

SOURCE OPERATIONS 5 24 Aug 87

CVP
(CENTRAL
VIEW
POINT.)

The permanence of the player's
central view point in the game
(or established) by postulating
it to be:

{ CO-OPERATIVE
CO-ORDINATED
COMPROMISED

Its persistence of use by
the Source to Play a game
from is related to (or
proportional to) the FUN,

-2-

WINS, and ACCEPTANCE
received or experienced
by the Player using it.

If these 3 drop to
an unacceptable level
in the Player's ^{own} consider-
ation, he may change
it or alter it to a
more "permanent" state
by compromising, co-
ordinating, and co-
operating more optimally
with other players, or

- 3 -

by leaving that game
and joining or starting
another where there
will be more fun,
wins, and acceptance
with the players of
the new game chosen.

OK
SIC/SHoris

(The above datums were
obtained by running
PrPr 10, VI on Permanence,
and PrPr 11.)