

~~Source~~
07484

Source

2 Sep 87

AD 37

Cogs

The COMPROMISE of the
CVP triangle ¹⁵ was the 12
dynamics.

The COOPERATION of the
CVP triangle ¹⁵ is the KRC=P
triangle, was

The COORDINATION of the
CVP triangle ¹⁵ is the ARC=U
triangle, was

Since all this ¹⁵ was / is "
accepted" at the beginning
of the Source's game of
being a CVP, what are was

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the Fun, Wins, Acceptances
that the Source expected
to get from Playing
(doing)? In other words,
what was the Goal or
Goals (having) for the
Source in his decision
to "be a CVP" and "play"
the Game(s)"?

- Speculation -

Is the (was the) former
state of Source (before H6C
1) an ANARCHY, with all
(and each Source) just
"doing his own thing"?

Was it an agreement or co-postulate to play a game where everyone could win, have fun, and get accepted?

Does this imply, that in the original Source state before H6C1, there were no barriers, total freedom and no rules or goals? A state where whatever was created was just ignored? And whatever was un-created

was also ignored?
And persistence was
also ignored? In
other words, was it
a State of Ignorance
aside from a few
Private and Personal
"agreements of the moment"?
Was then the idea of
FON, WINS, ACCEPTANCES
a solution to the problem
of IMPERSISTENCE, LOSS,
and IGNORANCE?

Was, at that state, the
CYCLE of ACTION something
that had no value and

no importance? Thus
there was no improvement,
and no interest, as there
was so little intelligence
being applied?

Was the first advance
toward the #6 Cycles to
get acceptance of the
Cycle of Action as VALUABLE
and IMPORTANT? (As per
Pre-logic #7 & #6). And
then to get INTEREST in
IMPROVING it to the now
actual: "Create / ~~the~~ Create - create -
create (persistence) / Create a
Perfect Duplicate of the Original
(As is ness)" - Technical

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Cycle of Actions? And
having that cycle ACCEPTED
by the Auditor & C/S
so they get a WIN for
the pre OT? And so the
pre-OT has FON doing
the Bridge?

The Cycle of Actions
certainly HAS become
important on every dynamic,
especially Ethics, Tech, & Admin.
It is the basis of production,
exchange, auditing, C/Sing,
and cleaning up a person's
track in the games.

(At this point, I ran VI on
"a Cycle of Actions")

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A person will ACCEPT something that he can get fun and wins with.

And for this he will EXCHANGE.

A person will not ACCEPT something that only you get fun and wins with. So if you want to do INCREPIBLE things and gain ACCEPTANCE for it— YOU MUST MAKE IT AVAILABLE TO ALL, AND AT A FAIR EXCHANGE. AND THEY MUST EXPERIENCE THE FUN AND WINS TOO.

DR
SICKS, RONS,