

I propose the following.
Please tell me how I might improve it!

Helpfulness Above All™

Free Online Guide™



To maximize your own
peace & prosperity.



Featuring How to Have
The Most Mutually
Helpful Dialogs™

Especially with people
you disagree with.



This guide is free to copy, print, email, etc.
My trademarks and copyrights are to limit
destructive selfish use. All rights reserved.

©2.9.26 Tim Mossman

*This Guide is
Continually in
Development*



You may jump
to the Help-
Preference
Profiler, p. 37.
⇒ CLICK the PDF HERE

Part 1

The Vital Importance of Knowing

Everyone's Larger Context

and

The World's Largest Context

**to maximize your and
everyone's peace and
prosperity.**

I propose that knowing people's LARGER CONTEXT can make "all the difference in the world" in how you feel about them and behave toward them. ^E



For example, you may think badly of a clumsy store clerk, and treat them dismissively.



Until you learn their mom died that morning. That larger context can make "all the difference" in how you feel about them and treat them.

- In this case, typically inspiring you to be more understanding, patient, etc. with them. And that could lead to any number of more mutually rewarding outcomes. ^E

But if behind that clerk you beneath the door to the back room you saw a huge wet, red smear leading under it, you would likely react much differently. ^E

**And that “LARGER CONTEXT” idea
applies to **EVERYONE**. Knowing people’s**



**larger context can help you create
many more productive and / or
rewarding outcomes than you
otherwise could.**

**People act as do for a reason.
And when you know that reason,
you can likely help both them
and yourself much better. ^E**

**Conveniently, there is one
World's Largest Context**
**a World's Largest Reason
everyone does what they do.**

**And knowing that,
and you and everyone else
basing all you do on that reason,
can literally can “make all the
difference in the world.”**

I propose that World's Largest Context, which everyone shares, is comprised of the 5 parts of what I call The "First Principles" of Value Creation, on which this guide is based. They are that:

- 1) Things only have value to us humans to the extent we perceive they may potentially help us. Which means to the extent we perceive they may limit our bother and suffering and / or increase our enjoyment overall. All the choices we all make appear to be based on that.^E**
- 2) Everyone intuitively helps themselves by far the most in life, overall, by simply helping other people the most they feel they can physically and emotionally afford to, in their work and personal life, given their circumstances; and at the very least by simply not bothering others.^E**

So helping other people appears to be the source of all of our own greatest **prosperity, peace of mind, credibility, trust, and thus **our most affordable and rewarding lives possible.** E If you genuinely feel verifiable evidence shows that to not be true, please send that to me.**

3) While most people agree on most of what is helpful to humans, that can be very subjective; what I find helpful you may find hurtful, and vice versa. E

4) Mutually helpful dialogs are the best way to sort that out. For details on how to have those, see that section, which is next in this guide.

5) Selfishness is impatient self-help that doesn't care if it bothers others, it is the opposite of helpfulness, and it mostly destroys value, overall. E

And out of all the aspects of that World's Largest Context, the simplest to remember and easiest to do is at the end of #2 on page 5, elaborated:

Virtually everyone in the world prefers that everyone else help them most

by simply not bothering them. E



And that is the source of the vast majority of the "peace" I refer to in this guide.

So conveniently, that is how everyone in the world helps everyone else in the world by far the most, nonstop, 24/7, even while sleeping, to minimize their own bother.

And that continually maximizes everyone's peace and prosperity.

Part 2

How to have

The Most
Mutually Helpful
DIALOGS

with everyone.

Especially people
you disagree with.

And who disagree
with you.



**Based on that 5-part
“World’s Largest Context,”
(pages 6 and 7),
the key to having the most
mutually helpful dialogs
possible is to figure out
how to help the other
people in the dialogs
the most you feel
you can.**



To that end, I have found that in addition to most of all not wanting to be bothered, just as A STARTING POINT, there are generally

4 Main Ways People

Prefer to Help and Be Helped. E By

Thinking • Feeling • Freeing • Securing

And these are not rigid, absolute categories. They are very approximate, and they overlap and interact with each other.

They can even look like each other, depending on how you view them.

And everyone uses all of them all the time, just to different extents and in different ways, depending on the situation, i.e., the CONTEXT.

Don't get stuck or delayed by trying to say behavior is more one of those than another. BECAUSE, AGAIN, THIS IS JUST A STARTING POINT for figuring out the different ways to help, and be helped by, different people.

Beyond this, it is best to just ask them, and tell them what you prefer.

Conveniently, those 4 Main Ways coincide with, and address, what can generally be viewed as their “opposites,”

The 4 Main Ways People Prefer to Not Be Bothered. With

Ignorance, unsolved problems
Annoyance and suffering for lack of caring and consideration
Sameness, restriction, boredom
Fear, vulnerability, uncertainty

For each of those 4 ways of helping / being helped is generally appropriate for each of those 4 contexts and their needs.

And these colors are arbitrary, just to generally tie them to each of the 4 ways of helping / being helped and bothering / being bothered.

**And everyone tends to prefer using
one way of viewing things MOST,
and one way of viewing things LEAST.**

**In most everyday situations I,
Tim Mossman, tend to view things
most in **thinking** terms, and least
in **securing** terms.**

That is all I have so far in this draft.

More to come soon.