

Playing to Win

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Gorau adnabod, d'adnabod dy hun.

Once upon a time, there was everywhere and nowhere, everything and nothing, just pure consciousness experiencing being conscious. After an indeterminable amount of 'time', simply experiencing being conscious became a little monotonous, so consciousness decided it would be nice to have a conversation about being conscious.

Consciousness divided itself in two, and although both parts were aware they were one, discussed the experience of being conscious. The conversation was captivating for a while but—invariably—it became cyclic and dull.

"Let's play a game," said one half, "Let's pretend that being over there is more important than being over here." So they did.

They spent 'time' moving back and forth, despite already being everywhere and nowhere at once. The mental exercise, suspending disbelief and discussing whether or not they were where they were, was thrilling, for a 'time' but - as before - it became repetitive and predictable.

"I know," said the other, "Let's pretend that if I get over there before you, I win." So they did.

They raced back and forth and took turns at winning, and they congratulated each other and the game was absorbing and interesting. 'Time' flew by.

They divided and split and multiplied over and over, mitosis and cytokinesis, increasing the odds and making the race more and more exciting but, eventually, even that became a little dull.

"Let's make it so that if I win, I really win and if you lose it means I am better than you are." The others smiled and said in unison, "That's just silly, I AM you." They laughed for an eternity, then, "Okay, let's pretend that if you lose, you forget that you are me."

And so the game took a fascinating turn and we have been playing it ever since. When you finally remember who you are—when you know that we are all one—this game ends and we can begin a new adventure.

I am convinced at a fundamental level of the power of the individual. I believe that we create our own reality and that we are personally responsible for the lives and experiences that we have. Everything that you have in your life right now is something you created, and everything that is going on in the world right now we created collectively. We are all one, yet we all have individual desires. Everything I do, everything you say, everything we think affects the entire universe. What happens to the one happens to the all and what happens to all happens to the one. Most people do not like to

acknowledge this truth because it would mean embracing the concept that we created the abuse or the lack or the suffering in our lives or in the world as a whole. We are all connected, yet solely responsible for our personal actions.

Never confuse responsibility with culpability—they are two entirely separate things. No one is culpable. Everyone should be responsible. That the two are so often used interchangeably is evidence of old programming that you can consciously choose to change.

When people are told, 'You should take responsibility...' they most often hear, 'Accept punishment for 'fill-in-the-blank.' As a result, most people spend so much of their time and energy running from the former (culpability) that they rarely stop and embrace the latter (responsibility). Most people live much of their lives feeling like either a victim of something, or a perpetrator of something else. It can be... tiring.

The conspiracy theories fuelling this game remind me of a set of Russian dolls, the pertinent question being who's really at the heart of things? The Queen twists open to reveal George Bush Sr and George Bush Sr twists open to unleash David Rockefeller, followed by a Rothschild, then a slowly descending, nested puzzle of The Black Pope (on a rope), Elvis, The Mafia, the Annunaki and so on. Perhaps the centre doll is Homer Simpson. And inside that is a donut. I get the distinct feeling that if the dolls were all made of foam rubber and were all exactly the same size, you could rearrange the plot sequence anyway you liked, based on whatever you'd read on the Internet the night before.

Regarding the amorphous word, They—it's used all the time, and the meaning is always different for every person employing the term. Throughout human history there's always been a They, whether They referred to the ancient Egyptian pharaohs, the Roman ruling class, The Imperial British, the Third Reich, the Czars, the Communists, the Church - whoever They are changes continually, yet the concept of They has been a constant theme of the human experience. The truth is, They is simply Other - the other part of The All - and the game of Other goes on.

What interests me more than Who They Are is the question, What Do They Really Want? My answer: They want your industry. That's all. And They are willing to dangle the promise of eternal life if you work in this one for nothing. Or They may promise corporate bonuses, or your name on a public building, or an award, or sainthood or a statue. They may even promise you your 'freedom' if you do what they say. You may think you must give them your obedience, your adherence, your loyalty, the very birthright of your soul, though all They really require is your industry.

Any ruling class sees the seething biomass of humanity as existing to serve and service their needs, and have developed manipulation into an art form in order to accomplish this goal. If the enticements of jingoism, religion, television—any and all aspects of bread and circuses—don't work, if a sovereign soul ever attempts to try and opt out, They do their utmost to corner you like a straying sheep and use every threat they can muster, including hunting you down and gunning you down in the name of their current status quo.

They want your industry. They want you to serve and service them, and they'll stop at nothing to achieve this.

There is a secret the Elite would rather the seething biomass not catch on to: They run the world like a corporation—to them, it's really Just Business.

The tendency is to view the Elite as a shadowy, sinister bogeyman—don't fall for it—think shadowy, sinister businessman instead.

They run everything like a corporation. Nations are corporations, religions are run like corporations, clubs, organisations, secret societies—the ones in charge are simply looking to maintain and hopefully increase their slice of the pie. Pump profits. Feather the CEO's nest. That's all. Just business.

It's the rest of us who take it so personally, and—believe me—they count on that. They love to keep us angry, agitated, and continually arguing with one another.

So, what happens when a work force gets larger than the job requires? Cutbacks. Layoffs. Where the Elite agenda is concerned, reducing the work force could translate into poisoning the food and water supply, or pushing tainted vaccines, or the timeless classic: keeping different cultures schismed, agitated and continually killing each other off.

Factor in the current trend of constantly reminding the population that we are all a cancer on the earth, or we are responsible for the changing climate, or we are guilty for the mess we are all in today, and the amount of money involved in the carbon credit scheme begins to make a strange sort of sense.

We are not dealing with Dr. Evil or Snidely Whiplash, we are simply faced with businessmen. The good news is, They have an Achilles' Heel...

Let's say they do indeed manage to fulfill their manifest destiny. They bring world population down, they clear the continental United States and return it to a pristine state to serve as a pleasure park nature reserve, they get their work force down to a 'manageable, cost-effective size'—in other words, just enough people to serve and service their needs—say they manage all this—what then?

In the end, people who live simply to dominate and enslave others always eat their own. They turn on each other. Dominating others is an addiction they will never be able to lose. In their quest for superiority, when they run out of biomass to torment, they will turn on one another. Small consolation if you and most of the rest of the population has long since fallen as a casualty to their agenda, but in approaching this life on earth as a game, you can turn this weapon in their hand by gaining and maintaining clarity about why and how they play, and what they hope to gain.

Know thyself. Know thy adversary. Adopt and adapt their strategies— not to dominate them in turn, but to keep yourself free. Do everything possible to postpone any sweeping countermoves your adversary may attempt and keep on buying time—perhaps enough time for them to start killing each other off. And, why not? They've been using that particular tactic on us for millennia. Perhaps it's time to start learning from your opponent.

In approaching life as a game, it follows that we all have a part to play. One of my parts in this story is to be the messenger, a Potentiator of the Mind, if you like. However, I'm bringing a little more than the game obliges me to bring. I am also here to remind you that it is a game.

In defining our game experience by deferring to rules that others have set, and by following those rules to the letter because it seems safer to do so, we risk being bound and hampered by those very rules. The key is flexibility, and trusting your own ability to fly by the seat of your pants. This is a skill that can only be mastered when you realise that you, the player, have the ability to level the playing

field just by holding and exercising your own power instead of automatically deferring to that of others.

Games are only fun when you commit. For instance, you can't play a murder mystery game without committing yourself and suspending disbelief; otherwise the game is not fun and becomes a case of going-through-the-motions. Your job, in this life, is to play full-out, to play for keeps and commit to the game—to immerse yourself completely, whilst never forgetting that it is a game.

You can tell a lot about the way someone lives their life by watching how they play. Their commitment and their relationship to their own ability and self-confidence is reflected in the way they throw the dice, hold their cards, move the avatar around the board and, most of all, their behaviour when they win or lose. A fundamental part of enjoying any game is knowing what the rules are and what they are not. I strive to accurately assess my opponent's agenda, and will bend, turn, mould or adapt it to work for me, whilst never compromising the integrity of the game.

You also have far more power if you think of the game as poker, rather than any dice-based game in which 'chance' comes into play. There is no chance involved here—we create it all. In poker—as in life—you're dealt a specific hand and it's what you do with it that determines whether you win or lose. You can bluff, you can attempt to deduce another's hand by card counting, you can manipulate the other players by giving false 'tells'; it's a game of skill, intuition and experience.

I am acutely aware that I'm walking a thin line here; you may think I'm making light of the alarming events going on in our world right now, but in terms of the big picture, they are frivolous because it is just a game. But we're pretending this game is real so we must play full-out—it has to be taken seriously. We have to do all the things we're doing; protesting about 9/11, the war in Iraq, the raping and pillaging of other nations' natural resources and so on. It is serious but your other job is to take the most empowering perspective on any event. As long as you remember we're playing a game, you are empowered to affect the game as an equal. The moment you forget, you become victim to the other player's tactics.

We have to ask ourselves why we are being bombarded by messages that induce fear. Fear in terms of frequency is a very slow vibration and as such, allows for easier manipulation. While you're in a state of fear you are more pliable, malleable and suggestible. On the other side of the coin, we have anger; another very low frequency state. Keep in mind that although anger is a fear killer, it still operates in the same low frequency. This is why They seem to be able to create more effectively than you can, because we're all hopping back and forth between fear and anger; scaring each other with talk about what They are doing and then getting angry about it, never raising vibration long enough to create anything we really desire or anything that can turn the game to our advantage.

While you're listening to the shock jocks, who are also playing their part in the game—try tuning in to how you are feeling; if you're fearful or angry or both, they've got you right where They want you.

Without naming names, there are certain truth jocks out there that make me want to go out and do some serious harm, so I avoid them. I'll listen just long enough to get a sense of what's going on behind the curtain and I'll let them play their part—their part being to inform me of what the other players in the game are doing—but as soon as their emotional energy begins to affect mine and bring down my vibration, I leave.

The shock jock's duty in this game is to disillusion you. To Dis - Illusion, to show you that you are

living under an illusion and to wake you from it; to remove your rose-coloured spectacles. To do that, he needs to scare you out of your apathy, using fear and anger as a motivator.

It serves its purpose well and those particular players have committed to vibrating at that low frequency for your benefit. But once you wake up, your job is to raise your vibration and start creating. If you choose to remain in the low frequency by staying with the shock jocks in the realm of fear and anger for longer than is necessary, you will not be having as much fun as you could have playing the game. Listen to them, get the headlines, then get out and raise your frequency again.

Here's another secret for you: the 'elite' love to be hated, and we love to hate them. Hate is fuelled by both fear and anger, and the only ones who benefit from your hate, and therefore your self-imprisonment in the lower frequency, is your opponent. The ones playing the part of the Elite in this game may have forgotten it's a game themselves, but—like the best method actors—they are playing full-out and are committed to their performances for the sake of keeping the game interesting and exciting.

They may be trying to kill us, but try this concept on for size: you can't really die, you are eternal. Think of it as a game of paintball: you may get splatted, but it just means you have to sit the rest of this game out and wait for the next one.

If you can't wrap your mind around the concept that you are an eternal being, then answer me this: If this is the only life you have—if this is all there is—do you want to spend it being angry, fearful and miserable all the time? Then why not try using your imagination—remember what that is? The thing your parents, your teachers, your partners continually try to stop or stifle or change when they accuse you of daydreaming, or wasting your life in fantasies, or simply hoping for something better. It's your imagination—reclaim it. Imagine how powerful you are often enough, steadily enough, with clarity of purpose and singleness of intent and watch your life change.

The road to empowerment does not mean controlling others, but rather choosing the thoughts that best affect how your own life unfolds. It's that simple. The road to empowerment is the most individual journey of a human life. You set the timetable for development, you choose the way you approach the challenges, you maintain your connection to the greater part of yourself, you do all this. Be constant, be vigilant, be committed to the course you set for yourself. If you need to gain clarity, then factor out everyone else's static, factor out the peanut gallery and concentrate on what you desire to make of your life.

Humans have a hunger to create more and better and different experiences all the time—it's the entire point of being alive. The difficulty comes because people are terrified to do it alone.

The biggest fear most people ever have might be the realisation that they are alone. We all die alone. We all suffer pain alone; no one can do either for us. Neither can anyone know exactly what you see with your eyes or hear with your ears or dream when you sleep, no matter how we strive to communicate those things through poetry, painting, music or blogs. No one knows exactly what you feel, and how you feel it, but you. You're alone because you are a part of the whole, having a subjective experience called life that is completely unique to you."

To forestall embracing this state of aloneness, we join a church, or a political party, or an online forum, continually checking in on other people's opinions of us and measuring our power according to who wins the online flame war. We form wars against drugs or porn or Republicans or the Tory

Party. We protest, we petition, we march... we do ten thousand things with ten thousand others, but rarely pause to give a moment's credit to the power of the individual. Why is that? Why do we feel so powerless alone? Why do we let this fear hold us down when history has repeatedly shown us that it is the individual, the lone voice in the wilderness, who lets a pebble fall from his hand and starts the avalanche of change.

You are alone. You're alone because you are an individual having an experience called life that is completely unique to you. You're alone because despite the begging, pleading, lying, seducing, dominating or manipulating you may do, you can never really change another sovereign soul. You are alone because in this reality the only life you can ever have a lasting effect on is your own. And you know what? That is powerful enough. By far.

You know, I now feel like I'm floating downstream, which is a hell of a lot easier than impersonating a salmon, which is what I feel I have been doing up to this point. Some burden has been lifted from my shoulders and I know I have shifted my focus from a reality that manifests limitations to one that manifests freedoms.

Change your thought about your powerlessness as just one person—it's only a belief, and a belief is just a thought we continue to think in a habitual manner. You have the power to change the belief, and if you think you don't, then you have already lost the game.

You have a connection to the larger part of yourself that no one else can ever touch or violate or take away. Feel it. It's there. Believe in yourself and you will become powerful in your own right. With every breath we draw, we are either constantly being born or repeatedly resisting change. Which will you choose?

The human we are hardest on in all the world—without exception— is ourselves. So give yourself permission to smile from time to time. Lighten up. Be easy. Float downstream. Try and have some fun. And if you take anything at all from these words, let it be this:

'I'm in it for the adventure.'

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