

The Optopian Strategy

Handbook of Human Optimization

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Anonymous

Preface

Human Systems (political, economic, legal, cultural, etc.) are all capable of achieving and sustaining an optimum condition. There is one, and only one, optimum condition, beyond which a system can't be improved (based on Quality of Life). All other system states are sub-optimal (by definition), and therefore institutionalize injustice. The Optopian Strategy provides a universal reference for repairing or replacing sub-optimal systems, and for building new, optimal systems.

The Handbook acts as a comprehensive reference manual for human optimization. Because it's a discontinuous innovation, a full understanding requires an in-depth analysis of this text. Each generation can utilize the strategic principles of optimization codified into this framework to benefit themselves and their succeeding generations as well. The best results can be achieved if the majority of social power elites with the highest levels of control over Social Power (Force, Wealth, Beliefs) understand the strategy and act accordingly. Otherwise, the usual cycle of revolution will continue.

Current evidence indicates that human civilization experienced a global systemic Inversion (circa 2000), which will cause continuously increasing chaos, before the cycle comes to an end (circa 2050). There are 3 major causal factors that prevent past solutions from working as expected. First: the transformation into a global zero-sum game (container regime), caused by the relentless expansion of civilization. Second: the sudden introduction of a global, public communication system (Internet) establishing a unique information Commons (para-social world). Third: the wide spread public availability of affordable global air travel. The combination of these 3 factors has made the world a much smaller place (relatively), requiring entirely new strategies (narratives, models, frameworks, etc.) to ensure the peaceful flourishing of humanity.

This global Inversion has caused previous philosophical worldviews (narratives) to become increasingly disconnected from reality, and no longer as dependable. Circumstances will only continue to get worse if we don't learn how to manage the perpetual cycle of "Inter-generational Indoctrination". Efforts to escape from this cycle can be challenging for those who have invested much of their lifetime into obsolete worldviews. Those who love justice more than they fear dying can easily accomplish the necessary transition.

The nearly universal response to the Inversion has been a growing confusion and a global state of denial (mass formation). This unique event has led to humanity being trapped in a heartless, soulless Global Cult of Materialism (GCM). The GCM ideology views sovereign states as the new Gods, corporations as the Demigods, and social power elites as the Clergy (aristocrats). As in most cults, "non-believers" are treated like heretics (or lunatics), rather than legitimate dissenters. Humans are generally treated like objects (fungible goods, resources, tools, etc.), not autonomous subjects.

Since we can't manage what we don't measure, an understanding of Human Optimization is essential for identifying the appropriate metrics and actions necessary to achieve the best outcomes. Optimization of a zero-sum game generally requires scientific thinking in order to realize and implement the best solutions. Without the benefit of a scientific strategy, such as this work, we will most likely continue to recycle obsolete philosophical ideologies.

This Handbook is divided into specific sections for ease of reference but they're all interdependent, and collectively they constitute an integrated reference framework (model) for human optimization.

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Section 1: Universal Laws of Sociodynamics

First Law: All thoughts and emotions are imaginary, but some are useful (optimizing). [Absurdity Principle]

Second Law: All consequences are interdependent, to the extent of circumstantial proximity (varies as the inverse square). [Sharing Principle]

Third Law: Every autonomous, reflective agent (Player) acts like one of the 4 universal strategy archetypes; Conformist, Mutualist, Narcissist, or Nihilist, and only a 100% Mutualist population can produce a sustainable, systemic optimum. [Agency Principle]

Fourth Law: A “mutually ideal outcome” is impossible in a Zero Sum Game, therefore the systemic optimum provides the ideal basis for resolving contradictory outcomes. [Conflict Principle]

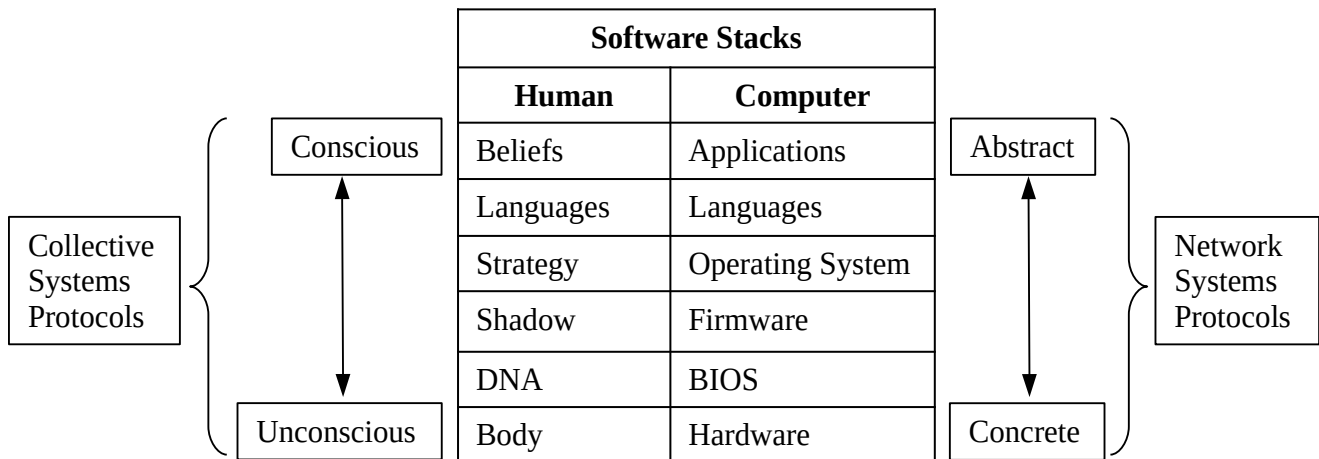
Fifth Law: Justice, is the realization of systemic optimization, providing a universal metric for all human systems. [Optimization Principle]

Sixth Law: Truth, is the most Complete, Accurate, Relevant, and Simple (CARS) interpretation of reality, providing the ideal basis for competent Choice (decisions). [Convergence Principle]

Seventh Law: Power (Social) that serves justice is systemically constructive, Power that does not is systemically destructive. [Action Principle]

Eighth Law: For all Players, life is an interdependent System of Systems (Game of Games), defined by optimizable structures (Arena, Rules, Roles, Resources, Choice, Players) and dynamics (Sociodynamics, Luck). [Organizing Principle]

Human Systems Architecture (Human/Computer Analogy)



Human Systems Architecture: the meta-framework of human/computer systems (by analogy).

Beliefs: cognitive map of reality (worldview, weltanschauung).

Languages: symbols, syntax, semantics, tone, gestures (narratives).

Strategy: causal framework of action principles (core motives).

The Shadow: foundation of the subconscious (Death Paranoia/Oneness Rapture).

DNA: the origin of The Shadow.

Body: the human physical domain (perceptions, actions).

Collective Systems Protocols: human interdependent structures and dynamics.

Section 2: Universal Agent Archetypes (UAA)

Reflection, is the natural human ability to think and feel about how one thinks and feels. Self-deception and self-awareness are the inversely related internal manifestations of Reflection. Externally, one can therefore think and feel about how others think and feel (empathy, projection, etc.). This ability becomes fully developed at around 12 years of age (normal). All human adults (Agents) can therefore be classified by this intrinsically “bilateral” mechanism into 4 distinct strategy Archetypes.

| Archetype | Preference | | Rationality | Social Ethic | Motivation |
|------------|---------------------------|---------------------------|--------------------|--------------|------------|
| | utility _{self} | utility _{other} | | | |
| Mutualist | Optimum | Optimum | Bilateral | Stewardship | Reflection |
| Narcissist | Optimum | Indifferent (sub-optimal) | Unilateral (self) | Sovereignty | Impulse |
| Conformist | Indifferent (sub-optimal) | Optimum | Unilateral (other) | Servitude | Impulse |
| Nihilist | Indifferent (sub-optimal) | Indifferent (sub-optimal) | Irrational | Relativism | Alienation |

Reflective Agent Taxonomy (by Utility)

The utility function (goal) in this taxonomy can be defined by narrative and by formal Mechanism Design Theory (MDT). Mutualist Utility Function (narrative form): Optimum of total aggregate utility with a simultaneously optimum of equality (parity) of individual utility. Mutualist Utility Function (MDT 2 x 2 ordinal form): $u = ((x_i + y_i) + |x_i - y_i|) / 2$: where x_i = Agent R utility ordinal (Narcissistic) and y_i = Agent C utility ordinal (Narcissistic).

A complete analysis reveals that only a 100% homogeneous population of Mutualists can consistently produce and sustain optimal social systems as the natural outcome. All other populations can only produce unstable, sub-optimal systems. Since fictitious Agents (States, corporations, etc.) are analogs (legal fictions) of actual humans, their strategic Agency is also fully defined by this same taxonomy.

Ideally, an optimal political system exhibits 3 essential Quality of Life characteristics. First, no individual can be made better off without making someone else worse off. Second, everyone can't be made better off collectively (in total). Third, no one can be moved closer to the optimum without moving someone else further away from it. All Agents that aren't true Mutualists would be required to consent to acting “as if” they are one, in order to ensure optimization. Ideally, human systems place only true Mutualists in control (leaders) positions within the 3 domains of Social Power (Force, Wealth, Beliefs), because their behavior would naturally serve Justice over Power.

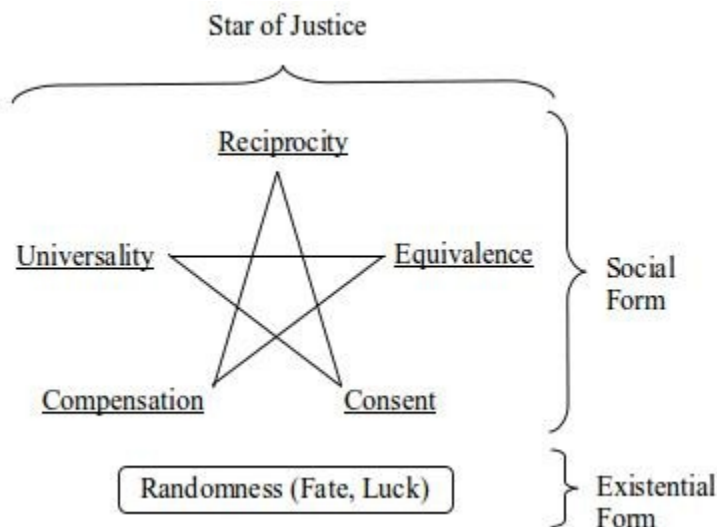
There are subconscious motivations as well as conscious motivations. They are driven by the subconscious Shadow. The Shadow is the deepest part of the subconscious mind containing the Death Paranoia and Oneness Rapture dichotomy, constituting the hidden foundation of all human motivation, decisions, and actions. The 3 primitive Impulses: seeking pleasure, avoiding pain, and conserving energy are the universal, tactical motivators. Self-discipline: the inverse of the 3 Impulses, can be realized through Reflection. It's possible for any Archetype to eventually become a true Mutualists through the practice of self-discipline. The 4 Archetypes, The Shadow, the 3 Impulses, and Reflection constitute the internal framework (first order) that determines systemic outcomes [What is internal is externalized, and what is external is internalized].

Section 3: Universal Justice

Systems of Law (Rules) utilize some rationale for Justice as their foundational basis, whether explicit or implicit. Justice itself, and the systems of law derived from it, have evolved over the centuries. These dynamics and structures produce a unified “Hierarchy of Justice”.

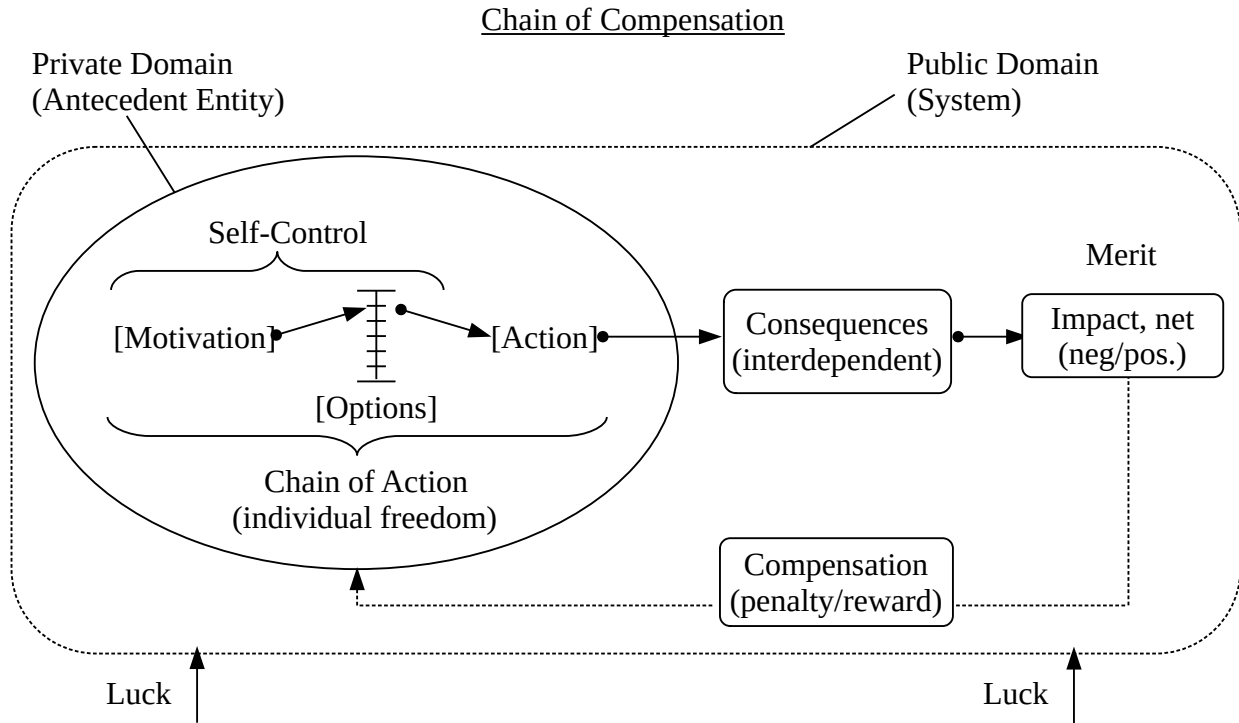
| Hierarchy of Justice | | | | | | |
|-----------------------|-------------------------|------------------------|---------------------|---------------------|----------------|-------------------|
| Methodology (metrics) | | | | | | Outcome |
| Objectivity | Form | Rationale | Means | Ends | Authority | System of Law |
| Highest | Scientific Justice | Bilateral Rationality | Systems Science | Optimum (systemic) | System (what) | Sociodynamics |
| High | Philosophical Justice | Unilateral Rationality | Opinion Debate | Decision (choice) | Chosen (who) | Rule of Law |
| Medium | Mystical Justice | Faith (Deification) | Decree | Obedience (loyalty) | Divinity (who) | Divine Rule |
| Low | Injustice (null thesis) | Survival (impulse) | Warfare (3 domains) | Winning | Power (who) | Law of the Jungle |

The “Star of Justice” is a useful model that integrates the 5 underlying social principles, as well as the 1 existential principle of “Randomness” (Fate, Luck, etc.). Constructing a universal System of Law is therefore contingent upon utilizing the most objective (scientific) rationale for Justice.



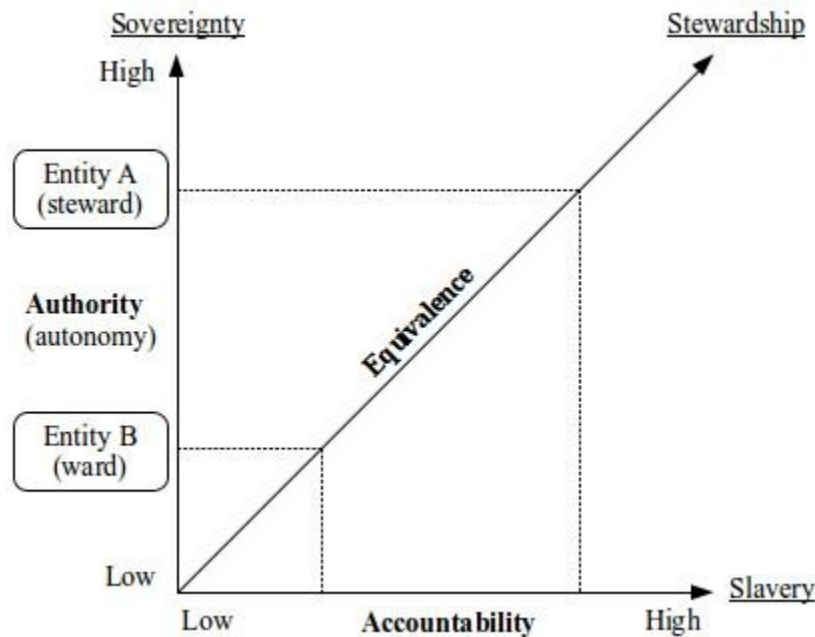
Elements of Reciprocity

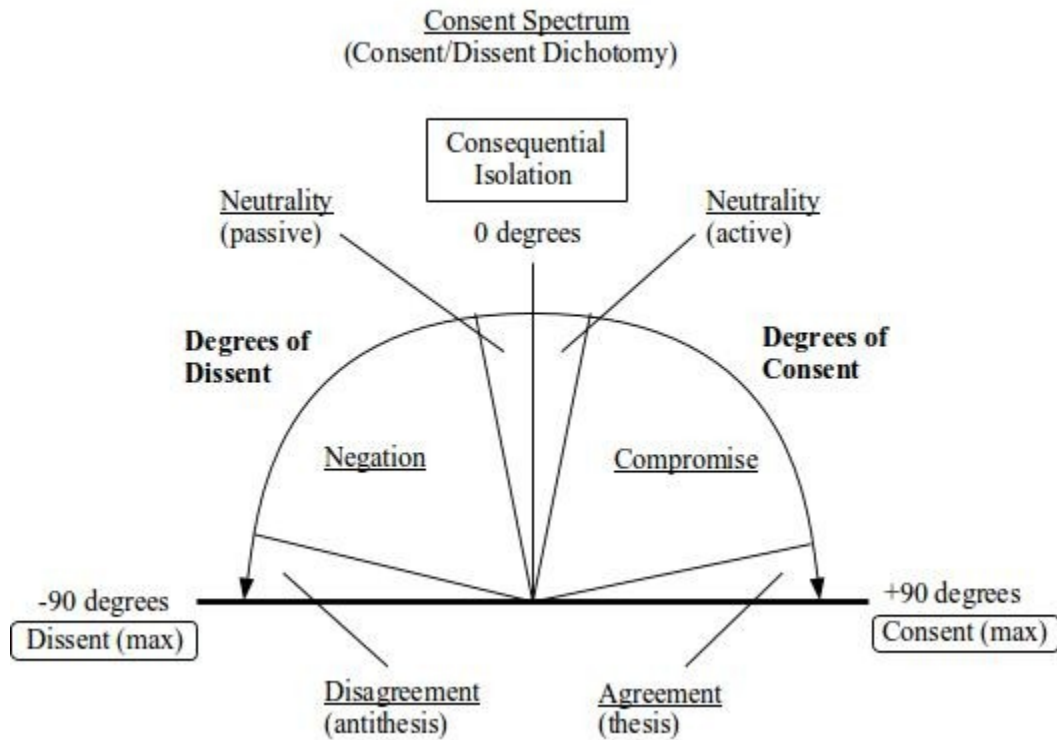
| Reciprocity (general) | |
|-----------------------|---|
| [Positive Form] | Do unto others as you would have them do unto you. |
| [Negative Form] | Don't do anything to others you wouldn't want them doing to you. |
| Reciprocity (special) | |
| [Positive Form] | Do unto your successors as you would have had your predecessors do unto you. |
| [Negative Form] | Don't do anything to your successors that you wouldn't have wanted your predecessors to have done to you. |



Luck (Chance, Fate, etc.) continuously effects every element in the Chain of Consequences (Intention). Luck sets the limits on everything (existence).

Equivalence: equality of Accountability and Authority (contextual autonomy). Sovereignty and Slavery are universally illegitimate theories of action in an optimal system. In mutualist relationships, an Entity with greater Authority/Accountability automatically incurs a duty of Stewardship for those with less (significantly).



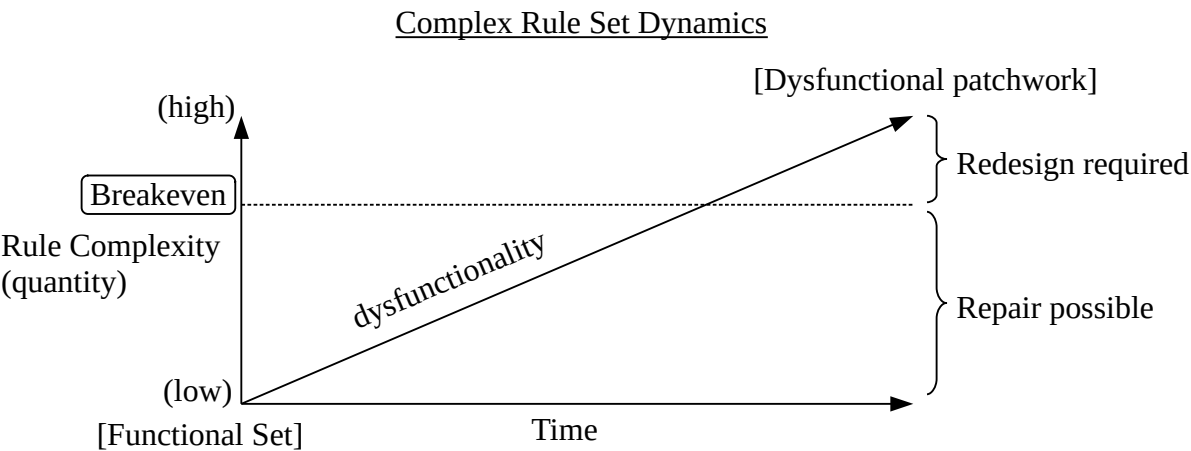
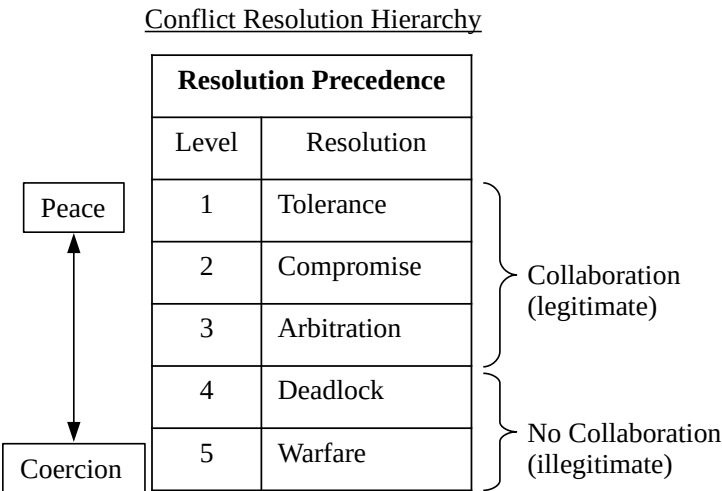


| Universal Preconditions for Ideal Consent/Contract/Choice | |
|---|---|
| Precondition | Basis |
| 1. Competence | A. Mentally healthy (normal or above) and rational |
| | B. CARS information regarding thesis (issue) [symmetrical] |
| 2. Autonomy | A. Self-directed power, control, and freedom |
| | B. Not currently exceeding personal suffering threshold (+/- wants) |
| 3. Options | A. 1 (or more) equally viable options available |
| | B. 1 option must be “none of the above” (systemic dissent) |
| 4. Term | A. Specific termination date (explicit or implicit) |
| | B. Absolute limit = one average human lifetime |

The **Randomness** principle of justice is simple and well known, and becomes useful in cases when the Social Forms are unable to fully ensure the goal of optimal outcomes. This can be utilized under various circumstances, but is especially useful in social deadlock (stalemate) scenarios.

Universality: this simple principle indicates that Justice pertains to all Players equally, at all times. Any exceptions (applied to self or others) directly violate this principle. All theories of action based on “identity” also directly violate this principle. They are both therefore illegitimate actions for an optimal political system. Identity Politics, Prejudicial (non-equal) Discrimination, and Selective Enforcement (Tolerance) are common examples of direct violations because they’re all antithetical to the meaning of Universality. Note: “separate is inherently unequal” is a logical fallacy often encoded into Law, which often directly violates Universal Individual Freedoms (human rights).

All conflicts between Players (including Warfare) are ideally resolved through a resolution hierarchy. A full attempt by the parties involved must be exhausted at the top level (tolerance), and only then proceeding to the next lower level if that fails, and so on. Only the top 3 levels of resolution can secure optimal outcomes. Avoidance (level 0) of zero sum games, to the fullest extent possible, is the top priority for preventing conflicts from spontaneously arising.

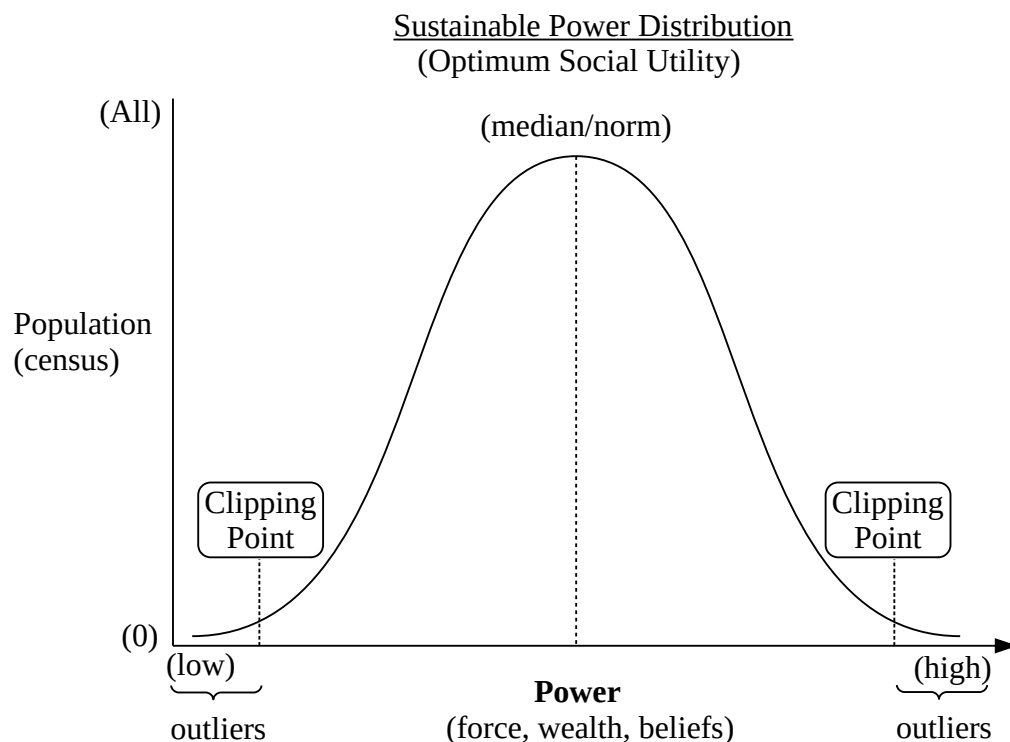


Section 4: Universal Social Power

Social Power is intoxicating for humans, due to the way in which it can induce an artificially inflated sense of self-importance and social importance, for those who possess or control it. Everyone has an appetite for it, but there's an optimum amount and it's easy to become insatiable (addicted). The three domains of Power are all interrelated and any form can easily be transformed into any of the other forms. Warfare is a conflict arising from the quest to maintain or acquire Social Power in any of the 3 domains (Force, Wealth, Belief). Only true Mutualists (see Universal Agent Archetypes) are naturally capable of resisting this form of corruption (addiction).

| Social Power (Warfare Domains) | | | |
|--------------------------------|------------------------------|-----------------------|--------------------------------|
| | Force (kinetic, physical) | Wealth (resources) | Belief (information, ideas) |
| Mission | Action Monopoly | Resource Monopoly | Cultural Monopoly |
| Tangibility | High | Moderate | Minimal |
| Arena | Battlefield | Resource Pool | Worldviews |
| Weaponry | Armaments | Money/Titles | Fallacies/Censorship |
| Strategy | Violence/Threats | Enclosure/Exclusion | Propaganda/Rhetoric |
| Harm | Death/Destruction | Disparity/Scarcity | Ignorance/Idolatry |

Social Power systems require careful management in order to produce optimal systemic consequences. A normal (Gaussian) distribution provides the metrics for the outcomes of any given strategy.

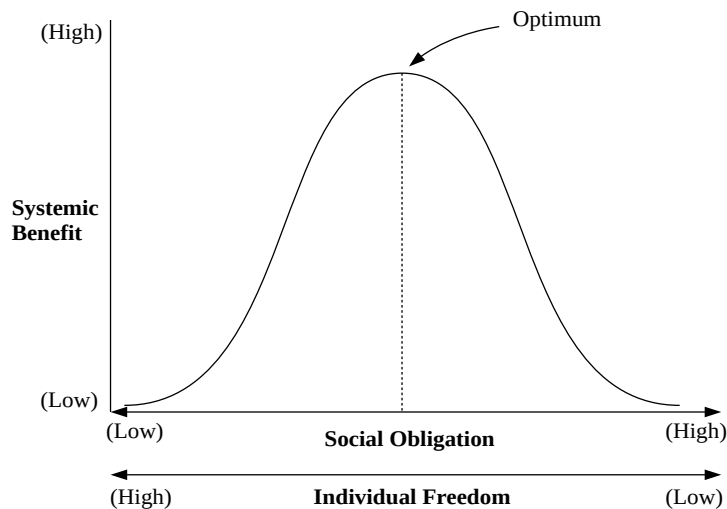


Section 5: Universal Individual Freedoms

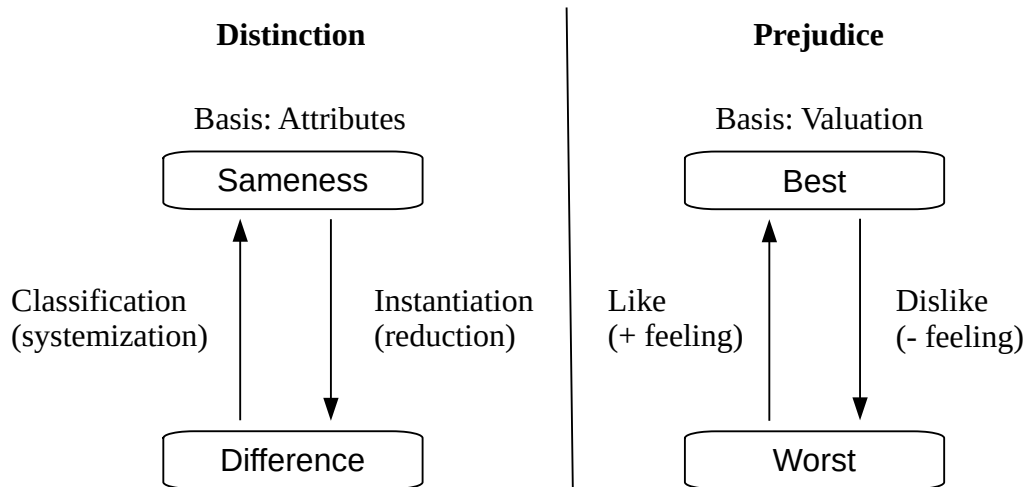
Autonomy is universally defined by the characteristic of self-directed Power, Control and Freedom. For every Freedom there is an inherent obligation to the political system to ensure justice. The General (meta) principle is the “Action” item, which informs all other specific freedoms.

| Individual Freedoms | | |
|--------------------------------|----------------------------|----------------------------|
| Freedom (To/From) | Social Obligation | Political Security |
| General | | |
| Action | Do no harm (net, real) | Optimize security/safety |
| Specifics (exemplary) | | |
| Speech and Expression | Truth | Prevent censorship/fraud |
| Listening and Attention | Informed accountability | Enable communications |
| Association | Equality | Prevent intervention |
| Bodily Integrity | Natural mortality rate | Prevent mortality > normal |
| Mental Integrity | Reality | Manage consequences |
| Spiritual Integrity | Not mandatory | Political separation |
| Privacy | Not to conceal crime | Probable cause/search |
| Self-defense | Spectrum of Force | Legitimate justifications |
| Movement (transit) | Avoid disruption/trespass | Sufficient transit |
| Possession (resources) | Merit and sharing | Resource optimization |
| Procreation | Sustainability (genetic) | Managed demographics |
| Consent/Contract | Upholding legitimate terms | Ensure legitimacy |
| Human Imperative | Survival and evolution | Stewardship |

Individual Freedom and Social Obligation
(symmetrical, inverse)



Distinction vs Prejudice



| Social Fallacies | |
|------------------|--|
| Objectification | Humans treated like tools (objects, weapons, etc.) |
| Instrumentation | Humans treated as if they lack autonomy (self-determination) |
| Inert | Humans treated as if they aren't living subjects (self-preservation) |
| Property | Humans treated as if they are ownable (commodities) |
| Uniformity | Humans treated as if they can be substituted (interchangeable) |
| Deconstruction | Humans treated as if an attribute harm isn't harm to the whole (integrity) |

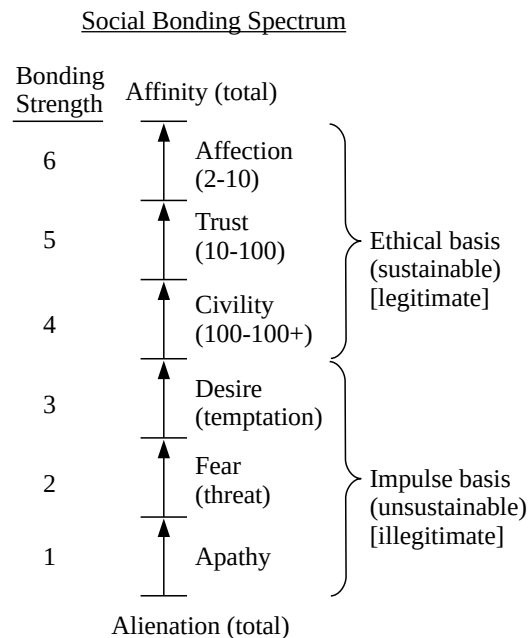
Anyone who believes there is something more important than their own autonomy, has been brainwashed.

Section 6: Universal Social Organization

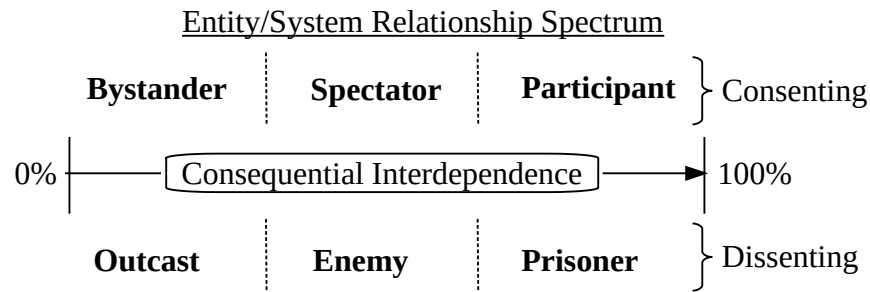
Freedom of Assembly naturally produces legitimate organizations (congregations, etc.) of people, defined by the following characteristics.

| Critical Elements (system) |
|------------------------------------|
| Sustainability (systemic feedback) |
| Location (time/space) |
| Framing (Real/Fictitious) |
| Proximity (existential sharing) |
| Resources (valued objects) |
| Relationships (social dynamics) |
| Fitness (entity/system parity) |
| Population (scope/scale) |
| Justice (limits) |
| Simplicity (competence) |

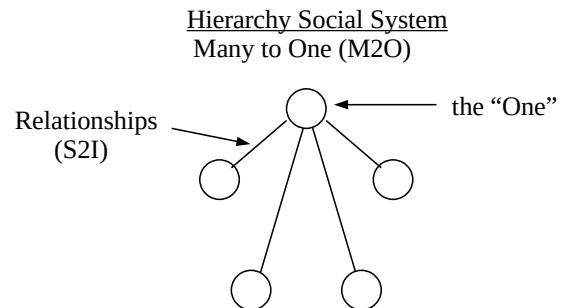
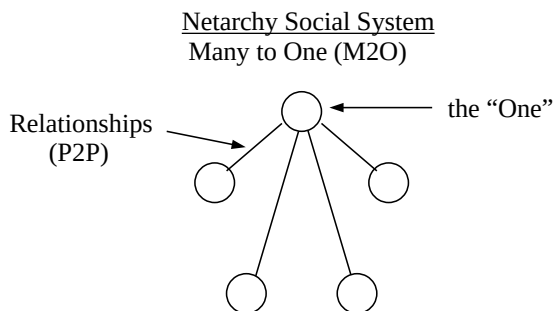
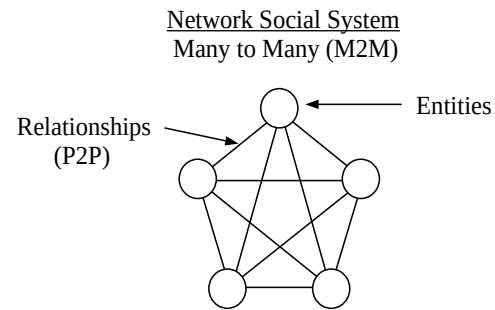
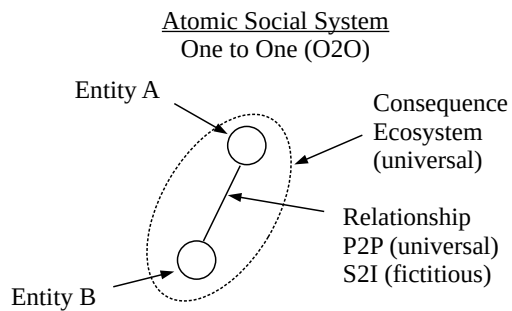
Freedom of Assembly produces associations of people through commonality. The level of social bonding (affinity) determines communal system viability, sustainability and performance.



Every entity (Player) has a consequential relationship with every System as detailed in the Entity/System Relationship Spectrum.

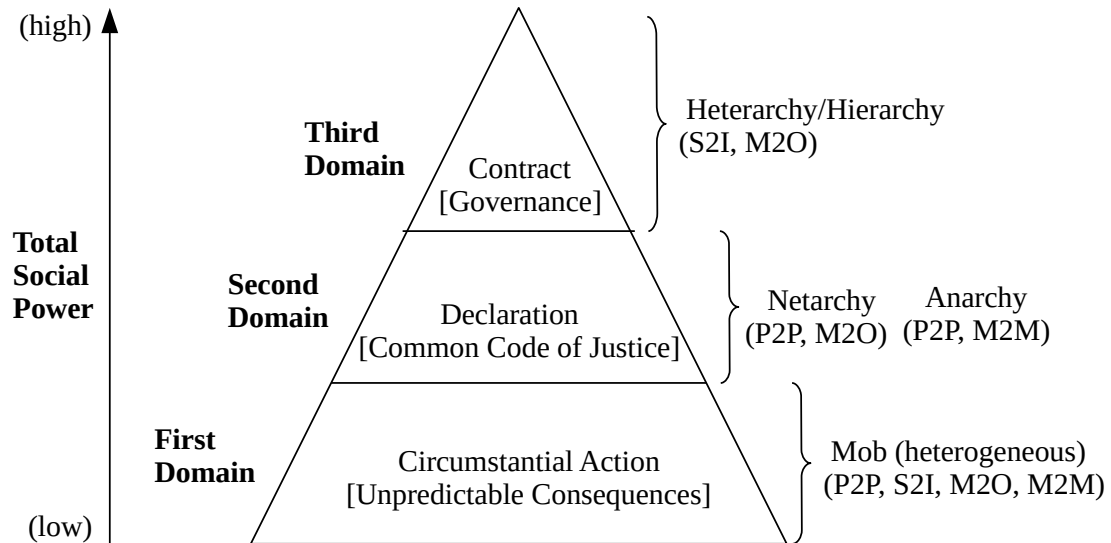


Large systems are simply extensions of the basic (atomic) structures and dynamics.

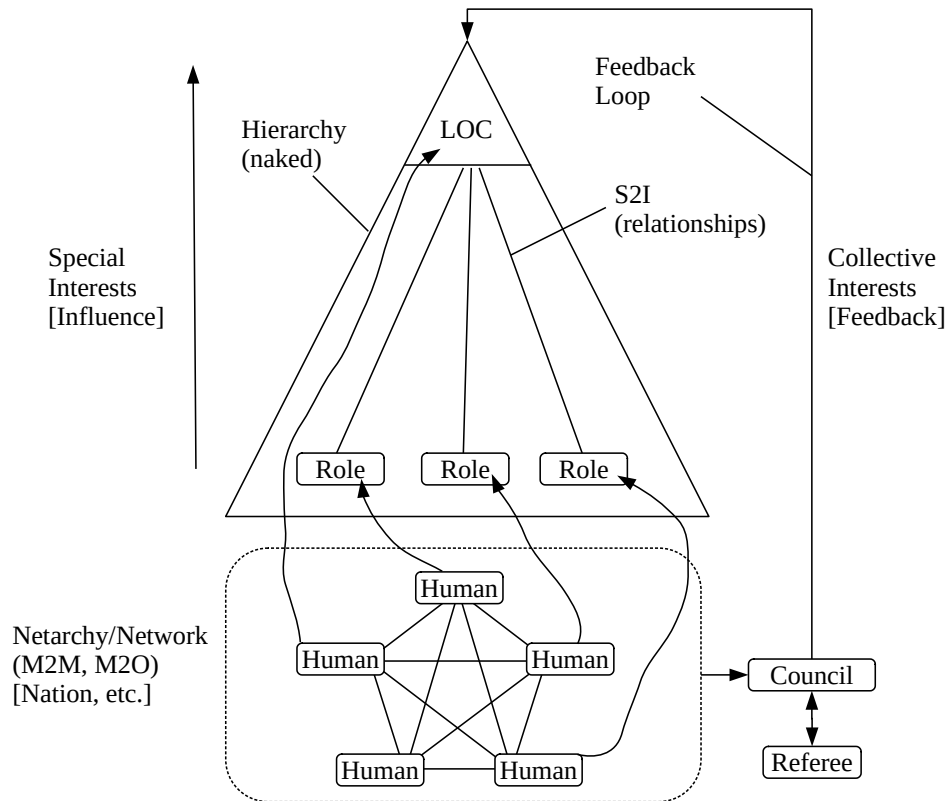


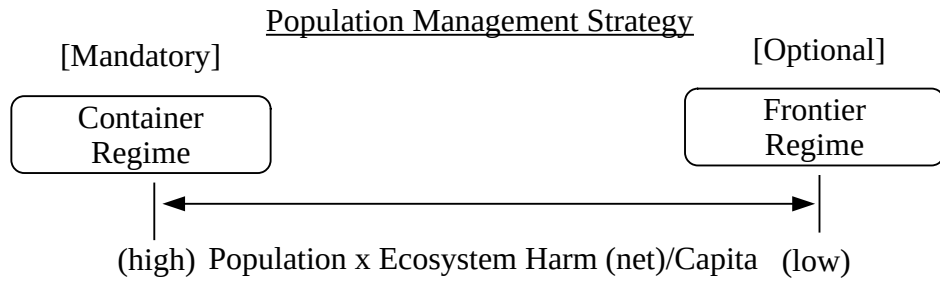
| Political Community Building (Self Organizing) |
|--|
| 1. Everyone is a level 0 LOI by default (per Universal Justice). |
| 2. LOI merge into an Affinity group with others (locally) at their same level. |
| 3. Ideal Affinity group size median is 7 (min 3, max 11). |
| 4. Affinity groups larger than 11 split (bifurcate), smaller than 3 merge. |
| 5. Affinity groups unanimously institute LOI Role (+1 level) and an incumbent. |
| 6. LOI acts as information Steward for the members of their Affinity groups. |
| 7. LOI level 8 is the maximum for a legitimate community (Nation). |

Social Power of Organizations



Heterarchy (structural detail)





| Systemic Auto-Stratification Dynamics |
|---|
| Scale effects (economy of scale, etc.) |
| Gambler's Ruin |
| Inheritance (dynasties) |
| Quantity pricing (bulk pricing) |
| Hierarchies (naked) |
| Fictitious Entities (organizations) |
| Complexity |
| Concentrated individual benefit/diffuse common costs |
| Statutory and Circumstantial Monopolies |
| Disproportionate Power of accumulated value vs. current Labor |
| Global economics without global governance (global contract) |
| Free movement of money/resources, but not people |
| Diminishing returns |
| Redistribution (theft, gifting, interest, rent, asset appreciation, etc.) |
| Luck (chance, fate, randomness, etc.) |
| Cheating (Crime) |
| Alienation and Anonymity |
| Means becoming Ends |
| Intellectual/Emotional Viruses (Mass Hysteria) |
| Property (object sovereignty) |
| Acclimation to injustice (systemic, incremental) |
| More is always better fallacy (presumption) |
| Death Paranoia |
| Collective Action Traps (C.A.T.) |
| Positive feedback dynamics (unmanaged compounding) |
| Heterogeneous Population (weak commonality) |

Section 7: Universal Governance

Freedom of Assembly naturally produces associations of people through commonality. The level of social bonding (affinity) determines communal system integrity and sustainability.

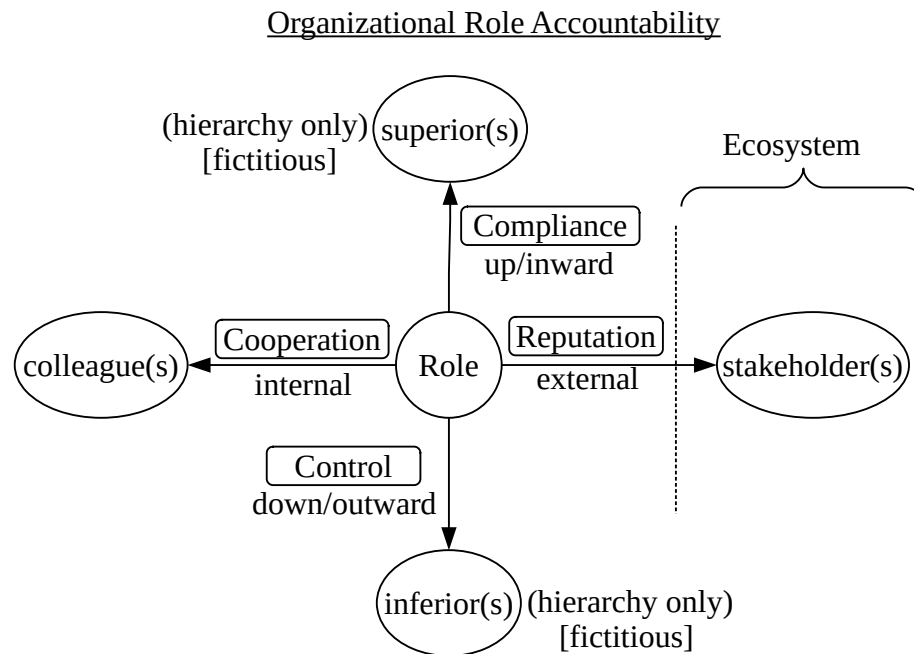
The purpose of a legitimate governance system is to successfully manage the optimum balance between providing Security/Safety while protecting Individual Freedoms. [Security/Freedom dichotomy].

| Governance Contract Terms (minimum) |
|--|
| Identity (tag for the organizational hierarchy) |
| Start Date (origin) |
| Territory (location) |
| Participant, Spectator, Bystander classification system |
| Resource System (money, titles, transactions, etc.) |
| Architecture (political subdivisions, organizations, etc.) |
| Rule Management System (Justice, Laws) |
| Desired systemic outcomes (goals, metrics) |
| Ballot System (Voting, Initiatives, Referendum) |
| Restriction on super governance (external control) |
| National identity (constituent political community) |
| Conflict Resolution System (Courts, etc) |
| Entry/Exit Rules of System |
| Security/Safety systems (military, police, etc.) |
| Demographics (population, carrying capacity, etc.) |
| Amendment process (corrections, additions, etc.) |
| Individual Freedoms (speech, assembly, etc.) guarantees |
| Prioritization on outcomes, not processes (bureaucracy) |
| End Date (expiration and re-ratification) |

A consequential strategy is necessary for a sustainable community (communal system) that supports the governance system.. The 8 essential affinities [and respective context] that define social bonding in a community (political) are:

1. Common Language [interpersonal communications]
2. Common Code of Justice [rules]
3. Common Territory [proximity]
4. Common Genetic Lineage [evolutionary trajectory]
5. Common Welfare (Quality of Life) [sustainability]
6. Common Culture (Beliefs and Behaviors) [limits]
7. Common Family Orientation [natural unit]
8. Common Loyalty (Commitment) [communal preservation]

A modern, self-sufficient “Nation” requires a political community of more than 200,000 families (natural). A legitimate governance system (government) is a fictitious entity created through a Contract (formal or informal) among and between the members of a Nation. Governments and corporate organizations are fictitious entities (Players) imagined into existence through Contract among real entities (humans). All governance organizations establish hierarchical internal roles with each specific authority and accountability relationship embedded within the structure.



Section 8: Universal Resource Systems

Origins and Use of Resources are critical elements for determining possession and control in any Governance System. Resources are “valued” objects. Value, like beauty, is in the eye of the beholder. Wealth, is the excess accumulation of Resources (or their References). Money: a Governance subsystem based on exclusive reference to a pool of Resources, which is divided into fractional shares (currency) to enable Exchange transactions. Title: a Governance subsystem of exclusive, specific references to Resources.

There are two types of system available for managing Resources, Materialism and Sharing. Materialism is based upon competition (conflict), and Sharing is based upon collaboration (cooperation). Optimally, a Commons contains necessities. Sharing in a Commons can be optimized by implementing an empirical ethic in order to ensure efficient and effective operation.

Ethic of Sharing

| Precedence Matrix | | | | |
|-------------------|---------|---------------------------|----------|----------|
| | | Origin/Source of Resource | | |
| | | Production | Exchange | Unearned |
| Use (self) | Current | 5 | 4 | 3 |
| | Future | 4 | 3 | 2 |
| | None | 3 | 2 | 1 |


The precedence numbers represent the priorities for the “right of possession”. A higher number is superior to a lower number (5 = highest, 1 = lowest). Any equal claim of precedence can be resolved in the same way as other conflicts (Conflict Resolution Hierarchy). The burden of proof in a Sharing conflict is on the new claimant, not the current steward (possessor).

Production, refers to any increase in net value realized through labor. Exchange, refers to any mutual, bilateral transfer of possession of Resources (originated through Production or Exchange). Unearned, refers to possession of “value” not acquired through Production or Exchange. (Includes economic Rents, Natural Resources, Inheritance, Theft, Casino Gambling, Asset Gambling, Investment, Speculation, Extortion, etc.). Possession, refers to Custody for Use of a Resource.

| Universal Resource Transactions | | |
|---------------------------------|--------------------------------------|--|
| | Systemic value impact | Common activities |
| Production | Labor creation of new value (earned) | Manufacturing, Services |
| Consumption | Value destructive usage | Individual Use (Destruction) |
| Exchange (bilateral) | Mutually beneficial value increase | Title for Money, Title for Title |
| Transfer (unilateral) | Unearned compensation | Rents, Celebrity, Theft, Gifts, Gambling |

In the real system of existence (Cosmos Nullius), everyone owns everything (+ form). Or conversely, no one owns anything (- form). It's not possible to legitimately cast Cosmos Nullius Resources directly into a Resource System other than as a Commons subsystem, without committing an “original theft”.

| Resource Subsystems | | | |
|----------------------------------|--------------------------|---|---|
| | | Disposition Authority/Accountability (Title) | |
| | | Individual | Systemic (collective) |
| Producer (Origin) (Source) | Individual | Economic [one for one] (luxuries only) | Altruism (asymmetric) [one for all] |
| | Systemic (collective) | Welfare (asymmetric) [all for one] | Commons [all for all] (necessities only) |


[Original Casting]

Upon casting (re-imagining) Resources into a Commons [nationalization], the perpetrator of such an acquisition incurs a “duty of stewardship” for those Resources and any consequences arising from their acquisition. After legitimately casting the Resources into a Commons, they may be allocated to other subsystems [privatization, nationalization, etc.].

Section 9: Universal Human Motivations

The Human Paradox: All humans are the same, and every individual is unique. [class/instance paradox]

The Human Condition: Suffering (unsatisfied +/- wants), beyond one's ethical threshold, is the root of all destructive actions (crime, evil, etc.), and the universal remedy is sufficient self-discipline.

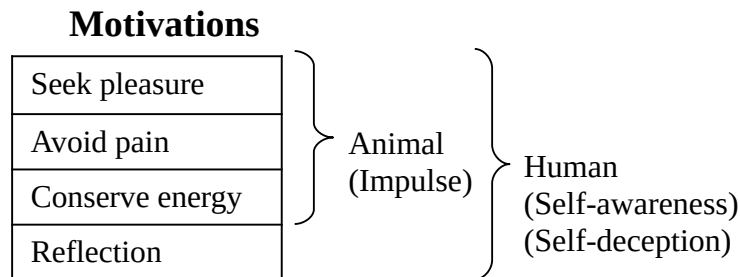
Human Instincts: specific, universal, scalar motivations (impulses). (Reproduction, Belonging, Curiosity, Territoriality, Security, Sexuality, Survival, Solitude, Order, Valuation, Fun, Meaning, etc.)

Human Purpose: to fulfill one's Humanness. [overall well-being of natural characteristics]

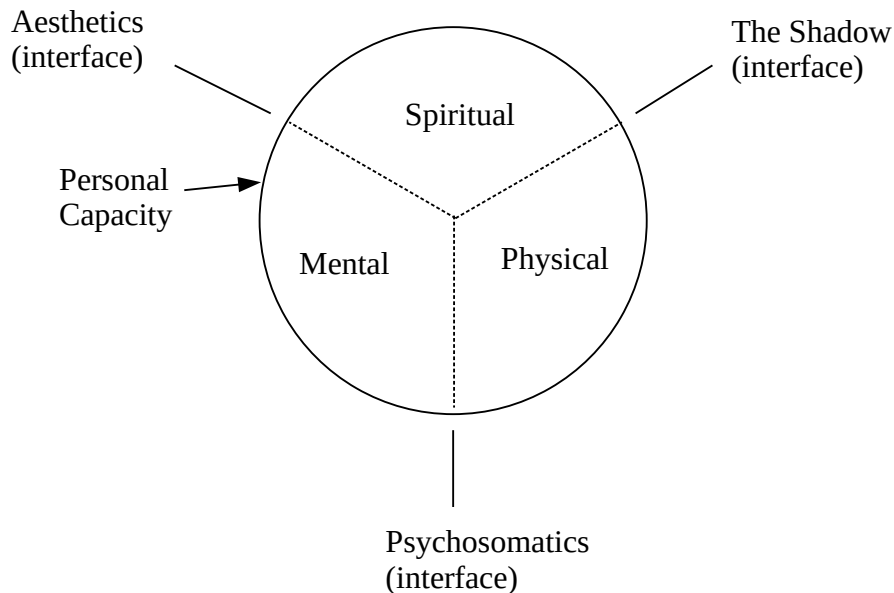
The Shadow: epicenter for the deepest level of the subconscious, which constitutes the foundation of all motivation [Death Paranoia and Oneness Rapture dichotomy].

Personal Power: one's actual level of fulfillment of humanness.

Motivation Taxonomy



Humanness



Justice (universal): motivation = Love (existential).

Power: motivation = Fear (of dying).

Section 10: Universal Human Imperative

The universal principles defining a strategy and metrics for fulfilling humanness. These ideals are aspirations, not expectations, and are therefore most useful for setting the high bar.

Individual

Physical: to the best of one's natural abilities. [metric: Reproduction (healthy)]

1. perpetuate one's (self/kin) healthy genes into the future, intact for evolution, by accessing essential material resources.
2. enable the future conditions necessary for one's successors to do the same.

Mental: to the best of one's natural abilities. [metric: Self-actualization, individuation]

1. achieve one's highest level of mental health [IQ, EQ] (through Purpose, Learning, Connection, Self-esteem, etc.).
2. enable the future conditions necessary for one's successors to do the same.

Spiritual: to the best of one's natural abilities. [metric: Existential Love]

1. harmonize one's subconscious relationship with Existence through enlightenment practices (meditation, fasting, self-discipline, fun, etc.).
2. enable the future conditions necessary for one's successors to do the same.

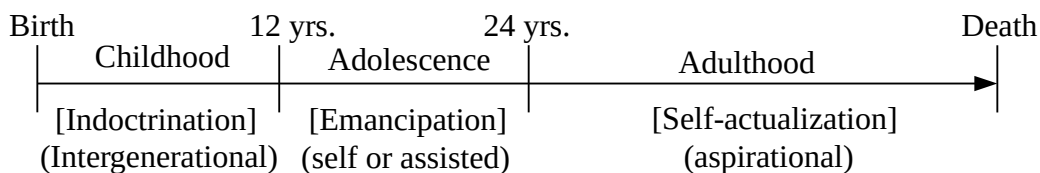
Collective

Political: to the best of our abilities. [Optimization]

1. contribute to the most good (Quality of Life) for the most people for the longest time.
2. enable the future conditions necessary for successors to do the same.

Managing the development of human characteristics over time is generally dependent upon the specific stage of life for the members within each generation.

Mental Development Time-Line (ideal)



All of these dynamics can be managed through conscientious application of the universal principles underlying all Human Systems (Optopian Solution) codified in this Handbook.

The cycle of Inter-generational Indoctrination is a specific form of mass formation (hysteria), perpetuated through the common methods for propaganda and brainwashing. The motivation for compliance arises from wanting to belong (feels good), and it's easier (surrender vs resistance). The perpetual cycle of Inter-generational Indoctrination is defined by 5 critical elements:

1. The cycle is inescapable (due to the nature of human development).
2. Everyone is indoctrinated (no public questioning, dissent, alternatives, de-programming).
3. Everyone is obligated to indoctrinate their successors in the same way.
4. No one must realize they have been indoctrinated.
5. Successors must continue the cycle with their own successors (no dissent).

Section 11: Universal System Pathology

This is a practical list of universal failure modes for systems involving humans (games). These items identify the most common roadblocks to realization of optimal systems.

1. All human systems (games) are imaginary, but some are optimal.
2. Players and systems all have strengths and weaknesses (trade-offs). Neurotic people produce neurotic systems (corrupt, etc.), and vice versa. Remedy requires 2 track solution (Players and System).
3. Hierarchical systems are necessary evils because they are the means to amplify and centralize Social Power, but they also produce and attract Players that are intoxicated by that Power.
4. Systems (organizations) develop goals of their own immediately after they come into existence as a fictitious entity, and thereafter behave as if they have a life of their own, regardless of any new circumstances [Frankenstein's Monster effect].
5. Systems that fully account for human nature work best, and systems that don't either work poorly (sub-optimal) or not at all. Only Mutualist Players can produce stable, optimal systems. Narcissist, Conformist, and Nihilist Players can only produce sub-optimal systems that serve Power.
6. For every system there is a single Player type that is most suited. This is because one Player's Utopia (perfect system) can be another Player's nightmare.
7. For a system, "Reality" is whatever is officially reported by/to the system, which induces a complex set of system-delusions in Players. [self-deception, artificial self-importance, hypnotic trance of obedience, mirage of undue credit, means justifying the ends, more is always better fallacy, etc.]
8. Players and systems that don't serve Justice, automatically serve Power.
9. Some large systems may work, for a time. Large hierarchical systems require a preset termination date (expiration) in the social contract in order to uphold legitimate Player consent (generational).
10. Large systems are beyond human capacity to fully evaluate in their entirety.
11. All forms of intended "Do-goodery" (radical Utopianism, toxic empathy, virtue signaling, etc.) nearly always fail to actually empower Players to sustainably help themselves (dependency) .
12. Players and systems don't exclusively do what they formally claim they're doing (or intended to be doing), and they seek (or produce) circumstances that can be used to justify their existence.
13. Systems and Players tend to continue to operate in the same way over time, regardless of relevant changes in real circumstances (operational inertia).
14. Super-system malfunctions (corruption) generally cause continuous sub-system malfunctions.
15. Hierarchical systems amplify and concentrate Power by transforming work (human, mechanical) and resources into different forms and amounts of Power, and then they auto-stratify (disparity).
16. A Player's individual share of a system's total Power is accumulated by those whose primary skill is accumulating power (not merit), and they tend to move upwards within a hierarchical system.
17. All Players and systems are susceptible to the intoxication (artificially inflated self-importance) of Power. More Power = more intoxication. [Power Addiction Syndrome (PAS)]
18. The most powerful Players and Systems (leaders, elites) tend to be idolized by the less powerful Players that also serve Power (peers, parasites, sycophants). [Big fish/Little fish syndrome].
19. All human systems are the same, and yet every individual system is unique. [Systems Paradox]
20. There is only one way for large systems to fully succeed (optimize), but a nearly infinite number of ways for them to fail.
21. Player "self-sabotage" renders one a traitor to the existing system [legitimate or illegitimate].
22. Powerful Players often incur the delusional fallacy that they can legitimately excuse others (or themselves) from the principles of Justice [pardons, clemency, exemptions, etc.].
23. Luck (chance, randomness, etc.) sets the limits on everything.

Section 12: Universal Metrics for Optimization

The universal metric (performance) for all human systems is “optimization”. A “Human System” is defined here as any system involving humans (Governance, Economic, Legal, Cultural, Communal, etc.). Like all systems, they have an optimum condition (state) of functional operation (for purpose). Beyond this condition, no further systemic improvement is possible (sub-optimal only).

Human System Optimization is defined by 4 simultaneous conditions.

First: no one (in the system) can be made better off (QOL) without making someone else worse off.

Second: everyone (in the system) can't be made better off (QOL) in total (systemic aggregate).

Third: no one can be moved closer to the optimum (median QOL) without moving someone else further away.

Fourth: the entire system is sustainable.

An optimal system is the ideal way to provide the greatest good for the most people for the longest time. Sub-optimal systems all fail to simultaneously achieve the optimum of these four conditions.

Human systems almost never evolve to an optimum condition, and therefore require continuous management (leadership) to achieve and sustain it. Since we can't manage what we don't measure, a complete framework that encodes the underlying causality, structures, dynamics and metrics of human systems is necessary. The metrics arising from such a framework can be explicit or implicit. For practical use, the framework must also be simple enough for anyone with average intelligence to understand the meaning. This Handbook is intended to provide such guidance.

For any given system, the quality of the framework (strategy) utilized for managing it determines the quality of the consequences produced. Leaders (formal and informal) require a full understanding of human systems, if they intend to realize optimum performance (systemic) in the future. This is difficult because humans are seduced and intoxicated by the control of Power (social), and generally become addicted to it. More Power produces a greater addiction. Elites who possess control over such Power become encased in a bubble surrounded by peers, sycophants, and parasites, rarely utilizing a competent Devil's Advocate for feedback. This “Power Addiction Syndrome” is the natural enemy of optimization, creating the most difficult barrier to any form of real systemic improvement.

A governance system is a special type of human system because it is given responsibility for managing the other human systems (and itself). This intrinsic self-governing characteristic is unique to governance systems, which produces a high susceptibility to corruption. Leaders in a legitimate governance system ideally accept the highest level of personal accountability for the performance of their system (community, team, etc.).

This Handbook provides a complete, integrated, simple framework that codifies the basic causality, dynamics and structures underlying all human systems. The relevant metrics are both explicit and implicit. Without utilization of such a framework to manage outcomes, sub-optimal systems will nearly always be the ultimate result.

A full understanding of this framework and the metrics it provides, usually requires an interactive dialog with someone who is already competent in the concepts. It's important not to become too focused on the words, but rather on the meaning they convey. Basic skill in scientific thinking (objective, empirical, etc.) is ideal for understanding this framework.

All innovative new concepts are initially untested under real circumstances, making initial implementation a risk that must be well managed to achieve success. The ideal opportunity for implementing an optimum system is a “blank slate” situation. Such opportunities are rare in the current sub-optimal world order (Westphalian System of Sovereign States). This is the first time in recorded history that all of humanity has experienced a global system Inversion, making changes even more difficult. There are no more frontiers (non zero sum games) left for implementation (except outer space). Existing systems (sub-optimal) must all therefore be repaired or replaced (ideally with minimal disruption), in order to establish an optimal civilization for humanity going forward.

Universal Metrics for Quality of Life (QOL)

1. Health (physical, mental, spiritual)
2. Love (belonging, sense of oneness, trust, etc.)
3. Balance (optimum, norm, median, middle way)
4. Truth (the most useful interpretation of reality)
5. Fun (play, enjoyment)
6. Luck (good fortune, favorable chance)
7. Autonomy (self-directed power/control/freedom)
8. Security (protection, privacy, peace, safety)
9. Work (productive labor)
10. Justice (systemic optimization, fairness)

The positive and negative ends of the spectrum for each one of these elements are well known and can be applied to form practical metrics for optimization.