

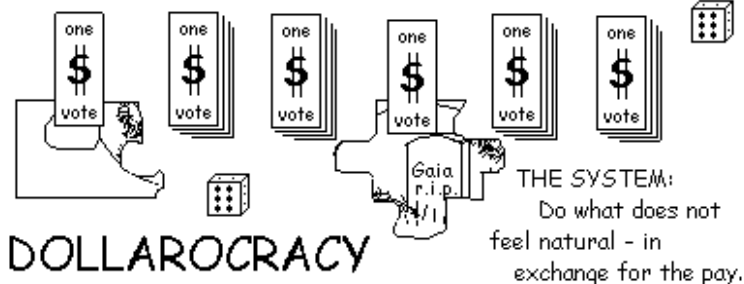
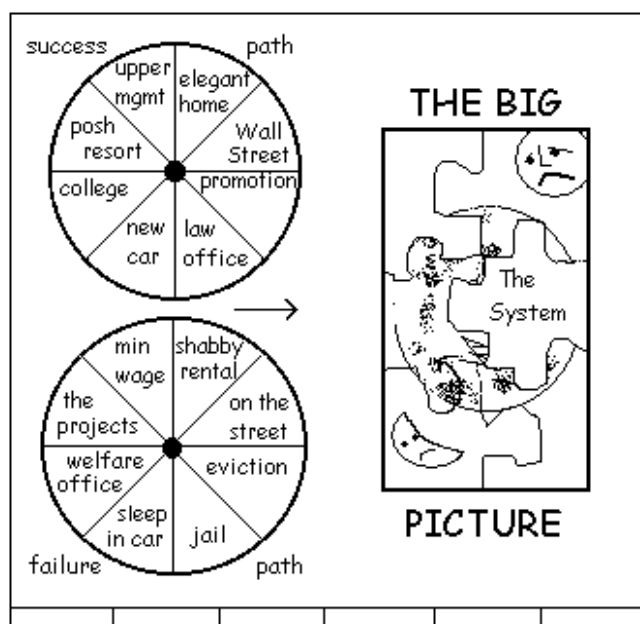
# The Game of Conscious Manifestation

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### Chapter 3 - DOLLAROCRACY

Once upon a time, on an unhappy planet, many people played a game, like the board game Monopoly or Scrabble. This game was called Dollarocracy. There were four main features to the game.

There was a Big Picture screen - showing a puzzle that was almost completed. There was a list of six categories, lined up at the bottom edge of the board. Involved with all that were the two endless cycles, the Path of Failure and the Path of Success.

To start the game, players rolled the dice. The Even rollers entered the Path of Success, while the Odd rollers entered the Path of Failure.

Traveling round in their cycles, each player spent money every turn. The success players, high rollers got to spend more, placing the currency in a stack next to any or all of six categories shown on the side of the game board.

When a certain high number was totaled in any one stack, one piece of the puzzle that formed the Big Picture was purchased, and placed on the Big Picture display on the board.

Note what the "Big Picture" puzzle looked like, completed: The planet was dead, and the Sun and the Moon were sad. That was the end of the game? Was that the object of the game?

Once upon a time turns out to be now. The planet is Earth, and . . . what is going on here? Who set up the fields to make this game feel comfortable, anyway? So uniform and so succinct, the invitations (compulsions?)

to play are ubiquitous and pervasive. How completely involuntary it has all become. Nobody wants to make these choices . . . or do they?

Maybe it is time to introduce another useful fiction. Let's just play with the idea that there is another games master, a fields arranger, the object of his game being to create hell on Earth. See rivers running with foaming caustic. Rain burning the leaves off of tress, giant nuclear fission flowers irradiating whole regions. Incineration and the legacies of cancerous deformity. Suffering, ugliness, and pain. The layers of atmosphere stripped such that the light of the sun proves lethal instead of life giving.

The "it" of this game arranges fields like a virus on a host cell. Genetic instruction is a complex and precise set of magnetic fields that attract and set polarity limits to generate specialized molecular behavior.

The virus imbues healthy genetic instruction with alien instruction, not appropriate to their life kind at all. It fools the cell into believing the viral mandates are legitimate rules for living.

Let's call this games master the virus. The virus aims to make these choices. The virus has a life plan of its own. It stakes out its players and it lays out its game.

We've been tricked. We've been duped into believing that the object of Dollarocracy is to go faster on the success cycle, or to avoid the failure cycle. But, look at it. What is so successful about success, if all it amounts to is a faster ride to the cosmic frying pan?

We fancy we have power as players of the game Democracy. We amuse ourselves with a tiny fraction of what it takes to determine which of two distant individuals shall be called the most powerful. We vote regarding the Presidency.

In Dollarocracy we are each the most powerful. We vote and veto with precise and absolute power every time we use a dollar. We don't have to register to vote in Dollarocracy. We do it each time we buy something.

We are buying the world of the present and the future. Little by little, we are buying six pathways to death. The six pathways (the categories listed along the bottom of the game board) are:

Gasoline  
Novelties  
FalseFoods  
Public Utilities  
Government  
Finance:  
Insurance, Interest, Investment Companies.

These things do not kill right away, nor do they kill every time. In immediate terms, they give every appearance of being life-essential products and systems. They are, however, examples of cultural addictions, defining the cultural way.

## Chapter 4 - CULTURAL ADDICTION AND GENUINE NEEDS

We can define addiction as situation of dependence upon some thing as though for survival, even though the thing itself contains the seeds on one's eventual undoing.

As with drug addiction, addiction to the six economic pathways may not be lethal in each specific case, but overall the extremity of the addiction is death by overdose, by unprepared withdrawal and especially by side effects or by-products of the addictive situation.

In addition to increased chances at death, an addictive condition is one where the essential nature of the person is distorted. Because the addictive substance is falsely considered by the body to be an actual component of the self, the natural self distorts to create special room for the thing. Then, the distorted self centers itself around securing what turns out to be an ever increasing amount of the thing.

The hazards of building a culture on the six pathways are not only that it will kills us as a people and a planet in the long run. The immediate drawback is that the daily life process is increasingly distorted, more and more removed from a truly human life.

Does our modern culture display fully human life? When was the last time you felt joy, from just the pleasure of inhale and exhale? Do you scurry to achieve something to make up for how unworthy you feel? Is life something sandwiched between paperwork and driving? Is the high point of your family or social life spending time staring at dead images of people who do not know you exist, characters viewed on the video screen?

Did you postpone your life until after work, this weekend, next year, after retirement; only to find out that when you got there, all that was left was frustration and disappointment? Would you do what you do, even if you didn't get paid?

It is not my intent to convince you with elaborate evidence that the six pathways are lethal. It is, rather, my intent to call those who have can already see. There are many written works of information presented with intent to convince, and of even these, we cannot be sure of the truth in every stated fact.

But, the overview, the Big Picture that is a planet headed for trouble rings true for many. Maybe some of the details in those works are exaggerated. Then again, we may be missing more data that we don't even know how to sort, meaning the situation may be even worse than we think.

This much is clear: resisting the belief that the planet is in trouble is not all the same as eliminating that possibility in the actual world. Denial of a problem is a symptom of addiction.

It is a form of unconsciousness to direct attention to the details of imaginary Success and Failure while turning away from awareness of the Big Picture that is global disaster.

The six addictions:

1. Gasoline

Our cars, plus constant doses of gasoline, present an explicit example of an addictive condition built into our personal and collective lives.

Because American settlement has been built presupposing the existence of cars, we need cars for access to good, foods, companions, fun, and privacy. We have grown to need them to be employed, to fulfill a role in the human society. We do need transportation.

Gasoline preparation and combustion are destroying Nature. Oil spills coat beaches the world round. The gasoline addiction kills us personally. Automobile collision remains high on the list of most likely causes of demise. Maintaining a constant source of the substance threatens to kill us collectively, as control over oil sources is a key motivation for war.

## 2. Government

To announce that government is part of the problem, not a source of solution, should not be construed as anti-American. I am an American, and feel grateful to be. America is more than a government. America is the godchild of all nations. The best and worst of all of the Earth's peoples have come here to flourish and take themselves to the logical extremes.

It is not American government in particular that is an addictive condition. It is any government where people invite someone else to control them that is addiction.

Government pretends to supply guidance, leadership, safety, justice, freedom, truth, peace and a humane system to distribute services and goods. Government provides only symbols of these.

The distortion of the addiction to government is the separation of the individual from the consequences of personal choices. We hand our governors a paycheck



and some guns. We command them to tell us all how to behave. Then, when it does not turn out quite right we conveniently have someone else to blame.

The eventuality of death is the ready availability of war machines in case the impulse strikes us to use force. For, while governments cannot offer us real solutions, they can offer us a final out. Multi national armament is a coalition of service, governments to their peoples, which provides the cyanide pill in our global hollow tooth. Suicide is ready and waiting if things get so pointless we want to give up.

Of course, it would be presented as though there were some real issue at stake. The media would offer more mythical success and failure cycles to distract us from our actual deed.

Appropriate government is over goods and not people. Appropriate leadership is by example, not legislative coercion.

### 3. Novelties

Novelties are any manufactured objects that are designed to spend any part of their lifetime as trash. We need goods, we need tools. We need renewal. What do we get? Piles of garbage.

Objects that are predestined to break (planned obsolescence) after they have insinuated themselves as staples are addictive substances. The by-products are industrial wastes, the stripping of land by mining and exploitation, and simple waste of human life as part of the endless manufacturing machine.

#### 4. Public Utility Energy

Luxuries were renamed conveniences, then renamed necessities. One way of measuring a standard of living is to notice the distance between a person and Earthly reality.

The rich never have to touch dirt, see any insects, or feel seasonal changes in temperature. That kind of distance from nature takes a lot of energy to maintain. This is the cultural distortion of the energy addiction. The by-products that kill are the emissions from burning oil and coal.

What is it that we genuinely need? We need domestic systems, shelter, hot and cold water and fun. We need private space.

#### 5. FalseFood (from malignant sources)

The purchase of genetically modified foods, all those produced with pesticides, herbicides, and chemical additives is a vote for the contamination of all life, as interconnected Nature.

By-products of factory farms are the pollutions of soil and water, erosion of topsoil, various resource waste, and simple waste of food fed to animals, bred for slaughter, instead of people.

Then we discover that the foods we consume are insuring the success of a myriad of human diseases. It is so difficult to change how we eat. Are we addicted to those things that are harming us?

## 6. Financial Services: Interest, Insurance, Investment Companies

When a person buys stock in one of the industries listed above, that person is a partner in dealing addictive substances. When someone buys a mortgage contract, that person does not rake in the profits of dealership but does enable somebody else to do so.

Banks and investment companies, along with insurance companies, are the financial foundations of the addiction industries. Helping each other in time of need is the advertised premise of insurance policies. This sounds fine. But there is another something that has attached itself to that premise like piggyback legislation.

Insurance companies and banks are agents that invest. This investment is shaping the face of the world. Turning money over to these agents is transferring one's votes, just as surely as electing a delegate.

Do we check our insurance company's investment record before we hand over our votes? Do we think an insurance policy will compensate for the effects of global warming? Are stacks of dollars going to make up for the radiation that pours in through a flayed outer atmosphere?

There is one criteria alone that determines which endeavor these investors support. It is financial return. The investors choose an enterprise that exploits a need in such a way that they may take a little more than they give. This is making profit. With a world full of agents pursuing this end, simple math lets us know that there will never be enough of anything, ever, except inflation and toil.

As long as strong or big is defined by “how much can I take” instead of by asking, “how much can I give,” scarcity will be the norm. Pursuit of money is the addictive substitute for the creation of wealth. In a state of true wealth, a person gives much more than they take.

Thus, the world becomes wealthy, when the strong give even more than they take. Why do this? Why do trees produce fruit? For Nature and Life, making Fruit is yet another game, and some trees are predisposed towards becoming players. When it comes time to make Fruit, for that plant it is the most comfortable thing imaginable.

When we buy insurance, we are hoping for health. We look for safety and trust that the future will be good for us. In mortgage contracts, we seek shelter and privacy, and a guarantee of a place on this Earth. We can call this guarantee Entitlement. We need homes to stage our games we call marriage and family.

Here is a list of some genuine needs we attempt to satisfy when we play Dollarocracy:

goods	truth
guidance	health
renewal	private space
foods	peace
leadership	trust
domestic systems	a role
companionship	entitlement
justice	distribution
water	safety
fun	tools
freedom	home and shelter
comforts	

and there are more. We need media and education. We need a sense of identity, to experience ourselves as

somebody special. The quest for identity is part of what contributes to the purchase of unlimited varieties of novelties. We identify ourselves, in this world, by what we own.

In addition to the need to identify ourselves as individuals within the groups, there is a need to feel ourselves an accepted part of the group. We need community.

It is entirely possible that most (if not all) of the players involved in Dollarocracy would prefer not to commit personal and global suicide. The need to belong in a self-approving culture brings us into Dollarocracy because it is the only apparent game available. What else is there to do?

Let's suppose that Dollarocracy is not the only game we can play. Let's suppose we can design and enjoy another game, another culture, that goes straight to meeting the genuine needs and side steps the six addictive pathways.

Comprehending Dollarocracy suggests an obvious antidote game. A game Save the Earth places negative values on dollars that go into the six pathways. Score is kept by counting dollars per person per month, players win when the six pathway score approaches zero.

Though a straightforward idea, the goal is hardly a comfortable one to accomplish. It is largely in search of comfort that dollars are poured into the six pathways in the first place.

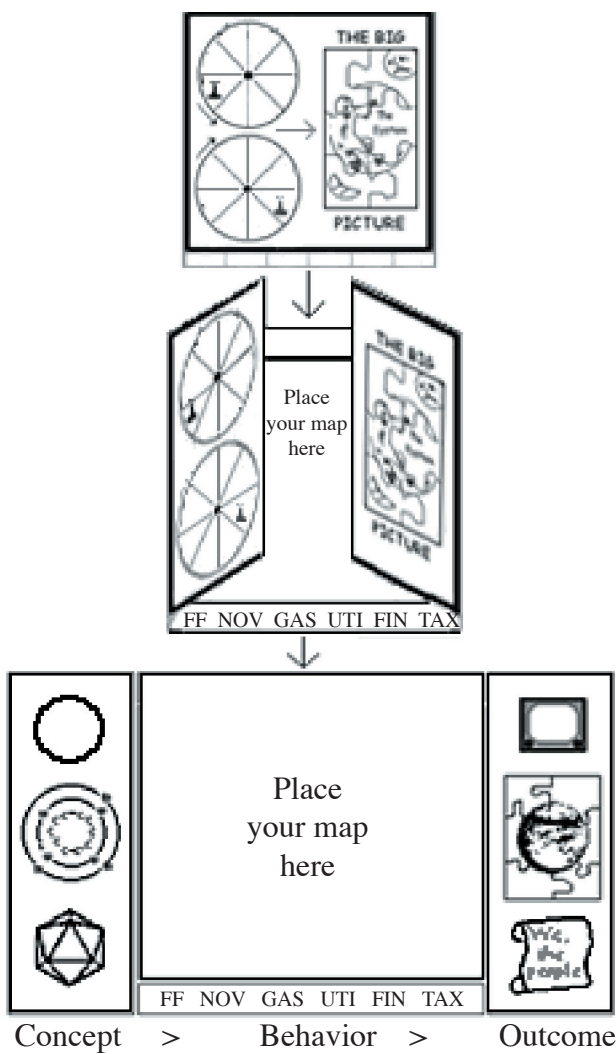
What sorts of fields are necessary to make Save the Earth comfortable? What forces of attraction can we cultural engineers rely on to make things turn out right?

The first is attraction to the concept. People who are attracted to the concept will be interested in trying out new behaviors, and comfortable with giving up the old.

Recognizing voluntary players of the new Game creates a new comfort for those who were outcast on the Dollarocracy game board. The comfort of being part of a self-approving body of people adds itself to the fields that move people into choices.

Exchanging the old way of life for the new is the object of the overall game we are going to explore in the rest of this book. Save the Earth is one part of the entire Game. Merely taking a second look at the Success and Failure cycles opens the mind to creating new options.

Taking an objective look can crack the game board wide open. There is a whole Universe of possibility. One possibility: the Game of Exchange.



Play The Game of Exchange

## Chapter 5 - GAME OF EXCHANGE

The Exchange Game is a progression of three panels, representing three stages.

concept-> behavior-> outcome

The three-stage model is a basic outline for the process that is conscious manifestation.

Out of concepts spring behavior. Behaviors generate outcome. We know to alter behavior if outcome is not what we expected, or what we desired. To redesign behavior, we revise conceptual models.

If we wish to exchange the Big Picture outcome that is planetary death for the Big Picture that is vital and diverse planetary life, we must turn our attention to the actions or behaviors that create. We can see that the current style of living must be exchanged for another.

Widespread behaviors or life-style choices are so ingrained, it is almost as if they were cast in concrete. It turns out that they are cast in concrete. Our life-style choices are built into modern urban planning and architecture.

The center stage on the Exchange Game board has a large space set up to display your local map. This map is the playing field for your every day life routines. In Dollarocracy, we live a certain distance from our work schools, sources of food and other goods, and from our companions.

How many obligatory miles in the automobile are built into the passage of a single day? To abandon Dollarocracy we must redraw the logistical maps of



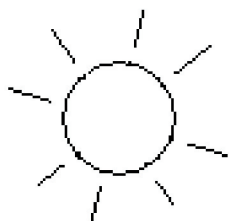
our lives. We exchange the map of destructive pathway access for a map of positive resource.

On the Game of Exchange board, the formula takes form, for creative pastimes as aspects of the overall Game of cultural recreation. Elements included are: Save the Earth, Owning Space, Circle of Friends, Sanctuary, Common Ground, and Providing.

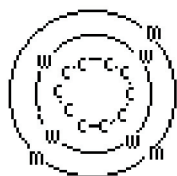
The six economic addictive pathways still appear as a feature of the Save the Earth game. We use them to chart our recovery from the addictions they name.

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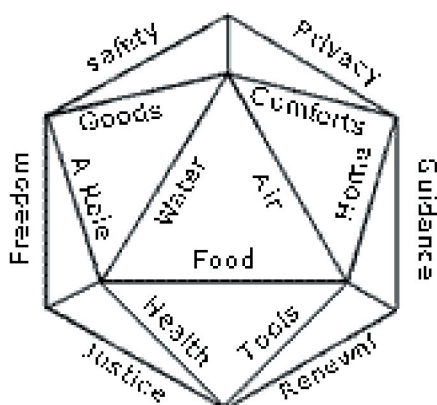
We step down our addictions by degrees, reducing per person scores, all the while the other elements unfold dramatically. The Gameboard acts as storyboard as we live out all our roles.



On the first panel of the Game are symbols of three scales of being that embody human life, self, community and entire culture. Our energy foundations for these three entities are exchanged, in the Game, for three new ones.

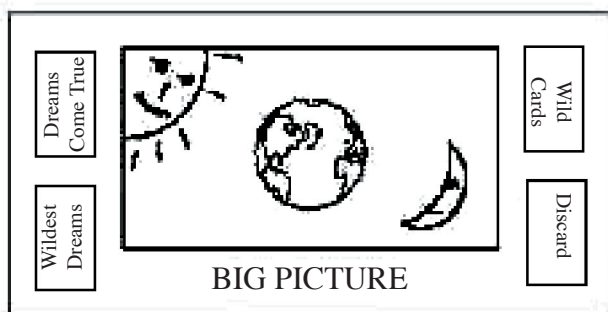


The sun/asteroid disc for Self is developed in light. This process is called Owning Space. The game symbol for community becomes centered on something other than “the system,” with a pastime called Circle of Friends.



The third symbol on the first panel is of an assembled integral culture, a composite of thirty parts. Fit together, these concepts create a cohesive structure, an icosahedron. This singular model builds a composite guide to completing human needs without by-products that are destructive.

The last panel in the Game holds the screen upon which we superimpose our Big Pictures. The piles of cards marked Wild Cards and Wildest Dreams acknowledges the role of the unconscious in our manifesting machine.



Representing unconscious assumptions, these Wild Cards have great power in our lives whether or not we acknowledge them. Indeed, it is the unacknowledged belief that sneaks unwanted results into our Big Picture outcomes.

Because of the inherent goodness of the whole human being, manifesting through making the unconscious conscious is like magic. The set of magnets in the self simply changes. The unhealthy situation no longer attracts, it moves away of its own accord, riding the wave that is magnetic propulsion. New realities unfold naturally, transition effortless.

Playing the Game in the third panel means turning over the face down Wild Cards. We examine the face of each previously unconscious belief, and place the spent card in the pile marked Discard.

The Exchange Game does not end. There are stated objects of each inner game, and there is the overall object of creating and sustaining healthy life on the Earth. The new Big Picture is simply a wide angle view of a rather large sphere: the whole planet, vibrant and healthy. If we, as a culture, reverse the illnesses that beset the planet, then what?

The details of life on a healed Earth are yours to fill in. Conscious manifestation that expresses the whole Self does go on. These details are the rich variety in healthy human life. Our personal games and their objects are accessible to each one of us as they apply to us, whispered in the deepest stirring of our souls. We can call these private wishes Wildest Dreams. When expressed, Wildest Dreams go into a pile that is marked Dreams Come True.

What are your wildest dreams? Presenting the information in this book for us to play with is one of my Wildest Dreams. Here it sits: this dream, come true.

The whole Game of Exchange is about change within the Self. There are no enemies out there to defeat or overthrow. There are no bad guys . . . just bad or ineffective models, if our results are not what we desire.

It might be time to consider that what we exchange is not only a Game but also a Game Master. When we exchange Dollarocracy for our better option, we dethrone the Virus. In this move, we eliminate the hell it would create.

Embracing the ways aligned with Natural Law, we enthrone the living God in very matter - in ourselves. Does it not follow that realization of Heaven on Earth would result?

These pages include  
three chapters from the book  
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