

The first rule asks questions. Characteristics of any instant result? (Flat or hilly landscape?) How? To whom? The rule definitely makes statements, though - there should be a flow, and followers should definitely act to keep out flow (and ensure for inflow) of yourself or group.

The idea is by ensuring outflow there has to be inflow somewhere else. This inflow point can be a construct to match other power poles and help grind them down to keep the balance. This construct can give you inflow. The construct you give power to should be in your interest. Thus a multitude of small powers can be focused, and this focus can amplify the total power within the multitude and help give feedback power to yourself. Instead of everyone keeping to themselves with their small power, they can join forces by distributing their share to this construct. This construct can then negotiate better deals with other power poles, and amplification is a reality. The benefit is that common wills should be safer than isolated power poles, since the common interest is the filtered residue of all interests containing the considerate compromise of all interests' fears and hopes. The idea is that a common deal is better than being left out to the forces of shrewd tactical and strategical power concentrators. Being informed about the details of the deal is important. Keep a watchful eye on individuals representing the construct.

The most important characteristic of rule 1 is (if followed) that power always shifts. This causes those in temporary power (local or not) to be wary of the future and consider when they do not have power. If someone harms you, you can revenge when the power wind is in your direction. This forces all to consider negotiations since revenge and re-revenge (by the other party) in the long term is not a favourable option compared to peace talks and negotiating a fair even solution for the long term. The alternative to always shifting power is static power poles, and power corrupts causing much greater risk for abuse for those not in power since those in power need not to negotiate and can abuse at will when boredom strikes. Democracy works best when those in temporary power feels that their position is threatened; they need to be considerate to remain in power - if the voters do not apply rule 1 and always vote for one party, what incentive to that party is there to behave well and be responsible in the interest of the voters.

There must always be a threat of physical negotiation with tools of defence to ward off tendencies of stigmatizing and oppression of minorities, that said constructs or other power poles can realize. Oppression can be prevented if the potential perpetrator knows there will be a fight as a consequence of oppression; the injuries may not be worth the oppression, even if an expected momentary victory will be expected by the potential oppressor.

However, sometimes the sympathies (a feature of the left side of you) of those in power, of those who are oppressed, can be enough to end oppression (if it vitalizes the fight spirit of those in power with the right leftist arguments); you have to remind those who sympathise that it is words and action that count, not merely the thought. (However in justice the intention counts together with words and actions.)

Here is a personal advice. If your dog is the power you have, keep a short leash and pick up the back end produce of the dog; what consequences you allow your dog to do may lead to double

trouble when you are in other dogs territory in future walks with or without your dog.

Politics is the discipline of power. Politics can commandeer the rich's assets. Politics can throw the rich in jail. However the rich can corrupt the politics. The more a society is politicized the more the brown tongues (from licking and bad mouthing) see an opportunity, since social patterns become more important than performance of quality. A sophisticated way among brown tongues is by filtering and selecting to form a biased unbalanced picture - enlarging and diminishing to form a picture to suit the current power.

If out flow is blocked by others and a dam builds up, then act to build canals to keep flow out of the dam. Behave yourself, and make sure others behave themselves.

When you see a pattern of power concentration due to instructions, the key is to forget.

Personal safety is the main motive behind rule 1. If power is distributed then you have a higher chance of happiness than if power is concentrated, since the likelihood of you being abused by power is greater since to keep power concentrated abusive methods are needed plus that having concentrated power corrupts the mind with boredom (when all goals are met) and the remedy for this is to demonstrate power by harming others.

By keeping out flow in a distributive manner, you need to earn power inflow by sticking to rule 2 and 3.

The next two rules tend to answer some of the questions in the first rule.

Note that you yourself can be seen as a group with different emotional demands and thought attention seek; let the three rules apply to this group and filter and asses thoroughly! Thus the three rules can help organize not only society, but you yourself too (the reason it says "them self" rather than themselves). Left side of you - common - right side of you, in rule sequence.

The rules can be applied in the stock market, too. Value of stock  $\Leftrightarrow$  potential future profit  $\Leftrightarrow$  return on assets  $\Leftrightarrow$  people in underlying company managing assets.

Of a company with people, assume less than 10% are key personnel. Keep those happy and attract more and stock will in the end rise. Make sure they feel they are gratification indebted. Rule 1, 2 and 3 in right proportional balance will keep personnel happy in producing worthwhile results, since rule 1 evolves the right felt deserved decision structure, rule 2 gives the staff meaning and point to work (and superficially enables a trend of trade through enough mutual respect and worth), and rule 3 is the explicit and implicit goal of the business.

When it comes to purchase stocks (which can be applied to countries, buying bonds), here is some general advice. A good tip is to check that the boat floats before you sit in it. In more detail, if you were to purchase land from a farmer with the service of the farmer to culture grain all in

one package, check the following. (1) That the farmer is efficient and competent enough at producing grain. (2) That the land and relevant infrastructure is productive and there, now and in the near future. (3) That the land is not over-specified with too high prices, so that you go in with too high price. (4) That the current market demand and prices will not fall in the near future for grain. (5) That too many other farmers are planning to produce grain in the near future with falling prices for grain as a result of competition in a buyer's market. (6) You feel confident that the farmer is motivated to work for you (follow the contract), and will not fool you right out or by forcing circumstances, e.g. by having huge debts, bad contracts, crime or war struck or otherwise in a tightrope that eliminates the possibility for sound economic farming work.

The wrong people, even with the perfect right rules to guide them, will always be wrong, since they will not follow the rules, anyway. Right people is priority one, right rules and right policy, together with a system of enforcement is priority two, right leverage with own property, momentum or business secrets and right predicted return on capital business plan is priority three. Mind you, all three are important.

If you plan to invest in stock or country, and you have read the above paragraphs, and you get the intuitive feeling that something is missing, jump the purchase and say no.

As for rule number 2, you may ask why is there not unconditional value and respect generally highly regardless of the condition that every person must align themselves with this idea. First this rule is not a prohibition it is a decree. This means you are still free to value and respect generally highly unconditionally to all. Secondly, if you live in a winter landscape, to open the window of your house to warm the outside is foolish, it is better to wait for the summer. Rule 2 motivates people generally to align themselves to a trend of summer since most if not all (when looking at the core of all people) want to be respected and valued highly inherently. Further, it is not generally known if people who get respect and value regardless of how they behave appreciate this (Do they innermost know they do not deserve this?) or if they just scorn at you. Is it fair to people who do actually behave well and respect others, to be equalized with those that don't? However, as the religion's decrees doesn't forbid you to equalize, you are free to do so.

Souls within your domain of rule 2 can help you; if you behave badly you can cause them to detach from your domain, and your domain risk being meaningless. Pixels form a picture; mind you though, some pixels are more important than others. Subjective view, agreeing subjective views or objective view of "value this second rule", that is the question.

Speaking out exaggerated appraisal or critic, generosity or budget cuts (greed) is all about showing off with apparent action worthiness, when they know at their back of their minds that society will collapse. In this case, it's all about a big laugh. From quantum physics the notion of collapse of the wave function has an important role in social circumstances, to sift through the standings that people take. Giving names to clarify is important. Names to love and names to loathe; associations help motivate towards quality, conditional respect and deserved distribution of power.

Be aware of the “Game player syndrome” in courts or politics especially in a media landscape. Basically what this is, is a “player” who view everything as a game, where the only main object is to win in the short term, “the game”. One can lie and hide the truth as much as one wants, as long as you’ve calculated that you’ll get away with it to win “the game”. One can make up facts, make up false witnesses, make blatant denials, make intricate believable made-up stories, all with the object to convince the audience that one is right (even though one self knows one is not), just to win that media battle, that political debate, that court case. The hard core variant of “Game player syndrome” is, of course, “Horned game player syndrome”; the object is to win, no other rules (religious, moral, criminal justice, house rules, own rules).

- “Don’t you respect me, anymore?”

- “What?”

- “The choices I have made are my choices, and I identify with them. For you to make radically different choices is like spitting in my face. Show respect, or you’ll be sorry.”

- “Can’t I just be good?”

- “No.”

Rule 2 and 3 motivates ownership rights, since motivation for creating quality is induced by ownership rights, and rule 2 prevents abusive punishment methods for the same motivation such as slavery with a harsh motivational structure. Rule 1 mitigates ownership rights. The existential motivation for ownership rights is basically rule 3 motivated by soft reward methods (such as rule 2) through relatively stable economic evolution based on people’s expectations (of future economic or emotional satisfaction return on owned assets) and thus group and personal planning with the common result of creating quality through satisfying demand in a competitive buyers’ (as opposed to sellers’) market.

Of the three rules, rule 3 is the right wing most associated with your ego. The reason is that “Create quality.” is an appeal to you personally. And to you personally everything you create when you feel bad and feel no hope of feeling better is felt of bad quality; thus you need to have a good quality of life or at least feel hope that you will have a good quality life in the future for you to feel that you create quality. When you have a surplus of quality of life or feel hope of getting that in the future, then rule 3, 2 (respect the quality of life of those who are considerate of others quality of life within this group that respects) and 1 (distribute quality of life power) appeals you to be considerate and make possible a good quality of life of others in selected solidarity - create quality.

If a particular party work against you for you to have a quality life now or in the future, then this party thus violates rule 3 of you as explained above; then you need to apply rule 1 and distribute away power from this party thus the relative power distribution of different parties is changed in such a way that those that do not work against you to realize rule 3 get more power, since the sum of all parties relative power of all parties is always the same. Power between people is always a null sum game. Absolute power can however change as people learn and apply

techniques of nature and reality.

Money is a tool to distribute resources (leftist view). Money is a tool to motivate quality effort (rightist view). In general, there are two types of strategies to earn money (money is a measure of quantifiable resource of value), trade or thievery. Trade or thievery has 16 combinations of the 4 each possibilities of give/take wanted/unwanted of the two parties, or a further 16 combinations if one party is inactive and the other party makes two actions. There is one of two possible conclusions to each of these 32 combinations, either trade or thievery. Of course, proportions of wanted/unwanted are important; basically a trade to one party is when the proportions are agreeable. The give/take wanted/unwanted refers to each party; basically one party can have a trade and the other party a thievery beneficiary (which are always agreeable) in one transaction. To victim thievery (no matter by what technology), try to say no.

To any problem, gather data, understand data and the list most obvious solutions or just go with the rule based evolution strategy.

We are at a minimum physical beings. You are made of a physical body. Do not forget this. This means that you can be physically influenced, aggressively. Other than you, know this. All is about gaining and maintaining power. To achieve this goal, physical means is part of the game. Immaterial constructs is in the end a means to achieve physical influence. Defence is vital. Both immaterial and material defence. Immaterial defence is all about power pointers and the accompanying information collecting and sieving; watch out for planted information. Immaterial power pointers should always be dynamic in self interest. Pointers toward you or away from you or external to external; static means someone gets power regardless of behaviour and/or there will be a high interest in theft or copying of identity. Therefore, always keep that option. Material defence can be static or dynamic. Prevent or enough limit aggressive physical influence, or attack the representatives of the problem, respectively. Prevention is like a castle. Attack is like a magic bullet eliminating the culprit; "Attack is best defence". A declaration of efficient revenge in self interest motivates culprits to consider the consequences, and therefore works in a preventive fashion. This is the main motive of criminal justice, and nations' deterring defence forces. In your own interest, consider other parties' revenge of your own destructive actions; to vile substance, say no.