

**Postulate 1.** *Default Action let data talk ourselves out: evidence, knowledge, Ridiculous -¿ change mind life -¿ depression, bored, fear, timid, illness is persistent -¿ sacarstic life -¿ positive emotion is temporary, low self image so not try -¿ sacarstic no survival instinct or intention any more -¿ sacarstic suicide requires no shackles -¿ sacarstic self destructive behavior, adhd -¿ have fun maintain life requires money -¿ slavery money dissolve all so called problems -¿ sacarstic*

**Postulate 2.** *selfish welfare and benefit, no resoanble or not, no judgement, just exchange, common concern, conflicts among Rational School of Thoughts, common sense*

**Game 1.** *Endeavor, Evidence, moment of Ridiculous, Evolve*

**Game 2.** *Brain Talk, Brain Party, Brain Dance, Brain Flirt, Brain Sex, Fun Seeking*

**Game 3.** *have fun as a rule breaker. flirt with Risk, Uncertainty, and Ambiguity.*

*1. known consequences set 2. unknown generating mechinism 3. attack the generating mechinism choose between games*