

Special points of interest:

A game is defined as a recurring set of transactions with ulterior transactions, concealed motivation, a gimmick, and a payoff. A game has five moves:
Move #1 -Hook,
Move #2-Angle,
Move #3-Con,
Move #4-Gimmick,
Move #5-Payoff.



Inside this issue:

Genesis of the Game of WAHM	1
"Games People Play" - More About Sexual Games	2
Modern Day "Palimpsest"	3
"Games People Play" - Underworld Games	4

Genesis and the Game of "WAHM"

"Why Is This Always Happening To Me?"

The game moves of WAHM as Joseph lived them are (1) Hook: he gathered in notice to himself by wearing the "Coat of Many Colors" given to him by his father, being the special person with special talents. (2) Angle: telling of dreams to his brothers, he turned to the other party as if surprised.. (3) Con: he turned away from his brothers. (4) Gimmick: when his brothers thru him in the pit. "Why Is This Always Happening To Me." (5) Payoff: his brothers get-rid-of him when they sell him to the merchants.

Move #1 of WAHM (Hook).

Gathering In Notice as described in Genesis 37: Joseph observed the mischief of his brothers and reported same to his father. And the brothers knew this.

Move #1, was repeated

Gen. 37:3. **Now Israel loved Joseph more than all his children, because he *was* the son of his old age: and he made him a coat of *many* colours.** ⁴And when his brethren saw that their father loved him more than all his brethren, they hated him, and could not speak peaceably unto him.

Move #2 of WAHM (Angle) The dream. Gen. 37:5-8. And, as if surprised, (that they did not believe he had that dream) Joseph turned to his brothers after telling them about his dream.

Gen. 37:5 **And Joseph dreamed a dream, and he told *it* his brethren: and they hated him yet the more.** ⁶And he said unto them, **Hear, I pray you, this dream which I have dreamed:** ⁷For, behold, we *were* binding sheaves in the field, and, lo, my sheaf arose, and also stood upright; and, behold, your sheaves stood round about, and made obeisance to my sheaf. ⁸And his brethren said to him, **Shalt thou indeed reign over us? or shalt thou indeed have dominion over us? And they hated him yet the more for his dreams, and for his words.**

Move #2, again of WAHM (Angle) Gen. 37:9-10. And Joseph had another dream. And his brothers and father couldn't believe what they were hearing. Joseph was surprised again.

Move #3 of WAHM (Con) Gen. 37:11-12 And then Joseph turned away from his brothers while he was still on their minds. The brothers envied him.

Move #2, recycled, of WAHM (Angle) Gen. 37:15. And when Joseph went to look for his brothers he may have been surprised here, too, when he met a man. "And, behold" the second move in WAHM. ANGLE move.

Gen. 37:15 **And a certain man found him, and, behold, *he was* wandering in the field: and the man asked him, saying, What seekest thou?**

Move #3, again, of WAHM (Con) And when Joseph found his brothers in the field he may have turned back away from them briefly while holding their attention.

Move #4 of WAHM (Gimmick) Gen. 37:23-27. Joseph's brothers strip him of his coat of many colors and throw him into the pit (the dry well). "Why Is This Always Happening To Me."

Gen. 37:23 **And it came to pass, when Joseph was come unto his brethren, that they stripped Joseph out of his coat, *his* coat of *many* colours that *was* on him;** ²⁴And they took him, and cast him into a pit: and the pit *was* empty, *there was* no water in it. ²⁵And they sat down to eat bread: and they lifted up their eyes and looked, and, behold, a company of Ishmeelites came from Gilead with their camels bearing spicery and balm and myrrh, going to carry *it* down to Egypt. ²⁶And Judah said unto his brethren, **What profit *is it* if we slay our brother, and conceal his blood?** ²⁷Come, and let us sell him to the Ishmeelites, and let not our hand be upon him; for he *is* our brother *and* our flesh. And his brethren were content.

Move #5 of WAHM (Payoff) Gen. 37:28 And then Joseph brothers sold him to the merchants for twenty pieces of silver instead of killing him. Note :the intensity of this payoff was scaled back from a killing to selling him.

"Games People Play" - More About Sexual Games

Footnotes by FH Ernst Jr., MD

* #1 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.

* #2 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."

* #3 "Hatred" is position, centered in the GNW (get-nowhere-with) social operation.

•#4 Rape or seduction, there is the experience with a new partner of not knowing beforehand, what chain of physical and/or emotional events may become released by the physical emotional event of sexual intercourse. Because this activity takes place within the 22" of personal space between the partners, it is by definition an experience of "personal intimacy." It is in intimacy that the "unconscious," the "underlying" behaviors within the Child of the person are most likely to be revealed. For some people, the initial event of coitus is designed as an "artful stratagem" to bring the playmate closer, to keep him coming back for more, to achieve a more lasting GOW (get-on-with) series of events ("and they lived happily ever after"); for others, this is an event on the way to substantiating other existential positions. While sex may appear to be an end in itself for some people, they actually appear more intent on proving (ie their existential position) they "can't be chained down" (a GAF, get-away-from position), they "always get hurt and deserted" (a GRO, get-rid-of position), "nothing ever works out

In the March 9, 2011 issue of "Game Codes - Newsletter of Games People Play" we talked about the sexual games of "Let's You and Him Fight," "Perversion," and "Rapo." Two other games that Eric Berne, M.D. writes about in his book "Games People Play" are "Stocking Game," and "Uproar."

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



The following is repeated about "Perversion" games. "Thesis. Heterosexual perversions such as fetishism, sadism and masochism are symptomatic of a confused Child and are treated accordingly."

"People who are suffering from mild sadistic or masochistic distortions tend to take a primitive kind of Mental Health position. ..."

"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. (* #1) 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" (* #2) 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!"

The fourth move in a game identifies the name of the game AND is the time where the Child in a person gets to be in charge. In "The Game Diagram" pages 21-22, F.H. Ernst Jr., M.D. writes: "In the GIMMICK move. (Figure shown below) the Adult has relinquished his position of being in the executive. His Adult has been "seduced", "lured", and/or "tricked" by his own Child. AND the Child of the other party in the game has been seduced, lured and/or tricked into giving up the driver's seat of running his own "personality." The Child is now directing policy and is programming the ongoing events as well as interpreting the meaning of incoming information. The Adult continues to retain possession of the "real Self." The Adult may be saying: "Yes, Sir, that's me. I am the one who is really in charge here." But the "real Self" here is rather more like a figure head, especially as the Child is now actually in the executive AND has another program. He (the person's Child) now wants to get to come out and play, really play, to get to be "really me," and have the "real Self" move over from the Adult and into his Child self, at least for awhile. For the Adult, this Gimmick situation is an unstable one; for the Child it is only a matter of time until he gets to be clearly in charge of

the whole person, i.e. at Payoff time."

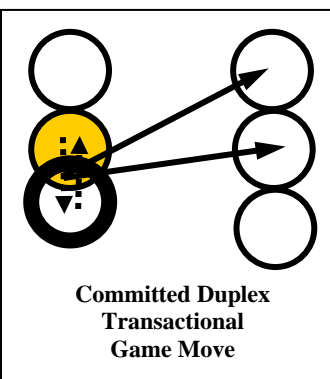
Berne describes in the "Rapo" category of games many colorful terms used by players to identify the game and the gimmick move (Move #4) such as "**Buzz off, Buster,**" first-second-third degree "**Rapo,**" "**Kick Me,**" "**Let's You and Him Fight,**" "**Badger Game,**" "**Frigid Woman,**" "**Kiss Off,**" "**Casting Couch,**" "**Cuddle Up,**" "**Indignation.**" "

In "Games People Play" Berne goes on about sexual games. On page 129 he concludes the "Rapo" discussion by writing about the advantages.

"Advantages: (1) Internal Psychological--expression of hatred (* #3) and projection of guilt. (2) External Psychological--avoidance of sexual intimacy. (3) Internal Social--"**Now I've Got You, You Son of a Bitch.**" (* #4) (4) External Social--"**Ain't It Awful**", "**Courtroom**", "**Let's You and Him Fight.**" (* #5) (5) Biological--sexual and belligerent exchanges. (6) Existential--I am blameless."

THE STOCKING GAME

"Thesis. This is a game of the "**rapo**" family; in it the most obvious characteristic is the exhibitionism, which is hysterical in nature. A woman comes into a strange group and after a very short time raises her legs, exposing herself in a provocative way, and remarks, "Oh my, I have a run in my stocking." This is calculated to arouse the men sexually and to make the other women angry. Any confrontation of White is met, of course, with protestations of innocence or counter-accusations, hence the resemblance to classical "**Rapo.**" What is significant is White's lack of adaptation. She seldom waits to find out what kind of people she is dealing with or how to



time her maneuver. Hence it stands out as inappropriate, and affects her relationships with her associates. In spite of some superficial "sophistication," she fails to understand what happens to her in life because her judgment of human nature is too cynical. The aim is to prove that other people have lascivious minds, and her Adult is conned by her Child and her Parent (usually lascivious mother) into ignoring both her provocative-ness and the good sense of many of the people she meets. Thus the game tends to be self-destructive."

This is probably a phallic variant of a game whose content depends on the underlying disturbance. An "oral" variant may be exhibited by women with deeper pathology and well-developed breasts. Such women often sit with their hands behind their heads so as to thrust their breasts forward; they may draw additional attention to them by remarking about their size or some pathology such as an operation or a lump. Some types of squirming probably constitute an anal variant. The implication of this game is that the woman is sexually available. Thus it may be played in a more symbolic form by bereaved women who "exhibit" their widowhood insincerely.

Antithesis. Along with poor adapta-

tion, these women show little tolerance for antithesis. If the game is ignored or countered by a sophisticated therapy group, for example, they may not return. Antithesis must be carefully distinguished in this game from reprisal, since the latter signifies that White has won (* #6). Women are more skillful at counter-moves in "**Stacking Game**" than men, who indeed have little incentive to break up this game. Antithesis, therefore, is best left to the discretion of the other women present. (* #7)

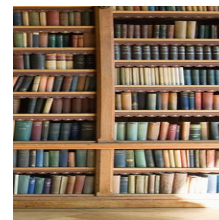
UPROAR

"Thesis. The classical game is played between domineering fathers and teen-age daughters, where there is a sexually inhibited mother. Father comes home and finds fault with daughter, who answers impudently; or daughter may make the first move by being impudent, whereupon father finds fault. Their voices rise, the clash becomes more acute. The outcome depends on who has the initiative. There are three possibilities (a) father retires to his bedroom and slams the door (b) daughter retires to her bedroom and slams the door (*#8) both retire to their respective bedrooms and slam the doors. In any case, the end of a game "**Uproar**" is marked by a slamming door. "**Uproar**" offers a

distressing but effective solution to the sexual problems that arise between fathers and teen-age daughters in certain households. Often they can only live in the same house together if they are angry at each other, and the slamming doors emphasize for each of them the fact that they have separate bedrooms."

"In degenerate households this game may be played in a sinister and repellant form in which father waits up for daughter whenever she goes out on a date, and examines her and her clothing carefully on her return to make sure that she has not had intercourse. The slightest suspicious circumstance may give rise to the most violent altercation, which may end with the daughter being expelled from the house in the middle of the night. In the long run nature will take its course--if not that night then the next, or the one after. Then the father's suspicions are "justified", as he makes plain to the mother, who has stood by "helplessly" while all this went on."

"In general, however, "**Uproar**" may be played between any two people who are trying to avoid sexual intimacy. For example, it is a common terminal phase of "**Frigid Woman**." It is relatively rare between teen-age boys and their female relatives, because it is



for me" (a GNW position), etc. A sexual act is not the end of any encounter. The end, conclusion, outcome is what the two participants do with that experience, what happens then, as a result, what each carries away within himself.

* #5 These games listed here are actually some further game events, derived and plausibly built upon the preceding "Rapo" game event. The picture described here is more like a scenario in a script, with a series of game events played one after another, and in some cases one within another. "One within another" refers to the fact that the payoff of one game may be postponed for a considerable period, and during that period there may be other game events played out between the same players. **A game is defined as a discrete unit of social activity** "ending with a well defined payoff."

* #6 "Won" means got her payoff which substantiated her existential position, whether it was a BRD, a GAF or a GNW (dramatic) payoff.

* #7 In seminar EB told he had used: "Your...(act of exposing yourself) is disconcerting (diversionary) to me. Would you stop it so that we may (get on with the work) of your problem (reason for coming here)."

* #8 "Slammed door" is a GAF payoff. Door slammer has retreated (GAF) from the remainder of the household and is a self-imposed prisoner in that room. As a rule the bedroom door is not locked. That is reserved for the bathroom. Slammed door is an abortive, a semi run-away.

* #9 "Escape from the house" is a GAF, get-away-from payoff.

Modern day "palimpsest." Recently President B. Obama "released" his (a) (legitimate?, authentic?) "Certificate of Live Birth." OK, on the surface. But some, many inquisitive people have looked since, deeply into the matter and found something quite different. The PDF file, as downloaded from "The Whitehouse" website, (looked at thru the microscope of an "Illustrator" program) reveals a modern day file with many layers, not an image of a 1961 document. Many "YouTube" videos were published regarding this matter. See http://www.youtube.com/watch?v=7s9StxsFLIY&feature=player_embedded#at=22 The mainline news outlets are ignoring this, pretending not to notice.

A periodic, repeated, predictable behavior pattern is emerging. The game ("Kiss off," "Kiss my a**") seems to be a repeated (exhibited) game (of defiance) played by this prominent US "leader" et al. Remember, that in a game, in the Game Move #4 the Child gains the executive and in Game Move #5 the Child "real Self" gets to come out. This personality characteristic is influencing foreign/domestic policy and bureaucratic behavior/culture.

Defiance, defiant executive? Adapted Child is made of the Compliant Child and Rebel Child. In the Personality Functions poster "Compliant is placed below rebel to show that compliance is the first adaptation and rebellion arises later."



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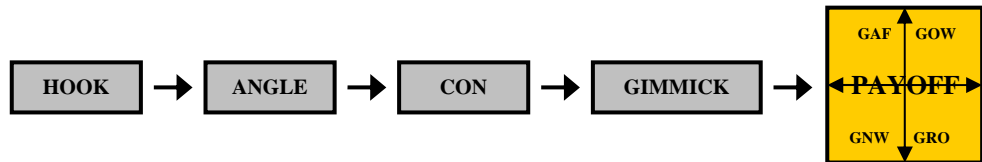
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"Mastery of the universe is proportional to the symbols man has by which to represent his universe."

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:



easier for teen-age boys to escape from the house (* #9) in the evening than for other members of the family. At an earlier age brothers and sisters can set up effective barriers and partial satisfactions through physical combat, a pattern which has various motivations at different ages, and which in America is a semi-ritualistic form of "Uproar" sanctioned by television, pedagogic and pediatric authorities. In upper-class

England it is (or was) considered bad form, and the corresponding energies are channeled into the well-regulated "Uproar" of the playing fields."

"Antithesis. The game is not as distasteful to the father as he might like to think, and it is generally the daughter who makes the antithetical move through an early, often premature or forced marriage. If it is

psychologically possible, the mother can make the antithetical move by relinquishing her relative or absolute frigidity. The game may subside if the father finds an outside sexual interest, but that may lead to other complications. In the case of married couples, the antitheses are the same as for "Frigid Woman" or "Frigid Man."

"Under appropriate circumstances "Uproar" leads quite naturally into "Courtroom."

"Games People Play" - Underworld Games

Berne continues on page 132: "With the infiltration of the "helping" professions into the courts, probation departments and correctional facilities, and with the increasing sophistication of criminologists and law enforcement officers, those concerned should be aware of the more common games prevalent in the underworld, both in prison and out of it. These include "Cops and Robbers", "How Do You Get Out of Here" and "Let's Pull a Fast One on Joey."

COPS AND ROBBERS

"Thesis. Because many criminals are cop-haters, they seem to get as much satisfaction from outwitting the police as from their criminal gains, often more. Their crimes, at the Adult level, are games played for the material rewards, the take; but at the Child level it is the thrill of the chase: the getaway (*) and the cool-off."

"Curiously enough, the childhood prototype of "Cops and Robbers" is not cops and robber but **hide-and-**

seek, in which the essential element is the chagrin at being found. (*) Younger children readily betray this. If father find them too easily, the chagrin is there without much fun. (*) But father, if he is a good player, knows what to do: he holds off, whereupon the little boy gives him a clue by calling out, dropping something or banging. Thus he forces father to find him, but still shows chagrin; this time he has had more fun because of the increased suspense. (*) If father gives up, the boy usually feels disappointed rather than victorious. To be continued

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