

Game Codes – Newsletter of Games People Play

 Addresso'Set Publications

Special points of interest:

"At the social or sociological level a "professional" gambler is one whose chief interest in life is gambling."



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"Gambler" and "Let's Pull A Fast One On Joey"

In the previous issue of "Game Codes" we looked at "Underworld Games." Included were the games of "Cops and Robbers," "Gambler," "Want Out," and others

Later in this newsletter we will look at the game of "Gambler" in the context of current events. But first I want to continue with Eric Berne's discussion of **"LET'S PULL A FAST ONE ON JOEY."**

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



In "Games People Play" Berne continues on page 139: "Let's Pull A Fast One On Joey"

Thesis. The prototype of this game is **"The Big Store"**, the big-time confidence game, but many small grifts and even the badger game are **FOOJY**. No man can be beaten at **FOOJY** unless he has larceny in his veins, because the first move is for Black to tell White that dumb-honest-old-Joey is just waiting to be taken. If White were completely honest, he would either back off or warn Joey, but he doesn't. Just as Joey is about to pay off, something goes wrong, and White

finds his investment is gone. Or in the badger game, just as Joey is about to be cuckolded, he happens to walk in. Then White, who was playing his own rules in his own honest way, finds that he has to play Joey's rules, and they hurt."

"Curiously enough, the mark is supposed to know the rules of **FOOJY** and stick to them. Honest squawking is a calculated risk of the con mob; they will not hold it against White, and he is even allowed a certain latitude in lying to the police to save his face. But if he goes too far and accuses them falsely of burglary, for example, that is cheating, and they resent it. On the other hand, there is little sympathy for a con man who gets into trouble by working a mark who is drunk, since this is improper procedure, and he should know better. The same

applies if he is stupid enough to pick a mark with a sense of humor, since it is well known that such people cannot be trusted to play the straight man in **FOOJY** all the way down the line through the terminal game of **"Cops and Robbers."** (This is to describe that in some "scenarios" one game is played after another in a sequence. **FHEJr**) Experienced con men are scared of marks who laugh after they have been taken."

"It should be noted that a practical

joke is not a game of **FOOJY**, because in a practical joke Joey is the one who suffers, while in **FOOJY** Joey comes out on top, and White is the one who suffers. A practical joke is a pastime, while **FOOJY** is a game in which the joke is arranged to backfire."

"It is evident that **FOOJY** is a three- or four-handed game, and that it is related to **"Let's You and Him Fight."**

"Thanks are due to Dr Franklin Ernst of the California Medical Facility at Vacaville, Mr. William Collins of the California Rehabilitation Center at Norco, and to Mr Laurence Means of the California Institution for Men at Tehachapi, for their continued interest in studying the game of **"Cops and Robbers"** and for their helpful discussions and criticisms."

The prototype of this game is **"The Big Store,"** the big-time confidence game, but many small grifts and even the badger game are **FOOJY**

The following are some highlights of the game of "Cops and Robbers" and "Gambler" that Eric Berne describes in his book "Games People Play."

"The Cops & Robbers player, with whom we are concerned here, in some ways resembles the Alcoholic. He can shift roles from Robber to Cop and from Cop to Robber. In some cases he may play the Parental Cop during the day and the Child Robber after dark. There is a Cop in many Robbers (*A Cop, DA and a Judge in many a Robber, witness the skill with which some of the "intramural Court" hearings are conducted by some of the "kangaroo Courts" held within prisons on occasion. FHEJr), and a Robber in many Cops. If a criminal "reforms", he may play the role of Rescuer, becoming a social worker or a mission worker; but the Rescuer is far less important in this game than in "Alcoholic." Ordinarily, however, the player's role as Robber is his destiny, and each has his own modus operandi for getting caught (* The modus operandi is like a set of finger prints, or his signature. Including but not limited to the oily skin deposited fingerprints. FHEJr) He may make it tough or easy for the Cops."

"The situation is similar with gamblers (* Gambler as a game.) At the social or sociological level a "professional" gambler is one whose chief interest in life is gambling. But at the psychological level there are two different kinds of people who are professional gamblers. There are those who spend their time gambling, ie, playing with Fate, in whom the strength of the Adult's desire to win is exceeded only by the strength of the Child's need to lose. Then there are those who run gambling houses and actually do earn a living, usually a very good one, by providing opportunities for gamblers to play; they themselves are not playing, and try to avoid playing, although occasionally under certain conditions they will indulge themselves and enjoy it, just as a straight criminal may occasionally play a game of C&R.

This throws light on why socio-psychological and psychological studies of criminals have been generally ambiguous and unproductive: they have been dealing with two different kinds

REFERENCES

- I. "Frederick Wiseman, in "Psychiatry and the Law: Use and Abuse of Psychiatry in a Murder Case" (American Journal of Psychiatry, 118:289-299, 1961) gives a clear and tragic example of a hard form of "**Cops and Robbers**." It concerns a 23-year-old man who shot and killed his fiance and then turned himself in. This was not easy to arrange, since the police did not believe his story until he repeated

it four times. Later, he said: "It just seemed to me all my life I was bound to end up in the chair. If that was the way it was, that was the way it would be." The author says it was farcical to expect a lay jury to understand the complex psychiatric testimony that was offered at the trial in technical jargon. In game terms, the central issue can be stated in words of no more than two syllables: A nine-year-old boy decides (for reasons clearly brought out at the trial) that he is

bound to end up in the chair. He spends the rest of his life headed toward this goal, and using his girl friend as a target, in the end he sets himself up."

2. "For further information about "**Cops and Robbers**" and games played by prison inmates, see: Ernst, FH and Keating, WC, "Psychiatric Treatment of the California Felon," American Journal of Psychiatry, 120:974-979, 1964."

Dealer, Gaming Commissioner, or Both?

Senator Harry Mason Reid is a representative in the United States Senate, from the State of Nevada. The state is known for its gambling. And Nevada's Senator is the U.S. Senate Majority leader of the "Democratic Party." He is a "party" animal.

Senator Reid, in many respects handles himself like a casino dealer and/or a state gaming commissioner. He knows how the games of gambling work: from the point of view of the gambler, casino, state regulator, and behind the scenes. The goal is to entertain the gambler, make a profit for the casino (which odds favor), make sure the state gets its (tax) cut, and make sure the behind the scene appetites are fulfilled.

In the U.S. Senate, he, Reid, controls the agenda. He (appears) to control which bills are blocked, and

those allowed to move forward. He controls THE TIMING, AND he probably has his thumb on just about everything that goes on behind the scenes.

Right now, the U.S. government is spending trillions of dollars more than it takes in. The Secretary of Treasury (who works for the President) says that if he does not get an OK from the elect to raise the "allowable debt" that he will have to stop writing checks (in excess of revenues). His intent gets vague here. Is he posturing for the President, playing his role, or what? Many people believe things will freeze up. Many are saying (threatening) bad consequences will result if the debt is not allowed to grow. And so it goes.

Does Senator Reid have a plan, a process in mind? What is it?

In dealing with two prior critical matters: the Patriot Act and "Obamacare," Senator Reid ran out the clock in a series of moves that jammed the other representatives both in the House and in the Senate. He left them little or no time to view, look at, and comment, discuss these critical matters. Looks like the quiet man from Nevada is up to the same scenario again, a late night "take it or



leave it" deal that no one has read. With the threat of an impending disaster (a crisis which resembles a shake-down) the elect and the people they represent are left with few alternatives. Where is good judgment in all of this? The elect and people are being told a deal may be near, and if they don't accept the deal, in this case the "grand" deal, the entire fiscal house of cards could come down on the United States of America and the world.

Derivatives anyone?

BUT, wait a minute. Revenues are at a staggering all time high NOW. AND expenditures are, too. A couple years ago EXPENDITURES grew and grew and grew. And the numbers of federally employed employees has skyrocketed.



While studying the biography of Mr. Reid (in "Wikipedia") I came across a notable incident while he was a Nevada Gaming Commissioner. Quote: "Reid then served as chairman of the Nevada Gaming Commission from 1977 to 1981. When Jack Gordon, (LaToya Jackson's future agent and husband), offered a \$12,000 bribe to get Reid to approve new games for casinos, Reid brought in the FBI to tape Gordon's bribery attempt and arrest him. After FBI agents interrupted the transaction as prearranged, Reid lost his temper and began choking Gordon, saying "You son of a bitch, you tried to bribe me!" Gordon was convicted in 1979 and sentenced to six months in prison. ... Mr. Reid assaulted Mr. Gordon AND the FBI covered for Mr. Reid. **NIGGYSDOB.**



In another biographical description of Mr. Gordon and the same incident "Wikipedia" says: "In 1978, Jack Gordon offered twelve thousand dollars to then-chairman of the



Nevada Gaming Commission Harry Reid to approve two new, carnival-like gaming devices (Flip-A-Winna and Penny Falls) for casino use. Gordon believed the games would bring him more than \$100 million in profits. Reid notified the FBI and allowed agents to videotape a meeting with Gordon in his office. At the point where Reid asked, "Is this the money?" FBI agents burst in to arrest Gordon. **Reid, a former boxer, exclaimed "You son of a bitch, you tried to bribe me!" and attempted to strangle Gordon, before startled agents pulled him off. ...**

In a more recent show of his boxing prowess Senator Reid waived his first index finger while talking about Senator Paul's proposed amendments to the reauthorization bill of "The Patriot Act." Mr. Paul clearly understands the deficiencies and liabilities in "The Patriot Act" and the detrimental consequences for freedom. Mr. Reid's presentation was in the manner of a scolding (disciplining?) father. This was out of place. See the YouTube video at <http://www.youtube.com/watch?v=q4imruUGZas>



In yet another video Senator Paul defended himself against these personal attacks by Senator Reid. See the video titled: "I Rise In Response To a Scurrilous Accusation!" at <http://www.youtube.com/watch?v=g4imruUGZas>

(Rupert Murdoch's) Fox News agents piled on and attacked Senator Rand Paul some more. See this video at <http://www.youtube.com/watch?v=h6nhMGtq9Ng&t=1> Please note: Mr. Murdoch, FOX News, et al are being grilled now for "hacking." (Wire taps?) (Where is the NSA in all of this? (Moonlighting NSA agents?)

Then there is this: **MSNBC Host Hits Dems on Patriot Act Hypocrisy** "MSNBC host Cenk Uygur speaks with George Washington University professor Jeffrey Rosen on Senator Harry Reid (D-NV) strongly supporting the Patriot Act despite the fact that he opposed it in 2005. Meanwhile Tea Party favorite Rand Paul (R-KY) opposed re-authorization." <http://www.youtube.com/watch?v=vL3cqDj8&feature=related>

of people who cannot be adequately differentiated in the ordinary theoretical or empirical frameworks. The same is true in studying gamblers. Transactional and game analysis offer an immediate solution for this. They remove the ambiguity by distinguishing transactionally, below the social level, between "players" and "straight professionals."

"Like any professional, a straight criminal likes his jobs to be as clean as circumstances permit. The C&R criminal is compelled to blow off steam in the course of his work. The true professional is said never to operate until the fix is in; the player is willing to take on the law barehanded. Straight professionals are well aware, in their own way, of the game of CGR. If a gang member shows too much interest in the game, to the point of jeopardizing the job, and particularly if his need to be caught begins to show, they will take drastic measures to prevent a recurrence. Perhaps it is just because straight professionals are not playing C&R that they are so seldom caught, and hence so rarely studied sociologically, psychologically and psychiatrically; and this also applies to gamblers (*The reason an individual would come to the attention of one of these professions would lie in the person's maladaptive behavior in the social situation in which he lived. FHEJr) Hence most of our clinical knowledge about criminals and gamblers refers to players rather than to straight professionals.

"SOBA Crusades" - SOBA CRUSADES: Regimen for Getting-well of being a SOBA-Hunting-Crusader

(SOBA = SOB-Authority).

This is Exchanging a Get-On-With (the job) instead of a Get-Rid-Of-that-SOB-Authority boss:

1. Up the number of daily "hellos" to the SOBA by 20%.
2. Give the SOBA his "certified name" at least once a day, best with the "good morning! (Mr. Fowler)" or day-ending "good-bye! (Mr. Fowler)"
3. Give an audible, vocal response at least once every 30 seconds during (verbal) transactions with "this chief" including the time during his "(Parent) lectures" as with "Uh hum!", "OK!", "I see!", "Yes," etc.
4. Keep your (head) "level" most of the time while he is talking to you. Let yourself be swayed (head physically tilted) by him, up to 20 seconds at a time, if useful, to keep the transactions uncrossed. This is to say that an Adult-programmed, compliant-Child set of procedures may well satisfy the disciplining Parent of the boss so that his own Adult can later step in and Get-On-With the job program (with you).

The (self imposed) limitation of "20 continuous seconds at one time" (between "renewal of the level") has to do with the length of time the Adult ego state, the level-headed person, can remain in charge inside the person's head while an authentic Child (behavior) is evident. When the Adult interrupted posture is extended beyond 30 seconds, the likelihood of the Child-self becoming "hooked" into taking charge inside yourself, accelerates rapidly. Result: the SOBA-Hunter (Crusader) of Childhood is more easily enticed into playing through to the Pay-Off (e.g., Uproar) in the available bilateral game. Again! Go back to being on-the-level again within less than 30 seconds. This "30 seconds phenomenon" is a matter of the "kinesthetics of feelings and behavior."



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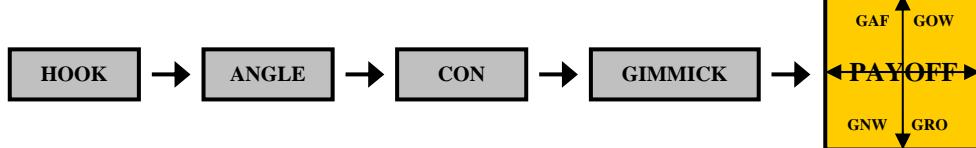
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A game is defined as a recurring set of transactions with ulterior transactions, concealed motivation, a gimmick, and a payoff. Eric Berne, M.D. used a particular variation of the duplex transactional diagram to represent the ulterior aspects of a 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:



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

Recognition and Compromise

On page 15 of "Games People Play" Berne explores compromise and recognition-hunger.

.... If you are not stroked, your spinal cord will shrivel up." Hence, after the period of close intimacy to the mother is over, the individual for the rest of his life is confronted with a dilemma upon whose horns his destiny and survival are continually being tossed. One horn is the social, psychological and biological forces which stand in the way of continued physical intimacy in the infant style; the other is his perpetual striving for its attainment. Under most conditions he will compromise. He learns to do with more subtle, even symbolic, forms of handling, until the merest nod of recognition may serve the purpose to some extent, although his original craving for physical contact may continue unabated."

"This process of compromise ... is the result of a partial transformation of the infantile stimulus-hunger into

something which may be termed RECOGNITION-HUNGER. As the complexities of compromise increase, each person becomes more and more individual in his quest for recognition, and it is these differentia which lend variety to social intercourse and which determine the individual's destiny."

"Stroking" may be used as a general term for intimate physical contact; in practice it may take various forms. Some people literally stroke an infant; others hug or pat it, while some people pinch it playfully or flip it with a fingertip. These all have their analogues in conversation, so that it seems one might predict how an individual would handle a baby by listening to him talk. By an extension of meaning, "stroking" may be employed colloquially to denote any act implying recognition of another's presence. Hence a STROKE may be used as the fundamental unit of social action. An exchange of

strokes constitutes a TRANSACTION, which is the unit of social intercourse."

Your desire for recognition as people and elected representatives is a strong one. But remember your job as the "elected" is to represent the people and the States that sent you. And above all, protect and preserve the freedom we all so dearly cherish and expect.

God Bless.

