

# THE ANATOMY OF A GAME SPHERE

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## REFERENCE: *The Dual Universe*

**ANATOMY** (*noun*) 1. the detailed examining of the parts or elements of a thing; analysis [<Greek *anatome* dissection *<ana-* up + *temnein* to cut]

**DICHOTOMY** (*noun*) 1. division into two parts 2. a pair of opposites *Examples*: dark-light; boring-exciting; bad-good; failure-success; sadness-happiness; low-high. [<Greek *dichotomia* a cutting in half *<dicha* in two + *temnein* to cut]

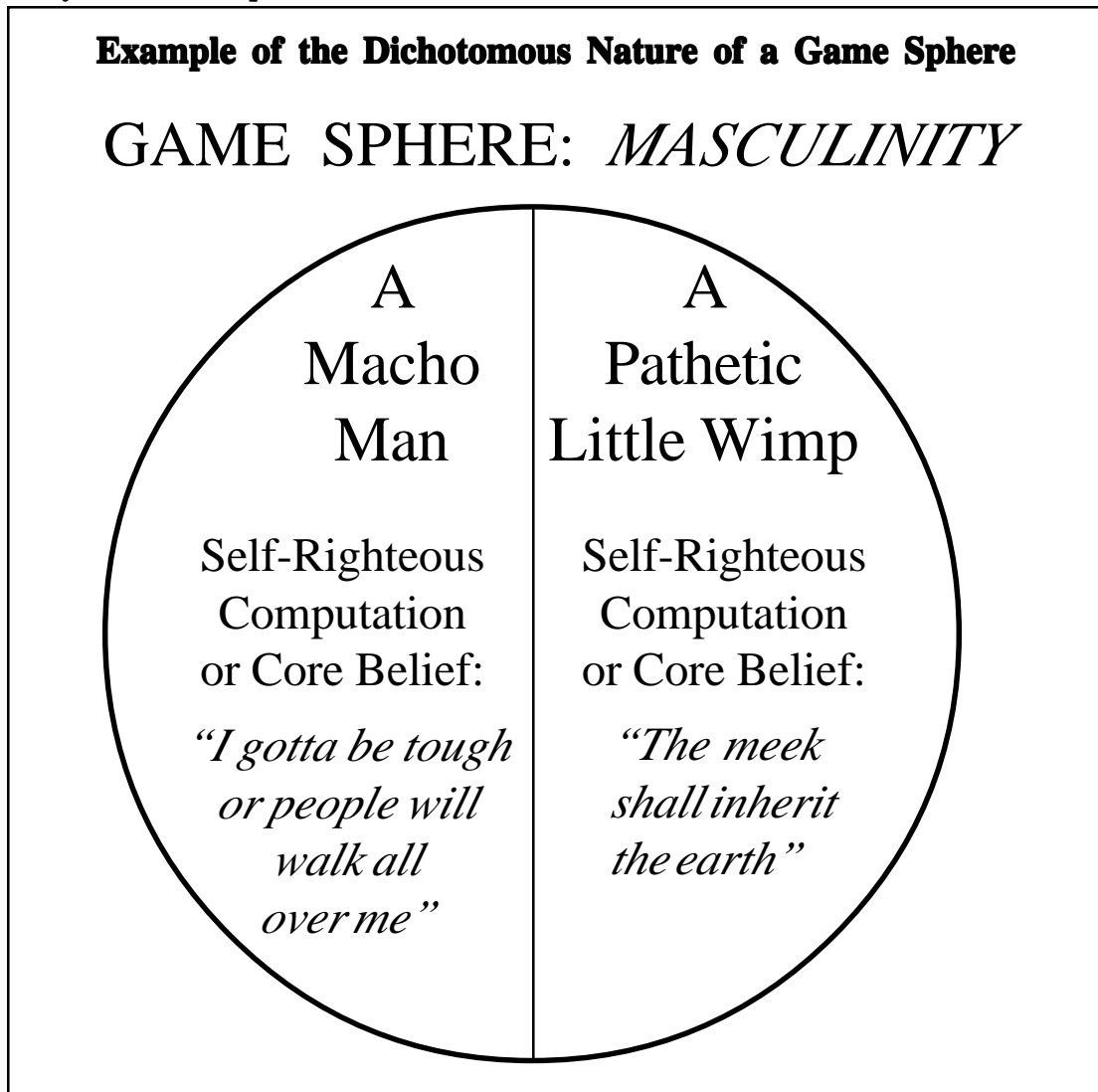
We live in a world composed entirely of dichotomies. Take a moment right now to think of some examples and notice how easy it is to think of some.

Dichotomies form the fundamental structure of the physical universe. To have electricity, both positive and negative terminals are needed; to have communication, a speaker and a listener(s) are needed; to have a problem, two opposing ideas are needed.

It is easy to observe that the Beings on this planet consider themselves to *be* MEST, as opposed to the idea that they are spiritual Beings who *have* MEST; that is, most human beings believe (without ever questioning it) that who they are - not what they *have*, but who they *are* - is a body and a name and a job and a car, etc. They consider themselves to be *matter* and this consideration places them at the effect of the laws of matter - the laws of the physical universe.

Because of this unquestioned assumption, Beings automatically operate within these laws. Gravity keeps them from floating off into space, their car batteries have positive and negative terminals, heat rises so they've got their ceiling fans turning in a specific direction, bodies decay and finally die, etc.

The Game Sphere Rundown is based on the above data, and it is, in fact, why it works so well. The basic anatomy of a Game Sphere is that of a *dichotomy*. In other words, a game contains *opposites*: opposing individuals or teams, opposing ideas, intentions, purposes, etc. All games contain opposition, or they wouldn't be games, by definition. An example follows on the next page.



Human beings are attracted to dichotomies. “Dichotomies make the world go ’round,” one could jokingly say. Since games are composed of dichotomies, humans consider games to be fun. They play games for the sole purpose of having fun. At least, that was the original idea! But now there are some games that have turned out to be no fun at all; in fact, some games have become quite the opposite of fun! And the Being feels stuck; stuck in the game, stuck in MEST, stuck in the loop, and he doesn’t know how to get out.

As one processes a specific game sphere, its dichotomous components will begin to unfold. The Game Sphere questions are designed to reveal the dichotomies and allow the person to as-is them. This frees them from the “push-pull” of the dichotomies and the person is then free to play the game or not, and if he decides to keep playing, the push-pull aspect is gone, leaving the person with the ability to postulate and intend without opposition from his own mind.

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