

## The Game-by [\[BA\] Gooster](#)

The Game is a mind game in which the objective is to avoid thinking about The Game itself. Thinking about The Game constitutes a loss, which must be announced each time it occurs. It is impossible to win most versions of The Game. Depending on the variation, it is held that the whole world, or all those who are aware of the game, are playing it all the time. Tactics have been developed to increase the number of people who are aware of The Game, and thereby increase the number of losses.

Everyone in the world is playing The Game. (This is alternatively expressed as, "Everybody in the world who knows about The Game is playing The Game" or "You are always playing The Game.") A person cannot refuse to play The Game; it does not require consent to play and one can never stop playing.

Whenever one thinks about The Game, one loses.

Losses must be announced. This can be verbally, with a phrase such as "I just lost The Game", or in any other way.

Strategy is to focus on making others lose The Game. Common methods include saying "The Game" out loud or writing about The Game on a hidden note.

[[The Game]]