

- 3 Major Categories
 - Several to many ed blocks in each category
 - Unlimited questions within each block.
 - All smart question and smart response based
- Every category, block, question and response should include an image, GIF or video to make the words more exciting to engage in.
- Both non-static (dynamic) and ever-evolving toward improvement and simplicity.
- As time marches forward, new content, new blocks, reorganization, etc will emerge. Each block within each category will be prioritized by importance. Also each question within each block will be prioritized. Also questions and responses will be edited to be more concise, clearer, etc. All this to add improvement and to be more helpful to those who come next.
- In time morphs get added to the overall solution. These allow individuals to specify preference. E.g. Spanish vs. English - language is just one example preference attribute.
- Participants automatically become contributors by creating morphs for their own personal user experience (UX.)
- The system harvests the top performing morphs can auto replaces “first presentation” content based on preference attributes each participant specifies - thus attempting to maximize happiness within all unique UXs.
- So though much of this functionality does not exist when Jaime first launches - it’s where I’m hoping he will invest some of the profits to enhance the overall system. Slowly transitioning his TAP Coaching system into the TAP Ed and TAP Tool systems.
- But to begin, much of the work will be done manually by us core team members.
- More about this solution:
 - A particular question might actually exist equally well within more than one block. So there will be a block home attribute where multiple block ID codes can be set.
 - Often times questions follow a logical sequencing - where the next question requires the previous questions question and/or response. So this solution also has sequencing attributes: 1) previous question; 2) next question that can possess the IDs or NOT. This will assist everyone on where to go next for further understanding. The guide and/or the assistant will use these and teach participants about these options. The participants need to understand what are the next step options - because together they must find their voice to move forward in the session.
- TAP software will track the movement of everything:
 - The decisions and actions of:
 - The program participants
 - How exactly they decide as a group to move step-by-step through all the latest TAP content.
 - The guide
 - What they guide the participants into next?
 - The assistant
 - What they input to search for questions and responses?

- The improvement suggestions
 - Revised questions
 - Revised responses
 - Revised titles and names
- The new content suggestions:
 - New questions
 - New blocks
 - New categories
- All this tracking data will be used to adjust next step recommendations.
- So before a session starts it will be important for the guide and the software to better understand the objectives of the participants.
 - So there will need to be a “learn about the participant” form completed by each candidate participant.
 - In time maybe TAP Coaching puts together like-minded participants in a particular session, so each participant gets the most out of the session.

TAP Core

Purpose

Question: **Why does the universe exist?**

Response: TAP believes it's to better understand “what might be universal truth.” TAP refers to this as the primary objective.

Question: **Why do we (people) exist?**

Response: TAP believes you exist to help co-create the evolving story of “what might be universal truth.” To work toward the primary objective.

Question: **Is there nothing perfect in the Universe? The cycle of carbon, of water, are not perfect and manifest the balance in the world?**

Response: Because this question has been placed under the “Purpose” block... TAP assures everyone - perfection is NOT the purpose of the universe. Nor should it be the goal of anyone. TAP dislikes using the concept of perfection - because time is always connected to the concept. How long can perfection exist within an ever-changing universe? Not long. Of course, there can exist perfection - the perfect math, the perfect score on a test, the perfect performance, etc. But the universe cares little about these momentary achievements. Instead of perfection, strive for balance and try for it with ALL aspects of life, society and across all time. There's definitely no perfect when everything is considered. And everything is included within the universal truth pursuit concept. Too many things to juggle to achieve perfection with everything. ‘You’ will be far more successful with pursuing balance than perfection.

Question: ?

Response:

Important Information

Question: **What's important information?**

Response: TAP defines it as info that is used to establish belief and to make important life decisions.

Question: **Is it more important than all other forms of info?**

Response: Not necessarily. But TAP believes it needs to be separated from all the other types of information. Generated, handled and communicated very differently than all the other forms. Handled with a little more seriousness.

Question: **Is important info fact based info?**

Response: NOT necessarily. TAP is more interested in what exists within the minds of people than what is fact vs. fiction or correct vs. wrong or good vs. bad. TAP simply wants everyone to better understand what people really think and believe. For the accurate communication of this type of information, TAP believes, is as important as fact and non-fiction.

Question: **Who's to say what's important or not?**

Response: The great thing about TAP is it establishes NO authority figure, committee, institution, government, group, leadership team, etc. Importance is established within the individual mind or within the group voice of any group that emerges. TAP, not only establishes importance this way, but also has all TAPPERS and TAP groups prioritizing everything thing of importance - done so with relative ranking of all the possibility. So given any clear and concise context, minds find better understanding of importance by knowing what's more important and in a precise ordering of importance. Of course, every mind and every group will have differences, but with TAP - it's more about focusing on the agreement that exists.

Question: **What's this I hear about TAP greatly improving the approach to handling agreement and disagreement?**

Response: Better understanding of important information is actually the second step in the improvement process. The first step is creating better important info. A big piece of the TAP solution is an innovation in thinking about and handling agreement and disagreement. TAP establishes a new form of continuum that places agreement on both ends of the spectrum and disagreement in between the two different forms of agreement. On one end is positive agreement. On the other end is negative agreement. Negative agreement are those things that the group agrees are the worst possibility for fulfilling the requirement of the case. Whereas positive agreement are those things the group feel are the best possibility for fulfilling the intent of the case. Disagreement is the possibility that lies in the middle of the spectrum - as there's no clear directive by the group on which end the possibility items should be placed. TAP recommends groups focus understanding the two ends and avoid debating what's in the middle. But always focus on next steps with only the positive agreement items.

Question: ?

Response:

Possibility

Question: **What does TAP mean by possibility?**

Response: Possibility is what helps define the truth and shape the emerging universe. Truth is NOT a static thing. Truth emerges in time, like much of everything else in the universe - all the stuff of both realms. Possibility includes impossibility. But all things begin with discovery and/or awareness of their possibility.

Question: **Are there different types of possibility?**

Response: Yes. There's always good and bad possibility, but this depends of the reference and overall objectives. And if the objectives are short term or long term. Impossibility is also a type of possibility. Very important to understand what is and what is not impossible. And to constantly reassess this difference as time reveals new discovery and new understanding. Because the impossible of the past often becomes the possible of the present-future.

Question: **What type of possibility is TAP most interested in?**

Response: Easy! The best balance type possibility. And the best for assuring long-term sustainability and consistency. So our kids and grandkids are never handed a worse world than what their parents and grandparents were handed.

Question: **What does "balance possibility" look like?**

Response: It usually looks like something in between the two opposing political views. Often it is a new possibility that no one ever considered before. It emerges from the imagination and/or new discovery that includes more truth than non-truth.

Question: **Is possibility a relative truth?**

Response: Not 100% sure what you mean by 'relative truth.' This needs to be clearly defined before 'the alien' can properly respond.

Question: ?

Response:

Intelligence

Question: **How does TAP define intelligence?**

Response: TAP defines intelligence as it might exist along a simple linear continuum - at one end is 100% selfish and at the other, 100% unselfish.

Question: **Of all the things in the universe, which things possess intelligence?**

Response: TAP will tell you - all physical objects possess some degree of intelligence. Even the stone has intelligence. But the stone's intelligence is that nearest the selfish end of the spectrum. A stone cares not about anything in the universe - other than itself. The stone is all about itself - doing only what a stone is capable of doing. With no means to make creative things happen. It only exists to be of use to other things.

Question: **Do atoms and atomic particles then have intelligence?**

Response: Yes. But it's the very selfish form near that end of the spectrum.

Question: **What, in the universe, possesses the most unselfish form of intelligence?**

Response: All we presently are aware of re evolved and advanced intelligence is the human being. But the typical human being is far away from the '100% unselfish' end point on the continuum. TAP believes the universe contains many many other lifeforms. Some with less evolved and some with more evolved forms of intelligence - based on this spectrum. None possess Godlike power. But some do most likely possess Godlike minds, understanding and reasoning. They may or may not be humanoid or like us in physical makeup. But TAP believes all possible intelligence is much the same - independent of the physical being makeup. The only difference is the understanding of the universal truth and how innately selfish or unselfish the lifeform is.

Question: **Does intelligence naturally evolve?**

Response: Absolutely! Within the individual being in time. Within the civilization as time marches forward. The natural progression is toward the unselfish from the selfish. But this is not to say that there's almost always setbacks toward the selfish - both within individuals at times and within civilizations too.

Question: ?

Response:

Happiness

Question: **What does TAP have to say about happiness?**

Response: Happiness is one of those things of the universe that span the two realms. It's a concept within the non-physical, but also something that directly affects the physical being that possesses it. It's created ONLY by and within one's self. It's a temporary state of being that rises and falls about a neutral assessment absolute, that makes up the great majority of one's time during life.

Question: **Are there different types of happiness?**

Response: Yes. But TAP discovered what is perhaps the most important type, that directing connects to what might be the purpose of everything in the universe.

Question: **What's the most important form of happiness?**

Response: Think of happiness as the primary reward for doing what is positive toward the primary objective. TAP believes this primary reward the most important type of happiness anyone can achieve. Best of all, it's a reward that an individual can obtain continually throughout the day and all of one's lifetime.

Question: **Can anyone focus on and generate more of this special happiness?**

Response: Yes. It's naturally something everyone does daily - mostly NOT knowing they are doing it. With better understanding of this subconscious activity, anyone can bring about much more meaningful happiness in their lives.

Question: **How do we create more of this type of happiness?**

Response: The short response is - it's rather easy to work toward creating this type of happiness - once it's better understood. But it requires some investment of time and focus to understand all its components. This special type of happiness, first requires 'you' have at least one good (empathetic) relationship with some other being with preceded intelligence. This intelligent being need not be human. This intelligent being can exist anywhere in the world or

universe. There must exist a balance (an equality) of give and take - listening and honest feedback, both directions. It's the honest feedback that's the key to being able to generate this special form of happiness within oneself. A particular type of feedback to a particular initiated objective is also required. The objective is testing what may or may not be truth in the world and in the universe. It does not matter if the feedback is positive or negative - either can spur on increased happiness.

Question: What is happiness exactly - as TAP understands it?

Response: Happiness is primarily a reward in the being with evolved intelligence. As mentioned before, there are different types of happiness. TAP will hereafter refer to this one special type as TAP happiness. TAP happiness is the reward for pursuing that which might be the universal truth.

Question: Why does happiness seem to come and go so quickly?

Response: Happiness is a state of being or state of mind. It's best understood as being of a neutral level or value most of our lives. There are moments, due to events, when it temporarily increases and moments when it decreases (unhappy or sad.) The level or value is variable too. There can be happier or sadder moments when comparing particular moments. But most of the time it is balanced and in a neutral state - where we are neither measurably happy nor unhappy. But built into our subconscious intelligence is the innate drive to seek the truth and create this TAP happiness whenever we get valuable feedback from others toward this objective.

Question: Are people who get more feedback - happier?

Response: Yes. This is the primary reason why so many seek fame and celebrity status.

Question: ?

Response:

Alignment positivity

Question: What's TAP alignment positivity?

Response: It's a concept that was discovered that naturally revealed itself as TAP evolved and became more and more developed. It's the concept that when goodness is emphasized within the design of things, like all TAP innovations inherently have included - that each new thing created and added aligns for more positive than conflicts and fights one another creating even more overall negative result. Almost everything in today's model and world nets more negative than positive. This is why our present world seems to accelerate toward self destruction now. Because almost everything added is not added for the goodness of all, but for the selfishness of the few.

Question: What's the secret to alignment positivity?

Response: TAP believes it is having a very simple foundational reference with which to distinguish what is good and what is bad. With this core or common thread weaving through everything - only then does everything align toward the positive overall objective(s.)

Question: What's this core within TAP?

Response: The simple core, as mentioned elsewhere, is universal truth. But there are many other important primary objectives too. One other very important core is a promise all TAPPERS make to their children and grandchildren and to the children and grandchildren of other

TAPPERS - to promise the delivery of a better future world than what they were handed. But it's NOT just a promise to the two generations removed. With TAP it's really a promise to 500 generations. To those who carry on the work of TAP 10,000 years from the present - whatever the present is at any moment. A promise to *THEM* of the TAP future world.

Question: **Why are *THEM* so important to TAP?**

Response: *THEM* establishes a very good reference or POV (point of view) with which to establish, in the present moment, good vs. bad and right vs. wrong. The typical reference question in the TAP world is: "What's best for *THEM*?" And with this simple reference question ALL TAP groups work from a single core objective. What is truth - is too complex and too unattainable. But What's best for *THEM* - is much easier to assess and find agreement with. And TAP tackles all things of civilization by establishing a new type of agreement that most everyone can agree is - as balanced an approach as possible in our very complex world.

Question: ?

Response:

Beliefs

Question: **Are TAP beliefs right, error free, truth, etc?**

Response: Not necessarily, but they exist as seeds of possibility of "what might be universal truth."

Question: **What's the non-physical realm?**

Response: TAP divides the universe into two interconnected realms: 1) physical realm; 2) non-physical realm. The non-physical includes these types of real-world things:

- Mathematics
- Emotions
- Story
- (more coming soon)

Question: **Which realm is more important?**

Response: TAP believes the non-physical is more important. That the physical realm only exists to make possible the things of the non-physical, especially the story of what might be the universal truth?"

Question: **Is everything interconnected?**

Response: Yes. Not all directly, but certainly indirectly.

Question: **What's TAP got to say about leadership in our world?**

Response: Leadership is an extremely important topic that ultimately impacts much of the overall operations of civilization. There's a fundamental argument about leadership in today's world that TAP shatters with its innovative approach to leadership. The argument is which of these two approaches to leadership produce better results: 1) the thought, reasoning and voice of the so-called experts; vs. 2) the voice of the crowd? But in today's world, how the voice of the crowd is established - is the problem. With TAP, the voice of the crowd is replaced with the voice of the group - and the group is specified by the important info voice seeker. So what is sought is NOT the voice of random crowd, but instead the combined voice of those trusted to speak and provide important voices.

Question: **What's TAP think about the limitations of things of the universe?**

Response: Everything of physical makeup has very significant and important limitations. Also there's always time limits associated with most real-life things. These types of limitations MUST ALWAYS factor into important decision-making and solution creation. But contrast time and space and the things of the physical realm with the almost limitless possibility that exists with most things of the non-physical realm. Working with the things of this realm allow for endless and limitless possibility to be the reality that results.

Question: **What's generational consistency?**

Response: With TAP, generational consistency refers to balancing civilization across all time. It's a concept that looks out for the world of our kids and grandkids. When accepted by society, it greatly impacts the present world and how it consumes resources that have inherent limitations. With TAP, it's NOT just about balancing the present world - instead balancing the world across all future time. And doing so utilizing much more reality and truth. Knowing that bad things will always happen. Never counting on good things emerging to save the day.

Question: **What's TAP got to say about equality in our world?**

Response:

Question:?

Response:

Question:?

Response:

TAP Proverbs

Question: **What are TAP Proverbs?**

Response: They're bits of intuitive wisdom from the TAP world perspective.

Question: **What are some examples?**

Response: Example 1: *Don't mistake the truth of one voice as the universal truth.* TAP helps establish what might be universal truth. Example 2: *Don't mistake the obvious possibility as the best possibility.* TAP helps establish the best possibility. Example 3: *Happiness is a much better reward in a game.* The TAP world places happiness above money.

Question: ?

Response:

Deep Questions

Question: **Are there really souls in the universe?**

Response: TAP responds with this question: "How does the soul help the believer while living?"

Question: **Can the truth really be known?**

Response: TAP will answer, NO! Because the truth is a dynamic ever-changing concept in of itself. Often changing whenever a new discovery is made or new possibility is imagined.

Question: **How can we transcend a natural law? For example, if I want to change the honey color of my eyes ... Genetic laws are met!?**

Response: Is this question asking if intelligence can overstep the laws of physics? If this, the TAP response is: "Only within the non-physical realm can the laws of physics sometimes be ignored." E.g. instantaneous and limitless time travel and space travel is easily done within the mind.

Question: **Find your angel in TAP ...?**

Response:

Question: **How does TAP define 'love'?**

Response: TAP attempts to provide a simpler definition of what love is, so the TAP world in turn becomes a less complex place. TAP love is simply unselfish caring and concern for another or others. Usually becoming self-evident when followed by some like minded action. Be very leery of love expressed by words or statement alone. Because TAP love requires unselfish action - in the TAP world, it makes no sense to love oneself - as it's illogical to unselfishly love oneself. In the TAP world, what is recommended is to like oneself vs. love oneself. In the TAP world, perhaps the greatest love is the love of who will come next - independent of whether it is our biological offspring. To love all who are born into the world and make up the next generations and to unselfishly act for their benefit is considered one of the greatest forms of love.

Question: **Are there others in the universe?**

Response: TAP believes - without a doubt. Humans are not alone in the universe. And even more important all lifeforms and intelligent beings all possess the common mission (purpose) - of pursuing what might be the ever-evolving universal truth of the universe. ALL intelligence exists on the same intelligence continuum too - from the 100% selfish to the 100% unselfish.

Question: **Are there beings like gods or angels?**

Response: TAP believes there are NOT these supreme intelligence and powerful beings. But TAP may be wrong. But what's important is TAP is built assuming these beings do not exist. But it's also built that other similar intelligent beings do exist in the universe.

Question: **Is there any limit to possibility?**

Response: Yes, in the physical realm. No, in the non-physical realm.

Question: **Why are there bad things in the universe like cancer and disease?**

Response: Because they are simply possible. And the universe does NOT exist for only the good. It exists to balance the good possibility with the bad possibility. All good and the universe makes absolutely no logical sense. A universal truth that includes only goodness makes no sense. Then there's no concept of mission or objective.

Question: **Does a story require an audience?**

Response: A single intelligence makes no sense. Without an audience a story creator has no purpose. The universe, if created by intelligence, had to include the concept of multiple (at least two) minds being required to assess ALL that would evolve in time from it. The universe with its concept of intelligence at its core, MUST create intelligence so ALL can be witnessed and better understood.

Question: ?

Response:

Question: ?

Response:

[maybe more “Core” blocks coming]

TAP Systems

Today’s World Problems

Question: **Does TAP address every major problem of today’s world?**

Response: It has attempted to.

Question: **What’s TAP got to say about the problem of disinformation?**

Response: Disinformation is intentional misinformation to gain advantage in the game of life. It’s perhaps one of the greatest problems in our world today. Reality today is mostly formed from a whole bunch of non-truth. This is why TAP has chosen to begin its work by tackling this issue of generating better important information.

Question: **What’s TAP got to say about the problem of overpopulation and/or no control, today, over global human population?**

Response: It’s very interesting that almost no one else tries to address this hugely important issue. A civilization cannot endure for long by ignoring the issue. Our own civilization is deep into the problem era associated with this issue. Though extremely provocative and controversial, TAP dares go there and suggests possible solutions to deal with this critically important issue.

Question: **What’s TAP got to say about the problem of money and there being no control over how much is created?**

Response: Today’s world operates within a model that offers nothing short of complete failure in the long term. And it’s presently teetering on the edge of the cliff of self-destruction. Money has been the solution to nearly every major world problem, but now even money offers no viable solution. We’re now in the end stage where lying and disinformation is the last resort solution. TAP addresses the money problem issue as well as the disinformation issue.

Question: **What’s TAP got to say about the problem of so many using fear tactics to gain advantage in the world?**

Response: Scaring people into believing one way or another has always been a tactic used to establish control over the masses. It has usually worked very well and delivered success for self-interest objectives. But now that we are squarely in an era of disbelief in what non-like minded persons and groups generate and communicate, re important info, it’s a tactic that does not work so well any longer. Because it’s a dying tactic, users are taking it to extremes. Some even sacrifice their lives to instill fear into those they leave behind.

Question: ?

Response:

TAP Economy

Question: Is the TAP Economy sustainable?

Response: Absolutely. Across all time. Independent of what happens next.

Question: What's the primary resource fueling the TAP Economy?

Response: It's imagination and creativity! Unlimited resources found primarily in the non-physical realm of the universe.

Question: What's the primary objectives of the TAP Economy?

Response: Maximizing efficiency & minimizing wastefulness.

Question: What do people do in this economy?

Response: Many things done in today's world, but many more things that are not emphasized as important in today's world. E.g. often inactivity and NOT doing something possible - is more highly valued than the activity of doing it. It's better for long-term sustainability NOT to do it.

Question: Who decides what's 'highly valued' vs. 'lesser valued'?

Response: Everyone does. Everyone has a say in this by accepting or rejecting ALL the possibility the economy creates. But given a whole new constraint factor - the global understanding that there exist limitations to everything of the physical realm. Meaning: if 'this' is to exist in our world than 'that' might have to not exist. All this is figured out by prioritizing everything.

Question: Is there money in the TAP world?

Response: Yes. But a very different type of money or currency. A form that is very very controlled across all time.

Question: What does money look like?

Response: It's 100% digital in form. No more paper or metal money in the TAP world.

Question: How's the money controlled?

Response: There's a maximum amount of total currency at any moment in time - totally based on the total population of living human beings. Also, periodically every bit of currency gets regenerated. Plus, every bit of currency is 100% trackable. Anyone can view the history of any piece of currency.

Question: Does TAP Economic activities fight one another, like in today's economy?

Response: No. Instead most everything aligns to co-create more positivity than negativity. See [Alignment positivity](#).

Question: Are 'jobs' critically important within the TAP economy?

Response: If you are defining jobs as work activity by real human beings - then NO! In the TAP economy it's actually a primary objective to eliminate jobs done by real people. The TAP economy looks to shift humans over to 'creativity work' vs. the less creative work that many of today's jobs require of the human.

Question: What's this TAP creativity work?

Response: Creativity work involves using much more imagination and [lateral thinking](#) - toward the primary objectives of both the TAP economy and TAP overall. It asks the mind of the human to continuously monitor what present civilization most highly priorities as 'valued work' or 'valued activity' (often times inactivity or low activity.)

Question: Who pays people for doing creativity work?

Response: The TAP economic model includes the concept of “[universal basic income](#)” which guarantees everyone a base stipend with which to economically base a life with. The ‘who’ of this above question, in the TAP world is *THEM*. *THEM* is the future group that owns everything and provides everything of physical composition in the TAP world. No one of the present owns anything in the TAP world. Everything physical is understood to be temporarily used or leased. All money of the TAP world is provided by and controlled by a group of future people who will occupy the planet Earth and all other human habitable locations.

Question: Is creativity work the only work?

Response: No. There are still many human-based jobs in society too. Every one of these types of jobs are handled by co-ops and the co-ops pay the people who perform these types of jobs. There’s also other types of work and activity that does not directly provide extra income, but it’s understood by ALL of the TAP world to be a daily obligation. It’s the ongoing, almost daily, governance work of one’s group(s.) In the TAP world, everyone spends some bit of time working on their avatar instruction, which does 99.9999% of the governance work of community, society and all of civilization. It’s understood that this governance work by ALL is compensated with a portion of the TAP stipend that everyone is given. In the TAP world, governance is NOT done by a few for the many - instead by ALL for all - present and future.

Question: Is there much ‘free time’ in the TAP world?

Response: Everyone in the TAP world has much more ‘free time’ than the majority of people in today’s world. Free time being defined as time to do nothing or things that are thought not to be obligatory. E.g. resting, relaxing, free learning, experiencing entertainment, eating, exercising, social activities, etc. Primarily because most people do NOT have regular jobs. In the TAP world many jobs are ‘shared jobs.’ Meaning two or more people take turns doing the human-required work. Keep in mind that most routine work is done by machines and computers. The TAP world is way less stressful and fearful.

Question: OK, more ‘free time’, but what about freedom?

Response: In the TAP world ‘freedom’ is somewhat different than what it is in today’s world. Mainly because, in the TAP world, there’s a much improved reference of purpose and objectives - ALL throughout civilization. So some things that some of today’s world feel should NOT be so regulated and ruled - are more regulated and rules in the TAP world. E.g. freedom of speech. In the TAP world, speech is utilized for more social interaction and far less for politicizing issues. Important information is handled with TAP case-lists. Not too many people care what any individual mind thinks. In the TAP world it’s all about the group voice. Net, the TAP world has much more equality and creative freedom. New possibility focus naturally creates as much negative creativity as positive. It’s very important to allow people to go there in the minds, so ALL of civilization is then free to assess the creativity as negative or positive.

Question: Can ‘I’ sell my creativity and make extra money?

Response: First you need to understand that generally, no one owns anything - NOT even their own creativity. In the TAP world everything discovered, even within one’s own mind, is understood to pre-exist in the realm of possibility. So when we imagine new things - all we really have done is discover its preexisting possibility. So in the TAP world we are more discoverers than creators. And the question of who discovers things first becomes less problematic because

there's no ownership issue and concern. The most the ego can look for is to go down in the history books - as the first human being to discover the new possibility. Just imagine the conflict that would ensue if we made contact with aliens who claim to have created the possible before we humans did. And that they own it. And that we must pay them something for now using it without their permission. A bit of an aside, but just some of the rationale for why the TAP world is designed the way it is. To look at the whole picture and avoid as much conflict in the model design as possible - long term. But back to the question. Can anyone sell anything they create? Many things no, but some things yes. E.g. physical works of art. But also food and clothing items. Furniture. Etc. But it's very important to understand how physical resources and materials are dealt with in the TAP economy - because *THEM* own all that is physical.

Question: So, how are physical resources handled in the TAP economy?

Response: Temporarily, until others show up in the reality of the universe, *THEM* owns everything physical re planet Earth and ALL its resources and offerings. *THEM* also own the energy that comes from the sun. *THEM* also own the resources of the moon, Mars, Venus and all other planets and asteroids. In the TAP world, no one of the present can ever claim ownership of ALL these types of physical realm materials and resources. This being the case, and *THEM* also creating and controlling all the money of human civilization - so is established a much simpler economic foundation. We of the present, MUST think and act for the wellbeing of *THEM*. And this solution provides *THEM* much more of a chance to actually become reality. This is long-term planning of long-term sustainability.

Question: Who gets what?

Response: This question needs to be divided into two pieces: 1) Who gets what of the present?; 2) Who gets what across all the various generations of humanity - present, near-future and distant-future? Today's world does not worry about the future. It's simple solution of - the most powerful simply claim ownership and then they decide who gets what - has brought us to this pivotal time in human history - where almost all the easy picking are picked, the population is too large and just about everything in life is teetering on the edge of the cliff. It was all a very short-term set of model solutions. But TAP is here to try to save the day, the planet and humanity. Given the primary objectives of TAP and given the new TAP Tool, humanity will now, together, establish who will get what - both in the present and across all future time. The mission is to establish indefinite long-term sustainability, but imagining just 10,000 years into the future to somewhat constrain the imagination. Providing a definite number of years also allows for doing actual calculations. In the TAP world there is a group who focus on the question of who gets what? They keep an eye on all physical resources and physical things of humanity. All technologies, all solutions, all methods and processes re adding efficiencies and reducing wasteful consumption. They analyze both the present and the future. They establish known inventory counts, reserves and predicted new discoveries of unknown reserves. They provide the whole world the important information that's the basis for who will be given what. Perhaps more important, they establish focus areas for new creativity. They tell everyone what MUST be created to help establish better balance within the present and across the future.

Question: How does a civilization's model divide up nonrenewable resources?

Response: This is exactly the tough kind of question TAP was designed to tackle. No one person, no one nation, no small self-interest group, no government, no corporation, etc. should

ever be given this kind of authority to make these kinds of final static decisions. Decisions and actions should instead be made as very fluid and dynamic decisions and actions - understood to be changable at any moment in time - when new discovery impacts any previous decision. Decisions that were made without the latest and greatest important info. TAP's important info reference objects do allow for new discovery and new possibility to quickly impact previous thought and understanding. And most importantly, the better understanding is NOT biased by self-interest. When everyone is encouraged to provide input - direct or indirect - results and reality improve. This specific question finds better understanding, finds better solution possibility, finds better group decision-making and better next step action with the TAP Tool. The details of the solution are less important than society accepting more as a whole group whatever the solution emerges as for the moment in time - with the present more truthful understanding.

Question: What do available physical realm things cost?

Response: Very important to understand that everything of the physical realm includes limits. TAP continuously reminds everyone - everyone cannot have the same of everything possible. So reality is that some will get this and some will get that. There can be no perfect equality with this aspect of life. The TAP model thus looks to its economic system to determine who gets what and what everything costs. Then everyone given their limited money and freedom of choice of what priority to them - gets what's available and limited at any moment in time. The actual cost is set by free market forces and supply and demand. But all within a much improved context of understanding what society values more highly than what else - everything being established in a relative value info system. And because currency is far more stable than in today's world, pricing tends to be very stable too. What things cost today will mostly be what they cost tomorrow. So everyone can plan and budget much better.

Question: What do non-physical realm or crossover realm things cost?

Response: First a 'crossover realm thing' is something like a software or digital content, like a movie or song that exists as code within some physical medium. Whereas things like ideas and concepts can be housed within the mind alone. But can also be written down or recorded to become a crossover thing in the world. New discoveries, ideas, concepts, etc. cannot be owned in the TAP world. These aren't even owned by *THEM*. Instead they are owned by the universe. And TAP establishes NO owner of the universe. TAP speaks of everything possible of the non-physical realm being free domain for all intelligence of the universe to utilize at will. The moment anything leaves the confines of the mind - spoken or in writing - it becomes something that all can adopt or modify with no worry of owing anyone anything. But these crossover things are a whole different matter. Most are provided for free to ALL. But some can be commercialized and controlled and sold.

Question: What crossover things of the TAP world are free?

Response: Very important to understand that almost all things educational based are separated from the TAP economic system. All basic education provided every citizen of the world is always free. And the TAP world has no public education schools or teachers or admin. Instead, in the TAP world, all basic education is self-driven or done with only the guidance or others - all voluntarily provided. Lot's of creativity is also provided for free: music; video; literature; etc. Many creators freely share for the happiness reward vs. for any possible financial reward.

Question: Is the economic system separated from the free ed content system?

Response: Yes. Imagine the TAP world with two separate Internets existing at the highest level of all digital infrastructure. Imagine the highest level decision all users must make, each time they consider entering the digital virtual world - is which of the two Internets to enter - to fulfill the informational want or need they presently have. The TAP digital world includes this divide for the good of all humanity. TAP wants zero confusion and no deception - at least at this highest entrance level. 'You' either enter where you know everything is open and free for the taking or you enter knowing that most everything within has some sort of financial gain motivation behind it all. The mind games that MUST be played in each are very different. But TAP helps everyone be better prepared for each. In neither digital world can anyone trust that the information being presented is truth, but with the aid of the TAP Tool working within both - TAP predicts there will be much more truth being co-created in each realm.

Question: **How does the free ed digital side keep commerce out of its side?**

Response: It has none of the digital infrastructure for allowing any commerce to present itself as possibility. Users can do nothing more than mention possibility that exists over in the other system, but this is against the rules. The free side is NOT an advertising and marketing vehicle to lure users over to the other side. It's all policed by ALL TAPPERS with TAP points awarded to those who first mention the inappropriate usage.

Question: **What are TAP Points?**

Response: Within the solution design of the TAP Tool is the concept of TAP Points. These points have real-world monetary value on the commerce side. With TAP points can be either earned or purchased as future credit. They exist to incentivize positive behavior within the Tool and to deter negative behavior - as there are also point penalties that can result from discouraged use and behavior. Some advanced features of the TAP Tool require redeeming points to use the features. TAP points have pretty consistent real-world monetary value, but this is established by TAPPERS - as most everything of monetary cost, like TAP points, is established by everyone - all the time.

Question: **So then, does the TAP Tool exist separately in both digital systems?**

Response: Yes. Even with the TAP Tool, TAP wants the TAPPER to be clear about what they want to do. Most of TAP is free access, so it's played on the free side. 'You' can even earn points on the free side. But to redeem points or purchase more points, TAPPERS must move over to the commerce side system. It's really easy to do this in the TAP world - because built into the user interface (UI) design is a shift 'key' that is the same for everyone, developers and users. It's the way one simply shifts realms between free and \$\$\$\$. So in the TAP world developers MUST always design in what happens when anyone at anytime selects the shift 'key.' Where does the user exactly land within the two worlds? This question is left up to the developers.

Question: **So then, can free content exist on the commerce side?**

Response: Yes. But what is free is usually just important information that surrounds the possible commerce purchase. On this side the structure of information can be almost anything - as it is in today's world - often containing disinformation. Whereas on the free side it's all TAP organized information - in the form of case-lists.

Question: **Are there taxes?**

Response: No. None at any level of organizational structuring or grouping.

Question: Then how do real physical civic type things get done in the TAP world?

Response: In the TAP world unnecessary things or low-valued things do not exist. The TAP economy does not require things to exist for the purpose of 'jobs' or profit. Most everything that exists and is done somehow helps THEM. Future money and taxes attempt to solve the wants and needs of the present. Not everyone gets or has everything in the TAP world. Everyone makes choices between everything - partaking in some things and freely choosing NOT to partake in others. In the TAP world everyone clearly understands that limitations of almost everything exist in reality. With the limited currency and limited supply of everything pitted against free will and free choice and the need for certain things to exist to keep civilization going - the TAP economy replaces taxes with usage fees.

Question: How do TAP usage fees work?

Response: Almost everything physical in the TAP world has a usage fee. One of the things that does not is the air one breathes when out in the natural environment. But most everything else will cost you - even if you want to take a walk on a road. That road has to be maintained and even walking on it incurs a usage fee. Don't ever walk on that particular road and you will never need to pay its fee.

Question: What determines the usage fee?

Response: Every usage fee has two components that set it: 1) materials cost; 2) creation cost. The former involves all the physical materials used or consumed to provide the thing. The latter involves all the machine/energy and/or human labor required to provide the thing.

Question: How are the actual fee amounts set?

Response: In the TAP model, *THEM* are the owners of everything physical that we humans gather and use - including the energy from the sun and resources from other objects in our solar system. Everything consumed or used has a relative value - given the very stable currency solution. Even over long periods of time these relative costs do not greatly vary. The actual absolute values are set when the TAP model is adopted. And they are all set with the Adul group voice. But physical material and energy is only half the equation. The other half is the work done by the creatures and their machines. Not just human beings but all the work creatures. E.g. draft animals do some useful work still in the TAP world. Robots do. Computers do too. These also must enter the equation and be balanced with the limited stable currency. So TAPPERS also establish all these relative costs given the absolute currency that exists.

Question: Isn't this next to impossible?

Response: It seems extremely difficult, but given the TAP Tool - it automatically works itself out. But not any static solution. Instead, it is always dynamic and changeable with every new discovery. TAP naturally has everyone prioritizing and ranking, relatively, all possibility to all other possibility. So understand most everything needed to do this relative costing already exists. The only thing that then needs to be set is the unit of currency and the randomly selected stipend amount. With just these two numbers then the total available currency is set in stone. Then it's just apportioning all the other possibility.

Question: Does everything possible get assigned a usage fee?

Response: No. Many old possibilities dissolve away given their relative lowly valuation. Think of things that get replaced as new technology emerges. No one, other than historical collectors or storytellers, need the things to exist in the world.

Question: So we will all know what a potato costs relative to a smartphone to the cost of electricity?

Response: Yes. Maybe even how people rank them if life relative to one another. Which is above the two others without the consideration of usage fee cost. Just on usefulness and merit alone.

Question: Do things exist that have no usage fee cost?

Response: Yes. In the TAP world many individuals provide things to others that have no associated cost. E.g. many individuals create many virtual things that they provide to the world for free. Free for the taking by experience and/or awareness alone. Then these others are free to share with others - as is or in modified form. All with NO expectation of financial reward. But perhaps with the hope of a 'gift' - one day in the future by someone moved to 'gift' to the creative originator. See [gifting](#).

Question: How does TAP usage fee deal with all the different levels of civilization and society?

Response: The TAP world and TAP economy do recognize that in reality there are different levels, especially with respect to the physical world. TAP recommends everyone focus on two levels: 1) global - or whole world as one entity; 2) local - or that which surrounds you where you stand in the physical world. These same two levels exist in the virtual realm too, but there are far less complex concerns within the TAP virtual world structure and game. The physical world is where life is far more complex. But always think of yourself as an equal with all others across all time - as a whole being in a whole world. But 'you' MUST focus on yourself as being an equal among those you physically stand. Free to believe. Free to value certain things more highly than other possibility. Free to use whatever you choose within the limits of cost, budget and availability - at the local level.

Question: What about the levels of city > state > region > country > continent in the TAP world?

Response: At least in the long beginning of transition - not much will change re all this past structuring of our world. TAP is designed to transition from what is reality to a better reality. All TAP hopes for, in the beginning, is the adoption of belief in what TAP makes possible. From the individual mind next comes the business mind. If TAP works well for the business then soon it will be adopted into local governance matters. Then it will slowly find its way into higher level governance matters. It may actually grow from the other direction too. E.g. the United Nations could adopt TAP solutions even before nations adopt them. See TAP [Good Governance](#).

Question: What dissolves and what stays in the TAP economy and world?

Response: What dissolves away is all things that harm the world, its ecosystems and people. What dissolves in needless things that only exist for jobs and profit. Wastefulness, inefficiency, bad design and short-term thinking and design dissolve away. What stays is all the essentials of life and civilization, but much modified by the new objectives of balance and long-term sustainability. What emerges is better information and better understanding.

Question: ?

Response:

TAP AI (Artificial Intelligence)

Question: **How's TAP AI different than other forms of AI?**

Response: TAP AI is all about generating more balance & happiness in the world. Whereas today's world AI is mostly about generating profit and wealth. Also, TAP AI does NOT create new perfected intelligence. Instead it ONLY replicates the intelligence that presently exists within each unique mind.

Question: **How does TAP AI replicate a human mind?**

Response: First, it does NOT replicate the entire mind. Instead just a few very important 'Response ONLY' aspects of the human mind. For these particular responses, TAP AI simply does what it's instructed to do for response. The specific response instruction is 100% controlled by the TAPPER.

Question: **What exactly does TAP AI do?**

Response: The primary purpose of TAP AI is to provide a personalized priority list of possibility items - to any and all TAP cases with which any group decides is 'fitting' for the group. Fitting meaning: acceptable and helpful in establishing group identity and group objectives. TAP AI provides indirect response when the TAPPER has not.

Question: **When exactly does TAP AI happen?**

Response: It's only ever implemented at a time when the real-world tapper cannot or does not respond when called upon to respond. Think of being asleep, away on vacation or just too busy doing other activities of life. Or better yet - prioritizing other aspects of life higher than providing more thoughtful response. Imagine a world where the work of the AI is so good that the tapper trusts the response work almost as much as they trust their own personal engagement response. So it comes down to trusting one's own previous instruction building work.

Question: **What does TAP AI look like?**

Response: Within the TAP Game/ Tool, TAP AI is the TAP avatars in the game. The avatars themselves possess the TAP AI functionality and capability. The avatar exists only to respond when called upon to provide personal opinion response data. TAP AI is the instruction for how exactly to respond.

Question: **What specifically does the TAP AI instruction look like?**

Response: With TAP AI the instruction is quite simple. All it is - is the specification of a particular set of TAPPERS and/or TAP groups. Almost any conceivable subset of possibility - based on many different factors and attributes TAP makes possible.

Question: **What's the result of the TAP AI instruction look like after its executed?**

Response: The result of implementation is a TAP case list that has been automatically generated by combining the voices of each specified TAPPER and/or group. This specific list is then considered the voice of the real person behind the avatar.

Question: **When exactly does the instruction get executed?**

Response: Imagine any typical TAP group. Imagine a standard process in place that allows any group member to suggest to all other group members, that the group engage in a particular case - so that the group has a voice for the case. Imagine that the group has together co-created and specified a standard time duration for both considering the case and completing

the voice. Maybe the duration is 3 days or 72 hours. But it can be anything the group together specifies. And it can always change due to a single member changing their input. So step one in the process is accepting or rejecting the proposed case. Step two, if step one is 'accept', is providing personal list data. Understand with TAP, that EVERY member DOES provide input to ALL group decisions and activities - whether directly, with personal thoughtful input, or indirectly via their avatar. The avatar holds instruction of when exactly to respond. By default it's always at the last possible moment in the process step. But TAPPERS can override the default and specify some other moment in time. Possibility is any time from the start to the end of the process step.

Question: What happens when, as avatar instruction, I specify a subgroup and time, but some or all of the specified TAPPERS have not yet responded?

Response: At first thought, this appears to be a major problem with the TAP solution. But TAP includes a logical solution for this issue too. When called upon by other TAPPERS to generate their own response - then that TAPPER's avatar will respond - as best it can, at that moment in time. So then, the called upon TAPPER's avatar will execute its instruction. Instruction can alternatively specify to skip anyone who: 1) has not directly responded yet; 2) has not yet executed their avatar response. What's critically important, within the solution, is that the original group event initiator MUST, with the proposal to have the group engage the case - to also submit a direct-input personal list. So there's always at least one group member who has provided real thoughtful input to trigger all the other member's avatars. Actually, groups specify in their personal group governance articles case-lists the minimum number of group member direct-input response required to accept any proposed case. E.g. it might be a number, like 10, or a percentage of total count, like 1%.

Question: So then, does TAP include automated processes for all possible group activity and concerns?

Response: Yes. TAP helps all groups automate and speed up all important work a group must deal with to self organize and work toward group objectives. TAP's especially useful for group decision-making. And no leadership every needs to exist to assure things get done. With TAP never again can any group member become an obstacle toward moving things along in an acceptable manner.

Question: Do all group members have equal power within the group?

Response: Yes. Equal power to impact: 1) the group's identity; 2) all decisions; 3) every group voice case-list. And guaranteed 100% participation - either directly or toward their personal avatar.

Question: ?

Response:

Question: ?

Response:

Question: ?

Response:

TAP Tool (Game)

Question: **What's the TAP Tool?**

Response: The TAP Tool is software that provides all people and all unique minds of the world a new daily-use set of tools in a new type of social media type platform that plays more like a game. The TAP Tool and the TAP Game are one in the same things.

Question: **Why's the TAP Tool so important?**

Response: The TAP Tool will demonstrate new possibility for how our world might actually bring about future improvement. And not just slight improvement - instead significant improvement. And not just improvement for the few who are already better than average. TAP was designed especially for helping the less fortunate of the world - to make their daily lives significantly better.

Question: **How quickly or slowly will this world improvement happen with TAP?**

Response: We are not 100% sure. It all depends on people like you - deciding to participate and taking the time to learn by actually playing. It all begins as just a fun game, but our hopes are that you and many others will transition the TAP Tool into helping improve your real life. And what we hope to start with is simply adding lots more happiness to your real daily life world.

Question: **Is there any new technology TAP brings to the world?**

Response: Not really. It can all be created with the common digital technologies of today.

Question: **How's the TAP Tool different?**

Response: It tackles perhaps the greatest problem in today's world: disinformation and misinformation. Imagine a whole new way to assure that the important information 'you' seek is much more honest and truthful, so once again everyone can start trusting most things in the world again.

Question: **What was the main discovery or epiphany that made the TAP Tool possible?**

Response: Actually several things: 1) Put the info seeker in control of who generates the important info s/he seeks; 2) Create a solution for establishing guaranteed participation of all members of any type of group; 3) Create a solution that adds no more work required by participants, but rather taken care of by a personal virtual assistant; 4) Automate the group collaboration process; 5) Eliminate the need for traditional hierarchical leadership in the group; 6) Create better identity - of individuals and groups; 7) create a better grouping structure and participation framework; 8) solve the language difference comm problem of our diverse world; 9) [more may be coming - then to reorder the listing]

Question: **How long has the TAP Tool been in development?**

Response: For more than two decades.

Question: **Can the TAP Tool be used by everyone in our world?**

Response: Yes. Everyone playing together in the same sandbox - without fighting. Language, culture, belief, understanding, accessibility, etc - no longer a problem with the TAP tool. Once a TAPPER 'your' avatar plays 99.99% of the game for you.

Question: **How does the TAP Tool solve the language barrier problem?**

Response: With a solution TAP calls the morph. The morph allows every unique mind of the world to communicate in its preferred way while keeping everyone on the same page.

Question: **What's the primary objective of the game?**

Response: For 'you', it's creating more help and happiness in your daily life. For the world, it's creating a better reference resource place to go for improved [important information](#). For groups, it's collaborating more harmoniously - together as equals. All group work gets done by automatically co-creating a single voice for the group. A voice which is the balance of all member voices. No winners or losers - instead simply balance (compromise) established - automatically without debate or conflict. All generated with honesty as the basis.

Question: **What do 'I' have to do to get started?**

Response: 'You' need to register and provide a minimal set of psychographic attribute data - plus your preferred notification method. TAP is NOT so interested in your today's world model identity. Instead TAP is mostly interested in what and how you think.

Question: **What's psychographic attribute data?**

Response: This is all the different ways you think, understand and believe. It's your preferences, interests and opinions. It's your likes and dislikes. It's your imagination, dreams and creativity.

Question: **Does TAP NOT care about demographic data?**

Response: TAP is also interested in your demographic data, but more for helping minds to slowly transition from this old way of thinking about identity to the new and improved way TAP recommends identity be handled moving forward into an improved type of world. Providing your demographic data helps you and others better understand important information. But it's optional to provide your demographic data when you first register in the game. This is something 'you' can add at any time in the future. But know until 'you' do some features of the TAP Tool will NOT be available to 'you.' E.g. until 'you' specify 'your' age - 'you' will NOT be able to look at important information be the age demographic option. So the general rule with TAP is you are in control but also incentivized to provide more and more personal data by restricting what you can do with the tool until you enter the game the same way. But 'you' are free to pick and choose what 'you' what you will and will NOT provide for personal data.

Question: **Does TAP utilize target marketing or sell your personal data?**

Response: Absolutely NOT! TAP does NOT generate revenue this way. Instead TAP generates revenue by selling particular types of group voice data. NEVER the data of a single TAPPER. Think of TAP more as a data source for important information 'you' seek vs. the info business needs to get into your mind and 'your' decision-making. 'You' (anyone) can purchase much the same important info as what businesses will purchase from TAP. But 'you' can use the TAP Points you earn playing the game vs. with real money only. TAP readily compensates TAPPERS for providing all the data used to create the TAP commodity: important group voice data.

Question: **Why is group voice data valuable?**

Response: Everyone in the world in one way or another - is an important information seeker. We all want the very best, honest and truthful information - so we can make the very best daily decisions in life. The problem in today's world is most important information contains some amount of misinformation. Most of us don't know for sure what pieces are misinfo vs. honest and truthful info. So what TAP does is allow the info seeker to specify who gets to author the info we seek. No longer do corporations, news media, political leaders, billionaires, powerful influencers, celebrities, etc. control what is important information. With TAP 'you' get to specify who has the expertise and the 'no bias' and 'no special interest' within what they think, And perhaps more importantly, provide the actual data that goes into generating and communicating

this important info 'you' seek. TAP believes everyone of the world, in time, will prefer to better control who authors the info they consume - on a unique mind by unique mind basis. And this tool for making all this a real world possibility and the data this tool generates is how TAP will ultimately become financially sustainable in whatever type of world exists. Also this whole system and approach is valuable because simultaneously it has the potential to make individual minds happier. And TAP believes selling the potential to make people happier in life is also of great value.

Question: ?

Response:

Question: ?

Response:

Question: ?

Response:

Question: **What to do in case of an attack on TAP information?**

Response: Consider today's world. Consider the attacks of almost all systems, but one, that never seems to be attacked - the money system. There are no attacks of the money system because the technology already exists to prevent attacks. It's just that with everything except the money system, attacks are a profitable possibility. They are allowed to exist. TAP will utilize technology in its design that prevent attacks. Similar to, but even better than today's money system.

Question: **What's the enhanced protection built into TAP technology?**

Response: TAP is designed so that almost everything is open and transparent. ALL TAPPERS have access to almost almost all data - at least at the uppermost level. Because of this anyone can check the accuracy of almost all data. Not only the data but the data change history - stepping back through time to see exactly what activity happened to create the various momentary changes in group voice. Who engaged that created the notable 'odd' change? Everyone can see every detail within their own group(s.) Everyone can see most detail of the Adul voice. And of course everyone can see every fine detail of their own data. One of the big features of TAP is tracking change in voice data over time. Correlating data change with world events. This naturally has many people constantly aware of past and present voices. TAP encourages all TAPPERS to report any suspicious inconsistent data change. This aspect of TAP greatly enhances the overall protections of TAP data. And because avatars actually provide the great majority of data, real TAPPERS continuously check to see how their avatars are responding. More chance to assure all the data is consistent with what is expected. And when off the mark it naturally triggers deeper investigation.

Question: ?

Response:

Question: ?

Response:

Question: ?

Response:

TAP PM (Project Management)

Question: **What is TAP PM?**

Response: It's a solution for group-based collaboration where there's no specified leadership hierarchy specified.

Question: **Why is TAP PM so important?**

Response: TAP PM is important because it does what other collaboration solutions attempt to do without a traditional leadership structure in place. It provides a solution for group decision-making that does not require traditional leadership.

Question: **How's TAP PM make decisions without leadership in place?**

Response: TAP PM automatically generates a single group voice that directs everything and replaces the mind of the traditional top leadership of the group.

Question: **What sorts of group-specific needs are possible with TAP PM?**

Response: Perhaps the most important group specific need is self-identity. Within TAP, even a group's identity is automatically generated. TAP believes this is the most important aspect of any group. Self-identity is far better than identity assigned by third parties. Identity communicates to both the outside world as well as internally among group membership. To be more impactful in the world groups MUST grow awareness and support. All groups want to grow their support network. Many groups want to grow their membership. TAP PM handles all this and makes possible unlimited growth and support - if an objective.

Question: **How does TAP PM handle the reality of groups having expertise with certain members?**

Response: With TAP AI and the TAP avatar, all members need not become experts in area areas. What happens in practice is each member gets to specify who they will get their personal voice from for each different issue area. So 'you' instruct 'your' avatar to use X, Y & Z for issue 1 and A, B & X for issue 2. Different minds with different expertise for different issues. Until a new group member learns who in the group has the best minds for the best areas - one logical default is to specify whatever all the older members voices are. This naturally weights the established expertise in the group. In time new members will get first hand knowledge of expertise and can adjust instruction. But what's important is TAP naturally works to find acceptable voice without having to be an expert 'yourself.' TAPs #1 goal is to make each member feel they are equally important and equally powerful - without adding a lot of work and effort. To make each unique mind happier with the overall group process.

Question: ?

Response:

Question: ?

Response:

Question: ?

Response:

TAP Ed (Education)

Question: **How's TAP Ed different from other forms of education?**

Response: TAP Ed is 100% free and accessible by ALL. TAP Ed is separated from the TAP Economy. No commerce activity is allowed within the TAP Ed system. If it exists in the TAP Ed system than it's understood to be free for the taking and/or adoption by anyone. It can be modified. It's intended to inspire the imagination and new possibility. Contributors be warned! Your creativity and submissions, your activity within the system - relinquish all ownership rights.

Question: **Why does TAP Ed exist?**

Response: Primarily to educate the world re all things TAP. To demonstrate new possibility. To build awareness of the pursuit of new possibility. To bring about more equality within the realm of education within human civilization. To encourage the pursuit of more truthfulness within important information. To work together toward better understanding what might actually be universal truth.

Question: **What's the basis of TAP Ed?**

Response: Like most things TAP and all things considered important information - TAP Ed primarily works with TAP case-lists.

Question: **What's a TAP case-list?**

Response: It's the primary info/comm (information/communication) object within the TAP world, for bringing about significant improvement in the world. The case-list object has two main components: 1) the case; 2) the list. The case defines the need or want for information. The list organizes all the possibility the case infers.

Question: ?

Response:

TAP GG (Good Governance)

Question: **What is TAP Good Governance?**

Response: TAP GG is a new approach to tackling governance within a civilization that possesses advanced understanding & intelligence.

Question: **How's TAP GG different from Democracy?**

Response: TAP GG eliminates the need for traditional 'hierarchical' leadership within the governance system of the civilization. No longer are individual minds given decision-making power or authority over a constituency. With TAP GG all groups tackle self governance as equal contributors.

Question: **TAP GG seems like a lot of work for everyone. Is this so?**

Response: Absolutely not! With TAP, the TAP AI and the TAP avatar do 99.9999% of all the required work. All, each group member need do, is assure the instruction they give their avatar is such, that the TAPPER is happy with the logic and creativity of the instruction provided.

Question: **Will TAP GG work for any type of group?**

Response: Yes. From just a two-person union - the billions of people who make up the Adul voice.

Question: **What's the Adul voice?**

Response: It's the name TAP gives to the combined voice of all participants in a particular case-list. It's the voice of all of humanity at any instant in time - understanding that any event may emerge to change the Adul voice at any moment in time.

Question: **Why's the Adul voice important?**

Response: The default voice, when an info seeker has not explicitly specified some other reference group or subgroup, is ALWAYS the Adul voice. TAP all about emphasizing who humanity is as a whole.

Question: ?

Response:

TAP GPC (Global Population Control)

Question: **How does TAP tackle global population control?**

Response: Several different ways with new possibility made possible with new TAP innovation - Including:

- Analyzer Group
- A real afterlife possibility
- Virtual children
- Virtual sex

Question: **What's the Analyzer Group?**

Response: It's a group of global volunteers working together to set the present target maximum global population count number. Just one number for all the world. The group does NOT specify how the number is to be divided up among countries. It instead assumes all people are equals no matter where they position their physical bodies.

Question: **How can there exist a real afterlife?**

Response: It's very easy with the TAP AI and the TAP Avatar.

Question: **What are virtual children?**

Response: With TAP, TAP AI and TAP avatars there can exist avatars that are the combination of the two parent creator voices - a group of only two. This voice of this group creates the virtual child.

Question: **What's virtual sex?**

Response: Learn more about [virtual sex](#) here.

Question: **How many people can today's present world balance?**

Response: Today's model is 100% broken. Both the planet and humanity are very unhealthy. Seven billion people is way too many for today's model. If the model continues the number must be greatly reduced.

Question: **In the near future, how many people can the TAP model balance in our planetary world?**

Response: TAP estimates, today's world model wastes about 95% of resources, time and effort on needless things - to attain the necessary growth capitalism demands. But all this unnecessary consumption goes away with the TAP model. Just imagine how many more people

a TAP world can support if this great wastefulness is decreased, even a little. The TAP world actually can support increases in the global population - over today's numbers. But many things must be changed from what is reality today.

Question: ?

Response:

[maybe more "TAP Systems" blocks coming]

TAP Innovations

TAP ID

Question: **What's TAP ID?**

Response: It's a whole new way of establishing improvement in identification in the world. It's a fundamental improvement in the structuring of the TAP model and world. It's primarily concerned with establishing a better identity of TAPPERS and TAP groups - the two main types of intelligence and important info generators within the TAP game world.

Question: **How's TAP ID different from ID used in today's world?**

Response: Many ways: 1) it's more psychographics based and less demographics based; 2) it's more self-identity based and less outsider's misguided understanding of us based; 3) it's more dynamic and less static based - changing continuously as we find better understanding of ourselves and the universe; 4) it's more automatic and based on our activity within the TAP world; 5) [more coming soon]

Question: **Why's TAP ID better?**

Response: It's much more honest and truthful. It naturally encourages honesty over what we each believe will benefit us better by being dishonest.

Question: **Is the TAP ID an honest ID?**

Response: TAP ID is mostly automatically created by a TAPPER's play activity within the game tool. TAP's designed to create an honest identity of each TAPPER. It soon becomes clear enough, that pretending or lying only disadvantages the TAPPER. This is not to say, though, that a TAPPER cannot be the best of who they think they believe they really are. Meaning a TAPPER is encouraged to be aspirational re: self goodness. TAP's NOT that interested in TAPPERS revealing the dirty secrets of their lives. TAP's far more interested in what a TAPPER thinks about the important issues of civilization - personal opinion of important topics and subjects vs. telling the details of personal life stories.

Question: **What exactly goes into one's TAP ID?**

Response: TAP tracks nearly every move the TAPPER makes within the TAP world. In the TAP world everyone is encouraged to be far more honest, less secretive and more open with their creativity sharing. Every personal list a TAPPER creates is considered personal creativity and personal input into what might be truth. So ALL case-lists a TAPPER engages in is very

important to establishing the TAPPER ID. Almost as important are the TAP cases that are skipped or NOT engaged in. This too established ID. But many other things help establish TAP ID too, like what groups is membership claimed in, what one place a TAPPER calls 'home base' and where in the you navigate and explore - present and past. All this type of player activity data is tracked and becomes part of the ID that the TAPPER her/himself can review or any other TAPPER can explore.

Question: What's the TAP home base?

Response: Everything a TAPPER does in the game is done with the TAP avatar. This avatar continues to play the game even when 'you' personally on inactive - whether this be a temporary attention shift to something else in your life or whether you close down the TAP game tool on your mobile device. The avatar never stops playing. So with TAP, 'you' MUST always think about where 'you' leave your avatar positioned or standing in the TAP world structure, for this is part of your TAP ID. But even more important than where 'you' leave 'your' avatar - is where, in the whole TAP world structure, 'you' call 'home base.' Home base is much like where 'you' claim your home in the real world. But in the TAP world, the entire world structure is mostly open to you. The exception is 'closed private groups' - that 'you' must be invited into to establish membership. But 'you' can choose any open group as 'your' home base. And 'you' can change this home base anytime 'you' feel like changing it. Your 'home base' is a very important piece of your TAP ID. TAP is a place to help every TAPPER find more happiness in their personal life. At times the home base is best established within no group, other than the one overall level 0 group. Meaning 'you' are a TAPPER but you presently want to be independent of all other people and their subgroups.

Question: How does a TAP group get its TAP ID?

Response: Much the same way as a TAPPER does, but instead of by the one mind - instead by the equal combining of all group member IDs. Also with where the group is positioned. Also by the case-lists adopted and thoughtfully not adopted. As well as the group voice of every case-list engaged as a group.

Question: How does a TAPPER explore a TAP ID?

Response: Independent of whether a TAPPER is exploring their own TAP ID, another TAPPER or a TAP group - the explorer MUST move their avatar to the thing they want to explore. This action tells the TAP Tool and others what the TAPPER is presently doing in the game. In the case of exploring something external vs. internal (self exploration), the TAPPER must navigate their avatar to the place just outside and adjacent to the subject to which they want to check out. Think of, with the 2D version of the TAP world structure, the one explorer square coming into contact with some other circle or square - the object's perimeter geometry touching. Once precisely identified, it takes no time to travel from place to place in the TAP world. It can happen in an instant. From the adjacent touching position the explorer can explore anything the subject has explicitly stated the random explorer can see for data and creativity - understanding that in the TAP world everyone can always see certain important ID type information. But the TAP world does allow some restriction of some data and creativity to certain types of explorers.

Question: So TAP does have some form of privacy and permission concepts within its structure?

Response: Yes. TAP allows TAPPERS to specify family, friends, following/followers, etc., like many platforms do - and to grant permission or set restrictive access for each type. TAP even has the concept of event activation permission/restriction - which means certain types of life events trigger changes in permissions and restrictions. E.g. Physical death is a very important trigger in the TAP world.

Question: **What ID information can be kept from certain other TAPPERS?**

Response: One obvious type of information is real world name and demographic type data. E.g. 'You' when first becoming a TAPPER, 'you' may NOT want to reveal your true identity to random explorers - instead just playing with your general TAP ID which does NOT include your real-world ID. 'You' may want to prevent others from seeing your personal list data. This means they cannot do side-by-side comparisons of 'your' data with theirs or their groups. TAP encourages everyone to be more honest and open, but at the same time is designed to allow this type of openness to slowly evolve - as the TAPPER gets more and more comfortable with all the newness and openness.

Question: **What ID info cannot be hidden from others?**

Response: The basic TAP ID data cannot be controlled or hidden. This includes: 1) Unique TAPPER ID Code; 2) Home base position - world structure position ID / nav link; 3) Present position - world structure position ID / nav link; 4) Group membership IDs & nav links; 5) Case-lists engaged; 6) Case-lists skipped; 7) TAPPER life time = overall time that has passed since becoming a TAPPER; 8) Last active = time since last active in the game; 9) [more coming - lots more play/activity stats about the real person behind the avatar]

Question: **What's a nav link?**

Response: It's just a TAP way of immediately navigating to the position or object in the TAP world structure.

Question: ?

Response:

TAP World Structure

Question: **What does the TAP world structure refer to?**

Response: Though in the beginning, the TAP world exists only as a virtual game world - it's actually designed to allow its structure to exist in the real world. TAP is a model for new possibility. The model has a base structure. The base structure is very simple and contains just two types of primary objects. These two types of objects self organize into creating an overall structure. Though the structure is primarily in virtual form only, it can be imagined as a physical structure - in either 2D or 3D space.

Question: **How does one imagine the structure in 2D or 3D space?**

Response: The choice is 'yours' in whether it's easier for 'you' to imagine the TAP world structure in 2D or 3D space. In a 2D plane place in the plane circles and squares. In a 3D space place spheres and cubes. These two objects are the only things 'you' need to focus on to begin to understand the structure. To simplify the task of learning the structure, the alien will select the 2D model to present more detail of the structure.

Question: **What are the square objects?**

Response: A single square represents a single unique TAPPER.

Question: **What are the circles?**

Response: A single circle represents a TAP group.

Question: **How do they organize in the structure?**

Response: First imagine one large circle. It represents the entirety of the TAP world. Everything else is positioned within this one big circle. So all TAPPER squares exist someplace within this one big circle. But also there can exist many smaller circles within the one larger circle. These are all the different TAP groups. Every TAP group, that emerges in the TAP world, **MUST** contain a minimum of two TAPPERS. If ever an existing group falls to a single TAPPER - then the TAP group automatically dissolves and disappears from the TAP world structure.

Question: **Because smaller circles can exist in a the one larger circle, can even smaller circles exist inside of these smaller circles?**

Response: Yes. Absolutely. And without depth limit - as long as there's always at least two TAPPER squares in each circle.

Question: **How are the different levels of circles (or groups) referred to in the TAP structure?**

Response: Think of the one biggest circle, representing the entirety of the TAP world, as being the 'level 0' circle. Any circle within it is at 'level 1.' A circle within a level 1 circle is a 'level 2' group. There can in theory be any level group created. Another way to reference circles or TAP groups is by relative positioning to any specific group. The circle or group in which a subject group exists is referred to as the 'parent' group of the subject group. Any subgroup within the subject group is referred to as a 'child' group. Also any group at the same level as the subject group is referred to as a 'sibling' group.

Question: **Why are these levels important?**

Response: In the TAP world, much is naturally inferred by where a particular group is positioned in the structure. It's self identity has evolved based on this position and whether it has moved itself or been moved to its present position because of external factors in overall world structural change. Groups continuously monitor the evolving world structure and at any moment, as a whole group, can decide to move their group to a better representative place in the world. But there are limitations to where a group can move itself. And in most cases **MUST** seek and get permission to relocate. First it needs to get permission from its own membership - specifying the exact new proposed position. Once internal agreement is established then it needs to get an OK from the membership of the new position. This is where [TAP ID](#) becomes so important in the TAP world - because it's an honest ID and not based on anything other than the combined honesty of its full membership.

Question: ?

Response:

TAPPER

Question: **What's a TAPPER?**

Response: It's a real person of today's world who believes that TAP holds great promise for real world improvement.

Question: **Who stipulates whether someone is a TAPPER or not?**

Response: As TAP first emerges in today's world, there will be two types of TAPPERS: 1) self-declared TAPPERS; 2) certified TAPPERS. The TAP Coaching program is how a person will get official certification.

Question: **What's a person have to do to become a TAPPER?**

Response: In the beginning, before any TAP programs, platforms or tools exist, simply become a supporter of TAP. Follow TAP development and educate 'yourself' more with all things TAP. Help spread the word and help bring greater worldwide awareness in TAP.

Question: ?

Response:

TAP Algorithm

Question: **What's the TAP Algorithm?**

Response: A solution for harmoniously combining uncompromising individual minds such that an automatically generated single voice for any group or subgrouping of minds is possible.

Question: **Why was it created?**

Response: The algorithm was created to provide a more fair and equitable solution for establishing important information and for group decision-making. Also to fix inherent problems that exist within other solutions looking to do similar things. But which all contain hidden agendas that make them anything but fair.

Question: **How's it work?**

Response: First, every participant is encouraged to be 100% honest. There's no need to compromise one's thoughts, beliefs or opinions. The algorithm asks the participant to prioritize - relative to each other - a list of possibility items that logically fulfill the intent of the 'case' objective. Everyone ALWAYS has the same exact set of possibility items - though they may appear different depending on preferences set or morphs preferred. The absolute position of each item in the list sets the numeric algorithm value for each participant. The algorithm is very simple and sums up values assigned by each participant. To establish the group voice list - all that is done is a sorting, from highest to lowest, of the summation values.

Question: **How's the algorithm work with the avatar?**

Response: The algorithm and the group does not care if the participant data comes from the real person or from their avatar. It works exactly the same way either way - either with direct data from the real person or indirect data from the avatar. The key innovation is NOT the algorithm itself, but instead, the solution that gives the avatar its meaningful intelligence. A somewhat limited intelligence, but nonetheless - very powerful in the realm of helping individuals generate more happiness within themselves.

Question: **How can an avatar's contribution make a real person happier?**

Response: In today's world we elect representatives or give decision-making power to individuals who will decide and act in our best interest. But almost always the one will do what is best for self interest. This is human nature. By giving everyone their own personal avatar that

can do nothing more than what it's instructed to do - any blame can only be attributed to the avatar creator her/himself. This approach gets creators to be more involved and more caring of outcomes. The trick is to make the work as easy as possible while allowing for great variation in the creativity possibility. Simple and unique possibility options allow humans the setup for more happiness.

Question: ?

Response:

TAP Avatar

Question: **What's a TAP Avatar?**

Response: It's a proxy, each TAP participant is given within the TAP Tool/Game that assures contribution - when a player is called upon to contribute toward a group want/need.

Question: **Why does the TAP Avatar exist?**

Response: The avatar exists for several different purposes: 1) To provide a better personal representative within a new form of governance solution - better than democracy; 2) To make possible the concept of 100% participation and contribution by each and every group member of each and every TAP group and player; 3) To make every tapper and every TAP group happier; 4) To greatly reduce the real person's workload; 5) To contribute - even when NOT available to directly engage; 6) [more coming]

Question: **What can an avatar do in the TAP world?**

Response: In the TAP game, tool and world, every avatar is able to react and respond as the game wants and expects real players to act and respond. In short, the avatar is capable of doing everything required by any player - with the exception of contributing actual creativity. TAP avatars also cannot learn and adjust their response behavior - very different than the AI being developed in today's world. With TAP avatars there's no need to worry about avatars doing wrong or bad things in the world.

Question: **How does an avatar get it's intelligence?**

Response: TAP is so simple that there exists a default intelligence given every new avatar added to the game. A player never needs to do another thing with their avatar - and their avatar will forever function adequately in the TAP world. BUT... TAP encourages every player to continuously alter and customize the instruction given to their personal avatar. For the real player behind every avatar has 100% control of what their avatar will do for them in the game and the TAP world. Overriding the default instruction is really easy, intuitive and allows for almost endless creativity to come from the mind of the real player.

Question: ?

Response:

TAP Web

Question: **What's the TAP Web?**

Response: It's a structure and solution for organizing individual minds into effective groups for the objectives of improved decision-making.

Question: **How's the TAP Web work?**

Response: Place in your mind a 2D or 3D spider web like structure. Place droplets of water on this web structure. The droplets are individual tappers. Now imagine the center most droplets. These are the core tappers or core decision-makers. NOT self-appointed. Instead evaluated and assessed by those adjacent tappers in the web structure and placed there by necessity of objectives. What is assessed is understanding of all things TAP. As we move outward from the core the overall understanding becomes less and less. New and novice TAP minds are found at the outermost web segments. But within the TAP Web solution is the possibility that any mind can work its way to the core position. Also understand that people die and the core constantly changes with the next closest minds.

Question: ?

Response:

TAP Ring

Question: **What's the TAP Ring?**

Response: A solution for determining who in the world is best suited to fulfill a position or activity needed.

Question: **How does the ring help with establishing independence?**

Response: The ring automatically establishes the four individual minds that will make up the four-person assessment group for the specific individual seeking independence.

Question: **How are the four selected?**

Response: Every group in the TAP world has a TAP Ring formed by its group members. ALL members are placed around the ring by how like-minded they are relative to all other group members. For all groups larger than four members - with no upper count limit - there exist four individuals beside and at 90 degree increments around the ring (circle) from the subject member. The one beside is the mostlike. The one at 180 degrees is the leastlike. The two at 90 degrees away are opposite 'middle minds.' These four decide whether the subject member has proven themselves of being an independent mind in the TAP world. It takes just 3 positive assessments to be granted independence.

Question: ?

Response:

TAP Clock

Question: **What's the TAP Clock?**

Response: A solution for assessing the long-term sustainability of humanity.

Question: **Why's the TAP Clock important?**

Response: In today's world there is the concept of the "[Doomsday Clock](#)." It attempts to do much the same as the TAP Clock - to assess and communicate to the world the state of affairs of the whole of human civilization. It's assessment and message is generated and communicated by a group of self-declared experts. The big difference between the two clocks is that with the TAP Clock many more real people leading real lives, across the whole spectrum of

life, weigh in on this assessment. The TAP Clock does not attempt to report an absolute value. Like the Doomsday Clock does. Instead it simply reports relative changes in attitude toward improvement vs. deterioration of human civilization. It does so with simple statistics created from the relative change data that TAPPERS continuously provide - whenever they feel the change or are solicited to indicate a specific relative assessment. This tiny piece of the TAP game provides all the world a great new reference for making all the important decisions life requires - on a daily basis.

Question: How's it work?

Response: Every TAP participant (player) continuously ponders two questions: 1) Right now, am I more worried or am I less worried about my personal life?; 2) Is the whole world improving or getting worse? The former ponderance is much about self in the world while the latter is about the world as a whole. The clock cares little about the absolute assessment scale a player uses. What it actually measures is just the change direction when indicated. Think of a solution that randomly pops up in a TAPPER'S personal UX within the game. Three options are always presented the player: 1) better; 2) same; 3) worse - with either of the two questions. Now imagine percentages placed on each response option, like 40% better, 37% same, & 23% worse. Now imagine a time period stipulated for each assessment, like 1) last week, 2) last month, 3) last year, 4) etc. This can be done for either question separately or in combination with/without question weighting included. So what gets reported are the numbers and by comparing different time periods assessments can be reported what tappers of various groups or in total (Adult voice) think about the world.

Question: ?

Response:

TAP Case-Lists

Question: What are TAP Case-Lists?

Response: They are a new form of information structure or object. Specifically designed for addressing many of the problems with today's way of generating and communicating all the many different forms of information.

Question: What's the structure of the TAP case-list?

Response: Two major components: 1) Case; 2) List. The 'case' establishes the want or need or intent of the information sought. The 'list' is the response possibility that fulfills the intent of the case. Together they provide a new type of info/comm structure that will greatly improve how people communicate in our world. This object structure addresses many of the challenges facing global communication - as well as communication across all time. With this case-list no longer does culture, language, belief, understanding, generational difference, etc. create problems.

Question: How does the case-list work with all languages?

Response: TAP includes an innovation called the morph. The morph technology is how everyone can easily communicate - no matter what language or other types of preferences they have. Learn more about the morph [here](#).

Question: Is there any type of info a case-list cannot handle?

Response: No. It can be used for both important info and less important info. They can even be used for making quick group decisions and moving the process - of working together - forward more quickly and efficiently. Even entertainment type info, like trivia, can be better handled with TAP case-lists. E.g. favorite desserts of the group members. Though TAP was created to focus on important info of life, it will not prevent TAPPERS from using it for fun too. To better understand how things find their proper place in the group - 'you' need to better understand [TAP AI](#).

Question: ?

Response:

TAP Agreement

Question: **How's TAP Agreement different from agreement in today's world?**

Response: TAP Agreement establishes two different forms of agreement on either side of a linear continuum that features disagreement or uncertainty or unawareness between the two opposite forms of agreement.

Question: **What are these two opposite forms of agreement?**

Response: With any group voice, the top of the list always features 'positive agreement' or the possibility that the group agrees are the best possibility for fulfilling the intent of the case. At the bottom of the priority list emerges what TAP refers to as 'negative agreement' or the possibility that the group believes to be the worst things that could fulfill the intent of the case.

Question: **What do you mean by the middle of the list being uncertainty or unawareness - in addition to disagreement?**

Response: When any new possibility item gets added to a case's list - it is automatically placed in 'as close to the center of the list as possible.' It is automatically placed in every specific case-list participant's personal case-list. The moment a new item is added most TAPPERS are unaware of it showing up. So they have not yet assessed the new item for proper positioning. This is why its first positioning is NOT necessarily established group disagreement - instead it might be there simply because of awareness. Uncertainty is another logical reason for the center positioning of an item. After assessment the TAPPER is not sure if it is positive or negative possibility. Independent of why an item presently exists in the central zone of a list - this zone becomes a set of possibility items the group should not focus much time or energy on. Things will naturally move out of this zone once even a single mind has assessed the item.

Question: ?

Response:

Question: ?

Response:

TAP Morphs

Question: **What are TAP Morphs?**

Response: Re information and its communication - there are always many different ways to present or represent the same thing or concept. The TAP morph exists to help assure the

unique minds of each TAPPER find maximum happiness within the TAP Tool and Game. The morph allows each TAPPER to specify preference - to create preference - to place this preference within their personal user experience (UX) of all TAP tools. And all these preferences get used and shared to help others establish even better preference within their own personal UXs.

Question: How do morphs help establish the very best informational content?

Response: Morphs do this by encouraging others to create improved versions of the same intended objects or concepts - and questions and responses - and cases and possibility items. The TAP morph mainly exists so that everyone across all time (generations), languages, cultures, understanding and beliefs - are always more on the same page, when it comes to communicating important information.

Question: What exactly is a morph? What does it look like?

Response: Morphs are only limited by the imagination and by the bounds of digital technology and the specific existing limits of the TAP Tools. Morphs will evolve in time like everything else. With better understanding will come improvements in morphs. To begin morphs might be limited to text only variations. But quickly thereafter images might be added to enhance morph possibility. Then maybe GIFs added. Then next maybe short video clips. Each helping to expand the imagination of possibility in creating something that best represents and communicates a specific thing (object or concept.)

Question: What's a simple example of a morph?

Response: Consider the thing that is the concept of the United States of America - the nation as a whole. Different minds from different times and places all around the world will prefer to represent this thing different ways. E.g. some possibilities in text only are: 1) USA; 2) US; 3) America; 4) United States; 5) United States of America; 6) etc. Many people and languages don't utilize the Latin alphabet. They will prefer to use their languages alphabet and set of symbols. Certain minds will prefer to use common symbols in more imagery format, like an image of the USA flag. Or maybe a simple outline image of the continental US. Just imagine a tool that naturally handles all these different preferences, so everyone playing in the same sandbox can all be on the exact same page when communicating. This is why the morph exists.

Question: ?

Response:

TAP Currency

Question: What's TAP Currency?

Response: It's a better form of universal money possibility. It's the single currency that exists in the TAP economy and the TAP world.

Question: What form is it?

Response: TAP Currency is 100% digital and virtual. There's no paper or metal-based version of this currency.

Question: How's it different?

Response: The TAP currency possesses two main innovations; 1) every bit of it is 100% trackable; 2) it's continuously (each cycle) deleted and replenished - every bit of it. Being 100% trackable helps prevent fraud with it. Anyone can look at the full history - anytime. Being continuously deleted and replenished also helps reduce fraud and illicit activity with it. It can never be hidden away or even saved for more than one cycle period.

Question: **How long is a TAP cycle period?**

Response: Imagine something like one months time. But also never a static constant for all time. The time duration is established by the Adul voice for it. So anyone can change their personal setting for it at any time.

Question: **If all past currency is deleted each cycle - then how do we save money?**

Response: In the TAP economy there's no concept of future money. You do not save money for the future. All you can save is TAP credit toward future purchases.

Question: **What's TAP credit?**

Response: TAP credit is past money spent to purchase something that will happen in the future, like a product or service obtained or an experience created. In the TAP world, where there's no future money, there's no hoping for the best where the reality is - there's a much greater chance that something bad will happen and negatively impact expectations. This is a huge problem in today's world and why things, especially money, so quickly, gets so out of control.

Question: ?

Response:

TAP Valued Work

Question: **What's TAP Valued Work?**

Response: It's a solution for establishing - of all work and activity possibility - what activities are the most highly valued within any civilization or society.

Question: **Why's valued work reassessment so important?**

Response: Especially in a world that is so out of balance and unsustainable - reevaluating what is important and priority is essential. To repair and heal unhealthy minds, bodies, ecosystems and whole biospheres - it often means doing lots of things very differently than what created the problems in the first place.

Question: **In the TAP world, who determines what is more valuable than what else?**

Response: Within the specific group, it's the group members, with their singular voice, who establish the relative values of all things. Within the entirety of the world, it's the Adul voice that establishes the relative importance of everything. When a group's activity does not significantly impact the whole world then their personal lists can govern their activities. But whenever a group's activity impacts others then it's the Adul voice that helps establish right vs. wrong and good vs. bad.

Question: ?

Response:

Question: ?

Response:

TAP Virtual Children

Question: **What are TAP Virtual Children?**

Response: A solution that will help bring about improvement in several different important aspects of life and civilization:

- Better unions (significant-other couples and families)
- Procreation and population control
- Afterlife possibility

Question: **How is a virtual child created?**

Response: Any two or more TAPPERS can create a virtual child in the TAP world. But first a union MUST be established. But any TAPPER can only produce a single virtual child. Any parent can dissolve the child at any moment by selecting the dissolve option. To actually create the child each parent need enter the ID of the other(s) they wish to produce the child with.

Question: **What happens if one of a 3+ union selects to dissolve the virtual child? Can the remaining other parents create a new virtual child?**

Response: Yes. TAP it's very important in the TAP world that the dissolve event be recorded - especially to add to history who initiated the dissolve. This information becomes part of one's permanent historical record. This is very important info for future others to consider - re both establishing unions and creating virtual children together.

Question: **What actually happens when the virtual child is created?**

Response: The moment the second parent enters their union partner's TAP ID, the virtual child is created. The ID of the virtual child is the combination of the two parents IDs. An avatar is also automatically created that enters the game.

Question: **How does the virtual child play the game?**

Response: There are a few things about TAP that require thoughtful consideration and real mindful input. Because there's no real mind associated with the virtual child, TAP looks to the combined minds of the parents to give the child everything required to exist and to be impactful in the TAP world. So everything needed of the virtual child is obtained by creating the single voice of the parent union.

Question: **What is the benefit and motivation to each parent in the consideration of creating a virtual child?**

Response: In the short-term, TAP wants everyone of the real world to produce less real children. TAP knows it will take time to heal the wounds and the unhealthiness of planet and humanity. So one day in the not too distant future great unions can freely elect to produce more real children. As stated before, the virtual child exists to help improve today's world. But it also exists to help improve the personal lives of each parent. In addition to being a great 'union testing ground', there's also a financial incentive for creating the virtual child vs. the real child. If each parent has not yet produced a real child in the real world, then each splits the stipend given the real child - it gets added to their personal stipend.

Question: **What happens if either parent then produces a real child?**

Response: The one (or both) parent that produces a real child loses the extra stipend income. But the virtual child remains in the TAP world with all the other benefits to both parents.

Question: **What other benefits does the virtual child provide the parent?**

Response: By producing a virtual child - it's a way to add a little more impact of one's personal voice in the TAP world. Because the virtual child often gets counted as an equal within the group it claims membership in - and this group is usually a group at least one of the parents is a member within - then it's like the one parents voice counting 1.5X.

Question: ?

Response:

TAP Virtual Sex

Question: **What's TAP virtual sex?**

Response: It's sex with one's lone physical self, but perhaps with one or more others - maybe in real time with another real being or maybe with some AI version of the other(s.)

Question: **How's it different than today's common virtual sex?**

Response: Today's virtual sex mainly involves a live session between two or more persons, separated by physical distance, with maybe a live camera and/or live chat or voice. TAP virtual sex enhances the whole experience by more deeply involving the mind of the participant. It also encourages this form of sex as being better for the person and the world - present and future. By teaching everyone that this form is sex is better - by making it far more acceptable and even the preferred form of sex in the TAP world - then it will be practiced more. Also, for many, it will make the act itself more pleasurable and less stressful and fearful.

Question: **What are some specific examples of possible advancement in virtual sex?**

Response: Imagine AI that is designed specifically to be all about sexual fantasy. That can take a person's mind almost anywhere with anyone and anything. E.g. you can make love to an alien or to the pet you love or to sexual celebrities that have special sexual encounter practices. Imagine better VR (virtual reality) experience devices - contact lenses and earpieces for less obtrusive gear. Imagine soft robots that can mimic almost any body type and shape. These are just some of the possibilities that TAP encourages TAPPERS to imagine and develop toward bringing about far more virtual sex and far less traditional sex in the near-future world.

Question: **Why's virtual sex so important in the TAP world?**

Response: For several reasons: 1) To make individuals minds happier in daily life; 2) To help reduce global overpopulation; 3) To help reduce STDs (sexually transmitted diseases); 4) To help maintain better long-lasting unions; 4) To help protect children better; 5) [more coming]

Question: **Can I control better and be more selfish with TAP virtual sex?**

Response: Yes. Any virtual others that you include in a session, you can control to better deliver more exactly what you need at any moment. Faster vs. slower. Lighter vs. darker. Harder vs. softer. Louder vs. quieter. Smellier vs. less olfactory sensory engagement. TAP virtual sex will include all the physical senses, but most important it looks to satisfy much better the mind of the real human being.

Question: ?

Response:

Question: ?

Response:

Question: ?

Response:

TAP Independence

Question: **What's TAP Independence?**

Response: It's a solution that replaces the 'age dependency' on establishing maturity and independence of its citizenry. It's all about becoming 100% independent minded from all others in the world, especially re personal decision-making and participation in more socially complex activities of life.

Question: **So there's no age dependency with TAP independence?**

Response: Correct. A person can attain independence at any age. Or particular persons may never attain independence.

Question: **How does one attain independence?**

Response: In the TAP world independence is granted when three out of four independent minds assess the subject as proving their worthiness of the achievement.

Question: **What specifically must a candidate do and/or prove?**

Response: There's no particular specification. Each of the four assessors can use whatever proof their unique minds specify. But the four do communicate and debate the specifics. Offering up proof one way or the other - for or against the independence certification.

Question: **How are the four selected?**

Response: It's easy to understand once the [TAP Ring](#) is better understood.

Question: ?

Response:

TAP Gifting

Question: **What's TAP Gifting?**

Response: It's an innovation pertaining to economics - where money is freely given to another individual or group with no obligation or expectation of return.

Question: **Why is gifting important?**

Response: In the TAP world, gifting is how people invest in things they believe to be needed and good for the world. It's actually the ONLY way that co-ops, which replace corporations in the TAP world, get start-up & development capital.

Question: **When does gifting happen?**

Response: The TAP Economy includes periodic cycles - each that delete and refresh the very controlled and limited digital global currency. The beginning of a cycle is called the "alpha" and the end of the cycle is called the "omega." The great majority of gifting happens at the omega. Primarily because of automatic gifting defaults set with any remaining currency in individual living-person accounts. There's no reason to NOT gift away any remaining money - because it will be deleted otherwise. But anyone can also gift at any other moment in the cycle.

Question: **Why is currency deleted and refreshed?**

Response: To reduce the possibility of illicit activity with money. Also to simplify the tracking of currency. See TAP Zeroing.

TAP Co-TAPs

Question: **What's a Co-TAP?**

Response: In the TAP world, a Co-TAP is a particular form of cooperation or collaborative group - that has as part of its objective - to provide goods, services or experiences for money exchange. Co-TAPs have no traditional leadership structure. They have no ownership rights. They mainly exist because their members believe the work they do is important for world balance and sustainability. So the primary motivation for being part of a Co-TAP is NOT money, but instead happiness.

Question: **Are there any other business structures?**

Response: In the TAP world, there are no traditional corporations or not-for-profits. There's no future money or speculation or traditional investment with risk and hope of Return On Investment (ROI.)

Question: **How do Co-TAPs get/ earn money?**

Response: Two ways: 1) gifting; 2) selling goods, services and/or experiences.

Question: **How do Co-TAP members get paid?**

Response: In the TAP world, because of the TAP stipend, people need NOT work a job to survive and thrive. There are however living being activities (jobs) that must be done by real people. Imagine a world where most work is performed by smart machines, like robotics and computers. Every TAP world 'human-being job' is done through a Co-TAP. Co-TAPs only exist because society highly values the work they do. Co-TAPs own no physical things. They own no rights to any physical things. They own no intellectual property rights. They utilize all things - the same as all individuals utilize all things. Co-TAPs lease on a temporary basis all things required for fulfill that which they provide the world. So there is overhead costs, material costs and other costs separated for all Co-TAP member work activity. There's no profit with Co-TAPs. No investment and no shareholders, so there's no need for profit. Instead all extra net money for a cycle is expensed two ways: 1) purchasing TAP credit; 2) distributing among Co-TAP members.

Question: **So then, do all members get the same exact split of any distributed Co-TAP net funds?**

Response: Not necessarily. It totally depends on how each co-op independently values each member of their Co-TAP. A solution that involves two TAP case-lists: 1) relative ranking of all members by importance; 2) distribution solution for each member of #1 above. The group voice is established continuously for each case-list - as old members leave and new members join each Co-TAP.

Question: **What happens when a Co-TAP does not acquire enough money to pay its members?**

Response: In the TAP world, Co-TAP members join Co-TAPs knowing all the realities of what can happen with the Co-TAP. Getting paid is one of the less important considerations of joining. More important is what the Co-TAP does to add value, balance and long-term improvement and sustainability to the world. Co-TAP members work for these reasons vs. for extra cycle personal

income. Often, Co-TAPs do not have enough or any extra money to distribute. Or the Co-TAP, as a group, with their one voice, together decides to purchase supply inventory, future credit or some other more important Co-TAP need.

Question: What happens if a Co-TAP does not acquire enough money to pay its overhead costs?

Response: Co-TAPs come and go all the time throughout all time. New discoveries and new technologies often make the old things less valuable and obsolete. Co-TAPs dissolve naturally when members personally decide to cease giving their personal time and effort to the Co-TAP. They also dissolve the second they cannot pay ALL their cycle overhead bills. Here, it's important to understand that ALL the TAP world operates by very strict economic rules. One of the most important tools of the TAP economy is the TAP budgeting tool. It helps automate very important decision-making in the TAP world. If ever an individual or a Co-TAP cannot establish a balanced budget for the upcoming cycle then alerts go off to the subsequent changes in the world. These alerts help everyone else in the world consider the impact to their own personal lives. Ther TAP world holds far less secrets when it comes to economic activity. The TAP economic world is very transparent to ALL.

Question: ?

Response:

TAP Zeroing

Question: What's TAP Zeroing?

Response: A solution for assuring TAP Currency NEVER becomes a problem in of itself, like is much of the problem with today's currency.

Question: When does TAP Zeroing happen?

Response: At the "omega" moment of the continuous recurring economic cycle.

Question: If all previous cycle currency is deleted - then how do people save money?

Response: In the TAP world there's NO concept of saving money from one cycle to the next. There's also NO concept of "future money" within the economic model. In the TAP world, the only form of future money involves a different form of credit, called "future credit." A form of credit that is ONLY based on past & present money. For in the TAP world - it's assumed that more bad than good will emerge in future time and money cannot be the primary solution in addressing the problems that emerge in time.

Question: How does TAP Future Credit work?

Response: Much of the money, each citizen of the world gets each period, goes to paying for the necessities of life - food, housing, internet access, etc. But there's often extra money leftover in the personal budget. Some of this extra money can be used for purchasing future credit - toward more costly products, services and experiences. A TAP world citizen must risk that future events will NOT prevent them from redeeming the credits and obtaining the sought after product, service or experience. For, if the die, become sick or incapacitated or too busy with some higher priority concern then the credit may no be utilized. Some future credit is NOT transferable.

TAP Stipend

Question: **What is TAP Stipend?**

Response: In the TAP world, all living citizens are given the exact same amount of money at the “alpha” of each economic cycle. This money and its amount is constant and never changing across all time. It’s referred to as the TAP Stipend.

Question: **What’s the stipend amount?**

Response: The stipend absolute amount is NOT critically important. It totally depends on the total amount of TAP currency in circulation each cycle. But the total currency is actually based on the stipend amount - as every living human being, at the alpha, is given the same exact stipend. To answer this question, first, a unit of currency must be declared. This is called the “TAP \$.” It still does not matter how many TAP \$s are given each citizen - as with any digital currency fractions can easily be created. So whether it is 100 TAP s or 1000 or 1 million that is assigned as the stipend amount - it does not really matter. A TAP case will be created to establish this amount and together ALL TAPPERS will co-create the absolute value. Until this day maybe we, for now, simply temporarily say - the stipend is 1000 TAP \$s.

Question: **What do all the different things of life and the economy cost?**

Response: In the TAP world, everything naturally finds relative value - all based on the very stable currency and money system established with TAP. New things emerge and find relative value and old unnecessary and obsolete things dissolve away or become so high or low in value that they get little or no attention. So think of pricing or the cost of things as being very free-market based, but also much more controlled by their physical-world attribute limitations along with their need or necessity in civilization and life.

Question: **Understanding that there exist limits to almost everything within the economic system, who gets what?**

Response: First separate in your mind the valuable economic things that already exist vs. the things that must be created anew. The TAP economy is all about maximizing efficiency and minimizing wastefulness, so utilizing, reusing and maintaining what already exists is key to both these primary objectives. Imagine a world where building more robust, more efficient things is the norm. No longer is built-in obsolescence a viable economic solution option. People want robust vs. things that fail soon or require lots of maintenance. Also people do not care about human-being based jobs. It’s better in the TAP world for computers, robots and machines to do better/faster/cheaper work than humans - who are more useful doing more creative work. But this question of who gets what comes down to economics and delivery on promises made within usage proposals that accompany cycle budgeting details. Those who promise greater efficiency, lower wastefulness, higher payment and more ongoing maintenance work - along with a proven track record of delivering on the promises - will get the specific or limited stuff with which to create their personal life with.

Question: ?

Response:

TAP Humor

Question: **What's TAP Humor?**

Response: It's a particular type of humor that offends no one. It makes ALL people, at a minimum, smile inside their minds. But it can also produce a full-on physical laugh.

Question: **Why's TAP Humor important?**

Response: Humor, in general, is a very important option in the large set of possible approaches to communication. But it can easily negatively offend some while positively entertaining, and even educating, others. It often grabs the attention better. It can stir emotions. It can place the informational concept in the positive (seek/ good) memory bank vs. the negative (avoid/ bad) memory bank of the mind. TAP Humor is all the positive types of humor and what TAP encourages everyone to attempt to find in their creativity work.

Question: **What are some examples of TAP Humor?**

Response: Imagine all those baby animal photos and videos where some innocent creature does something really funny. Shown to people of all cultures and beliefs there's almost always a positive emotion sparked within. The act of the animal offends almost no one. Imagine the video of the person walking down the sidewalk, texting on their smartphone and then tripping over a garage bag. Not getting seriously hurt but falling and seeing their precious device screen break on impact with the ground. Again, TAP type humor that offends almost no one - except maybe the person in the video. TAP humor is clean inoffensive type humor for most minds.

Question: ?

Response:

TAP Ego-less

Question: **What's TAP Ego-less?**

Response: In the TAP world "ego" is generally understood to be a negative more harmful than good reality. TAP ego-less simply means to think and act with less vs. more ego involved. To try to suppress one's natural- in-today's-world egotistical tendencies. To be less selfish and more unselfish, especially being mindful of *THEM* and what is best for *THEM*.

Question: **Why's TAP ego-less so important?**

Response: TAP believes the ego is perhaps the greatest negative attribute the typical human possesses in today's world. Today's world actually encourages the ego to grow within the mind of the human. Simply consider many of the things that today's model encourages: 1) Be the winner; 2) Be the best; 3) Be the celebrity; 4) Be the influencer; 5) Be the best entrepreneur; 6) Make the most money; 7) Be the powerful leader of the group; 8) etc. All these types of pursuits and objectives are very selfish and very egotistical.

Question: **So what are some of the pursuits, objectives and practices of the TAP ego-less mind?**

Response: At or near the top of the list is think and do what's best for *THEM*. Sacrifice more. Leave more for others, especially *THEM*. Be less selfish. Be more loving of others. Be more helpful to others in the present. Seek better understanding of what might be universal truth.

Better understanding ALWAYS helps the mind. Forgive others and be a little harder on forgiving 'yourself.' Focus on liking 'yourself' vs. loving 'yourself.'

Question: **Is the TAP ego-less why 'the alien' is a mystery?**

Response: Yes. Partly. TAP is not interested in creating another leader. The TAP leadership is ALWAYS the voice of the group. It's the possibility of the positive agreement of the list. The lone voice, its understanding, belief, values, priorities and opinions - is never the best and right balance of thought. Only the group can establish the balance.

Question: ?

Response:

TAP Balance

Question: **What's TAP Balance?**

Response: It's mainly recognizing and understanding that 'the pursuit of balance' is a way better objective than the 'pursuit of perfection.' And incorporating TAP balance into daily life.

Question: **Why's TAP balance so important?**

Response: Mainly because the universe includes very few specific things that alone can attain perfection, but more importantly - that all things are interconnected and perfecting ALL things together is impossible. Even perfecting a few of the most important things is impossible.

Question: **What are examples of some things that can be perfected?**

Response: Mathematics is one thing of the universe that can find perfection. Attaining a perfect score on a test is another. Getting a perfect 10 for 'your' gymnastics performance is another. There are a few things in our world where perfection can be the objective, but far more where a perfection pursuit does not even make any sense.

Question: **How does TAP balance help improve the world and the specific life of the 100% unique individual?**

Response: TAP balance mainly helps the group of minds discover and better understand what the balancing point for the moment might really be. TAP mainly exists to establish the group mind voice. To find the agreement of the group. To find the positive agreement which always creates the best reference for the next thinking, decision-making and action to be taken next. Instead of arguing and debating and establishing a debate winner and moving forward with the one opposite extreme approach, TAP automatically generates an in between balancing solution - always avoiding either extreme difference and disagreement position.

Question: ?

Response:

TAP Mostlike

Question: **What's a TAP mostlike?**

Response: A TAP mostlike is a single TAPPER other than oneself. The mostlike is the one mind in the TAP world that most closely matches the criteria of the query a TAPPER creates.

Question: **Why's a mostlike important?**

Response: There are two main types of mostlikes: 1) The one person who thinks most like the searcher; 2) The one person who thinks most like what the searcher is looking for - often someone who brings complementary attributes to a potential pairing or union.

Question: **Which of the two types of mostlikes is more important?**

Response: TAP teaches that the latter is more important than the former - because the complementary mind often is far more helpful to us than someone who is more exactly like ourselves. Whether it's a life partner or a business partner - always better to partner with minds that challenge our beliefs and our understanding of the world and universe. Or possess skills and talents that we do not, ourselves, excel at. But with human nature, we often just want and need reassurance that what we believe and understand is closer to the truth than NOT. At these times of our life we often seek the mind that is most like our own mind.

Question: **How's the mostlike concept utilized within the TAP tool and game?**

Response: One of the most popular activities of the typical TAPPER is predicted to be the search for a mostlike.

Question: **Will the mostlike search be free or an advanced feature requiring TAP points?**

Response: To create a query, specify a population and execute the search with the criteria - pieces of the process will be free and other pieces will require the redemption of points.

Question: **What part of the TAP mostlike process will be free?**

Response: Selecting a specific population and doing an initial search for candidates that fulfill the query will be free. The free result is ONLY a single number of candidates that fulfill the attribute(s) requirement of the query.

Question: **What part of the TAP mostlike process requires redemption of points?**

Response: The first step of the process often requires iteration - either narrowing or broadening the search criteria. The info seeker, uniquely minded TAPPER, iterates until a time the resulting number is of an acceptable size - either "1" or some small manageable integer. To reveal the TAP ID of the candidate(s) - then the searcher MUST redeem points.

Question: **How many points are taken away?**

Response: It depends on: 1) the number of matches; 2) the number of attributes specified in the query; 3) possibly some other factors tbd.

Question: **Is there ever a time when a TAPPER can get match candidates for free?**

Response: Yes. When the population group specifies contains 'your' TAP: 1) friends; 2) 'your' followers; 3) 'your' following. Plus these individuals and/or groups have specified their TAP ID can be revealed re the specific TAP relationship you possess with them.

Question: **So TAPPERS and TAP groups MUST explicitly give permission to reveal TAP ID to others?**

Response: Yes. And anyone can 'block' or 'open up' to specific TAPPERS and/or groups.

Question: **Does 'Open up' mean to reveal one's TAP ID to a mostlike searcher?**

Response: Yes. It can also mean - to reveal our personal list data to others, so there's different types of 'opening up' in the TAP game. But each TAPPER controls everything that gets revealed to others. A TAPPER allows or disallows - to individuals, groups or either that possess certain attributes of thought and belief.

Question: **TAP will generate revenue by selling step 2 of the mostlike process?**

Response: Yes. Both businesses and individuals will buy and redeem points to learn the TAP ID of matches.

Question: **Will a TAPPER be able to contact and communicate with a mostlike match?**

Response: Yes and no. TAP is very different than all common types of social media in today's world. TAP is NOT interested in connecting 'you' with your mostlike, so that you can then communicate as most do in today's world. Instead TAP wants 'you' to focus on case-lists and to ONLY communicate via these types of important info objects. TAP actually includes no easy means with which to communicate otherwise. No chat, no email or video comm between TAPPERS. No posting comments or statements. ONLY cases, lists and morphs. But TAP does NOT suggest that you NEVER try to communicate with 'your' mostlikes. TAP simply wants 'you' to do it using other comm tools in the world. TAP knows that TAPPERS will figure out ways to contact mostlikes. Maybe it will even include feature, but NOT including the feature helps keep TAPPERS focused on only communicating using case-lists. So time will tell.

Question: **Does the TAP tool allow me to make a TAP mostlike a TAP friend?**

Response: Yes, but better to self ID 'your' mostlike as a mostlike of the type. So TAP includes these other categories of grouping TAPPERS. Then you can go back, in the future, and see if an old mostlike is still the best candidate for the particular set of attributes. Very important to understand that in the TAP world, tool and game that 'your' mostlikes can continuously change. Because new TAPPERS enter the game and old TAPPERS can exit the game. Also human beings change as they grow, age and mature. Values change, understanding changes, preferences change, interests and opinions change. A mostlike one day may be a very different person 10 years into the future.

Question: **Can I revisit old mostlike queries?**

Response: Yes, easily with the TAP tool. So 'you' can continuously execute a favorite query from time to time - to see if there are more or less candidates and to learn if the list of candidate(s) has changed over time. E.g. 'you' may craft what 'you' believe to be the very best possible 'life partner' query. "You' may run this many times throughout your life to get assurance that your real-world life partner is indeed the best candidate or rerun after a union fails to sustain itself with a particular old mostlike match.

Question: **Will the TAP Tool be a better matchmaking tool for the world?**

Response: TAP believes yes. Matchmaking platforms in today's world operate based on what a few so-called experts believe to be the best attributes to focus on re establishing partnerships. What TAP does differently is to hand the expertise of what is best over to the searcher themselves. ONLY 'you' know what is best for 'you.' And with TAP you can easily build whatever query 'you' think is best for that moment of time in 'your' life.

Question: **What are some of the matchmaking attributes or query criteria one can use to establish a mostlike?**

Response: With the TAP mostlike search feature both psychographic and demographic attributes can be specified. E.g. for a life partner search 'you' might specify: 1) demographics - gender & age range; 2) psychographics - top 10 values & top 10 preferences within the candidates want list for a life partner (inserting 'your' own personal top 3 attributes, when thinking about this specific life partner matching.) Maybe with this simple query 'you' get more than a thousand match candidates. Then you will want to add other attributes to 'your' query. So

then maybe you add wants, like producing a biological child. This reduces the candidate list to 100 from 1000. So 'you' will add another attribute to 'your' query. Maybe next you add something very specific, like you want them to believe in God. This reduces the candidate list to zero. So you next MUST eliminate that query attribute and add in something that will leave some candidates. The great thing about TAP is there will emerge most popular and most successful queries others have created for finding long-term life partners. You never need to start from scratch with TAP. You can always start from what worked for others and modify from there for 'your' unique mind.

Question: ?

Response:

Question: ?

Response:

TAP Unions

Question: **What's a TAP Union?**

Response: The TAP union is a concept that is intended to replace the concept of religious marriage and to improve both minds' mental health state as it applies to thinking about all that it takes to be a primary significant other of a multi-person union.

Question: **Is there a limit to how many individuals may form a union?**

Response: No.

Question: **How's a TAP union different from marriage?**

Response: TAP unions are more mind based than physical realm based. They exist to remove the concerns of religion, sex, children or even cohabitating a majority of the time. Perhaps the biggest difference is the count of individuals in the union can be greater than two.

Question: **How's a TAP union different from a family unit?**

Response: TAP unions can only possess individuals who have attained independence. Also unions cannot be made with the avatars of those who have passed.

Question: **How do TAP unions improve the world?**

Response: TAP unions communicate to the TAP world a message of love and concern priority, especially before biological children enter the union and evolve the union into a family unit. TAP is actually designed to discourage biological children, but only, at first, during the healing period - when TAP helps to heal both planet and humanities' minds and bodies. TAP unions exist to establish better TAP family units, especially physical world cohabitation groups.

Question: **Must TAP unions be officially established?**

Response: In the TAP world there's no concept of government or public education rule & law, so there's no going anywhere to go get your license or certificate. All TAP unions are self initiated - as long as the particular TAP system requirements have been met by all individuals. In the TAP world the model and system details provide the control and regulation - NOT the minds of elected officials or leadership. See [TAP GG](#).

Question: **Does a TAP union automatically create a new TAP group into the TAP world?**

Response: Yes. But TAP unions are by default, closed 'private' groups. Meaning others cannot freely join and become a member of the group.

Question: **Do all cohabitation groups have a TAP group?**

Response: Yes. And again a closed 'private' type group.

Question: **Can multiple unions and/or family units exist within a single cohabitation group?**

Response: Yes. And multiple cohabitation groups can then make up physical realm 'local' community groups. The TAP virtual world structure contains groups that are important to both realms of the world and universe.

Question: **Does TAP recommend unions larger than two minds?**

Response: No. TAP always recommends what is simplest and less complex, for here is where the greatest happiness can be established. But TAP makes possible new possibility which helps to solidify best alternative solutions and options.

Question: **What about sex with 3+ unions?**

Response: Not until 'you' better understand [TAP virtual sex](#) will you understand these types of unions. But virtual sex helps make the idea of '3+ unions' real viable options for some.

Question: ?

Response:

[more "TAP Innovations" blocks coming soon]