

Multigames and hyperevolution: societies in interaction

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Foreword

The ethical Satanist von Neumann, who was responsible for the exposition of Arclight bombing used in Vietnam, wrote *Theory of games and economic behaviour* with Morgenstern in 1944. It seemed to us at the time that this account was based on competitive games that was entirely deficient, but nobody had noticed it.

The account given here we think is sufficient to correct this deficiency, and goes beyond game theory in substantial ways not previously available to mathematics or social systems research.

We have junked sociology in its entirety, whilst at the same time giving due respect to Marx. His intense rage at social injustice and his complete identification with the destitute, prostitutes, those most effected by the social injustices inherent in the capitalist system and the working class in general is documented in *The Communist Manifesto*, and we entirely support this idea.

The techniques available in social analysis and the capitalist system were deficient at that time and are so until now. Despite this, he was able to articulate an alternative system for the description of money in the capitalist system. Although the idea of labour value is inherent in an ethical system, and this is backed up by mathematical analysis, we believe an ethical system is based on planning and needs no money mechanism whatsoever, although need must be evaluated precisely, as it is for money.

The capitalist system is a system of control. Our idea, different from Marx, is that this control system is allocated in money. Thus the buying, say, of a T-shirt is a transference of control from the shop assistant who is controlled by the company who employs him to the purchaser who then has control of the way the T-shirt is used. We do not believe that money represents the labour, even technological labour, going into an artefact. Nor is it a representation of its energy content, however evaluated, and its thermodynamic situation in a physically determined social system which transforms energy in various forms from one object to another. These evaluations are necessary in analysis of social systems and their evolution. We do not believe they are situated in money.

The reader will see the entirety of our analysis in the document which follows. We feel this work has deep significance in the evaluation of social systems and their progression.

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1. The first cognitive revolution: ethical systems.
2. Metaconfusion, tripe immersion and a tripological analysis of propaganda and thought control in the BBC.
3. Needbit and dickbit circulation, interaction and boundary interface construction.
4. Multiobject games in hyperevolutionary systems and psychohistory.
5. The second cognitive revolution: systems without boundary.