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BELIEF

DEFINITION

A belief is a subjectively true fiction. Such fictions include gods, money, friendship, and love. Love as a hormone exists. Love as an experience also exists. Love as anything else does not. Love as a story told by people to each other, is a just that, a story; a fiction.

These fictions are very prevalent in the human mind, having humans interact with them on a daily basis. When the police is beating up an unarmed thief, to a person unaware of the beliefs held by the police and the criminal, the situation might seem confusing. To the police, the beating is justified in their mind due to the theft committed by the thief, with the thief also understanding the mindset of the police.

IMPLICATIONS

Due to humans being the very believers of these fictions, they tend mistaking them for realities, mistakes which usually go unquestioned. This way, they begin believing they are on a divine mission to accomplish the greater good. That mission could for example be the helping of humans, humanism.

There, humanists tend to mistake the feeling of empathy as an obligation to help all of mankind. No rule in the universe though, obliges them to help mankind. Rules like gravity and space-time cannot be broken, unlike the fictions made up by humans. A human violating gravity will not be approached by the space-police. A human violating the rules of society though, will be approached by police. Ultimately, the universe never gave humans any meaning, humans were the ones who gave meaning to themselves.



INDOCTRINATION

EMOTIONALISM

A very widespread belief, is that of emotionalism: believing feelings should have authority. Thinking emotionalism is an unabandonable value, is still emotionalism.

OPINIONS

To change one's mind, there must always be an incentive to do so. Why would anyone change their mind without a good reason?

People commonly mistake scientism, a dedication to the truth, as a universal and overpowering reason to change one's mind. That is simply not the case though, due to people commonly accusing others of denying the truth, meaning at least one of the parties are.

CHILDHOOD EMOTIONALISM

When humans are born, they naturally become emotionalists, meaning that is their first opinion. Afterwards, they are indoctrinated by their parents and surrounding community, adopting the language, the culture, and other aspects, all in an emotionalist endeavor to avoid punishment, be rewarded with compliments, and fit in.

IMPLICATIONS

Due to societies usually being run that way, many find themselves having gone through this indoctrination process. From here, rational decision-making should be used to determine whether the indoctrinated beliefs are worth keeping or not. An example would be an abandonment of pagan values when surrounded by Christians.



SELF-REALIZATION

PRIMARY AGENDA

The primary agenda is the divine mission taken upon by the individual. Most commonly, this divine mission either is humanism, egoism, or a servitude to divine entities in some form. Having multiple primary agendas does not happen, for example having servitude to the divines being derived from an egoistic pursuit of paradise.

SECONDARY AGENDAS

Secondary agendas exist to serve the primary one, with humanists usually having egoism as a secondary agenda in hopes of a stronger self being more capable of helping humanity.

HIERARCHY

Creating a hierarchy of beliefs would be useful for determining the ordering of agendas. Due to the fictitious nature of agendas, no logical or natural hierarchy exists.

DIRECTION

After having chosen agendas to pursue, directing the body and mind to fulfill that pursuit is important. Feelings and emotions play a very important role in this pursuit, which is why they will be explained.

Because the body is wired to survive, attempting for example suicide without reason and to disobey one's feelings becomes painful, as doing those things usually did not help survival. Because of this, the tendency is of the strong being able to use their feelings, while the weak become used by their feelings.



THE PLACE OF FEELINGS

DEFINITION

Feelings are what is felt, what is experienced. Emotions are a form of feeling, being the mood of the entity.

FEELINGS

Without any feelings, nothing can be experienced. Removing feelings in hopes of removing suffering, removes meaning alongside it. An eyeball taking in light, cannot see by itself. There is light, but there is no vision. That light is translated into electric signals and sent to the brain, where the brain makes sensible information out of the signals. There, the person is able to experience vision, seeing what the eye saw. No feelings would practically mean no brain.

EMOTIONS

Instead, removing emotions would be more appropriate in the pursuit of a life without suffering. Processed sensory information might be experienced, but has no further meaning without emotions. Emotions are what distinguishes good from bad, at least in those unindoctrinated. No emotions would mean no disgust, thereby an inability to distinguish beauty from ugliness. No emotions would also mean no sadness, thereby an inability to be dissatisfied.

THE PROCESS

It begins with raw information from the outer-nerves, which becomes an experience in the brain. This experience then is given meaning by emotions, allowing the entity to create order in chaos.

Due to the advanced nature of feelings, a summary will be given.





SATISFACTION

DISSATISFACTION

If a human is feeling pain, being dissatisfied about it, wanting to end it, the human should also think of this though: Will this dissatisfaction help progress the divine mission? “Yes” is rarely the answer, meaning the dissatisfaction usually should be disregarded.

Some feel overly dissatisfied with themselves. That is always due to holding more expectations of themselves than can be achieved, creating cognitive dissonance. Doing so without change puts oneself in a perpetual state of pain, which is not advised. Being dissatisfied with being dissatisfied also is not advised.

SATISFACTION

When feeling satisfied, humans feel less dissatisfaction, along with pleasurable chemicals. Because of the feelings associated with it, satisfaction has become a major goal for people to pursue. Doing so, undermines the nature of satisfaction though, especially its origins.

In the pre-historic days, there were very few items to interact with, ending up with nearly all satisfactory tasks being difficult ones, thereby having satisfaction be a reason for work. To make sure the work would be continued, two quirks regarding satisfaction were added. First, satisfaction would be short-lasting, securing constant hunts for food, thereby survival. Second, prolonged satisfaction would make the person less satisfied, making sure the humans would stay competitive, securing the genes. Satisfaction is not to be pursued, only appreciated.

STRESS

PLACE OF STRESS

When stressed a lot, one becomes anticipating of action, very useful for fighting and running. Feeling less stress, gives a feeling of responsibility and awareness. Not feeling any stress though, usually results in confidence, recklessness, and laziness. Having these feelings at the correct time is important.

COGNITIVE DISSONANCE

As mentioned previously, where a misalignment of beliefs versus reality results in dissatisfaction; stress also plays a role. There, cognitively dissonanced people feel an urgency to change. This urgency then creates a great incentive to deal with it. Not doing so, leads to the dissonancing misalignment still existing, creating further dissatisfaction and thereby furthering the incentive for action.

RESPONSIBILITY

A worker who cannot stress, is the worst kind of worker. When the worker expects a lot of themselves, cares about their survival, wants to keep their job, but does not feel any stress, the worker is left with no incentive to do the unpleasing work. They worry not about their employment, allowing their overseers to complain at them. They worry also not about their self-perceived image, resulting in no cognitive dissonance suffered from a lacking work-ethic. A worker avoiding the stress through distractions, would be no different from the worker not feeling any stress. Either way, they do not feel the urgency to change.



TRUST

ASSOCIATIONS

Associating something with something else, is the act of wiring the two elements together in the brain.

PROGRESS

Observations of children show they are born with certain common associations, like a fear of spiders, a fondness for their parents, and an averseness to ugliness. Whether these actually are inborn does not matter.

From there, new associations are formed, like associating candy with pleasant experiences, and vegetables with unpleasing experiences. This is very much like opinions.

IMPLICATIONS

To make use of this information, creating useful associations becomes important. Doing so, could for example be associating dangerous narcotics with misery and disgust, while associating work and benevolence with joy.

FORMING AND REMOVING

Creating associations requires only having multiple things in mind at once, leading those things to eventually become associated. Removing associations on the other hand, is not so easy, usually requiring some psychological discomfort. That would mostly involve finding something new to associate the thing with, as associating an already arousing thing with nothing is very difficult.





PLASTICITY

ORIGINS

Humans derived their ability to adapt to their environments, through the environment around them changing faster than their genes could adapt to it. Because of this, muscles, for example, have the ability to grow after use, effectively making the environment signal what muscles are useful.

CONTINUED USE

Even though humans no longer live in their old environments, now being in radically different ones, the body and mind still attempts to adapt. Due to how different the environment now is though, the body makes many mistakes, for example not having people feel the need to militarize during a period of peace. Such, was countered by human fictions, for example telling of neighboring tribes always seeking to invade them, thereby keeping up the useful militaristic culture. Fictions deriving their survival off relevance and not human wellbeing, results in them not always being right. An example would include modern consumer-practices, which many experts denounce.

CONSUMERISM

Consumerism is the belief of increased consumption being useful, somehow. By its nature, consumerism wants to make people consume as many products as possible. The amount of consumable products can be amplified by spreading myths, like saying women only will accept marriage-proposals if given a diamond ring. Among these myths, exist the thought of emotional problems being solved through consumption. Sometimes, solving these through other ways is impossible, but consumption has an even higher tendency not to work. Even though rarely directly advertised, consumption tends only to distract oneself instead of solving the problems.



FOCUS

RATIONALE

Even though it is painful to violate one's feelings, it still is possible to do so. That is because feelings were not always right, meaning a mechanism to manage that shortcoming was needed. The primary mechanism responsible for that, is rationale.

Problem there, is how creatures with 100% rationality would not have any reason to survive or create order, due to those being values, thereby fiction, being inherently irrational. Rationale therefore become only part of the human's decision-making tool-kit, being called forth through interest, to aid emotional endeavors, and through focus, when the emotions make mistakes.

MODERNITY

Humans live today in an environment far different from the one they used to. Due to such a difference, the correctness of feelings suffers, since they never were designed for a world with smartphones and supermarkets. This is why people who lack no fundamental human needs suffer today, because their chemistry still is that of a hairless ape built for the African savanna.

TRAINING

For a human to focus, there either has to be something emotionally arousing catching the human's attention, or the human could be emotionally retarded and decide to focus on something uninteresting. The latter is commonly done by monks, who are renown for their emotional strength. Through continuous focus on their uninteresting breath, their brain eventually rewires itself to focus on these uninteresting aspects of life.



HABITS

MORE ON FOCUS

Most people never will attain a perfectly focused and emotionally stable state. That is nothing to be dissatisfied about, since being dissatisfied about an unchangeable reality is not useful. This should not discourage people from trying, but comes with another piece of information: Ultimate focus is not the best pursuit. In a society filled only with focused monks, there are no farmers, meaning there will be no food. Focus itself is not the goal. The goal is to gain a tool, namely the power of resilience.

EMOTIONAL WIRING

In addition to focus, another way of permanently suppressing feelings and emotions, includes dismissing them. This is done by rationally explaining to oneself why the emotion is not useful in this situation, while also following the emotion in any way. To for example suppress anger, one has to not act passive-aggressively, and also honestly have forgiven the reason for the anger.

MORE ON ASSOCIATIONS

Because of how well the brain associates, associations tend to be used by the brain to prematurely invoke emotions and thoughts. Such include feelings of discomfort in rape-victims when in a sexual situation.

GENERAL RULES

- Actions rewire your brain to keep doing them.
- All feelings are temporary; they come and go.
- Ceding decision-making authority, is ceding the truth.
- Nothing serves your divine mission, not even your own body.
- Pursue mindfully.

SLEEP

Allows your body to repair itself

Don't sleep longer than needed

Circadian rhythm

Deep-light-sleep patterns

Environment
(temperature, sound)

Avoiding nightmares



METABOLISM

Creates energy, and other building blocks for your body

Excess energy is stored as fat

Fat is burnt to create energy if not enough energy is created through digestion

Eat like a tribesman, not like a consumerist



ENVIRONMENT

Important for recalling memories

Influences your emotions

Can make you tired



BLADDER

Can be stretched

Avoid a consumerist bladder



STIMULATION

dunno



INFLAMMATION

Used to fight infections

Also can be used to encourage social withdrawal

Depression uses this



FATIGUE

dunno



REGROWTH

Need to search this up



LEARNING

dunno



BIAS

Emotionalism

Dunning-krugher – a form of emotionalist bias



MENTAL CONDITIONS

Many of them are due to an increase or decrease in activity or of chemicals in some form.

LOW SENSITIVITY TO STIMULATION

When the body has a lowered sensitivity to stimulation, resulting in the patient seeking it in an abnormal amount. Such could include increased activity, reduced ability to focus on unstimulating activities, and difficulty being satisfied. This could be a symptom of ADHD.

HIGH ANGER

By constantly rewiring the brain to not act out on anger, the brain eventually stops doing it. Teaching it to act out on it, for example through destruction,

DEPRESSION

The exact mechanisms behind depression are unknown. A good theory is of the body invoking inflammation to combat an anticipated infection. Withdrawing from social life would help reduce the potential patients, while depression in general shows very similar symptoms to inflamed patients.

SHYNESS

