did not do James Watson, Tim Hunt, or Larry Summers any good whatsoever. The SJW's show no mercy. Note also the success of Donald Trump, who takes no crap from SJWs, vis-à-vis Republican lackeys who do. It is not coincidence that Boehner was squeezed out.

Chapter 8: Striking Back at the Thought Police

This chapter is the meat of the matter. It provides a strategy for attacking the SJW's and ridding your life and your organization of them. His principal topics are:

1: Know the SJW and Know Yourself. This is from Sun Tsu's Art of War. You have to know yourself and your enemy.

- 2: Secure Your Base. Look at the vulnerabilities in your organization and patch them over. If you have an ill-advised code of conduct, get rid of it or make it specific enough to preclude witch hunts.
- 3: Focus primarily on morale. The organization has to have a sense of itself, and not let the bastards get it down.
- 4: Research, dig, and document. Going back to point #1, SJWs always lie. They have their weak points. The biggest is that their whole program is premised on the lie that all people are somehow equal not just under the law, but in ability, integrity and effort. They must invariably stretch the truth to satisfy their fictions. Their statistics are almost always cooked.
- 5: Build strategic alliances. Know who your friends are.
- 6: Select your targets and stick to them. If you need to eliminate somebody from your organization, do it as ruthlessly as they would to you.
- 7: Keep the moderates in check. Most people don't want to get involved. Convince them that you are the rational party, and win their neutrality, if not their support.
- 8: Be Antifragile. This is Nicholas Nassim Taleb's theme and the title to his wonderful book, which I review. Do not allow yourself to be dependent on your job, the favor of any given community, a single source of income, or anything else. Be tough and ready to bounce. Make yourself an unattractive target for the SJWs.

Chapter 9: Winning the Social Justice War

This is a bigger theme. SJWs compromise the organization, substituting their social goals for the organization's goals. They have ruined public school and higher education in the US. This includes Montgomery County schools and DC area private schools where I served as a trustee. It includes my various alma maters, Reed College, UC Berkeley and the U of Maryland. Ask via comments and I'll provide amusing anecdotes. They have crippled many good corporations, such as my former employer IBM. They dominate the Episcopal Church which I formerly attended. They are attempting to degrade even the most resistant organizations, the Catholic Church and Army Rangers.

Either they must be resisted, or new organizations are needed. We have home schooling, massive online education, independent consultants and a raft of other mechanisms for getting the job done after SJWs have destroyed primary organizations' ability to fulfill their missions. I, your reviewer, have left the US for a country in which there is no political correctness or SJWs. Americans speak of Ukraine as massively corrupt. I find it no more corrupt than Washington D.C., where I lived for a quarter century, and a much freer place to speak my mind.

Chapter 10: How to Talk to SJWs

I'm not sure this should be the concluding chapter, but so it is. It gives advice on how to handle interactions with SJWs. The key advice is to be aware that they are the enemy, and see you as such. Fair play is not to be expected. Day speaks about rhetoric vs. dialectic – emotion vs. logic. SJW exchanges are mostly emotional. Learn to recognize that fact and throw it back at them. Be sarcastic. Be nasty. Your purpose is to win.