Allan parson – We Play the Game

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This is the last UU in the series about LifeQuality and the upgrade of related models. This will basically merge the 3x3 and 5D models to provide one for global social-psychological Game-analysis. The 5D 3x3 model can provide new point of views on historical, present and future scenarios. First, there is a translated summary of the 3-state version of the 5D model. Next the 3x3 model, that basically merge Jungian and Freudian theories, will be used in relation to the 3D, 4D and 5D models. Some afterthoughts and an action to continue the UU theme '1514-2014' will also be presented.

The original 5D model was mentioned in several previous UU and was summarized in UU 2013.april.26. Most of the following quotations are translations from native language to English: "Most people might think that there cannot be any simpler than a 1D political model. However, tragicomically a 0D political model is imaginable. (Ideas of the number 0 and 0D is presented in UU 2013.april.19.) The existence of merely one single point is not real, but can be useful in theory. Tragically, some disillusioned philosophers and ideologists strived to realize single-party systems in the previous century. Such 'nerdycracies' grew uncontrolled on the ruins of their civil wars, mass destructions and genocides. Alarmingly, in some places it is the dominating power still, until more realistic political models are realized and deployed."

Note that the arguments at that time were a part of a regional political discussion and might appear controversial. "However, the two political points, Left and Right (i.e. like Labor and Republic – which is generally presented as a 1D model) are practical for a 3D model too. Historically the (Norwegian) party Right represented the Throne and was placed at the right side in parliament, while Left represented the State and was placed to the left. The powershift from the Throne to the State arose due to extended democratic voting rights and guarantied social benefits to the new voters." (The social-psychological Game is a 3rd degree Underground like the 'self-defined' RPPP (Robbing Pete to Pay Paul.)

"In such a 1D model, all parties are placed on a straight line between the two points Left and Right. It gives an impression that Throne and State are absolute opposites that all other parties have to relate to one of them, and that extremists always are beyond one of these two points (extreme Left and extreme Right). However, this 1D can be viewed in another way. If the two ends of the line are attached, you will see that the two extremist's groups are not opposites at all, but at the same area at the circumference of a 2D circle. Left and Right extremists basically represents the same destructive anti-powers despite any 1D political relation. Nonetheless, a comprehensive model is not made by simply relating Right and Left to a single point. To build a 3D model, the next step is to let State and Throne represent their own axis in a 2D area. Besides, the two axises do have negative scales, where extremists consequently will place themselves as anti-parties on their rivals' negative scale."

"The third dimension is the third axis represented by Temple. The chosen term might sound strange after a century of atheism. However, historically, religion is called 'the first philosophy' and relates to fundamental philosophies, ethics and legal systems. It was chosen to fit to Freud/Berne's psychosocial theories about the 3 human 'ego-states'. The ambition is to use such knowledge and models to related the concepts of LifeQuality to (organizations', empires' and) nations' political systems. However, certainly other terms can be used for the 3 dimensions. Nevertheless, in this 3D model the basis will be the 3 mentioned value-systems; 1) Good-Bad, 2) Constructive-Destructive and 3) Right-Wrong (which are related to the axises; Throne, State and Temple). In this way, there is no need to change any parliamentary system to use this model and the related social psychology. The very same political parties, NGOs and powerful organizations can be placed in the 3D model as well as the 1D model."

Originally there were some stereotyping of national political parties in UU 2013.april.26. Here is just some general summaries. Positioning political organizations in a 3D model can provide alternative perceptions of the political realities. Even the name of organizations can be misguiding, like some anti-democratic parties call themselves democratic. Moreover, the positioning in a 1D model shows that several parties 'in the middle' really belong to another dimension. Some parties are misplaced because of their deceiving arguments that covers their real nature. Positioning organization in the 3D model can be done by using coordinates like (x,y,z) where Throne,State,Temple is (Th,St,Te). General stereotyping in a scale from -10 to +10 can then have the following positions: Royalists (+10,0,0), Republicans (0,+10,0), Theocrats (0,0,+10), Left-extremists (-10,+10,-10), Right-extremists (+10,-10,-10), religious warriors (-10,-10,+10), UN (+5,+5,+5), hunters/farmers (0,0,0) etc. The size of the 3D item could represent Powers like Influence, money, members, etc. 'Democratic' is rather about general respect for others and true democrats should be position on all positive scales. Any negative numbers rather reveals bogus organizations that are not what they express.

Relating the 3x3 ego-states to this 3D model is simpler prior to introducing the time-dimension of the 4D and 5D. Basically this was lightly mentioned in the previous UU 2014.sept.05 about LifeQuality. 3x3 was first explained in UU 2014.aug.08. There is even a picture showing the interrelated 3x3 states. Basically, to adjust Freud's (and Berne's) 3-states to this century and social relations, the terms are developed from-via-to: Id-Child-Drive, Ego-Adult-Will and SuperiorEgo-Parent-Belief. A new dimension of conscience is added in order to merge Jung with Freud's 3-state. The levels are; UnderConcience, Conscience and OverConcience (U, C and O). Note that Jung was a mentee of Freud and further developed theories of Id and S-E based on collective archetypes, subconscious synchronizations, beliefs and symbols. (Also note that translations from 'Bevisst' to 'Conscious', 'Vilje' to 'Will' and 'Tro' to 'Belief' changes the abbreviations.)

"The 3x3 state model provides in that way 9 states that are; (UD) Underconscious/Drive, (CD) Conscious/Drive, (OD) Overconscious/Drive, (UW) Underconscious/Will, (CW) Conscious/Will, Overconscious/Will, (UB) Underconscious/Belief, (CB) Conscious/Belief and (OB) Overconscious/Belief. These are related to Freud's and Berne's states as shown in the following table. Parentheses marks: [Freud] in square. (Berne) in bowed and {S-I}. (Note that S-I is a self-defined state and explained in UU 2014.jan.10.) Freudian states spread out diagonally from Underconscious to Overconscious, while Berne focuses on conscience. Keywords and relations to the 3x3 ego-states are:
    1. UD; [ID] Life-force, biology, DNA, nerves, sex, gender, feelings, instincts, dreams.
    2. CD; Preferences, joy, anger, biological selections for primary needs.
    3. OD; {S-I} Senses, belonging, empathy, dependence, culture, social needs.
    4. UW; (C) Ideas, habits, mania, phobia, autism, diverse personality
    5. CW; [Ego] (A) thoughts, knowledge, logic, self-realization, perception
    6. OW; (P) Sympathy, strategy, moral, visions
    7. UB; Intuition, obsessions, rituals, psychosis
    8. CB; Philosophy, religion, politics, ethics
    9. OB; [S-E] Traditions, rituals, superstitions, hypnosis"

The MBTI can be used on organizations in 3x3 relations. It is an extended and stereo-typing based on Jung's theories. The following is translated from UU 2014.aug.29 about 3x3 Games and hereby re-written to organizations instead of persons. "As mentioned in UU 2014.aug.15, the MBTI has a relation between Freudian and Jungian theories. Consequently, there are relations to modern models like Berne's T.A., Ego-states and (Harris' OK-OK), as well as Meyer Briggs Type Indicators (MBTI). It can extend all Berne's social-psychological Game-models considerably. Consequently 3x3 Game theories can be far more comprehensive than the classical Berne ones. MBTI can make it easier to understand how an organization plays and going to play, by understanding what kind of organization Type it is."

"Organizations will play different depended on whether they are; 'Thinking or Feeling' (T-F), 'Sensing or Intuitive' (S-N), 'Extravert or Introvert' (E-I), or 'Judging or Perceptive' (J-P). Stereotyping of organizations makes approximate conclusions, though. However, MBTI can very well indicate that an IN organization rather will refer to its own ethics and plan, CW (Conscience/Will), rather than play openly against other organizations collective emotions, OD (Overconcience/Drive). Moreover, a TJ organization is rather driven by own inner ethics, CB (Conscience/Belief), than others emotional drive, OD (Overconcience/Drive). MBTI can also indicate that an organization in deed want to play rather than pull out to other way of time-consumption (i.e. Rituals, Work, Pastime, Intimacy or Withdrawal)." Also note the warning that comes with MBTI, - no Type is better or superior to any other, - MBTI is used to understand our differences in order to better relate and cooperate.

Still the 4D and 5D model will keep the 3 axises Throne, State and Temple. The reason is simply that 5D relates to a holistic fixed model, while 3x3 relates to organizations of humans with social-psychological natures and changes. The main differences of the combined models is in how to perceive that organizations' nature, expressions, inter-relations and short-run changes. For example, there can be Underconscious relations between matriarchs of Throne, State and Temple even though they Overconscious appear very different. Likewise, there can be Overconscious relations between patriarchs of the Throne, State and Temple, as well as Conscience between youth of the same 3D axises. An upgrade to 3x3 should be more distinctive in what is the organizations inner Underconscious nature, the logic of Conscious and the obsessions of Overconscious, as well as whether the main forces are based on Temple/Belief/Right, State/Will/Use or Throne/Drive/Good. Furthermore, terms of organizations' powers/'-cracies' are highly relevant but not quite adjusted yet. In the 3D relation, terms of Powers could be: Archecratic, Republicratic and Theocratic. (See UU 2013.april.19 for more terms.)

The 4D model is simply 3D+Time that shows the organisations' changes in time. In the long run, there are several ways that political organizations might change. For example terms like 'conservative' and 'radical' are not fixed positions in the 3D model, but show stillness and movements. They can even be relative conservative or radical over time and be different if they are in position or opposition. 4D can also show short-lived organizations that come and go and reveal their relations. For example, short-lived extreme organization can appear as pulsating constants at the negative scale of an axis which can indicate that they are merely cover-ups for destructive acts towards opposing Throne-, State- or Temple- related organizations.

The original idea of the 5D model was first explained in UU 2013.april.19. "For the time being, I choose to understand that the science now indirectly admit that they do not know what the atoms 'building blocks' really are. The Einstein-Bohr conflict stays unsolved. Moreover I choose to understand that the new theories of (Space+Time) with 11 dimensions is because of a public scientific recognition that causalities and freedoms of choice do influence and can cause alternative '5th dimensions'. Consequently every event can have alternative outcomes that can have alternatives too. This makes ideas about alternative 4D realities in a 5th dimension. These alternatives are also called universes that can theoretically exist in an alternative 5D, i.e. 5D + 5D = 10D. The zeroth dimension on the other hand, is an idea (merely theoretical and not real) that embrace philosophies about balances where all elements are present and compensates each other in a null-sum. The 0D is as important for the philosophy as the number 0 is for mathematics."

There was some afterthoughts about the potentials of a political 5D theory in the closing UU 2014.Jan.31 of LifeQuality. "Basically, 5D concerns 'what-if' analysis. 'What-if' questions can be of anything and is often themes in philosophical Science Fiction. (Related to the sub-theme about LQ and Empires) One can indeed ask controversial questions like: What-if Roma2 did not fall for a muslim theocracy? What-if Tsar Ivan did not divide the Nordic Union? What-if the Tunguska event in 1908 triggered ew/ww by causing mythical

reasoning for the shots in 1914? What-if German stalinists didn't bomb Rotterdam despite the contra-order? What-if the UN didn't work after ww2? What-if Kennedy didn't get a death sentence? What-if the Ural-asteroid in 2013 entered half a century earlier, - or some minutes later? What-if ….. ? Someone should also ask such 'what-if' 5D question for this century and prepare for eventualities."

Furthermore, even more controversial, one should, for the quality of history sake, also question dominating public historical dogmas. Alternative 'truths' can be discovered by 3x3 5D mapping of the main organizations, expressions and events at the time. Next, knowing that all humans, including any organizations, also were dishonest Game players, and that the winners usually dictates the public memory by history writings, the present public truth can be deceiving 5D historical tales. For example, we now know that; the books of Moses are far from reliable, the Earth is not flat nor the center of the universe, kings and queens are not divine, empires changes and that all humanity should be legally protected by Human Rights. Moreover, some other vital historical events are probably suppressed. Previously mentioned are: The imperial rivalries concerning the Roma/Egypt alliance and heritage to that 'new age' of Pisces (UU 2013mars29). Napoleon's strong influence from Egypt and the Winter Palace and the turn of strategies thereafter (UU 2014.mai.16). The unknown deals and 'understandings' of the ww2 aftermath by Stalin/Roosevelt/Churchill (UU 2013.juli.05). What-if ….. ?

Historical perceptions are most certainly deterministic for our future decisions. Unfortunately misinterpretations of the past can lead to unfortunately future priorities and actions. Some future perspectives are previously mentioned in UU 2014.jan.17. Some are: The exponential population growth will probably stagnate at 10-12 billion people by the year 2100 due to global family planning. Therefor 5D scenarios involving dramatic 5th degree war-Games will cause much worse ends. The 5 Romas will probably complete and be inter-related in global relations. Unsound social-psychological Games will cause 5th degree outcomes that might be irreversible in addition to cause civic disasters (UU 2013.nov.08). The UN did probably prevent a nuclear ww3. Even though UN seems inefficient and should go through serious re-organization, - it is and always will be humanity's best guaranty towards inhumanities (UU 2013.juli.05). Anyways, no one can ever tell or know 'the truth, the whole truth and nothing but the truth'. That is merely the legal and theocratic systems' projection of a public image (OB).

"The Information Quality is essential to the models. Believing anyone does know 'the whole truth' is an alarming, deceiving and corrupting illusion. Therefore, dealing with all the public psychoses are probably the most vital tasks for humanity's future. Psychotic missuses of 3x3 5D can do more Bad/Destructive/Wrong than Good/Constructive/Right. As mentioned in UU 2014.sept.05: "The 5D can provide alternative future scenarios. Alternative historical scenarios can also be important, since we very well know that any human is deceiving by nature and that some probably already have altered public history considerably. The perceptions of the past might not be qualitative sufficient for future solutions."

The video from the UU 2014.jan.17, 'Don't panic — The Facts About Population', shows in a convincing way how the global social development was in the previous half-century, - despite the common belief. It also reveals that scientists' perception was worse than guessing would be. It proves that some public dis-information dominates, which can be traced to old schoolbooks and modern media. The situation is critical social-psychologically. (See also the link to a new TED talk by Rosling 'How not to be ignorant about the world'.) Furthermore, there is a TED talk that is excluded even from the TED talk official playlist, but fortunately available on YouTube. "The Science Delusion" by Rupert Sheldrake is well worth the 20 minutes view. He lists 10 present scientific dogmas that he thinks should be reconsidered, and explains the dogmas about constants of 'the speed of light', 'gravity' and 'mass*energy', and that human conscience probably is not merely bound to the brain. Additionally, there should be more serious discussions about what might to be some 'Big Bang Bogus' and is becoming another dogma. At least it makes one think seeing the video about Laniakea – a new perception of our universe. See the video-link below.

Mental health is indeed highly relevant for organization, nations and empires as well as for individuals. This is argued in UU 2013.april.05. "So over to something quite normal, - 'normal madness'. Unfortunately, the mental health can be in such a condition that it is 'unprofessionally' called madness. Or even worse, - that state has become the collective norm of society, - 'normal madness'. Therefore, it is important to understand what professionals mean and what can be done to improve the condition, - even if the themes are considered taboo." "The term 'normal' has no qualitative meaning. 'Normal' can be good or bad, constructive or destructive and right or wrong. The norm just shows what is the average or most ethical legitimated". Furthermore, subconscious collective synchronous reactions can cause inhuman results, but might not be mean. Humans have some instincts like animals for protection, hunting, etc. Without entering moral philosophy, it is important to notice that instinctive reactions can happen before thinking and that the challenges is to use all 3 ego-states before acting. That goes for collectives too, - especially members of the deceiving anti-HR ones.

About mental health relations to the 3x3 model: "In summary, there is a good mental health when there is balance between the 3 ego-states: S-E, Ego and Id (i.e. 3x3: Belief, Will and Drive). A personality is in critical condition If Will is shrinked or overlapped by dominated Belief and/or Drive. A dominating Belief with obsessions can develop psychosis. A dominating Drive can develop neurosis as oversensitive reactions. A threatened Will can search for escapes and develop an alter-ego, - become schizophrenic. However, this must not be confused with the many roles most adults have in their daily life." This should apply to organizations, nations and empires as well as persons. Since theories of Jung has been included in the 3x3 model, there are some new conditions to consider in relation to sanity. Archetypes, Underconscious and Overconscious, as well as collective synchronization are not insane. Human nature and instincts might seem irrational and even insane at times. However, knowing a person's trauma, immune-system's reaction, related archetypes, convictions etc. might help to see the sanity in 'insane' appearances. Dancing to music, laughing to memories and seeing patterns beyond most peoples' perception is not insane at all – quite the contrary.

Organized insane crime is argued in UU 2013.april.12: "It is alarming how crimes of disillusions (like mass-psychosis and -hypnosis) can influence persons and organizations by pseudo-scientific methods. Rivalry of enterprises, politicians and nations can in a way legitimize misdeeds by buying such services. However, every employee is dependent of the job and its income to secure a certain LifeQuality for themselves and their related. A corrupt HR employee can thereby blackmail employees to disloyalty and even to crime. A corrupt or sociopathic employee can even create social psychological Games causing losses and damages for both personnel and enterprises." Such conditions do certainly apply to organizations, nations and empires in a 3x3 5D model too.

Finally, the previous UU 2014.sept.05 about LQ did present some afterthoughts. "Merging Freud and Jung to a single model, and relating it to present theories, seems right and generates some re-thinking about psychology, sociology and humanity. Linking and adapting it to Berne's theories of 'Games People Play', does provide yet undiscovered ideas of how it all works and some vital 'do and don't'." Now that the 3x3 5D model is described, - what should be done with it? As mentioned in UU 2014.aug.29, negative Games can be turned positive. This is a major challenge that can have unforeseen comprehensive effects to our future.

The new self-defined category CdE Games are thoroughly described in UU 2014.aug.29. The 4th degree Games of CdE can be played at Throne and Temple as well as State. There are lots of historical descriptions of 4th degree Games, usually with a matriarch or patriarch as leader. However, in most cases, the real Gameplayers will rather be disguised, highly influential and deceiving. Therefore, most obvious historical Games should be investigated with fresh points of view based on the 'Big Data' that the present IT

provides. Nevertheless, mentioned events and personalities of Games are for example: Abraham/Sarah, Julius/Cleopatra, Jesus, Napoleon, Ivan, Stalin/Hitler, Dagmar/Rasputin and lots of lots of more. Classic and new Games in the new CdE category can be; LYAHF (Let's You and Him Fight), (Bad Guy – Good Guy), TOL ('Tuppen & Lillemor' translated to 'I Don't Want To Play In Your Yard', 'Playmate' and 'Two Little Maids'), DAC&UAC (Devide&Conquer & Unite&Conquer), BGGG (Bad Guy – Good Guy), OBD (Offense is the Best Defense), ISR (It Started with the Retribution), EDAB (One's Death Another's Bread) and RPPP (Robbing Pete to Pay Paul).

However, Berne did define some Good Games too, like Busman's Holiday, Cavalier, Happy to Help, Homely Sage and They'll Be Glad They Knew Me. Moreover, Bad Games can be turned into Good Games, for example: LYAH(Fight) inverted to LYAH(Create) and NIGYSOB to NIHYSOD (Now I'll Help You, You Son of a Dame). Positive ethics can of cause be transferred to CdE Games as well. Games should rather be: GGGG (Good Guy – Good Guy), HPPP (Helping Pete and Pay Paul), DAC&UAC (Devide&Construct & Unite&Construct) and OBAB (One's Bread - Another's Bread too). Moreover, ending destructive Games can simply be done by uncovering the Games and the Players – and/or making the Spoils hopelessly unachievable.

Anyways, altering global 3x3 4D Games is not an individual task. It can however be done by collective synchronized conscience of Will. Knowing very well that global destructive Games of CdE will continue and have some peeks, it seems to be only one action such a humble individual can do: Attempt to kick-start a democratic mass-movement to realize a GHRL (Global Human Rights Law) by influence all united nations to finally ratify a complete NHRL (National Human Rights Law). It started last week but has yet no sign of taking off. However, this is my anti-thesis to Bad CdE Games in order to improve humanity's chance for a better LifeQuality.

The Alan Parsons Project will complete this extra UU theme of upgrading models concerning LQ (LifeQuality) instead of another PG song. APP was basically a band consisting of Alan and Eric with several guest musicians. It was successful with several hits in the '80 and '90. Some albums were dedicated well known books like 'I Robot' and 'War of the Worlds'. This UU is dedicated the song 'We Play the Game' from the album 'A Valid Path'. Further comments seems unnecessary since the lyrics says a lot.
Alan Parsons - We Play The Game + lyrics + Live
http://www.youtube.com/watch?v=4A_EkXZzeVs
http://www.metrolyrics.com/we-play-the-game-lyrics-alan-parsons.html
http://www.youtube.com/watch?v=9xnKwSjyB34

DON'T PANIC — The Facts About Population - Hans Rosling extended video
http://www.gapminder.org/videos/dont-panic-the-facts-about-population/
TED: Hans and Ola Rosling: How not to be ignorant about the world
http://www.ted.com/talks/hans_and_ola_rosling_how_not_to_be_ignorant_about_the_world
The Science Delusion - @ TEDxWhitechapel (sensored from TED)
http://www.youtube.com/watch?v=4gFi285OhrQ#t=1086
New Galactic Supercluster Map Shows Milky Way's 'Heavenly' Home - Laniakea
http://www.space.com/27016-galaxy-supercluster-laniakea-milky-way-home.html?cmpid=514630_20140908_31090306
Global Human Rights Law – Facebook Page and Global Petition Page
https://www.facebook.com/pages/GlobalHumanRightsLaw/1512363262336268
https://secure.avaaz.org/en/petition/All_united_nations_Parliaments_Ratify_a_National_Human_Right_Law_NHRL/

See also FB UU blog: http://skrindo.dk