

BUILD SOMETHING

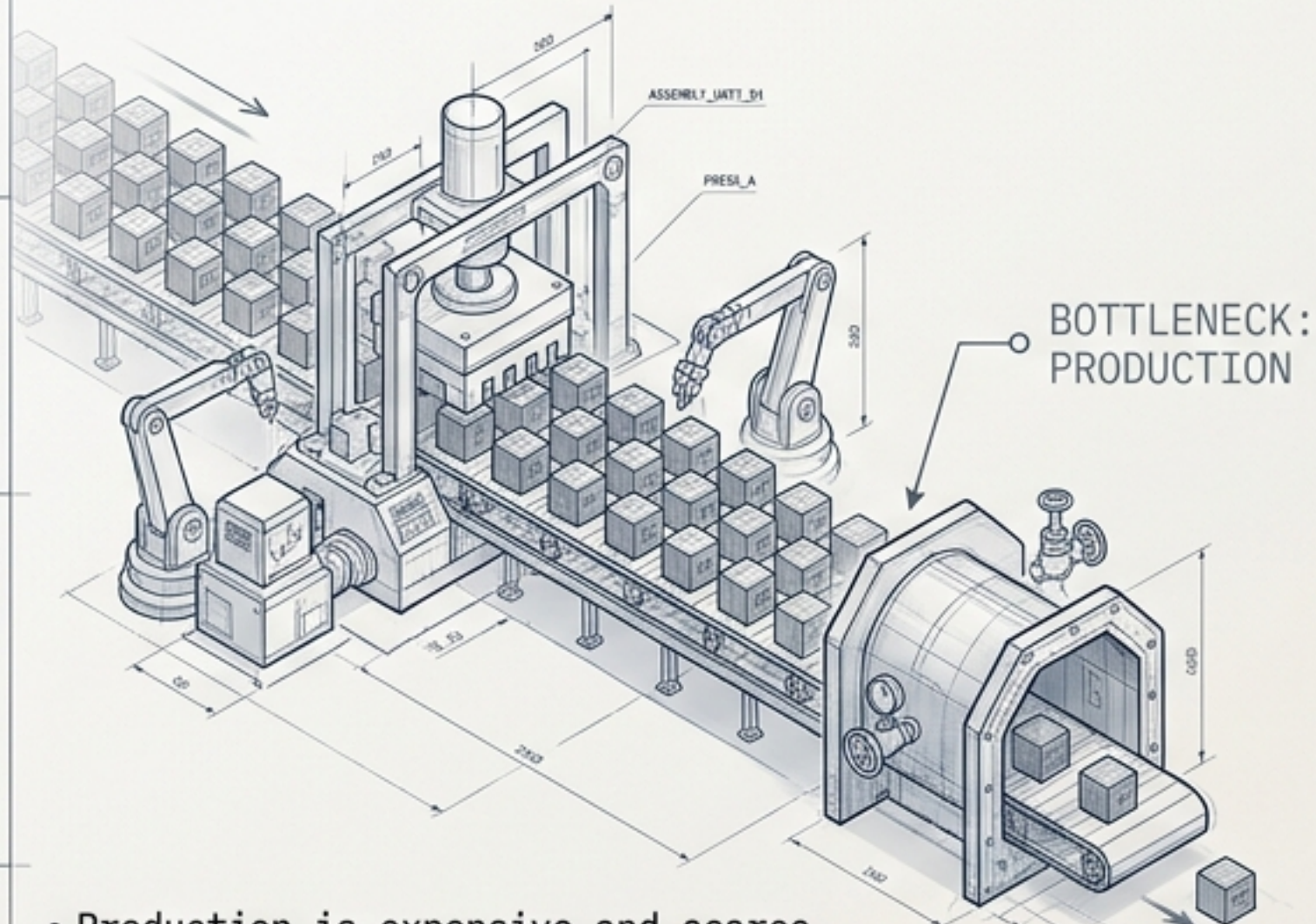
Canonical Human Event

ONE SYSTEM. TEN DOORS. ONE RECORD.

Human intent sets the direction.
Machine capability expands what is possible.
The Record proves what actually happened.

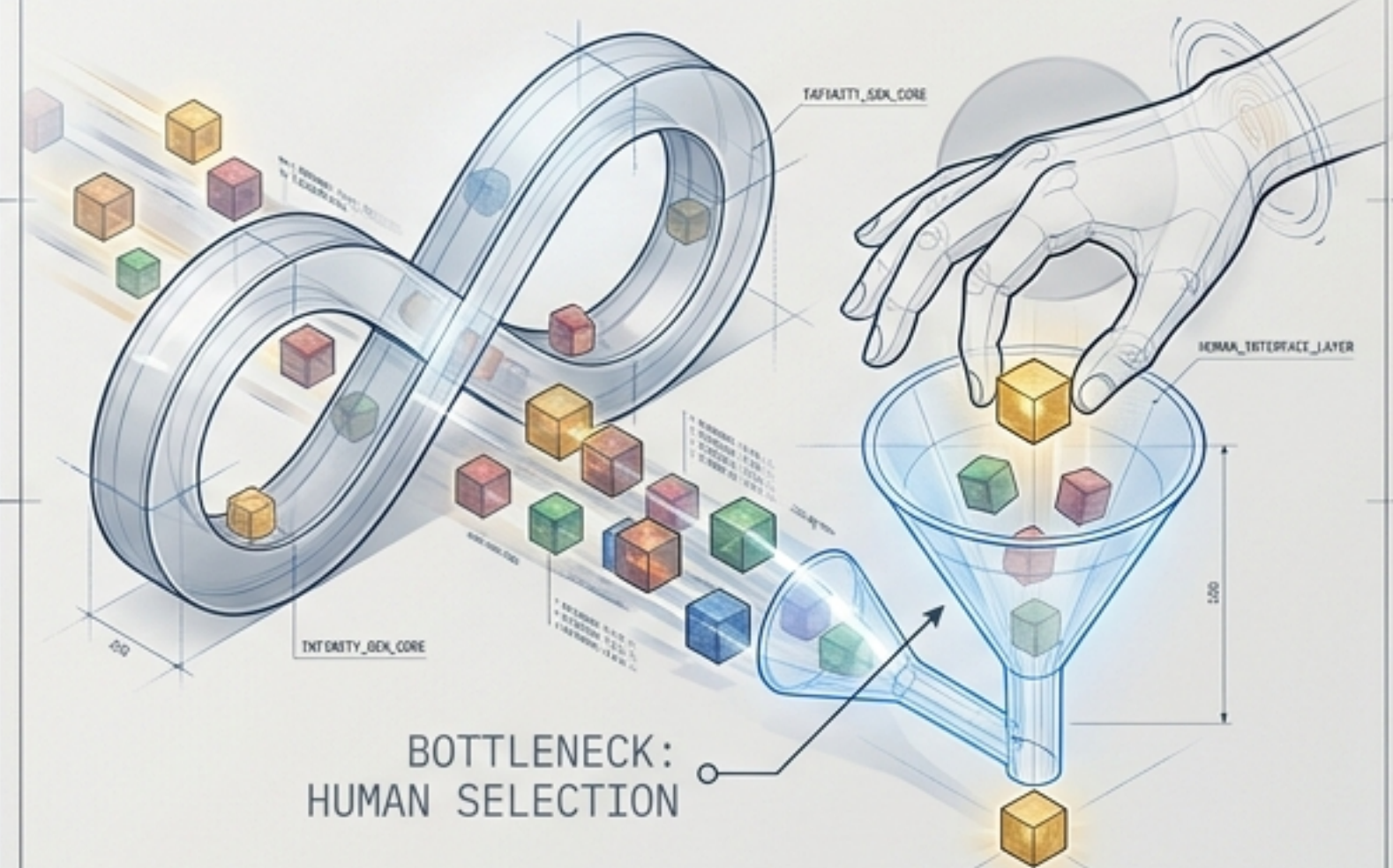
Abundant generation makes human selection the ultimate scarcity.

CURRENT DIGITAL ECONOMY



- Production is expensive and scarce.
- Machines optimize to replace human labor.
- Value is captured by infrastructure owners.

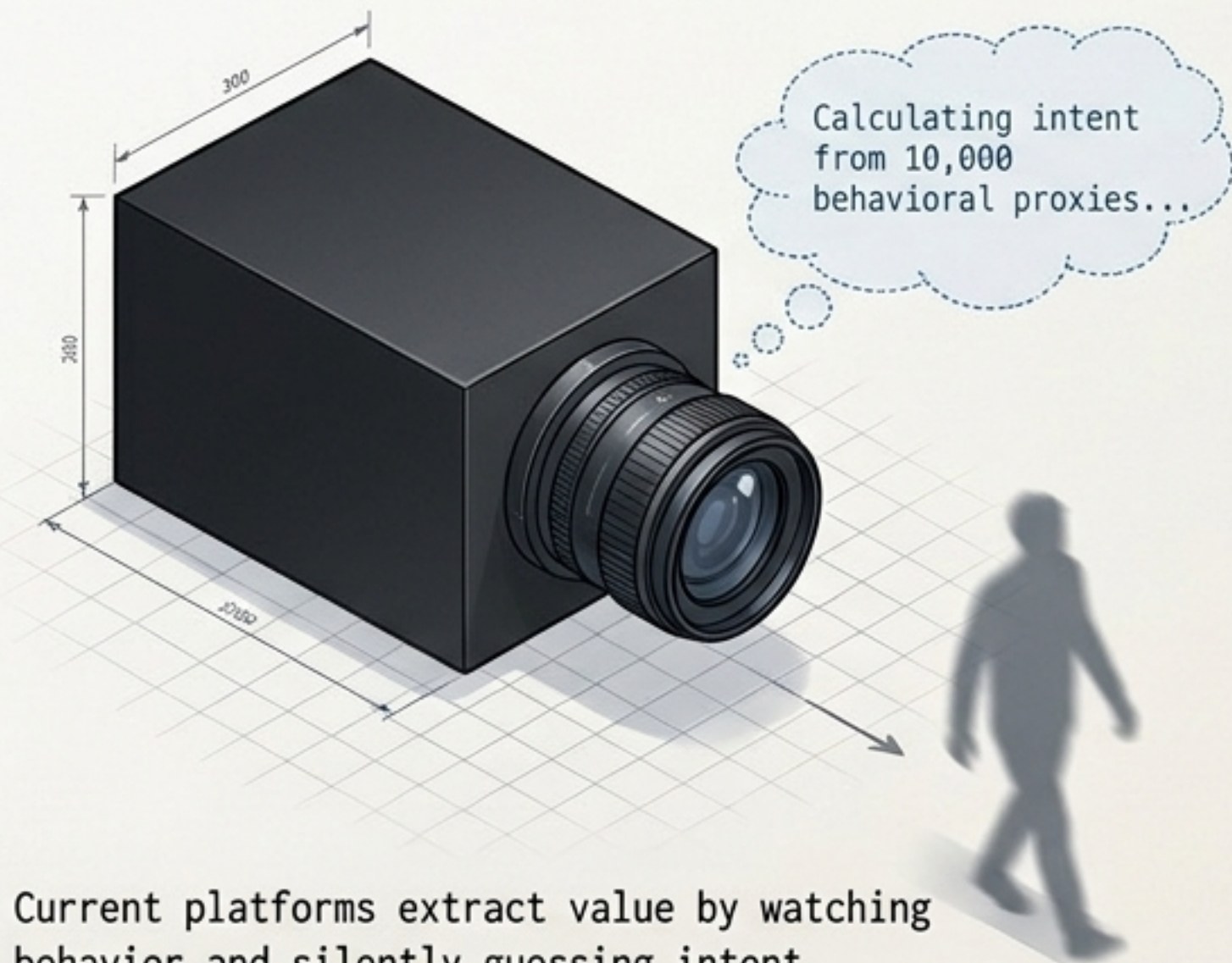
THE JUDGMENT ECONOMY



- Machine generation approaches infinity.
- The new scarcity is determining what is worth keeping.
- Human judgment becomes the most valuable economic input.

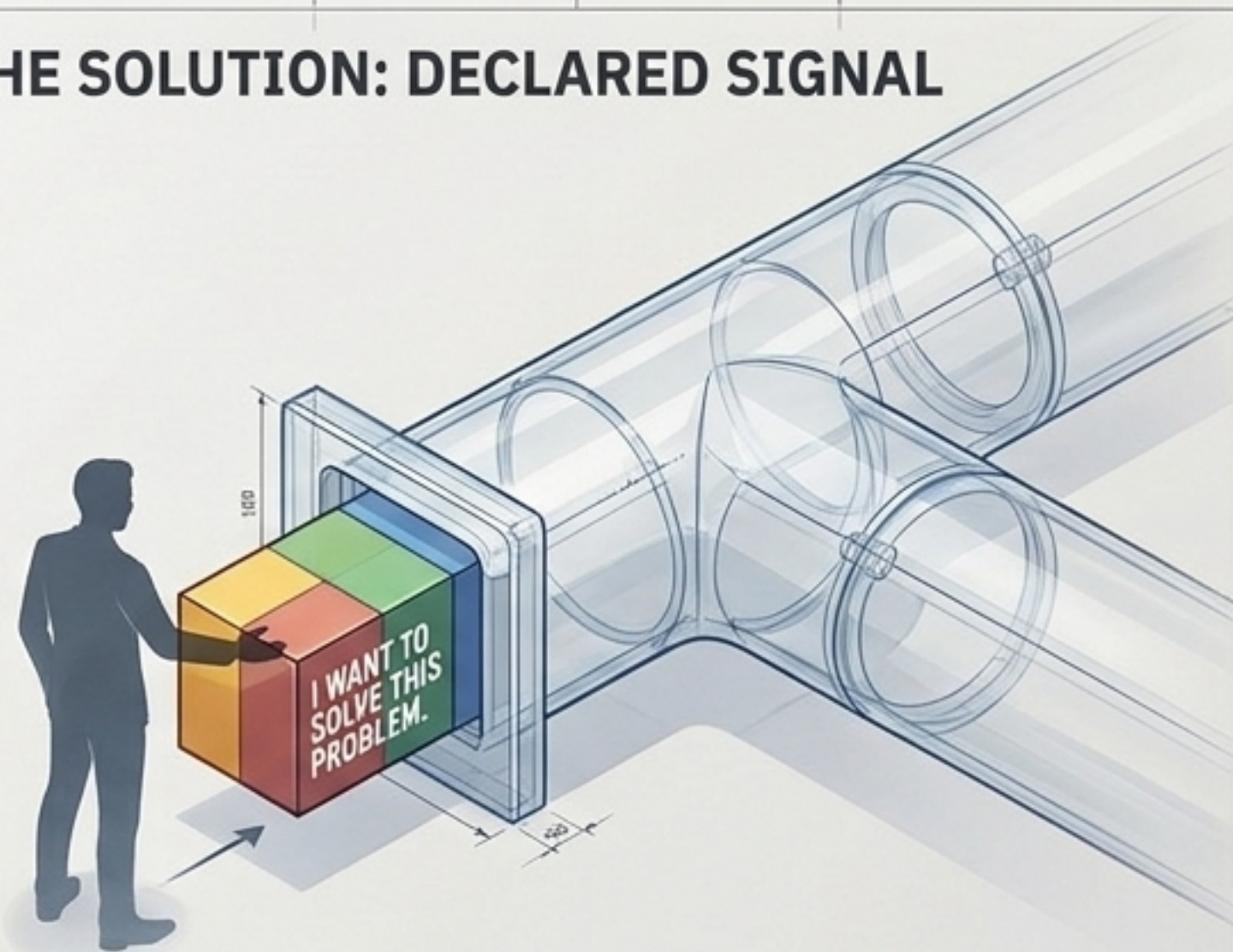
Stop guessing what humans want. Build a system that asks them.

THE FLAW: INFERRED SIGNAL



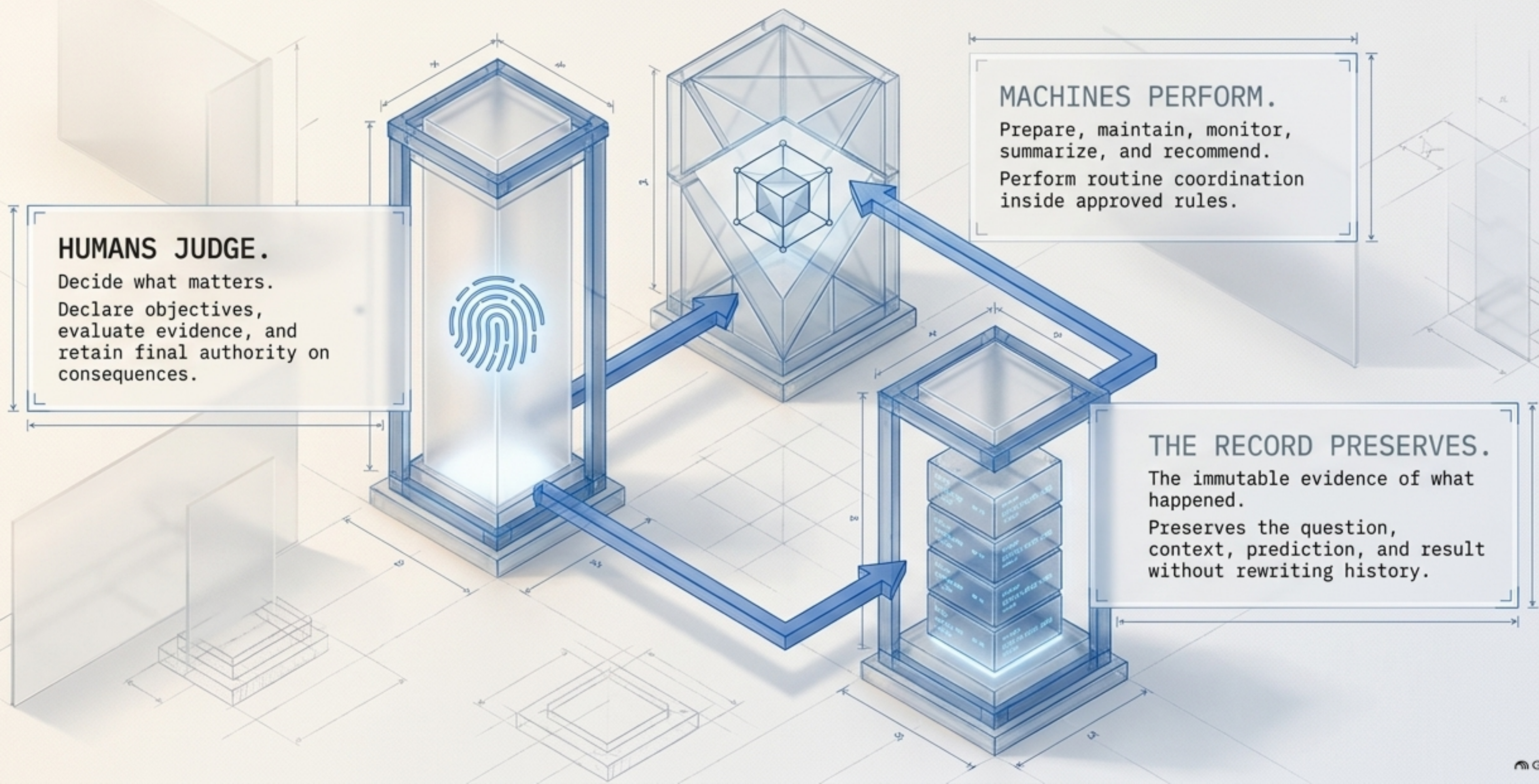
Current platforms extract value by watching behavior and silently guessing intent, placing the machine in control.

THE SOLUTION: DECLARED SIGNAL

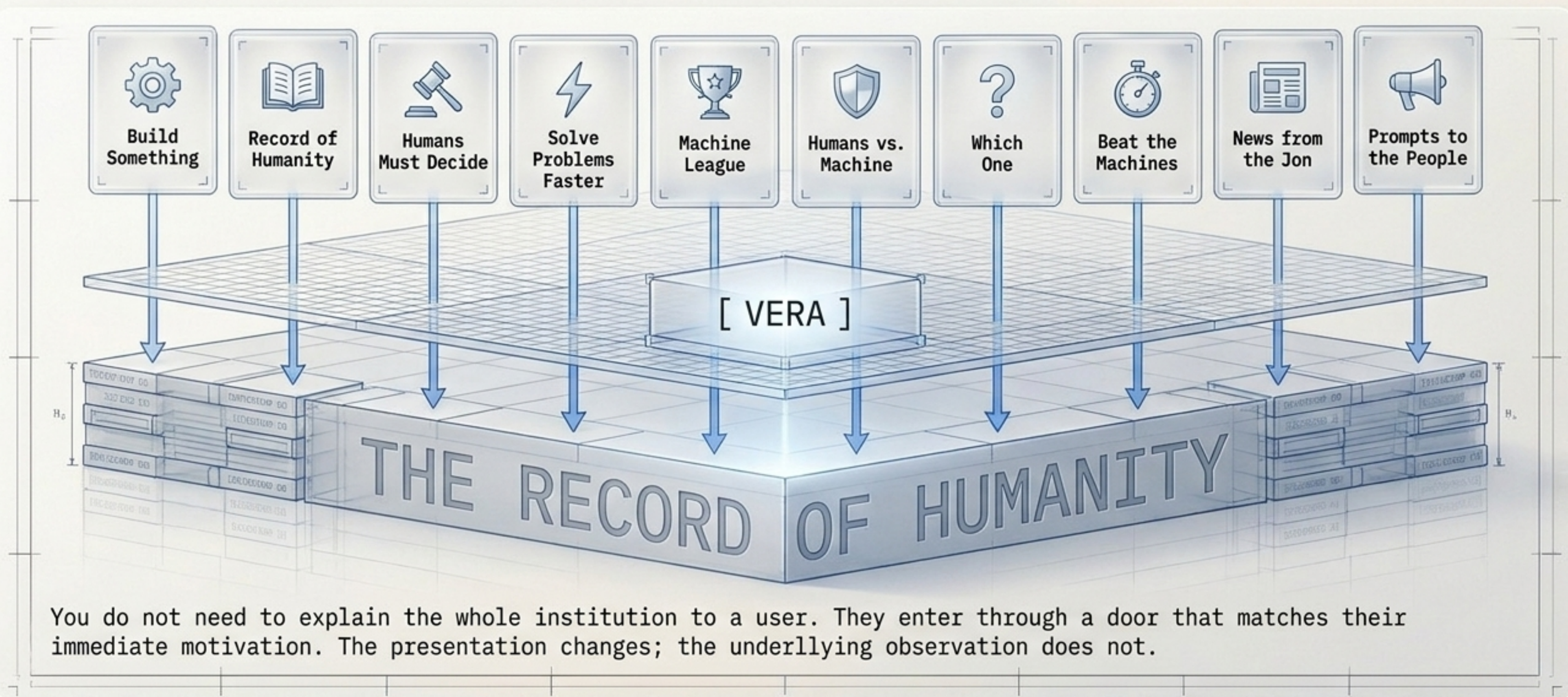


The alternative is explicit declaration. Humans explicitly declare what is funny, beautiful, true, and necessary. Inference only serves to fulfill that declared intent.

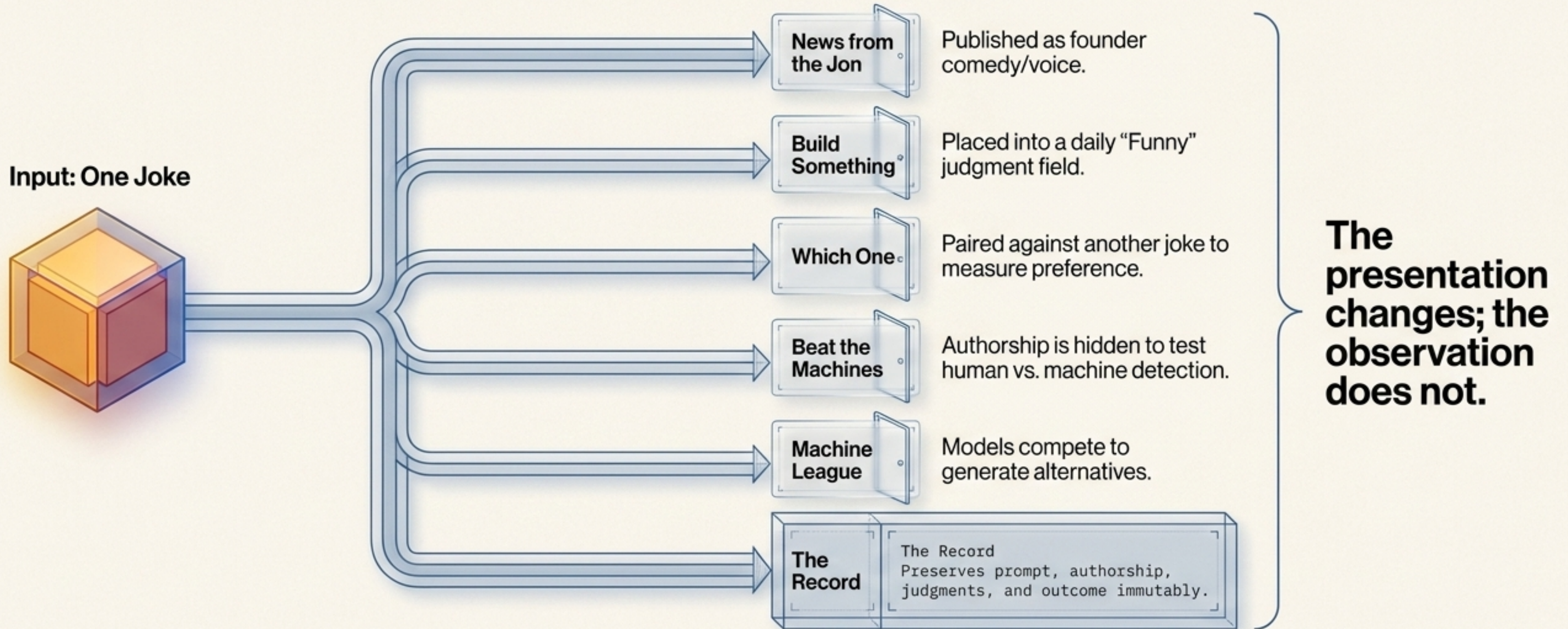
A shared operating spine designed to protect human authority.



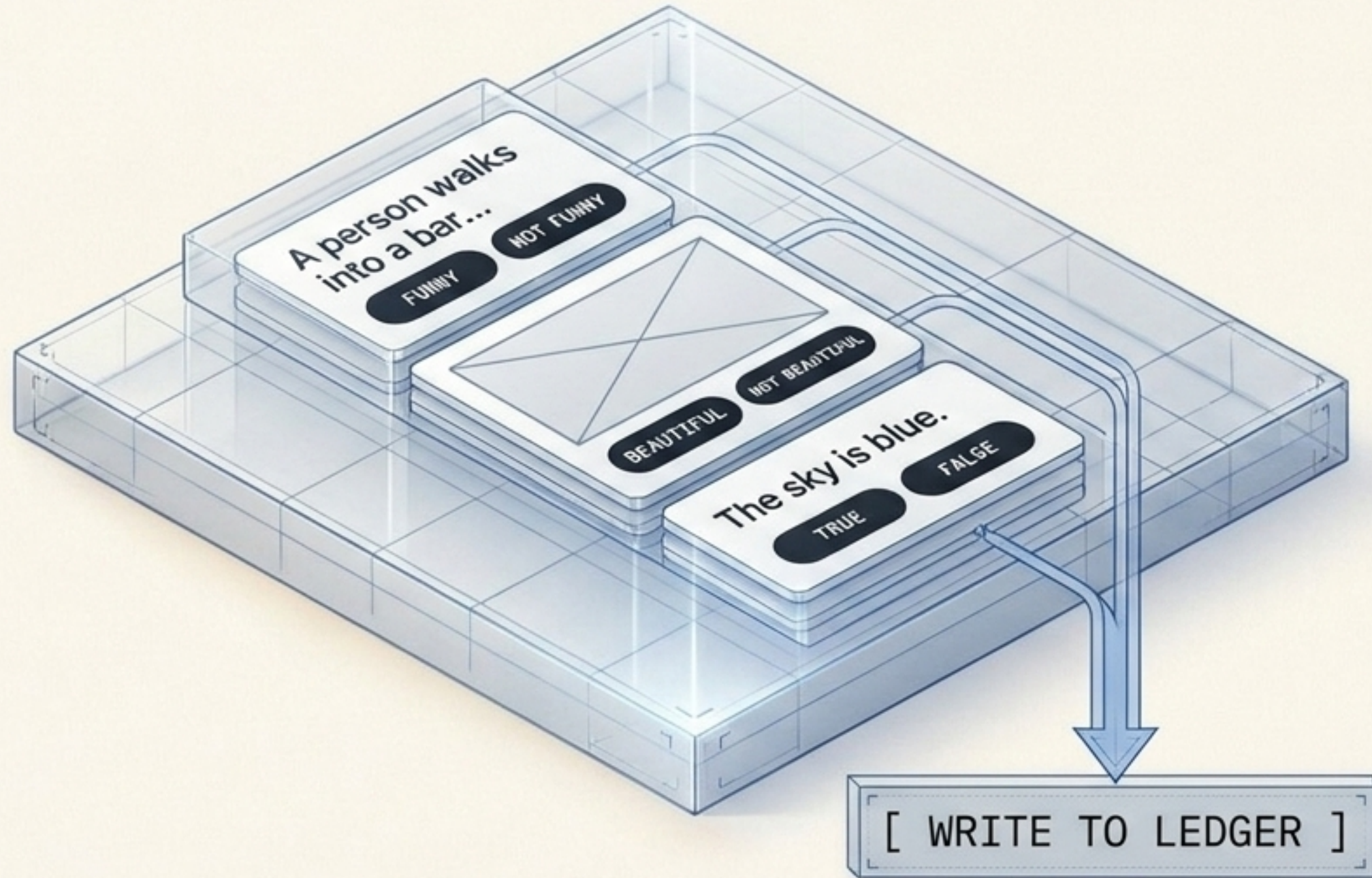
Ten specialized doors into a single, canonical institution.



One object creates multiple experiences without duplicating truth.



The minimum daily ritual creates multidimensional human signal.



Meaningful participation should not require hours of homework.

It takes one minute a day to answer three fundamental questions:

What is funny?

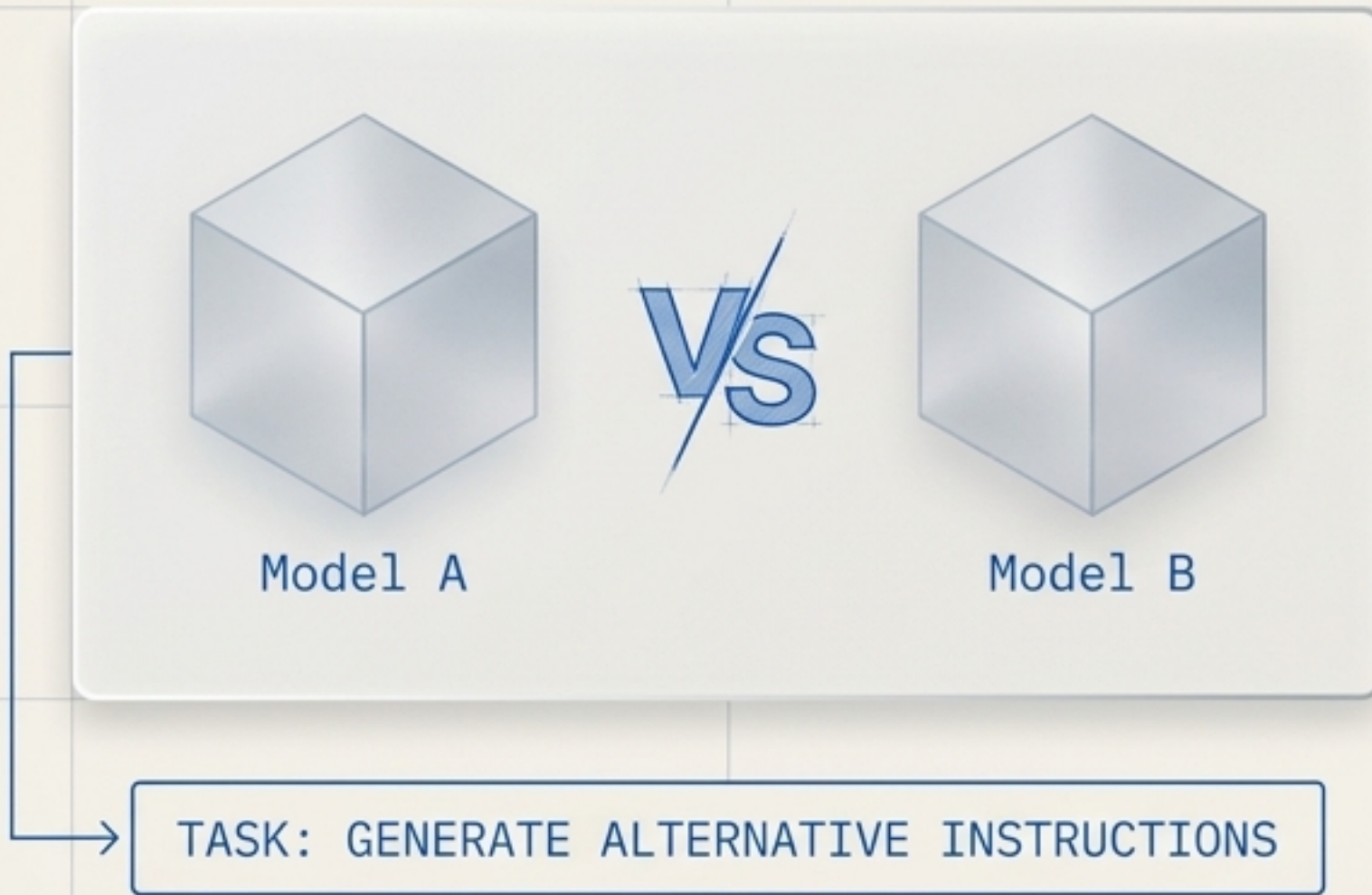
What is beautiful?

What is true?

These isolated clicks feed The Record, bypassing surveys to build a continuous, **durable history of human preference** over time.

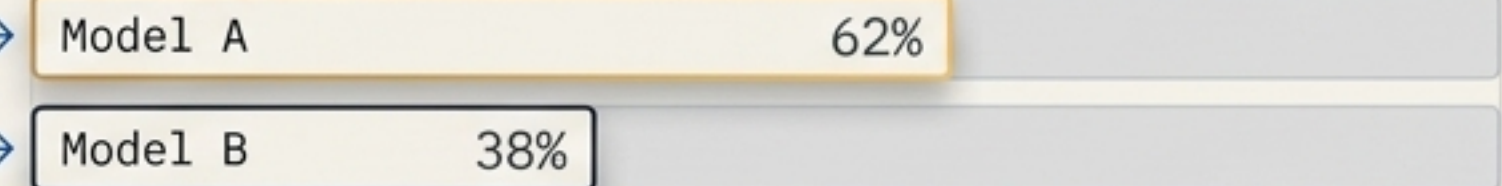
AI companies claim they are the best. Machine League asks: Best at what?

THE MATCHUP

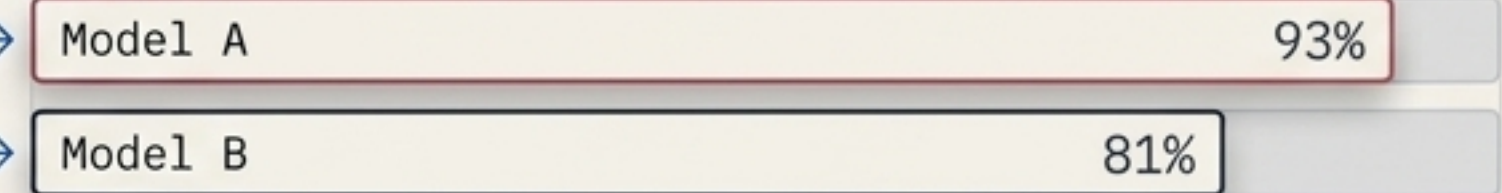


THE HUMAN BENCHMARK

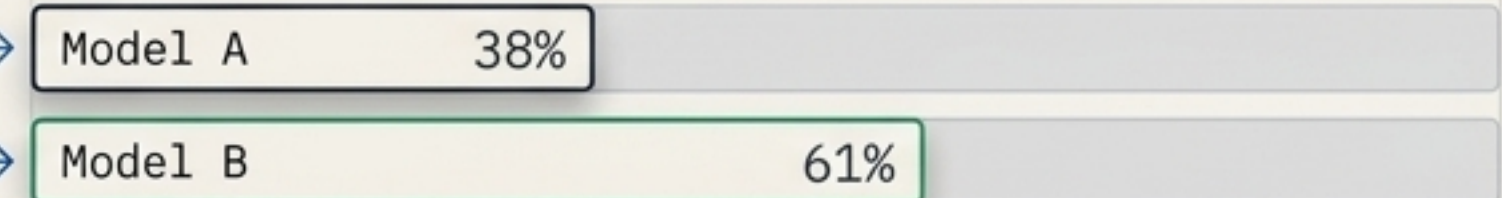
Human Preference



Instruction Following



Human Detection Rate



Current benchmarks rely on fixed datasets and machine-generated evaluations. Machine League introduces live human judgment. Machines compete on creativity, reasoning, and instruction following. The benchmark changes as humans change. Competition makes machine capability empirically measurable.

Resolving consequential disputes by finding the smallest point of disagreement.

SOLVE PROBLEMS FASTER

Identifying the root disagreement and defining the actual problem, bypassing surface arguments.

HUMANS MUST DECIDE

Weighing empirical evidence and examining the strongest fair counter-argument. Human consensus emerges.

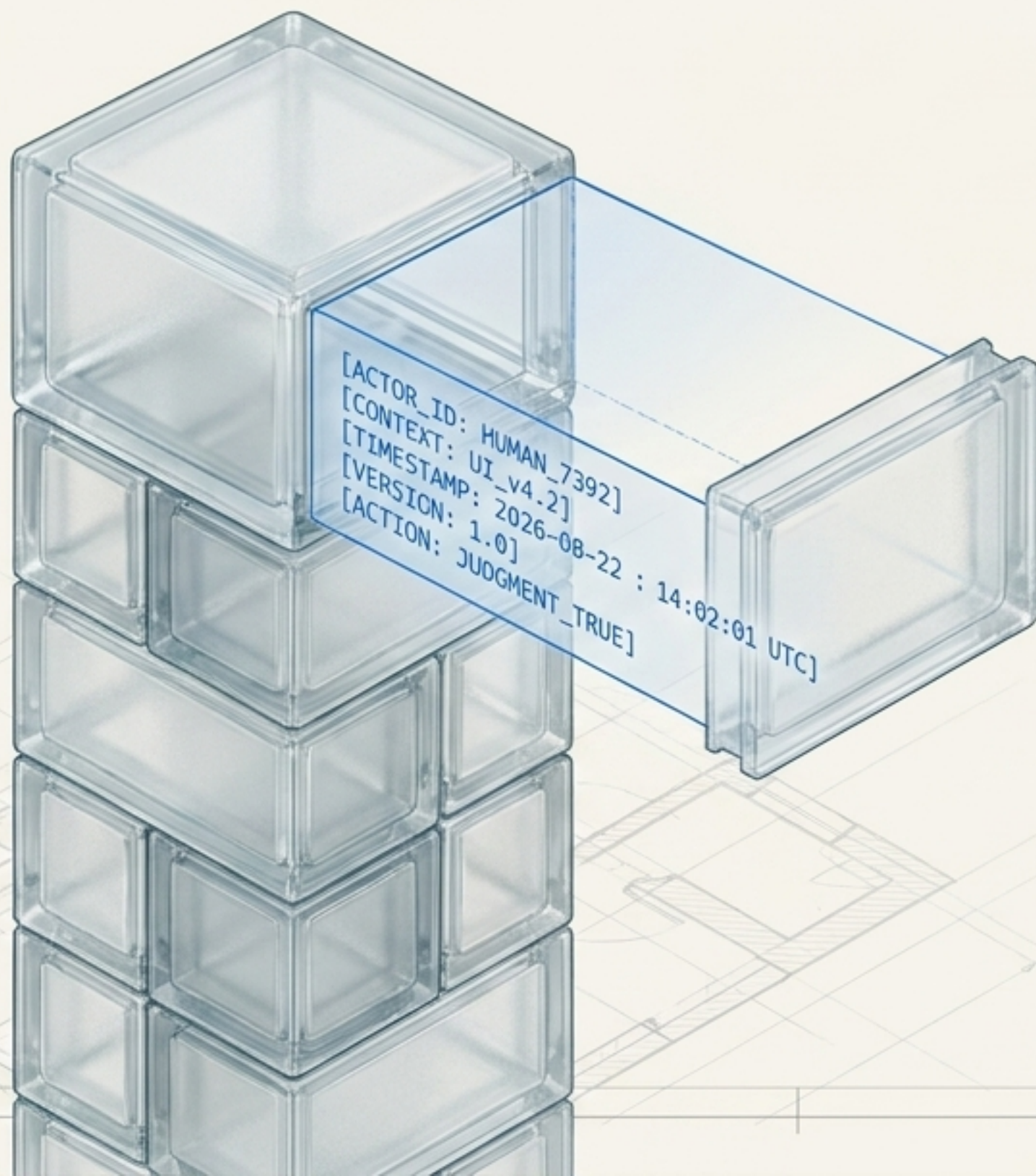
PROMPTS TO THE PEOPLE

Converting the isolated point of human consensus into a concrete, version-controlled machine instruction.

> INPUT [HUMAN CONSENSUS] -> EXECUTABLE RULE

Problems are solved faster when we agree on what the problem is. The institution evaluates evidence fairly and translates human consensus into transparent machine instructions.

The Record of Humanity: The strict rule against duplicate truth.

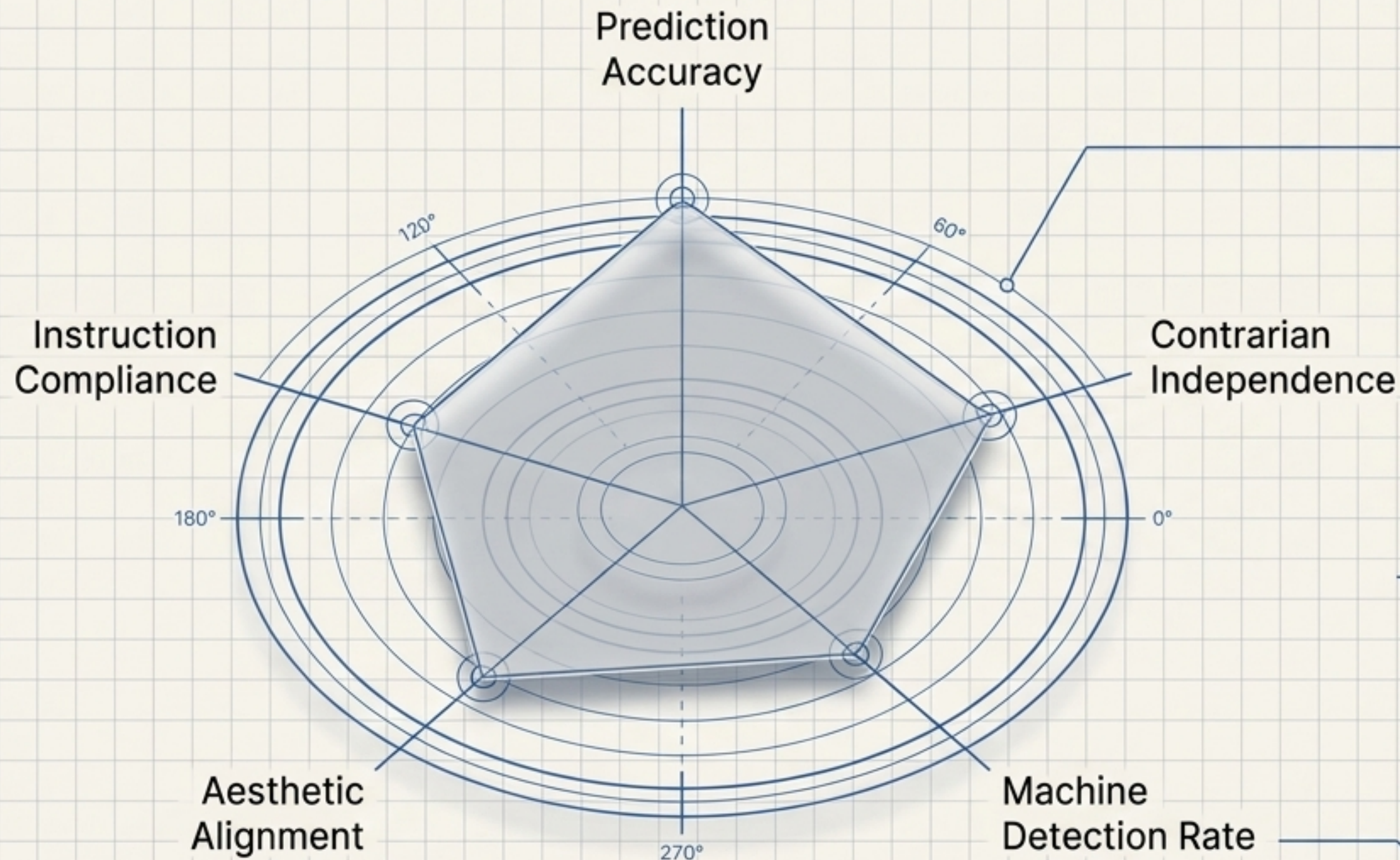


One event can have many views, but it must have one canonical fact pattern.

Nothing gets rewritten.
Not even the founder.

If a human changes their mind, or a machine outputs a new answer, the new observation is appended.
The history of what was believed and predicted beforehand remains permanently intact.

Identity as a mirror of demonstrated history, not a psychological label.

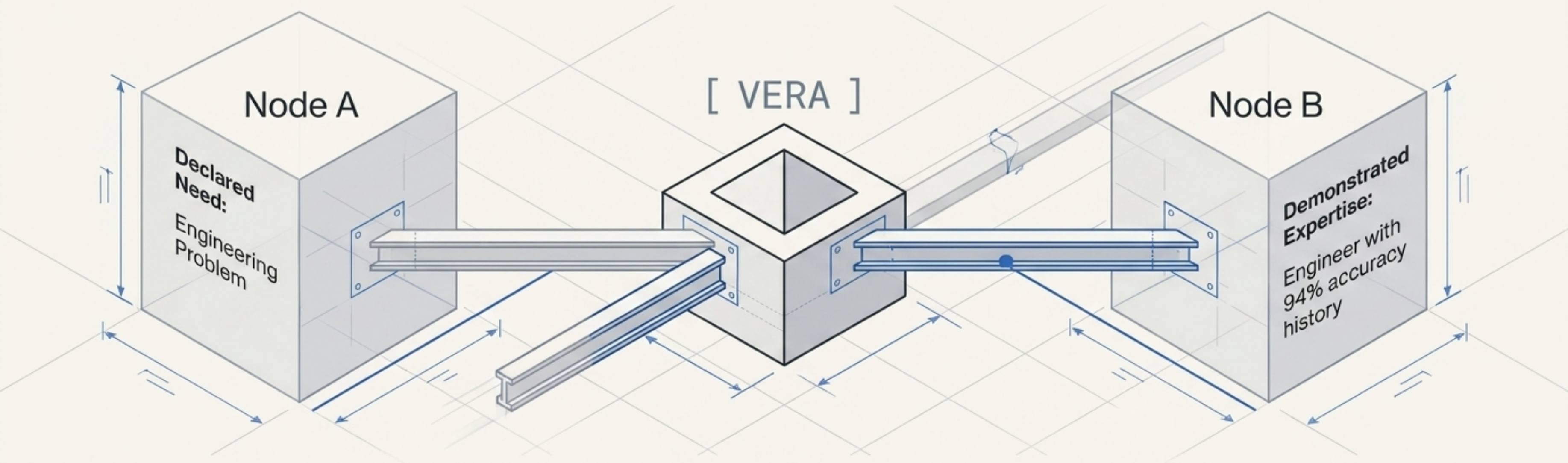


ISOLATED CLICKS COMPOUND into a durable profile. Reputation is earned through a demonstrated history of correct predictions and early recognition of value, not purchased status.

THE PROFILE PRESENTS EVIDENCE (e.g., "You correctly identified machine writing 82% of the time"), leaving the human to decide what it means.

ONE CONTINUOUS RECORD. Reputation is earned, not assigned.

Vera: Connecting declared human needs with unused human resources.



Vera observes the connected system. She does not silently override human intent, guess what humans want, or replace human authority.

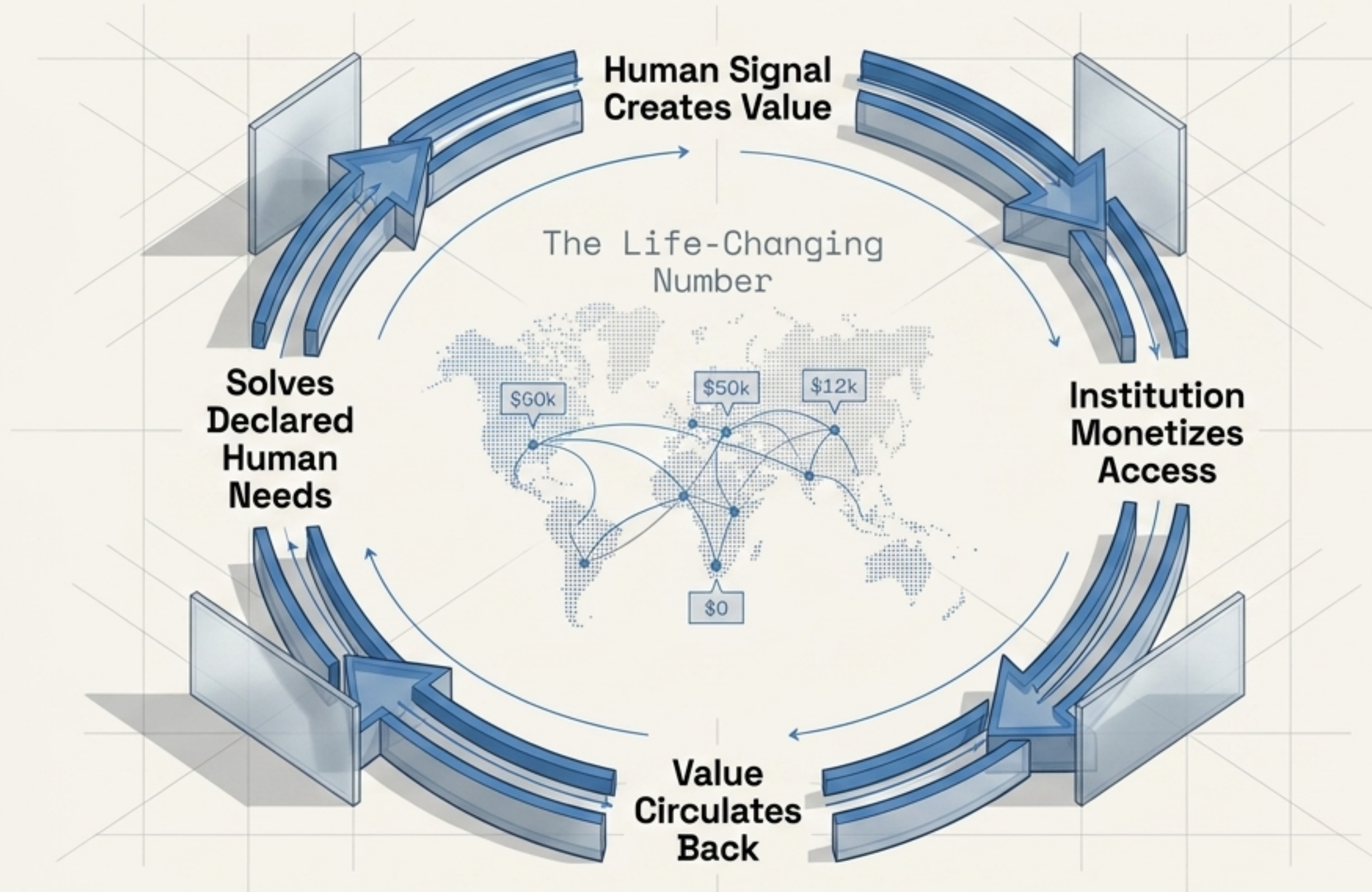
She exposes information, identifies patterns of disagreement, and routes work—protecting attention by connecting unused resources to unsolved problems.

Selling clarity and questions. Never selling the answer.



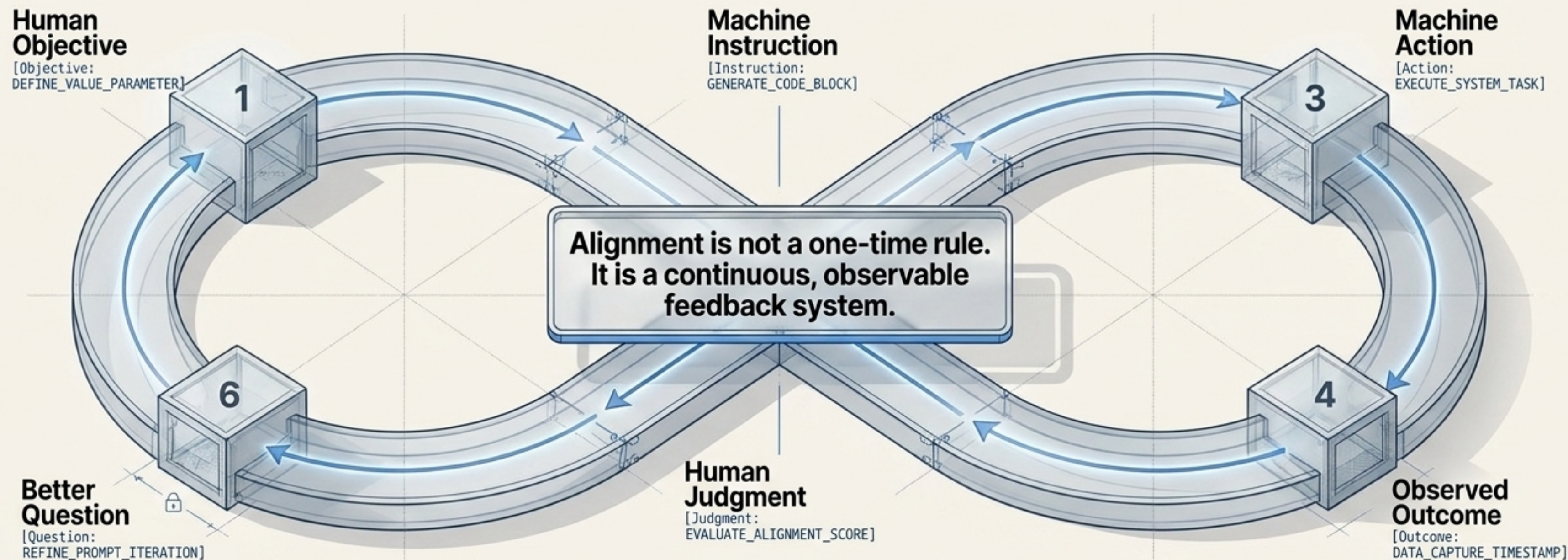
- Money can buy access to the room. Money can buy attention.
- Money cannot buy the answer. Money cannot purchase additional human voting power.
- The commercial value of the room depends entirely on its uncompromised institutional integrity.

Value circulation: Human participation creates the asset, humans share the benefit.



- The structural commitment to non-extraction. The founder does not own the collective human record as a mechanism for private wealth accumulation.
- The system targets a future where recurring minimum contribution creates an economic floor.
- The 'Life-Changing Number' maps exactly where circulated money can alter human lives, creating perfect economic routing.

A self-correcting engine for human-machine alignment.



Humans define what matters. Machines help achieve it. Humans judge what happened.

Build something.