VALENCES AND IDENTITIES

HOW THEY RELATE TO THE GAME SPHERE RUNDOWN

2 APRIL 1996

IDENTITY (*noun*) A set of characteristics that together comprise a *general personality*.

Example: a person who wears fireman's gear, lives at the Fire Station while he is on duty, and fights fires has the *identity* of a *fireman*.

Example: a person who uses oil paints, a palette, paint brushes, wears a smock and beret and paints pictures has the *identity* of an *artist*.

An *identity* is a label that designates *what* a person is.

VALENCE (*noun*) The set of characteristics of a *specific individual*, whether real or imagined.

Example: Joe Jones wears fireman's gear, lives at the fire station while he is on duty, drives a fire truck, and fights fires; he is a fireman. He is also a tall, strong man who is married, likes to Bar-B-Que on the weekends, loves his wife, and so on. *All* his characteristeristics together comprise his valence. The valence of "Joe Jones" means all the characteristics that together make up who he is. He does have the identity of a fireman but he is also has *other* identities, such as, "a loving husband, "a tall, strong man," and so on. All these "identities" together comprise who he is; the identity of a "fireman" is only a *part* of his whole valence. In this lifetime the name he uses to represent who he is as an individual, his whole valence, is the name "Joe Jones." There are thousands of firemen but Joe Jones is a unique individual; there is only one of "him," whether he calls himself "Joe Jones," or any other name, or no name at all.

Example: Betty Boop is a cartoon character who sings and dances, wears short skirts and says "Boop-boop-EE-doop" a lot. She is an imagined but, nonetheless, specific individual. She is not just *any* cartoon character; she is the cartoon character known as "Betty Boop;" there may be other characters like her but none exactly like her. In other words, she is a unique individual. Who she is, her valence, is "Betty Boop."

A *valence* designates *who* a person is.

The following are some examples of **Valences** and their *corresponding* **Identities**:

| <u>**VALENCES (WHO)**</u>	<u>**IDENTITIES (WHAT)**</u>
Elmer Fudd	a famous cartoon character
My sister Nancy	a sharp businesswoman
Mother Teresa	a Saint
Bruce Springsteen	a well-known Rock-n-Roll Star

Referencing the above list of examples, notice that, while the *valence* is fairly well "fixed," the *identity* could be whatever one said it was, or called it, so to speak. For example, *who* Elmer Fudd is - is Elmer Fudd. Period. Not much room for debate. But if one asks *what* Elmer Fudd is, one could come up with any one of the following answers, (or any other answer): "a famous cartoon character;" "a bald hunter who stutters a lot;" "a person who is easily fooled;" "someone with a speech impediment."

One can see that, when assigning an identity to a valence, the answer is purely subjective; in other words, it comes out of the person's own memories or experience. There are any number of possible answers, and the "correct" one is only correct because the identity relates to some part of the person's individual experiences in life. Therefore it makes one laugh and produces good indicators. And it does so because in some way, known or unknown, it fits into the person's own frame of reference.
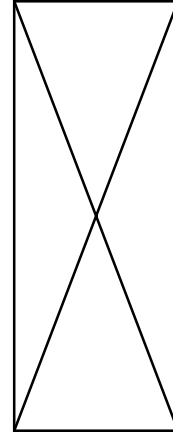
On the following two pages are more examples of Valences and Identities.
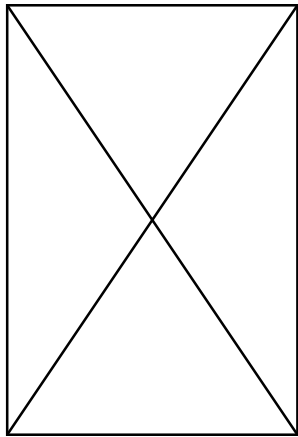
EXAMPLES of IDENTITIES

Identities are General Personality Types
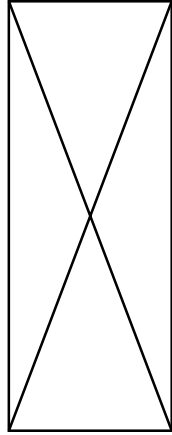
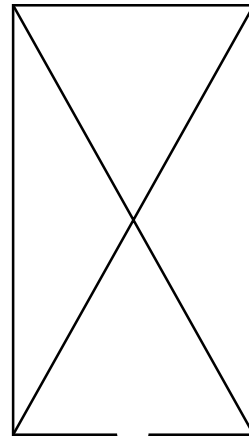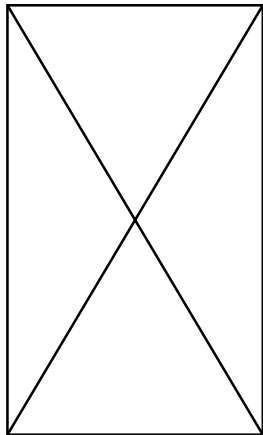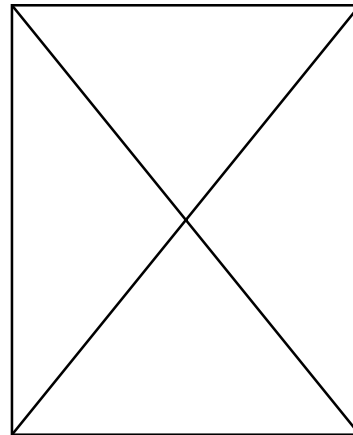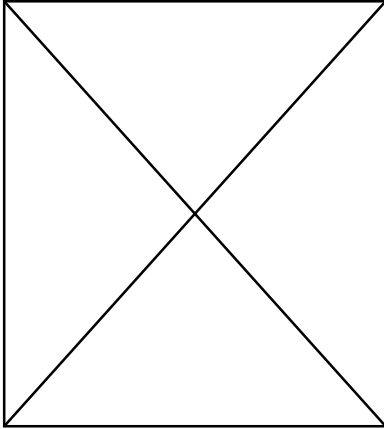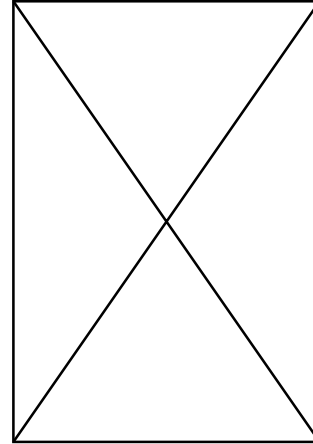A Doctor

A Policeman

A Cupid

A Musician

A Bodybuilder

A Witch

EXAMPLES of VALENCES

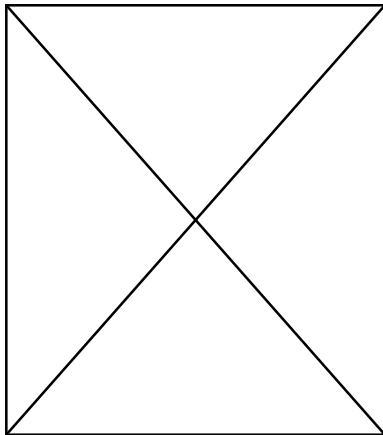## Valences are Specific Personalities

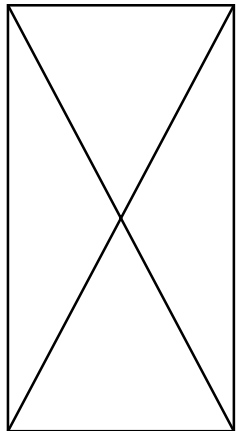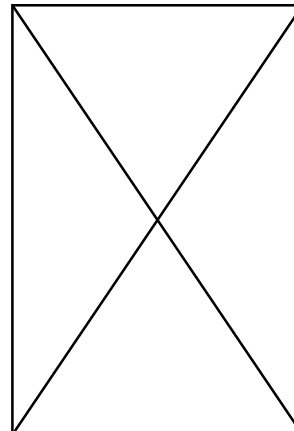**Albert Einstein**

Abraham Lincoln

Groucho Marx
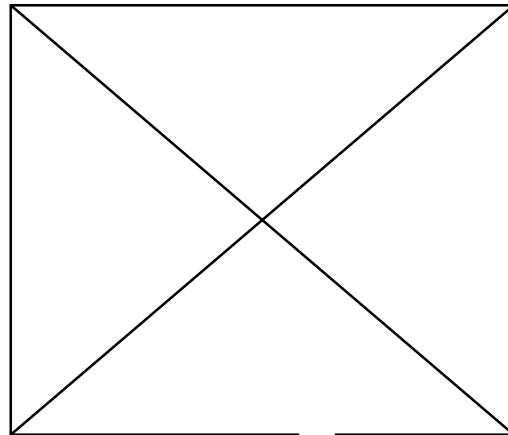
Mickey Mouse

Joe Smith

Sue Jones

HOW VALENCES AND IDENTITIES RELATE TO ARCHETYPES

QUINTESSENCE (*noun*) 1. The pure, highly concentrated essence of a thing. 2. The purest or most typical instance: the *quintessence* of evil.

QUINTESSENTIAL (*adjective*) Of, relating to, or having the nature of a quintessence; being the most typical: "Liszt was the *quintessential* romantic."

PROTOTYPE (*noun*) 1. An original type, form, or instance that serves as a model on which later stages are based or judged. 2. An early, typical example. [Greek: *prototupon*, meaning *original model.*]

ARCHETYPE (*noun*) 1. The original model or pattern from which copies are made, or out of which later forms develop; a prototype: "*Frankenstein . . . Dracula . . . Dr. Jekyll and Mr. Hyde . . .* the *archetypes* that have influenced all subsequent horror stories" 2. An ideal example of a type; quintessence: an *archetype* of the successful entrepreneur. [Latin *archetypum*, from Greek *arkhetupon*, meaning model, stamp.] 3. A player in a Game Sphere whose character and traits perfectly represent an aspect of the Game.

After one has chosen a Game Sphere and a Theme, one finds "Archetypes" to represent various aspects of that Game and Theme. The Archetypes are the Players in the Game. In all, six different Archetypes will be processed. They are found and addressed *one at a time.*

Ideally, when looking for an Archetype, one would find an *identity*, rather than a *valence.* As an example, let's say that a person has chosen for his first Game Sphere, "Truth," and the Theme of the Game Sphere is "Seeking Truth." When looking for an Archetype, it is better to find an identity rather than a valence. In other words, it would be better to come up with the Archetype, "A Spiritual Master," rather than to name a *specific* person, such as "Jesus," "Buddha," etc. One is looking for a *what*, not a *who.*

The theory behind this is simple: whenever one uses a *general* personality rather than a *specific* person, one will automatically clear more charge, as the general personality covers so much more area than just one individual person would. Once one says "Jesus," for example, one is limited to that period in history, that location on the planet, that particular religion, and so on. If one uses a general type of personality, such as, "A Spiritual Master," then all times, all locations, all religions, etc., are included.

When one goes looking for an Archetype, however, one is drawing on personal experience, so quite often a specific individual that one knows, has known, or knows about comes up first. One should not discount this answer, just because it is a valence, but rather, *use it to find* the identity. It is a *clue* that will lead to the general identity. As an example, using the Game of "Truth" and the Theme of "Seeking Truth," one comes up with the Archetype of "Mother Teresa," a specific person. One can then think about Mother Teresa and describe her to the Clearing Practitioner. This can lead to a general Archetype, such as, "A Nun," "A Saint," "A person who loves unconditionally," "A person who has devoted her life to helping others," etc. An Archetype does not have to be a one-word or two-word answer; a short description, such as the last two examples, works well also, and can sometimes work even better!

Also, one can convert the valence *into* an identity by saying, "*a* Mother Teresa." If one said, "*the* Mother Teresa," then one is referring to a specific person, but if one said, "*a* Mother Teresa," one has generalized the personality; one means, "any person who is *like* Mother Teresa."

Finding the Archetypes is a very important aspect of this rundown. When one understands valences, identities and archetypes thoroughly, prior to beginning the Games Sphere Rundown, the process flows easily, and the wins are greatly increased.

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