

Special points of interest:

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Inside this issue:

The Need To Know	1
"Games People Play" - Sexual Games	2

The Need To Know

Many, if not most bureaucrats play a game of stupid. I emphasize the word game. Whether it's a way to protect their turf, their jobs, their reputations, to keep the enquiring public guessing (make them look stupid), keep taxpayers in the dark; it is usually played to a GNW (get-nowhere-with) or GRO (get-rid-of) conclusion.

This tendency has become increasingly evident among city employees, county employees, state employees, and federal employees. They have been "trained" in this technique.

Bureaucratic legal counsel has encouraged this tendency. And the elected (partisan?) (liberal?) politicians have gone along with this. Dealing with those outside of the electoral-staff/employee circle becomes a matter of divulging information to the public "on a need to know basis."

For example, here in Vallejo many crucial topics of public/taxpayer matters of interest are bottled up in secret closed door meetings, under the protection of "State" law of confidentiality rules: Union labor negotiations, bankruptcy proceedings, property negotiations with potential developers, Waterfront Emergency Transportation Authority formation & negotiations, and so on.

A new topic is the matter of trans-

ferring all (city) redevelopment property (ownership) assets over to the city. They are in affect switching 40+ years of planning efforts off, throwing out ten's of thousands of public input/decisions, man hours, out the window; turning "redevelopment planning" on its head "because every other California city/county with a 'Redevelopment Agency' is doing the same thing." This is a coup of monumental proportions. I'm not a fan of redevelopment, but ... People are not stupid, but what an expensive game of stupid.

The Governor's plan to abolish California redevelopment with a legislative "landslide" mandate, with little time for city/county/public input is a BIG, BIG, BIG deal. Revolutionary? Who benefits? Regional Governmental Planners? The Chinese-PRC? What's happening; getting rid of public input?

Last night (Tuesday March 8, 2011) the Vallejo City Council dealt with many of these matters mentioned. At the end of the evening's meeting a public speaker spoke at the community forum. He pointed out that the City Council is in violation of the City Charter. "You are only meeting once a month now. The Charter says there will be two council meetings a month." The speaker had looked it up on the city's web site. It is there in black and

white. The Mayor argued, "no, it's the minimum number of meetings in a year that count." The speaker of the public countered "the City Charter says two meetings a month." The mayor argued some more. The public speaker countered "It is in the City Charter."

* * *

This City Council, this legislative body, is not resisting. It is caving in to "socialist racketeers." For example legal language of a golf club agreement within the jurisdiction of the City Council was changed to get-rid-rid, eliminate "husband and wife" in favor of "domestic couples" (LGBT agenda?, lesbian-gay-bisexual-transgender) language. This is a big deal for Californians, this marriage definition matter. To sneak this into a legal document without open and public discussion is another coup. Privileged special group interests? Words of Mass Deception?

Stupid? Afraid? They, the City Council members still support their (partisan {democratic party?} buddies) friends who control all state elected offices of California, the Legislature (Assembly/Senate) and soon the Courts. A sweep? Is this a partisan dictatorship? Public input be damned? In the name of fiscal emergency?

Government running amuck?

“Games People Play” - Sexual Games

Footnotes by FH Ernst Jr., MD

* #1 Games are both the freeway to sexual intimacy AND the hindrance to it. They operate to regulate the sexual activity of individuals in their social activity. A gimmick-gimmick of two players played through a few times in a game can immensely heighten the intensity of mutual sexual gratification.

A payoff of a pair of games can and often is mutually gratifying sex. Mutual sexual gratification may well be procedurally induced intimacy. But it is more often brought about through a series of ulterior transactions. “Maybe I will, and maybe I won’t...try to help you find the bent needle in that old haystack in the barn.”

*#2 Objective or historical?

*#3 Among the negites in charge of splitting up the mutual friendships of good people, the planning, production and execution of this game is a highly complex, but a quite well worked out set of procedures.

*#4 “Honest” means not an ulterior or coerced transaction.

*#5 Most of the behavioral disabilities, liabilities and deficiencies arise from the disabling of the internal Parent; the, so to speak, perforations of Parent ego state boundaries and systematic externally supported (stroked up) violations of the Parent ego state structure.

#6 These are pastimes played by homosexuals among themselves. They become games when these “arguments” are presented to a “straight.” They furnish the ulterior transactional framework the particular version of the game of AIA (Ain’t It Awful): for “justifying” their homosexuality, enjoying the pleasure of “challenging” and/or converting others to “just give it a try, once.”

* #7 The section on homosexuality in Ben Karpman’s book about sexual perversions has descriptions of “Rapo” played between male homosexuals. Certainly this game repeatedly surfaces in prisons. Eric Berne was clearly aware of these clinical facts himself. For the sake of the discussion in this section the original author (EB) limited discussion here to “a man and a woman.”

Dr. Berne devoted an entire chapter to the topic of sexual games in his book titled “Games People Play.” In his discussion he mentions the tendency by some to “form the basis for a game of “Wooden Leg” with the plea: “What do you expect from someone as strongly sexed as I am?”

Dr. Berne wrote several other chapters in “Games People Play,” among them “underworld games,” “consulting room games,” “good games,” “party games,” and so on. To dismiss these writings, as I’ve heard (as being pornographic) is foolishness, at your peril. (WAHM, NIGYYSOB, LHIT) See “Genesis of Games People Play” by FH Ernst Jr., MD at www.ListeningActivity.com.

On pages 123-129 of “Games People Play” Berne writes: “Some games are played to exploit or fight off sexual impulses. These are all, in effect, perversions of the sexual instincts in which the satisfaction is displaced from the sexual act to the crucial transactions which constitute the payoff of the game. (* #1) This cannot always be demonstrated convincingly, because such games are usually played in privacy, so that clinical information about them has to be obtained secondhand, and the informant’s bias cannot always be satisfactorily evaluated. The psychiatric conception of homosexuality, for example, is heavily skewed, because the more aggressive and successful “players” do not often come for psychiatric treatment, and the available material mostly concerns the passive partners.” (* #2)

“The games included here are:

Let’s You and Him Fight,”
“Perversion,” “Rapo,” “Stocking

Game,” and “Uproar.” In most cases, the agent is a woman. This is because the hard forms of sexual games in which the man is the agent verge on or constitute criminality, and properly belong in the Underworld section. On the other side, sexual games and marital games overlap, but the ones described here are readily available to unmarried people as well as spouses.”

LET’S YOU AND HIM FIGHT

“Thesis. This may be a maneuver, a ritual or a game. (* #3) In each case the psychology is essentially feminine. Because of its dramatic qualities, **LYAHF** is the basis of much of the world’s literature, both good and bad.

1. “As a maneuver it is romantic. The woman maneuvers or challenges two men into fighting, with the implication or promise that she will surrender herself to the winner. After the competition is decided she fulfills her bargain. This is an honest transaction, and the presumption is that she and her mate live happily ever after.”

2. “As a ritual, it tends to be tragic. Custom demands that the two men fight for her, even if she does not want them, and even if she has already made her choice. If the wrong man wins, she must nevertheless take him. In this case it is society and not the woman who sets up **LYAHF**. If she is willing, the transaction is an honest one. (* #4) If she is unwilling or disappointed, the outcome may offer her considerable scope for playing games, such as **“Let’s Pull A Fast One On Joey.”**

3. “As a game it is comic. The woman sets up the competition, and

while the two men are fighting she decamps with a third. The internal and external psychological advantages for her and her mate are derived from the position that honest competition is for suckers, and the comic story they lived through forms the basis for the internal and external social advantages.”

PERVERSION

“Thesis. Heterosexual perversions such as fetishism, sadism and masochism are symptomatic of a confused Child and are treated accordingly. Their transactional aspects, however, as manifested in actual sexual situations, can be dealt with by means of game analysis. This may lead to social control, so if the warped sexual impulses remain unchanged, they are neutralized as far as actual indulgence is concerned.”

“People who are suffering from mild sadistic or masochistic distortions tend to take a primitive kind of Mental Health position. They feel they are strongly sexed, and that prolonged abstinence will lead to serious consequences. Neither of these conclusions is necessarily true, but they form the basis for a game of **“Wooden Leg”** with the plea: “What do you expect from someone as strongly sexed as I am?”

“Antithesis. To extend ordinary courtesy to oneself and one’s partner; that is, refrain from verbal or physical flagellation and confine oneself to more conventional forms of coitus. If White is a true pervert, this will lay bare the second element of the game, which is often clearly expressed in his dream: that coitus itself has little interest for him, and that his real satisfaction is derived from humiliat-

ing foreplay. But this is something that he may not have cared to admit to himself. But it will now become clear to him that his complaint is: "After all this work, I have to have intercourse, yet!" At this point the position is much more favorable for specific psychotherapy, and much of the pleading and evasiveness has been nullified. This applies to ordinary "sexual psychopaths" as seen in practice, and not to malignant schizophrenic or criminal perversions, nor to those who confine their sexual activities to fantasy."

"The game of **"Homosexuality"** has become elaborated into a subculture in many countries, just as it is ritualized in others. Many of the disabilities which result from homosexuality arise from making it into a game. (* #5) The provocative behavior which gives rise to **"Cops and Robbers"**, **"Why Does This Always Happen To Us"**, **"It's the Society We Live In"**, **"All Great Men Were"** (* #6) and so forth, is often amenable to social control, which reduces the handicaps to a minimum. The "professional homosexual" wastes a large amount of time and energy which could be applied to other ends. Analysis of his games may help him establish a quiet menage which will leave him free to enjoy the benefits that a bourgeois society offer, instead of devoting himself to playing his own variation of **"Ain't It Awful!"**

RAPD

" Thesis. This is a game played between a man and a woman (* #7) which might more politely be called, in the milder forms at least, **"Kiss Off"** or **"Indignation."** It may be played with varying degrees of intensity. (*# 8)

1. First-Degree **"Rapo,"** or **"Kiss**

Off", is popular at social gatherings and consists essentially of mild flirtation. White signals that she is available and gets her pleasure from the man's pursuit. As soon as he has committed himself, the game is over. If she is polite, she may say quite frankly "I appreciate your compliments and thank you very much", and move on to the next conquest. If she is less generous, she may simply leave him. A skillful player can make this game last for a long time at a social gathering by moving around frequently, so that the man has to carry out complicated maneuvers in order to follow her without being too obvious.

2. In Second-Degree **"Rapo,"** or **"Indignation,"** White gets only secondary satisfaction from Black's advances. Her primary gratification comes from rejecting him, so that this game is also colloquially known as **"Buzz off, Buster."** She leads Black into a much more serious commitment than the mild flirtation of First-Degree **"Rapo"** and enjoys watching his discomfiture when she repulses him. Black, of course, is not as helpless as he seems, and may have gone to considerable trouble to get himself involved. Usually he is playing some variation of **"Kick Me."**

3. Third-Degree **"Rapo"** is a vicious game which ends in murder, suicide or the courtroom. Here White leads Black into compromising physical contact and then claims he has made a criminal assault or has done her irreparable damage. In its most cynical form White may actually allow him to complete the sexual act so that she gets that enjoyment before confronting him. The confrontation may be immediate, as in the illegitimate cry of rape, or it may be delayed, as in suicide or homicide following a prolonged affair. If she chooses to play it as a

criminal assault, she may have no difficulty in finding mercenary or morbidly interested allies, such as the press, the police, counselors and relatives. Sometimes, however, these outsiders may cynically turn on her, so that she loses the initiative and becomes a tool in their games."

"In some cases outsiders perform a different function. They force the game on an unwilling White because they want to play **"Let's You and Him Fight."** They put her in such a position that in order to save face or her reputation she has to cry rape. This is particularly apt to happen with girls under the legal age of consent; they may be quite willing to continue the liaison, but because it is discovered or made an issue of, they feel constrained to turn the romance into a game of Third-Degree **"Rapo."**

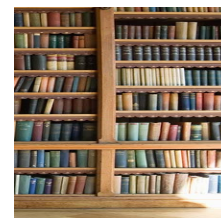
"In one well-known situation, the wary Joseph refused to be inveigled into a game of **"Rapo,"** whereupon Potiphar's wife made the classical switch into **"Let's You and Him Fight,"** an excellent example of the way a hard player reacts to antithesis, and the dangers that beset people who refuse to play games. These two games are combined in the well-known **"Badger Game,"** in which the woman seduces Black and then cries rape, at which point her husband takes charge and abuses Black for purposes of blackmail."

"One of the most unfortunate and acute forms of Third-Degree **"Rapo"** occurs relatively frequently between homosexual strangers, who in a matter of an hour or so may bring the game to a point of homicide. The cynical and criminal variations of this game contribute a large volume to sensational newspaper copy."

"The childhood prototype of **"Rapo"**

* #8 Later authors have grouped the varying intensities of this group of games under the rubric **"Cool It, Man (Girl, Boy, Sis, Turkey)!"** Whether the player at gimmick "time" hisses **"Just What Do You Think I Am"** in **"Indignation,"** **"Buzz Off, Buster,"** **"Rape! Rape!"** during intercourse in a violent dangerous physical struggle or after the coitus, OR **"You're Just Like All Men! All You Ever Think Of Is Sex!"** (as in the marital game of **"Frigid Woman"**)-- the essential ingredient is to heatedly and provocatively, verbally demand the other player to **"Cool It,"** after having "heated (warmed) him up."

* #9 This may be the same woman game OR it may be the man's game; depending on who plays the gimmick "Cool It." If he seduces her then casts her out with "Cool It," he obtains a GRD payoff to the game. In this instance she will have played her complimentary game, for example **"Kick Me"**, or **W.A.H.M.** This game illustrates the importance of distinguishing the payoff from the gimmick. "Cool It", as a game focuses on inducing in the opposite partner (Black) an emotionally charged moment, focused on the (potential) act of sexual intercourse AND playing with whether to "give-in" OR not to the "charged-up" partner. The payoff is focused on the quality of the concluding experience the player will experience. This quality of concluding experience will fall into one of the four classes of experience defined in the "OK Corral: Grid For What's Happening", ie defining "What Happened" for/to the player at the conclusion of the game event. Did the player at the conclusion, experience a GOW (get-on-with) Black, a GAF (get-away-from) from Black, a GRD (get-rid-of) Black or a GNW (get-nowhere-with) with Black.





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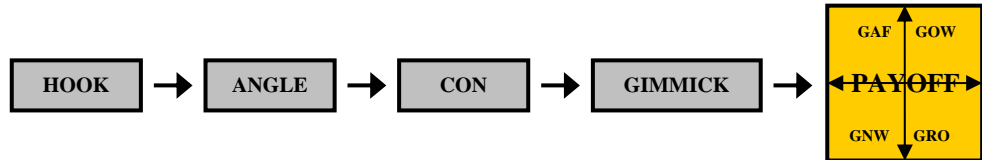
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"Mastery of the universe is proportional to the symbols man has by which to represent his universe."

A game is defined as a recurring set of transactions with ulterior transactions, concealed motivation, a gimmick, and a payoff. Eric Berne, M.D. used a particular variation of the duplex transactional diagram to represent the ulterior aspects of a game. Berne added the concept of switch in 1966 and introduced "The Game Formula." $Con + Gimmick = Response > Switch > Payoff$. The "Ernst Game Diagram" as described by Franklin H. Ernst Jr., M.D. in his paper "The Game Diagram" shows the phenomena of the variableness of a game and number of variations without contradicting "Berne's Game Formula." The Game Diagram" has five moves: Move #1-Hook, Move #2-Angle, Move #3-Con, Move #4-Gimmick, Move #5-Payoff. Diagrammatically it looks like this:



"Genesis of Games People Play" by F.H. Ernst Jr., M.D.



"Games People Play" by Eric Berne, M.D.



expressions of feeling from moves in the game. If he is thus able to exert social control, he may obtain a great deal of pleasure from the mild flirtation of "Kiss Off." On the other hand it is difficult to conceive of a safe antithesis for Potiphar's Wife maneuver, other than checking out before closing time with no forwarding address. In 1938 the writer met an aging Joseph in Aleppo who had checked out of Constantinople thirty-two years previously, after one of the Sultan's ladies had cornered him during a business visit to the Yildiz harem. He had to abandon his shop, but took time to pick up his hoard of gold francs, and had never returned.

"Relatives. The male versions of "Rapo" are notoriously found in commercial situations: "Casting Couch" (and then she didn't get the part) and "Cuddle Up" (and then she got fired)." (* #9)

"The following analysis refers to Third-Degree "Rapo" because the elements of the game are more dramatically illustrated.

Aim: Malicious revenge.

Roles: Seductress, Wolf.

Dynamics (Third-Degree): Penis envy, oral violence. "Kiss Off" is phallic, while "Indignation" has strong anal elements.

Examples: (1) I'll tell on you, you dirty little boy. (2) Wronged woman.

Social Paradigm: Adult-Adult.

Adult (male): "I'm sorry if I went further than you intended me to."

Adult (female): "You have violated me and must pay the full penalty."

Psychological Paradigm: Child-Child.

Child (male): "See how irresistible I am."

Child (female): "Now I've got you, you son of a bitch."

Moves: (1) Female: Seduction; Male: counter-seduction. (2) Female: Surrender; Male: victory. (3) Female: confrontation; Male: collapse."

is the same as that of "Frigid Woman," in which the little girl induces the boy to humiliate himself or get dirty and then sneers at him, as classically described by Maugham in Of Human Bondage and, as already noted, by Dickens in Great Expectations. This is Second-Degree. A harder form, approaching Third-Degree, may be played in tough neighborhoods."

"Antithesis. The man's ability to avoid becoming involved in this game or to keep it under control depends on his capacity to distinguish genuine

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