

Imaginárne psychoaktívne látky s adiktívnym potenciálom  
**(fiktívne drogy)**  
v žánri vedeckej fantastiky  
**(sci-fi)**

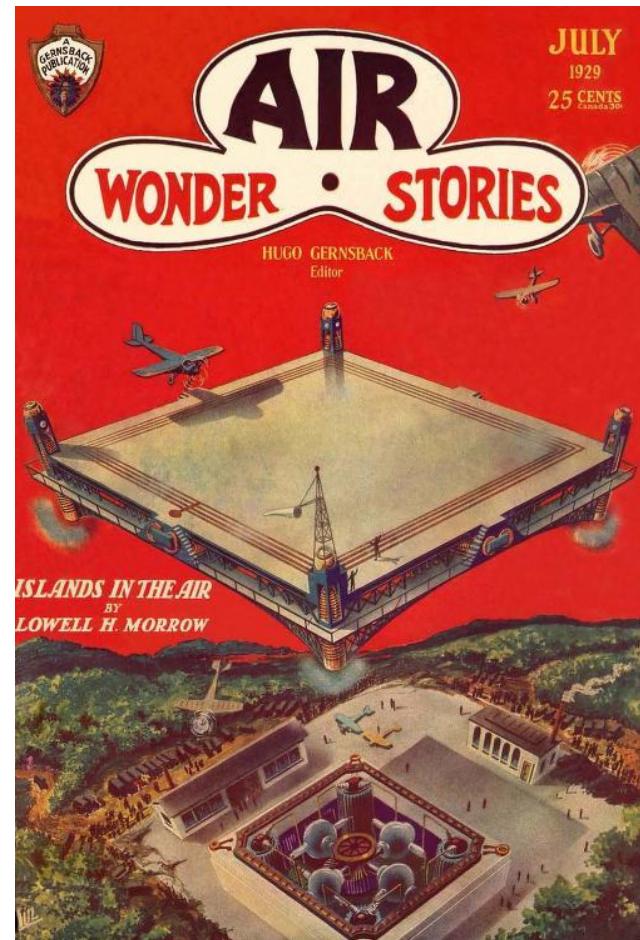
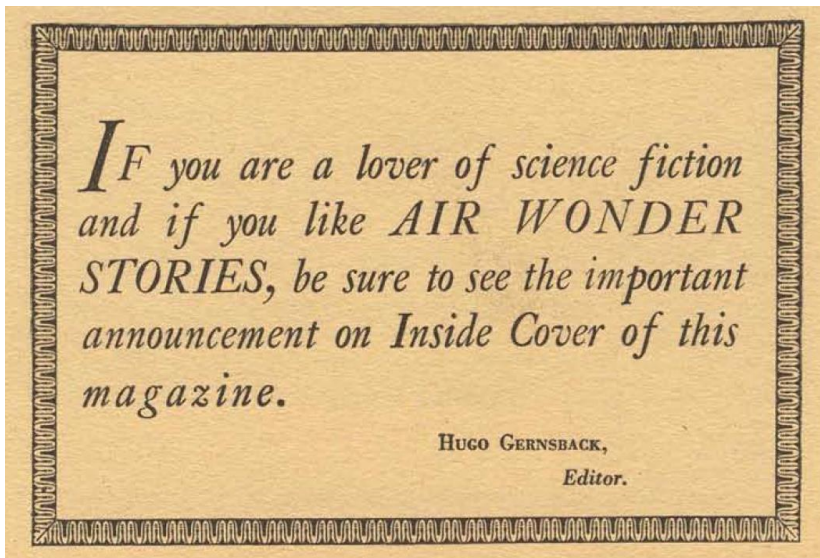
Miroslav Grohol  
NsP Sv. Jakuba, n.o., Bardejov



*Venujem*  
*Jankovi Haidovi*

# Science fiction (sci-fi, SF)

- 1916 – scientifiction
- 1929 (1851) – science fiction
- 1955 – sci-fi



# Droga

Slovník súčasného slovenského jazyka A – G, H – L, M – N z r. 2006, 2011, 2015

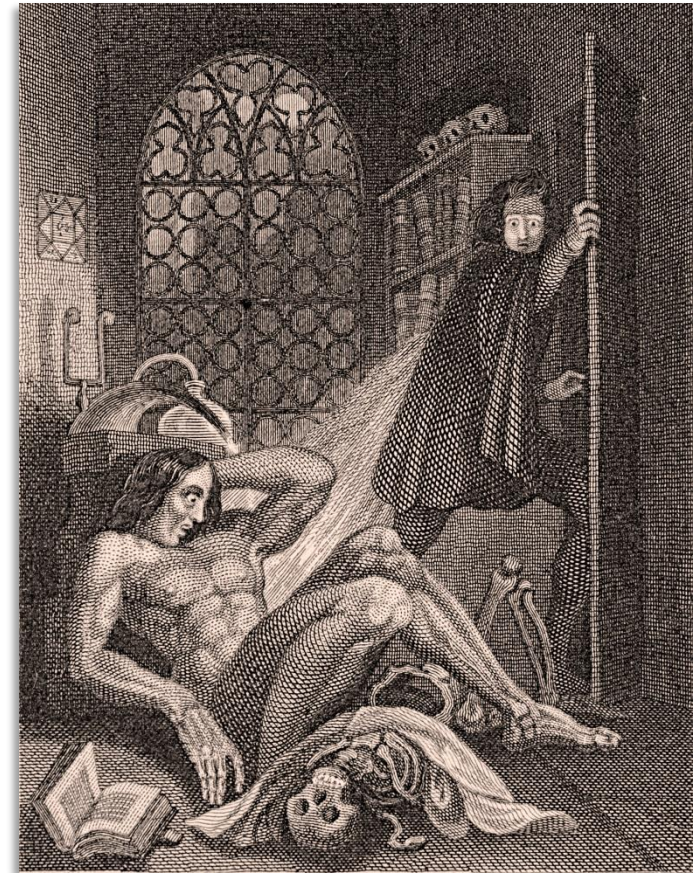
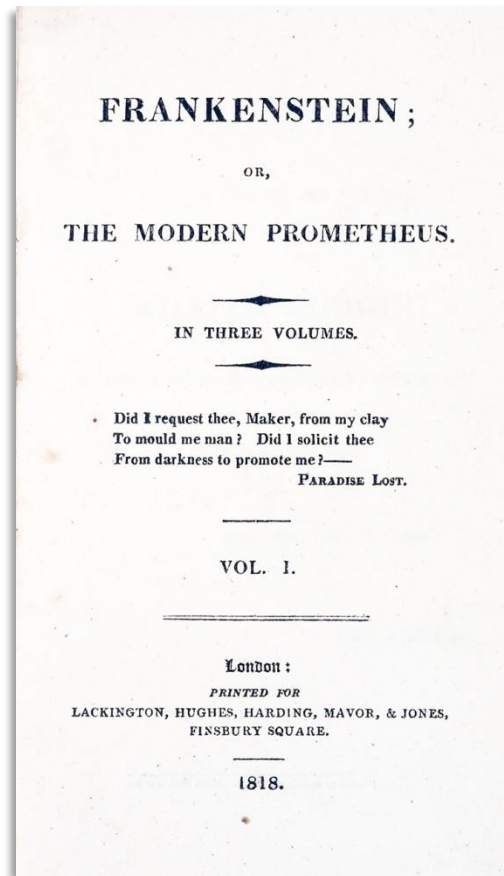
**droga** -gy *drog* ž. ⟨fr. < hol.⟩

- 1. farm. ▶ usušená al. inak upravená látka rastlinného, živočíšneho al. nerastného pôvodu používaná na výrobu liečiv;** sušené liečivé rastliny na prípravu čaju: *liečivá, aromatická d.; silicové, trieslové drogy; výťažok, odvar z rastlinných drog; Na prípravu kloktadiel sú vhodné drogy obsahujúce triesloviny.* [NP 1987]
- 2. ▶ prírodná al. umelo vyrobená omamná látka, zneužívaná na ovplyvnenie činnosti nervovej sústavy, omamný, narkotický prostriedok;** syn. narkotikum: *návyková, nebezpečná d.; omamné, syntetické drogy; ľahké, mäkké drogy* mierne aktívne, ale zároveň utišujúco pôsobiace na duševný stav (napr. hašiš, marihuana); *tvrdé drogy* prudko a rýchlo pôsobiace na duševný stav (napr. heroín, kokaín, pervitín); *nebezpečenstvo drog; obchod s drogami; prepadnúť drogám; užívať drogy; pôsobiť ako d.; byť pod vplyvom drog; byť závislý od drog; boj proti drogám; odhaliť pašerákov drog; zomrieť na predávkovanie drogami*
- 3. ▶ niečo povzbudzujúce, najmä duševne:** *Keď môžem ukázať ľuďom to, čo viem, je to pre mňa droga.* [VNK 2001]

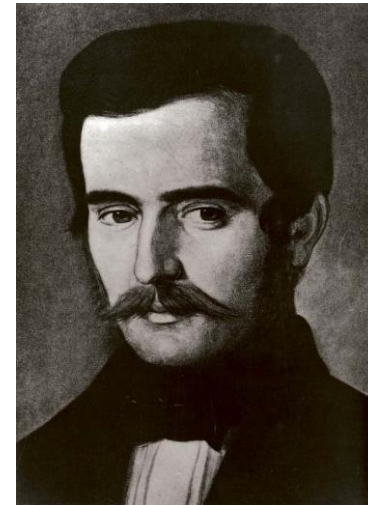
# Frankenstein; or the modern Prometheus (Shellyová, 1818)



Mary Wollstonecraft Shelley  
(1797 – 1851)



# Hviezdoveda alebo Životopis Krutohlava (Reuss, 1855-56, 1984)



Gustáv Reuss  
(1818 – 1863)

# De la terre à la lune (Verne, 1. vyd. 1865)



Jules Gabriel Verne  
(1828 – 1905)



1868

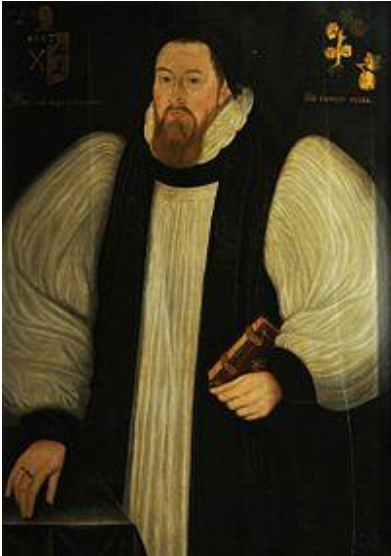
Source gallica.bnf.fr / Bibliothèque nationale de France

Verne, J. (1868): De la terre à la lune, trajet direct en 97 heures 20 minutes  
Dessins... par de Montaut. [Gravures par Pannemaker.] Éditeur : J. Hetzel (Paris).

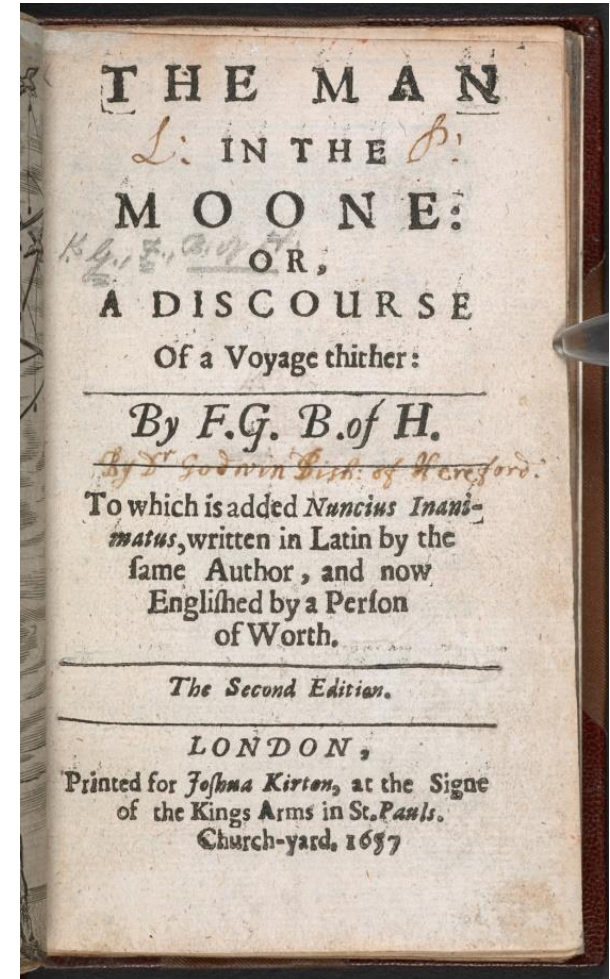
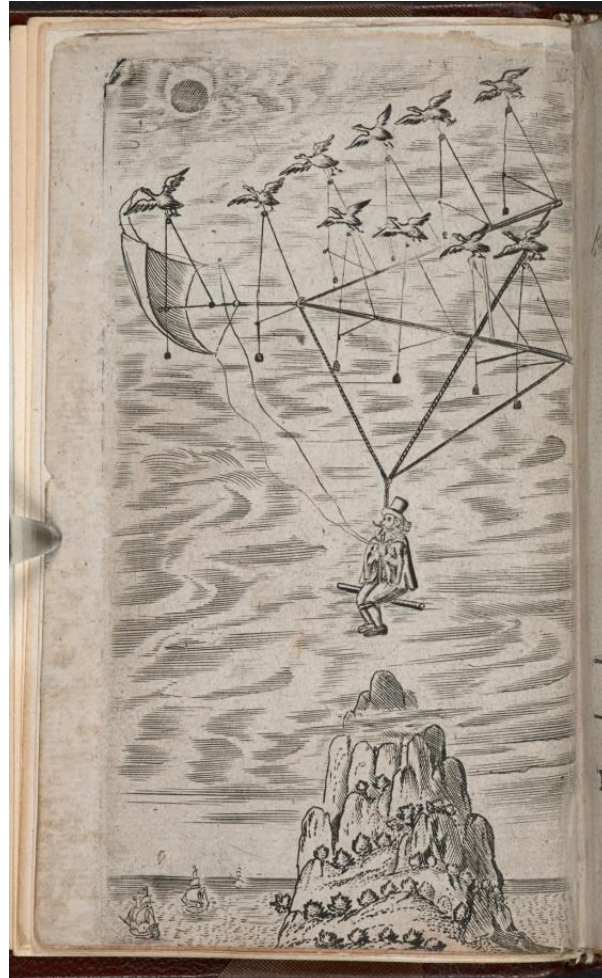
Zdroj: <https://gallica.bnf.fr/ark:/12148/btv1b8600253c/f13.image>

# The man into the moone...

(*Godwin, 1638, 1657*)

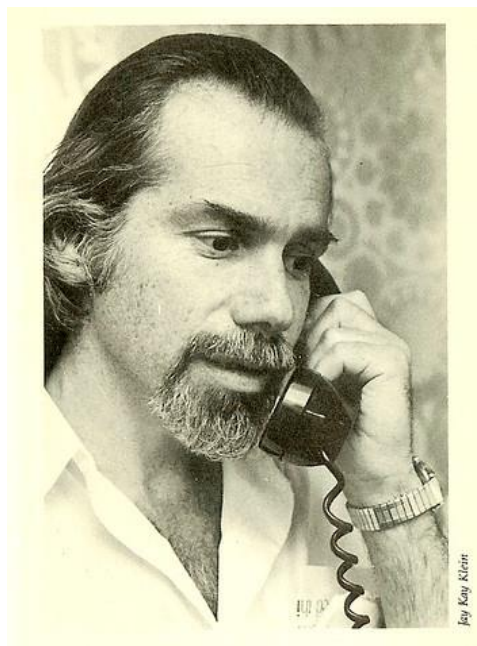


Francis Godwin  
(1562–1633)





# Drug themes in science fiction (Silverberg, 1975)



Robert Silverberg  
(1935 - )

RESEARCH ISSUES SERIES

1. Drugs and Employment
2. Drugs and Sex
3. Drugs and Attitude Change
4. Drugs and Family/Peer Influence
5. Drugs and Pregnancy
6. Drugs and Death
7. Drugs and Addict Lifestyles
8. A Cocaine Bibliography – Nonannotated
9. Drug Themes in Science Fiction
10. Drug Themes in Fiction

Primitive Period, c. 1900-1935.....	11
Predictive Period, c. 1935-1965.....	17
Contemporary Period, c. 1965-1973.....	31



# Drugs as...

Drugs as Euphorics: Drugs that give pleasure in simple unstructured ways, through release from depression and tension, much as alcohol does in our society (though alcohol is not strictly speaking a euphoric, of course).

Drugs as Mind Expanders: Drugs that provide "psychedelic" visions of other times or places or that offer a sensation of oneness with the cosmos as a whole; analogous to LSD in our society.

Drugs as Panaceas: Drugs which, through tranquilizing or neutralizing effects, calm the mind without necessarily inducing euphoria.

Drugs as Mind Controllers: Drugs that enable one entity to limit or direct the activities or desires of another; analogous to brain-washing, and generally associated with totalitarian activities.

Drugs as Intelligence-Enhancers: Drugs which have the specific property of extending or amplifying the rational processes of the mind.

Drugs as Sensation-Enhancers: Drugs whose effects are achieved through amplified or extended bodily sensation-response, perhaps analogous to marijuana in our society.

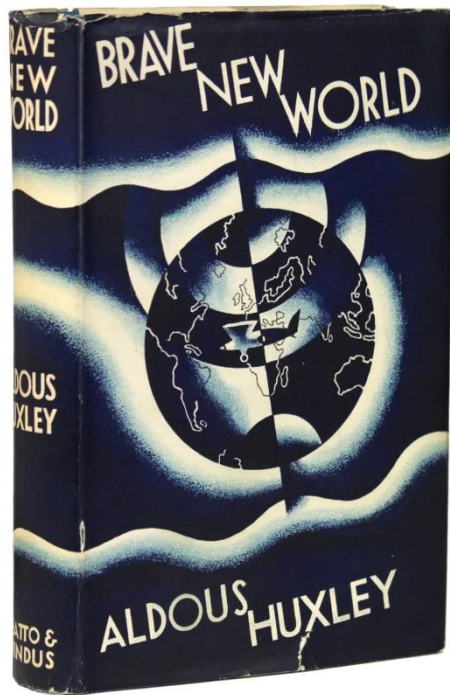
Drugs as Reality-Testers: Drugs which permit the user to penetrate the "real" realities beyond the surface manifestations of daily life.

Drugs as Mind-Injurers: Drugs used as weapons in biochemical warfare, aimed at the mind.

Drugs as Means of Communication: Drugs that have the specific property of opening hitherto unknown channels of communication between minds.

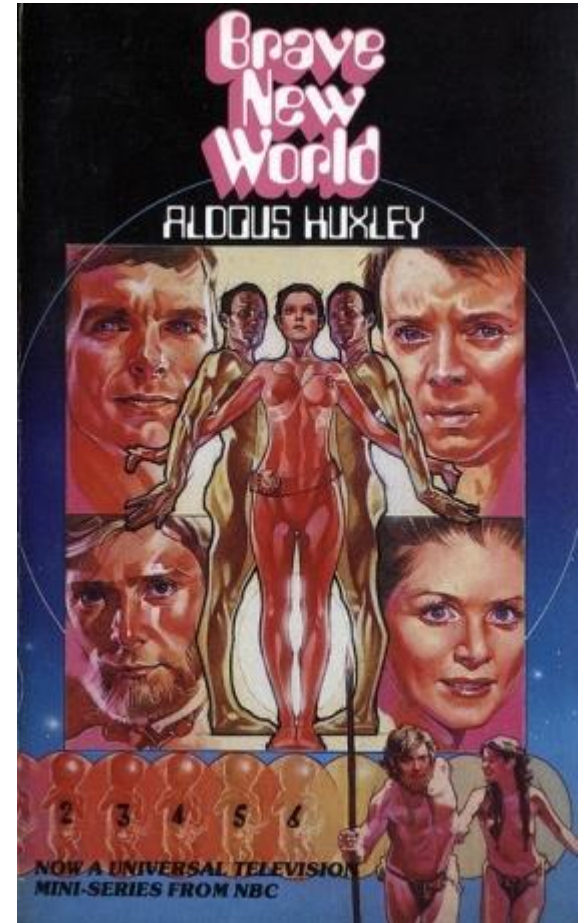
# „soma“ (Huxley, 1932)

"All the advantages of Christianity and alcohol; none of their defects.,,"

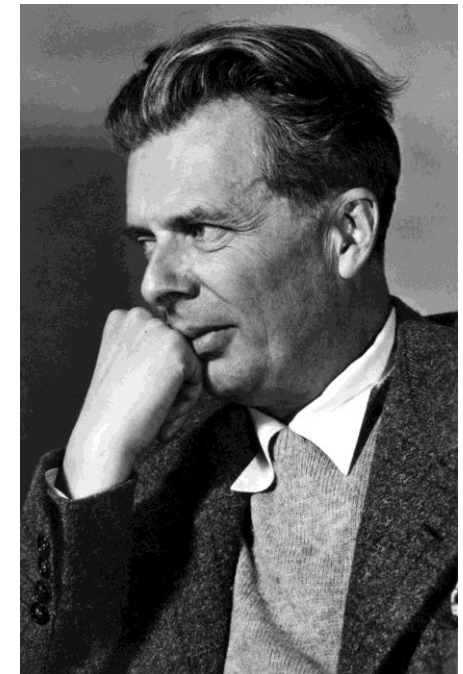
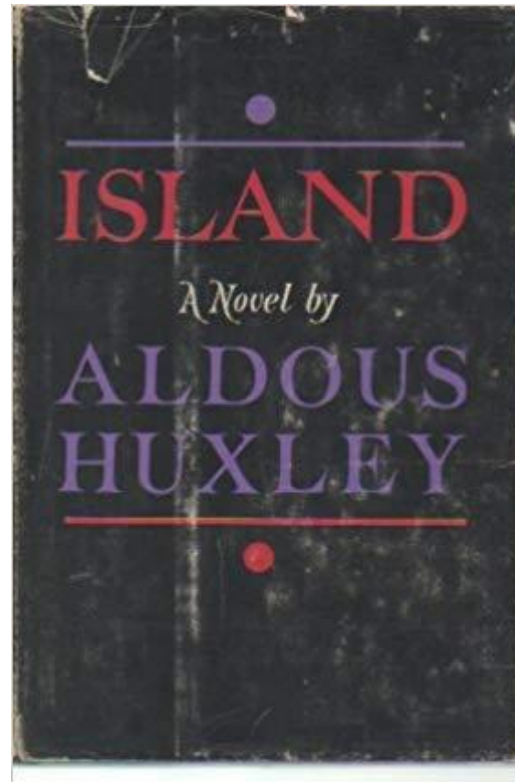
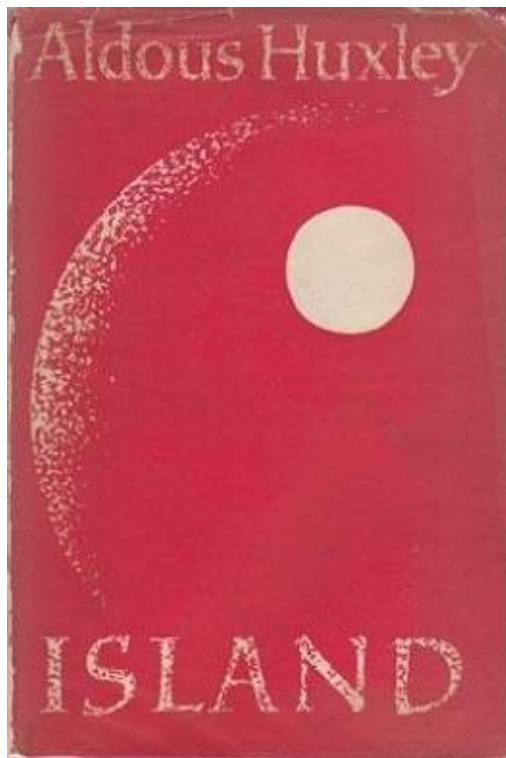


Aldous Leonard Huxley  
(1894 – 1963)

Brave New World (1980)  
Scenár: Robert E. Thompson  
Réžia: Burt Brinckerhoff

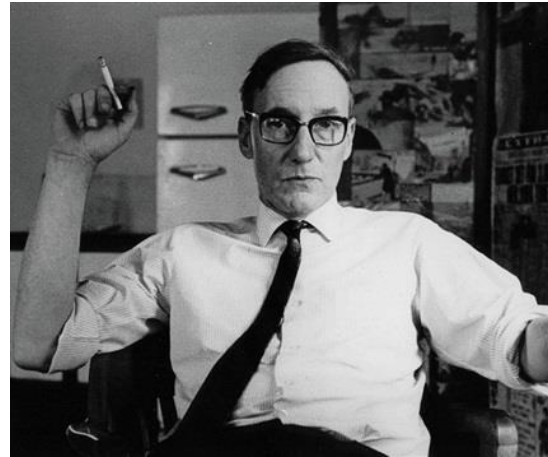
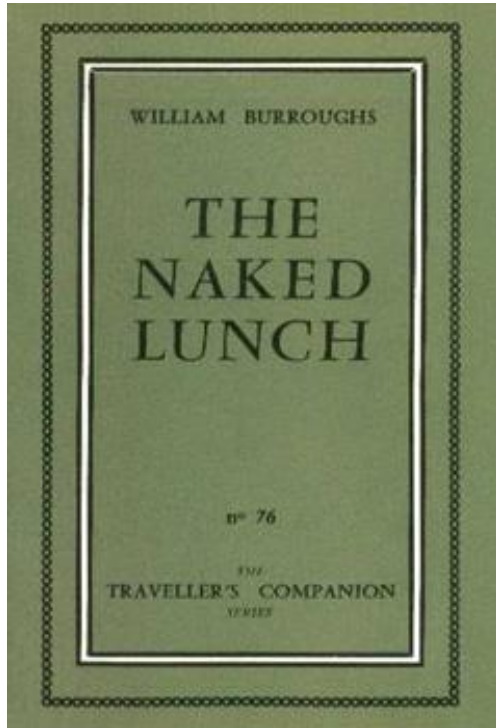


# „moksha“ (*Huxley, 1962*)



Aldous Leonard Huxley  
(1894 – 1963)

# „black meat“ (*Burroughs, 1959*)



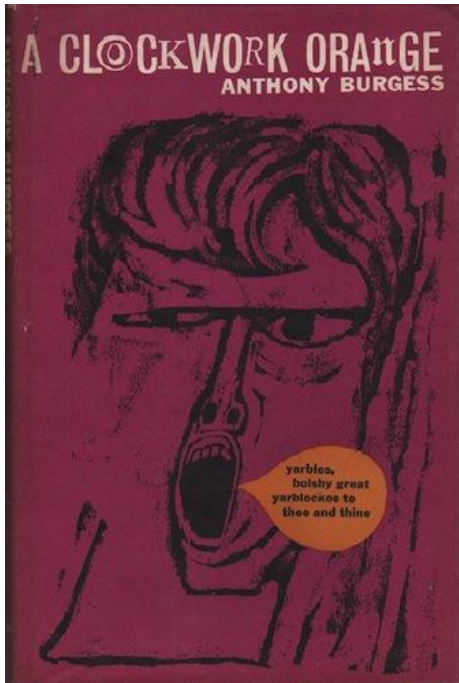
William Seward Burroughs  
(1914 – 1997)

The Naked Lunch (1991)  
réžia a scenár David Cronenberg



# „moloko plus“ (*Burgess, 1962*)

*vellocet* (Russian for amphetamines), *synthemesc* (synthetic mescaline), *drencrom* (adrenochrome)



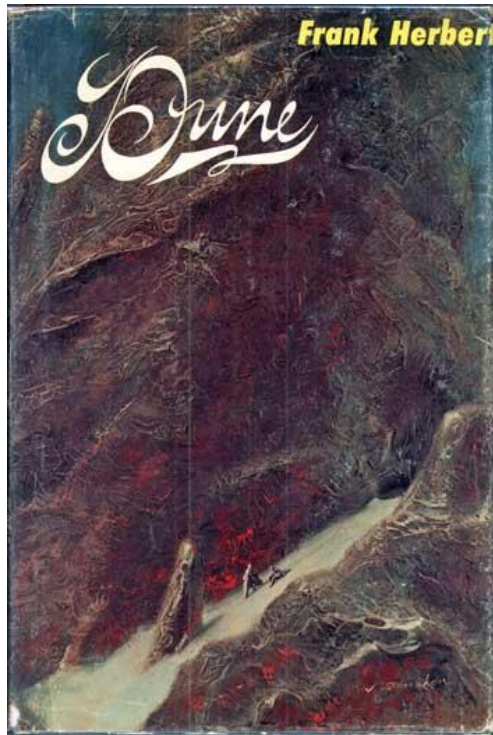
*A clockwork orange* (1971)  
réžia: Stanley Kubrick



*Anthony Burgess*  
(1917 – 1993)



# „melange“ (Herbert, 1965)

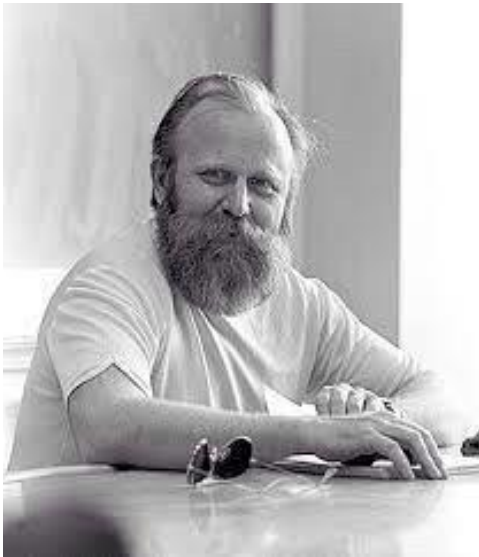


Frank Patrick Herbert  
(1920 – 1986)

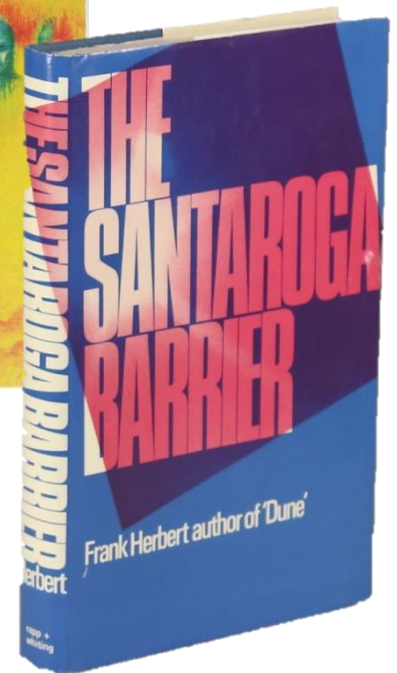
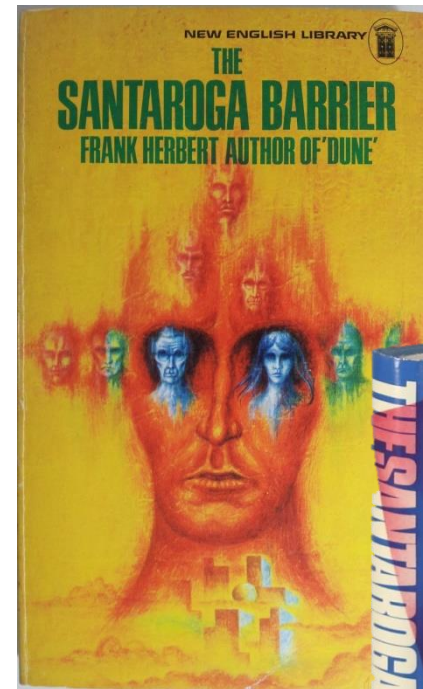
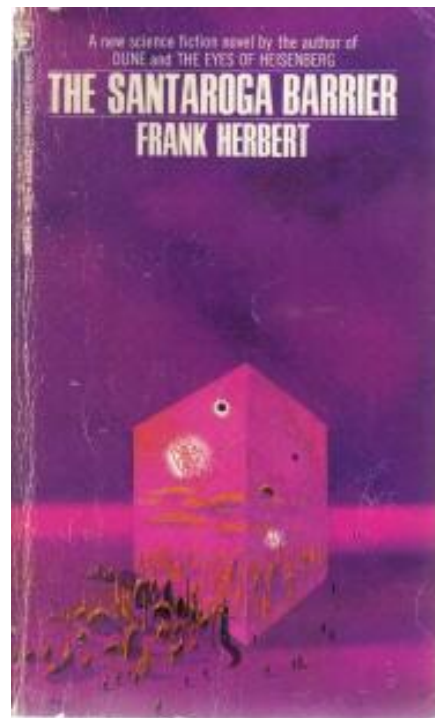
Dune (1984)  
Réžia a scenár: David Lynch



# „Jaspers“ (Herbert, 1968)



Frank Patrick Herbert  
(1920 – 1986)



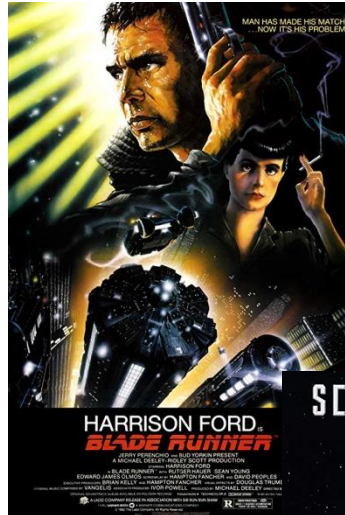
Herbert, F.P.: The Santaroga Barrier. US: New York: Berkley Books (1968)  
UK: London: Rapp & Whiting (1968), London New English Library (1971)



# Philip K. Dick



Philip K. Dick  
(1928 – 1982)



Blade Runner  
(1982)



Minority Report  
(2002)

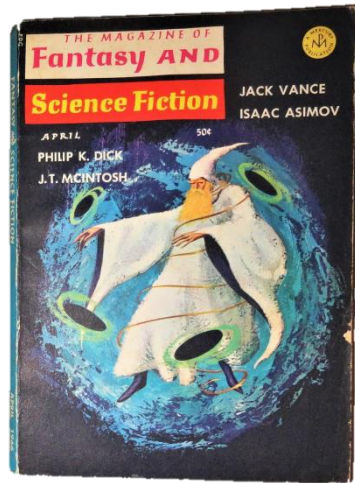
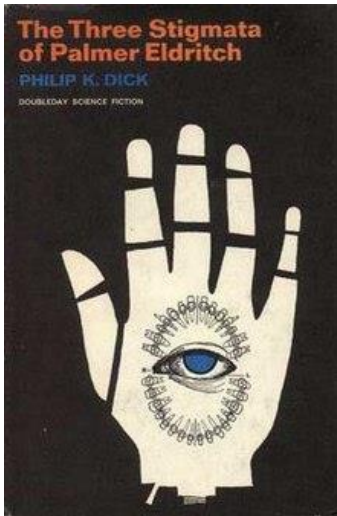


Total Recall  
(1990)



A Scanner Darkly  
(2006)

# Philip K. Dick

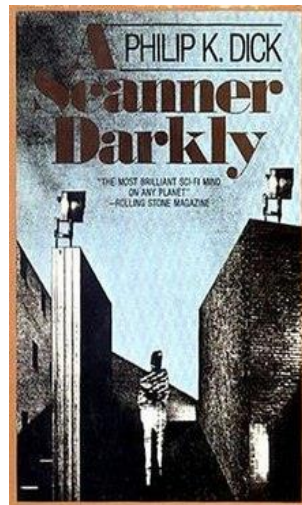
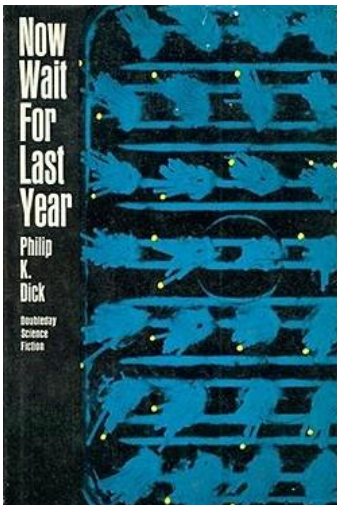


## Can-D, Chew-Z

The three stigmata of Palmer Eldritch (1965)

## Narkidrine

We can remember it for you wholesale (1966)



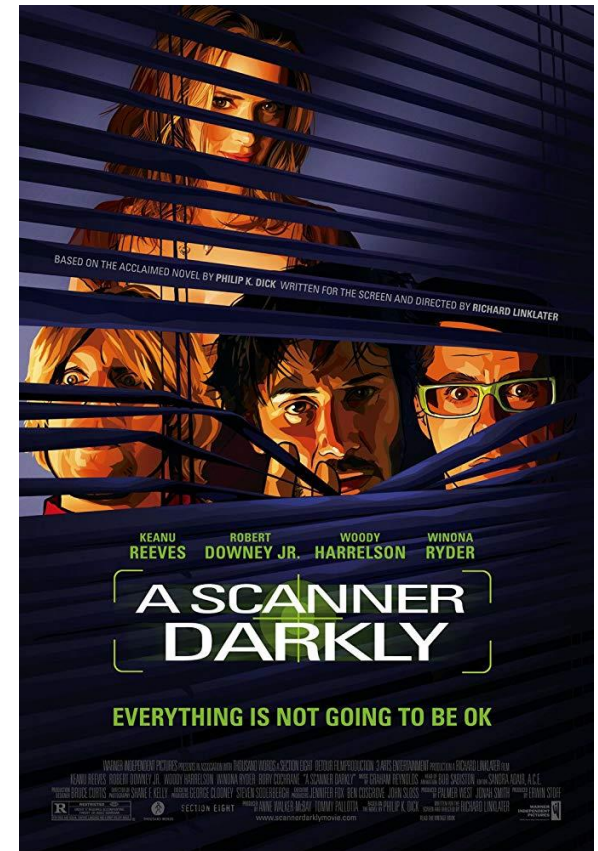
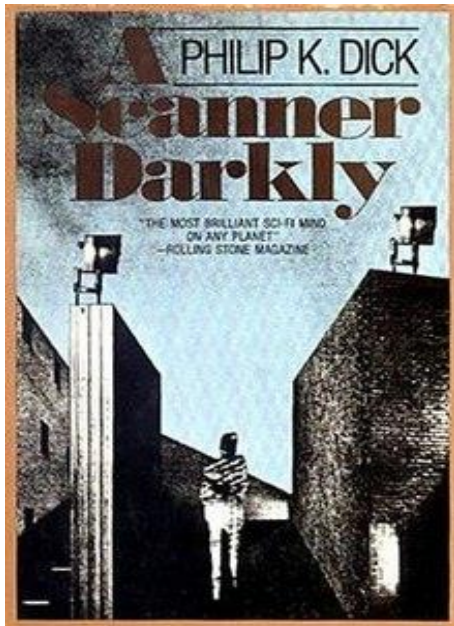
## JJ-180

*Now wait for last year (1966)*

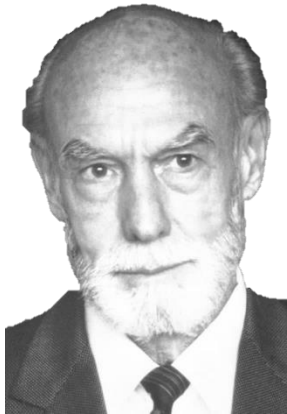
## Substance D

A scanner darkly (1977)

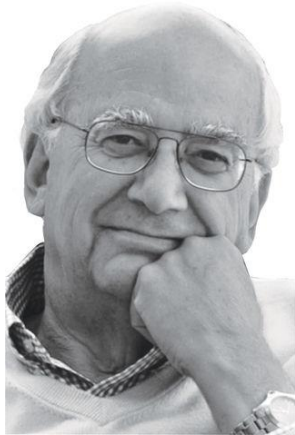
# „substance D (Death)“ (*Dick, 1977*)



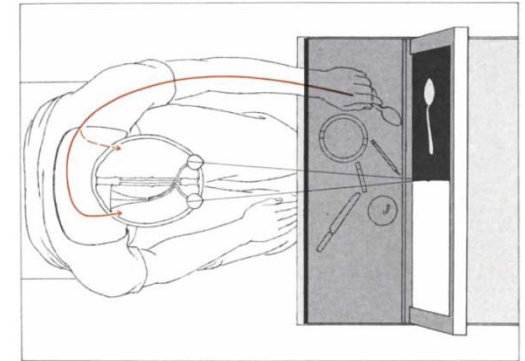
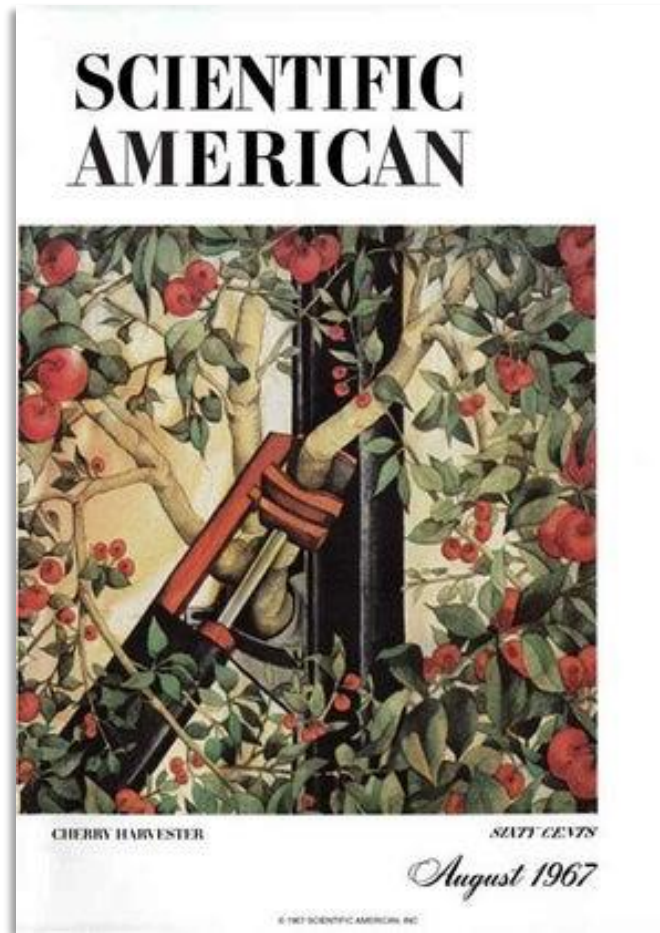
# Split brain (Sperry & Gazzaniga, 1960e)



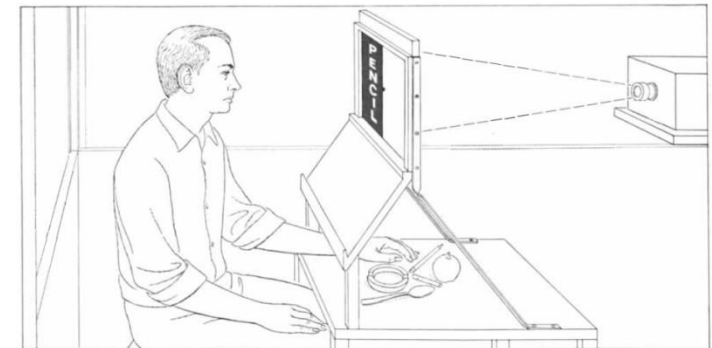
Roger Sperry



Michael Gazzaniga



VISUAL-TACTILE ASSOCIATION is performed by a split-brain patient. A picture of a spoon is flashed to the right hemisphere; with the left hand he retrieves a spoon from behind the screen. The touch information from the left hand projects (color) mainly to the right hemisphere, but a weak "ipsilateral" component goes to the left hemisphere. This is usually not enough to enable him to say (using the left hemisphere) what he has picked up.



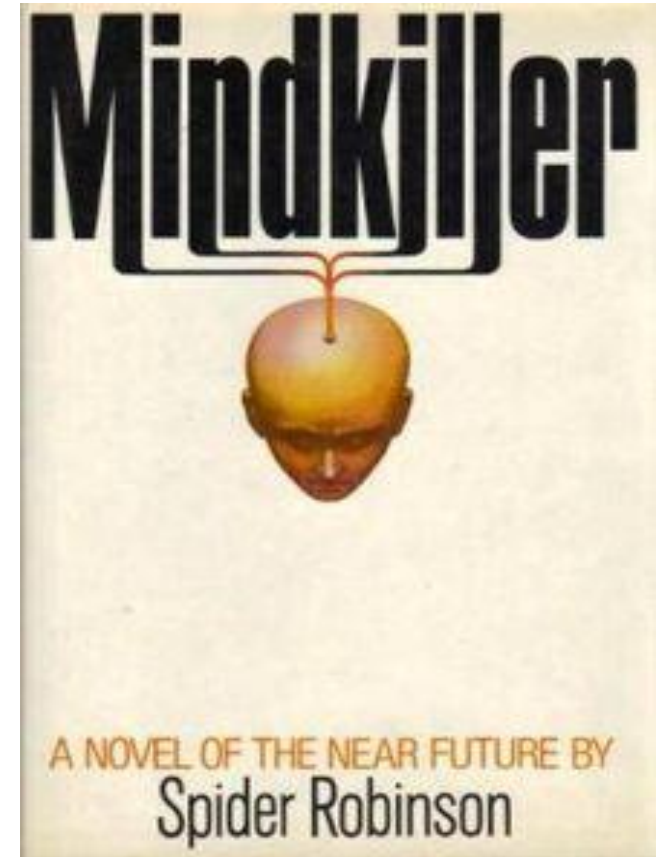
RESPONSE TO VISUAL STIMULUS is tested by flashing a word or a picture of an object on a translucent screen. The examiner first checks the subject's gaze to be sure it is fixed on a dot that marks the center of the visual field. The examiner may call for a verbal

response—reading the flashed word, for example—or for a non-verbal one, such as picking up the object that is named from among a number of things spread on the table. The objects are hidden from the subject's view so that they can be identified only by touch.

# Mindkiller (Robinson, 1982)



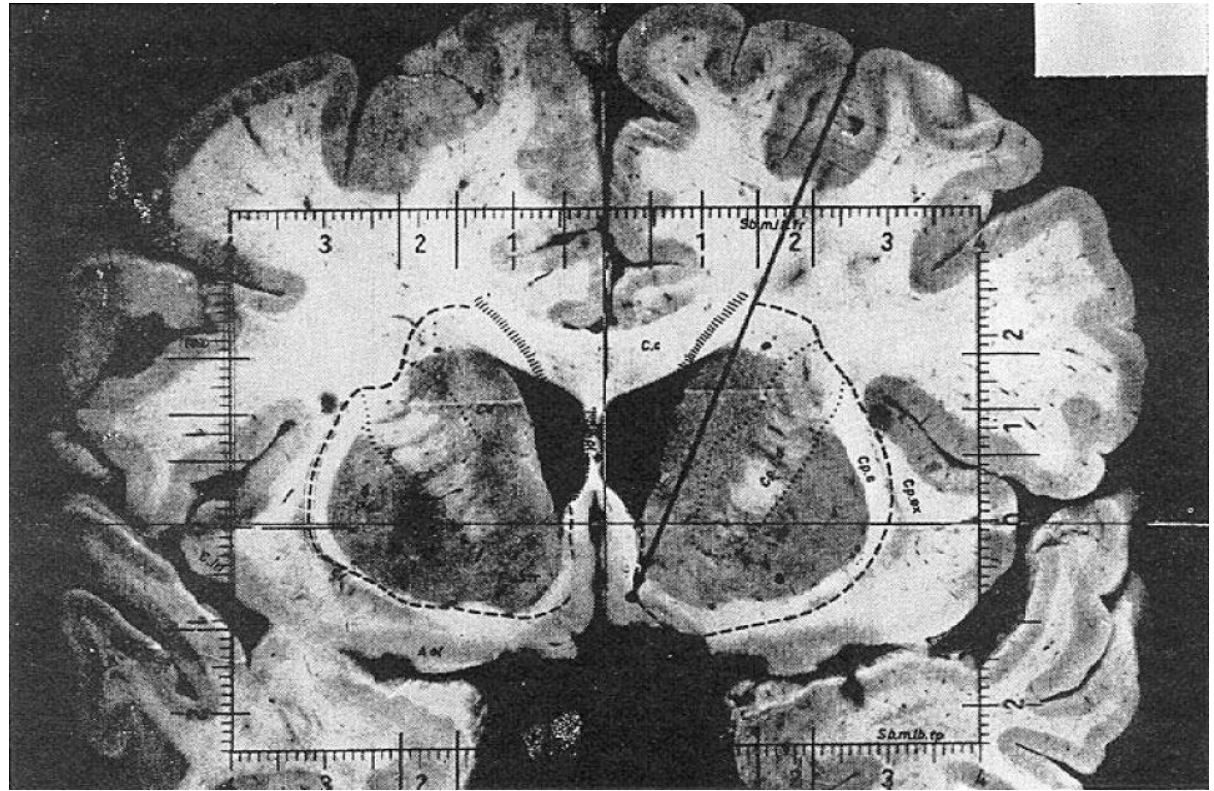
Spider Robinson  
(1948 - )



# DBS: 24-ročný pacient B-19 (Heath, 1970)



Robert G. Heath  
(1915-1999)



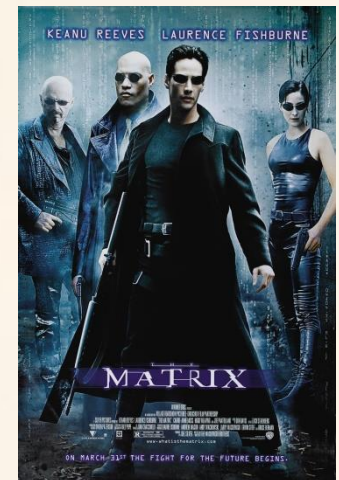
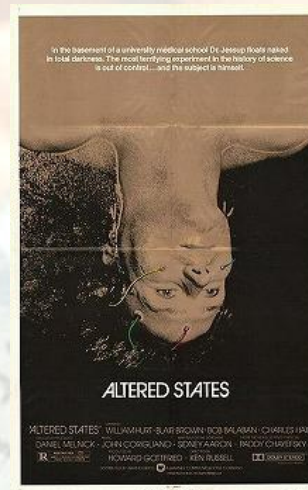
Prevzaté z: *Heath (1972)*

*J Nerv Ment Dis.* 1972 Jan;154(1):3-18.

Pleasure and brain activity in man. Deep and surface electroencephalograms during orgasm.

# Filmy

- THX 1138 (rež. George Lucas, 1971)
- Liquid Sky (rež. Slava Tsukerman, 1982)
- Altered States (aut. P. Chayefsky, rež. K. Russel, 1982)
- Matrix (rež. Wachovskí, 1999)



# Star Trek

- „felicium“ (TNG, ep. Symbiosis, 1988)
- „ketracel-white“ (Jem´Hadar, DS9 1993-9)
- „trellium D“ (ENT, ep. Damage, Enterprise, 2004)
- „holoaddiction“, Ktarian game, kal-toh

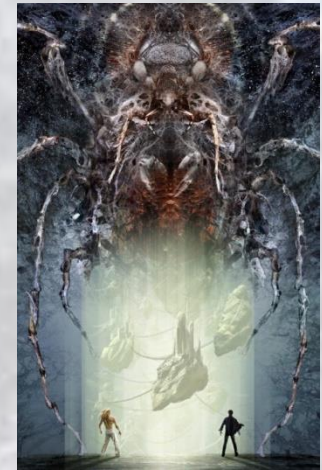




# Mycelium: Vilma Kadlečková (2013 - )



Lucas Hildebrand od detstva užíval drogu *gömeršäül* – Jantarové oči. Nielen to, spoznal aj silu *trëighrû*, hypnotického pohľadu a nevyspytateľnosť **Pätice posvätných drog**. *Laëgühr*, Ľad pod kožou, zostril jeho myseľ a zrak. *Ökrë* spálila všetko, takže prišiel o minulosť. Po užití *yantrünu*, Videnia, sa mu otvorila brána do novej reality, *räwë*, Hlasy a hviezdy mu prehovorili do duše, priniesli mu psychotronické schopnosti.



# „fadeaway“ (Vaughan, Staples, 2014)



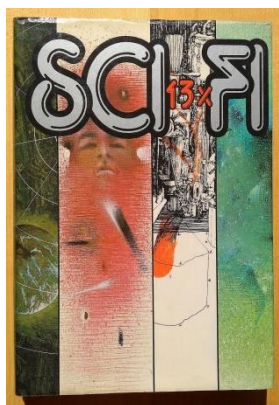
Fiona Staples

Brian K. Vaughan



Pozn.: Fadeaway is a common drug on Gardenia used by Open Circuit actors to pass the time

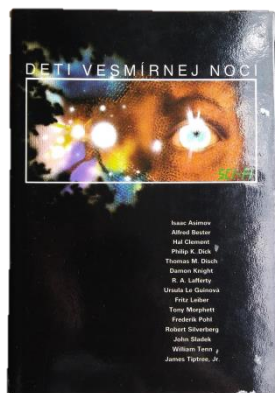
# Prehľad domácich vydaní sci-fi



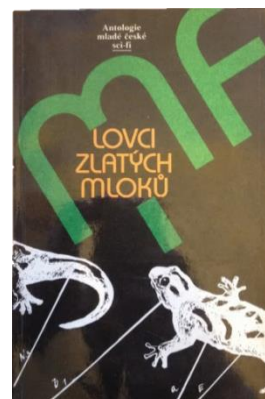
1985



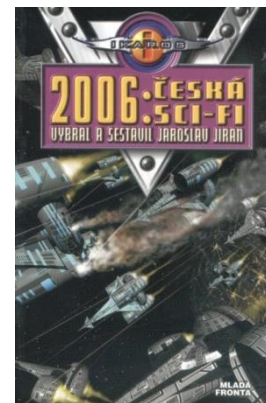
1986



1989



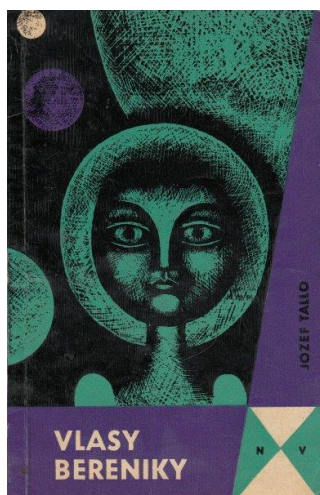
1988



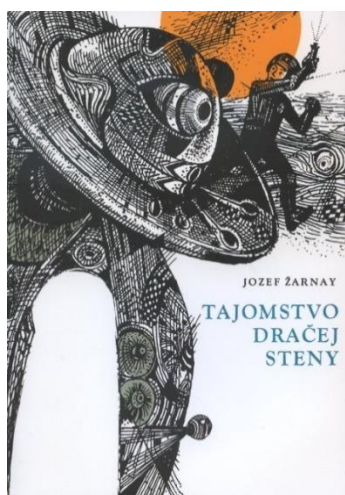
2006



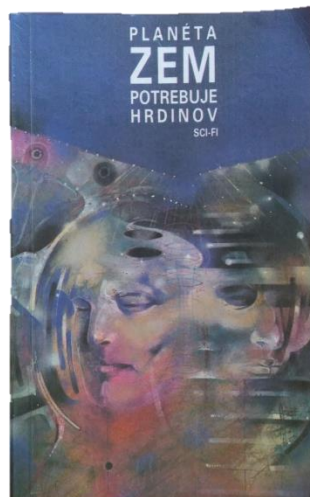
2010



1961



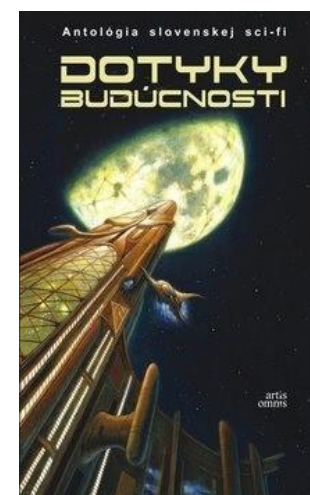
1973



1990



2010



2014

# Zoznam internetových zdrojov

Brian Merchant (10.12.2015): The Definitive Guide to Sci-Fi Drugs Was Produced by the Government in the 1970s:

[https://www.vice.com/en\\_us/article/3dand9/the-us-government-funded-an-investigation-into-sci-fi-drug-use-in-the-70s](https://www.vice.com/en_us/article/3dand9/the-us-government-funded-an-investigation-into-sci-fi-drug-use-in-the-70s)

Chris Howard (6.5.2016): Five addictive books featuring sci-fi drugs:

<https://www.tor.com/2016/05/06/five-addictive-books-featuring-sci-fi-drugs/>

Jeff Noon (18.10.2017): Top 10 imaginary drugs in fiction:

<https://www.theguardian.com/books/2017/oct/18/top-10-imaginary-drugs-in-fiction>

Rob Bricken (20.4.2009): The 10 Greatest Mind-Altering Drugs and Drinks in Science Fiction:

[https://www.toplessrobot.com/2009/04/the\\_10\\_greatest\\_mind-altering\\_drugs\\_and\\_drinks\\_in.php](https://www.toplessrobot.com/2009/04/the_10_greatest_mind-altering_drugs_and_drinks_in.php)

Jason Ellis (updated 4.1.2019): Neuroscience and Science Fiction Literature Chronological Bibliography:

<https://dynamicsubspace.net/research/neuroscience-and-science-fiction-literature/>

[https://memory-alpha.fandom.com/wiki/Drug\\_addiction](https://memory-alpha.fandom.com/wiki/Drug_addiction)

<https://memory-alpha.fandom.com/wiki/Holo-addiction>

<http://www.sf-encyclopedia.com/>