

The Only Winning Move – a musing by John¹

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War Games

One of my favorite movies from the 1980's is *War Games*, about a teenager named David who tries to hack into a computer game company from his suburban bedroom by dialing phone numbers until he gets a modem tone. Although unable to log in once connected, nevertheless he manages to get a list of games by simply asking for help. The list intrigues him, especially the one named *Global Thermonuclear War*. Determined to play it, he eventually finds a backdoor into the remote computer by researching the game designer, who had named one of the other games after himself.

The game computer, nicknamed Joshua, asks David if he is sure he wants to play the war game:

WOULDN'T YOU PREFER A GOOD GAME OF CHESS?

But David insists, not yet realizing that Joshua is actually a military computer designed to simulate nuclear conflict but which has recently been given direct control over strategic missile silos so as to bypass fallible human operators. David chooses to play the side of the Soviet Union and selects targets in the United States. A timer begins counting down the number of hours remaining until missile launch. But then David is abruptly called away from his computer and so shuts it off thinking that the game will terminate when he does so. But later, he learns that he has unintentionally started an international crisis that no one seems to be able to stop because Joshua has locked everyone out.

A few days later, with the countdown approaching zero and the world on the brink of nuclear annihilation, David remembers that Joshua was designed with the capacity to learn and asks it to play tic-tac-toe against itself, counting on the fact that this game cannot be won against a competent opponent. After rapidly simulating many games during the remaining few minutes of the countdown, Joshua realizes the futility of tic-tac-toe and pauses the nuclear launch at the last moment. He then begins simulating dozens of nuclear conflict scenarios:



STRATEGY:	WINNER:
TURKISH HEAVY	NONE
NATO INCURSION	NONE
U.S. DEFENSE	NONE
CAMBODIAN HEAVY	NONE
PACT MEDIUM	NONE

Unable to find a winning strategy, Joshua terminates the “game” and remarks:

*A STRANGE GAME.
THE ONLY WINNING MOVE IS NOT TO PLAY.*

HOW ABOUT A NICE GAME OF CHESS?

¹ Author of [The Metamusings Trilogy](#). This article is a distillation of one of the main themes of the third book.

Game Theory

Although gaming strategies have been more or less understood throughout history, it was only about a century ago that *game theory*, as a mathematical and analytical framework, began to take shape. The 2001 film *A Beautiful Mind* popularized game theory, bringing increased attention to such terms as *zero-sum game*: a game or situation in which one can only win if another loses.

The film *War Games* posits that the “game” of Global Thermonuclear War cannot be won, implying that it is neither a zero-sum game nor a positive-sum game. Technically, it could be classified as a negative-sum game but this term is misleading because it allows for winners, in principle, as long as there is a net loss among all players. The “game” of Global Nuclear War can have *no* winners. That this is so surprised Joshua, because the games he was trained on were typically zero-sum games such as chess. A better description of nuclear war is that it is an example of a *lose-lose scenario*, in contrast to *win-lose* and *win-win scenarios*. All players lose. A strange game, is it not?

The prevailing scenario on planet Earth has been at best win-lose. We have been conditioned to believe that resources are limited; there is not enough to go around. Therefore, it is only “natural” that there must be winners and losers, haves and have-nots, predators and prey. *Might makes right. Winner takes all.* But since the advent of the nuclear arms race – recently revived – we find ourselves in a lose-lose scenario, with the countdown rapidly approaching zero.

But Creation also supports win-win scenarios. In fact, the underlying nature of reality upon which the illusory win-lose overlay rests, is an ever-expanding abundance always available to be tapped into. This abundance, being infinite, must even include support for win-lose or lose-lose scenarios. Such competitive or self-annihilating scenarios only exist by virtue of the unlimited abundance of Creation.

Win-win scenarios may still be considered games – for our purpose of understanding reality – but they are not games based on competition, on defeating rivals, on coming out on top at the expense of others. Think of the game named *Treasure Hunt*. The object of the enlightened version of this game is to find the love contained in each and every moment, as per Ra. The challenge of this game is that love, being of the reactive feminine principle, does not manifest as *will* until activated by masculine light. Shining the light of conscious intent into the present moment activates the intended potential from among love’s infinite potentials, revealing the treasure or the *present* – as in *gift* – contained in the present moment. This *present* is indeed pre-sent because it has existed as a potential since the moment of Creation. Everyone wins the game when all players give from their hearts with no expectation of immediate reward but with the understanding that such an orientation establishes giving/receiving positive feedback loops resulting in every player declaring: *my cup runneth over*.

But abundance created through harmonious cooperation has a potential downside: stagnation. Some players value the struggle and striving that accompanies scarcity because by playing the scarcity game they may foster the development of valuable character attributes such as perseverance and resourcefulness. Competing for scarce resources or rewards drives them to surpass their own limitations in the guise of surpassing rivals, and it can even cultivate self-love when they find the grit needed to rally back from defeat. Thus, they may seek out win-lose scenarios during their third density experience for the potential side benefits they offer.

The definitive choice

Having sampled both win-win and win-lose scenarios over many lifetimes, aspiring graduates of third-density must make a sovereign choice of polarization that determines their path of approach to

unity consciousness through higher densities; polarizing one's being is comparable to achieving escape velocity into those densities. As paths of evolution in consciousness, the two paths might be named *the path of rapport* and *the path of rivalry*, corresponding to win-win/abundance and win-lose/scarcity respectively. Both paths are supported by Creation and balance one another, but rivalry is the more difficult of the two and falls short in the end, requiring a reversal of polarity in the home stretch.

Thus, rivalry is two steps from heaven (unity) as compared to rapport being only one step away. The path of rivalry is an excursion into hell from which one may return with trophies. Rivalry is for those with a passion to fight any who stand in their way, who savor the defeat of their foes, who relish control and domination. Their path contributes to Creation by providing catalyst for those on the path of rapport and by enhancing the experience of the Supreme Being of Its infinity of potentials.

On the path of rivalry, feminine willingness is suppressed while feminine will power is subjugated to immature masculine ambition, a contrived balance between the lower feminine chakras and the upper masculine chakras that bypasses the heart chakra as it must, for this is an orientation devoid of compassion and as such can never win the game of oneness. However, descending into hell first may be the quickest way to heaven for some. Finding out what doesn't work is often the way to find out what does work and beats aimless stagnation if the goal is to evolve consciousness. Having excluded their hearts from their doings, rivals ever swirl around it like the winds of a cyclone about its eye, knowing not the joys of tango and denied its culmination in union – until they reverse their polarity and open their hearts.

The inevitable terminus of the path of rivalry is a kind of self-imposed solitary confinement – others are no longer of any use. But to clarify: just because their hearts of rivals are closed does not mean they lack self-love in the energetic sense of internal cohesion. In fact, they have rock solid identities that can withstand even total isolation.

In contrast to the path of rivalry, on the path of rapport masculine intent dynamically balances with feminine will in the heart, a joyful tango melding the two into one in the still center of being, where the infinity of potential doings converges upon a *unity* that is no longer *solitary*, a unity of harmony rather than unison. It is a path of abundance, peace and beauty.

Refusing or neglecting to commit to either of the two paths forward – rapport or rivalry – is itself a default non-choice that leads toward dissolution. Whether due to blasé indifference or worse, self-hatred or some other neutralization of internal binding such as self-loathing, the collection of particles of consciousness that compose an entity eventually lose coherence having failed to polarize, to achieve escape velocity, to graduate, to become sovereign.² These fundamental units of consciousness then part ways to seek more viable associations, lacking sufficient spiritual mass to incarnate except as part of a collective. They are effectively recycled when the provisional identity proves to be a non-viable candidate for sovereignty. Choose wisely.



² Self-hatred and self-loathing tend to be projected externally, potentially causing the acid-like dissolution of interpersonal relationships and, en masse, the social fabric of entire societies, making them also non-viable.

But in the end the win/lose, abundance/scarcity and rapport/rivalry dichotomies are but illusions, a mere plot device in the Great Drama of Creation. Even if a collective identity proves to be non-viable and dissolves, its constituent particles of consciousness may recombine as new identities, retaining the imprint of all prior experiences. By playing the game in all its variants, the One is the ultimate winner, for Its unity is no longer solitary. The only winning move for the Supreme Being, having been stuck in an interminable state of agony having no means of expressing its inherent qualities, was Creation: Fractalization, Individuation, Freedom. Einstein intuited this genesis of Creation when he wrote:

What really interests me is whether God had any choice in the creation of the world.

Effectively, no. Had a solution to the agonizing hell of isolation not been found, we would now be the dreams of an insane God, according to a channeled work I read long ago. What really interests me is whether the isolation God experienced before Creation was self-imposed, the terminus of a path of rivalry in some Meta-Creation in which our Supreme Being is a but fractal part.

The path with heart

Gaia has already made Her definitive choice — a choice for rapport — and will only support the win-win scenario or paradigm going forward. Thus, we are witnessing tectonic shifts across our planet as the win-lose paradigm is uprooted. Those individuals whose definitive choice is the path of rivalry will no longer thrive on this planet; many will eventually relocate to more suitable environs. We need not contend with them as rivals, we need only amplify Gaia's field of harmonious cooperation until it crystalizes throughout its domain. This will manifest most effectively by asserting our sovereign intention. *Intend rather than contend. Manifest rather than manipulate.* Traversing to the timeline one desires is like side-stepping rather opposing obstacles with brute force.

Our only winning move, if we wish to enjoy the coming Golden Age of Gaia, is to cease playing the heartless win-lose game of rivalry. Such a choice does not imply defeat of rivals or condemnation of the path they have chosen. Rather, their game is left behind with an appreciation of lessons gleaned and qualities cultivated by having played it.

As the rapport timeline diverges from the rivalry timeline toward planet-wide harmony and abundance, we should expect to see signs of the old scarcity paradigm dissipating. You can evaluate which timeline you are on by examining your own state of being. For example, would you still get a thrill by winning the lottery — a negative-sum game in which the operators always get their cut — even knowing that some of the losers from whom you benefited will sink into despair, having gambled their last dollar? Would you still celebrate winning a sports trophy or medal as some of your vanquished foes hang their heads in defeat and shame?

Sovereign beings on the path with heart do not need to win a lottery to manifest abundance nor do they need to vanquish foes to feel accomplished and fulfilled. Their joy comes from authentic expression, harmonious intercourse and creation of beauty. But if your answer to the above questions was *yes*, and you are determined to graduate from third density as a rival, then be prepared to go *all in* (in poker lingo) — or at least 90% in according to Ra. And be prepared to buy your ticket to hell at the cost of your heart. It will be a rough ride, during which you must always watch your back. Remember that when playing poker, if you cannot tell who is the mark at the table, then *you* are the mark. The motto of rivals is *use or be used*.

The path with heart was beautifully demonstrated recently when Amish volunteers traveled to the area in North Carolina ravaged by a hurricane to build tiny houses for homeless survivors, at their own expense. The Amish have an exquisite balance of self-reliance (sovereignty) and community bonding (rapport). Their gift was its own reward, and their humble demonstration of goodness was like a loving light shining upon the world. This is the way of Gaia going forward: *The meek shall inherit the Earth. The Lion shall lie down with the lamb.*



*To see a World in a Grain of Sand
And a Heaven in a Wild Flower
Hold Infinity in the palm of your hand
And Eternity in an hour
– William Blake*

What meaning there is, is to be found on the joyful path with heart, by virtue of the golden mean of rapport, in which the ratio of self to other matches the ratio of other to whole: self reflecting Self, finite grasping Infinity.

The Golden Age of Gaia shall, in time, be signified by a golden hue that is not of our visible spectrum but is *alive*. According to Ra, this is a feature of sixth density, but the muses suggest that we might reach sixth density sooner than expected.

*And you all get the power
You all get the best
When everyone gets everything
And every song, everybody sings
– Live is Life by Opus*