

## Universal Laws of Sociodynamics

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

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

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

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

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

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

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

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