

Poor Adam's Almanack

117 APHORISMS · 5 MIN READ

A · BEGINNING

- A1 All you have to do is get the ball rolling.
- A2 Begin with the quest, then the companions.
- A3 Build windmills before the wind blows.
- A4 Do it casually on purpose to get started.
- A5 Either find it or make it.
- A6 Find and buy the solution, or make and sell it.
- A7 It is the theory.
- A8 Keep subtracting, and what is left is the answer.
- A9 Map the idea maze, then walk out of it.
- A10 Names are life prompts.
- A11 Pick the right door before you lock in.
- A12 Stress is untaken action.
- A13 The fastest way to do something is to not do it at all.
- A14 The most interesting things in life are not on the map.
- A15 There is no speed limit to action.

B · BUILDING

- B1 Act like an owner to gain ownership.
- B2 Be an adventure capitalist.
- B3 Be an opportunity detector and sniper.
- B4 Build and participate in superorganisms.
- B5 Build the lever, point the lever, pull the lever.
- B6 Build whatever stops the bleeding.
- B7 Create magic buttons that transform the world.
- B8 Create the set first, then look for its power law.
- B9 Design the castle, lay the brick.
- B10 Don't paint a picture — let time paint the picture.
- B11 Every post is a commit to the collective consciousness codebase.
- B12 Shipping is good. Shipping is good. Shipping is good.
- B13 Through volume, your signature is known.
- B14 Use your magic wand to create more magic wands.
- B15 We need to make new timeless art.

C · TRUTH

- C1 A clear conscience is priceless.
- C2 Authorities are largely false.
- C3 Be a clear thinker and a clear feeler.
- C4 Cynicism poses as authoritative. Optimism is correct.
- C5 Don't be an intellectual yet idiot.

- C6 Find the explanation behind the statistics.
C7 If it makes you laugh, there is truth in it.
C8 Listen to your cognitive dissonance.
C9 Selling is just telling the truth.
C10 Set the truth free.
C11 Tell it like it is. Say the quiet part out loud.
C12 The absolute truth is impossible to vary.
C13 The truth brings peace of mind.
C14 To an open mind, there are no hot takes.
C15 What you want is transformational truth, not mere truth.

D · LOVE

- D1 An encouraging word is heard for miles.
D2 An invisible man is a dead man.
D3 Be an amazing ancestor.
D4 Be loyal to yourself.
D5 Forgive yourself and others. We are all fallible.
D6 Internalize the love people give you.
D7 Love and death summon courage and clarify things.
D8 Love is a verb. Do it daily.
D9 Love is the path to mastery.
D10 Love is what it's all for.
D11 Make room for unknown angels.
D12 Make your grandchildren proud.
D13 The family unit is sacred.
D14 The only unforgivable thing is not forgiving.
D15 You are your ancestors. You are your descendants.

E · ERRORS

- E1 All errors are correctable. All sins are forgivable.
E2 Anxiety is cured through baby-step approaches.
E3 Burnout means it's not right for you.
E4 Find errors, correct errors.
E5 Half of solving a problem is being aware of it.
E6 Many things in life are reversible.
E7 Most errors in life are suicides, not homicides.
E8 The only thing worth regretting is regretting itself.
E9 You are allowed to be imperfect.
E10 You are allowed to be wrong.
E11 You are allowed to change your mind.

E12 You are not your worst deed.

F · PEOPLE

- F1 A transaction is a mutual thank you.
F2 Be a good PageRank node.
F3 Be grateful for your para-social mentors.
F4 Competition is for losers. Collaboration is for winners.
F5 Critiques are a gift.
F6 Don't project your frugality onto others.
F7 Have a theory of mind for others. Empathy, some call it.
F8 Leave the door open. Keep the bar high.
F9 Listen to someone's mother tongue to hear their true articulation.
F10 People compass: do you feel better or worse after spending time with them?
F11 Take children more seriously. Take adults less seriously.
F12 The infinite game player is friend to the old and young.
F13 To gauge the integrity of someone, look at the integrity of their friends.
F14 Trust actions, not words.
F15 You are someone's society. Be a good society.

G · MIND

- G1 Action is your shield.
G2 Anything done out of neediness is an instant regret.
G3 Be free from the shackles of expectation.
G4 Flow is when the map and territory are one.
G5 Gratitude is the cheapest therapy.
G6 Self-untangle. S-tier life skill.
G7 Sleep solves a ton of life problems.
G8 Status games are hilarious in retrospect.
G9 The mind is powered by the legs.
G10 The most common problem is problematizing.
G11 The reality that you want is programmable.
G12 The world is full of dopamine dementors.
G13 Try on different identities, like hats.
G14 Try to keep your ego in check.
G15 Your body's state drives your mind's story.

H · TIME

- H1 All knowledge is fallible, permanently improvable, never final.
- H2 Be on the beat of the universe.
- H3 I'll never give up. Death is at my back.
- H4 If it's funny, do it.
- H5 Imperfection in the arena beats perfection from the stands.
- H6 Never forget there is infinity out there.
- H7 Now is all there ever was or will be.
- H8 Short-term strategies only work because death is left uncured.
- H9 Since there are infinite problems, there are infinite opportunities.
- H10 The beginning of infinity is a hero's journey.
- H11 The only thing you can change is here and now.
- H12 The timeless is always timely.
- H13 There really is no moment but this one.
- H14 Twenty percent of your days account for eighty percent of your life.
- H15 With death in the picture, there really is nothing to lose.