

SOURCE OPERATIONS #4 24 Aug 87.
NOTES #2

- ① Energy can be looked at as the production of, and if continued, the establishment of, the action cycles of a game, or GAME ACTION CYCLES. They can be of any degree of randomness, volume, and quality, and viability.
- ② Matter can be looked at as the production of, and if continued, the establishment of, the REWARDS and PUNISHMENTS of a GAME. They can be of any degree of help or hindrance, such as admiration particles (help), through useful and valuable

matter (wheels, shelter, gold)
down to barriers and traps
(impassable solid structures,
molten lava, quicksand, etc.)

③ Thought can be looked at
as the production of, and
if continued, the establish-
ment of, the STRATEGY and
TACTICS of PLAY in a GAME.
(This is a lower harmonic
of OPERATION as a On in
a game.)

④ Life can be looked at as
the production of, and if
continued, the establishment
of, the VIA for APPLICATION
of thought to the GAME.

⑤ To summarize it:
(Player)

The OT uses a VIA for
APPLICATION (life) of the
STRATEGY and TACTICS
of PLAY (thought) to GAME
ACTION CYCLES (energy)
and the REWARDS and
PENALTIES of a GAME (matter)
on a PLAYING FIELD (space)
for the GAME RECORD. (time).

⑥ The statement in ⑤ can
be worded in many ways,
not only as above. The
wording is not as important
as showing how all the
elements are linked together

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in the Production and Establishment of Games.

MATTER = REWARDS & PENALTIES of a GAME

ENERGY = GAME ACTION CYCLES

SPACE = PLAYING FIELD

TIME = GAME RECORD

THOUGHT = STRATEGY & TACTICS of PLAY

LIFE, = VIA FOR APPLICATION

OT = PLAYER

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