

Listen to your ecosystems

There are many different forms of ecosystems and ways to exploit them. You can build powerful sensing engines (e.g. the ILC model) for future change, sources of co-operation with others, defensive and offensive alliances. But ecosystems need management, they need tending as a gardener tends a garden — sometimes you allow them to grow wild, sometime you harvest, sometimes you help direct or constrain them. These are particular skills that you can develop but most important is the principle — listen to them.

A bias towards the new

Whatever you do will evolve. So have a bias towards the new, be curious and take appropriate risks. Be willing to experiment.

Be the owner

Take responsibility for your environment, your actions within it and how you play the game. You could outsource this to a third party in the way a chess player could outsource their gameplay to another but you won't learn and it is still you that loses.

Strategy is iterative not linear

Understand that strategy is iterative. You need to adapt in fast cycles according to the changing environment. The best you can hope for is a direction, a constant process of learning and improvement of your gameplay along the way.

Do better with less

Have a bias towards continual improvement.