Experience One: Look at a stack of dollar bills in front of you. What can you do with them? Toilet paper, burning them, writing on them. That's about it. Look carefully at the dollar bill, crease it, fold it, and realize that people center their entire spiritual being on it. Now, let's begin.

Narrative 1: This theory begins with the truth that money is not real. From this we can derive the postulate money is a psychological carrot that a government uses to guide the actions of the citizens within the nation.

Therefore, Axiom 1: Money is not real.

Narrative 2: If I have 200$ (based on 2 gold pieces) and you have 200$ (based on 2 gold pieces), and I sneak in $100, suddenly I have 300$ based on 2 gold pieces. That is inflation because now once I pay you $300 for something, the economy has $500 based on 4 gold pieces. Replace gold pieces with food, gas, video games.

Therefore, Postulate 1: Inflation is caused by increased money in the money supply.

Narrative 3: If person A lends person B 100$. They can both spend a total of $200 until person B pays back their debt to person A. This is because person A knows that debt has to be paid back, and B has the money.

Therefore, Postulate 2: Inflation is also caused by taking loans/debt, until they are paid back.

Derivative: The worst thing you personally can do to the economy is buy bonds(loans which increase national debt).

Objection One: What if Person A doesn't spend the money they don't have, isn't that not inflation then, and whats wrong with taking loans from banks?

Answer: If person A doesn't spend money they don't have, then yes there is no inflation. However because of fractional reserve banking, putting $100 of money in the bank, can allow a bank to loan out $1000, which is effectively $900 of inflation in the economy until it is paid back. Inflation is any increase in the money supply but purchasing power is (productive power or goods produced)/ (money supply)

Narrative 4: If I have 50$, and you have 50$, and the government takes 10$ from both of us, and then prints some extra money, and takes out a loan. Now, I have 40$, you have 40$, and the government has $50 from the $20 it took from us. The problem is that now when the government spends, there is now $150 floating around in the economy. The greater the taxes the less money you and I have, even if the money makes it back to us in the form of other things like infrastructure. Why? Because the money is diluted. The more money you make the faster the inflationary cycle happens.

Why: If money is printed, and government spending happens, then taxed money (from work) is mixed with the loaned and printed money from the government.

Therefore, Postulate 3: Increasing Taxes on people lowers the value of money created by work.

Narrative 5: Tariffs encourage domestic producers to work through increasing the value of their labor (if money isn't printed). This is sort of an anti-tax, (instead of taking the money away from laborers, it doesn't directly give them more money, it just increases the value of the work they do). In a deflationary environment, people holding money means that companies that don't produce what people want die. This means that existing workers are at companies that people are buying from.

Workers are encouraged to create more goods that people want, further lowering the price, and as the money supply shrinks the same dollar can buy more goods, goods that are produced at a higher rate due to the tariff incentive.

Therefore, Postulate 4: Tariffs increase purchasing power

Objection One : Don't Tariffs make things more expensive?

Answer: (Yes, but Tariffs deflate the economy, why? If purchasing power (productive power or goods produced)/ (money supply), Tariffs increase productive power while unchanging the money supply, meaning goods everywhere go down in price. When looking at any fiscal policy the crucial thing to look at is whether the money supply is going up or down.

Addendum One:

What to do with surplus money that isn't spent on treasury bonds, etc. Well, you can buy gold, or you can hold on to that money, or do whatever you want with it.

Addendum Two: Won't deflation make it harder to pay back the debt?

Deflation will make other goods cheaper so more money will be available to pay off the debt. Paying off the debt will also have a more powerful deflationary effect. At the core of the question though, the debt will be about the same despite inflation. The price of goods being cheaper say in government spending, will balance out with a more 'expensive' debt(the debt isn't actually more expensive, just consisting of less fake money).

Final Answer:

To lower inflation, and increase purchasing power, a country should lower taxes, print less money, take less loans and pay off debt. Surplus money can be put in a storehouse as long as it is not used for loans(or as little as possible). This will increase the deflationary effect as well.

Note on Government efficiency programs: These programs increase purchasing power (money is not wasted to the same extent) independently of fiscal policy.

A real life example!

Terraria has a deflationary effect on the economy. Philosophically, the economy deflates whenever money supply stays the same while productive power of an economy increases. What makes a product productive, isn't every product ultimately art?(art as in an experience). Regardless, the more Terraria I play at a price of $10, not only do other games need to compete with Terraria's price, the entire entertainment industry needs to compete with Terraria in my mind each day.

Terraria at a price of $10 means I don't need to spend money on books, TV, clothes, gas, that I would otherwise buy, yet at the same time, this means that Terraria has massive artistic productive power(tons of experience) at a fraction of the cost of other games.

What modern economics lacks which will take it into the postmodern stage, is that a good like video games substitutes physical goods like cars, food, steel, gas, etc to a ridiculous amount.

A gamer who works needs to spend very little on anything else as opposed to someone who doesn't game.

Why is this good for the economy? It means that games drive prices down, increase purchasing power nationwide. Philosophy and solo meditation and movies can also be valued in how they drive prices down by making you take time to think. (not spending money while thinking, meaning your money is not in the money supply and deflates things while productive power increases).

In summary, an intellectual sphere which previously has been valued only in entertainment $, in pretentiousness, can be viewed as deflationary activity.

Again, this is because money has more value as it competes for either a smaller consumer base(non gamers spending more money on clothes), or a ($-suppresed consumer base: in gaming $20 = 20 hours of fun or more often times).

This means not only am I having a deflationary effect on the economy. (people will still work, just spend less, invest more, I am also creating a small deflationary economy(people spending time watching/reading) through references in my work(similar to Berserk, Dark souls) that will PAY ME (when they are allowed to donate).

So all I need to do is play video games/podcasts, and not buy things I don’t want to deflate the economy, permanently(unless money is printed).

On Diet

Let’s try to apply this economic theory to the human body, with money being replaced energy.

We Define:

Fat = Debt

Productive Power = muscles and organs

Inflation: Zero-calorie sweeteners, caffeine, Ozempic, stress

Loan: Eating sugary food, or food in general

Tariffs: Lifting/Calisthenics

Optimal health advice for maximal energy and weight loss

- Walk when you can, exercise(pushups, pull ups, squats) when you can
- Eat sugar if you are energy-starved
- Avoid caffeine cigarettes, addictive drugs(replace with Lion’s Mane)
- Take your time, rest, and have fun!