

**Main Text:**

**1. The Primal Nature of Humanity** Human beings are not born purely good or evil. Rather, their essence is a chaotic blend of instincts, desires, and potentialities. While philosophers have long debated between innately good (Mencius) or evil (Xunzi), this paper asserts that humans are born from chaos—capable of both extremes. Existence itself is a sign of goodness, while disappearance equates to evil. As such, human development is defined by the dynamic interplay of opposing moral currents.

**2. Rationale for Systemic Governance** Traditional governance suffers from inefficiencies, corruption, and emotional bias. Decisions often depend on subjective judgment, leading to favoritism and inequality. The proposed governance system replaces key decision-making roles with systemic modules driven by algorithms and law-bound procedures. The primary advantage lies in its ability to execute law without prejudice, enforce policies without delay, and allocate welfare based on data rather than personal influence.

**3. The Dual Governance Structure** The system comprises two legislative arms: the Legislative Committee (responsible for proposing, drafting, and voting on laws) and the Module Committee (in charge of implementing and updating system modules). All laws and welfare policies are subject to direct voting by the population. Thanks to modern smartphone penetration and digital access, widespread participation is feasible. Participation is incentivized via a credit-based reward system.

**4. Smart Welfare Execution** Unlike traditional bureaucracies that require citizens to manually apply for benefits, the new system automatically identifies qualified recipients through data analytics and directly disburses subsidies—eliminating favoritism and increasing fairness. This structure prevents corruption, increases civic trust, and streamlines welfare efficiency.

**5. The Falling City: A Controlled Virtual Realm of Chaos** No matter how structured a governance model is, humans will always possess impulses that cannot be wholly suppressed. The Falling City—a virtual simulation—is a key part of this proposal. In this realm, participants explore the darkest corners of human behavior: deception, violence, indulgence, domination. These experiences allow citizens to vent urges that are otherwise forbidden in real life. This controlled chaos fosters psychological release and deeper societal empathy.

Entry into Falling City is mandatory for adolescents (beginning at age 13) and continues throughout adulthood. Missions in the virtual city are designed to test moral decision-making under extreme conditions. Protections are embedded for minors, ensuring exposure is scaled appropriately to psychological resilience.

**6. Integration and Fluidity of Systems** The proposed system must remain open, allowing inflow and outflow of ideas and people. A sealed utopia eventually stagnates; interaction with external systems preserves vitality. Thus, mechanisms for entry, departure, exchange, and cultural diffusion are central to the design.

**7. Conclusion** This paper proposes a dual-spiral system of governance: one side embodying structured virtue, the other simulating managed vice. By recognizing that morality is born from contrast, the system aims not to suppress human nature, but to understand and harmonize with it. Only through chaos can order be valued; only through confrontation with darkness can light truly shine.