

Games Worth Playing

Everything is a series of overlapping games. Most emerged long ago and continue to evolve organically. Some were invented by one or more persons. Others are self-created and only experienced by you.

Most games are not worth playing. Most are not worth rebelling against either. Most games are best ignored while you create your own alternate game instead.

Occasionally it's worth playing a game you didn't invent (usually the emergent kind, almost never the games invented by others). When you do, it's best to know you're choosing to and not pretend to be a victim of the game.

Occasionally it's worth open rebellion against a game. When you do, it's best to know you're choosing to and not pretend to be a martyr.

It's always worth creating and playing your own games, regardless of what you do about the web of other games intersecting your life. It's always worth identifying the meta-game unique to you; your own search for meaning.