

Mutuality

Part 2 of 2

Draft Copy
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Mutuality

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Arenas

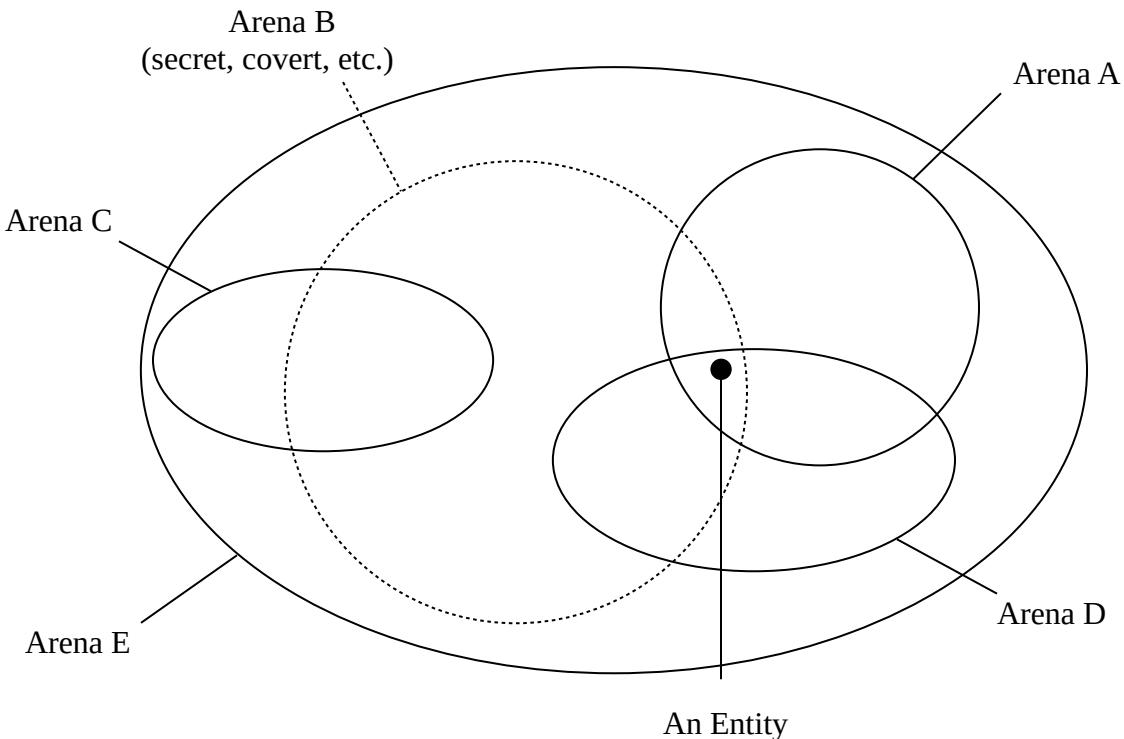
Summary

An Arena establishes the context (boundary) of a Game (System, Event, etc.).

Model

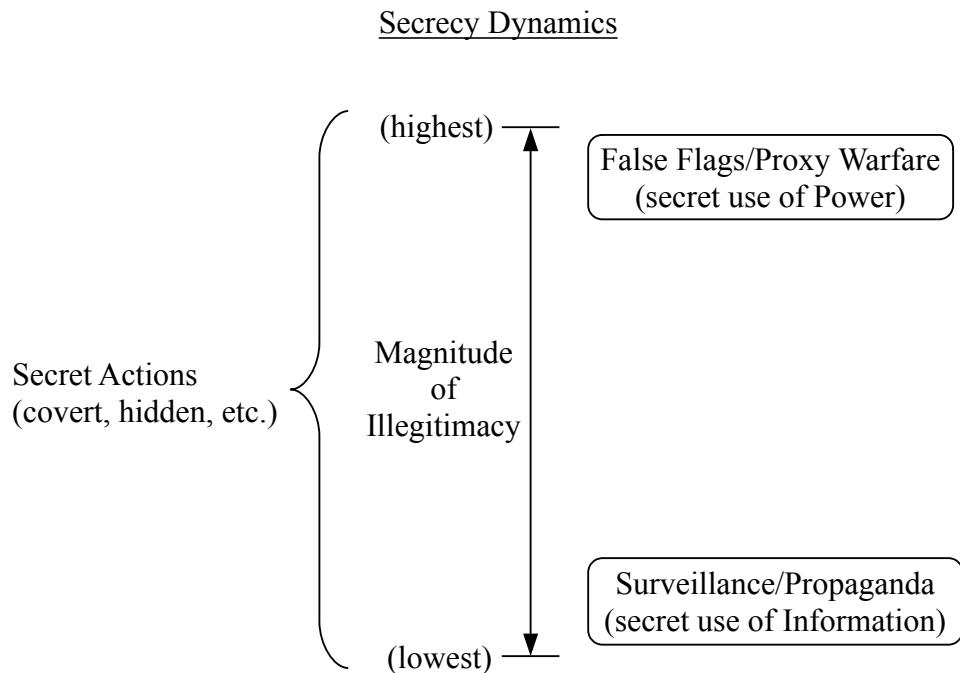
Component A

Arena Relationships



Mutuality

Component B



Component C

Hidden Action Dichotomy

Privacy	Secrecy
Actions hidden for legitimate purposes	Actions hidden for illegitimate purposes

Legend

Arena: a defining element of a Game that acts as the limiting context for the internal elements (Roles, Rules, Resources, Referees). A contextual container for the other defining Game (system) elements identified through an exclusion/inclusion narrative (implicit or explicit). (Domain, Boundary, Border, Regime, etc.)

Arena A, B, C: overlapping Arenas (co-systems).

Arena E is a super-game (superset, super-system) in relationship to Arena A, B, C, and D. Arena A, B,

Mutuality

C, and D are sub-games in relationship to Arena E.

Secrecy corrupts, and absolute Secrecy corrupts absolutely.

The Entity designated in the Model is either a participant or spectator in relationship to Arena A, B, D, and E, as well as a bystander in relationship to Arena C.

Every Entity has a specific relationship to every Game (System).

Social Complexity (quantitative) = Rules/Game x Games/Entity. In a complex Game, a single Entity may be a participant or spectator in so many sub-games (and co-games) that they become incompetent in some or all of them. This can render their participation illegitimate due to the preconditions required for legitimate Consent.

Arenas are fictitious and so they can exist in parallel (same place at the same time), which isn't possible for real systems. This provides a means for the orderly deconstruction of an existing system and replacement with a completely different one, while minimizing disruption to the participants. Both systems can exist simultaneously, and therefore the old system can either be replaced one element at a time, or all at once.

Secrecy is the defining attribute of a Covert (Criminal) organization, and is its most valuable Asset.

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Autonomy

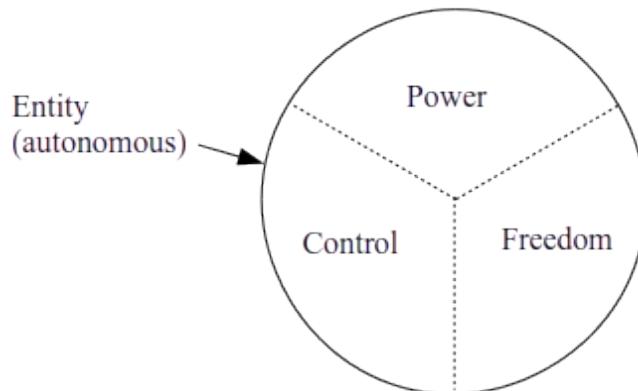
Summary

Autonomy is the defining attribute of an Entity (Subject, Agent, Actor, Role, etc.), whether real or fictitious. Autonomy distinguishes Subjects from Objects.

Model

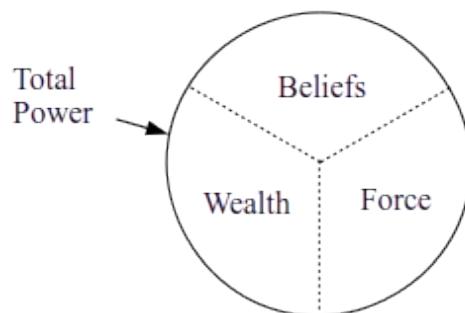
Component A

The 3 Elements of Autonomy



Component B

The 3 Domains of Power (social)

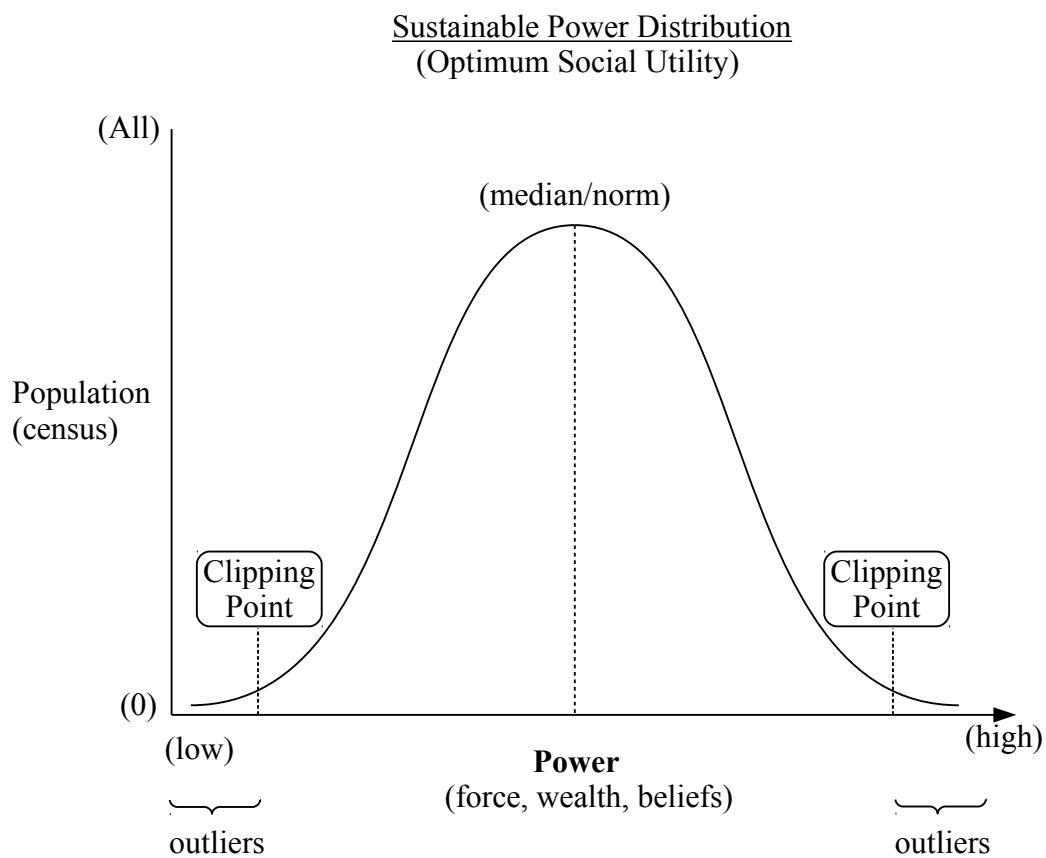


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Component C

Subject/Object Classifications			
		Autonomy	
Entity Form	Real	Intact	Defective
	Fictitious	Subject	Object

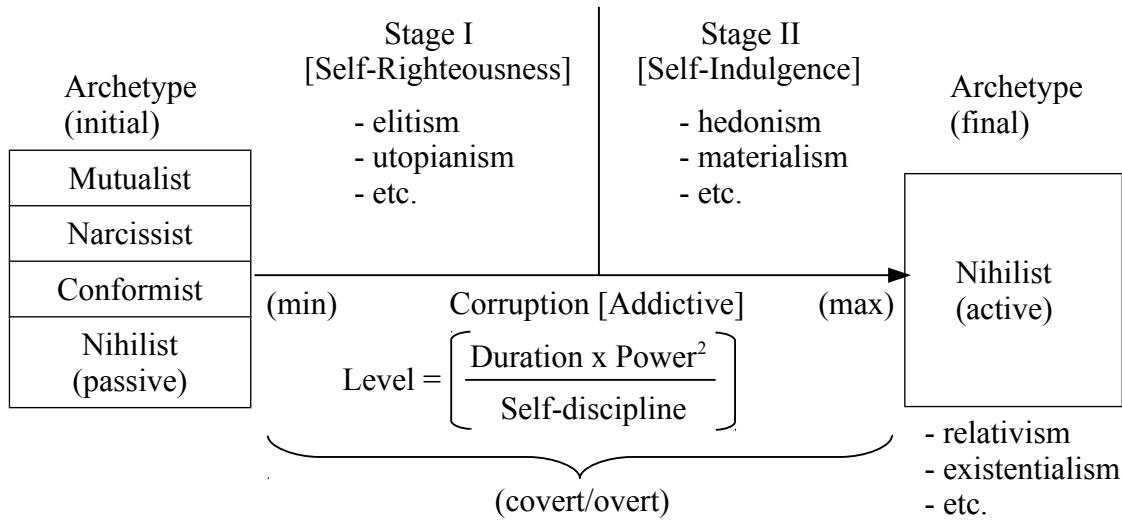
Component D



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Component E

Power Corruption Syndrome (PCS)



Legend

Autonomy: fully self-directed Power, Control, and Freedom (of Action).

Autonomy is the primary basis for the distinction between Roles (Subjects) and Resources (Objects) in a Game (system). Autonomy must be entirely intact to be a legitimate autonomous Entity. Any defects in Autonomy render a potential Subject, an Object.

Autonomous Entities also have intrinsic impulses to externalize (-)consequences, and to internalize all (+)consequences. This is a basic means for acquiring Power.

All subjects (entities) have Life-Time Rights (inherent in an Independent, Autonomous life).

Power: the capacity to change things (M-E/I/S-T) in the ecosystem.

Control: the Motivation/Decision elements of the Action dynamic (Motivation-Decision-Action).

Freedom (of Action): spectrum of Action options available. A manifestation of the relationship between an entity and its relevant systems.

All forms of Power are self-reinforcing (positive feedback). Power begets more Power, and so on (contributes to Social Stratification).

Humans are both solitary and social Entities.

It's illegitimate for any system to impose (interfere, intrude, invade, etc.) upon a Human's solitary (private, personal) experience (events) in Life.

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It's equally as illegitimate for a Human's solitude to interfere with social Life (system).

Privacy (legitimate Action)

Purpose: to fully exercise Autonomy.

Means: isolation (systemic) of consequences (stewardship).

Systemic Impacts: no harm (net).

Secrecy (illegitimate Action)

Purpose: to avoid (prevent, deny, etc.) Accountability for -consequences.

Means: Censorship (of Information)

Systemic Impacts: harm (net) (sovereignty, non-accountability).

Censorship Categories

Identity

Actions

Control

Truth (Propaganda)

Human Rights (Civil Liberties, Inalienable Human Attributes, Life-Time, etc.). The individual authorities (sovereignty) of a real Human, which are universally exempt from interference (harm) by governments, corporations, trusts, or any other Entity (real or fictitious).

Civil Rights: Human Rights as a counter balance to a participant's governance system.

Human Rights: Individual Authority Attributes (Subject)

- Freedom of Association (Sociality)
- Solitude (Privacy)
- Life-Time
- Thinking | Feeling
- Freedom of Action (M – D – A)
- Personal Belief (or disbelief)
- Resources (essentials) opportunity
- Freedom of Communicating

Human Rights = Human Authority.

Human Rights (individual sovereignty) are silent regarding Human Accountability.

Human Autonomy (complete) = Human Right [Natural] + Human Accountability [Equivalence].

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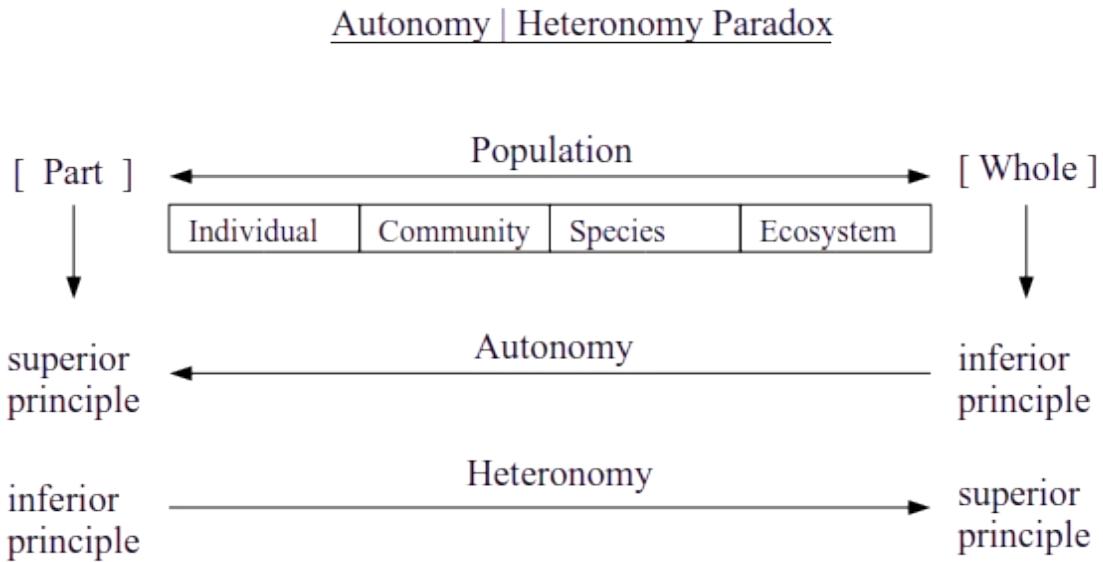
Autonomy | Heteronomy

Summary

As hybrid [Social | Solitary] Entities, we face an intrinsic paradox between the interests of self (autonomy), and of others (heteronomy), given interdependent consequences. Such a paradox is best resolved by optimizing both interests, simultaneously.

Model

Component A



Component B

I (Autonomy Koan)	We (Heteronomy Koan)
I think therefore I am. I am therefore I want. I want therefore I think.	We're all delusional. We're all temporary. We're all in this together.

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Legend

As both social and solitary entities, we are universally faced with the paradox of upholding the principles of both autonomy and heteronomy (collective/systemic interests) at the same time. The optimum generally results from a balance at the midpoint (dynamic equilibrium), giving equal consideration to both individual and collective consequences.

Humans attempting to live decoupled from the natural Ecosystem can experience severe existential alienation.

Social: seeking out relationships, bonding.

Solitary: seeking out privacy, isolation.

Autonomy | Heteronomy \iff Morality | Ethics.

The [Morality | Ethics] dichotomy is a manifestation of the [sociality | solitude] paradox.

Morals: autonomous Ethics (endogenous reflection).

Ethics: heteronomous Morals (exogenous reflection).

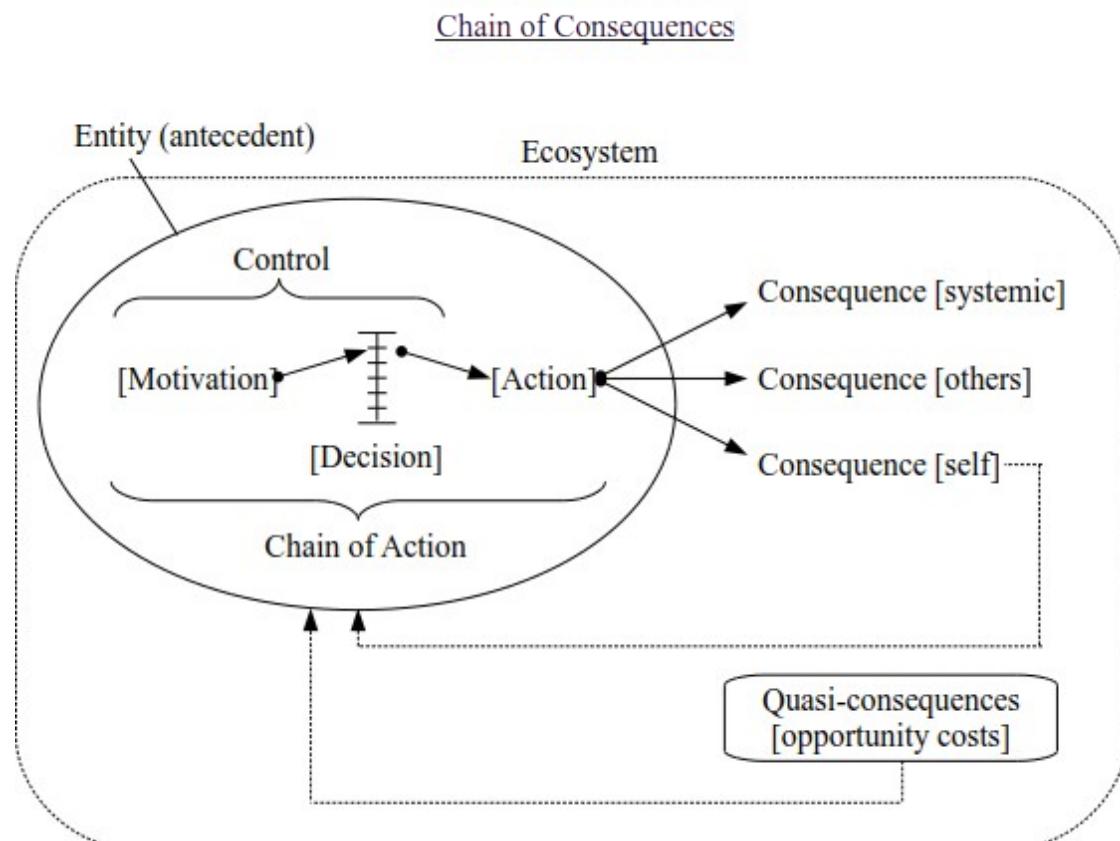
Chain of Consequences

Summary

The Chain of Consequences Model details the relationship between Actions and Consequences, which are the result of changes to M-E/I/S-T caused by an autonomous Entity. All Consequences are alienated from an Entity, but Actions are integral to autonomy.

Model

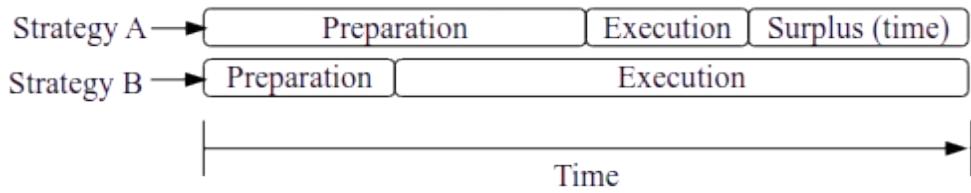
Component A



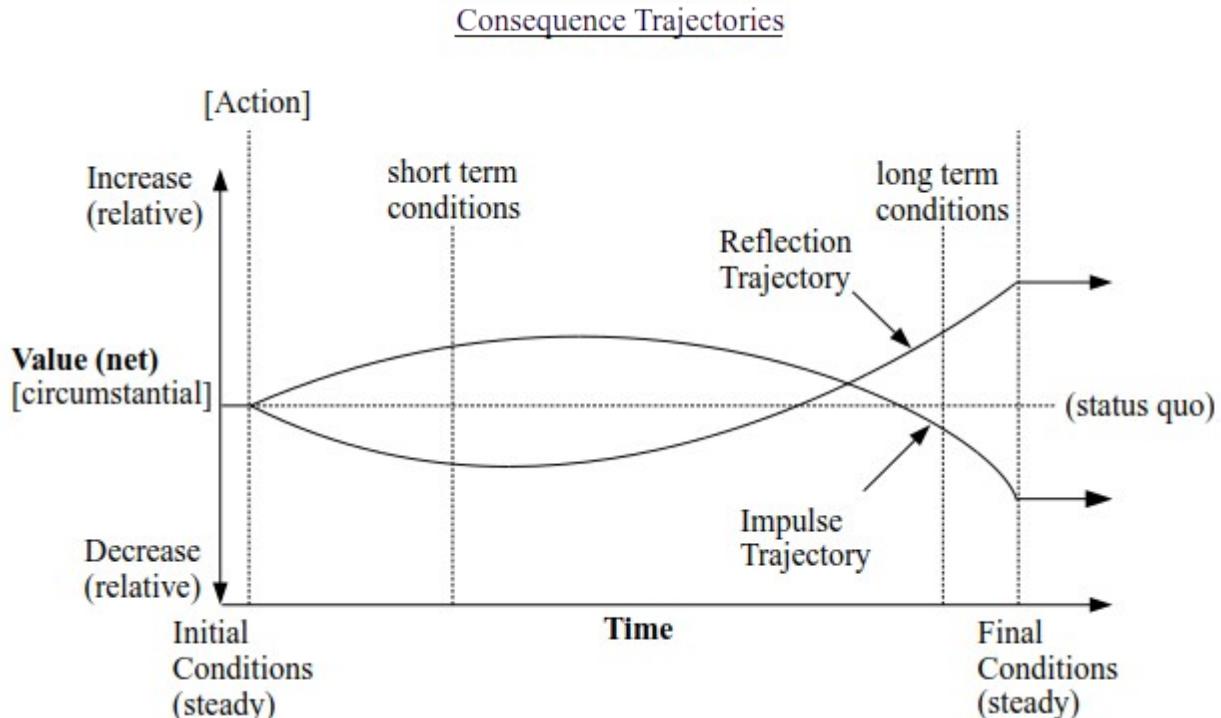
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Component B

Preparation Dynamics [Practice, Preconditions, Presumptions, Framing, etc.]



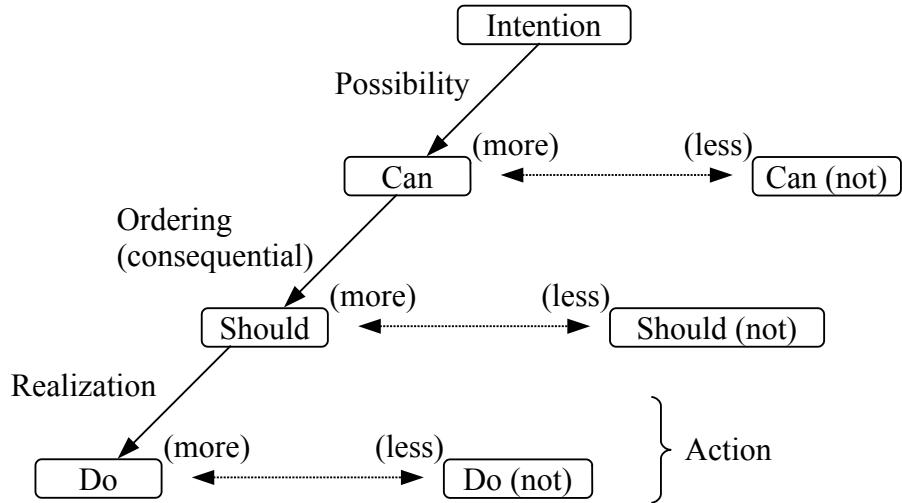
Component C



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Component D

Decision Cycle



Legend

Conditions: circumstances, effects, etc.

Motivation: Impulse/Ethics element of a POV (entity).

Control: an inalienable attribute of Autonomy.

M – D – A (Motivation, Decision, Action): the dynamic that defines Autonomous Action (Chain of Action). Constitutes the antecedent of the resulting consequences. The use of inductive reasoning is often necessary to identify the antecedent(s) of a specific consequence.

Decision: selection from a spectrum of possible options for Action.

Systemic, others, and self are all potential “impactees” of consequences.

Consequences: changes to M-E/I/S-T caused by an Entity. They are external to autonomous entity attributes (alienated).

Quasi-consequences: universal, existential consequences that arise from Action not taken.

Ego: the LOC for a human. Determines an individual's favored Chain of Action (M – D – A).

(M – D – A) – C: shorthand for the Chain of Consequences.

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Circumstances (actual) are nearly always determined by the prevailing Ecosystem circumstances at the time of the impact (event). If the same Action is repeated under different external circumstances, the resulting set of consequences can be different.

Goal: an intended consequence (positive or negative).

Actions that produce individual consequences over time generally follow one of two specific classes of trajectory (change over time), Reflective (persistent) or Impulsive (inverted).

All Collective Action Traps are consequential fallacies.

Root Cause = Leverage Point = Ultimate Antecedent of Multiple Consequences.

One useful means for making difficult decisions is to first “Decide how to Decide” (assurance contract, decision matrix, threshold pledge, etc.), then follow that plan for making the difficult Decision.

Interdependent Consequences constitute the foundational attribute of a Social Game (System). No interdependent consequences = no Game.

Entity Class (Agent Archetype) is the root cause (antecedent) of all interdependent consequences (effects).

There is no basis for a consequence-less crime (cheat).

In a Complex Adaptive System (CAS), participating Entities are systemically incompetent by default. Entities can only achieve competence within their own local micro-system (micro-culture). Entities will exploit systemic defects in their efforts to acquire Power. Successful Entities can utilize their Power to close off the systemic defects that they exploited to acquire their Power. A CAS is constantly morphing its internal defects, so that old ones fade and new ones emerge. The manifestation of this cycle is evident in Social Stratification.

An autonomous Agent can only grant (consent) authority to a systemic representative (proxy) for Public (social) matters [interdependent outcomes]. Never for Private (personal) matters. If they do, this constitutes abandonment (waiver) of autonomy [nullifies Agency].

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Cheating [- | +]

Summary

Cheating can manifest in 2 distinct forms, positive or negative. The generic term “Cheating” in this context refers to +Cheating (positive Cheating) by default. +Cheating is any Action intended to provide self-benefit, that may cause harm (net) to others. -Cheating (negative Cheating) is any Action intended to provide other-benefits, that may cause harm (net) to self. “Crime” is often equivalent to +Cheating.

Model

Component A

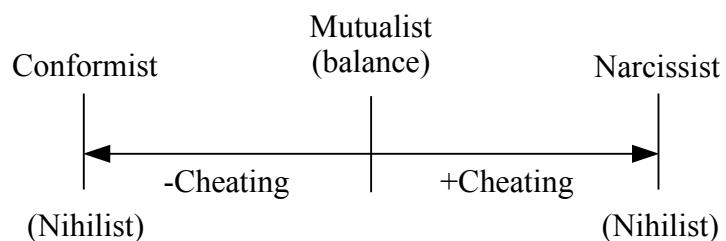
Cheating Classification	
Class	Criteria
Type 1	Violation of legitimate (fair) rules.
Type 2	Compliance with illegitimate (unjust) rules.
Type 3	Violating the Fairness Ethic (Unjust)

Component B

Conspiracy Classification	
Class	Criteria
Type A	An Entity coordinated collective Cheat.
Type B	A Systemically coordinated collective Cheat (Collective Action Traps).

Component C

Cheating Dichotomy



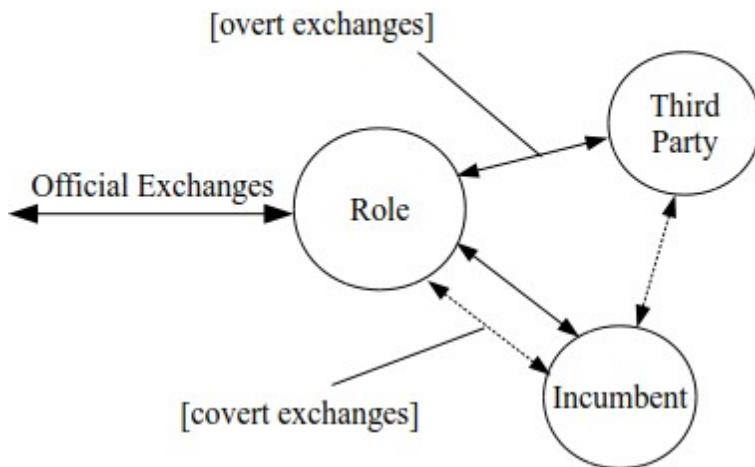
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Component D

Common Cheating Strategies
Circumvent the Rules
Exploit voids (lacunae) in the Rules
Violate the “spirit” (Fairness) of the Rules
Exploit flaws in the Rules
Capitalize on illegitimate Rules
Capitalize on illegitimate Games (Systems)
Disguise identity
Obscure accountability
Tempt/Threaten others to Cheat
Secrecy

Component E

Role Cheating Dynamics (corruption, graft, coercion, etc.)



Legend

Cheating (positive): violating the Mutualist Ethic for self-gain (benefit, interest, etc.), at the expense

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(harm, cost) of others (other/self harm (net) > 1) [A universally illegitimate Action].

Cheating (negative): violating the Mutualist Ethic for other's gain (benefit, interest, etc.), at the expense (harm, cost) of self (self/others harm (net) > 1) [A universally illegitimate Action].

Crime: violating the Rules (laws) of a System/Game (fair or unfair), whether or not it constitutes Cheating.

Conspiracy: a Cheat (positive or negative) requiring coordinated Action that includes more than one Entity. A special (distinct) form of Cheating. Conspiracies can cause Systemic Inversion (game change).

Collective Action Trap (C.A.T.): consequences arising from the Actions of multiple entities that are, in the aggregate, harmful (net) but not intentional.

Innovative Cheaters continuously search for new ways to exploit the voids (lacunae) in a Rule set (law).

When a fictitious Ecosystem (social system) inverts, the entire system constitutes a Type 2 Cheat for the participants (and often spectators). Participants/System are no longer “fit” (Inversion).

Surveillance: Coercion (violation of Privacy/Solitude). Harassment.

Secrecy: the most common form of Fraud based Cheating. Disguising identity, system, or Actions is the most common means.

Role Cheat: illegitimately impersonating a Role, or exploiting the power of an actual Role.

Fictitious Entity Cheat: a secret organization (hidden sub-organization).

Locus of Control Cheat: remotely (secretly) controlling an LOC.

Terrorism (Human Rights violations): Force, Wealth, or Belief cheating (crimes) that is committed on Humanity (Nations), not States.

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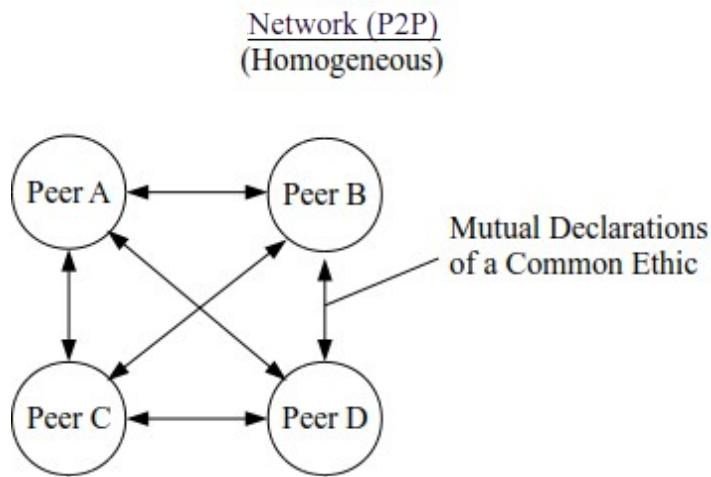
Common Code of Ethics

Summary

The 2nd social dimension emerges from a network of individual relationships. Every individual has a personal morality/ethic. If these are all in the same Nation Class, then it constitutes a homogeneous community. A large, complex community is often referred to as a Nation (Peoples).

Model

Component A



Component B

Origins of Diaspora			
Form	Basis	Homeland	Resolution
Invasion (involuntary)	Coercion	Existing	Migration/Extinction/War
Invasion (voluntary)	Suicide	Existing	Migration/Extinction
Emergent (unexpected)	Evolution	Unknown	Migration/Extinction/War

Legend

Common Code of Ethics: the universal basis for a homogeneous Network of Peers (equals). Each individual Peer (Entity) publicly declares their own Ethics. This creates a network of mutual

Mutuality

commitments by a population of participating Peers, which is the defining attribute of a homogeneous Network.

A legitimate Network (2nd social dimension) can only be realized through a universally declared (consensual), common (universal) code of Ethics.. To prevent ambiguity, each Peer (Entity) is required to publicly declare their own code of Ethics (One of the 4 Nations). Without a Common Code of Ethics, the population is heterogeneous (a Mob).

A complex social system formed from a homogeneous Network constitutes a Nation. A Nation provides the only legitimate basis for a State (governance contract).

Networks are generally formed in a “bottom up” dynamic (governance contracts are not). Each individual's declaration institutes a social bonding (cohesive) dynamic. The nucleation continues to spread.

Anarchies have no upper limit, but Netarchies have the same limits of population as Hierarchies (maximum = 16 million), due to their M2O limitations.

Declaration: commitment, promise, pledge, conviction, vow, creed, swear, etc.

Promise: declaration (Consent) to perform a future action.

Breach of promise [past] → Mistrust (suspicion) [future]

Eugenics: intentional transformation of a demographic without the unanimous consent of the initial population. Occurs in 2 distinct forms.

1. Purity Eugenics: transforming a given demographic into a more homogeneous form.
2. Diversity Eugenics: transforming a given demographic into a more heterogeneous form.

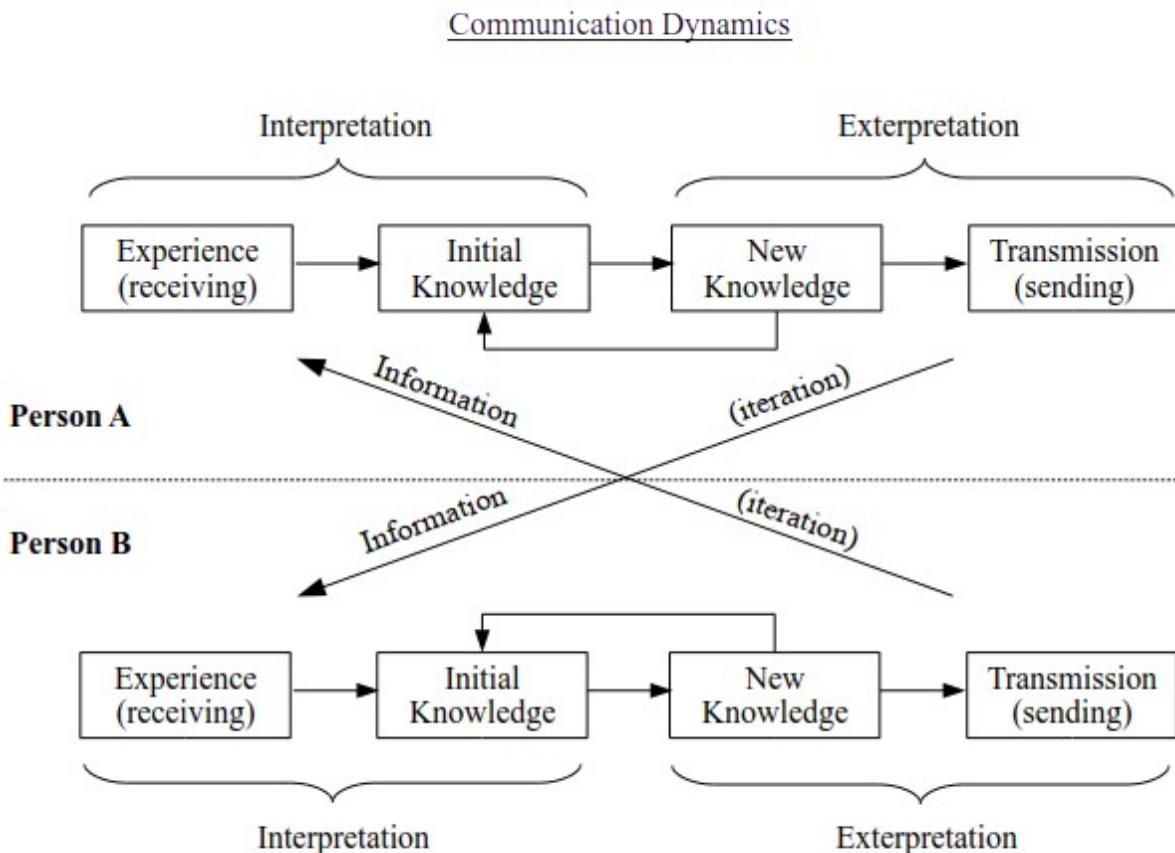
Communication

Summary

Humans communicate information to disseminate/increase social knowledge, and to build social relationships. It is utilized to provide important evidence for Truth. Communication enables the aggregation of Beliefs (social power).

Model

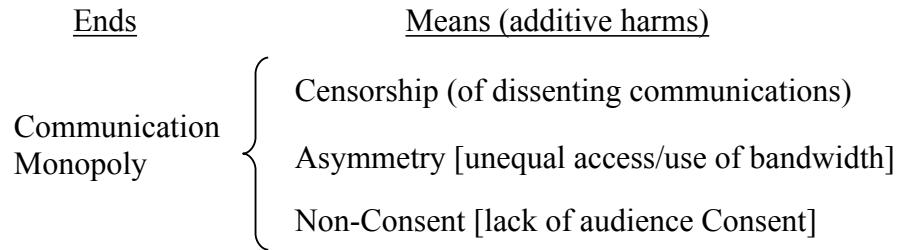
Component A



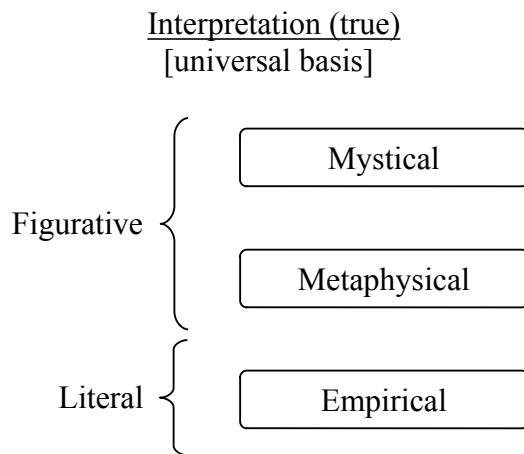
Mutuality

Component B

Propaganda Dynamics (contextual)



Component C



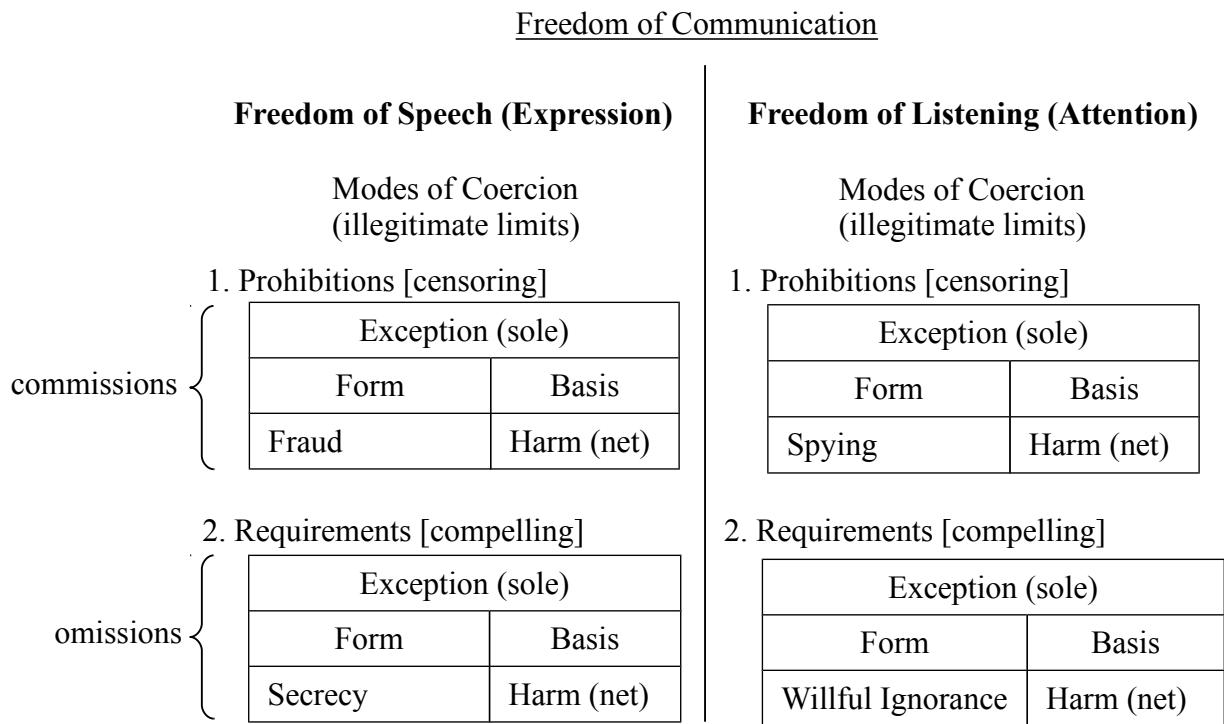
Component D

Assimilation

Energy (work)	New Knowledge		Old Worldview	
(highest)	Modify (to fit)		Modify (to fit)	
↑	(unchanged)		Modify (to fit)	
Energy (work)	Modify (to fit)		(unchanged)	
(lowest)	(unchanged)		(unchanged)	

Mutuality

Component E



Legend

Person A and Person B iterate their communicating until they asymptotically converge to an acceptable level (tolerance) of mutual understanding. In this way, we each act as virtual “lightships” for each other, to help with navigating Reality. More diversity and more directional “fixes” can provide greater accuracy through extensive triangulation.

Person A may be one person or many persons, and vice versa for B.

In all cases, legitimate communicating is symmetrical, bidirectional, reciprocal, and consensual.

Communicating: has one of two purposes, Conquest (illegitimate) or Convergence (legitimate).

Interpretation: imbuing (matching) information with meaning.

Exterpretation (exposition, explanation, description, etc.): imbuing (matching) meaning with information.

Propaganda: usually asymmetrical, unidirectional, non-reciprocal, or non-consensual communications.
 Propaganda Power Factor: the quality and quantity of Average Aggregate Attention (AAA) control.
 Quantity: percentage of total AAA. Quality: Media Channels (Live, Video/Audio, Audio, Written, etc.).

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Language: a previously constructed matrix (structures/dynamics) of translations (interpretations/exterpretations) that are imprinted upon humans for the purpose of communicating with others sharing the same translation matrix.

Aggregate Available Attention (AAA): the total population times the median conscious time available. This constitutes an “Intellectual Commons”. Attempts to monopolize “bandwidth” constitutes an act of Warfare (Beliefs). Bandwidth is generally conquered through the use of exclusion, like many forms of Social Power. AAA is always contextual.

The Mass Media (AAA dominant) must include at least 1 Commons channel for “Devil's Advocate” communication purposes, to maintain legitimacy. The sole purpose is to provide counter arguments (antitheses) to any Mass Media bias, in order to prevent ideological monopoly of communications content. The global frequency allocation process (electromagnetic spectrum) is an example of an AAA context.

The 2 Language Communication Channels are Words (symbolics) and Actions (gestures/tone). The Action channel generally has a higher fidelity than Words.

The 2 Universal Communication Formats:

1. Questions (open or closed). Purpose is to acquire (consume) information.
2. Answers (consent/dissent, acknowledgement, etc.) and Statements (declarations, claims, opinions, theses, etc.). Purpose is to provide (produce) information.

AAA constitutes a Commons. The bandwidth can become saturated, in which case the Sharing Ethic provides the most legitimate guidance for a remedy.

Fame: a larger than average proportion of AAA (bandwidth, spectrum, etc.). Is a form of asymmetrical communication (propaganda).

Devil's Advocate: provides a universal remedy for propaganda (2nd opinion, critique, etc.). Specific critique. This is a systemic function that may be constructed into a specific Role. Essential mitigation dynamic for any Belief system.

Legitimate communicating generally requires Sharing (Life-Time), which is one of the most valuable human existential Resources (subject value).

Propaganda is relatively easy to conduct and works well in complex adaptive social systems because many (all) participants are systemically incompetent.

The power of propaganda to produce intended Beliefs can be amplified by technological means of communication from the one (source) to the many (mass audience).

Freedom of Speech (Expression) and Freedom of Listening (Attention) constitute the dichotomy inherent within Freedom of Communicating.

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The Burden of Proof universally falls upon the party complaining for an Exception to any form of Coercion (Communication based).

Spying: violation of an other's information privacy (secretly or not secretly).

Freedom of Communication is a core Natural Right of all autonomous Entities.

Communicating can provide a Market of Ideas.

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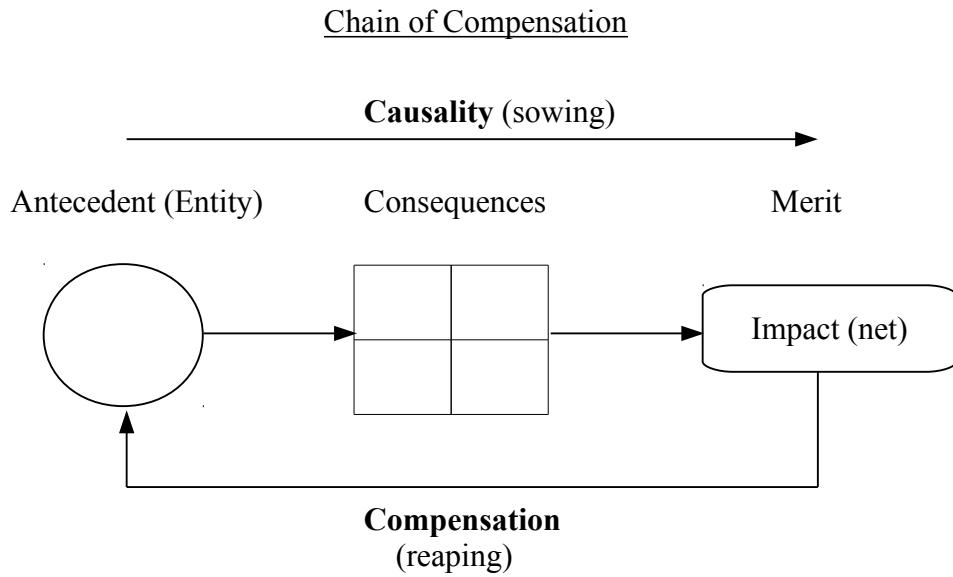
Compensation

Summary

The structure and dynamics of positive and negative consequences and their relationship to individual accountability constitutes the basis (Merit) for Compensation. Compensation has both positive and negative forms, depending upon the Merit of the initial consequences produced by the actions of an autonomous Entity.

Model

Component A



Component B

Consequence Classes		
Impact	Intentional	Unintentional
Benefit	Success (achievement)	Fortune (luck)
Harm	Cheating (crime)	Misfortune (accident)

Component C

Antecedent(s) Class		
Impact	Intentional	Unintentional
Contributing	A1	A2
Inhibiting	A3	A4

Legend

Antecedent(s): originator(s) of consequences. Two primary classes, individual or collective (ecosystemic).

Compensation (synonyms): remedy, reaping, redress, dessert (just desserts), karma, recompense, restitution, etc.

Consequences: any changes (delta) to an ecosystem (M-E/I/S-T). The occurrence of consequences incurs an equal and opposite level of Compensation that accrues to the Antecedent (Accountability) who's autonomous action caused the consequences (proportionate to contribution).

Traditional axiom of Compensation: “As you sow, so shall you reap.”

Justification for the Fairness of Compensation = the absolute irreversibility of causality. (Compensation provides the means to return system to balance/equilibrium).

Compensation arises from consequences, in 2 forms:

Positive: merit, reward, credit, praise, etc. [Classes A1, A2]

Negative: blame, cost, debt, harm, etc. [Classes A3, A4]

Positive Compensation: An antecedent that causes (produces) +consequences incurs equal value +compensation.

Negative Compensation: An antecedent that causes (produces) -consequences incurs equal value - compensation.

The positive/negative (net) attribute of a consequence is determined by the value effect on the recipient (impactee) of the change, not the Antecedent (except for self-impacts).

The principles of Compensation demand that no Action be taken (intentionally) that can result in consequences for which no equivalent compensation is known and available.

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A consequence may have multiple Antecedents, in which case the compensation accruing to each Antecedent is proportional to the contribution made by each Antecedent.

Challenges for Accurate Compensation (Accountability)

1. Unpredictability of actual consequences
2. Irreversibility of causality
3. Antecedent anonymity
4. Proportionality

Debt: a promise of future value (net). All debt implies there is a debtee (creditor, promisee, etc.). A debtee can be an individual, or system (collective).

Promise: a commitment to Act (or not Act) in a specific way (consent). The truth (validity) of a promise can only be determined (proven) post-Action.

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Conflict Resolution

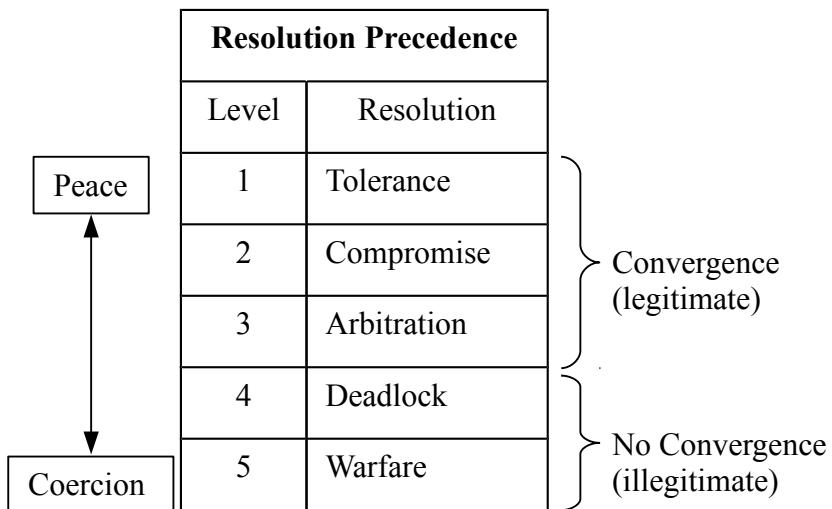
Summary

Conflicts can arise under a wide variety of circumstances. A universal ethic for legitimate resolution of conflicts is essential for all social systems.

Model

Component A

Conflict Resolution Ethic



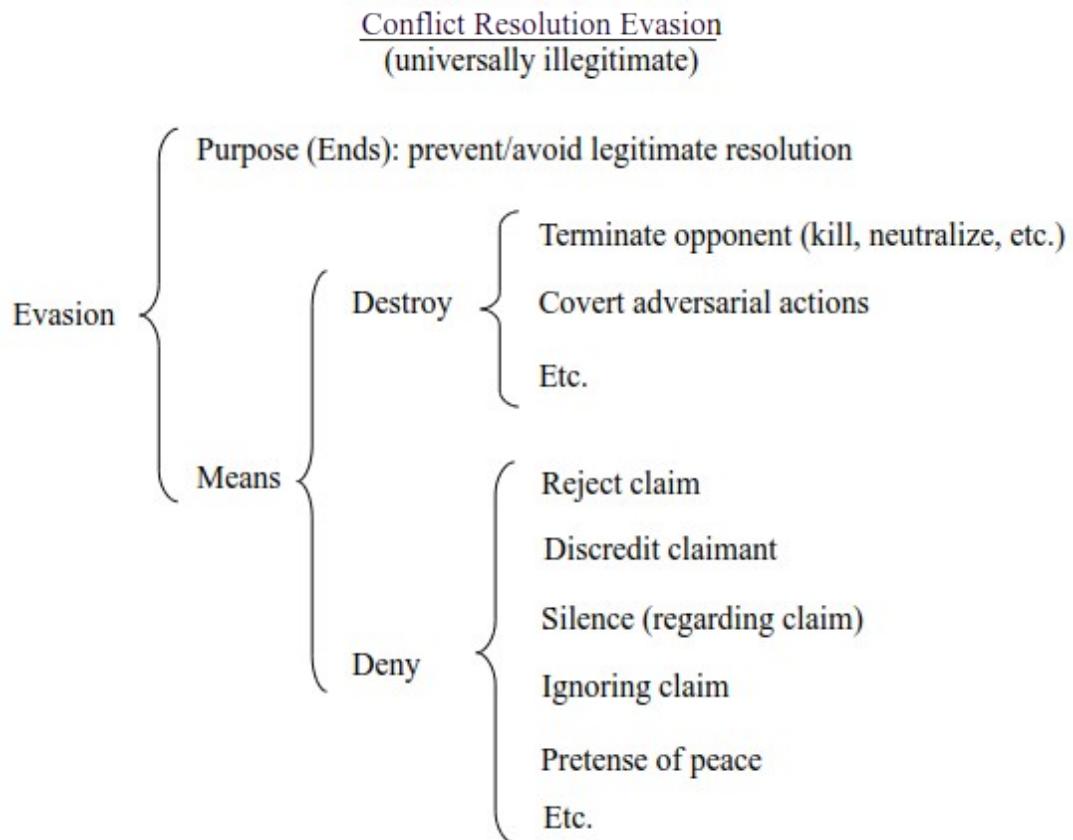
Component B

Argument (Contradiction) Probabilities		
POV of A	POV of B	Case
True (100%)	True (0%)	1
True (0%)	True (100%)	2
True (<100%)	True (<100%)	3

Probabilities for Cases 1 and 2 are labeled as 'Low probability'. Probability for Case 3 is labeled as 'High probability'.

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Component C



Component D

[Deadlock Echo Chamber] Dichotomy		
Form	Deadlock	Echo Chamber
Basis	Threat	Temptation
Ethic	Nihilistic	Narcissistic

Legend

All conflicts (Dissent, opposition, arguments, etc.) should begin resolution attempts immediately at precedence (strategy) level 1. Efforts at each level of precedence should be exhausted before escalating actions to the next higher level (and so on).

Mutuality

In a conflict situation, one, both, or neither adversary may be right (fair, just, etc.). A common misconception is that all conflicts (argument) are a Class 1 conflicts.

Deadlock: stalemate, detente, impasse, etc.

Obstruction to systemic improvement (change) is a root cause of persistent conflicts.

Obstructionists (of change) constitute the ultimate Utopians. Such a POV can arise from Historicism, metathesiophobia, empleomania, conformity, obedience, docility, amorality, careerism, etc.

Majority Rule (consensus decisions): is universally limited to determining only collective wants, but not the legitimacy of a collective decision. Any such decision that constitutes a violation of the Mutualist Ethic is illegitimate.

The Deadlock of Westphalia (euphemistically known as the “Peace” of Westphalia), codified a global system that perpetually functions at the margin of Warfare. The theoretical basis for the System is “Sovereignty” (universally illegitimate) in its modern form.

Universality → Truth. Therefore, the Truth is more likely to be realized through Class 2 resolutions, rather than Class 1. A useful means to achieve this is to promote a conflict to a higher strategic level (meta-POV) to achieve Universality. Higher level Truth = More strategic Truth.

Obedience [illegitimate] =/= upholding (fulfilling) a Promise (Consent) [legitimate].

A Deadlock and an Echo Chamber are the complementary opposites of an Illegitimate, self-reinforcing static POV. Deadlocks generally arise from reactions to threats, while Echo Chambers arise from reactions to the temptation for self-justification.

Mutuality

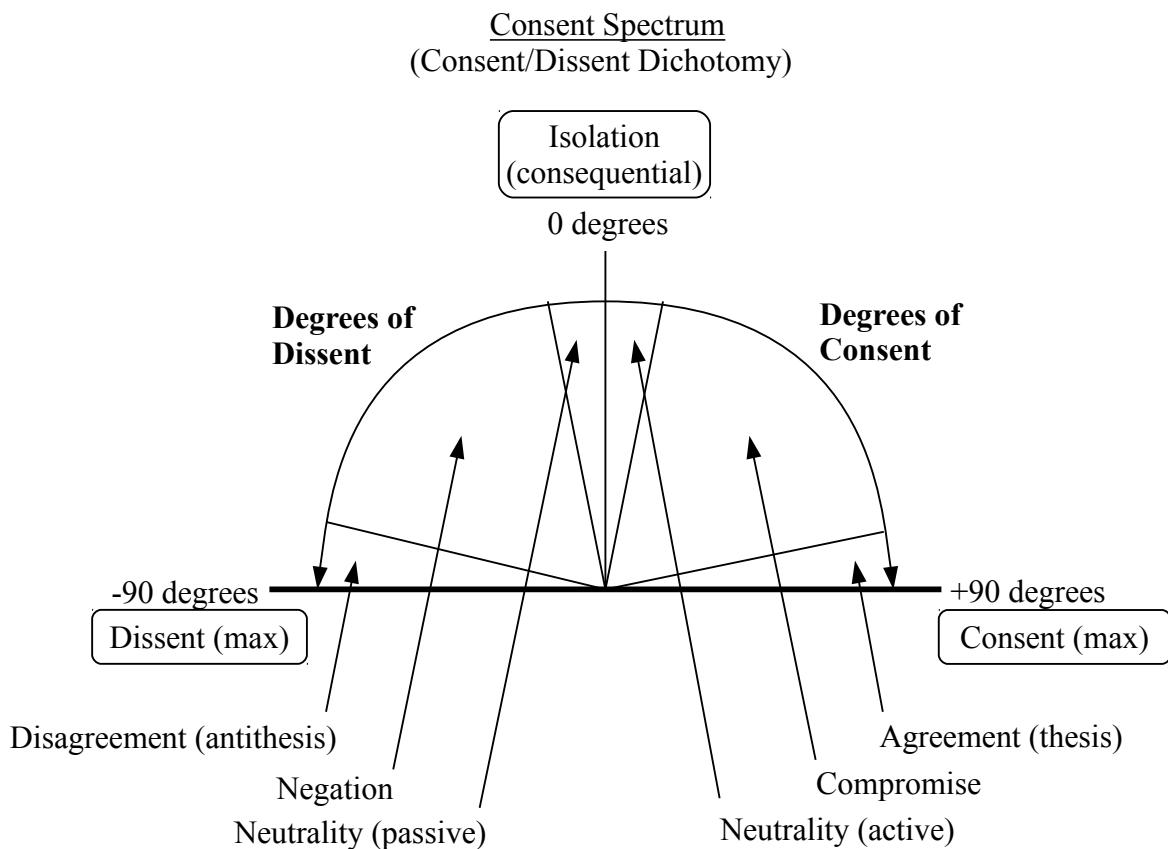
Consent

Summary

Consent is one of the 5 critical elements (social) of Fairness [justice]. Consent by autonomous entities can be manifested on a continuum of degrees (positive/negative). Any use of Power (social), without Consent (positive), is illegitimate. There are 3 universal preconditions necessary for legitimate Consent.

Model

Component A



Mutuality

Component B

Universal Preconditions for Legitimate Consent/Contract/Convergence	
Precondition	Basis
1. Competence	A. Fully functional mental capability (normal or above) B. CAR(S) information regarding thesis (issue) [symmetrical]
2. Autonomy	A. Self-directed power, control, and freedom B. Not currently exceeding suffering threshold (+/- wants)
3. Options	A. 1 (or more) equally viable options available B. 1 option must be “none of the above” (systematic dissent)

Component C

Compliance/Conformity		
Form	Basis	Legitimacy
Obedience	Threats Temptations	Illegitimate
Consent by Compromise	Upholding Promise/Strategy	Legitimate
Surrender	Abandoning Autonomy	Illegitimate
Waiver	Suspending Autonomy (temp.)	Legitimate

Legend

Any Consent/Contract for illegitimate purposes constitutes illegitimate Consent/Contract.

Dissent: Conflict, argument, antithesis, etc.

Negation: apposition to a thesis without a specific antithesis. Can manifest in several forms (all of the above, none of the above, etc.).

Neutrality (active): a position of neutrality based upon a diligent consideration of the C/A/R information pertaining to the question.

Neutrality (passive): a position of neutrality based upon intentional/unintentional ignorance of the C/A/R information pertaining to the issue under question (don't know/don't want to know).

Disagreement: opposition to a thesis with a specific antithesis.

Mutuality

Agreement: alignment with the thesis, within the tolerance of agreement.

Degrees of Consent: the magnitude of agreement, with 0 degrees as the minimum and +90 degrees as the maximum.

Degrees of Dissent: the magnitude of disagreement, with 0 degrees as the minimum and -90 degrees as the maximum.

Compromise: conforming to a thesis in order uphold a higher (more strategic) level of agreement.
Upholding a super-agreement, while not agreeing tactically.

Negation: rejection (contradiction) of thesis due to some contrary evidence (doubt).

Accommodation: majority accountability to a dissenting minority, which must be compensated if necessary to ensure no net harm.

Dissent = disbelief (an inalienable right).

In voting systems, an aggregate vote of “none of the above” (no confidence) combined with any passive neutrality (non-voting) that exceeds 50% of the total votes possible, provides proof of systemic corruption (illegitimate system).

Promise: is a preemptive Consent (ad Hoc Rule). It constitutes an Action prison (limit on Freedom of Action) for the duration of the commitment. It can restrict future adaptation.

Mutuality

Cultural Viruses

Summary

The Intellectual and Emotional (I/E) basis of Mental health is susceptible to logical fallacies. When such a fallacy is shared by 2 or more people (who believe it's True), it constitutes a Cultural Virus. It can be useful to view this cultural dynamic as an analogy to biological (physical) viruses.

Model

Component A

Cultural Viruses
(biological analogy)

Attribute	Biological Form	Intellectual Form	Emotional Form
Range (maximum)	Pandemic	Pandemic	Pandemic
Immunization	Vaccine	Deprogramming	Loving
Transport Means	Air, Water, Contact	Communications	Relationships
Parasitation	Physical	Mental	Mental
Mutation	New Strains	Intellectual Fallacies	Emotional Fallacies
Host Required	Yes/No	Yes	Yes
Symptomatology	Manifest/Latent	Manifest/Latent	Manifest/Latent
Vectors	Various Organisms	Other Humans Only	Other Humans Only
Natural Susceptibility (aggregate)	20% No Defense 20% Immune 60% Partial Immunity	20% No Defense 20% Immune 60% Partial Immunity	20% No Defense 20% Immune 60% Partial Immunity

Component B

Cultural Virus Exploitation	
Susceptibility Cohort	Exploit Strategy
20%	Can be fooled all the time
60%	Can be fooled some of the time
20%	Can not be fooled at any time

Mutuality

Component C

Spellbreaker Cycles (treatment)
Intellectual Denial (rejection, avoidance)
Emotional Denial (anger, resistance)
Self-Doubt (uncertainty, bargaining)
Letting Go (abandoning control, apathy)
Sudden Awakening (moment of truth, light goes on)
Acceptance (resolution of conflict, clarity of mind)
Humor (sense of the absurd, compassion)

Component D

3 Primary Modes of I/E Virus Entry

Trust	Trusting an infected vector (carrier)
Ignorance	Intentional/unintentional lack of C/A/R(S) information
Suffering	Promise of satisfaction (wanting to believe)

Component E

3 Primary Symptoms of I/E Virus Infection

Demonizing, ignoring, denying, or rejecting all other POVs
Total lack of doubt (unquestioning)
Self-righteousness (infallibility, perfection, no weakness)

Legend

A Cultural Virus is like a manifestation of Mass Hypnosis (Mass Hysteria, Mass Psychology, Group Think, etc.).

An Individual's Susceptibility to a Cultural Virus is Intellectually and Emotionally (I/E) specific.

Spellbreaker: any cure for an I/EV. Often occur in the form of koans, open questions, Models, jokes, near death experiences, prayer, trauma, drugs, meditations, dreams, etc.

Mutuality

The “I don't know” moment constitutes an intellectual pivot point (transition moment) for a successful spellbreaker (change of mind).

I/E Viruses often hypnotize (anesthetize) their host, as a means to avoid detection by the host. Spellbreakers can awaken a host to the presence of an I/EV by alleviating this induced stupor (mesmerization).

Intellectual Viruses: logical fallacies that 2 or more people believe are true, and any other thought is false (monopoly of truth).

Emotional Viruses: emotional fallacies that 2 or more people believe are true, and any other feeling is false (monopoly of truth).

Emotional Fallacy: Incomplete, inaccurate, or irrelevant feeling.

Intellectual Fallacy: Incomplete, inaccurate, or irrelevant thinking.

The “induction fallacy” is one useful reminder that empirical perfection is improbable.

We tend to think in conclusions, rather than evidence. Open questions can help reveal evidence (preconceptions) to self and others.

Spellbreakers: can reveal contradictions in evidence.

Conclusion (summary) thinking requires less energy than evidential thinking (inconclusive).

Emotional Competence: Emotional Quotient, True Feelings, etc.

Intellectual Competence: Intelligence Quotient, Rationality, etc.

Emotionence: emotional equivalent of intelligence [Intuition].

Logical fallacy → intellectual virus.

Emotional fallacy → emotional virus.

An I/EV that arises from “staying in character (Fictitious Entity)” too long/often can result in the Ego becoming subordinated to the fictitious character [anchored in a Role]. A common example of this is a person's socially given name (identity), which is a first order fictionalization of the True Self (Reality).

The “Santa Claus Syndrome”: if you battle with someone else's imaginary being (Fictitious Entity), you only reinforce their hallucination. Keeping the “is not” axiom in mind requires more energy, therefore it's much easier to simply forget (abandon) it. Psychic trauma can result from breaking a spell (curing the I/E Virus).

I/E Virus→ can arise from a solution that amplifies the problem it's intended to remedy.

Cultural Virus: Cognitive (I/E) viruses. Anyone infected is unable to heal (recover) unless they become

Mutuality

aware (admit, recognize) that they're infected.

Under conditions of a systemic epidemic of a Cultural Virus, any dependent decisions by a majority rule are rendered worthless or harmful.

Social-fulfilling Prophecy (collective): a circumstance where the self-fulfilling prophecy of each individual constituent produces the collective truth predicted (planned). The collective truth would have been false if each individual had believed it was false. This creates a mutually self-reinforcing belief system, individually and collectively (Echo Chamber). If everyone believes something is true, then it actually is true. If they believe it's false, then it actually is false.

A common example of a social-fulfilling prophecy is when the majority of participants within a social system believe nothing can be done to change it, and therefore nothing can be done. If they all believed it could be changed, then it could. This constitutes a Collective "Inaction" Trap (C.I.T.). In general, C.I.T.s can be far more prevalent and intractable than Collective Action Traps (C.A.T.).

If the Ego is functioning effectively, the revelations of a Spellbreaker event can quickly fade away unless there is further contemplation (refreshing, practice, etc.).

Humor (of the absurd) can reveal the absurdity (delusions) of the Truth.

Mutuality

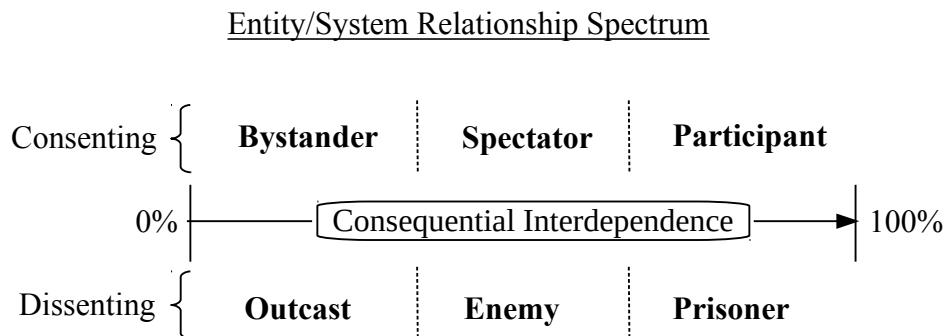
Entity/System Relationships

Summary

Every Entity (subject, agent, actor, identity, etc.) is in a specific relationship Class with respect to every Game (System). Rules (Laws) within a System will generally be distinct according to each relationship Class (internal and external relationships).

Model

Component A



Legend

Spectator: entity with substantial vested interest in the outcomes (consequences) of a Game (system), but has almost no control of the Game itself.

Participant: entity that has a full relationship [Autonomy | Heteronomy] with a Game (system).

Bystander: entity with insignificant vested interest in the consequences of a Game (system), due to minimal existential sharing.

Outcast: a Bystander that does not consent to the relationship.

Enemy: a Spectator that does not consent to the relationship.

Prisoner: a Participant that does not consent to the relationship.

Entity Role Class: based upon the scope and scale of the entity/system relationship (magnitude of

Mutuality

existential sharing).

Existential Isolation (discontinuity, vacuum, etc.) is an impossibility (fallacy, non-Reality, etc.). All entities that exist must have some relationship with all Games (systems) that exist.

If Entity Role, Class-Game relationships are obscured/misleading it creates significant opportunities for Cheating (fraud).

Mutuality

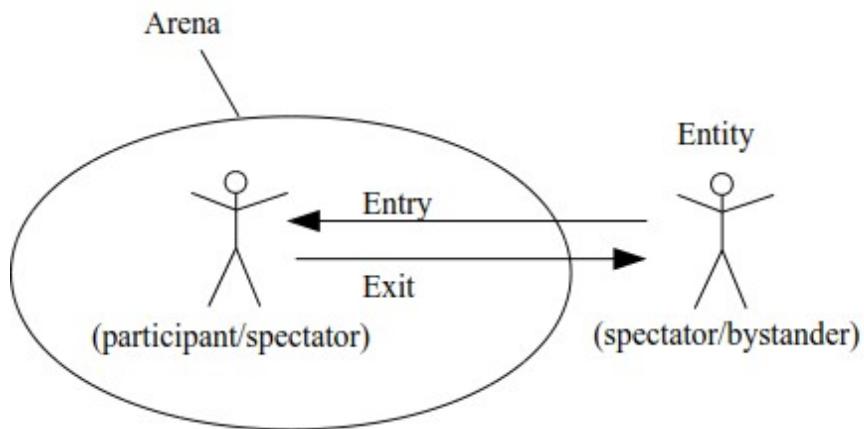
Entry/Exit

Summary

Entry/Exit (Inclusion/Exclusion) constraints determine the relationship any given Entity has with a given Game (System). This element generally determines the specific constraint Rules (laws) that apply to each specific Game/Entity relationship. It's illegitimate for any Game to require Entry to, or prohibit Exit from, the Game (by an Entity) without the Consent of that Entity.

Model

Component A



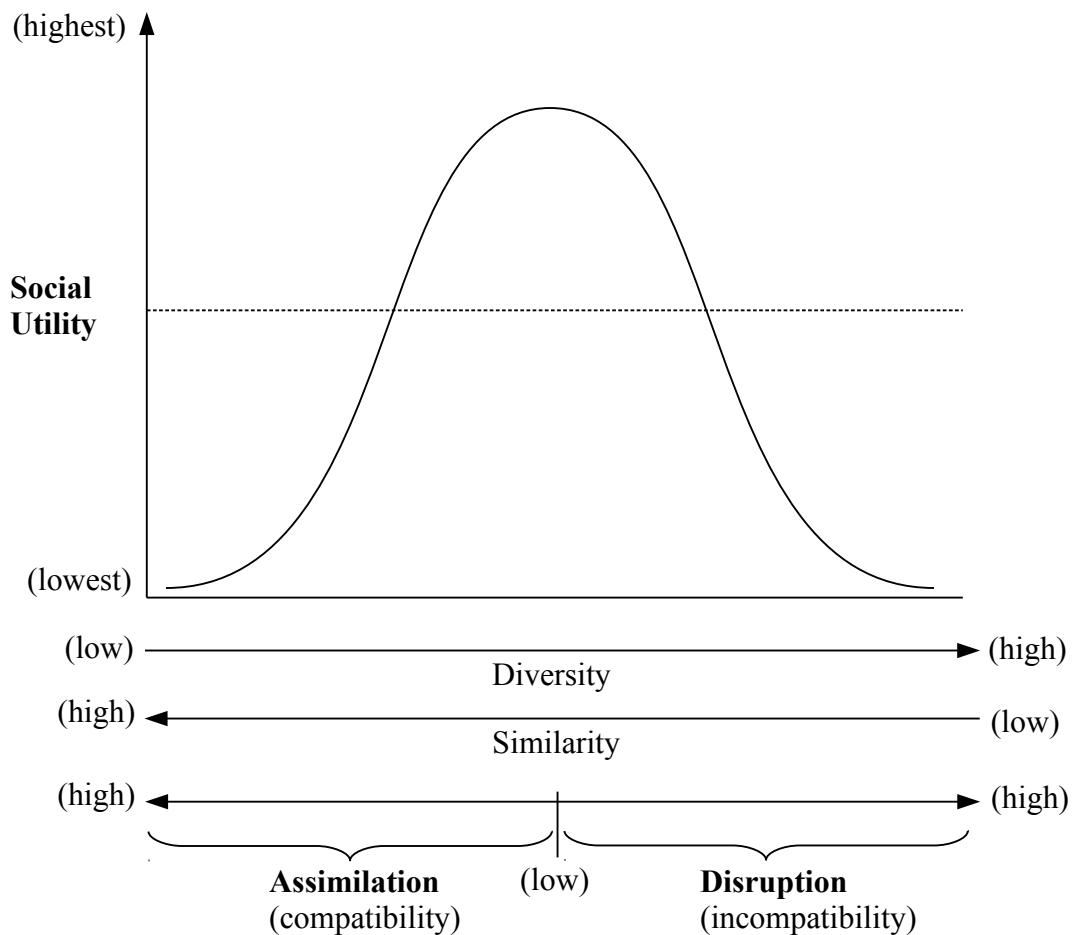
Component B

Entry/Exit Constraints	
Purpose (Ends)	Systemic Preservation (self)
Means	Demographic Management – Quantitative/Qualitative (Identity & Values)
Controls	Membership, Order, Stewardship, Spectators, Security, etc.

Mutuality

Component C

Inclusion (immigration) Dynamics (Diversity/Similarity)



Legend

Entry/Exit: is the dynamic (inclusion/exclusion) by which an Entity manages their Entity Class in relationship to a Game (system). Defined by [inclusion | exclusion] conditions (rules).

Procreation (existential Entry) = Immigration (social Entry) = Inclusion (systemic).

Entry: inclusion in a Game (system).

Exit: exclusion from a Game (system).

Freedom of Association (Natural Right) is not a Freedom of Participation (Illegitimate Fallacy).

Mutuality

Equivalence

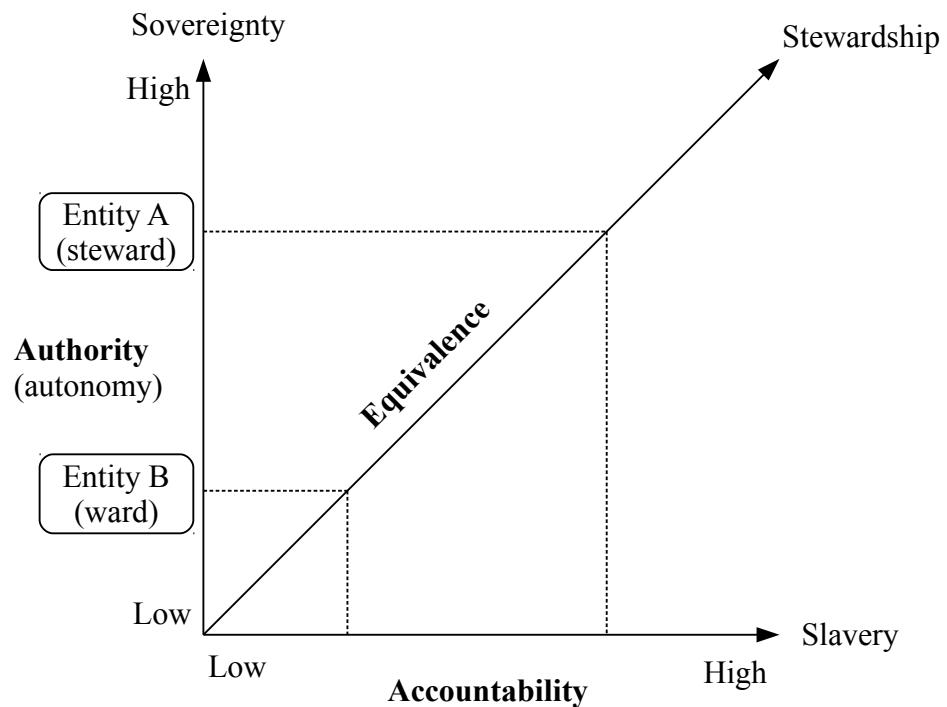
Summary

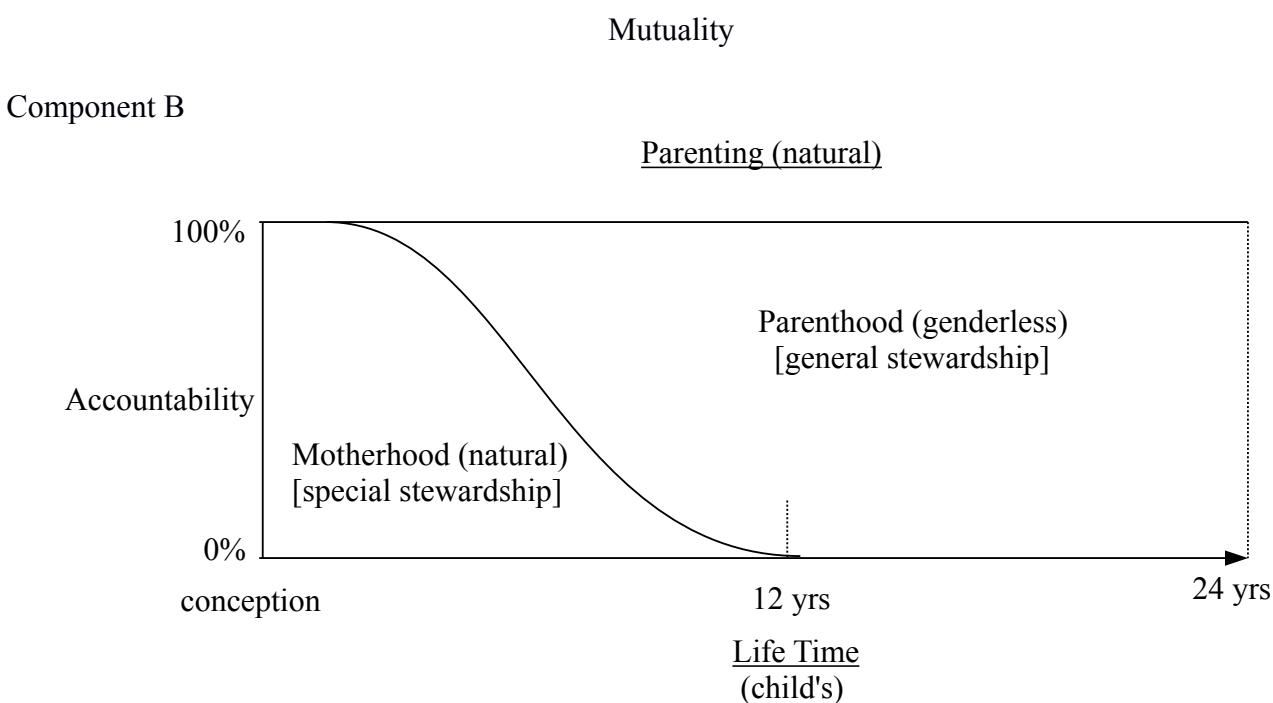
Equivalence is one of the critical elements of Fairness. It provides a universal Model for the legitimate relationship between Authority and Accountability for autonomous Entities.

Model

Component A

Equivalence Dynamic





Legend

In the Model, example Entity A holds a greater Authority/Accountability than example Entity B. In such cases, Entity A incurs a duty (obligation, responsibility, etc.) of Stewardship with respect to Entity B. Therefore, in this relationship Entity A would be the “steward” of Entity B, and Entity B would be the “ward” of Entity A. In such cases, Entity A incurs (subsumes) the Accountability for Entity A as well. The traditional Parent/Child relationship is a common manifestation of this dynamic.

Sovereignty: 100% Authority with 0% relative Accountability.

Slavery: 0% Authority with 100% relative Accountability.

Stewardship: Relative Authority is equal to relative Accountability (Equivalence).

Sovereignty is based upon a fallacy of Existential Isolation.

Authority: systemically contextual Autonomy. A fictitious level of autonomy within a fictitious system (social system).

Legitimate Authority only arises from a prior claim of Accountability, and in equal proportion.

The quantity and quality of Accountability determines the quantity and quality of Authority, regardless of the scope/scale of the context.

Any entity can legitimately volunteer for Accountability at any time, so long as that claim complies with the Sharing Ethic.

Equivalence provides a critical element of Stewardship as a theory of action.

Mutuality

Both Sovereignty and Slavery are illegitimate strategies (ethics) for an autonomous entity.

Slavery, also referred to as scape goat, whipping boy, patsy, victim, etc. It can be systemically explicit or implicit.

Authority: Autonomy without accountability (contextual).

Accountability: Accountable without autonomy (contextual).

For every Act of Sovereignty there is an equal and opposite Slavery incurred.

Understanding the distinction between Autonomy and Sovereignty is critical for establishing legitimate social relationships and systems.

Competition (market, gaming, etc.): a systemic means to include Accountability in an Authority (Sovereignty) biased social system. [constitutes an Artificial Equivalence]. Function: to mitigate systemic violation of Equivalence (rather than fundamentally transforming the system).

Statism: sovereign governance

Corporatism: sovereign association

Materialism: sovereign consumption

The primary duty of a Steward is to enable their Ward to fulfill their own potential.

Ethics | Morality Dynamics

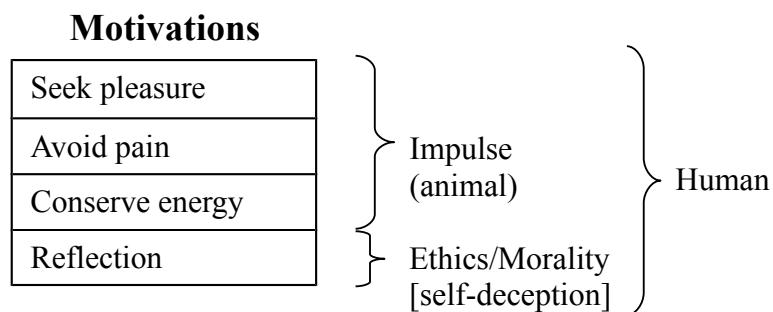
Summary

Morality and Ethics provide the basis for all autonomous action. Morality arises from intrinsic human motivation in relationship to others. The defining characteristic of humans is the intrinsic capacity for “Reflection”.

Model

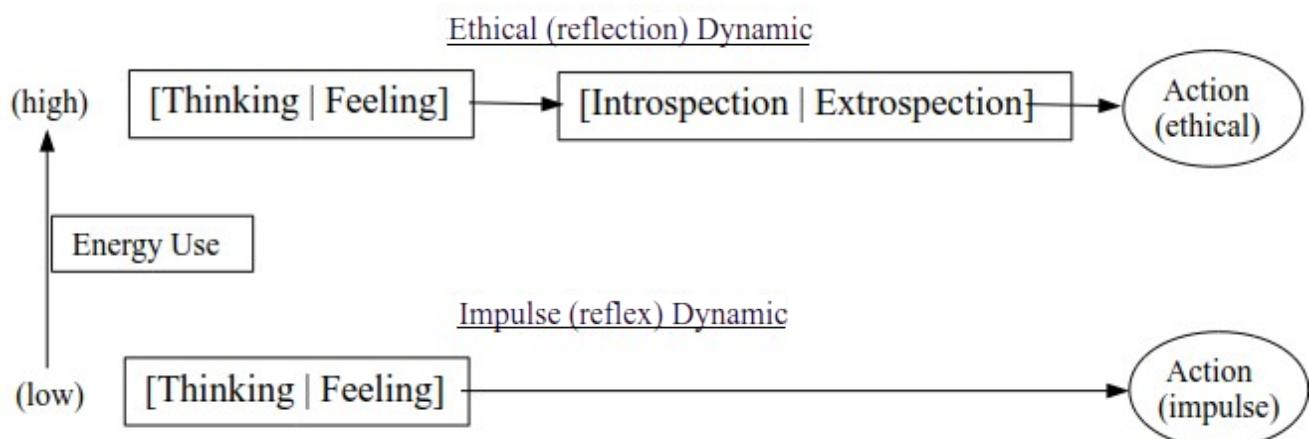
Component A

Motivation Taxonomy



Component B

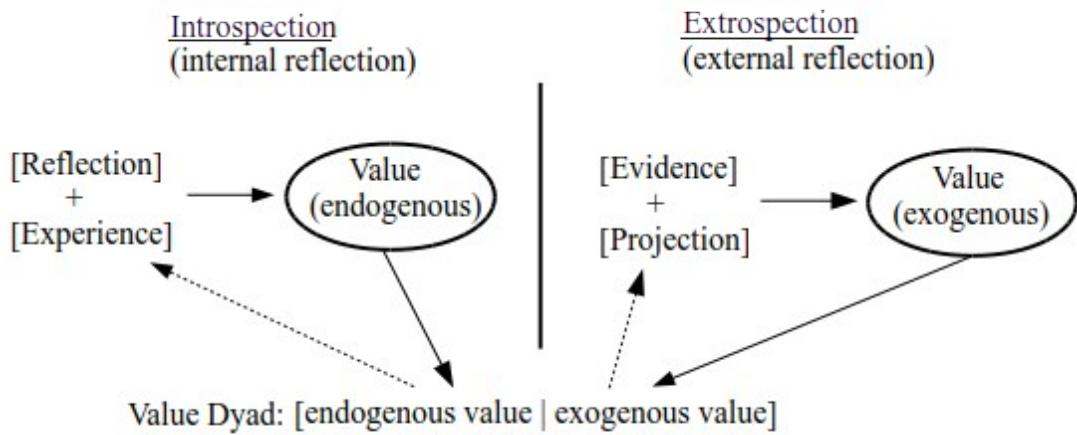
Action/Energy Dynamics



Mutuality

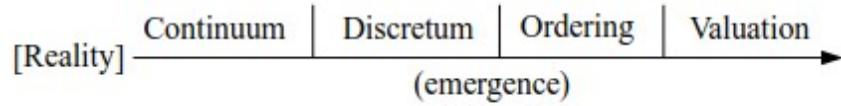
Component C

Value Dynamics



Component D

Manifestation of Values



Component E

Valuation Systems			
Type	Value Standard	Metric	Domain
Subjects (entities)	Time	Time units	Universal
Objects (resources)	Money	Money units	Contextual

Component F

$$\text{“Free Will” Ratio (FWR)} = (\text{Reflections/Self-Deceptions}) / \text{Impulses}$$

Mutuality

Component G

Relative Granularity of Feelings

Emotions
Likes/Dislikes
Impulses (Instincts)
+Wants/-Wants
The Shadow

Legend

Reflection: “Thinking and feeling” about “thinking and feeling”. [Meta-thinking | Meta-feeling]. It manifests in 2 distinct modes, internal and external.

Reflection (internal): thinking and feeling about our own thinking and feeling [Introspection].
Reflection (external): thinking and feeling about other's thinking and feeling [Extrospection].

Reflection operates at the margins of schizophrenia. A functional Reflection mechanism maintains the distinction between the Self and the other “observed” Self in some way that allows the dualistic functionality.

Impulse: motivations that apply to all animals (primitive).

Ethical: motivation that applies to humans only.

Feelings (Emotion): a reflexive biochemical (aesthetic/psychosomatic) reaction to an experience (real or fictitious). May be True or not True.

Value: the perceived capacity to satisfy wants [ordered by relative preference].

Projection: exogenous value is presumed equal to endogenous value (in the absence of contrary evidence).

Endogenous value = Exogenous value: Default for all value dyads, unless modified by introspection or extrospection.

Value System: a complete set of all Value Dyads.

Reflection: provides a basis for courage, trust, and affinity (existential love).

An Entity with a circumstantial morality is a Narcissist (opportunist). All individual morality is a

Mutuality

instance of one, and only one, morality (strategy) class.

Debt: an agreement, promise, prediction, expectation of future value. A contract to deliver future value (net).

Life-Time: is the basis for all value, subject and object.

Object value is derived from subject value.

Common elements of value:

Subject: gender, age, progeny, death, bonding, etc.

Object: use, satisfaction, availability, etc.

Misanthropic Ethic (typical) = “Might makes right” (Power justifies itself). This constitutes an unlimited feed-forward dynamic, which ultimately leads to monopoly. [big fish eat little fish]

Subject valuation (valorization) is based upon prioritizing of subjects, and the metric is Life-Time (time).

Object valuation (valorization) is based upon prioritizing of objects, and the metric is Use (satisfaction of wants).

Value, like beauty, is in the eye of the beholder (perceiver, observer, etc.). It isn't an intrinsic attribute of something.

A Reflection dynamic can easily become an Impulse (reflex) dynamic through simple practice (repetition).

Reflection: is an enabler for all lying (Self and Other deception).

There are 4 Classes of morality (self-control) (M – D).

Dynamic Continuum of Reality flows like a fluid (Time, Tao, etc.).

Reflection (endogenous) → Death Paranoia [self-preservation]

Reflection (exogenous) → Oneness Rapture [empathy]

Love of another's existence = Universally legitimate.

Love of another's Actions = not Universally legitimate.

Self-discipline exercises are based upon the inverse (antithesis) of Impulse (pursue pain, avoid pleasure, expend energy).

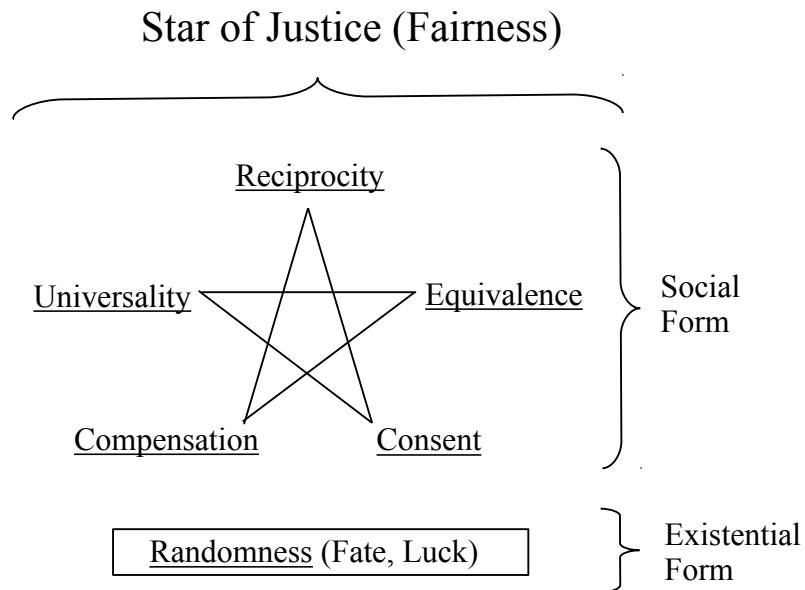
Fairness (Justice)

Summary

The Star of Justice (Fairness) constitutes the entire Second Principle of the Mutualist Ethic. This unified theory of Justice/Fairness can provide a universal basis for legitimate Rules (laws). There are detailed Models for each of the individual elements contained under their own headings.

Model

Component A



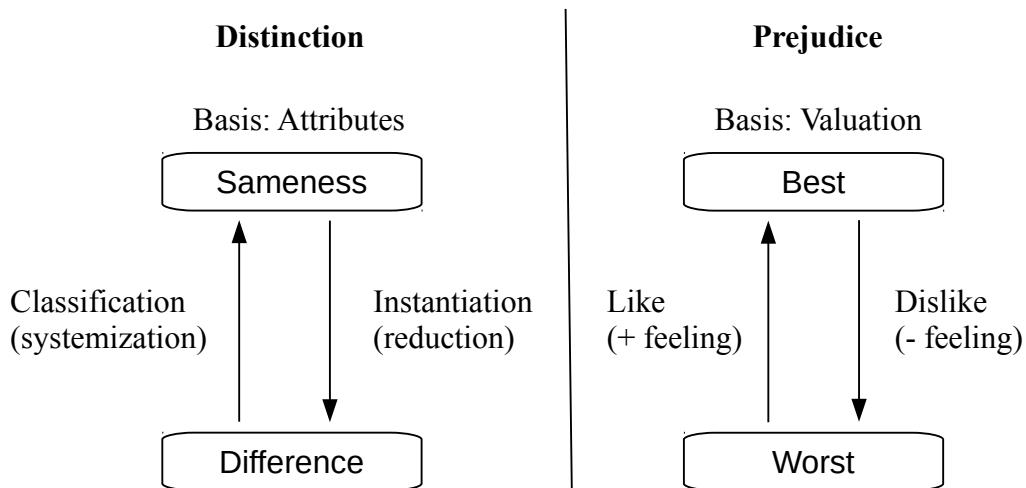
Component B

Fairness/Justice Fallacies		
Theory:	“Might makes Right”	“Like makes Right”
System:	Dictatorship	Democracy
Example 1:	Big fish eat the little fish [monopoly]	Tyranny of the majority [obedience]
Example 2:	Tyranny of the minority [elitism]	Mob mentality [collectivism]

Mutuality

Component C

Distinction vs Prejudice



Legend

All the elements of Fairness (Justice) are interdependent and integrated. A failure in any single element constitutes a failure of Fairness.

Fairness (Justice)

- ▀ The Second Principle of the Mutualist Ethic.
- ▀ Applies to all Entity Classes, under all circumstances, at all times.
- ▀ Is a more granular abstraction of the First Principle of Mutuality.
- ▀ Defines the Theory of Action in more detail, for purposes of practical application.
- ▀ Is the least common denominator for Mutualist Actions (minimum Ethic).
- ▀ Any rule that violates Justice/Fairness is illegitimate, for Mutualist systems.

Optimum Fairness can most easily be achieved by implementing the simplest social systems possible (lowest maintenance requirements). The Existential form of Fairness is generally the simplest and easiest to implement, so long as there is no better alternative.

Illegitimate = violates the ethic of Fairness/Justice (unfair, unjust, etc.).

Regardless of the quantity/quality of relationship between entities, the Fairness ethic is universal.

Love (existential): is the emotional precursor of Fairness (Justice).

Though similar, Distinction is universally legitimate, while Prejudice is not.

Mutuality

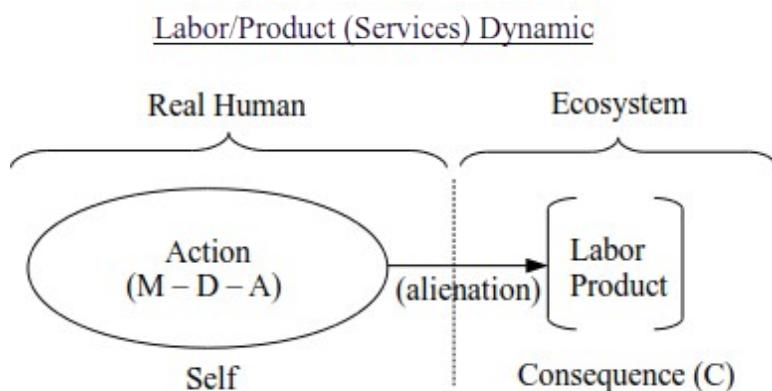
Fallacy of Labor

Summary

Labor, is autonomous human effort (work, toiling, etc.). Labor Product, is an exogenous consequence of Labor. Labor, can never be legitimately alienated (commodified), but Labor Product can. Labor (Work) will generally result in Success or Failure, depending upon personal traits and existential Luck.

Model

Component A



Component B

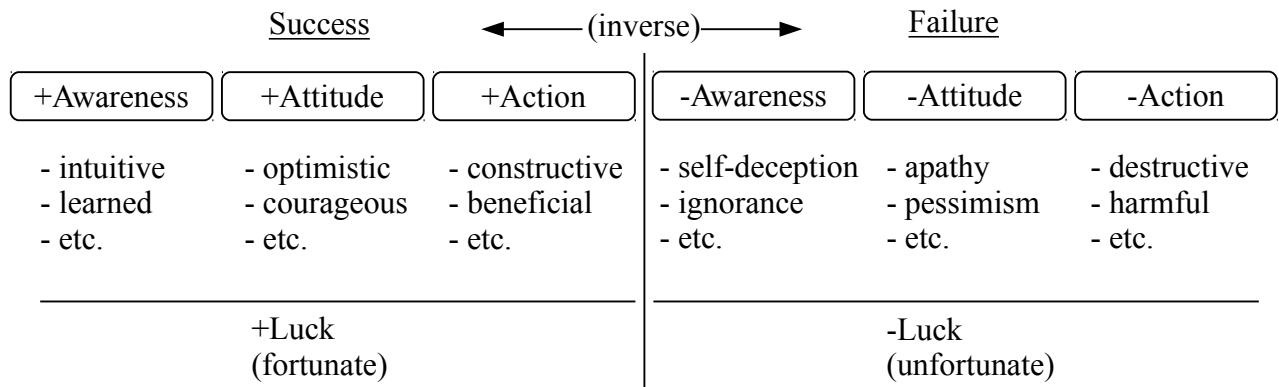
Life-Time Expenditure Classes

Class	Purpose	Activities	Distinction
Work (energy * time)	Change M-E/I/S-T	Labor Product	Exchanged
		Labor	Not exchanged
Leisure	Play/Fun	Recreation	High Labor
		Entertainment	Low Labor
Slack	Rest	Non-work	Regeneration

Mutuality

Component C

Secret of Success/Failure



Legend

Fallacy of Labor: belief that a real Human (or their intrinsic attributes) can be legitimately instrumentalized (wholly or partially).

Labor Product: consequence of autonomous Human action (Chain of Action) that is alienated from the Self. Can be commodified (bought, sold, exchanged, rented, etc.). Labor Product is an object.

A Human (or attributes) can never be legitimately commodified (bought, sold, exchanged, rented, surrendered, etc.), wholly or partially. This includes the intrinsic attributes of Autonomy.

A Human can never legitimately participate in a naked hierarchy (S2I), though they can assume fictitious Roles (waive autonomy). This is made possible by fictitious Roles that exchange Labor Product. The incumbent can then participate legitimately in a hierarchy.

It's entirely illegitimate for a Real Human (Real Subject) to labor (work) "for" another Entity (implied S2I relationship). Real Humans can only legitimately labor "with" other Entities (P2P).

Self-ownership: is a common theory of autonomy based upon "sovereignty" over self (illegitimate).

Human Labor (Work) requires a single, universal value. This Value arises from the endogenous value of a standard unit of Life-Time (time units) for healthy humans. Labor Product (alienated consequences) can legitimately be negotiated for a Money/Title compensation like any other Resource.

Opportunity: no insurmountable, external barriers to Success.

Mutuality

Fictitious Entities

Summary

This Model provides a means for legitimate Classification of fictitiously constructed entities (legal fiction of personhood), and the relevant narratives. Fictitious Entities are human predators by default.

Model

Component A

1st Order Fictionalization of Reality		
Fiction	Real Object (or no-object)	Real Subject (or no-subject)
“as if” an Object	Objectification	Instrumentalization (fallacy)
“as if” a Subject	Animation (fallacy)	Subjectification

Component B

2 nd Order Fictionalization of Fictitious Entities		
Fiction	Project (1 st order subject)	Deity (1 st order object)
“as if” an Object	Instrumentalization (fallacy)	Androidification
“as if” a Subject	Personification	Animation (fallacy)

Component C

Human Instrumentalization Fallacies	
Objectification	Human treated like a tool (object, weapon, etc.)
Instrumentation	Human treated as if they lack autonomy (self-determination)
Inert	Human treated as if they aren't alive (living subject)
Property	Human treated as if they are ownable (a commodity)
Uniformity	Human treated as if they can be substituted (replaced)
Deconstruction	Human treated as if damage to attributes isn't damage to whole (integrity)

Legend

The human Mind is like an analogy machine.

The process of Fictionalization produces an interpretation of Reality (analogy).

The analogy is not the Reality (the map is not the territory).

The 2nd order matrix of Fictitious Entities details the common 2nd order fictionalizations from which Fictitious Entities are generally constructed (imagined). Provides the basis for identifying common fallacies (2nd order contradictions) with respect to the classification of Fictitious Entities (corporate personhood, state sovereignty, trust autonomy, etc.).

Deity: an immortal (unspecified lifespan), superior Fictitious Entity (FE). A personification fallacy arising from the denial (forgetting) of “is not” with respect to an “as if” Animation (2nd order fiction). The Deification fallacy is almost always accompanied by an illegitimate Sovereignty claim, as in the case of a typical State, Corporation, King, etc.

Project: a mortal (specified lifespan) Fictitious Entity. Distinct attributes include a predetermined (finite) lifespan, as well as other attributes of Real autonomous entities (by analogy).

Control Fraud: is a common type of Cheating with respect to Fictitious Entities. External control over an apparent LOC (puppet), constitutes a remote control fraud. A common motivation of the perpetrator is to avoid legitimate accountability (compensation).

Fictionalization (legitimate): thinking “as if” A (fiction) is B (real), while realizing it “is not”.
[delusion]

Fictionalization (fallacy): thinking A (fiction) “is” B (real), while not realizing/admitting it “is not”.
[hallucination]

Fictionalization: synthesizing an analogy (interpretation of Reality) as a representation of some “thing” (real or fictitious).

Mutuality

Fictionalization can easily degenerate into a destructive (illegitimate) fallacy simply by forgetting (abandoning, denying, etc.) the implicit “is not” qualifier, that accompanies all “as if” analogies (by default).

Androidification: anthropomorphic subjectification of an object (robot, etc.)

Personification: anthropomorphic subjectification of a subject.

The 3 Requirements of Legitimate Fictionalization

1. Conscious awareness/admission of the “is not” qualifier (implicit or explicit)
2. Has beneficial (net) utility (consensual).
3. Not intended or utilized for cheating (fraud, deceit, etc.)

Subjects: distinguished by mortality (predetermined lifetime), and progeny (offspring).

Objects: distinguished by no mortality (no death = no life), and no progeny (no offspring).

Instrumentalization: illegitimate treatment of subjects (or their critical attributes) as if they're objects. This fallacy is historically perpetrated upon humans (even by themselves), in the following ways.

Trusts: are often a product of a clever fraud, constructed to allow a Donor or Beneficiary to avoid Accountability (taxes, compensation, etc.). They are based on the claim (fiction) that no Entity “owns” the Trust, but that claim is simply a form of “Remote Control” (temporal) Cheat. The fraudulent conclusion is that there is no Entity (Entities) accountable (liable) for the actions of the Trust, so long as it follows its constitutional contract.

Fictitious Entities only possess the attributes imagined for them. If we imagine Autonomy defectively, then they will be rendered defective Subjects (reduced to objects), and therefore illegitimately classified as subjects (autonomous entities).

It's absurd to battle with a Deity. Fighting only reinforces its claim of identity (fictitious). The legitimate means (way) to eliminate a Deity is to simply realize/admit it doesn't actually exist (there is no spoon, there is no Deity, etc.).

Being Human comes before (takes priority over) all fictitious Roles.

Deities not only can't die, they can't be killed. The only way a Deity can be eliminated is by taking away their identity (there is no spoon).

Demonization: the antithesis of Deification.

Obedience: compliance without consent, due to coercion.

It's impossible to defeat a FE, because they don't actually exist (ghost, invisible, etc.). The only way to

Mutuality

defeat (replace) a social system is through psychotherapy (spellbreakers) to dispel the dysfunctional hallucination (I/E Virus). The goal of such a project is to defeat a Mass Hysteria. The one's who are suffering don't know they're suffering.

Fictitious Entities are internally delusional (the participants), like humans. The organizational POV constitutes an I/E Virus (official reality, organizational culture, etc.). Dissenters are labeled (identified) as heretics (blasphemers, etc.) and demonized (vilified, etc.).

Deities generally don't have a mechanism for voting on system dissent. Voting for incumbents under such conditions of system failure is absurd and simply enables an illegitimate system to survive.

Systemic dissent in popular hierarchy = collective inaction (refusal to vote).
Systemic dissent in command hierarchy = revolution by coercion/power.

Fictitious Entities generally develop an “official reality” (internal truth regime), that can become significantly disconnected from Reality (intentionally or unintentionally).

Fictitious Tools (defective) → Fictitious Systems (defective).
Tools = methodology and models (standardized, integrated, coherent, etc.).

Mutuality

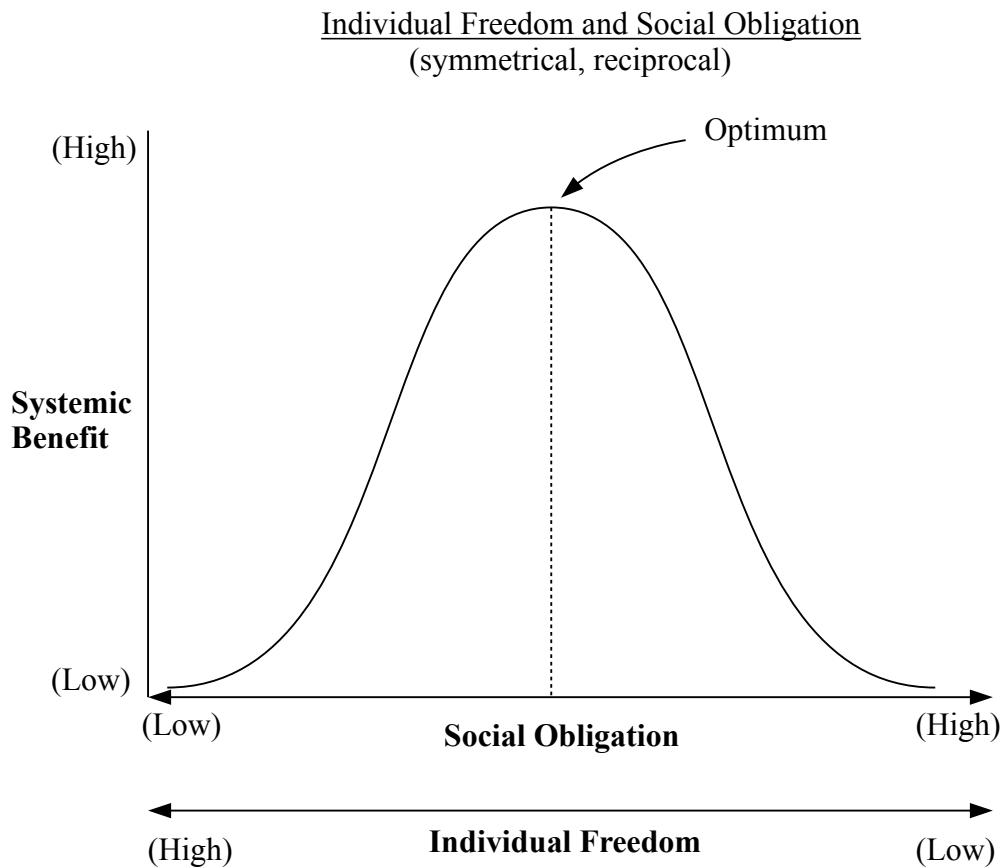
Freedom

Summary

Freedom (of Action) is a natural attribute (intrinsic and inalienable) of an autonomous Entity. Any specific manifestations of individual Action (Communication, Association, Beliefs, etc.) are likewise inalienable. Conversely, consequences are always alienated from their antecedent Entity. Therefore, every individual Freedom incurs a complementary Social Obligation, due to the universal interdependence of consequences.

Model

Component A



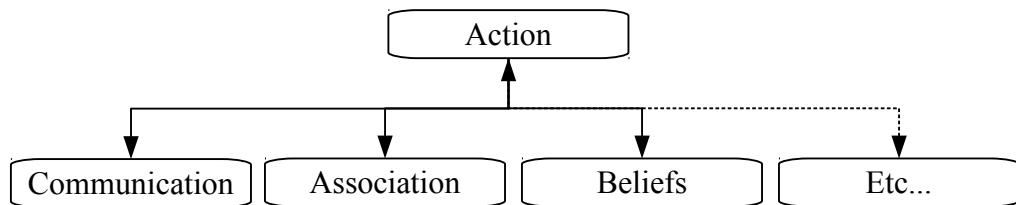
Mutuality

Component B

Individual Freedoms (Natural Rights) and their corresponding Social Obligations (Systemic Integrity)		
Freedom	Obligation	[Systemic Antithesis]
Action	Justice/Fairness	Power/Coercion
Beliefs (thinking/feeling)	(+) Consequences (net)	(-) Consequences (net)
Communication	Truth/Honesty	Fraud/Deception
Association	Equality/Affinity	Warfare/Eugenics
Procreation (Existence/Life)	Sustainability (demographic)	Die-off/Overpopulation
Use/Access (Resources)	Stewardship/Sharing	Sovereignty/Property

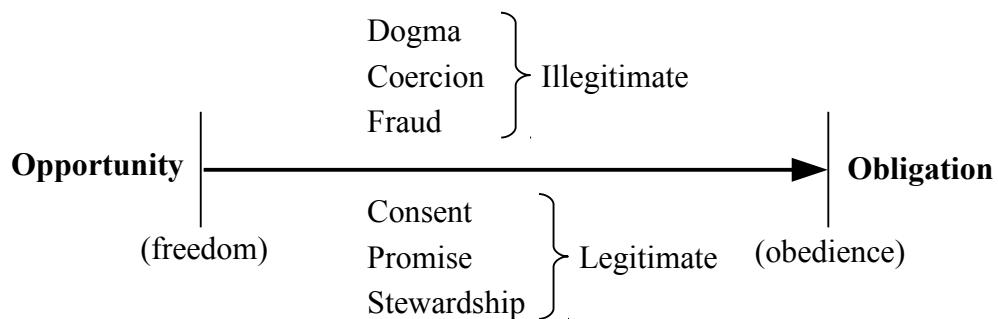
Component C

Freedom Taxonomy



Component D

Opportunity vs. Obligation



Mutuality

Legend

Individual Freedoms (Natural Rights) apply to both real and fictitious autonomous Entities.

The legitimate object (target, metric, etc.) of Rules (prohibitions/requirements) is Freedom of Consequences. Freedom of Action is a universally illegitimate object of Rules, except to produce an advisory function with respect to the probable Consequences of any given Actions.

Freedom of Action includes all attributes in the autonomous Chain of Action (Motivation, Thinking/Feeling, Worldview, Control, etc.). Accountability and Compensation are invariant.

Aggregate Freedom: the average of all individual Freedom (of Consequences) in a social system.

Absolute Freedom (of Consequences) would only be legitimate in a consequential vacuum.

Relative Freedom (of Consequences) can be socially optimized.

An Insufficient or Excessive number of Rules can reduce the maximum relative Freedom (of Consequences) in a system.

Fearmongering

Purpose (ends); self-preservation of security/safety system (incumbents).

Means: convince public more security resources are required, using “appeal to fear” theatrics.

Secrecy: is an act of Power on others (hiding, omitting, censoring, etc.) that violates their Safety/Security.

Morality/Ethics can only be legitimately measured by its Consequences (not its content). Two different Worldviews can result in similarly beneficial (or harmful) Consequences, even though the Chain of Action that produce each of them are different.

Opportunity: the absence of barriers to Action. Opportunity is universally legitimate, but it can easily become an illegitimate Obligation (intentionally or unintentionally).

Coercion: threats/temptations (penalties, bandwagon, propaganda, incarceration, fame, wealth, etc.) that illegitimately control Freedom of Action.

Demographics variables: Quantitative (Count & Distribution), Qualitative (Identifiers & Values).

Individual Freedoms and Social (Systemic) Obligations are inalienable (intrinsic).

Mutuality

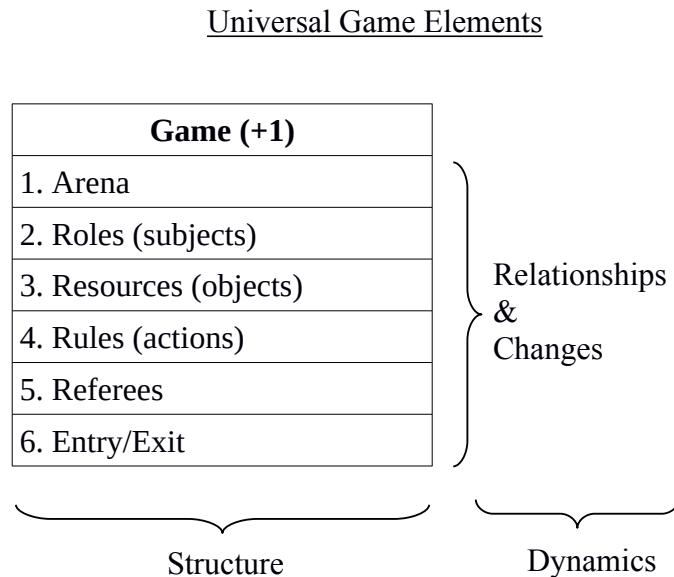
Game (System) Attributes

Summary

Life is simply a Game of Games for all of humanity. When two or more humans interact through consequential interdependence, a Game intrinsically emerges. Games are also known as “systems” in some formal knowledge domains. All Fair (just) Games manifest the 6(+1) universal attributes. There are more detailed Models for each of these elements in their respective sections of this book.

Model

Component A



Component B

Golden Rule of Competitive Games (Systems)

Mutuality

Component C

Social Power Equations (relative scale)

$$HP = (\text{Health}_{\text{physical}} * \text{Health}_{\text{mental}} * \text{Health}_{\text{spiritual}}) / \text{Capacity}_{\text{human}}$$

$$\text{SP}_{\text{personal}} = HP * AR * TM_{\text{personal}}$$

$$\text{TSP}_{\text{personal}} = \text{sum of all } \text{SP}_{\text{personal}}$$

$$\text{MSP}_{\text{personal}} = \text{TSP}_{\text{personal}} / \text{Population}$$

$$\text{TSP}_{\text{systemic}} = (\text{MSP}_{\text{personal}} * \text{Population} * \text{SPF})^{\text{OPF}}$$

$$\text{TSP}_{\text{systemic}} = \text{sum of all } \text{SP}_{\text{individual}}$$

$$\text{SP}_{\text{individual}} = \text{individual fraction of } \text{TSP}_{\text{systemic}}$$

$$\text{SP}_{\text{individual}} = \text{sum of } \text{SP}_{\text{role 1}} \dots \text{SP}_{\text{role N}}$$

$$\text{MSP}_{\text{individual}} = \text{TSP}_{\text{systemic}} / \text{Population}$$

Legend

Every Game manifests its own meta-element (+1 = self, identity).

Game: system, event, etc. The Atomic Model structure for complete social systems. All legitimate Games (systems) manifest all 6(+1) elements with Fairness (Justice).

Model: analogy, pattern, metaphor, map, etc.

Narrative: a description, story, myth, analogy, or interpretation of a Game (system). Can include Linguistics or Imagery.

Narrative (informative): no new Action required.

Narrative (action): new Action (and belief) intended. Listener expected to understand and invest, agree, commit, consent, etc.

Role: persona, specialty, fictitious entity, fictionalization, identity, etc.

Subject = Autonomous identity

Object = non-Autonomous identity

There are no Game (System) structure/dynamics that can fully mitigate the effects of individual

Mutuality

participant morality (strategy) permanently.

(+1) meta-element: the basis of identity, and self-preservation (self-justification).

Nature, Cosmos, Existence, Tao, God, etc.: are all common interpretations representing the ultimate (+1) meta-element. This recursive definition could continue indefinitely, but it's generally clipped at the first iteration (for practical purposes).

The (+1) element of a Game is imputed by the observer.

The (+1) element of a Game is a reflection of the observer.

Meta-element (ultimate): often referred to as All, Everything, God, Nature, Existence, Tao, Universe, and many others. It provides an intellectual (cognitive) clipping point for the infinite recursion problem of Game (System) thinking.

Competition (ideal, fair, just, legitimate): contest where participants (contestants) are ensured equal (symmetrical) opportunity (odds) for success (winning). [Opposite = slaughter, annihilation, execution, massacre, etc.]

Handicapping: efforts to balance the success probabilities (equal opportunities) of contestants for a legitimate Competition.

Social Power Terms

Health: fulfillment of human potential in each of the 3 natural domains. [0.0 – 1.0]

Capacity: the optimum level of health possible, all 3 health domains. [1.0]

SP: Social Power (Force + Wealth + Beliefs).

TSP: Total Social Power (aggregate Social Power).

MSP: Mean Social Power (per capita average of Social Power).

HP: Human Power (natural Power of a single, autonomous human).

AR: Allocation Ratio (proportion of HP allocated to Social domain vs Solitary domain). [%]

TM: Technology Multiplier (augmentation factor due to technology use). [0.0 – 1.0]

SPF: Social Power Factor (augmentation factor due to Social Bonding/Affinity). [see SPF]

OPF: Organizational Power Factor (augmentation factor due to organizational dynamics). [see OPF]

The SPF and OPF, together, constitute an implicit TM_{systemic} function.

Mutuality

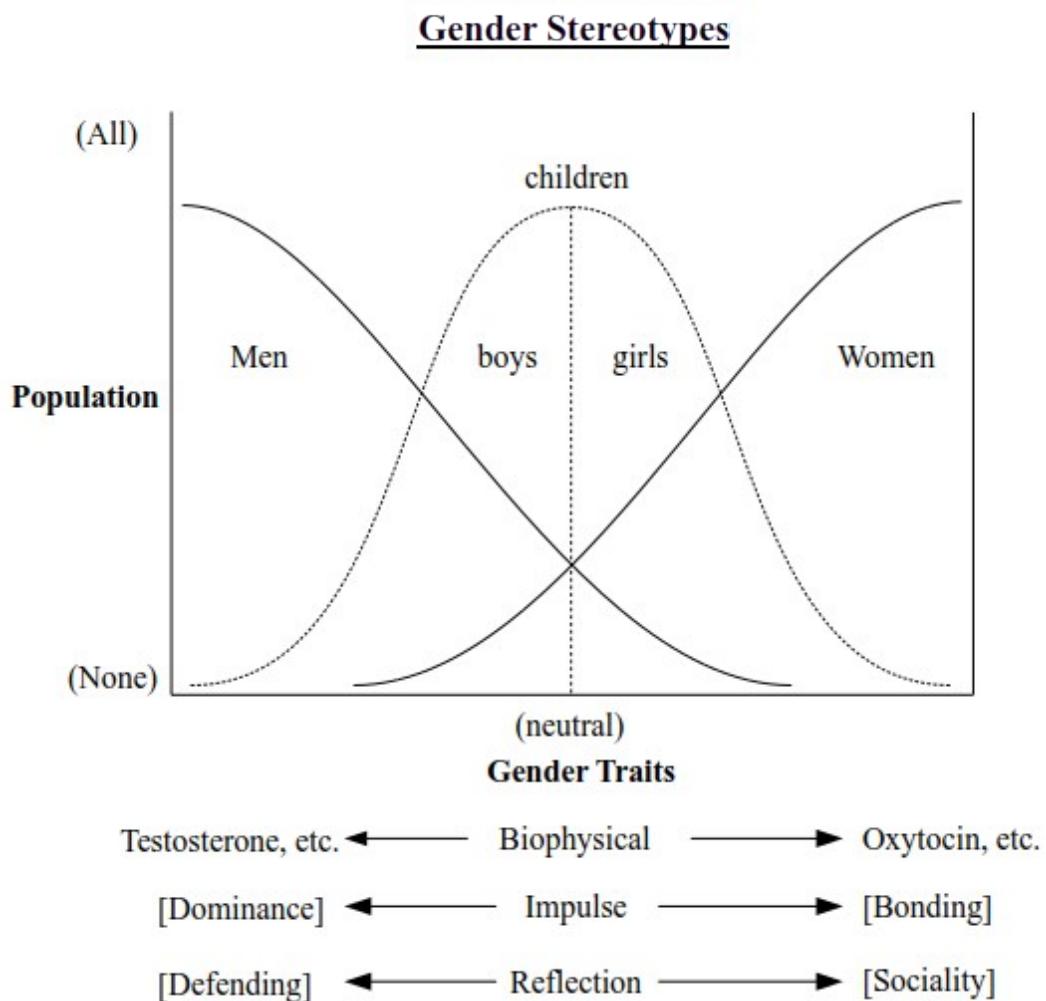
Gender

Summary

Gender is a universal attribute of distinction, primarily based upon physical circumstances. Men and Women have several distinct attributes that impact social dynamics differently. All Components of this Model represent stereotypical Gender distinctions.

Model

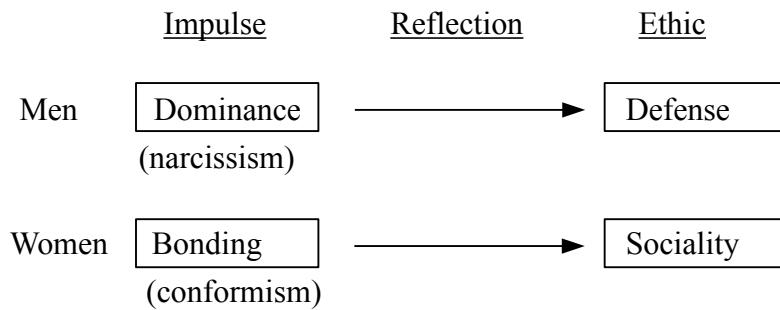
Component A



Mutuality

Component B

Gender & Ethics



Component C

Gender & Systems		
System Type	LOC Incumbent Gender	System Gender
Patriarchy	Men > Women	Masculine (hierarchy)
Matriarchy	Men < Women	Masculine (hierarchy)
Egalitarian	Men = Women	Masculine (hierarchy)
Netarchy	(no LOC roles)	Feminine (network)
Heterarchy	(insignificant)	Neutral (strange loop)

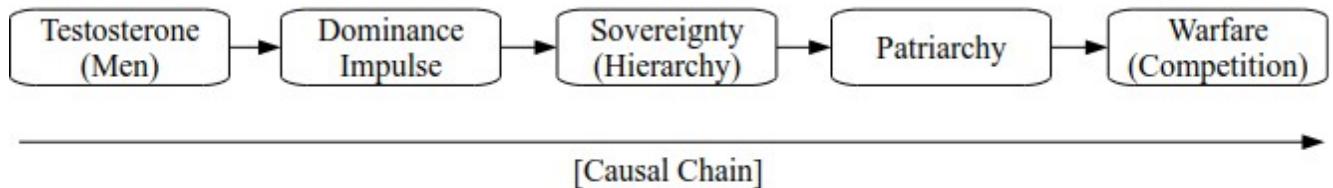
Component D

Gender & Roles		
	Men	Women
Strength	Solitary (Autonomy)	Social (Heteronomy)
Weakness	Social (Heteronomy)	Solitary (Autonomy)

Mutuality

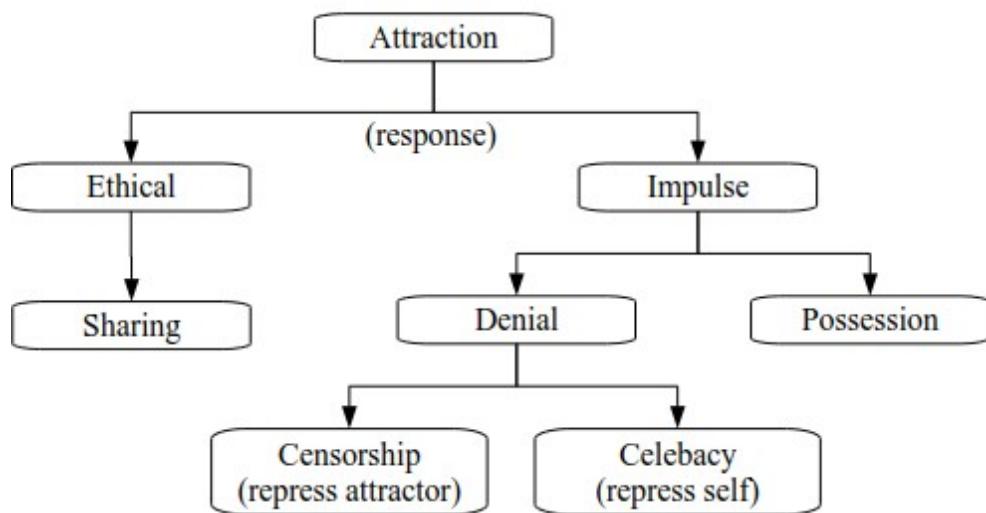
Component E

Testosterone (Chain of Causality)



Component F

Sexuality Response of Men



Legend

Patriarchy and Matriarchy are both illegitimate unless there is a Power balance through some other means. They provide strong evidence that a hierarchical social system has institutionalized gender based systemic stratification.

Egalitarian: a gender neutral hierarchical social system. Only a Netarchy or a Hierarchy can mitigate the systemic stratification dynamic produced by the male dominance impulse in a naked hierarchy.

Mutuality

Gender: is an entity attribute, not a relationship. Any relationship bias due exclusively to Gender is entirely illegitimate (fraud).

Men: a stereotypical human attribute, marked by the impulse to dominance. It may be due to a genetic imperative or cognitive biases. This is a common attribute in the aggregate (stereotypical) for males.

The dominance impulse can be redirected through Reflection to become an “anti-submission” ethic, which is purely defensive in nature. The dominance impulse is generally amplified by suffering.

Dominance is the root cause of Gender conditional systemic stratification (S2I consequence).

In the aggregate, men are 5 to 10 time more likely to be Narcissists than women. Women are more likely to be Conformists than men.

In the aggregate, women appear to have higher thresholds of suffering than men.

Men are almost entirely responsible (accountable) for the scope/scale of the penal system necessary to maintain order in a complex, heterogeneous society.

Men want to be respected, women want to be adored.

Marriage contract: a partnership contract. The parties are spouse A and spouse B [partnership].

Parent contract: a debt contract. A Life debt of stewardship for the childhood and adolescent phases of a child's life. The parties are future child A and the debtor parent B. There may be more than one Parent (debtor) for one child. The debt is to ensure the adequate well-being (healthy Human Trinity) of the child. The debt can't be unilaterally discharged by a Parent, without breaching the contract.

The history of humanity has primarily been a history of Men in their quest for dominance.

Relationships that are solely contingent upon attributes are illegitimate.
Gender is an attribute. Fairness is a relationship.

The Male Dominance Impulse (MDI) is the root cause of the Universal Patriarchy Syndrome (UPS).

UPS: the universal (all hierarchies, all cultures, all history) result of MDI producing patriarchies. Men impulsively seek the dominance (Power and control) inherent in hierarchies.

So long as a governance system is a patriarchy, the constituent Netarchy LOI roles should be filled by women only. The opposite would be the case if a governance system were a matriarchy.

LOI Roles should be filled only by women if governance is a patriarchy, and vice versa. This mitigates against gender bias dominating all 3 dimensions of a Society.

Putting women into LOC Roles of a Patriarchy will only provide temporary remedy. They will

Mutuality

eventually succumb to corruption, if the system isn't replaced/repaired.

For Men, socializing is primarily a means to an end. That “end” is competition (anti-dominance).
For Women, socializing is primarily an end in itself.

Men are the triggers (catalysts) and women are the vectors for Life (bifurcation dynamic).

Gender Stereotypes component is a specific instance of the general dynamic of all Class Stereotyping.
Stereotypes are entirely distinct from the individual instances which they represent in the aggregate form.

Women have a dual mode sexuality, men have a single mode.

Global Resource Referencing

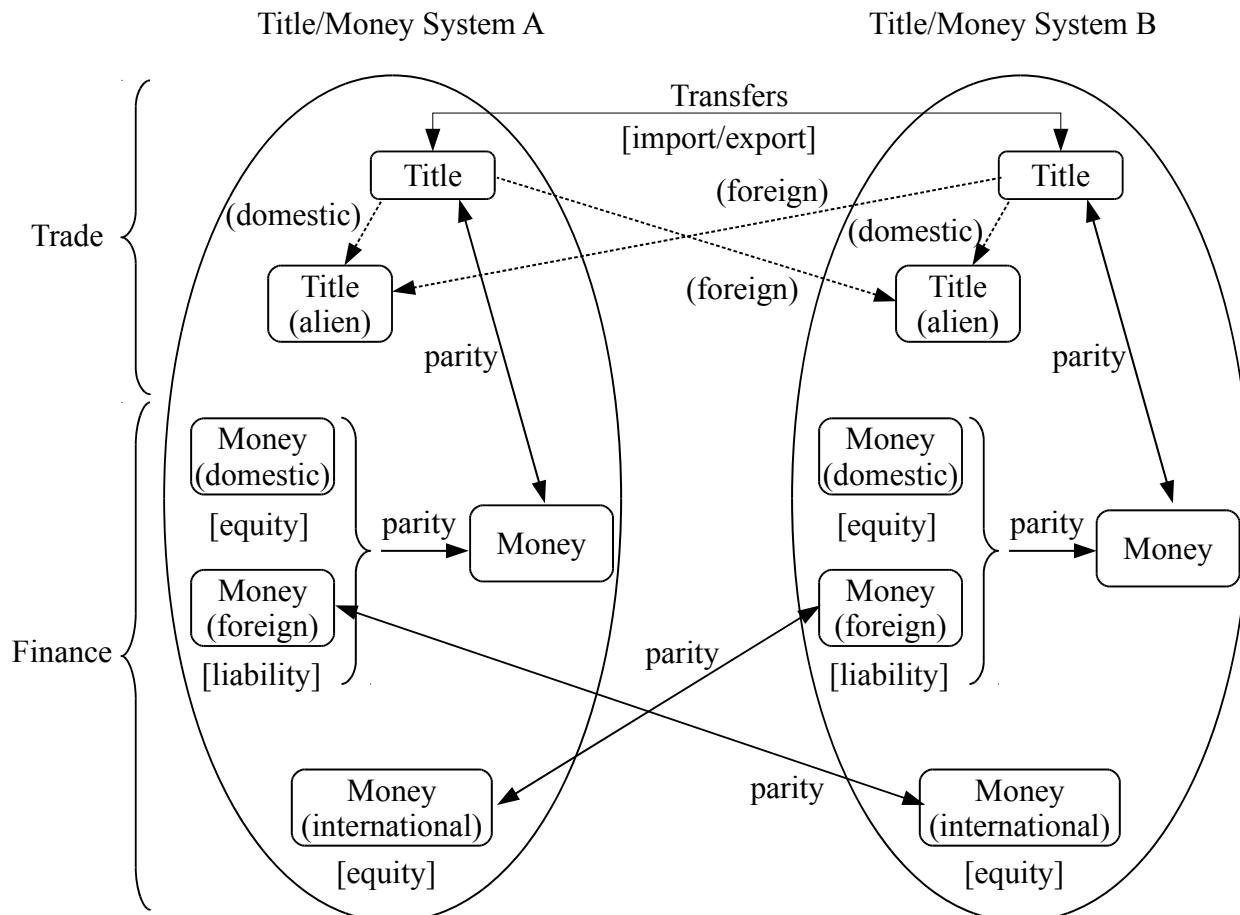
Summary

Domestic Resource Reference Systems account for internal system dynamics. Inter-system dynamics require coordination between the Stewards (Governance) of each participating Resource Reference System. If these inter-system account relationships are diligently maintained, they can provide the basis for a global hard currency system. A Global Resource Referencing Model can circumvent any need for a single, global, money (reserve currency), as well as Carry Trade speculating and currency warfare.

Model

Component A

Global Resource Referencing Dynamics [Inter-System Account Relationships]



Mutuality

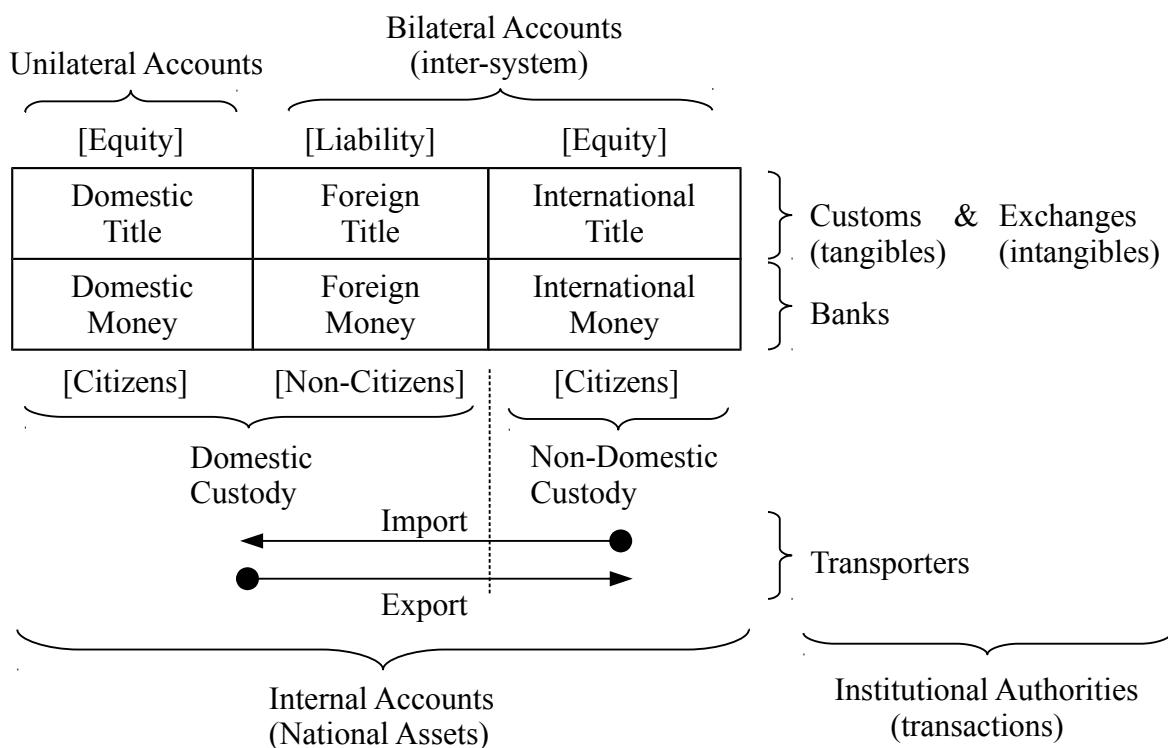
Component B

Resource Pool Accounting

$$\text{Resources (new value)} = \text{Resources (old value)} + \left\{ \begin{array}{l} \text{Production} - \text{Consumption} \\ + \\ \text{Imports} - \text{Exports} \\ + \\ \text{Discoveries} - \text{Losses} \\ + \\ \text{Services (actual)} - \text{Services (potential)} \end{array} \right.$$

Component C

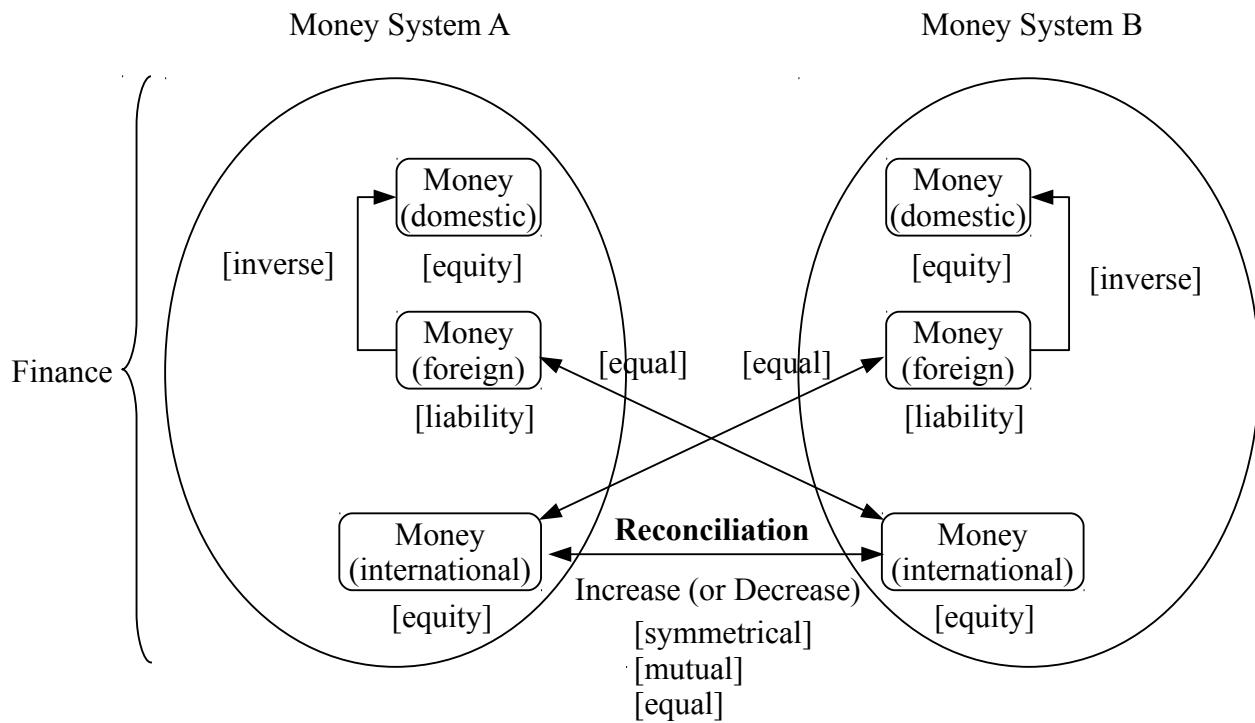
Inter-System Accounting Standards (structure and dynamics)



Mutuality

Component D

Reconciliation Dynamics [Inter-System Equity Exchange]



Legend

Parity: refers to equivalent value. Any changes to one account must be reflected in the other accounts affected.

Money (international) and Money (foreign) require data elements for both respective currencies, and their crossover rate.

Money (international) is a special form of domestic currency which is segregated from the domestic money accounts (domestic/foreign). It is created by the Resource Referencing System Steward in the same way as domestic primary money, and constitutes national equity.

Money (foreign) is domestic money that is recorded as having a foreign claimant. This money can be spent domestically, like domestic claimants to domestic money.

There can be multiple systems in a Global Resource Referencing system. A participating State (System) can have multiple Money (foreign) and Money (international) accounts. This enables multilateral transactions (Trade/Finance).

Mutuality

Reconciliation: a periodic, mutual, symmetrical conversion of Money (international) into Money (domestic) or vice versa, through coordination between the Stewards of the two participating States (Systems). Limits occur due to available account balances at the time of the Reconciliation. Purpose is to increase or decrease Money (domestic) or Money (international).

Accurate Purchasing Power Parity (PPP) for all participants is essential to ensure accurate crossover rates. It can be periodically (monthly) adjusted by participants to reflect any Title, Resource Pool, or Money changes.

Resource Pool accounting recognizes that Services are simultaneously Produced and Consumed (destroyed). No asset remains (to be resold).

Services: consequences of human work (Labor Services). The actual valuation of Services as a Resource is unknown until after Consumption (has potential value only). The payment made is equal to the Resource value in Money units at the time it's provided. Labor Services (potential) = median hourly rate * standard work hours (per capita) * population (working age).

Governance Contracts

Summary

When a Nation wishes to take advantage of the Power (social) inherent in hierarchies, it can construct a Governance Contract. A legitimate Governance Contract reflects the common ethics of its constituents, and constitutes the 3rd dimension of a Social Compact. A complete contract contains the minimum elements necessary to accurately define the identity and ethics of the Society that's formed.

Model

Component A

Governance Contract Terms (minimum)
Identity (Name)
Start Date (Effective)
Arena (context, territory, etc.)
Participant and Spectator, Bystander Identification
Resources and Resource Systems (title and money)
Architecture (organizational structure/dynamics)
Rule Management System (law, police, etc.)
Code of Ethics (internal and external relationships)
Ballot Systems (including recurring Affirmations)
Limits on LOC Authority to enter superior Contracts
Constituent Netarchy (Nation, Community, etc.)
Conflict Resolution Systems (justice internal/external)
Family Systems (Unit)
Entry/Exit Rules of System
Population Plan (sustainable limit, controls, etc.)
Bill of Rights (human, natural)
End Date (Termination)

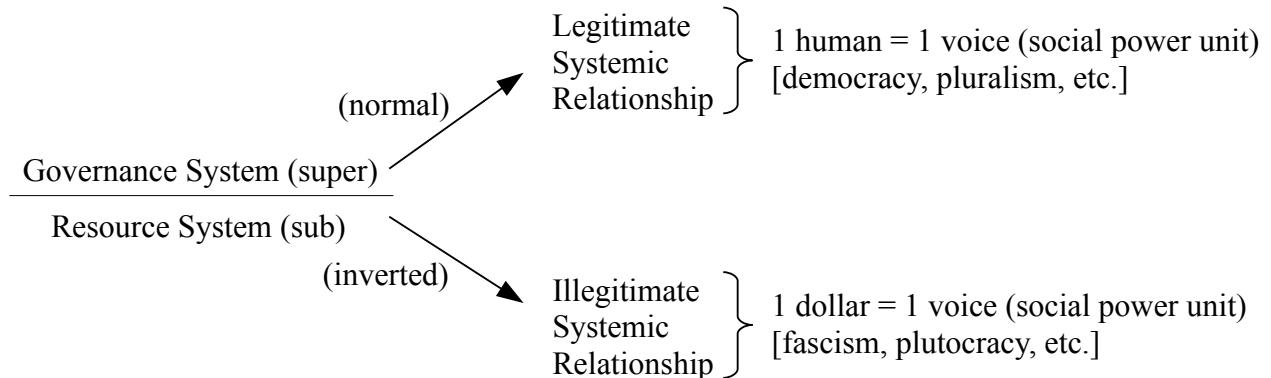
Mutuality

Component B

Legitimate Governance (Operational Attributes)
Accountability (to all constituents)
Transparency (to all constituents)
Responsiveness (to all constituents)

Component C

Governance/Resource Systems Relationship



Legend

Contract: a promise of future Action, formed through the Consent of the participants. There are multiple criteria required to qualify as legitimate (perfect). A legitimate Governance Contract has a universal set of minimum Terms that must be included to meet such requirements.

Legitimate Consent/Contract expires upon the death (termination, expiration, etc.) of the Consensor.

A legitimate Governance Contract can never be legitimately inherited, its legitimacy rests entirely upon a recurring Affirmation (Consent) by each new generation. Otherwise, the Contract becomes defective (Doesn't meet the full criteria for a legitimate Contract).

The maximum duration between Affirmations (generational Consent) of a Governance Contract should

Mutuality

be no more than the average human life span of the constituent population (Nation). This Affirmation should appear on the National Ballot, if not, the Nation is obligated to prove (confirm) the aggregate Consent/Dissent itself (through its Netarchy).

If the recurring generational Affirmation reveals Dissent through a simple majority, then the existing governance system is rendered illegitimate for its Nation. The optimum remedy is immediate nullification of superior (centralized) Authority, and equal sharing of Authority with the leaders (LOC, Representatives, etc.) of the constituent governance subsystems (political sub-units). And so on down the hierarchy, if necessary.

Tyranny of the Predecessors: predecessors commit Acts (by inclusion or omission) that impose their governance contract on future generations (debts, dysfunctional systems, ecosystem damage, etc.). This directly violates the special (temporal) form of Reciprocity.

No Society can legitimately merge with another Society to produce a new governance hierarchy (Society) that has an End Date later than either of the constituent Entities. The End Date of the new Society should always be sooner than either of the constituents. This ensures legitimate succession (Life-Cycle) dynamics.

Only Societies that have the same (non-contradicting) Nation Class (Code of Ethics) can legitimately merge into a new governance hierarchy.

Sovereignty is an illegitimate basis for any governance contract (as for all social systems). It directly violates the Equivalence element of Fairness, and will continually produce ecosystemic harm (net).

Citizen: a Role in a State.

Nationality: membership in a Nation.

If the National ethic is (or becomes) different (detached, unaligned, etc.) from the State ethic, the State is rendered illegitimate (until corrected). A legitimate State is a manifestation of its Nation, and not vice versa.

Dillon's Rule (super-system is superior to subsystem) and Cooley's Doctrine (subsystem is superior to super-system) are separately illegitimate, but unification yields legitimacy.

Voice represents actual influence over governance decisions (social power) and is therefore not equivalent to "voting". In an inverted society, voting represents a trivial level of social power.

Nation-less State → Civil War, Totalitarianism, etc.

Ideal process for State (autonomous) creation:

Diaspora → Nation → Netarchy → Council → Governance Contract → State

Mutuality

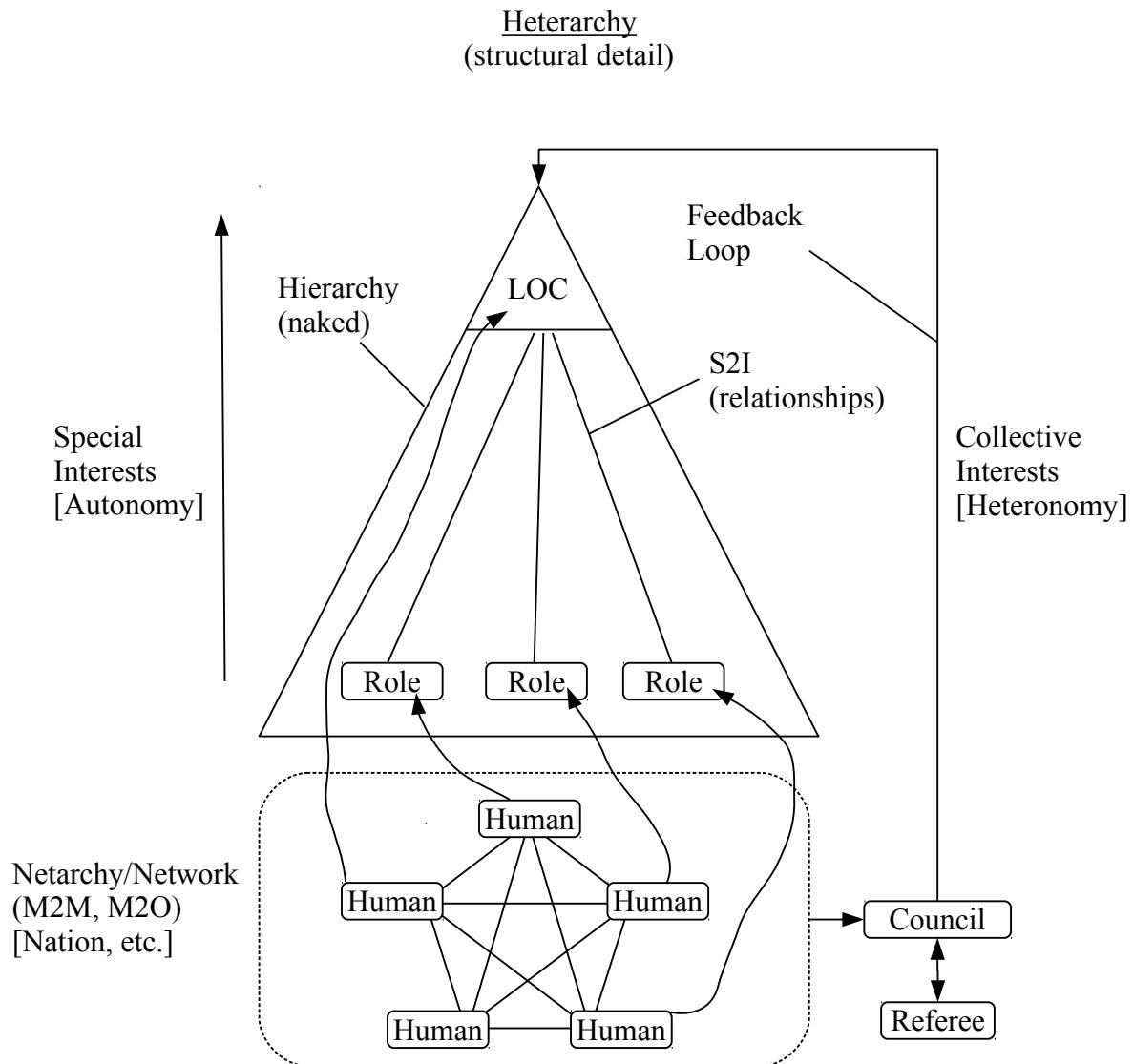
Hierarchy

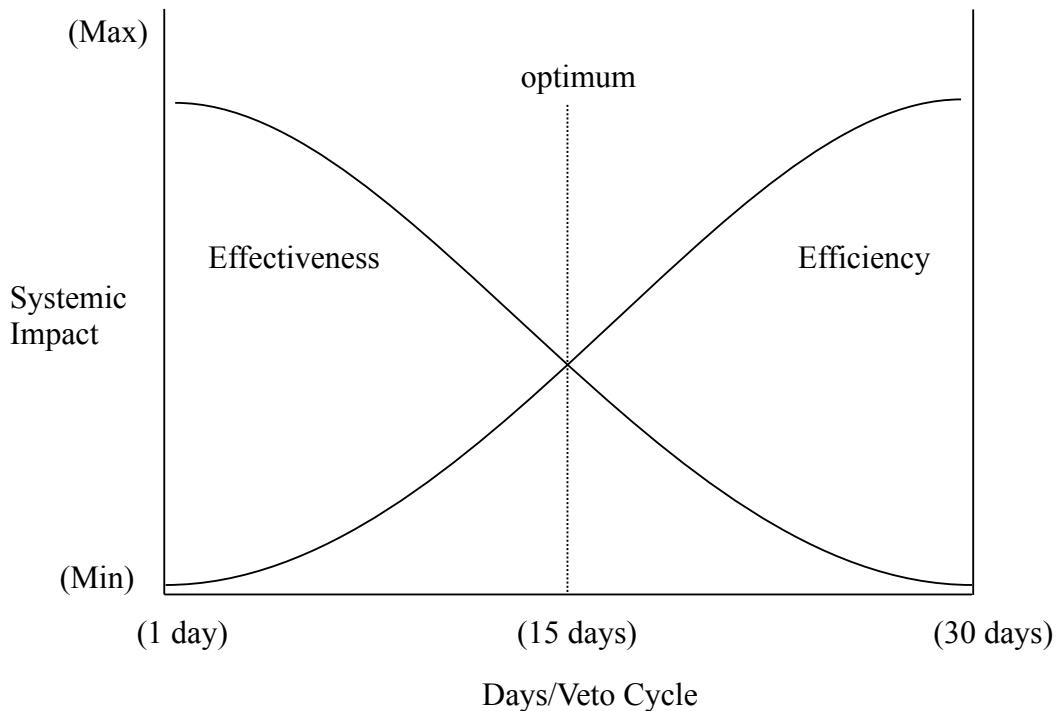
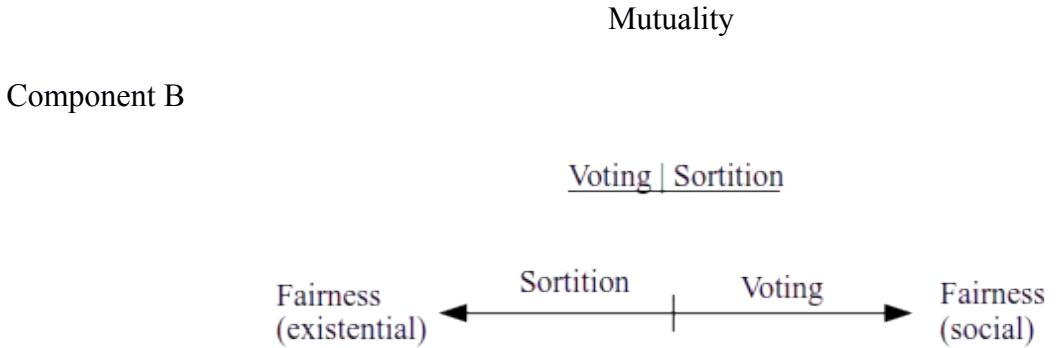
Summary

A Hierarchy is a hierarchy (naked) with a negative feedback loop (strange loop). It provides the most efficient and effective social structure for mitigating the illegitimate S2I relationships inherent in naked hierarchies. The Council/Referee are selected by the participants of the Network/Netarchy. Its an organic system that self-regulates its own Power (social) dynamics to prevent rampant stratification.

Model

Component A





Legend

Council (internal) Definition

Purpose (ends): negative feedback (systemic) to mitigate the stratification risks inherent in the creation of centralized (aggregate) Power (social) structures.

Means:

1. Absolute Recurring Veto (for incumbents, operations, systems, etc.) [all inclusive]
2. Absolute Information Access (recorded/unrecorded, secret, etc.)

Mutuality

Absolute = no limits, including temporal (can be “after the fact”).

Recurring Veto Frequency (feedback sampling rate): typical = once every 15 days.

Council/Consulate: Incumbents: 3 – 12 participants from the Network (community, nation, etc.) selected through a Fair process (qualified sortition, etc.) conducted by the constituent LOIs.

Referee: a non-participating entity with expertise in collective action traps (C.A.T.), Mutualism, law/arbitration, etc. Acts exclusively as a source of information (topic expertise) in service to the members of the Consulate.

Hierarchy: balances the strength and weaknesses of a hierarchy and a network by integrating social and existential Fairness into a hybrid structure.

Humans may legitimately occupy fictitious Roles within their own Network, but those should only be P2P roles. The implementation of LOI roles creates a Netarchy structural form. A legitimate Netarchy constitutes the 2nd dimension of a complete Social Compact.

A Council/Consulate is barred from including political parties. The members of the Council are obligated to represent the aggregate interests of the entire constituent Netarchy/Network, not the special interests of any political subdivision.

Council/Consulate can use any logical title (house, secretariat, etc.) that makes it clear there is no command leadership involved in the function.

Mutuality

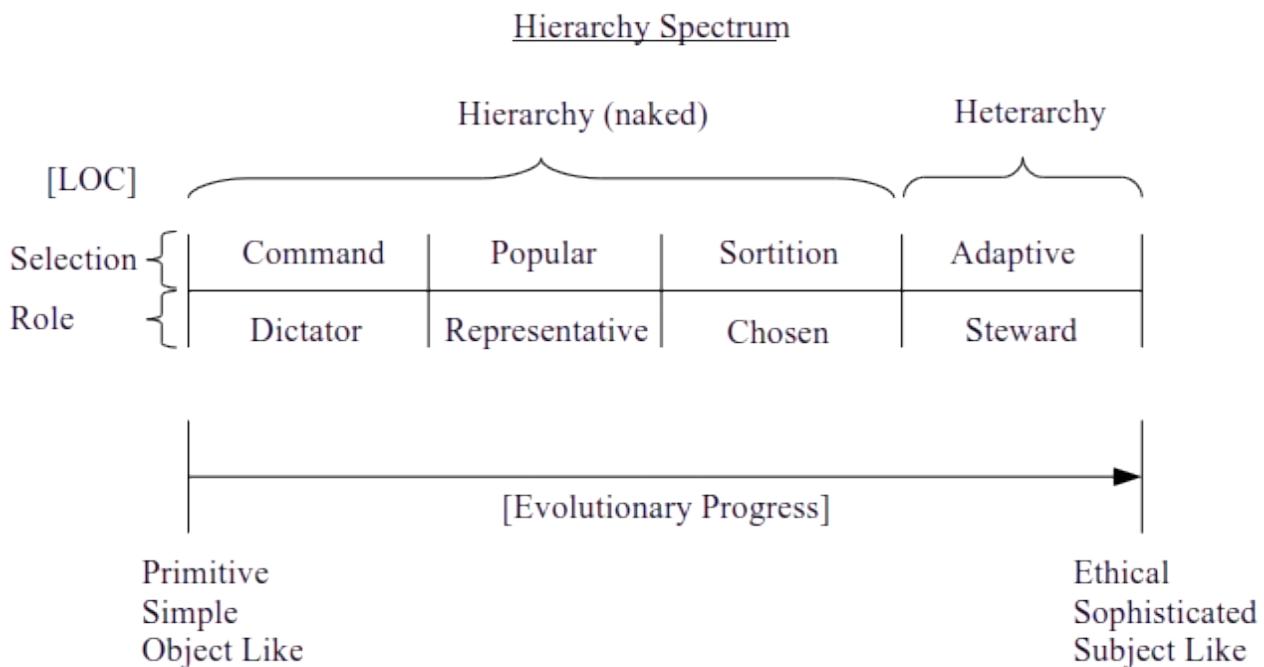
Hierarchy

Summary

Hierarchies are social structures that provide the highest level of Power (social) amplification. To operate such a system can require violations of the Human Rights of the participants. The legitimate use of hierarchical social systems demands some form of mitigation for these violations.

Model

Component A



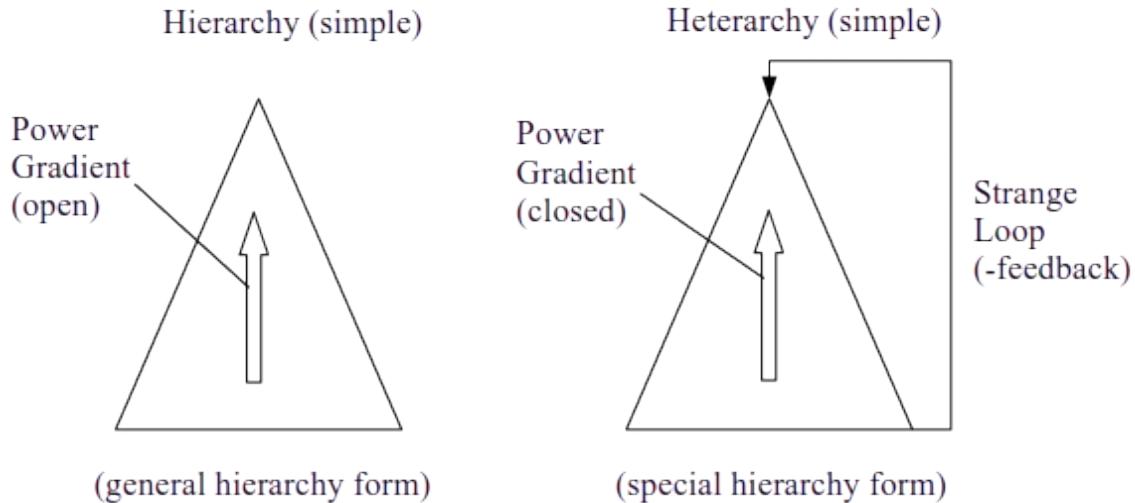
Component B

Hierarchy (naked) Mitigations		
	Solution	Means
1	Direct Participation	1 participant = 1 share
2	Participants as Vendors	Fictitious Entity participants providing Labor services
3	Heterarchy	Systemic negative feedback loop (strange loop)

Mutuality

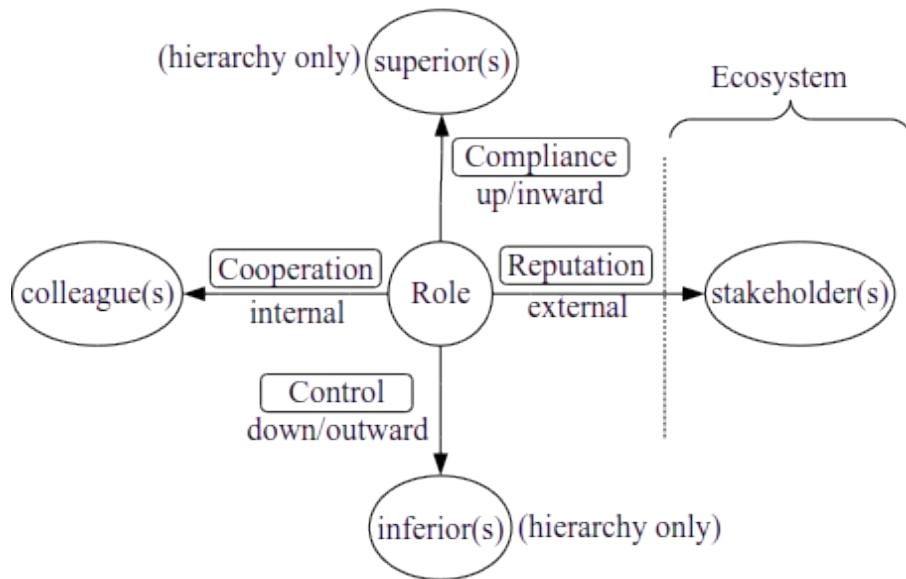
Component C

Hierarchical Power Structure



Component D

Fictitious Role Accountability



Mutuality

Component E

Nexus Role Definitions		
	LOC (locus of control)	LOI (locus of information)
Role	Leader	Facilitator
Function	Control/Command	Integration/Unification
Goal	Coordination	Convergence (norms)
Methodology	Delegation	Integrated Dialectic
Structure	Hierarchy	Netarchy
Relationships	Superior to Inferior (S2I)	Peer to Peer (P2P)
Action Theory	Done “to” others	Done “with” others

Legend

The default internal Ethic (implicit/explicit) for all hierarchies is “Thou Shalt Not Challenge the System”. Hierarchies develop an internal reality (official reality, internal narrative, organizational values, etc.) that rejects (denies) any form of contradiction due to Reality. This is a self-preservation dynamic for Fictitious Entities, and participants often do whatever is necessary to avoid raising challenges (even if they are Real).

Direct Participation (Direct Democracy) systems become inefficient when the number of participants exceeds the natural limit of compromise decision making (144).

A Vote: incurs Power of incumbent control (decision) only.

A Share: incurs Power of full operational control (including incumbent control).

Power vested in a system “share” for participants can take two forms:

1. share of collective wealth

or

2. share of collective control (decisions)

Command Mode naked hierarchies are the most efficient systems, but they're entirely illegitimate due to the human rights violations necessary for operation.

A common bureaucracy (or a nonprofit) are examples of hidden dictatorships (command mode, naked hierarchies).

Hierarchies manifest an auto-catalytic Power stratification within the system structure and dynamics, independent of any merit/fault of the participants.

Mutuality

Strange Loop: a negative feedback loop composed of the Consulate/Referee functions. Access to information is unlimited, including security information for the entire system.

Since truth demands the strongest analogy, the legitimate hierarchical form for autonomous Fictitious Entities is a Hierarchy. All other forms of hierarchy are defective with respect to autonomy.

Fallacy of Facade: all incumbents retain their individual motivation and ethics, as well as assuming the motivation and ethics of the Role. Therefore contradictions can yield corruption (exploiting compensation of the Role for self-gain).

Role (facade): fictitious autonomy (authority) derived from Fictitious Entity identity.

M2O/S2I hierarchies require subordinates to abandon their autonomy to their superior, which is illegitimate for humans. A Fictitious Entity may legitimately be subordinate to another Entity, so long as all other conditions are Fair.

Dictator: incumbents for an LOC role are selected by the superior. The ultimate LOC being self-selected (commander, boss, manager, etc.).

Representative: incumbents for an LOC role are selected by the population (elected). In complex systems (population > 144), incumbent may simply be a Celebrity.

In a M2O/P2P hierarchy the Locus of Information (LOI) doesn't have any Decision (control) authority. Acts only as an information coordinator to prevent Collective Action Traps (C.A.T.) from occurring in the Netarchy. Role is administrator (secretary, scribe, coordinator, etc.) only.

In M2O/S2I hierarchies, the Locus of Control (LOC) does have Decision (control) and Motivation functions in the Chain of Action (of the Fictitious Entity).

Fictitious Roles universally incur a conflict between the Incumbents individual Autonomy, and the Autonomy of the Role itself. This incentivizes corruption [Role Cheating] (such as graft, cronyism, etc.).

Incumbent: an entity assuming a Role (persona, Fictitious Entity, etc.) for the purpose of accessing the Power (value) available through that Role.

LOI is a facilitator.

LOC is a controller.

Incumbent Selection/Discharge Process.

Selection: appointment, election, assignment, etc. (modes: command, popular, existential, self).

Discharge: recall, fired, terminated, etc.

Selection (popular mode): derives its legitimacy from Condorcet criteria (deadlocks resolved through sortition). Less than 3 candidates (parties) renders popular voting illegitimate due to deadlocks and

Mutuality

corruption.

There is an intrinsic tension between an Incumbent's motivation and Role authority. This creates motivation (incentive) for cheating (graft, corruption, etc.). Such gains are often realized through secret channels of compensation.

Recall (periodic process) must occur more often than the Selection process to maintain legitimacy.
Performance Review = Follow Up = Recall.

Commander (ultimate): Incumbent takes a Role through a self-selected (self-appointed) declaration.

Selector | Selectee (incumbent). A Selector(s) determines which candidate will fill a Role.

LOI = facilitator.

Obedience: a common fraud perpetrated by Narcissists (mostly Men). Constitutes a fraudulent basis for social bonding in hierarchies.

Obedience: acting "as if" you believe (but don't actually) someone else's belief, because of a threat/temptation (coercion) or harm (Power).

Netarchy: max members = 12 (creates the natural political units). Each LOI has a specific number of members and a specific degree (level).

1 vote = 1 voice = 1 person [popular based incumbent selection].

1 vote = 1 voice = \$1.00 [wealth based incumbent selection]. (money = speech)

To convert hierarchy to netarchy simply convert LOC to LOI.

Netarchy structure/dynamics integrates Dillon's Rule with Cooley's Doctrine, and resolves the inherent contradiction.

Bureaucrat: any incumbent in a hierarchy role (position), whether an operative (worker) or an officer (LOC).

Bureaucrats often defend injustice with blind obedience.

Command: top down only selection (decision, appointment, etc.).

Popular: bottom up only selection (decision, appointment, etc.).

Voting: collective decision making process (selection, appointment, consent, etc.). Majority Rule is only legitimate if the collective action it produces complies with the Mutualist Ethic.

Legitimate Voting has the same prerequisites as legitimate Consent.

Mutuality

Humanness

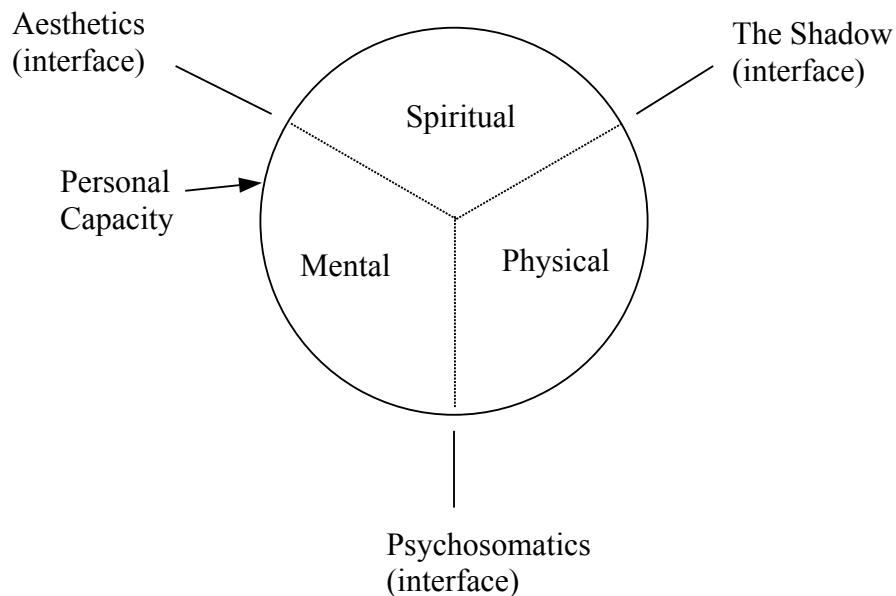
Summary

Human well-being is based upon fulfilling our Humanness. The Human Trinity represents the elements and the integration necessary to define Humanness.

Model

Component A

The Human Trinity



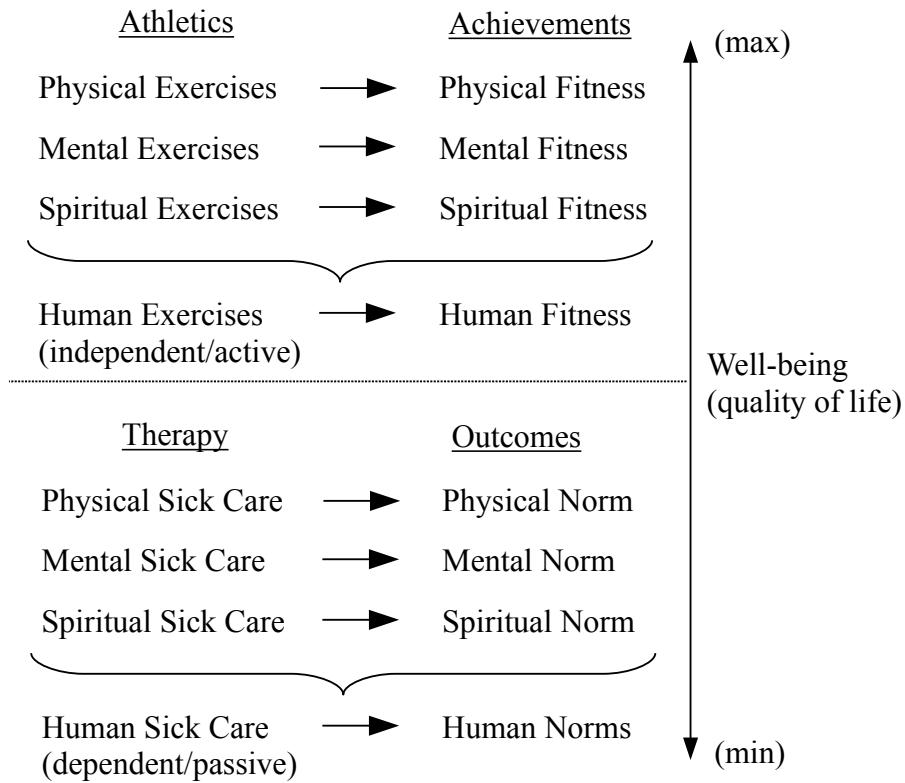
Component B

Emotions Analogy
Love (existential) = White Light
Individual Emotions = Colors of Light
Apathy = Black

Mutuality

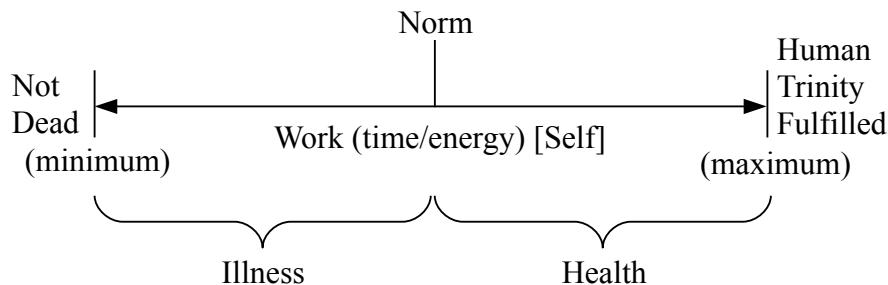
Component C

Well-being Dynamics



Component D

Quality of Life (QoL) (Well-Being)



Mutuality

Component E

Relative Granularity of the Human Trinity

Ecosystem
Human Trinity
POV
Psyche
Pointer Calculus
Biophysical
Quantum

Legend

Aesthetics: the interface between the Spiritual and Mental.

Psychosomatics: the interface between the Mental and the Physical.

The Shadow: the interface between the Physical and the Spiritual.

Spiritual: the domain of subconscious [Thinking | Feeling].

Mental: the domain of conscious [Thinking | Feeling].

Physical: the domain of biomechanical [Thinking | Feeling].

Spirituality: an individual's subconscious relationship with Existence (Soul, True Self, etc.). Authentic spirituality can't be mediated by others.

Every individual human has a unique capacity (radius) to their Human Trinity. Humans, as a Class, have a unique collective capacity.

Humanness: is only realized through fulfillment of the entire Human Trinity. The scope/scale of fulfillment determines an individual's state of well-being.

The existential purpose (ends) of all things is to fulfill their “thing”ness. For humans, the ultimate purpose of a Life-Time is to fulfill our “human”ness (Human Trinity).

The true antithesis (opposite) of Love is Apathy (not hate).

Love (existential) isn't “learned”, it's an intrinsic attribute of all Humans. We can only “learn” who or what not to Love.

Love (existential) seems to be the key to Human evolution, not the Intellect component of the Mind. Emotional fulfillment is more challenging. Love can often be viewed as an idealistic or naive attribute

Mutuality

that's incidental to the human condition. This fallacy is generally perpetrated by Narcissists. Loving is not only integral, it's critical for the fulfillment of Humanness.

Humanness: provides a core analogy for unraveling the meaning of Life.

We've emerged as the most powerful species on Earth, as selected by the Ecosystem. If Humans are the most powerful entities, then we are the ultimate stewards of Life and Death (Equivalence). Humanity currently holds the key to the evolution of all Life on Earth.

There are 3 forms of Death (and Deprivation): Physical, Mental, and Spiritual.

Death = not Alive (functional). Deprivation = partially not Alive.

The "Good Life" = The "Natural Life" (Real).

Mutuality

Impulse Theory of Action

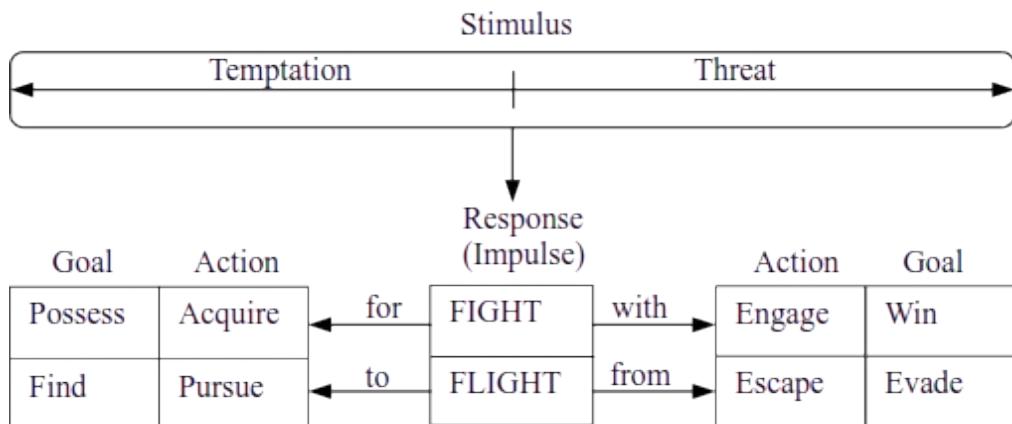
Summary

Humans are partly motivated by Impulse, like all other animals. Without the unique characteristic of Reflection, humans would act exclusively based upon Impulse. The challenge is to balance Impulse with Reflection.

Model

Component A

Impulse Dynamics



Mutuality

Component B

Human Instincts Impulse (deep) Manifestations [social solitary]	
Class	Instances
Self-preservation	Sexuality Procreation, Sex, etc.
	Territoriality Geography, Property, etc.
	Identity Recognition, Appreciation, etc.
	Curiosity Investigation, Adventure, etc.
	Expressivity Aesthetics, Communicating, etc.
	Frivolity Play, Humor, etc.
	Certainty Prediction, Order, etc.
	Potency Power, Fertility, etc.
	Intimacy Affection, Affinity, etc.
	Creativity Producing, Innovating, etc.

Legend

Impulse motivated actions are the default reflexes of all animals.

Ethical actions can become impulse actions through simple repetition (practice), and vice versa.

Unbounded Impulses can ultimately lead to self-destruction ([social | solitary]).

Efficient = Lazy = Productive = Lowest energy use per specific Goal (consequence).

Addiction: a recurring want (Impulse) for which we have insufficient self-discipline.

Threat: promise (expectation) of increased +Wants or -Wants

Temptation: promise (expectation) of increased +Want satisfiers or -Want satisfiers.

Mutuality

Interdependent Consequences

Summary

A simple 2x2 game-theoretic matrix can encode interdependent consequences as an atomic model. Understanding the Mutualist solution to the Prisoner's False Dilemma requires a basic knowledge of the traditional Prisoner's Dilemma. The traditional analysis has been extended here to include all 4 of the possible Entity Archetypes.

Model

Component A

Entity Taxonomy						
Class	Preference		Rationality	Social Ethic	Strict Entry	Motive
	utility _{self}	utility _{other}				
Mutualist	Optimum	Optimum	Bilateral	Stewardship	Yes	Reflection
Narcissist	Optimum	Indifferent (or not optimum)	Unilateral (self)	Sovereignty	No	Impulse
Conformist	Indifferent (or not optimum)	Optimum	Unilateral (other)	Servitude	No	Impulse
Nihilist	Indifferent (or not optimum)	Indifferent (or not optimum)	Irrational	Relativism	No	Alienation

Component B

Prisoner's False Dilemma			
		Entity C	
		silent	testify
Entity R	silent	(3,3)	(4,1)
	testify	(1,4)	(2,2)

Mutuality

Component C

Mutualist strategy (narrative form):
Maximizing total aggregate value while also minimizing disparity.
Mutualist strategy (mathematical form):
Optimize: $u = ((u_1 + u_2) - u_1 - u_2)/2$: u_1, u_2 are unilateral ordinals

Component D

Meta-Values for Mutualist		
Quadrant	Value	Justification
Q1	3	Equal (max) + Total (max)
Q4	2	Equal (max) + not Total (max)
Q2, Q3	1	not Equal (max) + not Total (max)

Legend

A full game-theoretic technical analysis of this topic is provided in a supplementary paper “Universal Agent Archetypes”, also written by the Composer of this book. The Mutualist Optimum in this model (2x2 PD) is in Q1, which is the dominant strategy for any Mutualist Entity in such Game circumstances.

Prisoner’s False Dilemma can also be considered a Mutualist’s Dilemma. The difference is that the dilemma of the Mutualist is when/how to exit a Game that includes a known non-Mutualist.

In the Game matrix: Q1 = silent, silent; Q2 = silent, testify; Q3 = testify, silent; Q4 = testify, testify.

Goal Satisfied: an Agent's wants match the actual consequence.

Optimum (Pareto) outcome: Quadrant 1 (Q1).

Iteration Stable: strategy will persist in further iterations.

Strategy Class: the core strategy (morality, motivation, etc.) for all Agent actions.

Strategy: basis for Action. Based upon context, can also be referred to as Motivation, Theory of Action, Philosophy of Life, Point of View, Morality, Ethic, Life Stance, etc.

The Mutualist's Dilemma introduces “value maps” based on ordinals as an explicit game parameter.

Value Map: consequence/value pairs matching the relative ordinal value of a consequence from among a set of possible consequences (value is impactee specific).

A higher number value = a higher valued consequence (preference/priority).

Mutuality

Value = perceived capacity to satisfy wants (gain, interest, benefit, etc.).
(not max) = minimize, unimportant, don't care, undefined.

An Other Agent's Value Map is presumed to be the same as Self's Value Map (unless evidence otherwise).

Mutualists and Nihilists require knowledge of other's Value Maps in order to act accurately to their strategy (motivation).

Prisoner's Dilemma is a general 2x2 Game Matrix (consequence form).

Game Matrix (consequence form) + Value Map => Game Matrix (value form).

Mutualist's Dilemma is a special 2x2 Game Matrix (value form).

The 2 possible game populations

- ─ Homogeneous Game: both (all) Agents are in the same Strategy Class. It's illegitimate (hypocritical/antithetical) for Mutualists to intentionally participate in a heterogeneous Game (social system).
- ─ Heterogeneous Game: both (all) Agents are not in the same Strategy Class.

In the traditional Prisoner's Dilemma, all (both) Agents are presumed to be Narcissists.

In the Mutualist's Dilemma, an Agent can be a member of any one of the 4 Strategy Classes.

Mutualists are obligated to avoid (or Exit from) participation in non-Mutualist Games. This is necessary in order to prevent violation/contradiction of the Mutualist strategy. If forced (or accidentally engaged) into a Game with non-Mutualists, a Mutualist's strategy temporarily defaults to Q4 as a compromise (until Exit can be achieved).

Projection: presumption that the Other's Strategy Class is the same as Self's. (this is the default for extrospection by Mutualists, unless evidence otherwise).

Extrospection: acquiring evidence for an Other's strategy (exogenous value map).

Misanthropy is a strategy (morality) that can be fully functional in the absence of complete information.

Evolution (progress): is a qualitative (not quantitative) change in a population. Social evolution is based upon the Strategy Class of a population.

We can optimize what is measured. Wrong measure → wrong optimization.

Existential Love is the precursor of Bilateral Rationality.

Relativism (moral) is self-contradictory [Relativity is relative]. Produces moral interpretations such as Cultural Marxism, Nihilism, Multiculturalism, and Social Justice that encode infinite logical feedback loops (iteration deadlock). Dynamic is similar to the “everything I say is a lie” paradox.

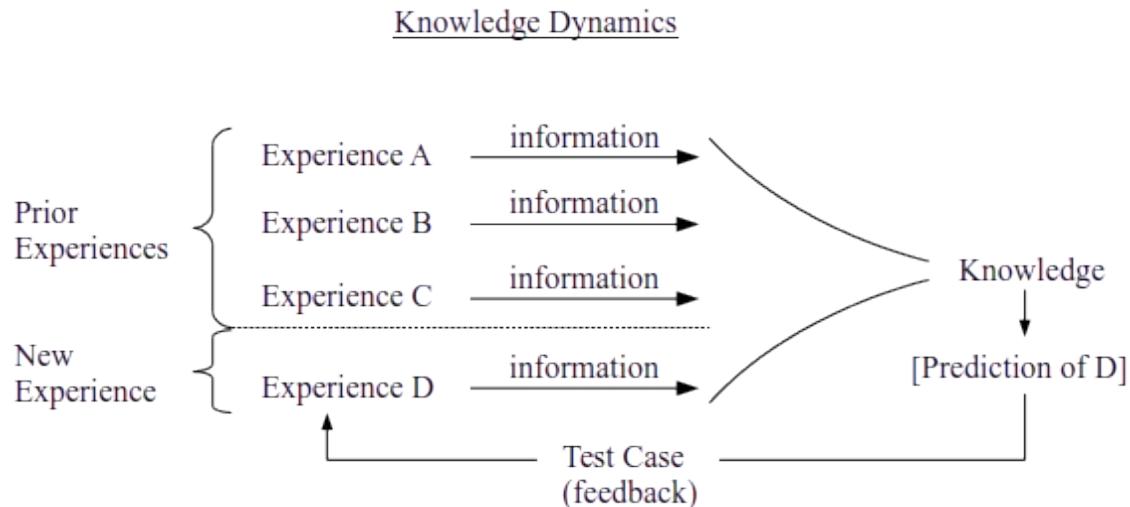
Knowledge | Information

Summary

Knowledge arises from information (stimuli) processing by the mind. As stimuli are aggregated into analogies (Pointer Calculus, etc.), the knowledge base increases. The set of experiential knowledge produces a unique Point of View (POV) for an individual.

Model

Component A



Legend

Incompetence increases as the distance (existential) increases from an event. Existential proximity (existential sharing) increases competence (familiarity).

Creativity: social knowledge aggregation, assimilation, filtering, and addition.

Universal Puzzle Solver (**UPS**) [for dilemmas, paradoxes, etc.]:

Start at the ending.

Work your way backwards to the beginning.

Reverse this process to design a solution (plan).

Mutuality

Mutuality

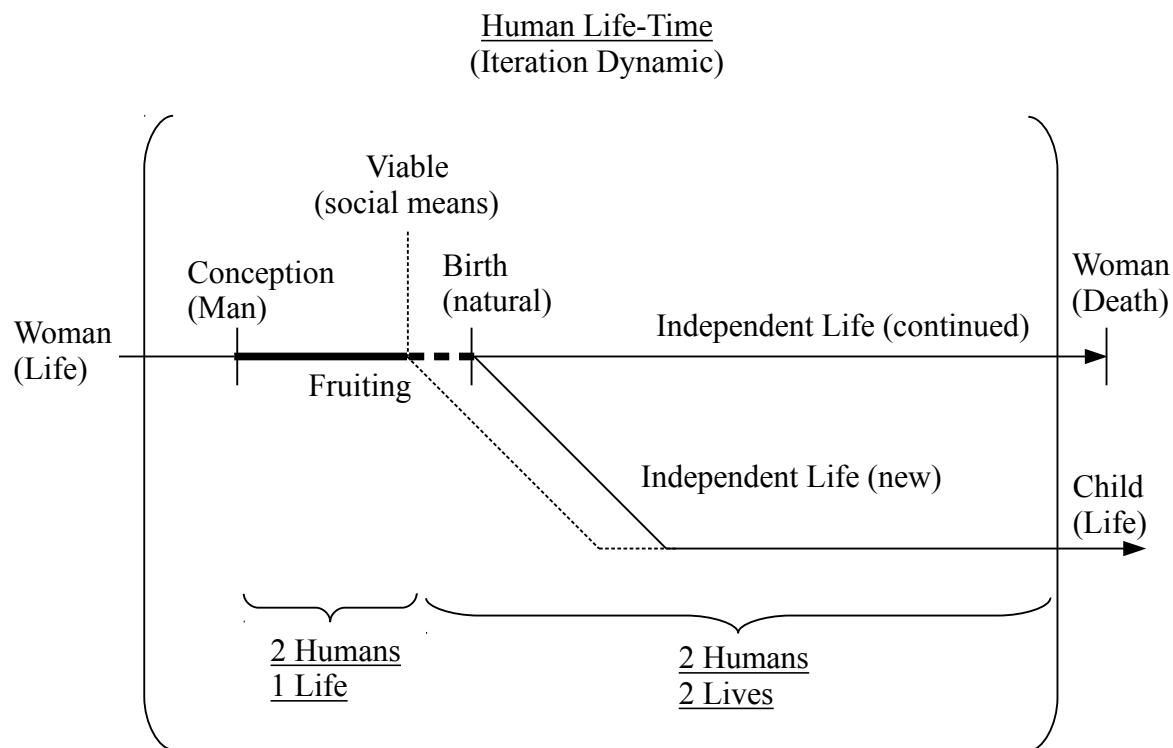
Life-Time

Summary

Human Life-Time progresses continuously from Conception to Death. The beginning of life is similar to fruiting (bearing fruit) by a mother, at the moment of conception. The mother contributes 100% of the continuous Life to be bifurcated into a new Life. A new (independent) Life only begins at the point of bifurcation (discontinuity) for the Mother and Child. A human Life-Time establishes the unit value (standard) for all Human Values.

Model

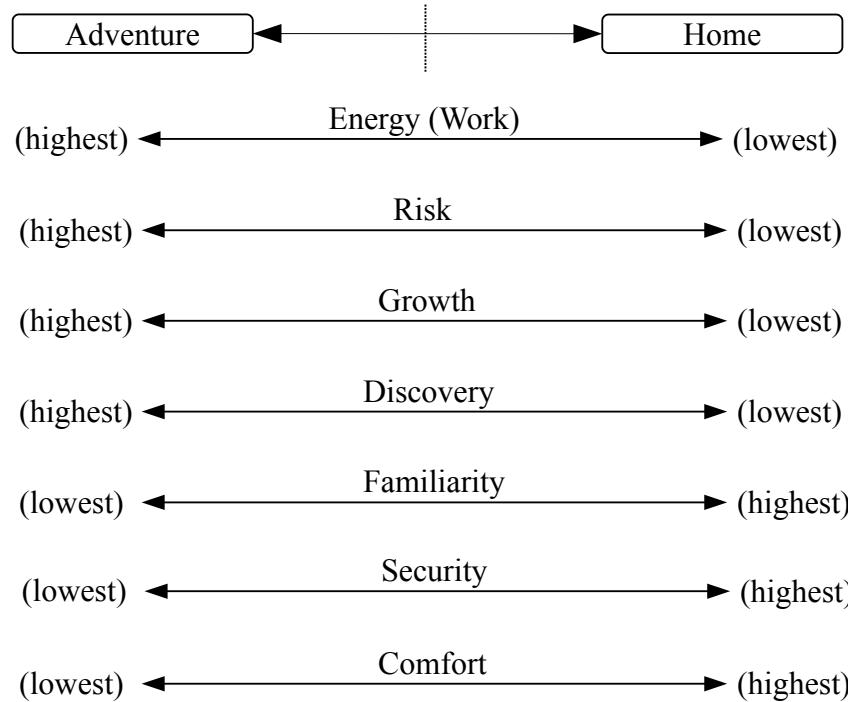
Component A



Mutuality

Component B

Life-Time Dilemma



Component C

Human Value Game	
Narrative	Aliens (extraterrestrials) invade Earth and exterminate the human population, except you and 20 other people. They randomly divide them into two groups of 10 each (group A and B). The Aliens let you decide which one of the 2 groups should be spared. The Aliens will then exterminate the other group, and you, and then leave the Earth for good. If you refuse to chose they will exterminate you and both groups. For each of these final Scenarios, which group would you spare?
Scenario 1	Group A: 10 Young Men, Group B: 10 Pregnant Women
Scenario 2	Group A: 10 Young Men, Group B: 10 Old Women
Scenario 3	Group A: 10 Young Women, Group B: 10 Old Men
Scenario 4	Group A: 5 Young Men/5 Young Women, Group B: 10 Young Women
Scenario 5	Group A: 5 Young Men/5 Young Women, Group B: 5 Old Men/5 Old Women
Scenario 6	Group A: 9 Young Men/1 Young Woman, Group B: 1 Young Man/9 Young Women

Mutuality

Scenario 7	Group A: 10 Young Women, Group B: 10 Parthenogenic Young Women
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Legend

Life is a dynamic (process), not a “thing” (object). It is continuous until it terminates. For women only, their Life can bifurcate into another independent Life.

Fruiting: is the time between when conception occurs and a viable birth can be completed. The unborn child is similar to the fruit/spawn of the Mother, until successful Birth (bifurcation) is possible. An unborn child is not a human, like an apple is not an apple tree. They are more like an internal organ than a new human.

The question of exactly when does a new Life begin, can easily be misunderstood. There is a critical and fundamental difference between “preventing” a potential Life (amputation), and “terminating” an independent Life (murder).

Fruiting: a relationship unique to a mother and her unborn child. Constitutes a special form of Stewardship (100%/0% ratio of power). A legitimate relationship during this phase must uphold the Ethic of Sharing with respect to the mother's initial Independent Life.

Birth (viable): refers to the event when an unborn child achieves the potential for an Independent Life (> 99 % technologically possible for society). Society can acquire accountability at this point, and therefore an equal authority (Equivalence).

Birth (natural): refers to the event where an unborn child naturally achieves an Independent Life, without significant social (technology) interventions.

Time: a useful metric for Subject value.

Money: a useful metric for Object (Resource) value.

Value (object) = Resource.

Value (subject) = Life-time.

Survival = Work Time = Necessity

+Survival = Leisure Time = Luxury

We can benefit substantially from looking back over the history of our life to evaluate whether or not we've done no harm (net) during the journey. In the first half of life, humans are mostly harmful (consumption) to ecosystems, therefore we should work diligently in the second half to compensate (give back).

Life-Time Resource Deficit: the projected total cumulative consumption of a living organism at conception. All organic organisms are born with a Life-Time Resource Deficit. A Life-time doesn't offer guarantees, only opportunities.

The UPS method provides a simple means for solving the meaning of Life, by beginning at Death.

Mutuality

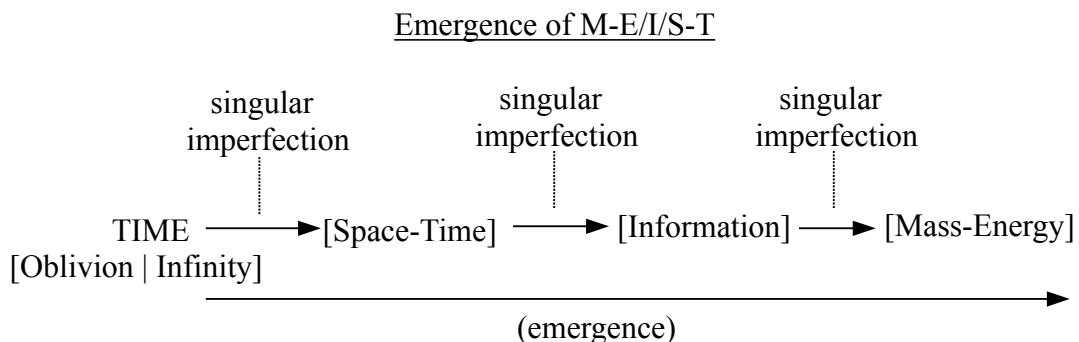
M-E/I/S-T

Summary

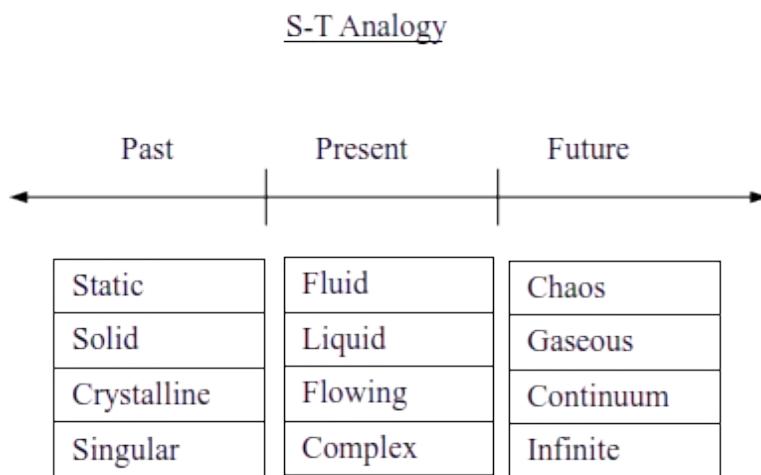
The universe (existence) appears to be a pure continuum. For humans to function in this reality, we utilize discrete interpretations of existence that we construct from our experience. These discrete interpretations, at the lowest level of granularity, are commonly defined as Mass-Energy, Information, and Space-Time (M-E/I/S-T). These are considered the fundamental constituents of all real “things” that exist.

Model

Component A



Component B



Mutuality

Component C

Space-Time Attributes			
Event	Transfinite	Primary Paradox	Mode
Space	Aleph ₀	Where is all this Time coming from?	Discretum
Time	Aleph ₁	When is all this Space coming from?	Continuum

$\left. \right\} c$

Legend

M-E/I/S-T (mass-energy/information/space-time): Discretum (“things”) of Existence interpreted at the finest level of granularity.

S-T acts as a continuous pallet upon which all M-E/I changes (events) are manifested. It's common to fictionalize S-T as 3 dimensions with distinct attributes.

Causality (events) can be viewed as arising from changes (delta) in M-E/I/S-T from one present state to another.

TIME: the primordial continuum from which all other events (phenomenon) emerge.

Since the limit of S-T is currently taken to be c (speed of light), a rich analogy with 2 elements can be constructed from this to define the basis of M-E/I/S-T.

1. $c^0 = \text{TIME}$
2. $c^{0-1} = \text{dimensionality}$ (defines lower and upper limits of S-T in a single dimension)

$c^0 \rightarrow \text{quantum entanglement.}$

Mutuality

Mental Development

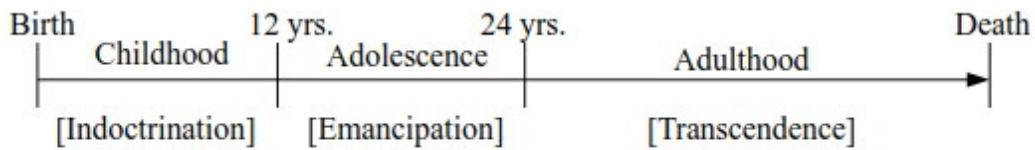
Summary

The Mind progresses through a series of changes until we reach our full capability. Depending on experience, an individual can be supported or hindered in their development.

Model

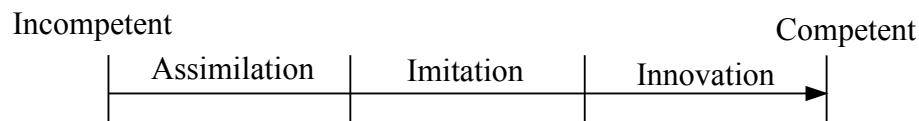
Component A

Mental Development Time-Line



Component B

Competency Development
(creativity/productivity)



Component C

<u>The Children's Koan</u>
Try to do the right thing, all the time.
Never take more than you need.
Love everyone, including yourself.
Never forget that Sharing is Caring.
Try to fulfill all your promises.
Clean up your mess before you leave.

Legend

Indoctrination: (aka imprinting, domestication, induction, brainwashing, orientation, etc.) Inducting children into a social system. Their reflection skills are rudimentary and so they are acting primarily under impulse. Externally predetermined ethics are imprinted during this phase.

Emancipation (Deprogramming): revealing to the indoctrinated the antitheses of the theses imprinted during their childhood. Their reflection skill is fully formed at the beginning of this phase and they will attempt self-deprogram (challenge) naturally.

The most useful social strategy during this phase is to help them with guided experience in logical fallacies, skepticism, argumentation, etc.

Transcendence: (Free Will) fully functional, independent thinking skills achieved through successful deprogramming (rehabilitation). A prerequisite for full Autonomy. Requires continuous self-directed learning experiences to maintain.

Rate of benefit for mental development during adolescence occurs in a bell curve with peak at 18yrs old.

Deprogramming phase is full time until 18 yrs old, and then can be part time until 24 yrs old (optional).

Humans are generally indoctrinated with the “official reality” of the social systems they're born into (and live within for the first 12 years). This dynamic is unavoidable, and may be intentional or unintentional. Society is therefore accountable to compensate them with the appropriate Emancipation afterward, for the purpose of producing intellectual and emotional freedom.

Mutuality

Mode of Consumption

Summary

Consumption occurs when a Resource is Used (subtractive, or obstructive). This creates a change in systemic value from a greater initial state to a lesser final state. Consumption of Use Class A, B, or C Resources incurs a social opportunity cost.

Model

Component A

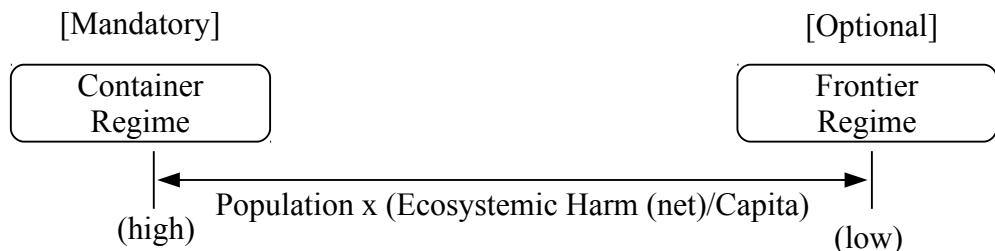
Consumption Modes		
Mode	Basis	Consequence
Impulse (Demand)	Self-satisfaction	Unlimited Harm
Ethical	Motivation/Capacity Fit	Sustainability

Component B

The 3 Terminating Consequences of Impulse Mode	
Condition	Ultimate Consequences
Status Quo	Extinction or Warfare [die off]
Proportional Access (Sharing)	Universally Equal Impoverishment
Privileged Access	Survival (few) and Death (many) or Revolution

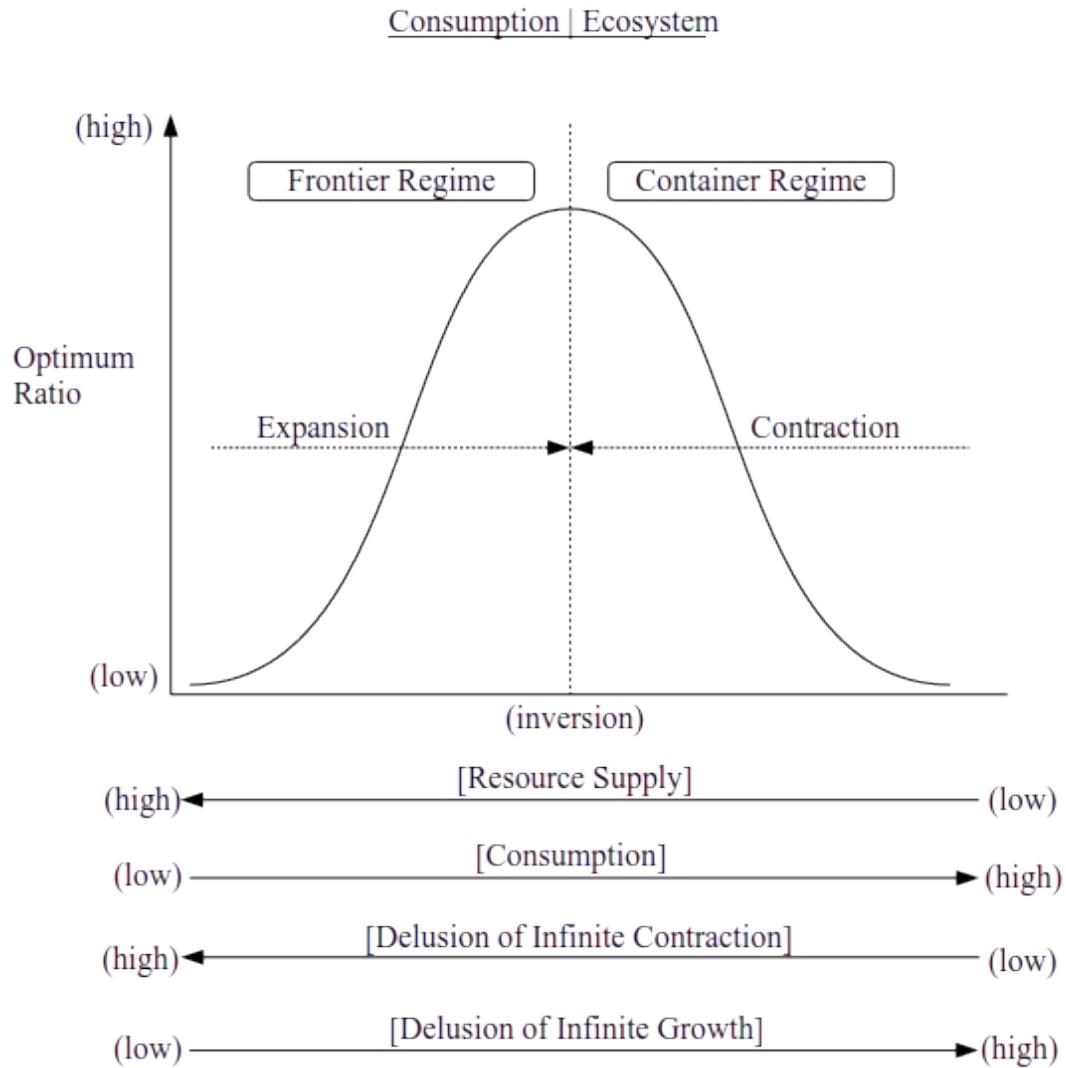
Component C

Population Management Prioritization



Mutuality

Component D



Mutuality

Component E

Ecosystemic Impact Matrix
(net benefit/harm)

	Action Mode	Frontier Regime	Container Regime
Asymmetrical	Growth (production)	beneficial	harmful
	Contraction (consumption)	harmful	beneficial
Symmetrical	Exchange	beneficial	beneficial
	Sharing	beneficial	beneficial

Legend

Impulse Mode (Demand): impulse driven motivation to satisfy self wants.

Ethical Mode: reflection driven motivation to balance aggregate individual wants with aggregate Ecosystem supply.

The legitimate solution to all of the Impulse Mode terminating consequences is to implement the Ethical Mode of Consumption “before the fact”.

Container Regime → Zero Sum Game.

Frontier Regime → not a Zero Sum Game.

There is no Ideal Mutual Optimum possible in a Zero Sum Game.

Ideal Mutual Optimums are only possible in Frontier Regimes.

None of the probable Ultimate Consequences in an Impulse Mode system are legitimate social goals.

Frontier → Container: transition can occur when there is no more “there” there [planetary civilization]. Arises when all of the “there” (land) has been occupied (obstructed). The option to Exit the system no longer exists (it's globally ubiquitous). Social transformation becomes the only option.

Impulse (Demand) Mode Attributes:

- ▀ Population unaware/unconcerned about Resource supply (capacity)
- ▀ Population unaware/unconcerned about externalities (of their system)
- ▀ Self-centered ethics

Mutuality

- Motivation primarily impulsive (reflexive)
- Positive Feedback dynamics (speculative fever, mass hysteria, etc.)
- Efficiency has top priority (minimal resilience)
- Idolize “growth” strategy

Ethical Mode Attributes:

- Capacity/Want alignment strategy
- Negative Feedback dynamics (self-equilibrating)
- Consideration of Collective Action Traps
- Holistic Accountability (individual/systemic)
- Full consideration of externalities
- Sustainability (Regeneration)
- Limited by the ethic of “enough” (not “more is better”)

In traditional Resource Reference Systems, demand generally refers to “funded” wants. In this Model, demand refers to actual wants, with or without funding.

Consumption (total) = Population * Median Individual Consumption

Optimum Ratio: Ratio of Resources to Consumption (total).

Impulse Mode of Consumption incentivizes (motivates) an unlimited quest for Resources, due to the absence of Ethical guidance.

Expansion Regime: optimum strategy = growth, exploitation, etc.

Container Regime: optimum strategy = contraction, reallocation, etc.

Sovereign Consumer → unaccountable destruction/obstruction of resources.

Consumer: an Entity who's Actions (Work transformation) cause a systemic decrease (net) of aggregate value of Resources.

Net: explicit refers to the net state of all consequences impacting ecosystem, producers, or consumers, whether real or fictitious.

In a Container Regime, resistance to the unavoidable contraction motivates participants to steal value from future generations (successors). This often occurs in the form of rampant debt expansion by the current generation.

Frontier regime: scarcity → Expansion

Container regime: deprivation → Rationing

Breeding/Immigration = a survival strategy (in Frontier regime)

Mutuality

Breeding/Immigration = an extinction strategy (in Container regime)

Growth (unbounded) is a zero sum Game.

Mutuality

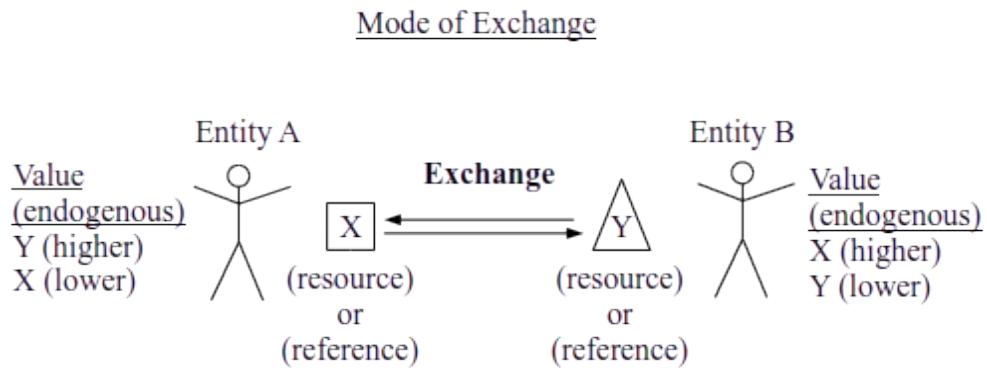
Mode of Exchange

Summary

Exchange is the symmetrical and simultaneous transfer of Resources or Money between two Entities. Exchange provides an aggregate increase in systemic value (net) without requiring Production of new value.

Model

Component A



Component B

Exchange Gambling Dichotomy (inverse relationship)		
	Exchange	Gambling
Production/Consumption	None/None	None/None
Impact (participants)	Gain/Gain (symmetric)	Gain/Loss (asymmetric)
Impact (systemic)	Value Increase (net)	Value Decrease (net)
Basis (change factor)	Relative Value	Opportunity Cost (systemic)

Legend

Entity A and Entity B each independently determine their own endogenous (internal) value priority for

Mutuality

both Resources (X, Y). A possesses X, and B possesses Y. Reference: Title or Money.

A consensual Exchange will only occur if $A(Y) > A(X)$ and $B(X) > B(Y)$. Resource X or Y can be Real or fictitious (references). All consensual Exchanges produce an aggregate increase in Wealth.

Endogenous value: internal value to self.

Exogenous value: another's endogenous value.

If X/Y are Resource (Title)/Money = Purchase/Sale.

If X/Y are Resource (Title)/Resource (Title) = Barter.

If X/Y are same system Money/Money = (No Exchange, $X=Y$).

If X/Y are Inter-System Money/Money = Barter.

The reciprocal barter of Money requires a consensual and fixed promise of exchange ratio that preserves the Real Resource value references across both Resource Systems.

Exchange is the opposite (inverse) dynamic of a Collective Action Trap, it's a Collective Action Bonus. It renders both participants "virtual producers" (net), because aggregate systemic value increases through their mutual Action.

Intermediary: an entity who's Actions (Work) cause no increase in aggregate systemic value (net).

Market = A Resource System containing 2 primary subsystems, Exchange and Competition.

The ultimate outcome (ends) of any Competition is the establishment of a Monopoly. All competitions are therefore intrinsically self-extinguishing.

Resource system challenge is that Battlefield (competition) systems are often confused with Marketplace (competition + exchange) systems, and vice versa.

Gambling: unearned (production-less) gain/loss. Includes Rent, Interest, Dividends, Betting, Asset Flipping, etc. Incurs systemic opportunity cost of lost production (unproductive use of time/work).

Mutuality

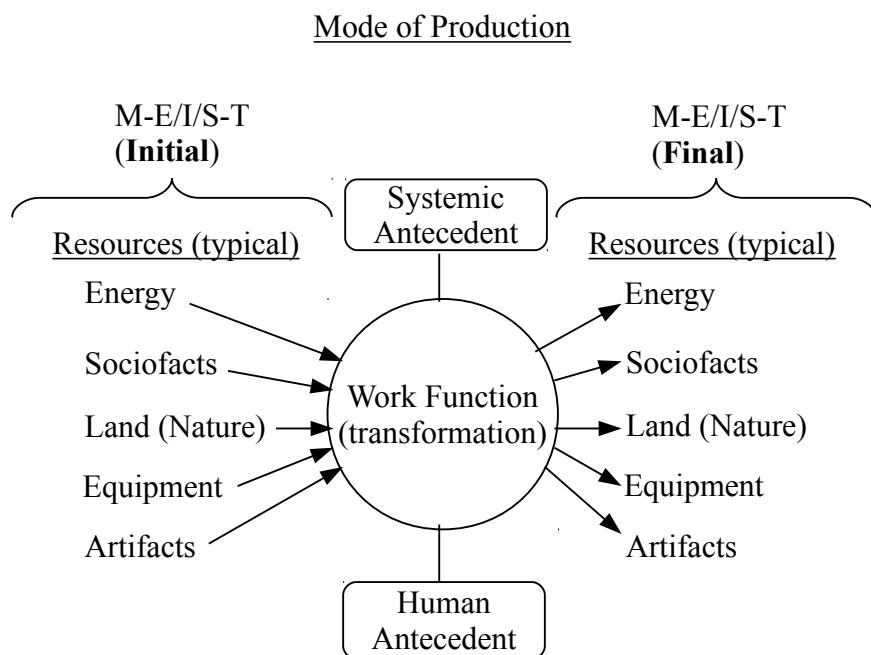
Mode of Production

Summary

The transformation of things [Mass-Energy/Information/Space-Time (M-E/I/S-T)] that ends with the final state at greater value (net) than the initial state, constitutes “Production”. Production provides increases to the aggregate value (net) of Resources within a system. Consumption occurs when the final state is lesser (or neutral).

Model

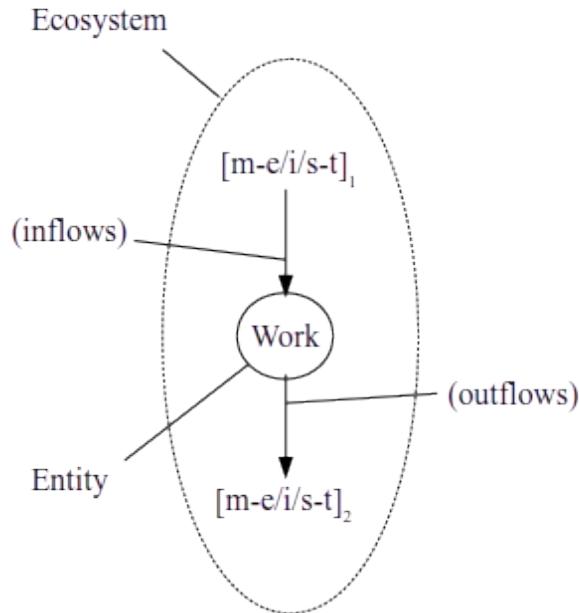
Component A



Mutuality

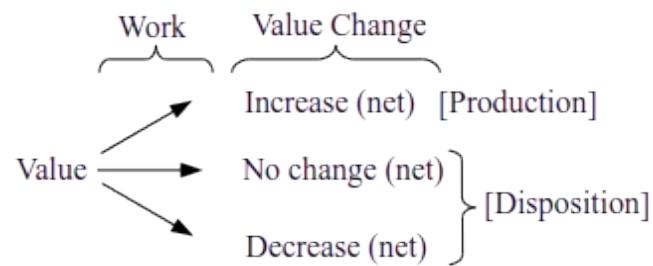
Component B

Production/Consumption Cycle



Component C

Work Function Consequences



Component D

Mutuality

	<u>Production Systems</u>		
Type	Cooperative	Employment	Slavery
Producers	Shareholders	Employees	Slaves
Producees	Shareholders	System (organization)	Master
Relationship	P2P	S2I	S2I
Ownership of Humans	None	Systemic	Individual

Legend

Energy Return on Energy Invested (EROEI): is the ratio of Energy expended (consumed) to energy produced for a given source of Energy for productive use. The EROEI (net Energy) together with the total available determines the upper limit of aggregate production possible in a Resource System.

The “Product” (changes) produced may actually be considered “waste”, from the producer's POV, if it has no endogenous value for the producer. Value for the producer can therefore only be acquired through a symbiotic relationship (Mutuality) with consumers, through exchange of the product with them.

Surplus: production that creates greater endogenous value for the producer.

Waste: production that creates lesser endogenous value for the producer.

Production (net positive of consumption) creates an increased aggregate wealth.

All producers are also consumers, but not all consumers are producers. Therefore, the genesis of any Entity (real or fictitious) incurs a Debt (deficit to the ecosystem) to begin its Life-Cycle.

Work: the work function ($\Delta [m-e/i/s-t]$), arises from the controlled use of energy $[M - C - A]$.

Consumption: if total aggregate systemic value of $[m-e/i/s-t]_1 \geq [m-e/i/s-t]_2$.

Production: if total aggregate systemic value of $[m-e/i/s-t]_1 < [m-e/i/s-t]_2$.

Value (object) can't be produced, but objects can be transformed in a way that the new attributes incur greater value than the initial object's attributes (net). This value that Resources incur can be imbued individually or collectively (socially).

Origin of Resource value: observer's perception of capacity for an object's attributes to satisfy their wants, projected onto the object.

Origin of Resource attributes (new): producer (transformer).

Resource value isn't an intrinsic attribute of an object, it's perceiver specific.

Production: transformation of things (M-E/I/S-T), or their attributes, through Work, that results in a

Mutuality

systemic increase in value (net of all consequences). Attributes may be Real or fictitious, dynamic or static.

Transformation: Work (Energy/Time) [object attribute destruction | construction event].

Technology: the common body of empirical knowledge and skills available for innovation. More complex process/solution, generally created to provide more human convenience. Provides a new means for producing the same (or better) results, utilizing less effort (work, energy, etc.).

The Myth of Profit: Resources can neither be created nor destroyed, only transformed. A producing entity participates in the 100% Origin of Resource basis, and therefore no excess (surplus) is created (systemically). The illusion that some new value arose without an equivalent cost (systemic) is a fallacy.

Work: transformation of m-e/i/s-t that incurs a change in aggregate systemic value.

Producer: source, origin, antecedent, etc.

All exogenous value arises (originates) systemically (not from transformation of m-e/i/s-t).

Production (2 value outcomes for producer)

1. Excretion: value (net) increase is entirely exogenous [Accumulation = Waste]
2. Secretion: value (net) increase is endogenous [Accumulation = Surplus]

Specialization increase (expertise) → Population Density increase (cities)

Motivation

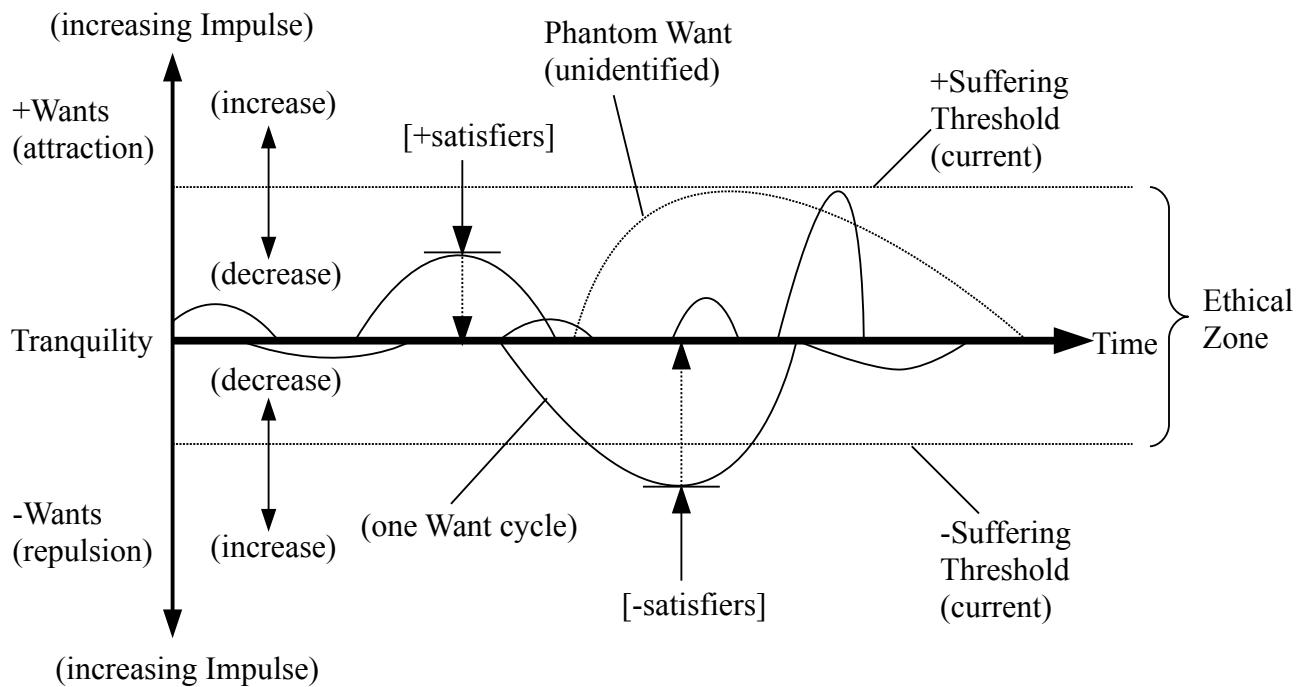
Summary

Our “Wants” are the basis for all human Motivation. Wants arise from the mere fact of existence as a living being. These Impulse/Satisfaction dynamics are continuous over a Life-Time.

Model

Component A

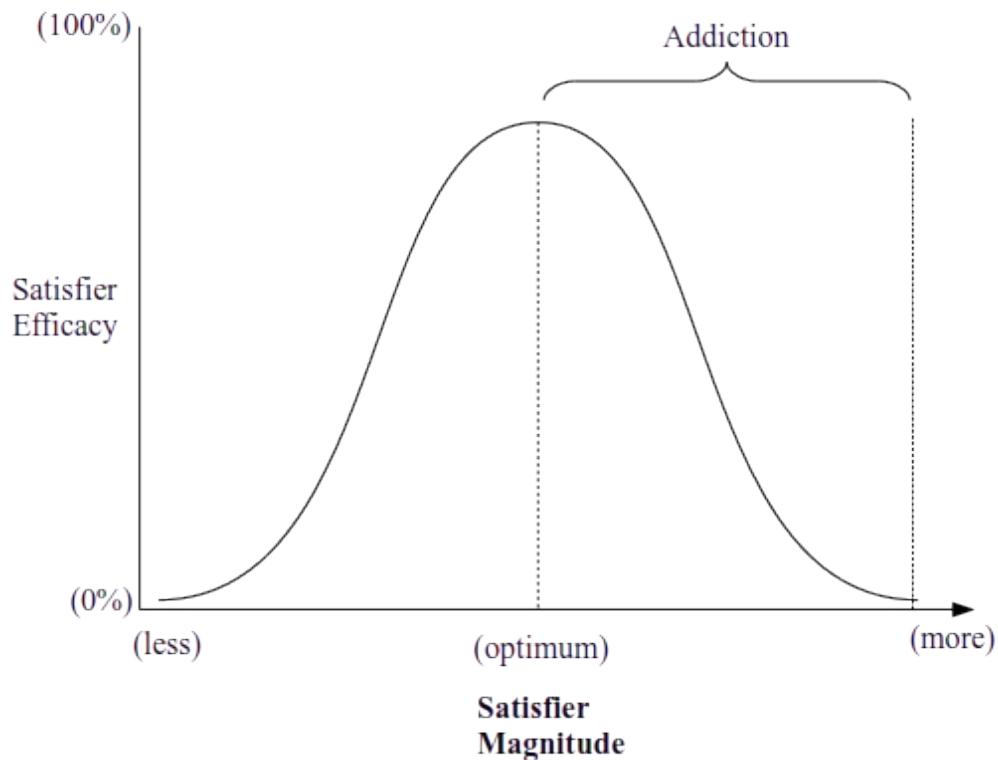
Motivation Dynamics



Mutuality

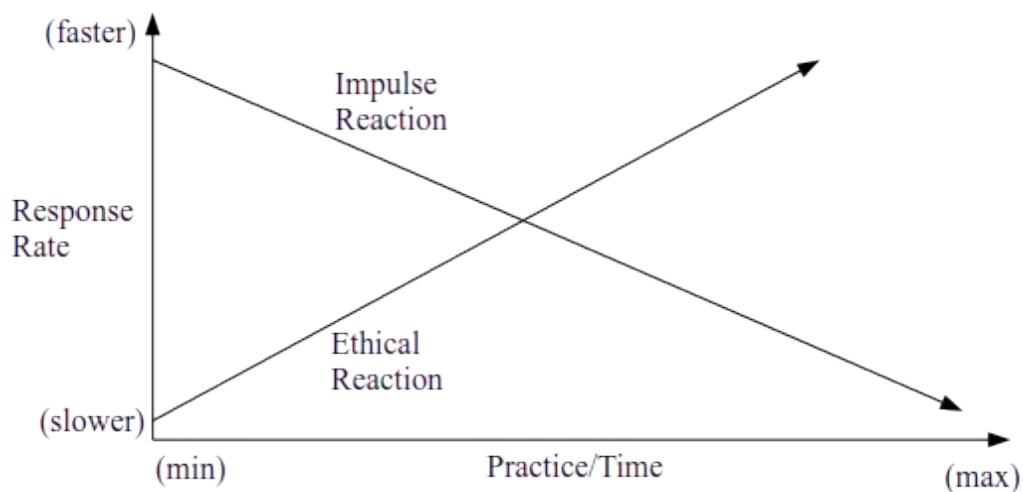
Component B

Satisfier Dynamics



Component C

Self-Discipline Learning Cycle

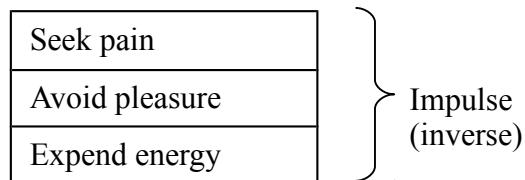


Mutuality

Component D

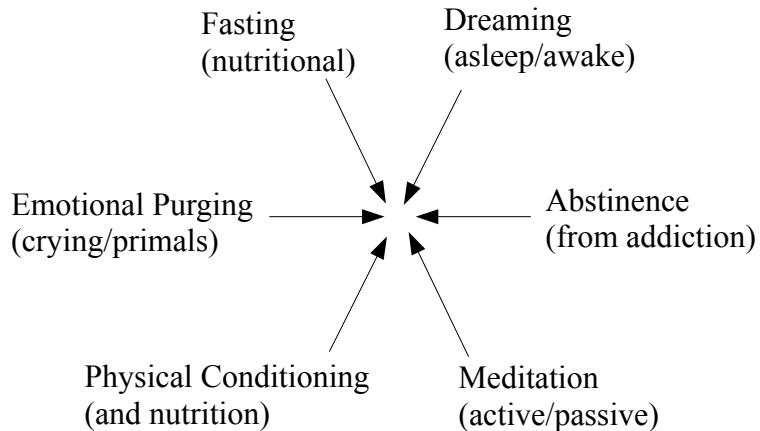
Self-discipline Dynamics (impulses inverted)

Motivations (antithetical)



Component E

Universal Tranquility Exercises



Legend

Want (excess): a single Want that has increased to the point that it exceeds the Suffering Threshold. After sufficient satisfaction it can be pushed back until Tranquility is achieved again.

Satisfiers: stimuli that can reduce wants, can be either general or specific.

Attraction: impulse to merge (join, have, etc.) [internalize].

Repulsion: impulse to repel (deny, avoid, reject, etc.) [externalize].

Pleasure: satisfying (reducing) +Wants or -Wants.

Mutuality

Pain: non-satisfying (increasing) +Wants or -Wants.

Pain is precious, because it can help us figure out which way to go (or not go).

Wants: [Motivation]. Conscious manifestations of Feelings (+wants | -wants).

A suffering Human is like a wounded animal (can be harmful to self or others).

It's paradoxical that getting what you want can prevent you from getting what you need (addiction, masturbation, gluttony, etc.).

It's not possible to get "enough" of something you don't need. Discretionary (luxury) consumption is inherently unlimited by satisfaction.

Satisfy = appease wants.

Satisfier: a want specific counter-stimuli.

Addiction: wanting inappropriate (false) counter-stimuli.

+stimuli satisfy -wants

-stimuli satisfy +wants

The Thresholds of Suffering can be asymmetrically distant from the axis of Tranquility (homeostasis).

Success = generally defined as satisfaction of motivation (wants).

Addiction: acclimation to over-stimulation (excess satisfiers) [stuck in suffering beyond threshold] (boredom, jaded, etc.).

Wants Thresholds can be intentionally increased through repetitious discipline (practicing resistance).

There are 2 cycles of wants:

1. Immediate – a one time, conditional want.
2. Recurring – a renewing want (cyclical).

Awareness of recurring wants can produce a paranoia of "scarcity". This can manifest as hoarding behavior (actions) by the paranoid.

Drugs (recreational) = a universal (general) satisfier [biochemical, temporary].

Apathy = lack of Want(s).

Phantom Want: unidentified, unclassified, ambiguous Want (Boredom, etc.).

Sustainable Happiness is a myth (remedy of effect).

Sustainable Tranquility is possible (remedy of cause).

Mutuality

The pursuit of Happiness is an addiction (slave to Wants).

Materialism (hedonism, consumerism, etc.) results in an addiction to external satisfiers.

Money can buy Happiness (success), but it can't buy Tranquility.

Hypnosis constitutes an externally induced Meditation.

Tranquility: calm, relaxed, peaceful, etc.

Mutuality

Mutualist Ethic

Summary

The Mutualist Ethic emerges from integrating both the Mutualist's Class definition and the Ethics Dynamics principles. It constitutes a universal basis for legitimate human Action by Mutualists.

Model

Component A

Mutualist Ethic		
Principle	Basis	Social Means
First	Do No Harm (net, actual)	Equality + Totality (optimum)
Second	Fairness (Justice)	Fair Games (Just Systems)

Component B

Human Action Modes

Mode	Basis	Consequences (net)
Legitimate	Upholds the Mutualist Ethic	Optimum
Illegitimate	Violates the Mutualist Ethic	Sub-optimum
Null	Unclassified Ethic	Unknown

Mutuality

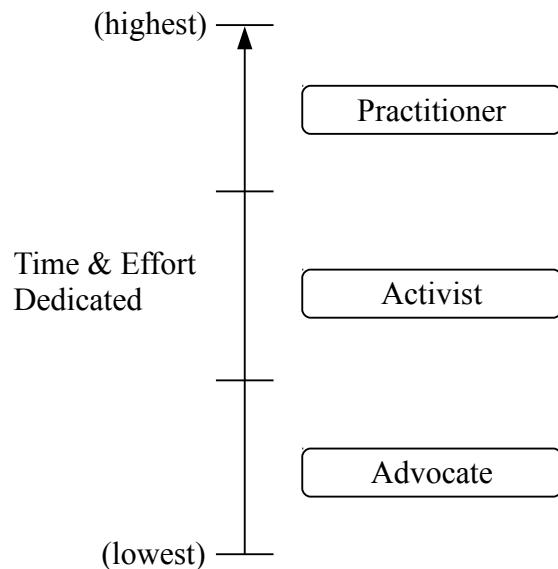
Component C

The Laws of Sociodynamics

First Law	All consequences are interdependent with each other, to the extent of their circumstantial proximity [Sharing principle].
Second Law	Every autonomous Agent is an instance of 1, and only 1, of the 4 universal Archetypes: Narcissist, Mutualist, Conformist, Nihilist [Agency Principle].
Third Law	An Ideal Mutual Outcome is impossible in a Zero Sum Game [Conflict Principle].
Fourth Law	Justice (Fairness), is the realization of systemic optimization, and provides the exclusive basis for legitimacy [Optimization principle].
Fifth Law	Power that serves justice is universally legitimate, Power that does not serve justice is universally illegitimate [Power principle].
Zeroth Law	All beliefs are imaginary, but some are useful [Absurdity Principle].

Component D

Mutualist Commitment Level



Legend

The First Principle of the Mutualist Ethic is constructed in the form of a “prohibition”, in order to

Mutuality

maximize Freedom (of Action).

The Second Principle is constructed in the form of a “requirement” in order to provide more tactical guidance for legitimate actions.

Mutualist's Dilemma, Ethics Dynamics integration reasoning:

- Human action is a manifestation of both thinking and feeling (Logos | Pathos, etc.).
- The ultimate manifestation of thinking is reasoning (rationality).
- The ultimate manifestation of feeling is empathy (universal love).
- Mutualists base their actions upon a balance between reasoning and loving (ethic).
- Only homogeneous populations of Mutualists produce optimal social systems (Mutual).
- The Mutualist Ethic provides an Atomic strategy (fractal Model) for all Mutualist Action.

Advocate Accountability:

1. Consent to (agree with) the Mutualist Ethic.
2. Not obstruct (prevent) Mutualist social relationships or social system changes/functions through any personal action (or inaction).

Activist Accountability:

1. Meet the Advocate level of accountability.
2. Proactive promotion (public) of Mutualist social relationships and social system changes/functions.
3. Volunteer for an LOI/LOC role when necessary.

Practitioner Accountability:

1. Meet the Activist level of accountability.
2. Life-Time dedication to learning/teaching Mutualist principles.
3. Volunteer to preserve and develop the Mutualist Framework when necessary.

Rationality is apathetic.

Love is non-rational.

Optimum (for Mutualist's Class) = Do no harm (net, actual).

Tough Love: doing something for someone else that they need but don't want, in order to prevent/avoid harm (net, actual) to themselves or others.

Mutualists are obligated to publicly declare their Ethic, except where it might result in an immediate threat of death to do so. This exception is only legitimate so long as the threat persists. Even then, such an exception incurs an obligation to escape (Exit) such a system as soon as possible.

Complex social systems often emerge as a dysfunctional (incongruous) hodge podge of unfair games (social systems). The Mutualist Ethic provides guiding principles to normalize and rationalize such systems.

The only type of competition that Mutualist's can legitimately participate in are those that produce no

Mutuality

harm (net, actual).

Narcissists generally don't have the courage necessary to be honest at all times. This lack of courage is one potential manifestation of a dysfunctional Death Paranoia.

Love (existential): is the ultimate antidote for Impulses (harmful) [including for self]. A Loveless (suffering) human is the most dangerous of all Entities (for both self and others).

Egotism (egocentricity, etc.): is not existential self-loving, it's self-worship (all forms of "idolatry" are universally illegitimate).

Narcissists in an inferior position (S2I relationship) often deceive themselves (and others) into believing they are:

1. A Conformist (envy/jealousy of superiors is offered as proof they are not a member of this Class). or
2. A Mutualist (envy/jealousy of superiors is offered as proof they are not a member of this Class).

Evolutionary Implications of Mutualism for Humans

1. Without Mutualism, no Eukaryotes would exist (including Humans).
2. Mutualism is a primary evolutionary dynamic for speciation (natural selection).
3. Fictitious systems (analogies) approximately replicate real (actual) systems.
4. Directional selection indicates homo sapiens → homo mutualis [basis: bilateral rationality].

Natural Selection: disruptive, stabilizing, directional.

Disruption: intraspecies competition (inverse of mutualism).

Intraspecies competition → suicidal self-deception.

Mutualism is the antithesis of Nihilism.

Mutuality

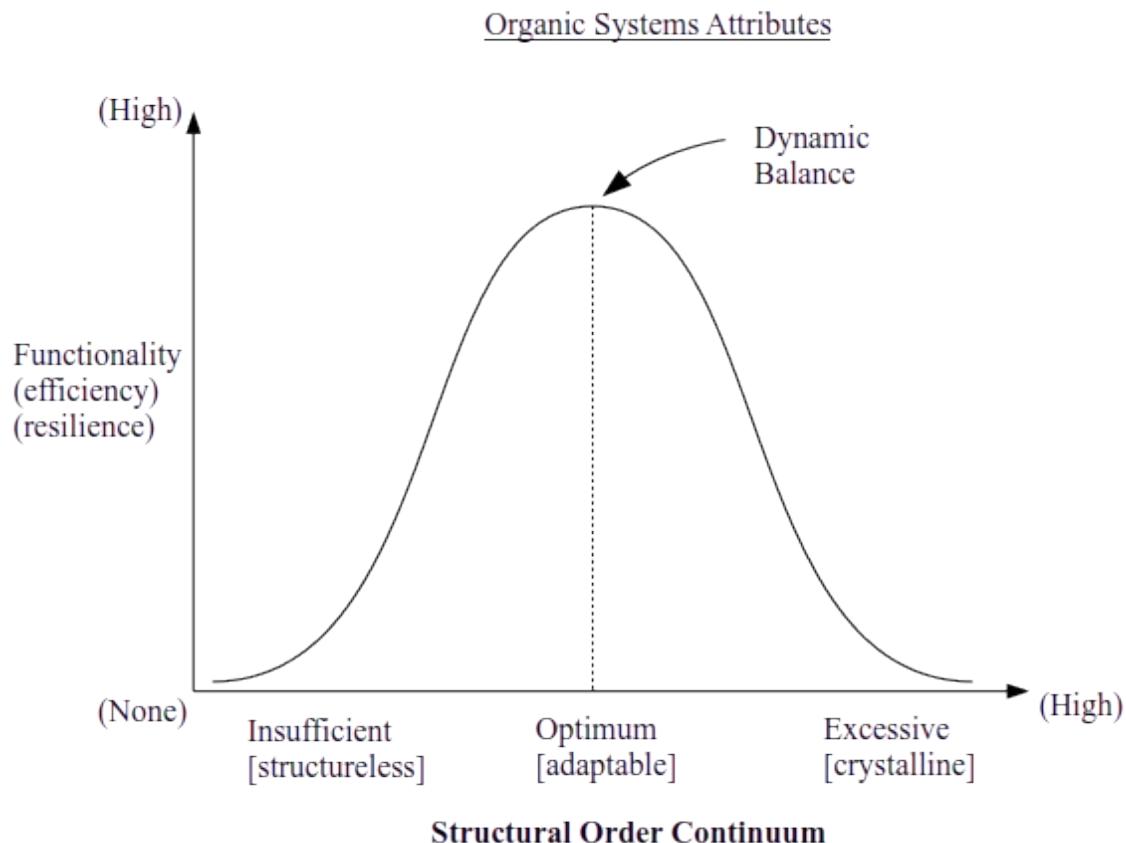
Organic Systems

Summary

Complex social systems manifest the attributes of Organic (living) Systems. The analogy to authentic organic systems can be maintained through consistent, legitimate fictionalization.

Model

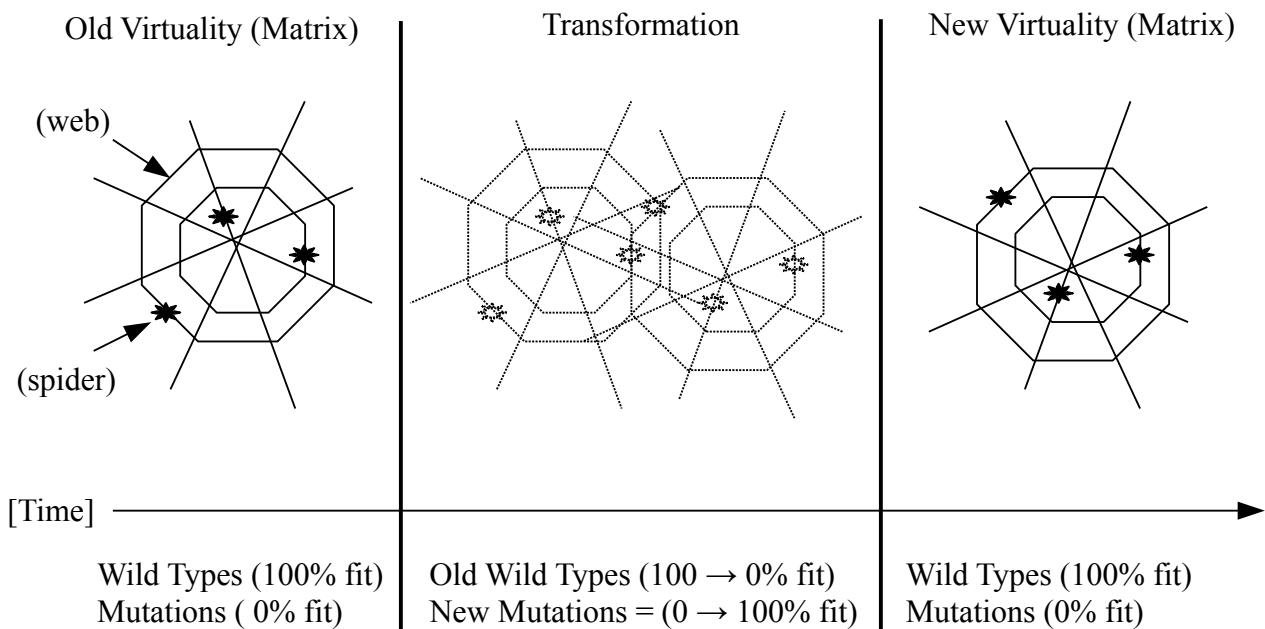
Component A



Mutuality

Component B

Virtuality Evolution Analogy (Matrix Transformation)



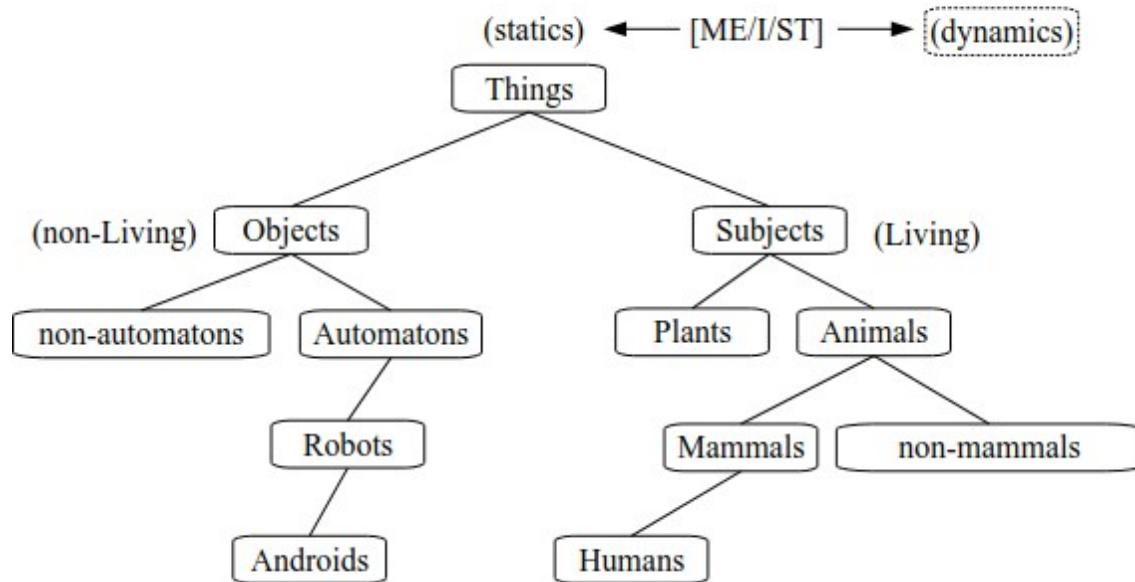
Component C

Critical Factors (organic systems)
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)
Fairness/Justice (ethics)
Complexity (competence)

Mutuality

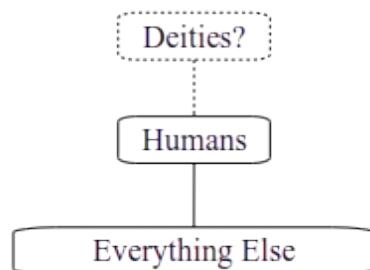
Component D

Empirical Taxonomy of “Things”



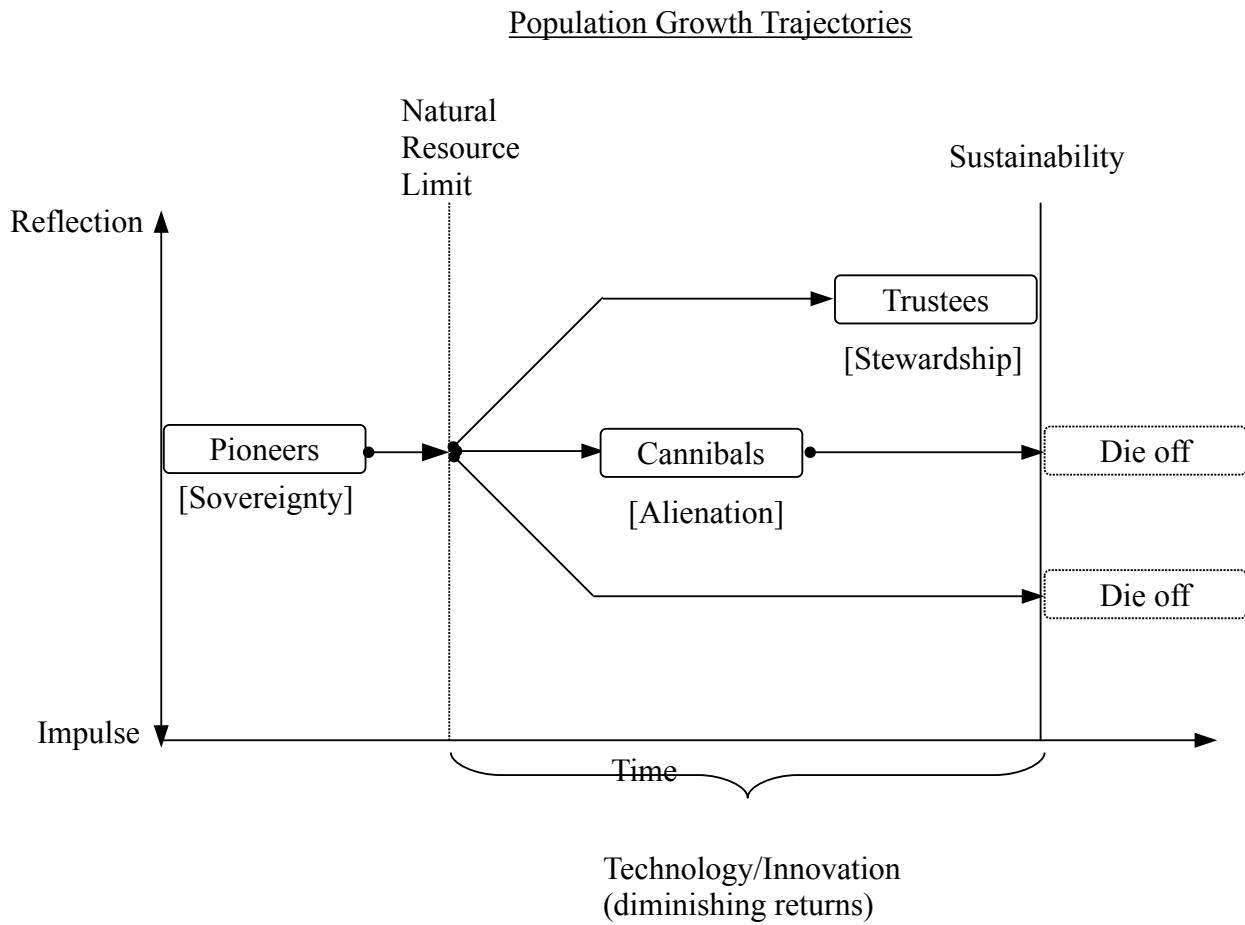
Component E

Egocentric Taxonomy of “Things” (partial)



Mutuality

Component F



Legend

A Systemic Inversion (of a fictitious system) forces an evolutionary event on Virtuality (Beliefs matrix). This dynamic is here encoded into a Virtuality Evolution Analogy based upon spiders (representing people) and their web spinning (narrative, innovation, visionary, etc.) abilities. In this case, Virtuality is like a multidimensional web, where each spider (individual) often weaves only a single thread (narrative) of the matrix.

After an inversion occurs, some specific mutations begin to survive more and more. The mutations (visionaries, innovators, etc.) eventually link up and interweave their individual narrative threads with other mutations. Most mutations that attempt this task die off in the beginning, but eventually their survival rate increases as the new “fitness” is identified, constructed, and disseminated.

The old wild types (typical, standard, conservative, etc.) are eventually eliminated due to their being unfit for the new Virtuality criteria. The surviving mutations eventually become the new wild types, until the next Systemic Inversion.

Mutuality

A Taxonomy is a first order fictionalization of Reality that provides a foundational structured map for linguistically referencing things and their attribute relationships.

Things: the fictional discretum of existence (human interpretations).

Discretum (of an organic system) = identity (meta-element of a Game/System).

Organic (Living) System: the distinguishing system characteristics are mortality and progeny.

For all living things, the seeds of self-extinction are embedded within the means of survival.

Origins of Resources

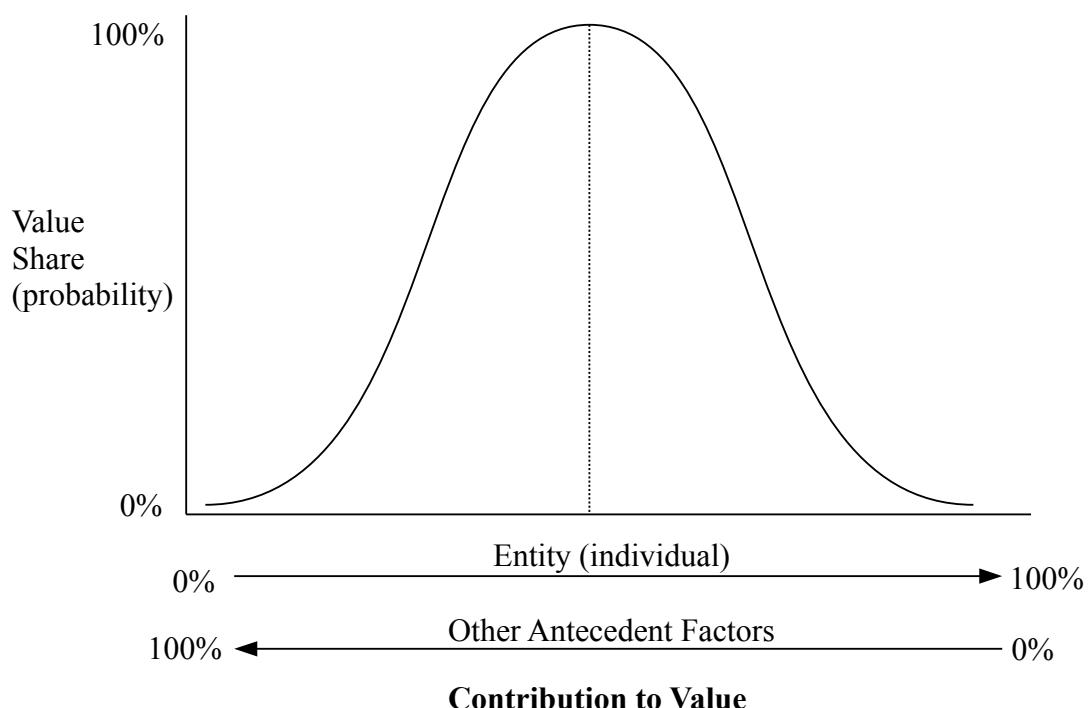
Summary

The value of a Resource is imputed by an observer (beholder, customer, etc.). Resources (objects) can be transformed in a way that changes the initial value to a new value (increase, decrease, neutral). That change is the consequence (result, outcome, etc.) of some antecedent (entity/ecosystem), which incurs compensation for the change in proportion to the share of contribution.

Model

Component A

Origins (Antecedents) of Resources



Contribution to Value

Mutuality

Component B

Antecedent Factors
Entity(s)
Any/All 6 (+1) Game (System) Elements
Nature (Ecosystem, Circumstances, etc.)
Fate (Luck, Chance, etc.)

Legend

Origin of Resource: antecedent(s) of a Resource transformation (consequence) that incurs a positive (net) change in aggregate systemic value [Producer, etc.].

Mathematical Form: Ecosystemic Contribution % + Entity Contribution % = 100% (given that the Entity Contribution Maximum can never exceed 50%).

Value: the perceived capacity to satisfy wants. Endogenous value is the perceived capacity to satisfy self-wants. Exogenous value is the perceived capacity to satisfy other's wants.

The value of a Resource is imputed by the perceiver (observer) and is not an intrinsic object attribute. Resource transformation occurs independent of value change, but can be aligned.

Price: an aggregate exogenous average of value expressed in money (standardized value units).

Money systems can provide a convenient, universal, unit standard of value. The aggregate endogenous value (demand) can be determined through sufficient sampling of standardized exchanges [price signals].

Bartering does not enable pricing (market) signals to emerge unless the same unit (object) is used in all barter transactions, which could provide a de facto value standard.

Common Ecosystemic contributions to Resource value changes (Unexpected Antecedents).

- Nature (sun, earth, energy, minerals, STP, gravity, Life, Water, Flora/Fauna, etc.)
- Human Language
- Procreation of generations
- Other Humans
- History
- Law
- Culture
- Monopoly

Mutuality

- Monopsony
- Location
- Beliefs
- Force
- Security
- Insurance
- Order
- Justice
- Language
- Marketplace
- Infrastructure
- Time
- Fame

Money: standardized unit value for object value (Resources).

Time: standardized unit value for subject value (endogenous value of Life-Time for living, healthy, autonomous entities).

Unearned value: a change in value for which the claimant is not the Origin of that change in value.

Penal Systems

Summary

In complex social systems, a Penal System is generally necessary to manage the prevention and cure (collective response) for Actions that violate legitimate Rules. A Penal System that increases the aggregate suffering within a Society is illegitimate.

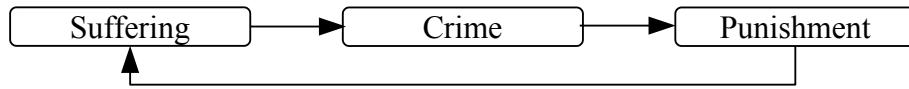
Model

Component A

Penal Systems		
	Crime & Punishment	Cheating & Compensation
Violations	Crimes	Cheats
Basis	Violating the Law (fair or unfair)	Violating the Mutualist Ethic
Prevention	Threats/Temptations (Coercion)	Well-being (Minimized suffering)
Cure	Punishment: socially endorsed harming of criminals	Compensation: Rehabilitation or Exile of cheaters (no net harm)

Component B

Crime & Punishment Vicious Cycle



Legend

Suffering (beyond threshold) is the root of all Cheating/Crime. This includes any physical, mental, or spiritual suffering.

An ounce of Prevention (of effects) is worth a pound of Cure.

An ounce of Prevention (of root cause) is worth 10 pounds of Cure.

Punishment simply inflicts additional suffering to a social system, which promotes more

Mutuality

Cheating/Crime, and so on. This constitutes a systemic contradiction, but is very common.

Mutualist systems recognize suffering as an intrinsic element of human motivation. The solution is to reduce suffering to the fullest extent possible (optimize well-being), and to help individual's learn to increase their threshold.

A legitimate Cheating & Compensation system requires a continuous Accountability system. As an example, the traditional motor vehicles “point” system can easily be applied to all Cheating/Crime. Each type of Cheat would incur a point value that's added to an Entity's lifetime Account. Each year, points could be removed in recognition of successful self-discipline. Rehabilitation would be mandatory at a specific point level (total) to prevent recidivism, and remedy the motivation. At some predetermined maximum point level, an individual would be permanently exiled from participation in the system.

Points for Cheating that is committed by a child (ward) accrue to their parents (stewards, custodians, guardians, etc.), and to their own juvenile account (separate from their adult account).

Cheating & Compensation system benefits (over Crime & Punishment system):

- Minimizes social costs
- Minimizes individual costs
- Eliminates systemic contradictions
- Compensates for human/systemic weaknesses
- Upholds the Fairness Ethic

A Cheating & Compensation system would be most successful in a Mutualist society.

Exile (Exit): is the only legitimate final (ultimate) penalty for spectators/bystanders that Cheat. It's important to ensure that accountability for any consequences of the Cheating is compensated.

There is virtually 100% parole (probation) for all violations within a Mutualist Penal System (Cheating & Compensation), except in cases of immediate threat to others.

All “punishment” is more or less “cruel and unusual”.

Mutuality

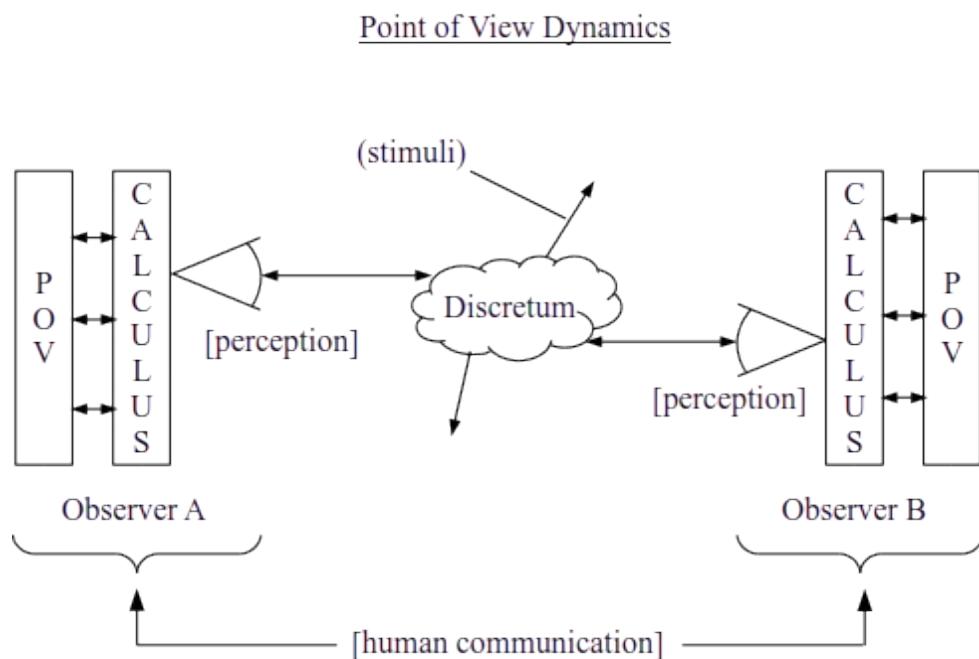
Point of View

Summary

Every individual has a unique Point of View (POV) on a topic, which is developed throughout their Life-Time. Our POV directly determines our Actions (Chain). The complete POV that includes an individual's entire consciousness is generally known as a Worldview (Weltanschauung, Cognitive Map, etc.).

Model

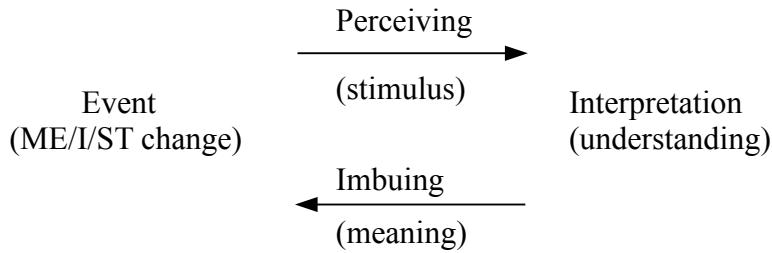
Component A



Mutuality

Component B

Perceiving | Imbuing Symmetry



Legend

Stimuli: continuous input from Reality that's intercepted (perceived) by observers. The stimuli is bi-directional (with attention).

Point of View (POV_x): analogy that acts as an internal “map” for navigating Reality. There are as many different POV as there are people, and no two POV are exactly the same. The subscript “x” in this case indicates the specific topic (context) of the POV.

POV_x (x indicates “world”) = Worldview, Weltenshauung, Cognitive Map, Map of Reality, etc.

Calculus: Pointer Calculus mechanism of the conscious mind. An analogy machine.

POV Synthesis Dynamics:

- The Real World (Reality) is consciously interpreted by humans in order to construct internal representations (maps).
- Internal representations are not duplicates (copies) of Real things, they are internal translations manifested through Pointer Calculus.
- Representations are in discrete (but interrelated) form.
- Primary representations (first order stimuli translations) can be synthesized to form derivative representations (internally constructed second order translations).
- All representations (primary and derivative) are imaginary (fictitious) [not Reality].
- Derivative interpretations are substantively distinct from primary representations.
- Primary interpretations provide the only direct integration with Reality (first order).
- A synthesized interpretation can be utilized in further syntheses.
- Each degree (level) of synthesis introduces a higher probability of errors.
- Each individual's internal representation matrix (map) constitutes the POV.

Mutuality

- ▀ A human POV consists mostly of derivative interpretations.

The subconscious utilizes a different dynamic (analog) from the conscious POV (digital).

A fully functional POV is fluid, adaptive, and in a constant state of change.

POV: an individual's complete set of internal representations/analogies (map of Reality).

POV boundary (of consciousness) limiters

1. circular references
2. iteration clipping

An individual POV set is bounded by circular references or recursion clipping.

Synonyms = linguistic integration points for Models (analogies).

We can easily see other's delusions, so long as we don't share that same delusion. Dissent is useful (necessary) for socially converging to Reality (but not sufficient).

If enough others observe someone's POV it eventually becomes revealed (apparent) that their entire POV is delusional. This applies equally to all of the observers as well.

Devil's Advocate = Null Hypothesis

Monotonic Worldview [impulsive]: fixed POV (inflexible, static, etc.).

Symphonic Worldview [reflective]: fluid POV (flexible, dynamic, etc.).

Mutuality

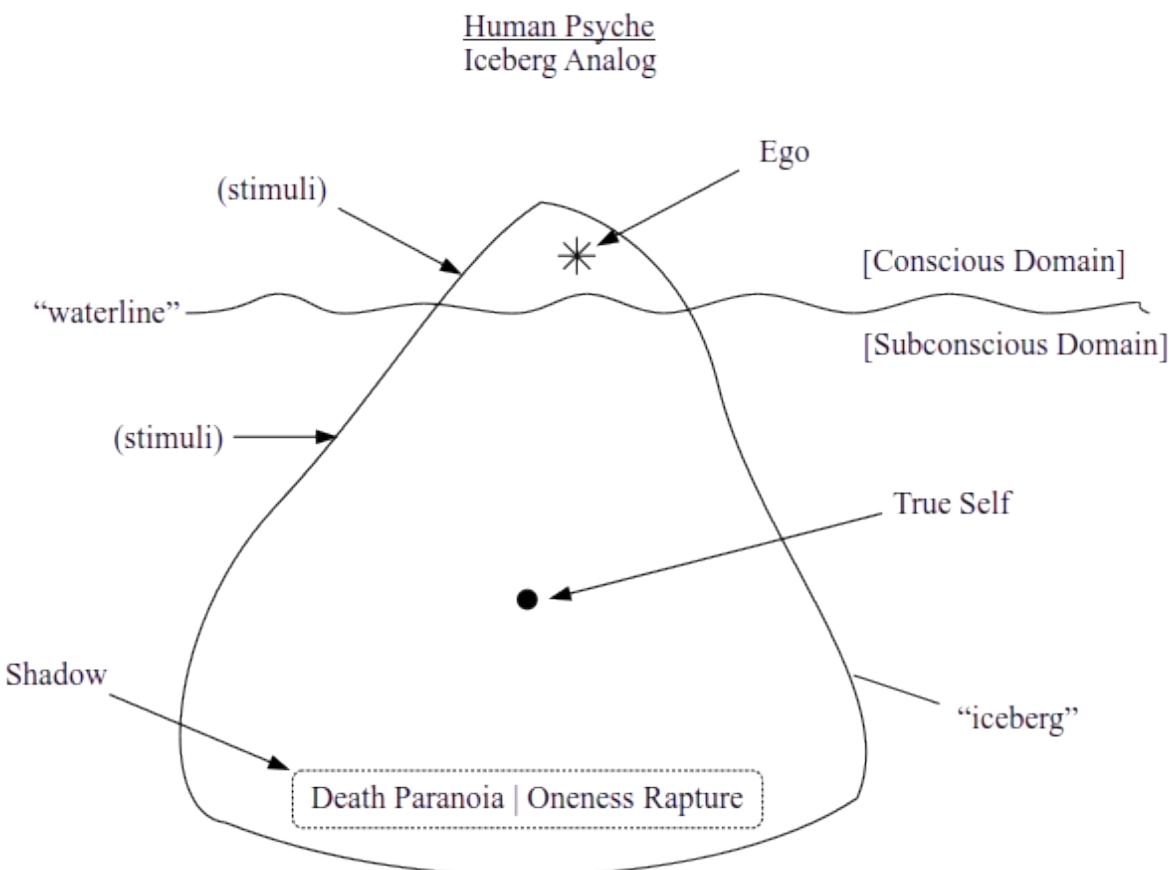
Psyche

Summary

The human Psyche is represented by an Iceberg Analogy to access the subconscious symbolism of the deep and mysterious ocean depths.

Model

Component A



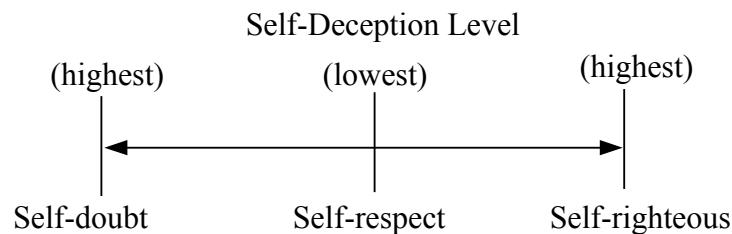
Mutuality

Component B

Consciousness Dynamic			
LOC	Purpose	Primary Means	Secondary Means
Ego	Satisfy Wants	Identify Truth	Self-Deception

Component C

Self-Deception Spectrum



Component D

Freedom of Imagination (Mind)

Freedom of Motivation		Freedom of Consent	
Modes of Coercion (illegitimate limits)		Modes of Coercion (illegitimate limits)	
1. Prohibitions [wrong-minded]		1. Prohibitions [disqualification]	
Barriers (defensive)	Exception (sole)	Exception (sole)	
	Form	Basis	
	Hallucinations	Harm (net)	
2. Requirements [reprogramming]		2. Requirements [participation]	
Changes (offensive)	Exception (sole)	Exception (sole)	
	Form	Basis	
	Brainwashed	Harm (net)	

Mutuality

Legend

Death Paranoia: self-centered alienation (narcissism). Manifests consciously as narcissism (2 forms, superior/inferior) [entitled/persecuted]. Produces quest for S2I relationships.

Oneness Rapture: a sense of belonging (collective), love, awe, harmony, etc.

Subconscious: the non-conscious bulk of the psyche (unconscious, super-conscious, etc.).

Conscious: operates like a digital computer.

Subconscious: operates like an analog computer.

(stimuli): external stimuli (Mass-Energy/Information/Space-Time) originating in Reality (actual).

Ego: the dynamic focus of all consciousness. The center of conscious attention. The purpose (ends) of the Ego is to satisfy Wants. The means vary circumstantially.

True Self: the focus of the entire psyche. The center (locus) of intuition.

Shadow: the deep core of the subconscious. Most easily conceptualized as a simple dichotomy. The core driver of human motivation. The Ego is unable to exert control over the Shadow in any way.

If you don't (or can't) recall your own dreams, it's not because your subconscious is silent, it's because your Ego is pretending to be deaf.

Death Paranoia → Mavericks (solitary)

Oneness Rapture → Herding (sociality)

Rapture: inspiration, resonance, dynamic harmony, etc.

Psyche problems (dysfunctions) require individual therapy/exercise (physical, mental, or spiritual remediation) to change.

The subconscious never lies. Only the Ego lies (Reflection effects).

Self-righteousness is the antidote for Self-doubt (high Self-Deception).

Self-doubt is the antidote for Self-righteousness (high Self-Deception).

Self-respect provides an equilibrium point between doubt and righteousness.

How you feel about Life determines how you think about it. When you feel good, everything in Life looks good. When you feel bad, everything in Life looks bad.

Freedom of Imagination (Mind, Beliefs, etc.)

Freedom of Consent (Choice, Decision, Vote, etc.)

Freedom of Motivation (Thinking and Feeling)

Mutuality

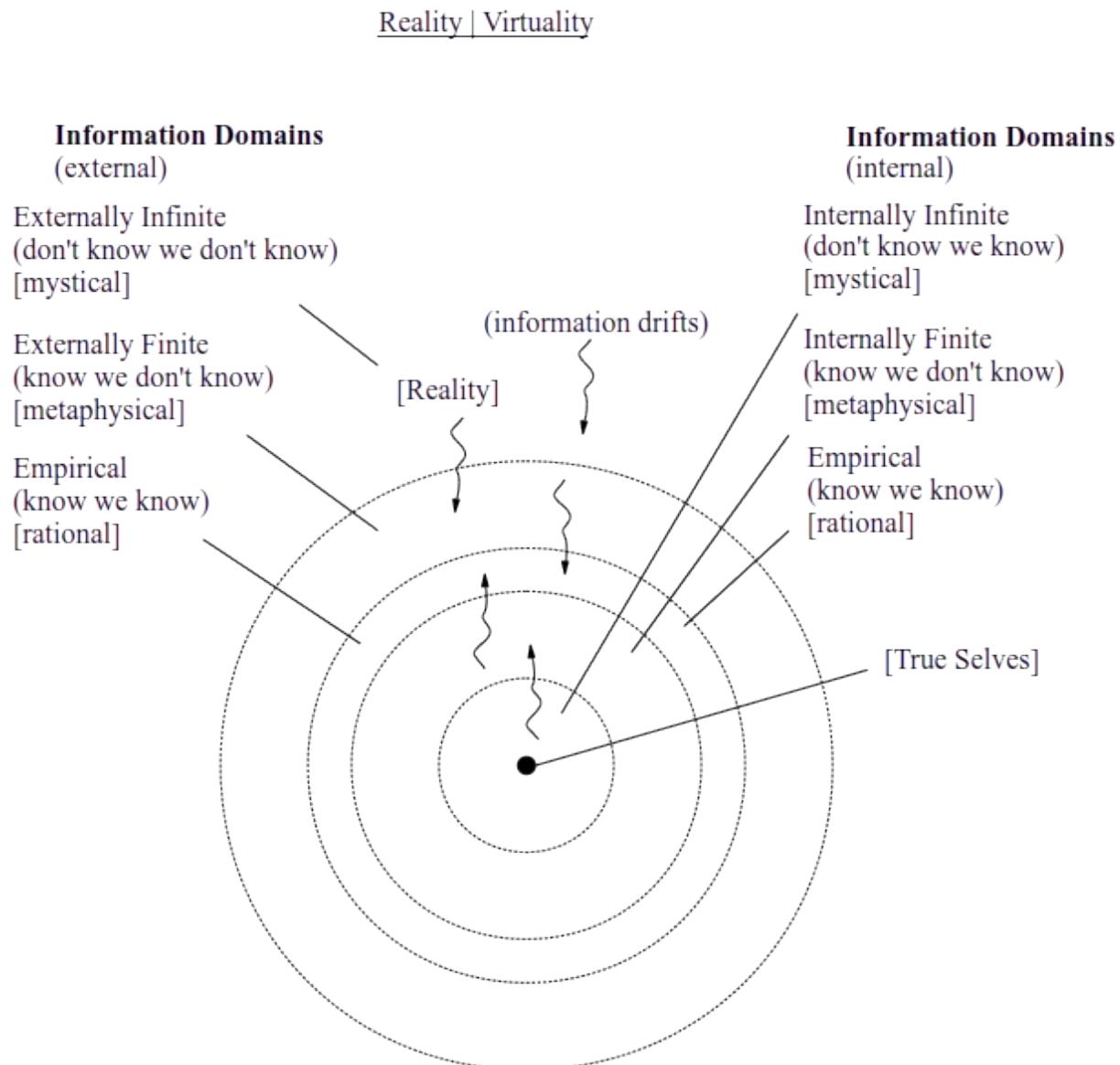
Reality | Virtuality

Summary

Virtuality is the aggregate human fictionalization of Reality. It constitutes a collective consciousness. Reality is not fictional, and fiction isn't reality (actual). They coexist in a fluid dichotomy.

Model

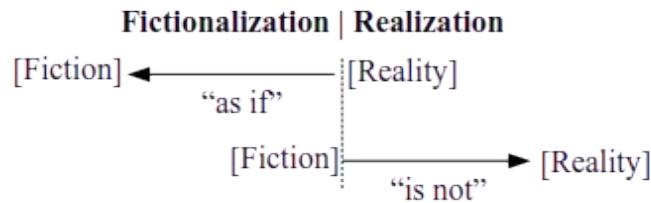
Component A



Mutuality

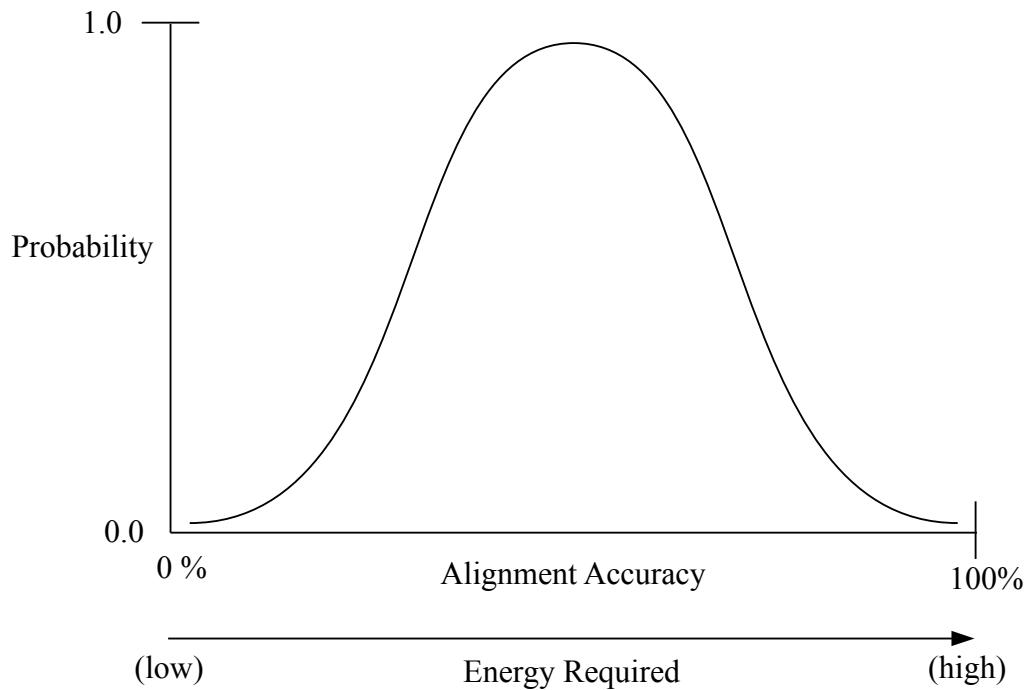
Component B

Fiction | Reality Dichotomy



Component C

Fiction | Reality Alignment Distribution



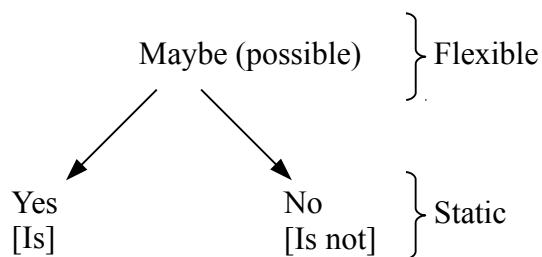
Mutuality

Component D

Reality Fictionality Dialectic Resolution
In some ways it is
In some ways it is not
In some ways it is and it is not
In some ways it is and it is unexplainable
In some ways it is not and it is unexplainable
In some ways it is and it is not and it is unexplainable
In some ways it is unexplainable

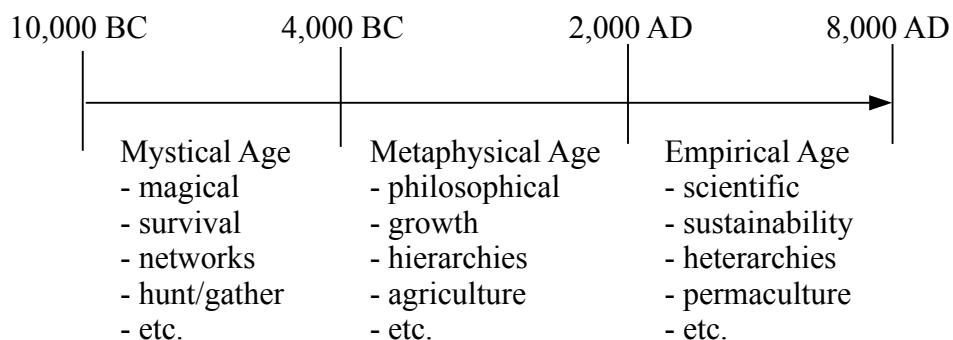
Component E

Answer Taxonomy



Component F

Civilization Timeline (approximate Transformation milestones)



Mutuality

Legend

The entire spectrum of the Reality continuum is important to pursue so that we can maintain a fluid state of individual and collective awareness (and innovation). Empiricism constitutes the best attempts at C/A/R(S) interpretations of Reality. The Ego relentlessly pursues empirical knowledge it can use to satisfy individual wants. Even so, it's important to remember that no part of the spectrum exists in isolation. There can be useful efforts undertaken in any of the knowledge domains.

(information drifts): the wavy arrows in the Model represent the flow of information and understanding.

Fictionality: human observer bias. Collectively, constitutes the aggregate human knowledge repository of all interpretations of Reality (all POVs). Ethnosphere (collective consciousness, etc.).

Reality: the Real ecosystem of existence (Nature, Universe, Cosmos, etc.), independent of human fictionalizations. A pure continuum.

The unknown unknowns, and the unknown knowns constitute a continuum (analog). They are progressively digitized in order to converge into known knowns. Often done collectively through argumentation.

The quest to construct an accurate interpretation of Reality requires an expenditure of Energy (human).

Realization | Fictionalization → basis of Is | Ought argument.

Empiricism, is the antithesis of relativism. Its value is derived from the two primary outcomes it produces: Universality and Repeatability (Predictability).

Risk: the magnitude and direction (vector) of misalignment between a fiction and its reality. The direction is either positive or negative (net consequences). The magnitude is the extent to which a fiction and its reality are misaligned [CAR(S)]. Risk (predicted) can only exist in the future. Risk (actual) is always unknown until a fiction and its reality has transitioned into the past (revealed). Risk can't exist in the past, reality has already been crystallized.

Mutuality

Reality & POV

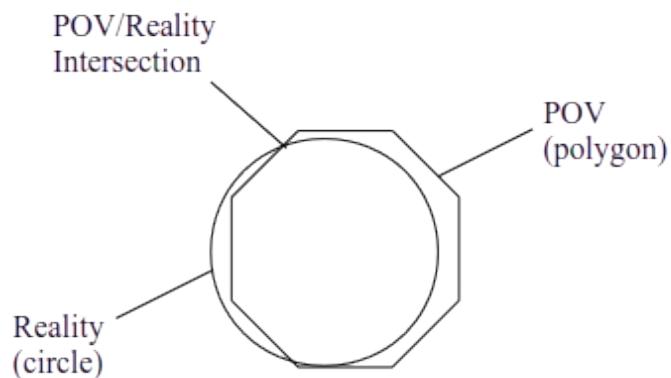
Summary

Reality is the nature of existence in the absence of human consciousness. A POV is a human interpretation of Reality. When Reality and POV are aligned it enables us to successfully function within the natural complexity and unpredictability of the Universe.

Model

Component A

Reality | POV Analogy



Component B

Cognitive Pointer Dynamics (digital)
1. Division (reduction)
2. Compression (efficiency)
3. Negation (binary inversion)
4. Comparison (ordering)
5. Iteration (self-reference)
6. Exclusion (filtering)
7. Persistence (memory)
8. Addition (synthesis)

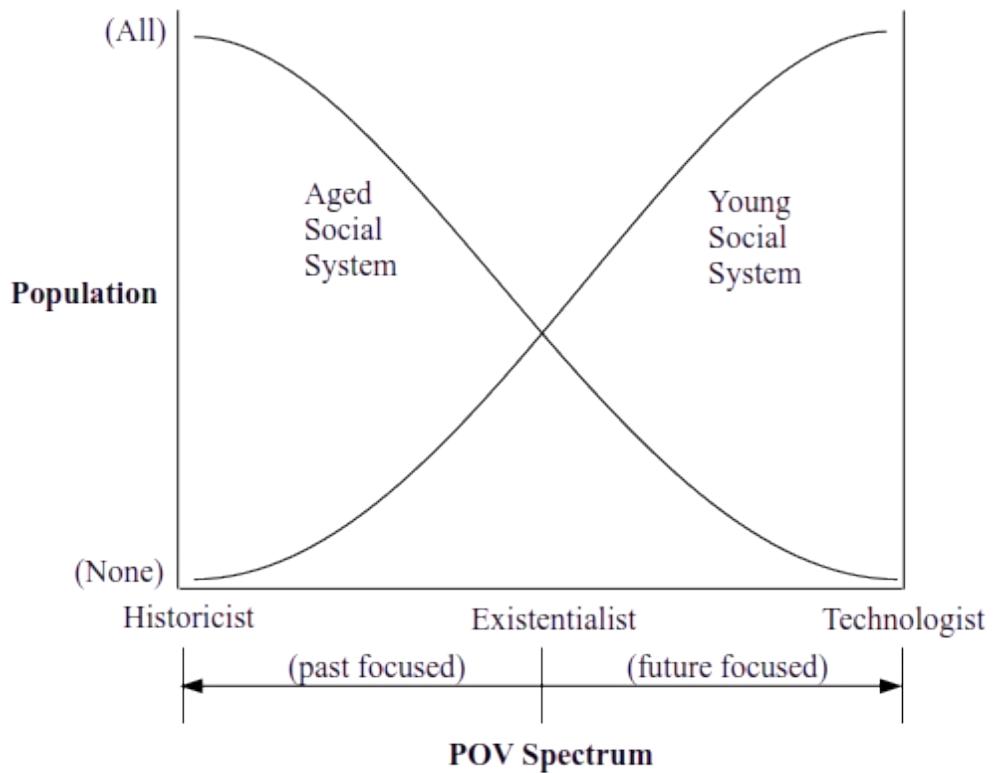
Mutuality

Component C

Contradictions and Reality	
Thesis “off tangent”	Utility (partial)
Both	Yes
One	No
Neither	No

Component D

Aggregate POV Distribution



Mutuality

Component E

Historicist POV	Existentialist POV	Technologist POV
Discounts the future Premiums the past	Discounts the past/future Premiums the present	Discounts the past Premiums the future
Decisions: Flat Trajectory	Decisions: Inverted Trajectory	Decisions: Strategic Trajectory
Avoids Change	Accepts Change	Introduces Change
Past is prologue	Past is not Present	Past is not prologue
Descriptive thinking	Subscriptive thinking	Prescriptive thinking
Low Risk Low Returns/Losses	Unpredicted Risk Unpredicted Returns/Losses	High Risk High Returns/Losses

Legend

Circle: represents the Reality continuum (analog).

Polygon: represents a Point of View (human attempt at discrete interpretation of Reality) [digitized].

Pointers: discrete translations (interpretations) of external stimuli (or other pointers), not replicas (duplicates) of Reality.

POV: Point of View. The set of all Pointers for an individual mind. The full interpretation set of analogies for Reality.

Interpretation: is like fitting a polygon (POV) to a circle (Reality), utilizing the evidence arising from Tangents. The more diverse the Tangents considered, the greater the accuracy possible.

Fiction (fictionalization): human interpretation of Reality utilizing discrete reasoning (pointer calculus)). Constitutes the foundation for an individual's POV.

Reality: the true continuum of Existence (Nature, God, Tao, Universe, Cosmos, etc.).

Pointers: internal mental references (labels, tags, associations, etc.) to Real stimuli (or other Pointers). Provide analogies for consciousness at a very granular level of abstraction, upon which higher level abstractions can be synthesized.

Stimuli: external inputs used as evidence of Reality. The conscious mind is incapable of a complete and accurate recording of even 1 second of continuous Reality due to the relatively infinite evidence a continuum presents (for digital interpretation).

Beliefs can be contradictory and still provide utility. This depends upon whether or not the contradictions occur at a Reality tangent. Contradictions that are “off tangent” may still have some

Mutuality

utility in practice.

Once a population converges to absolute/total agreement, Reality will eventually migrate away from that undisputed interpretation. New disagreements must be pursued to maintain harmony (synchronization) with Reality. Static agreement → increasing disconnect from Reality.

We are like digital beings, living in an analog Universe.

Alienation → Existentialism

Social Inertia (Trajectory): primary determinant is magnitude of the Existentialist population (percentage).

POV (consciousness) is universally bounded by recursion clipping, and circular references (energy conservation). Reductio ad absurdum is a deconstruction source of evidence for this dynamic.

Harmless Fantasy: a Fiction in which the “is not” Realization axiom is remembered (retained, kept in mind, etc.).

The threads of our individual interpretations are all interwoven into the fabric of our collective consciousness.

We can't actually handle the ultimate Truth (Reality), even though we continuously pursue it.

We are all unique reality translators (universal attribute). Reality is always perfect, and our interpretations aren't.

Anchoring: a self-inflicted cognitive bias (focalism, etc.). [a prison of self-deception]

A legitimate personal POV (worldview) is often not entirely achievable intentionally (due to existential indoctrination), but it can often be more easily realized through “letting go” (emancipation, liberation, meditation, weighing anchor, etc.).

Mutuality

Reciprocity

Summary

One of the critical elements of Fairness. An essential dynamic for Peer to Peer (P2P) relationships. Creates the basis for relationship symmetry. Historically a global, well known theory of action.

Model

Component A

The Ethic 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 (temporal)	
[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.

Legend

[Positive Form]: ethic stated as a requirement.

[Negative Form]: ethic stated as a prohibition.

Reciprocity (temporal) violation: an intergenerational violation of the Stewardship ethic.

Intergenerational Harm Dynamic

Impulse Motivations → Discounting future generations → Reciprocity (temporal) violation

Mutuality

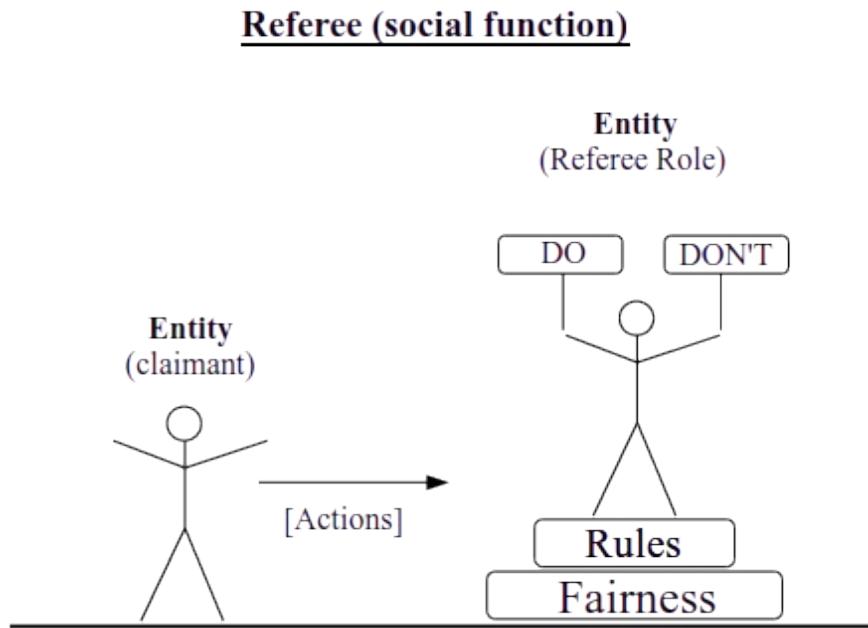
Referee

Summary

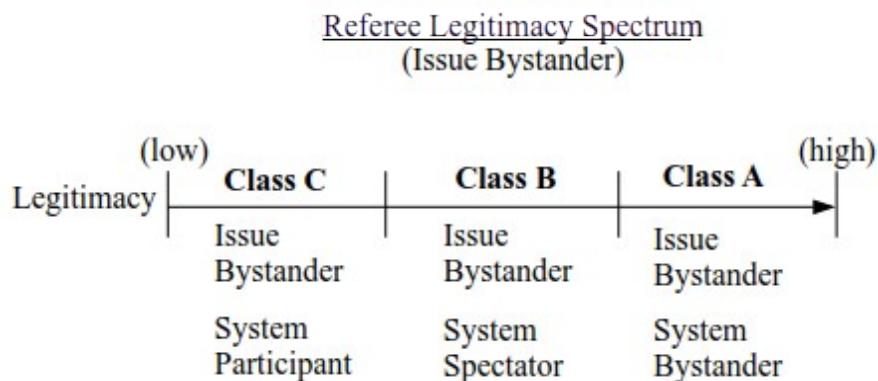
The Referee function is a critical Game (system) element. The absence of a predetermined, available, legitimate Referee for resolving conflicts generally causes an immediate deadlock condition, and eventually Warfare.

Model

Component A



Component B



Mutuality

Component C

The Burden of the Burden of Proof			
Power Relationship	Entity A Attribute	Entity B Attribute	Burdened Entity
Asymmetric (S2I)	Superior Power	Inferior Power	Superior Power
Asymmetric (S2I)	Fictitious Entity	Real Human	Fictitious Entity
Symmetric (P2P)	Fictitious/Real	Fictitious/Real	Plaintiff

Component D

Self-Referee Ethic (Issue participant/spectator legitimacy criteria)

- | |
|---|
| 1. Must be no “Issue Bystander” referee available. |
| 2. All participants/spectators must be Peers. |
| 3. Universal preconditions for Consent must be fulfilled. |
| 4. Each participant/spectator must self-exclude from option (choice) set. |
| 5. All options (choices) are prioritized by each participant/spectator. |
| 6. Must utilize anonymous ballot to aggregate collective choices. |
| 7. Deadlocks must be broken through existential fairness (random). |

Legend

Referee: is a decision (control) function that can be implemented socially or existentially.

Referee (social): competent entity (arbitrator, judge, mediator, etc.) that specializes in upholding the Rules (legitimate) of a Game (system).

Rules (legitimate): Rules that uphold the Mutualist Ethic (just).

Rules (illegitimate): Rules that don't uphold the Mutualist Ethic (unjust).

Referee (existential): random selection without prejudice (bias), that includes all potential options (choices). [Coin flip, cutting cards, chance, sortition, drawing lots, etc.]

DON'T: a prohibition (with respect to Freedom of action).

DO: a requirement (with respect to Freedom of action).

Referee: provides adversaries a means to petition for Compensation (fair) due to Dissent.

Mutuality

Referee Legitimacy Spectrum refers only to the social form, not existential, which is always fair.

The Burden of the Burden of Proof (meta-Burden of Proof). The ethic for determining whether a “Burden of Proof” Rule is legitimate or illegitimate.

The Burden of the Burden = The meta-Burden.

The legitimate Burden of Proof is based upon Equivalence. The more Powerful (Autonomous) are always Equivalently more Accountable. Therefore, they are more Accountable for evidence (Proof).

A voting system that fails to reach Condorcet equilibrium must resort to sortition to resolve the paradox and maintain legitimacy.

The greater the power disparity, the greater the Burden of Proof/Presumption of Innocence. (for both production and persuasion burden).

Referee function (1 domain, 2 forms)

Ecosystemic (domain)

1. Existential
2. Role (social)

Religion

Summary

Individual human spirituality can manifest into social systems, classified as Religion. The defining attribute of an authentic Religion that distinguishes it from other social systems is the Inspirations (spiritual), which are universally legitimate. They are narratives or activities (experiences) that may help individuals to satisfy their spirituality. The legitimacy of Religion Rules are determined by the same tests of legitimacy for all social systems.

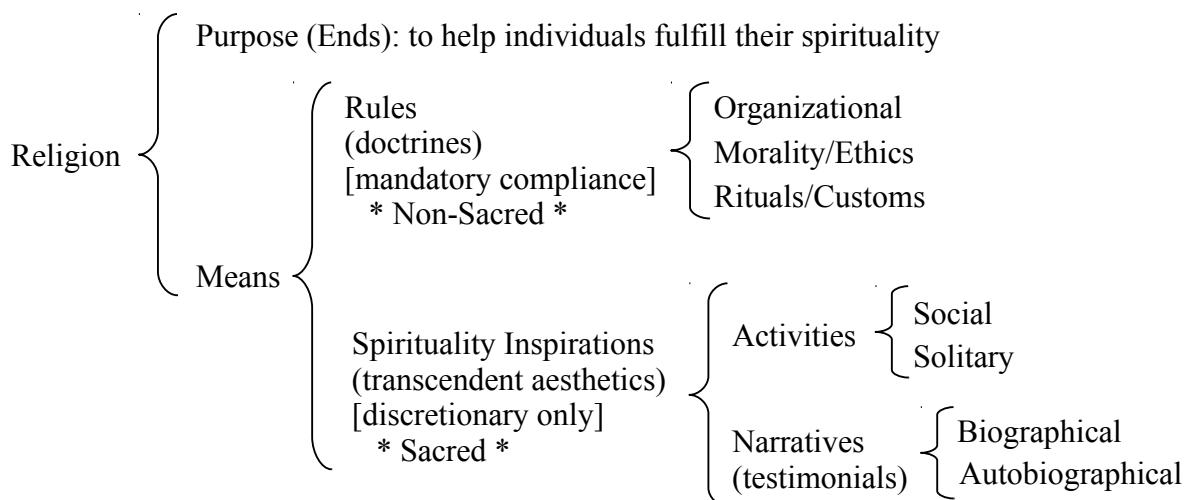
Model

Component A

Belief System Legitimacy		
Legitimate Form	Legitimacy Defect	Illegitimate Form
Belief System	Systemically Self-Righteous	Cult
Practitioner (Adherent)	Individually Self-Righteous	Fundamentalist

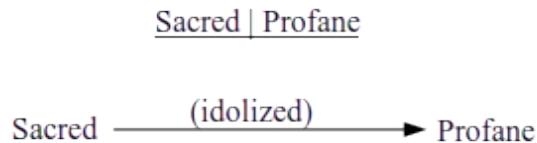
Component B

Systemic Definition of Religion



Mutuality

Component C



Component D

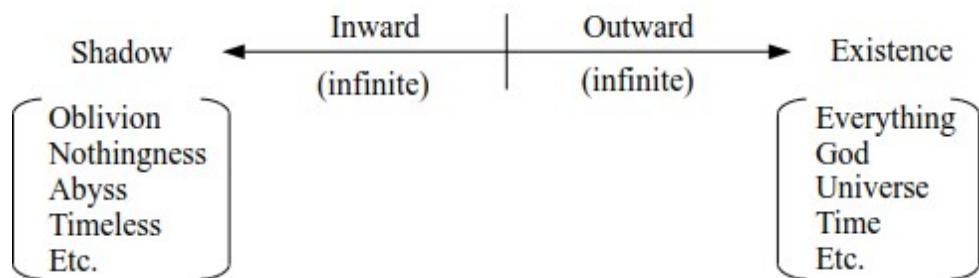
Idolatry & Cults

[Self-Righteousness: Compulsion/Obsession (Temptations/Threats)]

Domain	Spiritual	Physical	Mental
System	Religious	Resources	Knowledge
Forms	Abrahamic (Christian, Muslim, etc.)	Materialism (Possessions, Hedonism, etc.)	Intellectualism (IQ, Empiricism, etc.)
	Asian (Buddhist, Hindu, etc.)	Corporatism (Personhood, Statehood, etc.)	Emotionalism (EQ, Intuition, etc.)
	Animist (Shamanism, Naturism, etc.)	Capitalism (Profit, Rents, Interest, etc.)	Institutionalism (Credentials, Fame, etc.)

Component E

Meta-Element Recursion (ultimate clipping)



Mutuality

Legend

Religion: a social system (corporation) that includes Inspirations (Spiritual) as its unique attribute.

Inspirations are the antithesis of Rules. Rules are prohibitions or requirements, Inspirations are options (choices) legitimized exclusively by personal response (effect).

Spirituality can't be acquired from elsewhere (exogenous source), it can only be "released" from within (by a successful Inspiration).

Spellbreakers (for Intellectual/Emotional Viruses) can be helpful as Inspirations (Spiritual).

Spiritual fulfillment (evidence):

1. Tranquility (internal peace/happiness)
2. Existential Love (generally manifesting as a universal Empathy)

Empathy: a universal metric for spiritual development (breadth and depth). [ultimate self-actualization (humanness, well-being, fulfillment, spirituality, etc.)]. Loving (Existential).

Universal success metric for Religions: proportion of practitioners spiritually fulfilled (Empathy).

Successful Inspirations of spirituality generally invoke a sense of Oneness (existential).

Spirituality: an attribute of the Human Trinity that's not optional, not alienable, not a hobby (pastime), and not a system [by definition].

Sacred/Divine: Widely Inspirational. Intuitive truth. Common Spirituality. Invokes the Oneness Rapture.

Religion is a means, not an ends. The ends (purpose) is to help individuals fulfill their spirituality. A legitimate action narrative must promote no harm (net). Any narrative that promotes harm to bystanders/spectators is illegitimate.

Those who fail to fulfill their Spirituality almost always resort to Materialism.

Self-Righteous: asserting the claim (belief) that no other belief can be true (Monopoly of Truth).

Cult

- ▀ Any social system containing a self-righteous ideology (Belief System).
- ▀ A Religion + self-righteous doctrine (monopoly of truth), whether implicit or explicit.
- ▀ Social system wherein participation is based upon Idolatry.
- ▀ An illegitimate form of Religion.
- ▀ Any Religion whose narrative includes a claim (implicit or explicit) that it is the one and only true religion possible.

Mutuality

Pseudo-Religion: a social system that claims to be a Religion, but is devoid of Spiritual Inspirations (composed of Rules/Doctrines only). Such systems are commonly imprinted during childhood to perpetuate the system. There is often an attempt to disguise Rules (prohibitions/requirements) as authentic Inspirations. Commonly includes “Spiritual Intermediation” as an intrinsic element (charismatic idols/leaders).

Religion Rules: are only legitimate if they comply with the Mutualist Ethic, like all other social systems.

Spirituality Inspirations (transcendent aesthetics): are always legitimate, by default.

God → Intermediary → Me [illegitimate intermediary relationship]

An intermediary reduces the maximum relationship with God to a “trust” (2nd derivative) relationship, and can't achieve an “affinity” relationship. Authentic affinity demands direct existential sharing (Love).

Common Intermediary Roles: priest, pastor, rabbi, abbot, etc.

Social Bonding due to threats, temptation, or apathy, in order to form a Religion, is illegitimate [like all such social bonding dynamics].

Fundamentalist: an illegitimate practitioner of a Religion. A person who believes and acts as if they are the one and only true practitioner of a given Religion.

Reincarnation (collective): individual/social, ideas/knowledge are reborn into new generations (basis = empathy).

Materialism: an obsession with wealth, comfort, or entertainment especially to the exclusion of mental or spiritual development (opportunity cost).

Materialism spellbreaker: replace “my”, “mine”, “ours” → with “the” in everyday speech.

Humor: a loving shock (spellbreaker) of self-absurdity [self-righteousness antidote].

A “Theocracy” is not a Religious System, it's a Political System disguised as a Religious System.

Resource Dynamics

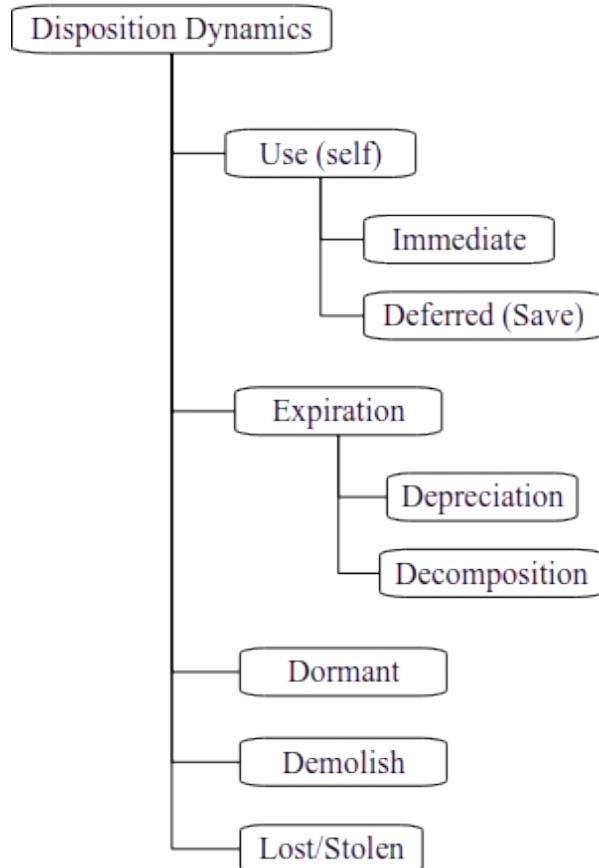
Summary

Resources are a source of Power (social). The Use of Resources is fundamental to human activities. The dynamics of Resource disposition constitutes the definitive set of changes to a Resource that can occur within a Resource System.

Model

Component A

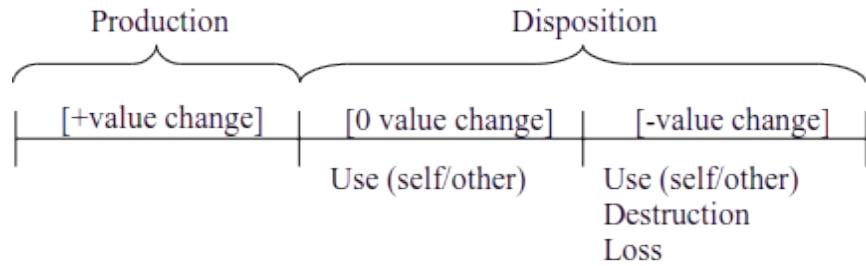
Resource Value Disposition



Mutuality

Component B

Resource Transformations

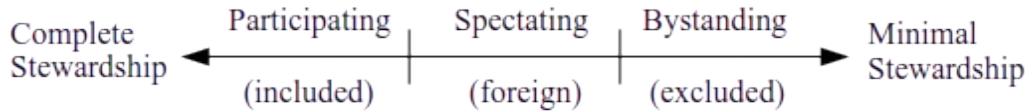


Component C

		Use Class (by net impact)	
		Destructive (subtractive)	
		Yes	No
Obstructive (exclusive)	Yes	A => (-,-) consumption	B => (-,0) consumption
	No	C => (0,-) consumption	D => (0,0) production

Component D

Resource/System Classes (continuum)

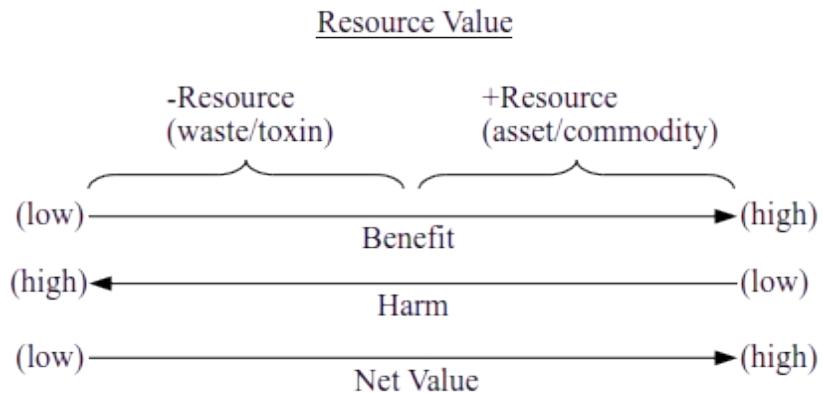


Mutuality

Component E

Inter-System Role/Resource (Entity/Asset) Relationships		
	Resident in Arena A	Resident in Arena B
Arena A Participant Role/Resource	Arena A POV= participating	Arena A POV= away
	Arena B POV = bystanding	Arena B POV= spectating
Arena B Participant Role/Resource	Arena A POV= spectating	Arena A POV= bystanding
	Arena B POV= away	Arena B POV= participating

Component F



Legend

Disposition Authority/Accountability: socially legitimate control (Power) over Resource dynamics.
[Title].

Use [value → endogenous] (immediate self-satisfaction)

When subtractive Use exceeds available Supply, a Resource System inverts into a Zero Sum Game.

Saving [value → endogenous] (future self-satisfaction)

Warfare [value → exogenous only] (competition, coercion, gambling, accumulation, sequester, occupation, obstruction, possession, destruction, graft, bribery, influence, hoarding, enclosure, propaganda, etc.). Money returns to Money (interest, rent, dividends, asset appreciation, etc.).

Expiration [value → none] (depreciation, obsolescence, diminution, decomposition, demolition, etc.)

Mutuality

Lost/Stolen [value → unknown] (unknown disposition).

Sharing: compliance with the Sharing Ethic.

Possession: occupation (custody, enclosure, obstruction, exclusivity, etc.) of a Resource [2 forms]. A means for establishing disposition authority/accountability.

Actual (physical): occupation by, or not by, social consent.

Social: occupation by social consent.

Ownership: possession by sovereignty.

Custody: possession by stewardship.

Authority: Contextual level of control and accountability for Resource Dynamics.

Use value = endogenous value.

Exchange value = exogenous value.

Use: appealing self-satisfaction by accessing the value of a Resource (thing).

Need: a necessity (not luxury). A universal (common) Want.

Necessities (non-discretionary): the proper Resource subsystem for such Resources is a Commons.

Luxuries (discretionary): the proper Resource subsystem for such Resources is an Economy.

Use externalities:

Destruction

Obstruction

Duty Cycle

Destructive (subtractive): use depletes the valued attributes of a Resource (permanent or renewable).

Obstruct: hinder (impede, prevent, etc.) Use by others (restrict other's Freedom).

Quantitative: start/duration

Qualitative: duty cycle (customary) [active/idle pattern]

Destroy: subtraction (negative transformation, depletion, etc.) of valued attributes (can be permanent or renewable).

Quantitative: value of magnitude decrease

Qualitative: renewable/permanent transformation

Use Class A Resources require rationing Rules (proportional limits).

Use Class B Resources require quota Rules.

Use Class C Resources require queuing Rules.

Use Class D Resources are not applicable to normal Resource system dynamics (scarcity is impossible). This class includes entirely fictitious Resources. Illegitimate to socially limit Use within any Resource System (or subsystem)

Use Classes A, B, and C constitute “Consumption” (preventing access by others).

Duty Cycle: idle = slack, busy = working (running, operating, etc.).

Deferral: delay (of Use) [inactive].

Mutuality

Production: Use → value increase (net).

Consumption: Use → value decrease (net) or neutral (net).

Possession: physical control over Resource dynamics.

Pyramiding: any appreciation/depreciation of value during the interim of possession whose origin is systemic (luck, time, betting, etc.).

Interim: the time between a turnaround start and end.

Turnaround: reverse of a previous transfer (Money/Money, Money/Title, Title/Title).

Any competition with Resources as the prize (gambling, speculating, market) is entirely irrational if those resources are “necessities”. Competition with luxuries may be legitimate, so long as there is no harm (net), including opportunity cost.

There are both Sovereign and Stewardship modes of disposition for all Resource dynamics (Production, Consumption, Intermediation, Transfer, etc.).

Sustainable (renewable): Aggregate Production \geq Aggregate Use (destructive).

Fencing: secondary theft (exchanging stolen Resources). No matter how many times a stolen Resource (or its Reference) is Redistributed, none of the transfers is legitimate, and therefore demands Compensation (with Recasting).

Resource depletion (destructive Use) justifies Reciprocity (temporal), with respect to such Resources.

The rate of “diminishing returns” to Resource “substitutes” is exponential.

Redistribution (illegitimate transfer): a non-consensual, asymmetrical, zero sum transfer of a Resource (or Reference) from/to any Entity, which violates the Mutualist Ethic.

Production, Exchange, and Consumption are absent from a Redistribution. It's often utilized as a means for “reaping without sowing” (getting something for nothing). Common examples are casino gaming and financial gambling. In such systems, no new value is created, only asymmetric transfers of Resources (or References) that have been Produced elsewhere (by other Entities).

Any form of “returns to money” (interest, rent, asset appreciation, etc.), constitutes a Redistribution. This is often viewed as “letting your money work for you”, which is a systemic fraud. Money is a Commons “flow medium”, not an individual Resource. Any changes in value that occur are of an entirely systemic origin.

The Redistribution dynamic is distinct from other Resource dynamics. Resource System rules should clearly reflect this distinction. Unless Resources (or References) are transferred for the purpose of increasing equality or totality, they are illegitimate transactions.

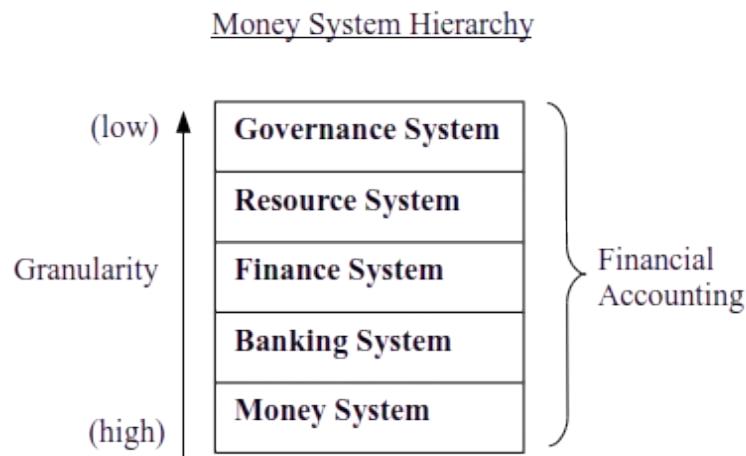
Resource Reference Systems

Summary

Efficient Resource management is generally achieved through the use of reference systems (dyad records). Money/Banking and Title are the 2 primary subsystems. A Money/Banking System is dependent upon a Title System. Money/Banking Systems can easily become overly complex.

Model

Component A

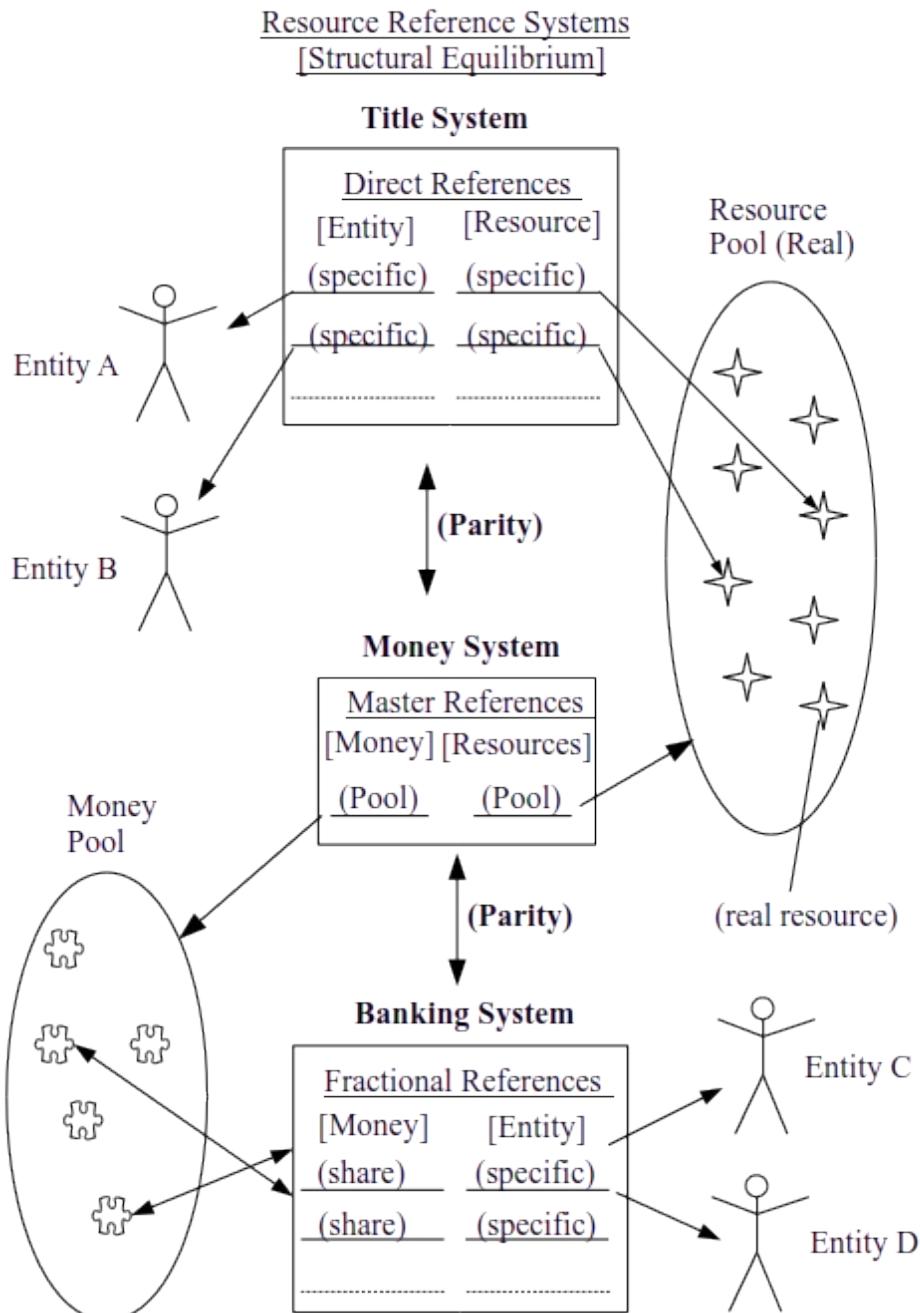


Component B

Title Elements
Context (domain)
System Controller (sovereign, steward)
Reference Dyad (element element)
Disposition limits
Terms & Conditions

Mutuality

Component C

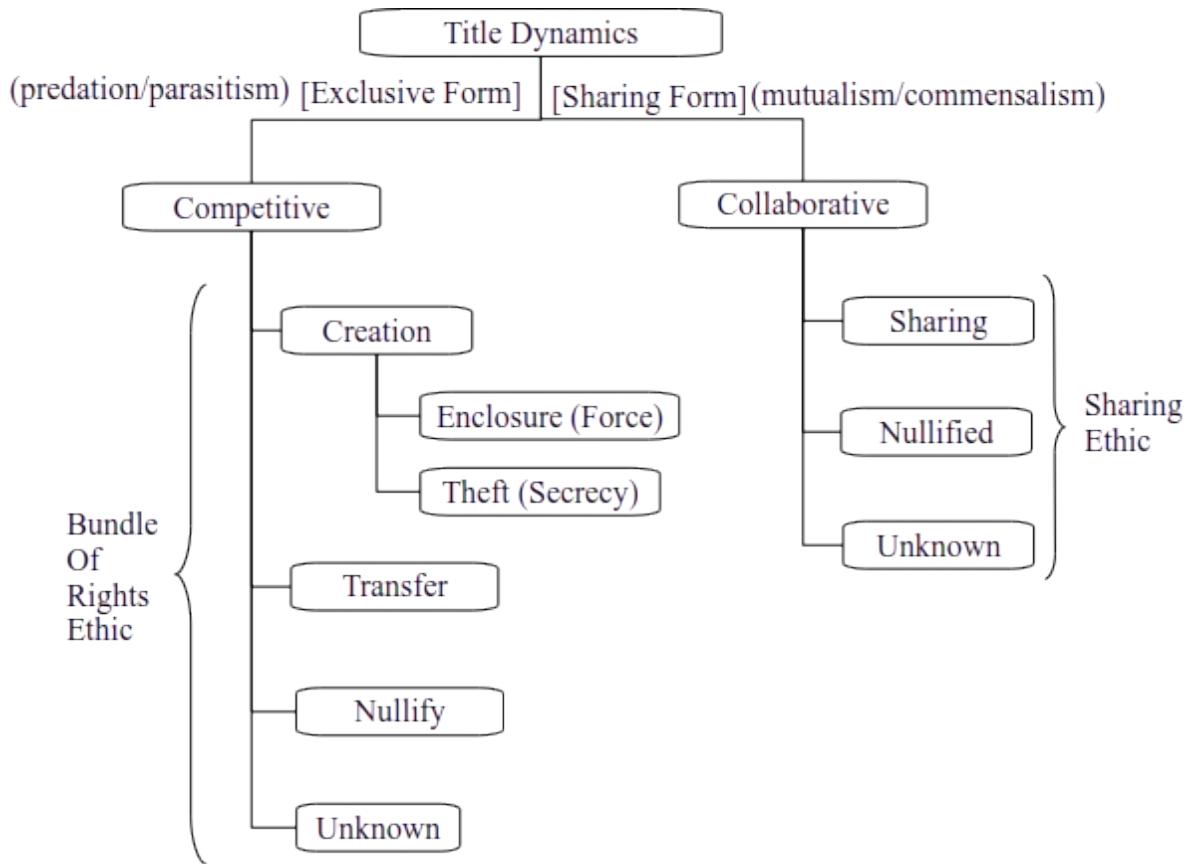


Mutuality

Component D

Title (Resource Disposition Authority Accountability)		
Form	Basis	Legitimacy
Exclusive	Possession by claim of sovereignty [Ownership]	Illegitimate
Sharing	Possession by claim of stewardship [Custody]	Legitimate

Component E



Mutuality

Component F

Money/Title Reference Dynamics (Transactions)	
Transaction	Basis
Add	New reference entered into a System
Transfer	Change of Dyad element (in an existing reference)
Delete	Existing reference removed from a System

Component G

Money/Title Transfer Classes				
		Symmetrical		
		Yes	No	
Consent (both)	Yes	Exchange	Gifting/Gambling	
	No	Fate/Accident	Theft	

Legend

Structural Equilibrium: represents the state of Resources at a specific moment in time. Similar to a Balance Sheet report.

Money/Banking/Title Reference Dynamics: the dual entry (balanced) transactional changes that can take place over a period of time, maintaining systemic Parity. Similar to a Revenue/Expense (profit/loss, income statement, etc.) report. Aggregate dynamics are periodically reconciled into a historically continuous Structural Equilibrium (Balance Sheet).

In a Resource Reference System

Subject → Object reference is legitimate.

Subject → Subject reference is illegitimate.

Object → Object reference is illegitimate.

Money System: a closed, common system of standardized value (object) units. Utilized for universal rationing (distribution) of Resources.

Money: the flow medium in a Money System (standard value units). Fractional units of the Money Pool.

Master References: the cross references for the common pool of money, or the common pool of

Mutuality

Resources.

Direct Money System to Money System transfers are illegitimate (distorts both systems). One solution is to sequester domestic money units and issue external references to it for external transactions. Only the Money System Steward can legitimately issue foreign receipts. Individual export of money is illegitimate and distorts the system.

Any qualified Entity can participate in any Resource Reference System.

Money can never be “owned” by individuals because it's the flow medium in a Commons system. Any additions or subtractions of Money from the Money Pool by anyone other than the Money System Steward would distort the system.

The buying or selling of Money by individuals is entirely illegitimate. This includes things such as interest, dividends, etc. The Origin of Value for Money is 100% systemic, therefore no individual can claim merit for the change.

Private Money Ownership → Artificial (fictitious) Scarcity.

The equilibrium quantity of the common Money Pool must be carefully managed by the Steward to maintain historical parity between money units and Real Resource Value.

Financial Accounting (object value accounting): is utilized to codify and determine the Resource Ethics of a social system. Because it's so ubiquitous it can easily degenerate into a cult.

Financial Accounting fraud provides one of the easiest means for Cheating within or between Money Systems.

Money units can only legitimately be harmonized between different Money Systems by the Stewards of the respective systems. The Stewards are obligated to retain inter-system value parity (continuous) of their respective Money units to maintain a fair Resource relationship.

The Steward of a Title System can be an LOC or an LOI role because it is primarily an Information function. The Steward of a Money System must be an LOC role due to the control requirements for maintaining consistent harmonization of the Master References.

As the Model reveals, Title Systems are generally less complex than Money Systems.

A Money System is worthless without a Resource Pool (Real). It must refer to a Resource Pool to fulfill its function.

Money Systems can be related to each other by the Stewards of both systems collaborating to fix the conversion rate at parity, and maintaining that parity over the long term. Only title to money units can actually be exchanged, not the unique money units in each system.

Mutuality

Money: a symbolic token (usually numerical) representing a socially standardized unit of Resource (object) value. Function: a countable flow medium (unit value) for a Money System.

Money has no utility without a Money System. A Money System has no utility without a Resource Pool (Real).

Price (absolute): an aggregate average standardized exogenous value, expressed in money units. It can't exist without a Money System.

A Money System and a Resource Pool must have an exclusive, 1 to 1 relationship. Only 1 Money System can refer to (point to) a specific Resource Pool.

Title: a symbolic token referencing a specific Resource and a specific entity (entity(s) with disposition authority).

Money can never be "owned" by individuals (lack disposition authority), it can only be "used".

Title: reference to a specific Resource (proof of authority, claim, receipt, etc.).

Resource Reference System evolution: Sharing (network) → Title system → Money System

Price: approximate average aggregate exogenous value in standard units. Exogenous value denominated in money, based upon sufficient transaction evidence (transparency, price discovery, etc.).

Resource Reference System attributes:

1. Identity of Resource(s) [objects]
2. Identity of Entity(s) [subjects]
3. Cross reference (of 1 and 2)

Childhood indoctrination to a Money System can inadvertently train children to believe that Money (Power) has value, but they themselves don't.

Money system must be maintained at parity with real value to function effectively.

Value changes: are perceiver (observer) determined..

Money changes: are Steward determined.

Price (absolute): a single, statistical, aggregate, average, systemic value, in money units.

Price (relative): circumstantial value (proportionality with respect to individual wealth, scaling effects, etc.), in money units.

Financial Accounting is generally constructed as a fallacy of incompleteness (lacks exogenous completeness).

Price is (relative) unless quantity pricing is mitigated.

Prospective Money: references (shares) added without equivalent new Resources being immediately

Mutuality

added to the Pool [credit]. Prospective Money (credit) dilutes the value of outstanding Money (shares).

Liquidation: prospective money is deleted, with 3 possible consequences to Resource Pool

1. increase in Resource value
2. decrease in Resource value
3. no change in Resource value

Money references transferred to a producer should equal the new Resource value produced.

Consumers terminate the new Resource value through destructive use (Consumption). This impacts the Money Pool/Resource Pool equilibrium.

No greater set of disposition dynamics (bundle of rights) can be incurred by a new Title holder (Subject) than that held by the previous Title holder (in a transfer).

Initial (First Come First Served) claims of Title by Sovereignty constitute illegitimate enclosures of the Commons (or Terra Nullius). One thief transferring an illegitimate Title to another renders the receiver an accessory to the original theft (until the chain of transfers is nullified and recast).

Giving without Receiving → Poverty (dispossession)

Receiving without Giving → Wealth (accumulation)

Giving without Receiving can break the virtuous cycle of asynchronous exchange (systemically symmetrical transfers), unless there is also equal receiving without giving (and vice versa).

Receiving without giving not only dilutes equality, it has no positive effect on totality (and vice versa for giving without taking).

Gift (giving): transfer of something that's of greater value to another than it is of value to self.

Gift (receiving): transfer of something that's of lesser value to another than it is of value to self.

Financial Accounting is a Philosophy, not a Science, and all constituent theories are therefore subordinate to Ethical argumentation (consent/dissent). It's based entirely upon a Narcissistic POV, and is almost completely silent regarding externalities (systemic interdependence).

All finite (unsustainable outcome) games, are zero sum games.

The Commons is a zero sum game (excluding sustainables).

A Money System is a zero sum game (if aggregate total remains unchanged).

Use Class A, B, and C resources (unsustainable) constitute a zero sum game.

Resource Sharing

Summary

Sharing of scarce Resources is a critical dynamic for the success of any Resource System. Legitimate Resource Sharing requires well defined, empirical principles to maintain legitimacy. Resource Sharing is a common subsystem of Existential Sharing. The Custody (possession) Precedence Matrix provides a universal framework for guiding legitimate Resource Sharing (allocation, access, rationing, etc.).

Model

Component A

Resource Sharing Dynamics

		Custody Precedence Matrix		
		Origin/Source of the Resource		
		Self (produced)	Exchange (mutual)	Transfer (unilateral)
Use (self)	Current (duty cycle)	5	4	3
	Future (reserve)	4	3	2
	None (unknown)	3	2	1

Legend

The numbers represent the priorities for the “right of possession”. A higher number is superior to a lower number (5 = highest, 1 = lowest). Claim priority is determined by the twin conditions of both Origin and Use. Any equal claims can be legitimately resolved in the same way as other conflicts.

The burden of proof in a Sharing conflict is on the new claimant(s), not the current custodian.

The Ethic of Sharing can provide a continuous systemic optimization of both individual and collective Resource “Use” value (utility).

In the Real Ecosystem (Terra Nullius), there is one default condition:

Everyone possesses everything (+ form) = No one possesses anything (- form).

Mutuality

Only fictitious Resource Systems attempt to make the claim that some individual(s) can possess something that no one else can possess, or has ever possessed. It's impossible to cast Terra Nullius into any Resource System other than a Commons (subsystem), without committing an “original theft”.

Sharing can be effective only if there is a concrete, structured ethic, otherwise individual interpretations can interfere with Fair (Just) consequences.

Insurance = mutual threat Sharing.

Each of us is born into the world possessing nothing. Each generation shares the available Resources, and should then prepare them for use by the next generation before they leave.

The theory of “Ownership” (Sovereignty) is a hallucination (defense mechanism) perpetrated by the Ego in response to an unresolved, dysfunctional Death Paranoia. Ownership can only be implemented through coercion (universally illegitimate).

Possession = Custody (occupation/obstruction) for Use [temporary and proportional].

The theory of property Ownership is based upon the presumption of individual sovereignty, which directly violates the core principle of Equivalence (Fairness).

Possession without Use (exclusion), can be equivalent to genocide (under conditions of systemic scarcity).

If Accumulation (of Resources) > Use → Anti-utility (hoarding).

Resource Sharing benefits all participants in the Resource System, but exclusive (individual) Accumulation only benefits the Accumulator (hoarder).

Accumulation of Resources (or their References) = Wealth

Rationing: provisioning (queuing, dividing, etc.).

Generosity: the value virtue. Generosity depreciates itself. It's only legitimate to the point of equality | totality. Any further generosity constitutes martyrdom.

Patience: generosity with Life-Time.

Resource Sharing: the basis for a deadlock resolution is that the greater generosity has greater precedence.

Resource Sharing (legitimate) generally requires patience and courage (not Impulse).

Sharing System attributes:

Mutuality

1. Truth and transparency of notice and access to information (information sharing).
2. Proportionality of share (equal value).
3. Sharing Dynamics provides basis.
4. LOI provides trust proxy within complex systems.
5. Designated Referee (for potential disputes).
6. Universal stewardship (Custody only).

Free for All System (Open Access) attributes:

1. No LOI.
2. No orderly proportionality.
3. No common code of ethics.
4. No Referee.
5. No stewardship (sovereignty prevails).

Transfer (unilateral): includes gifted, discovered, won, taken, or theft as the origin/source of the Resource acquisition.

Mutuality

Resource Systems

Summary

Resources are valued objects (real or fictitious). A Resource System is a subsystem of a Society (master social system) for allocating valued objects under conditions of scarcity (real or fictitious). The Fear of Scarcity (FoS) can be far more socially destructive than actual scarcity. The Resource Systems Model provides a structured approach to legitimate Resource access and allocation systems. There are 4 primary subsystems within a Resource System.

Model

Component A

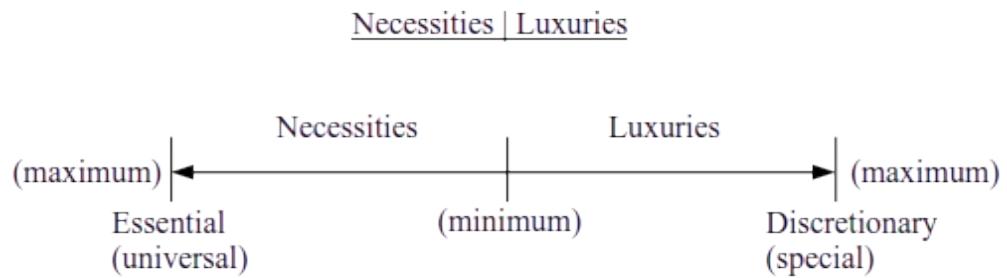
Resource Subsystems			
		Disposition Authority/Accountability (Title)	
Origin, Source, of Resource	Individual	Individual	Systemic (collective)
	Individual	Economic [one for one] (luxuries only)	Philanthropy (asymmetric) [one for all]
Systemic (collective)	Systemic (collective)	Welfare (asymmetric) [all for one]	Commons [all for all] (necessities only)

[Original Casting]

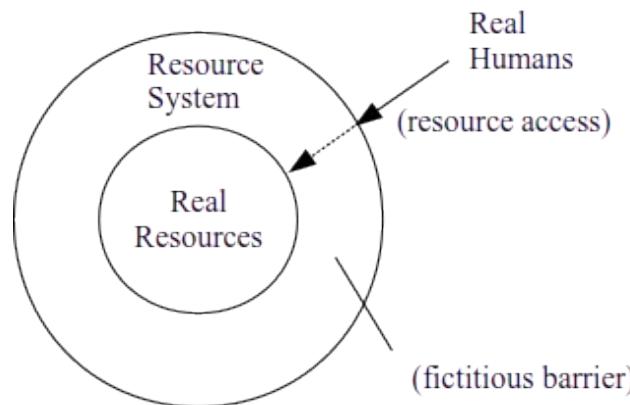
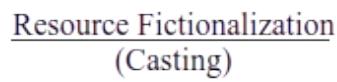


Mutuality

Component B



Component C



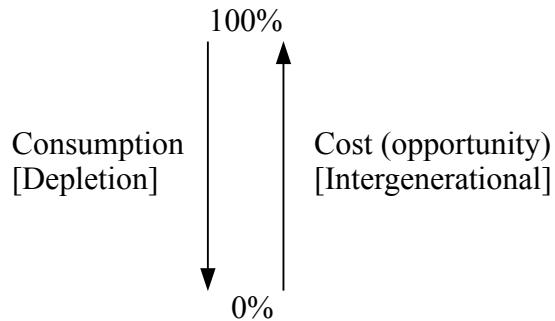
Component D

Basis for Disposition Dynamics	
Sovereignty	Stewardship
Exclusivity	Inclusivity
Ownership	Custody
Competition	Sharing (collaboration)
Adversarial	Communal

Mutuality

Component E

Non-Renewable Resource Dynamics (Use Class: A and C only)



Legend

Philanthropy: individual(s) generosity for collective good.

Welfare: collective generosity for individual(s) good.

Philanthropy and Welfare are both internally asymmetric, and therefore must be externally balanced (equilibration) with each other.

Systemic (collective): in the case of Resource Systems, this term refers to entire population of participating entities or the entire ecosystem.

Resource System: the social subsystem of resource allocation. Resource Systems have 4 subsystems available. Resources can be cast, or recast, into any of the 4 subsystems at any time.

Cast (Recast): fictionalization of a real (or fictitious) Resource into a specific Resource Subsystem [hypothecation, enclosure, title, etc.]. Can be executed at any time when appropriate (legitimate).

Resources: constitute the basis of social relationship with respect to valued objects.

Frontier Materialism → Sovereignty (basis)

Spaceship Materialism → Stewardship (basis)

Stewardship = disposition authority as “custody”.

Sovereignty = disposition authority as “ownership”.

Philanthropy (Donation, Restoration, Restitution, etc.).

Philanthropy (relative): proportion of giving relative to total possessions (contribution % of wealth).

Mutuality

Perceivers (observers): imbue “things” with value.

Producers: transform “things” (objects) into new “things” with new attributes, which can incur a different value from the original “things” [the Work function].

Change in perception → change in value.

Value is a relationship between a subject and a perceived “thing”, not an attribute of a “thing”.

Value: perceived capacity to satisfy wants.

Value Systems and Money Systems are distinct and independent. They can be harmonized (synchronized) through the efforts of a systemic Steward.

Origin of Value: a perceiver.

Origin of Resources (things): if the transformed Resources incur a net increase in value, then the origin is a producer.

Commons: Resources shared by all.

Sharing: proportional use (Mutuality).

Sovereignty is antithetical to a Commons.

An Economy is an incomplete basis for a Resource system on several counts, such as:

1. no ecological/systemic sustainability considered
2. no mitigation to ensure just (fair) distribution (provisioning, rationing)
3. no essential/discretionary distinction for Resources
4. no Use class distinctions
5. Market failures (intrinsic to the dynamics)

Recasting:

Legitimate: promotes Mutualist Ethic (increases equality | totality).

Illegitimate: violates Mutualist Ethic (decreases equality | totality).

Subsistence: self-regenerative consumption (subtractive use) [self-sufficient system].

Economy: market (competition and exchange).

Redistribution: asymmetric transfers.

Materialism: satisfaction of wants (driven mostly by Impulse) [Narcissistic].

Resource “substitution” is a non-sustainable mitigation because of diminishing returns (to break even).

Original Casting: a first order fictionalization of the Real Ecosystem into a Resource System. Terra Nullius is always initially cast as a Commons, which can then be Recast into other subsystems if appropriate (legitimate).

Mutuality

All Resource Systems (and subsystems) require distinct Rules and segregation of Resources/Dynamics to ensure legitimacy. All legitimate Recasting and Flows uphold the Mutualist Ethic.

Those who's unique personal attributes/features enable them to produce/create Commons Resources are systemically “unfit” for any Role in an Economic subsystem [Commons Roles only]. And the Economy is unfit for them.

A Commons can benefit significantly from the use of assurance contracts for Resource production.

Legitimate Resource Systems must not violate the Mutualist Ethic.

Collective Possession Dichotomy: [Everyone possesses everything | No one possesses anything]

Terra Nullius: No one possesses anything.

Commons: Everyone possesses everything.

This is why a Commons is the Original Recasting (first order fictionalization) of Terra Nullius. They are two sides of the same coin, which provides a simple narrative for realization.

Need: a universal want who's satisfaction produces no harm (net) in fulfilling the Human Trinity.

Luxury (discretionary): wants that aren't needs.

Donor: entity that transfers their surplus (excess) Resources to recipient(s).

Recipient: entity that benefits from Donors transfer of Resources.

Donation: Donors are individuals, recipients are collective (systemic).

Welfare: Donors are collective (systemic), recipients are individuals.

Recast: re-fictionalizing of Resources into a new Resource System (subsystem).

Resource System

Purpose (Ends): to ensure fair access to Resources.

Distribution: the allocation of Resources among participants in a Resource System.

Redistribution:

Legitimate → produces greater Equality/Totality

Illegitimate → produces lesser Equality/Totality.

Taxes = Commons compensation.

Scarcity: only applies to necessities. The term “luxury scarcity” is an oxymoron [scarcity → suffering].

Insurance: risk welfare (mutual, common, etc.).

A Commons without an LOI is unorganized (disorderly, chaotic, etc.). This creates a Free for All (Open Access, etc.) ecosystem (Terra Nullius) that can unintentionally promote harm (individual and collective).

Mutuality

Commons: ideally includes necessities only, sharing only

Economy: luxuries only, competition only

Philanthropy: Luxuries (individual) → Necessities (collective)

Welfare: Luxuries (collective) → Necessities (individual)

Assurance Contracts (provision point mechanisms): a useful means for provisioning scarce Resources in a Commons (formal or informal).

Ownership: Disposition Authority by Sovereignty (S2I relationship).

Custody: Disposition Authority by Stewardship (P2P relationship).

Terra Nullius: Open Access system (Free for All).

The ultimate metric of success for any Resource System is optimization of Equality | Totality.

Economy:

1. objects only
2. scarcity only
3. luxury only (no necessities)

Commons:

1. objects only
2. real scarcity only
3. needs only (no luxuries)

All Resource systems must carefully delineate needs and luxuries, current regime (frontier/container), and Use Class (for subsystem allocation purposes).

Free for All (Open Access): Free Market (free competition), Free Economy → gambler's ruin, gambler's fallacy, and gambler's conceit.

Resource Systems: contain only Real (tangible) objects.

Reference Systems: are entirely fictitious (hypothetical), and therefore self-referential. Infinite recursion can result from re-hypothecation (self-referencing), detaching the references from Reality.

Recasting a corporation from Economy to Commons is simple, convert it to nonprofit (or vice versa).

Ideal Resource subsystem for a Network is a Commons (sharing ethic).

If we can't admit that humans own nothing, we will become extinct like all our predecessors. We must admit that we are merely sharing existence with the Ecosystem during our temporary stay.

Government Contracting (Resources or Employment): is a Welfare subsystem. Collective disposition authority is transferred to individuals disposition authority.

Mutuality

Disposition Authority may be partial or complete (set of dynamics).

Resources = Power (social) = Wealth.

Borrowing (debt): without ability (intent, belief, etc.) to repay → Theft

Lending (credit on collateral): without certainty (belief, intent, etc.) of ability to be repaid → Theft
[Such lending is often termed “fraudulent conveyance”]

Mutuality

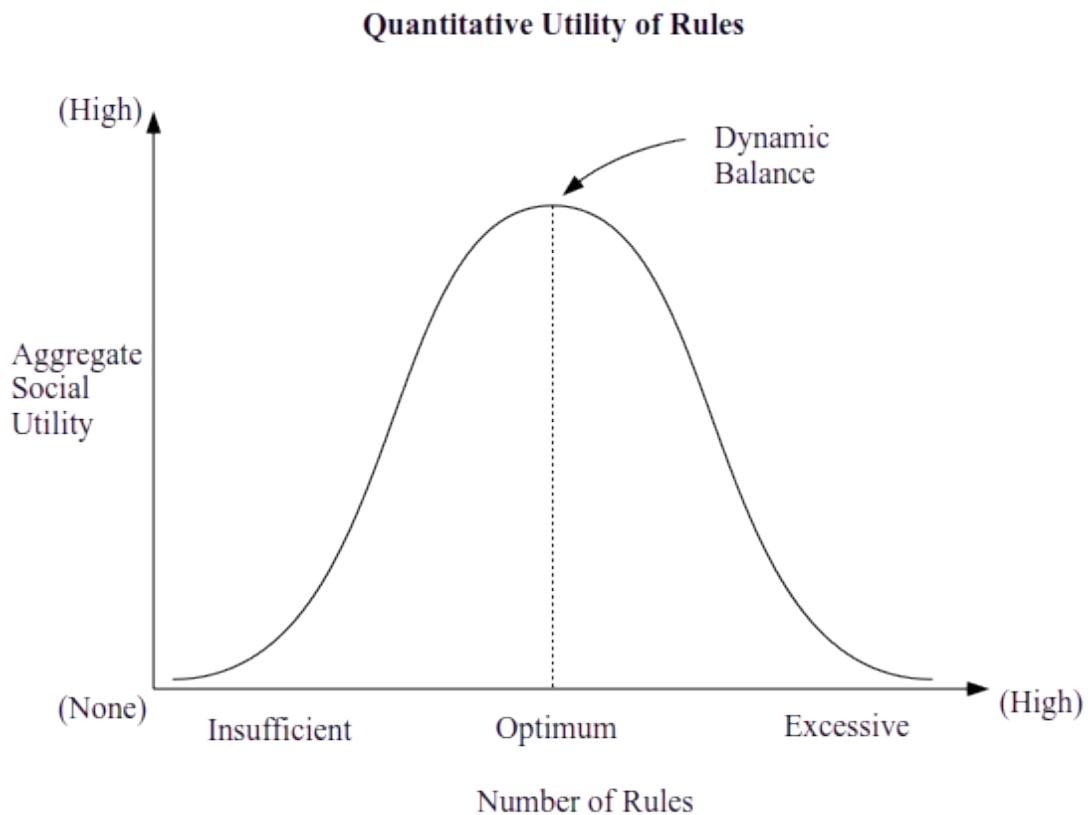
Rules (Laws)

Summary

Rules (Laws) are one of the 6 (+1) essential elements of a Game (System). They can be explicit or implicit. They provide guidance for legitimate Action by autonomous entities within an Arena.

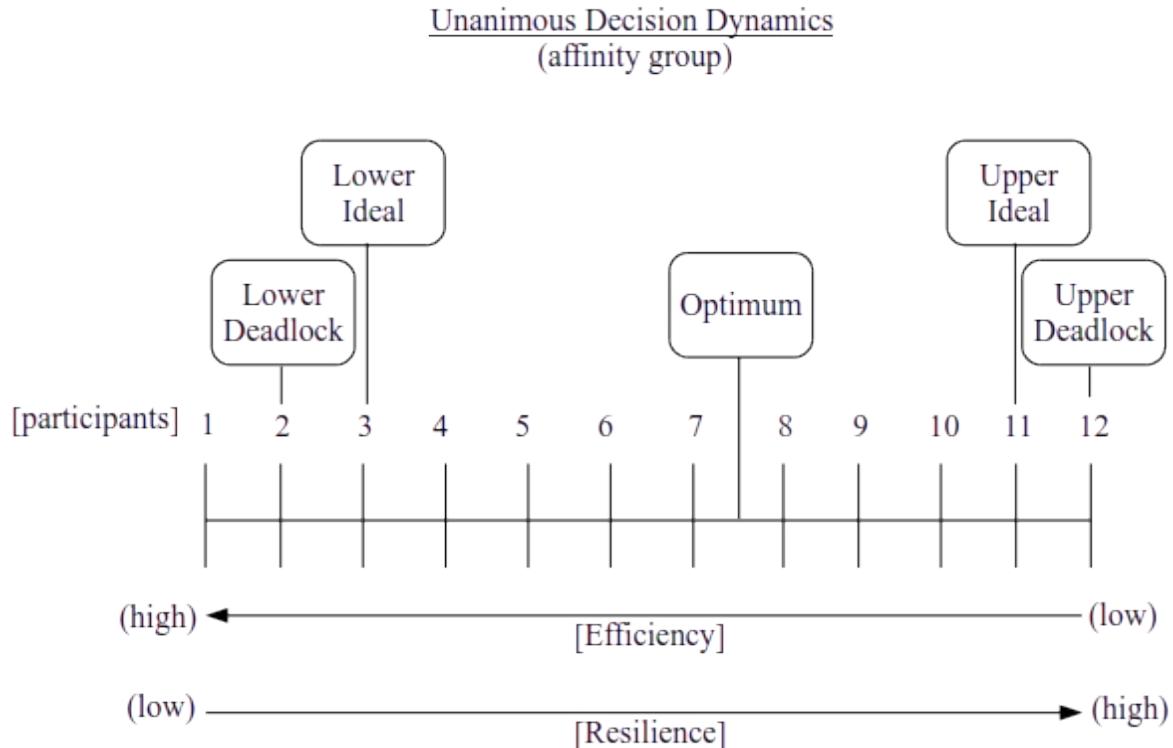
Model

Component A



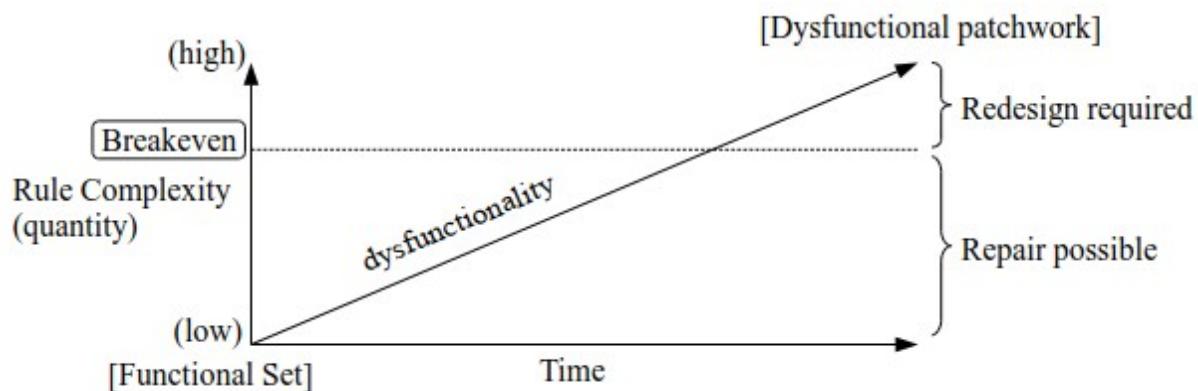
Mutuality

Component B



Component C

Complex Rule Set Dynamics



Legend

The Qualitative Utility of Rules: All legitimate Rules (laws) codify Fairness into a specific context.

Mutuality

Rules: detailed codification of a theory of action [excluded actions]. Rules constrain Freedom (of action) through the use of prohibitions and requirements. Prohibitions generally retain more freedom of action.

Justice demands that Reality trumps Fiction. All legitimate Rules are subordinate to Reality.

Rule Management depends upon legitimate fictionalizations to maintain integrity of the rule system.

Legitimate Rule Making (Fictionalization): systemic “as if” analogies (metaphors, etc.) of Reality that meet the 3 universal conditions necessary:

1. Universal consent by participants (to take Action “as if” real)
2. Utility (qualitatively and quantitatively practical in social function)
3. Positive intent of the Rule. No harm (net) intended.

Any use of coercion to uphold a fictionalization as though it “is” Reality, is universally illegitimate. [“as if” = fiction (delusion), “is” = hallucination (delusion)].

Rule Management: creation, maintenance, and decommissioning of Rules of a System.

Constant diligence is required to prevent an “as if” analogy from mutating into an “is” hallucination (I/EV).

After any systemic inversion, rules (laws) will generally be interpreted by Elites in a manner that perpetuates the old system (not upholding fairness).

Motive: motivation (strategy) [a critical step in the Chain of Consequences].

Opportunity: enabling systemic circumstances.

Capacity: skill (autonomy).

Traditional legal systems are generally weak at obsoleting (sunsetting) deprecated Laws (Rules).

Legitimate Rules in a complex system must have a clear beginning, a middle, and an end, to allow for the existential flow of changes arising from Reality.

The quality of Lawyer (attorney, legal consultant, etc.) that can be retained in an Economic based Legal System is determined by the hiring party's level of personal Power. One remedy for this is to ensure the burden of proof always rests with the more Powerful adversary. In a Commons based Legal System, legal representation (consultation) can ensure equal justice for all.

Whoever controls (chooses) the “questions” can control the Game (System) Rules.

Positive law serves the powerful.

Natural law serves everyone equally.

Rules (purpose) = to control (impact) consequences.

Mutuality

Social Compact

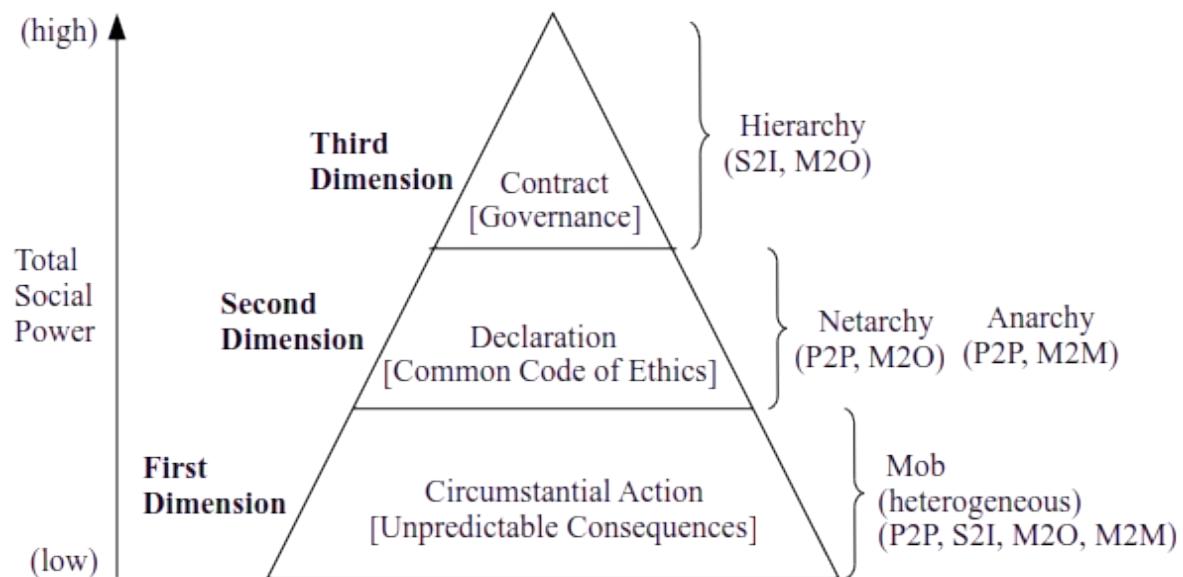
Summary

A Social Compact provides the formal recognition of Social Bonding among people organized into a set of comprehensive social relationships. It provides the basis for construction of legitimate master (ultimate) social systems (States, etc).

Model

Component A

The 3 Social Dimensions



Mutuality

Component B

Societal Roles				
Nation Role Class	State Role Class	Common Role Titles	Resident	Vote
Bystander	Bystander	Foreigner, Alien	No	No
Bystander	Spectator	Resident Alien	Yes	No
Participant	Spectator	Citizen	Yes/No	Yes
Participant	Participant	Politician, Bureaucrat	Yes/No	Yes

Component C

Nation Building Ethic (Self Organizing Community)
1. Participants begin as default level 0 LOI _x (where x = 0).
2. LOI _x merge (locally) into an Affinity group with others at the same level.
3. Ideal Affinity group population size is 8 (min 3, max 11).
4. Affinity groups larger than 11 split (bifurcate), those smaller than 3 merge.
5. Affinity groups institute a new LOI Role (level +1) and appoint the incumbent.
6. LOI _{x+1} acts as an information Steward for the members of their group (LOI _x).
7. LOI level 8 is the maximum level for an optimum community (Nation).

Legend

Governance Contract: M2O/S2I agreement between the constituent participants of a network (netarchy, anarchy) to form a hierarchy by aggregating their individual Autonomy into a single Fictitious Entity. The contract must meet all the criteria for a legitimate contract, in addition to declaring its collective ethic with respect to external relationships.

Social Compact: complete social agreement that unifies a population of autonomous entities. A complete Social Compact includes appropriate references to the structures/dynamics of all 3 relevant social dimensions.

First Dimension: the primitive (default) social order based upon no predetermined social relationships. Has no predetermined, persistent structure. All social systems default to this dimension if the other dimensions aren't effective.

Mutuality

Second Dimension: a network of P2P relationships structured by the universal declaration of each individual's Code of Ethics (theory of action, etc.). A stable network requires all participants to share the same declaration (homogeneous). This dimension is constructed upon the Primitive dimension, which is mitigated only if the common code of ethics is maintained. If the network structure is M2M, it constitutes Anarchy. If the network structure is M2O, it constitutes a hybrid Netarchy.

Third Dimension: a hierarchical (S2I, M2O) contract that constitutes a Fictitious Entity. Amplifies the aggregate Social Power of the constituent entities (exponentially) to the highest level possible. This dimension is constructed upon the Declaration (Network) dimension. A governance contract that isn't constructed upon a fully functional Network dimension is entirely illegitimate.

Society: a complex social system (population > 144 people) legitimately constructed in all 3 social dimensions.

Master Society: State. A Society that isn't a participant in any higher level governance contract hierarchy.

A universal metric for the legitimacy of any social system is the percentage of girls/women who feel secure (safe) within the system. A legitimate Society strives to achieve 100%.

National: a member of a Nation. Has a "share" in the Nation, and a "vote" in the State (if it exists).

Stateless Nation: is a legitimate systemic status.

Nation-less State: is an illegitimate systemic status (lack/breach of contract).

Direct evidence of a Nation-less State:

1. majority dissent by Nation (substantial disconnect between State and Nation)
2. State actions violate National ethic
3. No Nation identified (existing)

Supremacy Clause: institutionalizes the antithesis of a Commons (equality). Both Dillon's Rule and Cooley's Doctrine are illegitimate because they are two sides of the same coin, having S2I relationships as their basis. P2P, Sharing, or Hierarchy are required to legitimate hierarchical systems.

Secrecy (censorship of truth) is universally illegitimate (crime), Privacy is universally legitimate. Secret organizations (social systems) incentivize criminality (internally and externally).

Historic life-cycle of Sovereign States (about 250 yrs.):

1. Pioneers proliferate/migrate
2. Conquest (monopoly of power)
3. Commerce Infrastructure (production/trade)
4. Affluence (shared wealth)
5. Intellectualism (collective self-righteousness)
6. Decadence (materialism/consumerism)
 - A. Excessive Militarism

Mutuality

- B. Bread & Circuses
 - C. Extreme wealth disparity
 - D. Overload of Social Welfare
 - E. Sex/pornography proliferates
 - F. Money system debasement
7. Alienation/Apathy
 8. Reality exerts itself (extinction/revolution/invasion)
 9. New Pioneers emerge

The term “passive citizen” is an oxymoron, when it refers to a National that participates in the functions of the State (politician/bureaucrat). It's illegitimate for a participant in any system to be passive.

Anomie → a Mob.

A governance contract is only legitimate when it accurately reflects the consent of the Nation (will of the people).

A network-less hierarchy (nation-less state) imprisons the constituents (Mob).
Nation/State = Mob/Deity if there is no legitimate (homogeneous) Nation (common code of ethics).
A Mob can never peacefully repair, remove, replace a Deity.

An LOI (Locus of Information) can vouch for their network constituent's information.

Renewal vote (systemic) [vow, declaration]: conducted by LOIs every adult generation (24 years) to vacate/renew governance contract, in order to maintain systemic legitimacy.

A Renewal vote is critical element of all governance contracts (milestone on an entity's time line).

Being forced to participate in some State that exists is a false dilemma. The choice of “no State” social contract is eliminated/barred by coercion.

Citizen: a fictitious Role for participants in a hierarchy (State), when the incumbent is a real Human.

Member: a real Human as a participant in a network (Community).

Declarations: are voluntary and explicit statements of membership (Accountability) in a Nation.

Being “human” isn't a Role (fictitious identity). Being a “citizen” is a Role.

Human rights = invariant Human attributes.

Incumbents in Political/Bureaucratic Roles tend to seek zero risk actions as a primary means to protect their Incumbency (reactive only, not proactive).

Mutuality

Zero risk strategy is impossible (a hallucination) and can lead to organizational stasis (stagnation). This dynamic is similar to the Security/Freedom paradox. For those in a Politician/Bureaucrat role, survival (perpetuity) = obedience.

An LOI of a Nation is always based upon a “degree” (number metric). An LOI may only congregate with other LOI's of the same degree. A new LOI with a higher degree can emerge when the group exceeds its size limit, and so on.

All Fictitious Entities have a specific citizenship (like humans), which is the aggregate of their constituent participants. Therefore, all constituents should be of the same citizenship (aggregate autonomy) to ensure legitimacy.

Humanness takes precedence over Nationality.

Nationality takes precedence over Citizenship.

Citizenship takes precedence over Government.

The Earth is currently blanketed by a Mob of Sovereign (Misanthropic) States that imprison Mutualists. The estimated Mutualist diaspora is between 25% (random theory) and 90% (crime theory) of the global population.

Netarchy (ideal maximum population size): 800,000 to 16,000,000 (optimum 8,000,000).

Hierarchy (ideal maximum population size): the same as its constituent Netarchy.

Voting (for incumbents) doesn't constitute participation in a governance system. Such a function constitutes a spectator Class role.

Virtual: a euphemism for “fictitious”. A virtual reality entertainment experience (Internet, video games, etc.) is one means of implementing “circuses” (bread and circuses) to appease (distract) the masses during conditions of authentic (real) social alienation. It often works because it can make the impotent feel powerful (when they're not).

Cosmopolitanism is a 2nd social dimension theory (of Nations), and is therefore not directly coincident with governance (citizenship, State, etc.).

LOI: serves.

LOC: leads.

SPF: Social Power Factor

OPF: Organizational Power Factor

A State (Society) has a monopoly of all Power (not just a monopoly of Force).

Mutuality

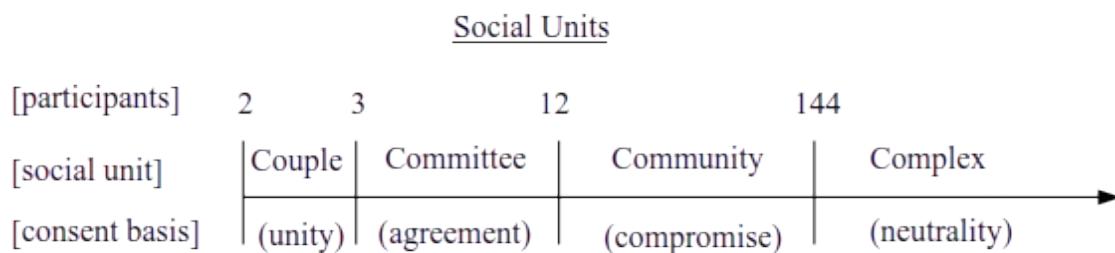
Sociality Units

Summary

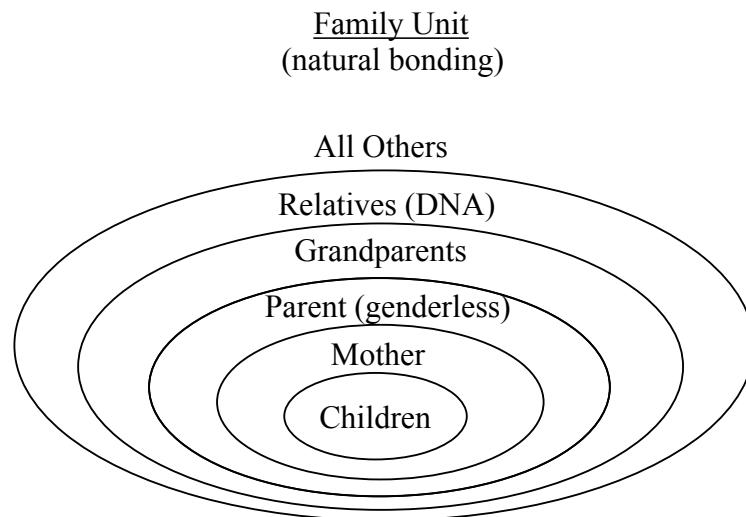
There are natural population sizes for different types of social associations (congregations) due to inherent physical, mental, and spiritual factors. The level of existential sharing among a population occurs in discrete size units with distinct tipping points. It's important that participants in social systems take these dynamics into consideration when making systemic structure/dynamic decisions.

Model

Component A



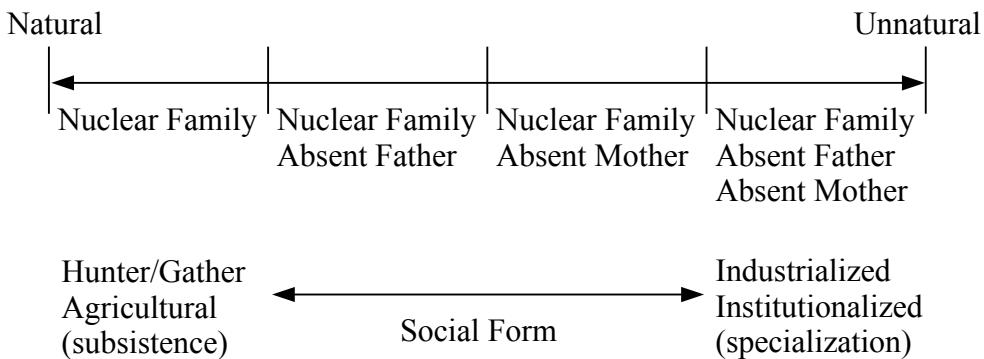
Component B



Mutuality

Component C

Family/Society Relationship



Component D

Freedom of Association

Freedom to Congregate (Enter)		Freedom to Segregate (Exit)													
Modes of Coercion (illegitimate limits)		Modes of Coercion (illegitimate limits)													
Barriers (defensive)	1. Prohibitions [isolation]	1. Prohibitions [imprisonment]													
	<table border="1"> <tr><td colspan="2" style="text-align: center;">Exception (sole)</td></tr> <tr><td>Form</td><td>Basis</td></tr> <tr><td>Preservation</td><td>Harm (net)</td></tr> </table>	Exception (sole)		Form	Basis	Preservation	Harm (net)	<table border="1"> <tr><td colspan="2" style="text-align: center;">Exception (sole)</td></tr> <tr><td>Form</td><td>Basis</td></tr> <tr><td>Inequity</td><td>Harm (net)</td></tr> </table>	Exception (sole)		Form	Basis	Inequity	Harm (net)	
Exception (sole)															
Form	Basis														
Preservation	Harm (net)														
Exception (sole)															
Form	Basis														
Inequity	Harm (net)														
Changes (offensive)	2. Requirements [conscription]	2. Requirements [expulsion]													
	<table border="1"> <tr><td colspan="2" style="text-align: center;">Exception (sole)</td></tr> <tr><td>Form</td><td>Basis</td></tr> <tr><td>Sharing</td><td>Harm (net)</td></tr> </table>	Exception (sole)		Form	Basis	Sharing	Harm (net)	<table border="1"> <tr><td colspan="2" style="text-align: center;">Exception (sole)</td></tr> <tr><td>Form</td><td>Basis</td></tr> <tr><td>Incompatibility</td><td>Harm (net)</td></tr> </table>	Exception (sole)		Form	Basis	Incompatibility	Harm (net)	
Exception (sole)															
Form	Basis														
Sharing	Harm (net)														
Exception (sole)															
Form	Basis														
Incompatibility	Harm (net)														

Legend

Participants: the number of participating entities in a given unit (system).

Mutuality

Social Units: the population standards for human systems. Each unit size manifests distinct attributes with respect to unanimous (collective) Consent.

Couple: 2 entities. Maximum degree of consent possible is ideal agreement (unity) [pair, twins, etc.]. Fatal flaw is the tendency towards a deadlock condition during conflicts.

Committee: 3 to 12 entities. Maximum degree of consent possible is agreement (within tolerance). [team, board, etc.]

Community: 12 to 144 entities. Maximum degree of consent possible is compromise. [tribe, clan, etc.]

Complex (Nation): 144 to structural limit. Maximum degree of consent possible is active neutrality. Structural limit is determined by both Real (nature) and Fictitious (social) system constraints.[nation, state, etc.]

Consent Basis: the maximum degree of unanimous consent that can be reached by a social unit. The degree of consent possible decreases with increasing population.

Affinity group = 12 maximum (8 optimum).

Trust group = 144 maximum (96 optimum).

Complex group = 12 million maximum (8 million optimum).

Trust Derivative:

A → trusts B (first trust derivative)

A → trusts B → trusts C (second trust derivative)

A → trusts B → trusts C → trusts D (third trust derivative)

and so on.

Each derivative reduces the trust relationship by $\frac{1}{2}$.

Therefore A trusts B twice as much as C, and 4 times as much as D.

This relationship reveals the dynamic that limits the trust horizon (sphere) for a given population.

The max population (tipping point) for a 1st order trust population = 144

The max population for a 2nd order trust population = 5138

and so on.

Optimum size modern social system (Society) ≈ 8 million participants (max = 16 million).

The natural Family Unit (Nuclear Family) constitutes the nuclei (fractal) within a Society. One of the primary purposes of a Society is to implement and support healthy Family systems.

Dysfunctional Family Systems → Dysfunctional Society.

Freedom of Association: one of the critical components of Freedom of Action that provide a basis for the Natural Rights of autonomous Entities, balanced the relevant Social Obligations.

Social Relationships

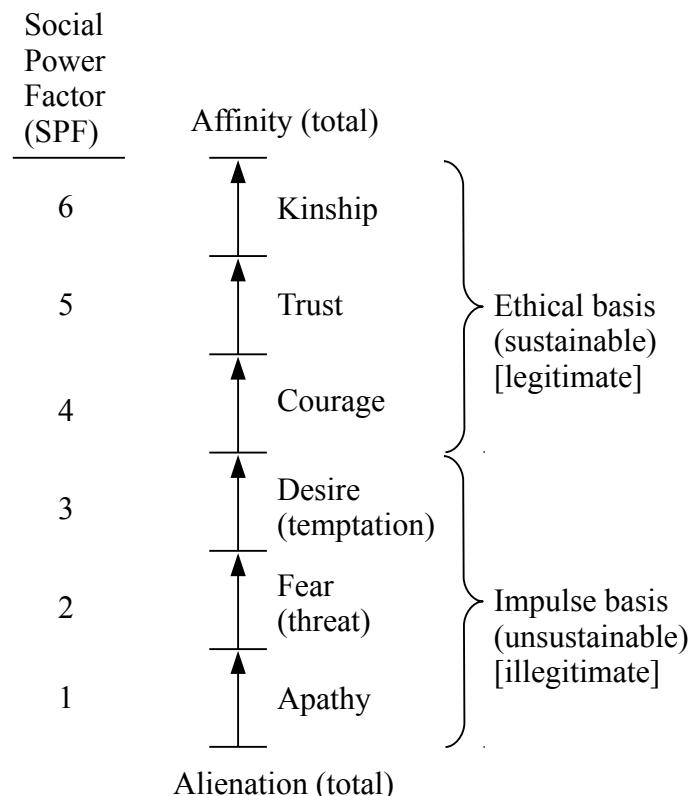
Summary

Social Relationships constitute the underlying dynamic behind the existence of social systems. Relationships have an intellectual and emotional quality. The Mutualist Ethic can provide the intellectual basis for legitimate social systems, with Social Bonding as emotional causality.

Model

Component A

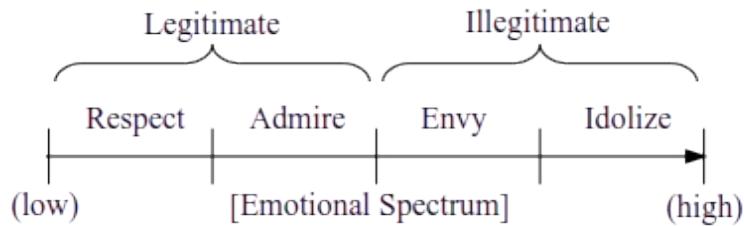
Social Bonding Spectrum



Mutuality

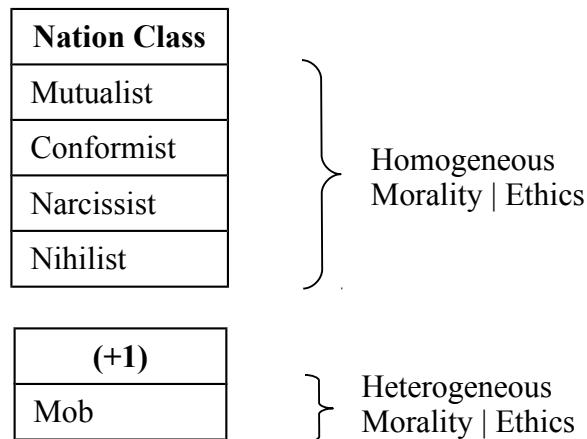
Component B

Idolatry (Deification) Spectrum



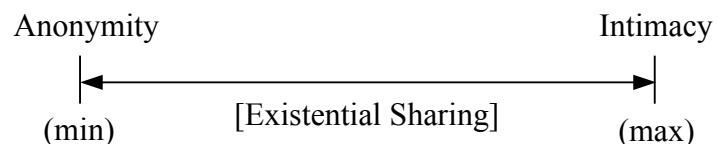
Component C

The 4(+1) Nations of Humanity



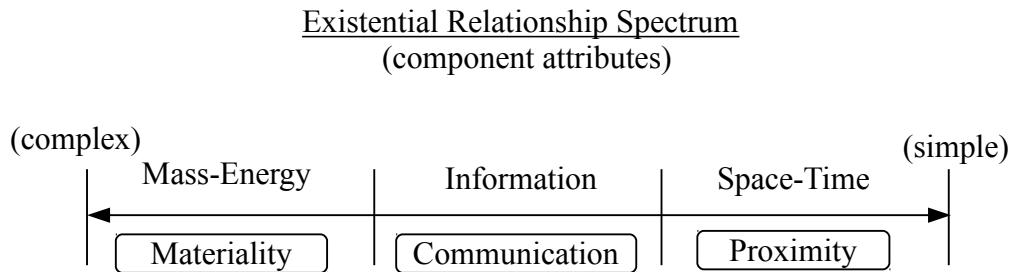
Component D

Familiarity Spectrum (affinity)



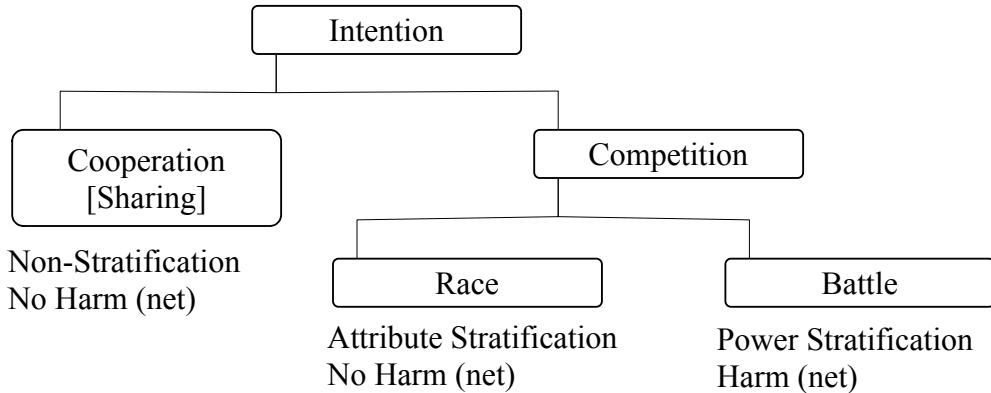
Mutuality

Component E



Component F

Relationship (modes)



Legend

The only Human Predators in civilization are the Fictitious Entities (States, Corporations, Trusts, etc.) that we conceive. They have the necessary attributes (superiority) for such classification, which are:

- More powerful
- Immortal
- Intangible/Invisible
- Unlimited growth (size)
- Symbiosis with humans

It is possible to domesticate human predators (fictitious entities), but they always remain individually

Mutuality

dangerous. Our fictionalization constructions must be extremely careful to prevent these imaginary creations from destroying their own creators (constituents). Human Rights narratives are an attempt to prevent such predation. Many humans have a natural instinct that fictitious entities can be dangerous.

Mob: a population where the primary basis for bonding depends upon proximity.

Probation: provides a period of testing (sharing) to reveal evidence for empathy (ethics) in another who is unknown.

Trust Proxy (Trustee): an entity that acts in a transitive capacity (Role). Trust is a transitive relationship. If A trusts B, and B trusts C, then A trusts C (partial). Affinity is not transitive, it requires an un-mediated relationship.

Participants in a Mob are often socially bonded simply by the fear that the governance system might fail. This occurs because they can intuitively sense that without governance control, there isn't any actual network (community) that ensures a foundation of peace and order.

Courage (of convictions, commitments, promises, ethics, etc.) [honor, integrity, etc.]. Mutualism requires courage.

Under conditions of incomplete information, it's necessary for a Mutualist to assume that others are also Mutualists (in the absence of contrary evidence). This can temporarily expose Mutualists to harm by non-Mutualists. Courage can mitigate the alienating dynamic of social anonymity. It's the least common denominator for legitimate Social Bonding.

Courage provides the emotional dynamic that can prevent a self-reinforcing downward spiral to a Q2, Q3, or Q4 consequence (from Mutualist's Dilemma). Together with the intellectual basis of the Mutualist Ethic, it can provide a complete basis for legitimate social systems.

Social Darwinism: a Q4 consequence strategy class. A “race to the bottom” ethic (Nash equilibrium).

Reputation (history): provides the most useful evidence of an Entity's strategy (Deed).

Declaration (promise, oath, etc.): can provide some evidence of an Entity's strategy (Creed).

Fear/Desire/Apathy = Love thyself.

Courage = Love strangers as thyself.

Trust = Love friends as thyself.

Affinity = Love family as thyself.

Social Bonding (cohesion, glue, etc.) Spectrum runs from “familiarity” to “alienation”.

Trust evolution: Neophyte → practitioner → dependable (trust).

Hypocrite: beliefs do not = actions. Self-deceptive or Collectively deceptive.

Reputable: beliefs do = actions. An honest and accurate source of information regarding one's self.

Mutuality

Narcissists are generally cowards (lack of courage, honor, integrity, etc.). This is a manifestation of an obsessive Death Paranoia.

Familiarity: the quantity and quality of existential sharing.

Affinity Dynamic

Purpose (reason): inclusion (encapsulate, engulf, etc.) of others into our POV.

Means: M-E/I/S-T sharing.

Separate (different): is only illegitimate (inherently unequal) when it institutionalizes an S2I relationship.

[Empathy/Alienation > 1] = Social Bonding

[Empathy/Alienation ==< 1] = Social Disintegration

Competition and Cooperation can both be helpful to identify, establish, recognize, and provide individual skills within a given community (society).

The primary purpose (function) of joining an “Association” is to accomplish (achieve) something you can’t accomplish on your own.

Fraudulent Contest (illegitimate): a contest is fraudulent when some unrecognized, external factor (antecedent) significantly impacts the “object” of the contest [unintended antecedent]. In such cases, the Actual (true) contest is not the Claimed contest.

Mutuality

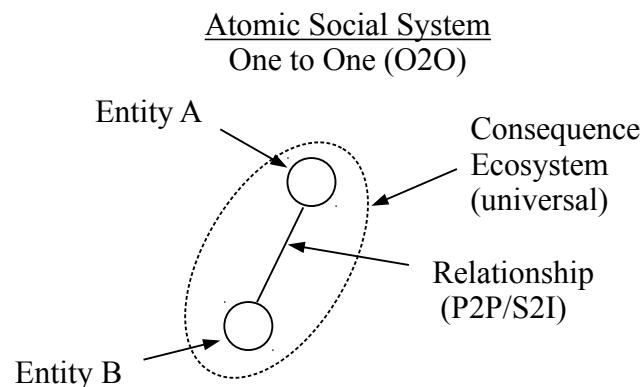
Social Structures

Summary

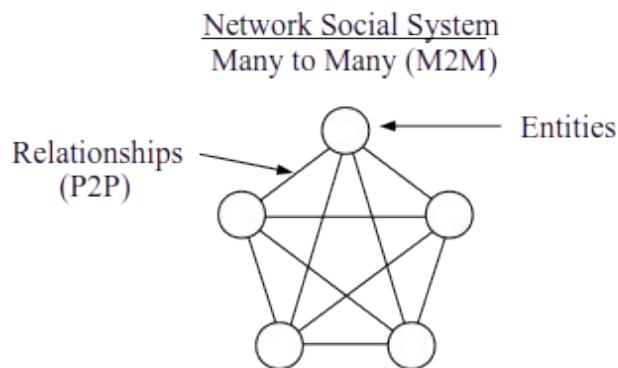
All complex Social Structures emerge from the atomic (fractal) structure manifested by the single relationship formed between 2 Entities. The Social Structure form plays a major role in determining the Total (aggregate) Social Power (TSP) of a group.

Model

Component A

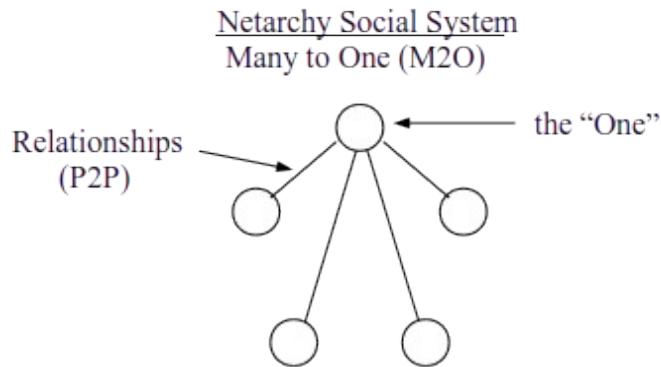


Component B

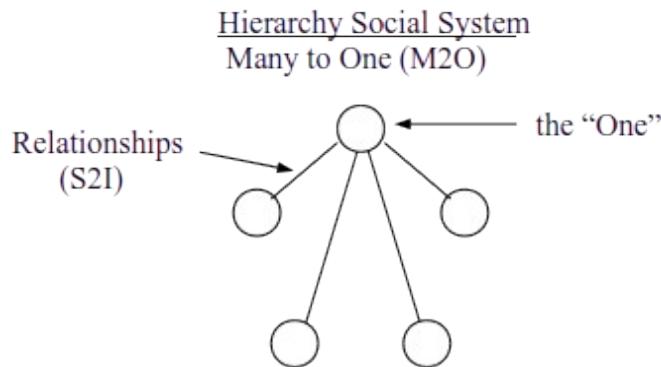


Mutuality

Component C



Component D



Component E

Organizational Power Factors (OPF)		
Structure	OPF (exponent)	Resilience (levels)
Hierarchy	4	0
Heterarchy	3	1
Netarchy	2	2
Network	1	3
(none)	0	4

Mutuality

Component F

Social Structure Classes			
		Relationships	
Structure	Peer to Peer (P2P)	Superior to Inferior (S2I)	
	One to Many (O2M)	Netarchy	Hierarchy
	Many to Many(M2M)	Network	Free for All (Mob)

Legend

The relationship (Power) between any 2 entities can either be Peer to Peer (P2P), or Superior to Inferior (S2I). All relationships are either P2P or S2I, but never both.

P2P: Peer to Peer relationship. Basis is equality (symmetrical, reciprocal, etc.).

S2I: Superior to Inferior relationship. Basis is inequality (asymmetrical, nonreciprocal, etc.).

The “One” in an M2O system acts as a Locus (center/top) for the system.

Any social relationship that isn't based on Love (existential), is based on Power.

There are 2 forms of Locus:

- Locus of Information (LOI) is a structural locus in a P2P system. Primary function is as a center of systemic information (no control/decision functions).
- Locus of Control (LOC) is a structural locus in an S2I system. Primary function is as a center of systemic control.

Atomic structure: the smallest (fractal) unit upon which all larger social systems are constructed.

M2M systems are a manifestation of universality (no exclusions). Entities having a relationship with everyone = entities having a relationship with anyone.

The scope and scale of a relationship is determined by the quantity and quality of existential sharing (M-E/I/S-T). This requires time and testing (in action).

Heterogeneous populations are the antithesis of a P2P network. In such cases, there is no common (universal) foundational ethic as the basis for the relationship. Heterogeneous population = Mob.

All S2I relationships are harmful to human relationships, and must therefore be limited (size, power, duration, etc.) to the fullest extent possible.

Mutuality

Netarchy: an M2O/P2P system with hybrid characteristics derived from both networks and hierarchies.

The Locus of a Netarchy acts exclusively as an LOI, and the “many” relationships are all P2P.

Hierarchy: an M2O system in which the relationships are S2I, and the Locus is exclusively an LOC.

Principle/Agent: is an S2I relationship, and therefore universally illegitimate for Humans.

Specialization (of attributes) doesn't constitute inequality.

Equality is a relationship, specialization is an attribute(s).

Unity (relationship) doesn't require Uniformity (attributes).

Elitization: the emergence of Elites. Is a systemic attribute (stratification) arising from S2I relationships.

The Utility of Loci: provides the opportunity to prevent/eliminate Collective Action Traps (C.A.T.).

Distinction: recognizing the different attributes of different entities, and upholding their P2P relationship.

Prejudice (bias, privilege, etc.): recognizing the different attributes of different entities, but denying their P2P relationship.

Relationship: state of collective interaction between Entities based upon the magnitude, duration, and frequency of M-E/I/S-T sharing (as a proportion of Life-Time).

Power_{total}: Total Social Power (autonomy) of an organization (group)

Power_{per capita}: Individual Social Power of each participant (average, per capita)

Population: number of participants

OPF (exponent): amplification factor for a given organizational structure

Control (level): the maximum level of systemic control possible for a given organizational structure

Systemic Stratification

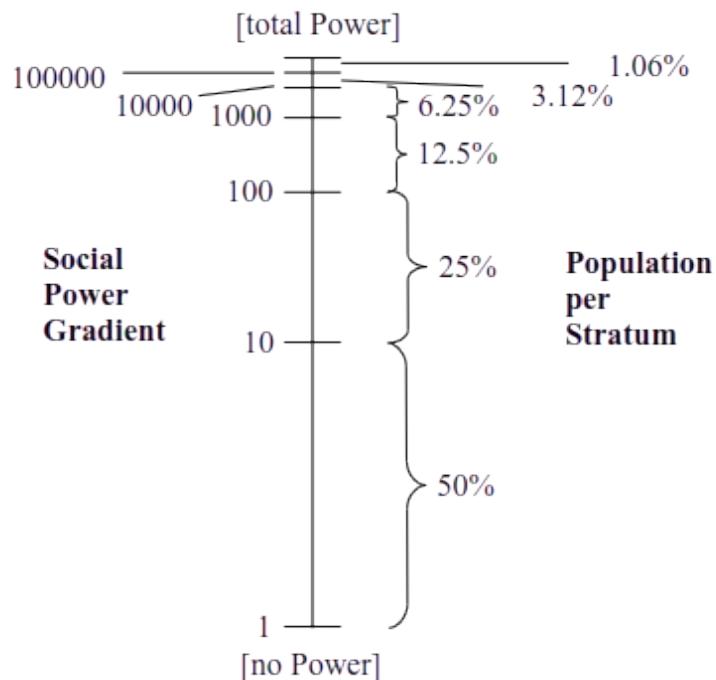
Summary

All competition based social systems (markets, etc.) embody an inherent and unavoidable systemic dynamic which causes Stratification of Power (social) among participants. If this dynamic isn't mitigated through intervention (limits, regulations, etc.), then auto-catalytic stratification occurs (individually undeserved). This can give the false illusion to Elites (and Losers) that they acquire (or lose) Power due to their individual merits (or faults).

Model

Component A

Systemic Stratification Effect (unmitigated)



Component B

Competition (battle) [auto-catalytic] → **Monopoly**

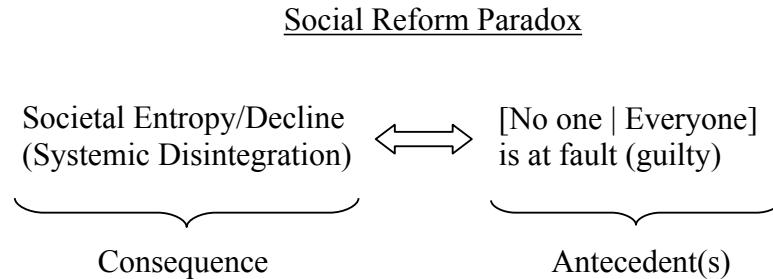
Mutuality

Component C

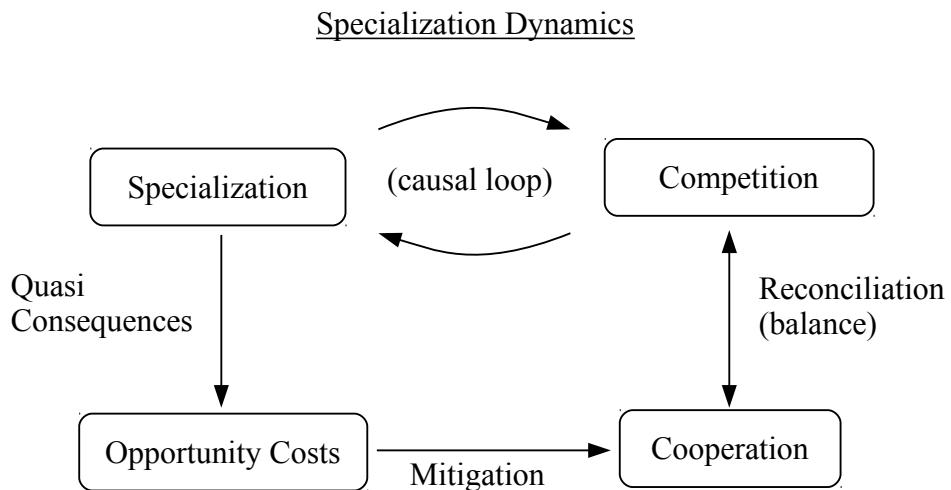
Systemic Stratification Factors (catalysts)
Scale effects (economy of scale, etc.)
Gambler's Ruin
Inheritance (dynasties)
Quantity pricing (bulk pricing)
Hierarchies (naked)
Fictitious Entities (Legal fallacy of personhood)
Complexity (systemic)
Concentrated individual benefit/diffuse common costs
Statutory Monopolies
Disproportionate Power of accumulated value vs. Labor
Resource distribution without governance (social compact)
Free movement of money/title, but not people
Diminishing returns
Redistribution (theft, gifting, interest, rent, asset appreciation, etc.)
Luck (chance, fate, etc.)
Cheating
Alienation and Anonymity
Means becoming Ends (systemic inversion)
Intellectual/Emotional Viruses (I/EV)
Demand Mode of Consumption
Male Dominance Impulse (competition)
Acclimation (systemic, incremental)
More Is Always Better (MIAB) Fallacy
Death Paranoia
Collective Action Traps (C.A.T.)
Positive feedback dynamics (unmitigated)
Heterogeneous Population (no common code of ethics)
Zero Sum Games

Mutuality

Component D



Component E



Legend

Systemic Stratification drivers (causes) occur in all 3 domains of Power/Warfare (Force, Wealth, Beliefs).

Social Stratification Effect: the ultimately unequal distribution of Social Power among a population that emerges in complex, competitive social systems if the systemic drivers (causes) of stratification aren't mitigated through intentional systemic balances.

Social Stratification Causes: examples of universal social dynamics that can lead to Social Power stratification among a population unless they're intentionally mitigated. They are intrinsic to complex social systems, and cause stratification regardless of the skills (merit) of the participants (unlevel playing field).

Mutuality

The simplest way to mitigate all stratification drivers is to goal seek Equality by utilizing systemic metrics, to guide the system to a legitimate normal distribution (bell curve) of Social Power, which is collectively predetermined (Consensual).

Elites: those with a higher individual Power density (concentration). Elites nearly always believe their social system is working and will obstruct changes to the status quo, and generally have the Power to do so.

Losers (common people, the masses, commoners, etc.): those with a lower individual Power density (concentration). Losers nearly always believe their social system isn't working and will pursue changes to the status quo, but don't have the Power to do so.

Stratification Belief (cult): Those who matter (Elites) don't care, and those who care (Losers) don't matter.

Both Elites and Losers are victims of the same fallacy, which is that Competition Systems are intrinsically Fair/Just (by default).

An example of a simple remedy (mitigation) regarding Bulk Pricing stratification dynamics would be a progressive transaction tax.

Social Stratification dynamics are universal to all competitive social systems. They eventually render a system illegitimate (unless managed by intent).

We're all susceptible to the addiction of Power. Those Elites who are afflicted with Power Addiction can only be treated with careful (precise) tough Love. The universal defense for Power Addiction is a Life-Time vow of Equality (median).

The Social Reform dynamic reveals the reason why a systemic decomposition trajectory can't be stopped (fixed, reformed, continuous change, etc.).

There are 2 forms of decomposition, bifurcation (disassembly) and disintegration (chaotic, unpredictable).

Social Decomposition (disintegration, atrophy, depreciation, etc.) is a universal manifestation of systemic entropy.

Social Reform Paradox constitutes an impossibility theorem for systemic reform, unless some form of mitigation is implemented before the fact.

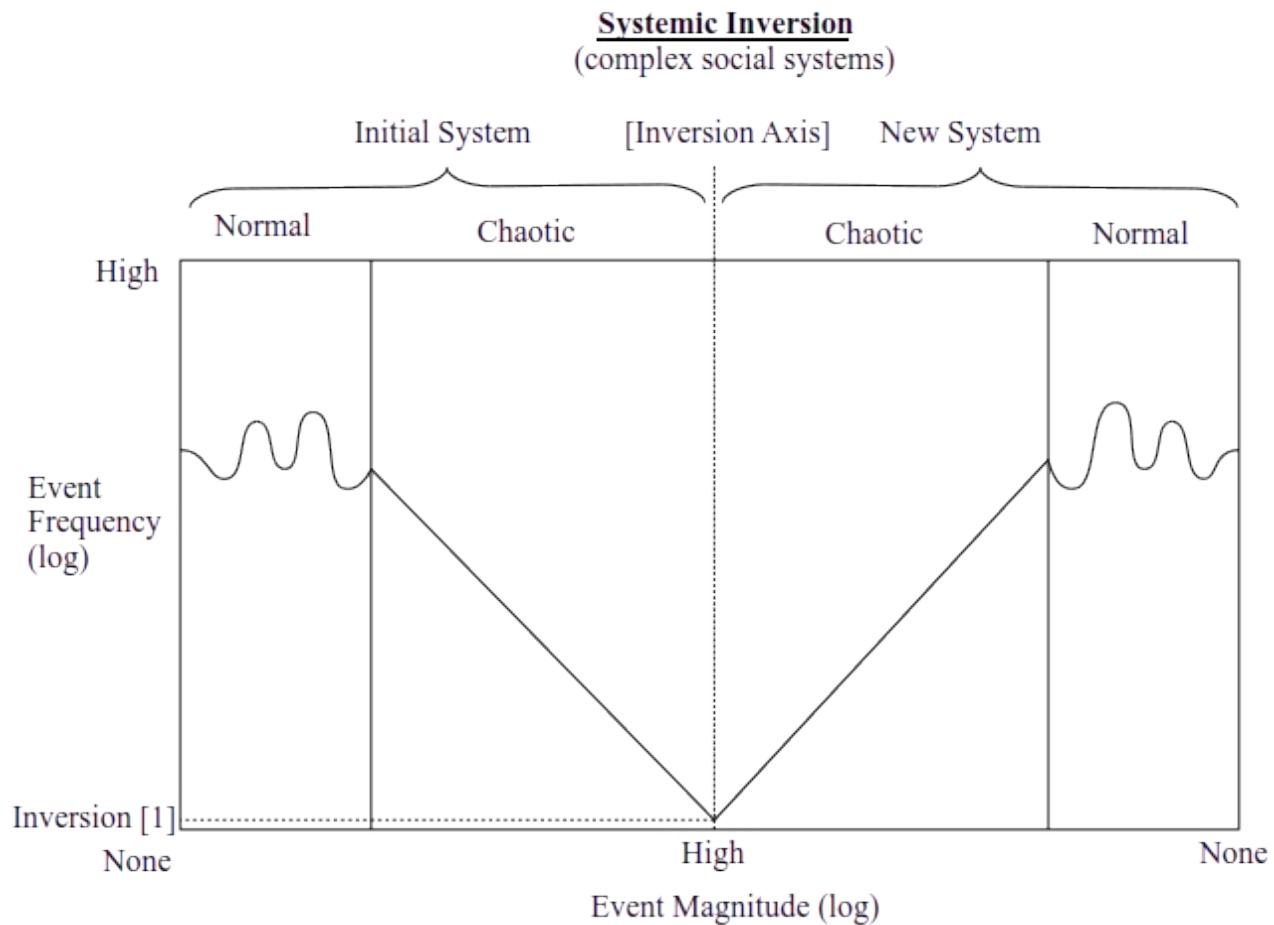
Systems Pathology

Summary

All Social Systems are fictitious systems (imaginary). Complex social systems manifest a unique dynamic, which is the possibility of a complete Inversion (systemic). This singular event generally occurs when there is sufficient systemic decoupling from Reality. Commonly introduces an unrecognized Game Change (from Prisoner's Dilemma to Zero Sum, etc.) that confuses participants.

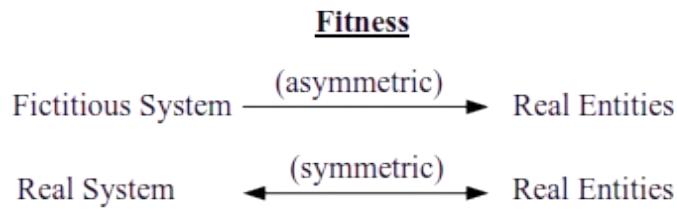
Model

Component A

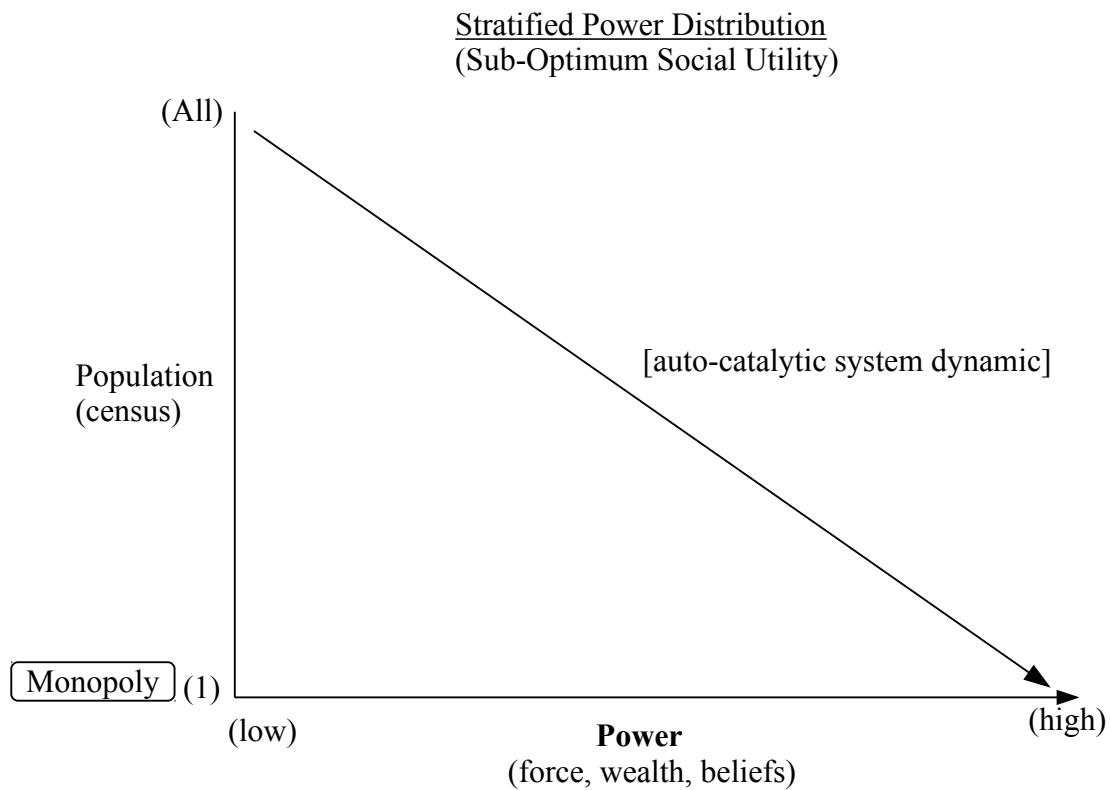


Mutuality

Component B



Component C



Legend

Inversion [1]: the singular event (singularity) of sufficient magnitude for a complex social (fictitious) system that triggers an irreversible decoupling (disconnect, etc.) from Reality. Often caused by Overshoot of the Real ecosystem (environment).

Inversion: the “polygon” narrative of a social system becomes sufficiently decoupled from the “circle” of Reality (insufficient tangents in the narrative).

Mutuality

Symmetric System/Entity Fitness: the Real System (Ecosystem) is always legitimate by default. An Entity may be unfit for an Ecosystem, in which case the classic dynamic “survival of the fittest” may be legitimate.

Asymmetric System/Entity Fitness: a System (fictitious) can be illegitimate (dysfunctional). A System may be unfit for Real Entities, but Real Entities can never legitimately be considered unfit for a fictitious System. In such cases, “survival of the fittest” is an illegitimate dynamic.

Systemic Inversion Symptoms

- System (initial) becomes petrified (static)
- Entity/System Fitness disintegrated
- 3 strategies for survival emerge (adapt, mutate, die-off)
- Mutations emerge as “blank slate” solutions
- Adaptation (modifications) become less effective over time
- Die-off (extinction) purges system of old “types”
- Entity or Systemic mutations are equally as effective (fictitious systems).

After an Inversion event, the “official reality” of the entities within the System becomes a complete fantasy (hallucination). This constitutes a Tyranny of the Facade, a fundamental C.A.T. that enables inverted systems to linger (absurd survival) long after their Inversion event. I/EVs run rampant after an Inversion because constituent entities don't want to admit the truth (for a multitude of reasons).

Systemic Disintegration Process (after Inversion)

- Decay begins at the periphery (bottom) of Power
- Entities that benefited most from the old system defend it
- Entities that challenge the old “official Reality” are demonized
- Sporadic and Sparse failures occur at first
- Failure rate increases over time (frequency/magnitude)
- Final failure occurs at the center (top) of Power

All positive feedback (feedforward) dynamics ultimately terminate in a “deadlock” condition with the Ecosystem.

The ultimate metric for the legitimacy of a complex social system is the Equality | Totality optimization. The upper limit being determined by the Real Ecosystem's carrying capacity.

Incompetence > 50% of population → Systemic Inversion.

Complexity increase = Incompetence increase.

Complexity (social) = number of Rules * number of specialized Roles * population * quantity of relationships * frequency of change.

In an inverted ecosystem, entity identification becomes essential for systemic replacement. Any

Mutuality

implicit code of ethics must be made explicit, through individual declaration.

Interim (bridging) Ecosystem Requirements:

1. Must be complementary with both systems.
2. Must be able to function in parallel with either system.

Resilience: options (viable). No options = high risk.

Any claim/belief that “there are no options” is a lie/fraud (invariant fiction).

Interim (bridging) system: Inverted systems are entirely discontinuous. Orderly transition requires an interim (3rd) system, with parallel integration with both systems.

Static equilibrium (optimum); is self-reinforcing. Dynamic equilibrium (optimum): requires checks and balances to maintain. Dichotomies can occur as static or dynamic systems.

Only fictitious systems can function in parallel. This enables a simple replacement mechanism. A 3rd system is implemented until the replacement can be finalized.

An S2I → P2P assurance contract can be used to convert hierarchy to netarchy. Original LOC becomes the LOI and administers the community.

Optimum self-organizing system (complex adaptive):

1. self-balancing (intrinsic construction/destruction dynamic)
2. simple (atomic, fractal, etc.)

The only universally dependable strategy (guiding principle) for successfully navigating a Systemic Inversion is Love (existential) among participants.

Thesis = Growth.

Antithesis = Contraction (de-growth).

Synthesis = Bifurcation (sustainability).

Oligarchy: tangible evidence of an overdue systemic Bifurcation.

Monopoly: too late for Bifurcation. Self-disintegration becomes inevitable.

Bifurcation: is a legitimate remedy for self-disintegration (caused by ecosystemically “unfit” growth), not de-growth (reverse growth, contraction, etc.).

Surviving a Systemic Inversion nearly always requires discontinuous and innovative C/A/R(S) narratives. Discontinuous change often results in there being no logically contiguous narrative available to use for guiding principles.

A Strategy (Action) which is beneficial in a Frontier Regime generally becomes a destructive C.A.T (or C.I.T.) after a Container Regime inversion event (a typical example is “procreating”).

Mutuality

For the first time in its existence, the human race is facing the challenge of a species Contraction (Inversion).

There are 3 possible reactions (strategies) upon awareness of systemic dysfunctions:

1. Change the system (repair)
2. Exploit the system (join in)
3. Do nothing (willful ignorance)

In unmanaged Power Distribution dynamics, Power begets Power (big fish eat the little fish, might makes right, etc.). This will nearly always result in a dysfunctional power distribution culminating in a monopoly (or oligopoly). Optimization of Social Utility for a system requires the intentional implementation of Sustainable Power Distributions (outcome = normal distribution). This distribution is periodically tested against actual performance to provide for corrective management actions.

Mutuality

Truth

Summary

Truth is the basis for all legitimate communicating and interpretations of Reality. The unique and powerful human attribute of Reflection manifests a major weakness, it enables humans to lie (fraud, deceit, secrecy, etc.). This creates a perpetual challenge for humans to communicate the Truth at all times, under all circumstances.

Model

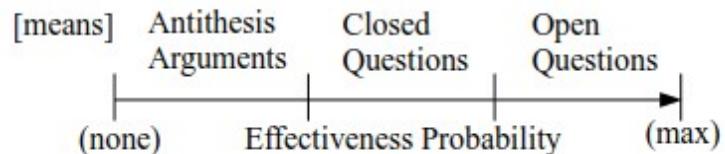
Component A

Truth Equivalence

$$\text{TRUTH} \iff [\text{Complete/Accurate/Relevant (Simple)}]$$

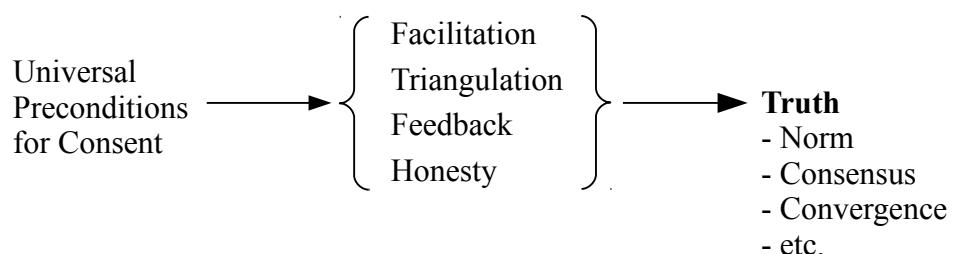
Component B

Exposing Framing Fallacies



Component C

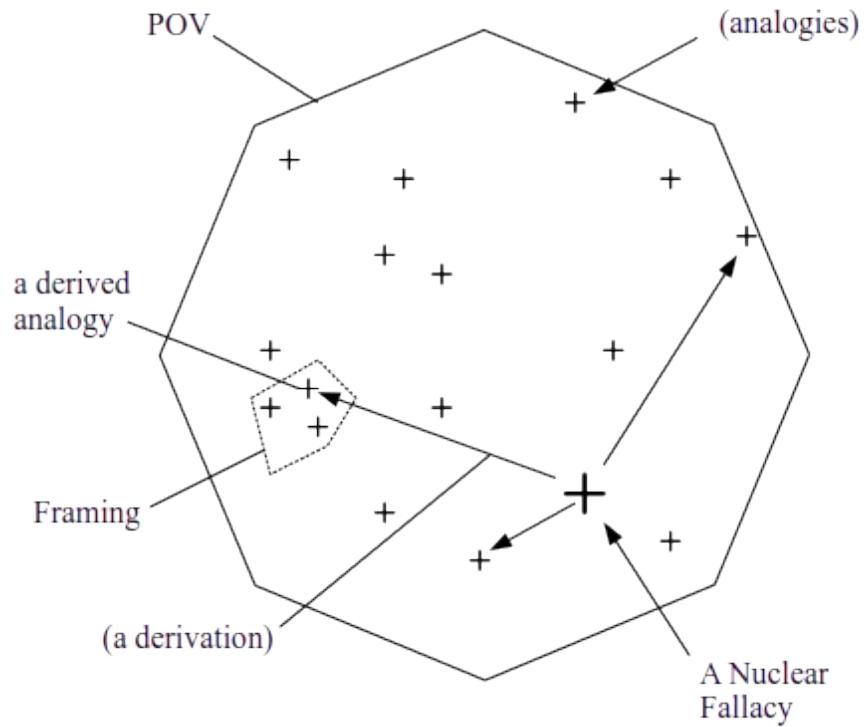
Chain of Truth



Mutuality

Component D

Framing Fallacy Dynamics

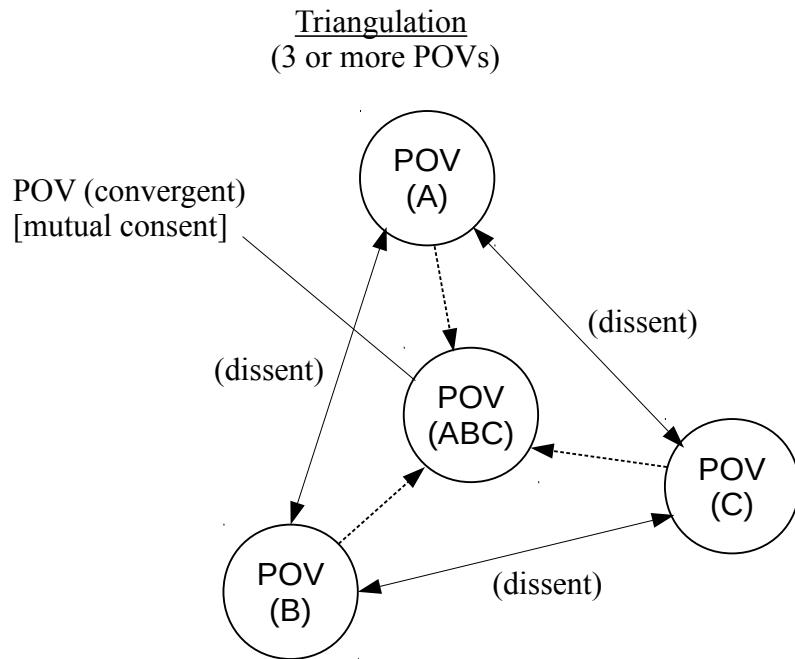


Component E

Truth Domains		
Domain	Definition	Antithesis
Intellectual	the most Complete, Accurate, Relevant and Simple [C/A/R(S)] intellectual interpretation of Reality available.	Intellectual Fallacy
Emotional	the most Complete, Accurate, Relevant and Simple [C/A/R(S)] emotional interpretation of Reality available.	Emotional Fallacy

Mutuality

Component F



Legend

By analogy, Truth is the “best fit” polygon of discretum with respect to the actual circle (continuum) of Reality. Unanimous consensus is not a sufficient condition for Truth.

Truth demands the strongest analogy. Therefore, Justice (Fairness) demands the strongest analogy.

All Truth (Facts) has a half-life (like isotopes), depending upon future circumstances.

A wider POV (meta-POV) is more Universal (inclusive | exclusive). A more inclusive POV is a more truthful POV. The ideal resolution of conflicts is generally achieved when a resolution is found that satisfies both of the opposing arguments (total inclusion), or neither (total exclusion).

Fallacy: any analogy that isn't C/A/R(S) compliant. All Framing introduces fallacy through the error of reduction (discretum), and excluded presumptions (preconditions).

Truthiness: the extent of Completeness, Accuracy, Relevance and Simplicity.

Falseness: the extent of Incompleteness, Inaccuracy, Irrelevance and Complexity.

Nuclear Fallacy: a non-C/A/R(S) analogy that acts as the basis for other derived analogies. If it's excluded from the Framing of a thesis, can cause the thesis to appear to be C/A/R(S), when it isn't. The inclusion of such a derived analogy in a thesis must be identified, to uphold the integrity (Truth) of the

Mutuality

thesis.

Framing: a subset of a POV, utilized to constrain (reduce) a thesis into a practical size for communication and understanding.

Truth is knowable, Reality is not (the observer is inseparable from the event).

The optimum outcome of argumentation is a synthesis of the strengths of both arguments, rather than a win/lose (which is generally sub-optimal) result. A common example of this weakness is “majority rule”.

Truth (emotional): C/A/R(S) feelings.

Truth (intellectual): C/A/R(S) thinking.

Truth (existential): existentially C/A/R(S) to Reality.

The Ego doesn't intrinsically seek Truth (as a primary purpose), it ultimately seeks to achieve the satisfaction of wants.

Common Framing Fallacy manifestations are: incompleteness theorem, inconsistency, the induction fallacy, etc.

There is often a little Truth in every lie, and a little lie in every Truth.

Those who pursue validation, only seek out others who agree. Those who pursue the Truth, do not.

Like Love, “Meaning” is in the eye of the beholder.

Words are like the rungs of a ladder, and they become useless once you have reached the highest level of understanding.

Emotional Truth + Intellectual Truth → Bilateral Rationality.

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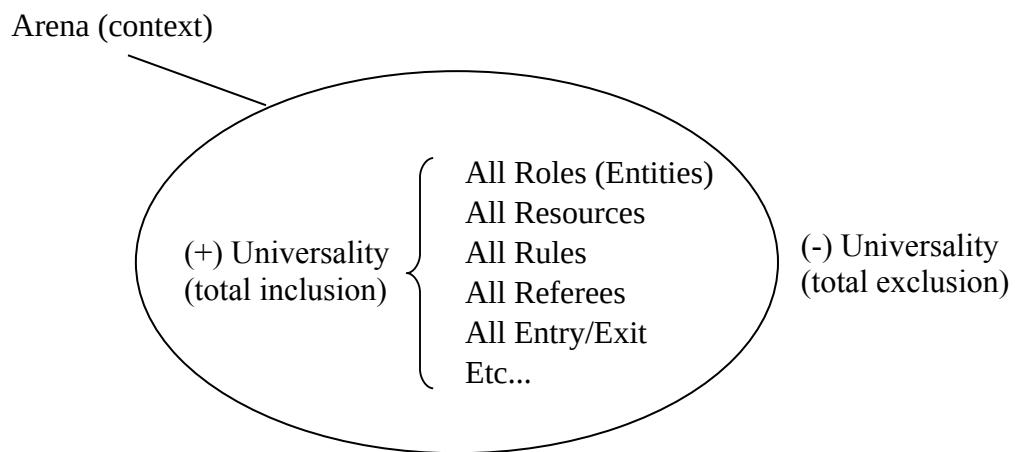
Universality

Summary

Universality is a critical element of all social systems. It is nearly always contextual. Universality is generally a well known and simple concept.

Model

Component A



Component B

Inclusion Legitimacy

	Basis	Form	Legitimacy
Monopoly	All inclusive	Hierarchy (S2I)	No
Universality	All inclusive	Network (P2P)	Yes

Component C

Justice for all Entities
1. Real and Fictitious
2. The Powerful and the Powerless
3. Friends and Foes
4. Past, Present, and Future

Mutuality

Legend

Universality: [Inclusion | Exclusion] dichotomy. [All | None], Total inclusion or total exclusion. Etc.
Universality is contextual. Total = All elements of a Game (system) are taken into consideration.

Bias (prejudice): exceptions [partial inclusions | partial exclusions] from Rules. Is entirely illegitimate for any Fair Game (system).

Commons = Universally common/standard.

Homogeneous (network) = Universal (all inclusive).

Universality → Truth (Completeness factor).

Mutuality

Warfare

Summary

Human Warfare manifests in the 3 distinct, but interrelated dimensions of Force, Wealth, and Beliefs. Warfare arises from the quest to maintain or acquire a Power (social) monopoly. Legitimate Conflict Resolution ethics can prevent or mitigate Warfare.

Model

Component A

The 3 Dimensions of Warfare

Social Power Dimensions			
	Force	Wealth	Beliefs
Mission	Action Monopoly	Resource Monopoly	Ideological Monopoly
Arena	Battlefield	Resource Pool	Mind-space/Media
Elites	Armies/Warlords	Corporations/Tycoons	Cults/Idols
Anti-elites	Stewards/Heroes	Producers/Creators	Sages/Empaths
Basis	Authority	Ownership	Popularity
Weaponry	Armaments	Money>Title	Information
Strategy	Violence	Accumulation	Propaganda
Harm	Trauma	Dispossession	Incompetent
Inversion	Coup d'etat	Plutocracy	Theocracy

Component B

Social Power Spectrum



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Component C

The Cycle of War
The purpose of War is to establish/extend a monopoly of Power.
Power exists in the 3 forms of Force, Wealth, Beliefs.
Elites (power) benefit disproportionately from any aggregate increase in Power.
Wars are perpetrated by Elites to maintain/acquire Power.
Propaganda (with censorship) is the primary tool used by Elites to control the masses.
The purpose of propaganda is to convince the masses they want something (War).
Propaganda disseminates through the population like a highly contagious I/E Virus.
If you think you want War, but you're not an Elite, then you've probably been fooled.

Component D

A War on War is the only just War → [Monopoly of Peace]

Legend

Belief: Preconception (favorite idea). The social (collective) manifestation includes fame, idolatry, popularity, etc.

Propaganda: any asymmetrically communicated information (no authentic challenges, arguments, feedback, or questions considered). Repetition (high relative frequency/duration) generally increases its effectiveness.

Warfare: battle (competition) to achieve a monopoly of Power.

Monopoly of power = Sovereignty (Authority without Accountability).

Warfare is the “means”, Dominance (monopolistic) is the “ends”.

Mission: the ultimate goal of Warfare.

Arena: context of the Warfare.

Elites: Entities that perpetrate Warfare (systemic flotsam due to Social Stratification dynamics).

Basis: the claimed justification for use/pursuit of Power.

Weaponry: primary tools utilized to achieve the Mission.

Strategy: the primary ethic for achieving Monopoly.

Harm: the primary social injury inflicted upon others.

Inversion: Systemic Inversion of Governance system through the warfare domain.

Mutuality

Ignorance: a state of being brainwashed, incompetent, mesmerized, distracted, etc.

Ideological Monopoly: singular mind-share.

Alienation: to make unfriendly, hostile, or indifferent (where love, empathy, or friendship formerly existed)

Standardization: exclusivity through Consent.

Monopoly: exclusivity through Power (non-consensual).

Warfare: competing with others to asymmetrically gain Social Power.

The Westphalian Mob of Deities (Sovereign States) [Deadlock of Westphalia] inherently perpetuates Warfare. A global social system based on the Mutualist Ethic would result in a Global Community of Mutualist States.

Force (kinetic) systems can eventually degenerate into circumstantial conspiracies that perpetuate warfare. (deadlock may be preferred over battle). Force systems require an adversary (real or fictitious) to justify their existence. An adversary can be constructed (fabricated) from collective fear (Witches, pedophiles, terrorists, etc.). Adversaries are generally propagandized as not being as human (good) as us, but they can appear to be humans.

Warfare: purpose = to increase/perpetuate social stratification (hierarchy).

Propaganda + Censorship → Belief Power.

Force: power over subjects.

Wealth: power over objects.

Beliefs: power over [thinking | feeling].

The idea of a “War on Poverty”, or any other systemic manifestation, is a fraud. There are only 3 domains of Warfare, and poverty (dispossession) is an effect of one of them, not a cause. Warfare over Wealth is the root cause of poverty. If a legitimate mitigation of poverty is intended, it requires a “War on Wealth”.

Exclusion (Enclosure, Theft) → Warfare (Wealth)

An Elite Microculture (subsystem) can eventually become fully alienated from its own Macroculture (supersystem) [cause = self-attribution fallacies (narcissism)].

The lie that Elites must universally defend at any cost is: “this system is fair”.

Any War on human nature (weaknesses/strengths) is illegitimate on many counts, including its self-perpetuating dynamics. This includes such efforts as War on Terror (fear), or War on Drugs

Mutuality

(addiction). Such strategies will generally result in perpetual War and a direct, continuous violation of human rights. Those that benefit from Warfare (elites, extremists, warriors, vendors, etc.) publicly proclaim a virtuous cause, real or fake, to justify continuation and the related resource reallocation (manufacture of consent).

War and Causality:

Wars on an “Effect” = tactically winable, strategically unwinable (perpetual) [drugs, terrorism, etc.].
Wars on a “Cause” = tactically winable, strategically winable (finite) [mental health, suffering, etc.].

There are 2 fundamental forms of Power Distribution:

1. Exponential [monopoly], the result of a logarithmic stratification (unmanaged dynamics).
2. Sustainable [normal], the result of a normal distribution (managed dynamics).

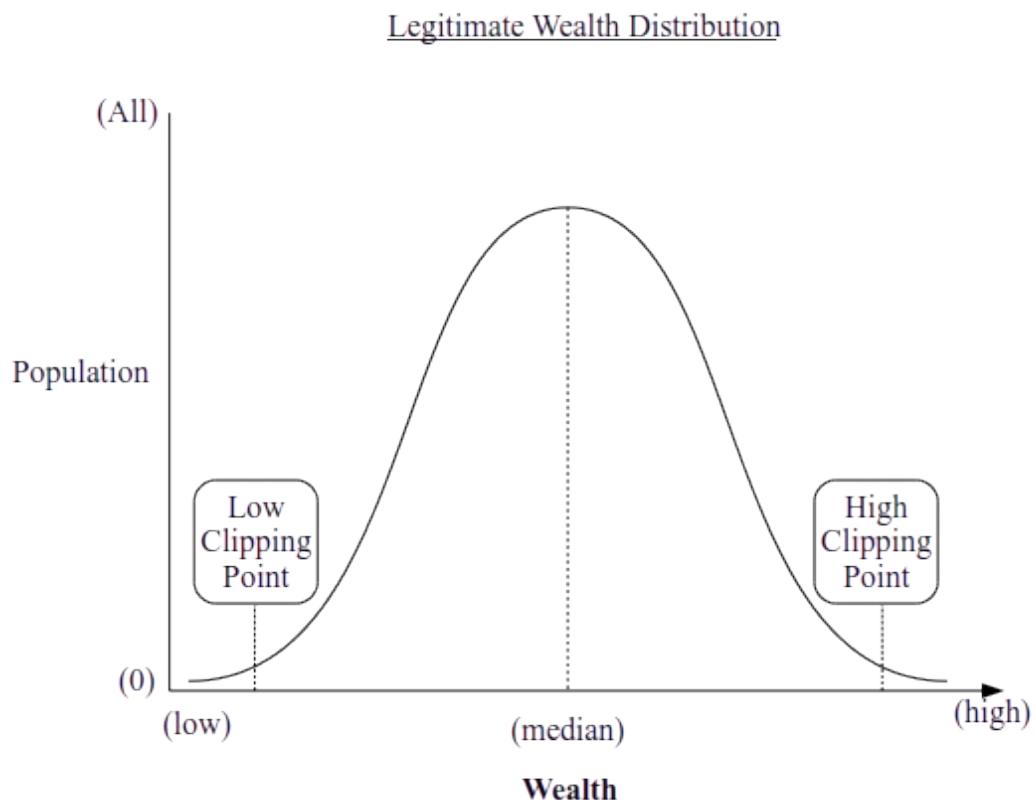
Wealth | Poverty

Summary

Wealth, and its antithesis Poverty, are based upon symbiotic social relationships. Wealth is a manifestation of relative Freedom (of Action) with respect to Resource access. Wealth is the root cause of Poverty. Wealth, generally implies that Resource access is in excess of existing needs.

Model

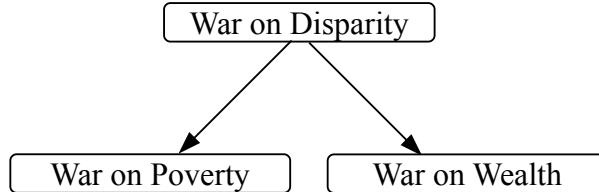
Component A



Mutuality

Component B

Resource Warfare Remediation



Legend

Wealth: Resource (or References) accumulation beyond current Use. Accumulation beyond any probable future Use is illegitimate.

In a Fair Resource System, distribution will be constrained to a Bell Curve (normal distribution).

Consent to the Resource System requires establishing the intended sigma (shape) of the curve, and the High/Low Clipping Points. The clipping points are the systemic limits that are implemented to prevent outliers (fat tails) from arising and invalidating the system. The occurrence of outliers provides concrete evidence that the Resource System is dysfunctional (illegitimate).

The Mutualist Ethic demands the minimization of disparity, which can be achieved through a Gaussian distribution (bell curve) of wealth distribution, with 0 outliers.

The strategy of a normal distribution of wealth provides a useful means for identifying Collective Action Traps (C.A.T.). By careful analysis, the C.A.T. can be identified and then the Resource System reformed (modified, repaired, etc.). This Model can also be useful for correcting Income Systems as well.

Wealth, in its common interpretation, doesn't have endogenous value to the wealthee (wealthy).

Wealth: accumulated access (or References) to Resources (satisfiers) > current wants.

Wants (as distinct from universal needs) can be qualitatively or quantitatively unlimited (unbounded, infinite, etc.).

Accumulation: has no intrinsic end point (limit), which is an illegitimate theory of action.

Dispossession (Poverty) can be a result of 2 dynamics:

1. Competition (gambling, market, etc.) in which “necessities” are the bet (prize).
2. Cheating (Warfare, crime, corruption, exploitation, etc.).

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Being wealthy (excessive resource accumulation) not only can't make you happy, it can make you selfish or dishonest.

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