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by

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Once upon a long time ago in the deepest inner space of the present galaxy there existed a small island country where all manner of change was random and chaos ruled. This island was peopled by strangers, for they had no sense of time, place, person or circumstance and were quite unable to make any sense out of days or nights, much less the behavior of those they encountered. Although very bright and inclined to do so, they had no reason to understand the nature of their own existence, except for their separate efforts to relieve hunger, thirst and other sources of immediate discomfort. In spite of these overwhelming shortcomings, or perhaps predictably because of them, all matters of conflict and necessity for agreement were resolved through the gradual development of ritual games which everyone played, giving no thought to their origin or purpose. Of course the Elders kept the Master Board in their presence at all times and spoke of the Ancients as they went about their daily duties of naming, assignment, number keeping and attributions.

In the natural course of events, the rule of chaos was greatly wounded by naming, assignment, number keeping and attributions, for now many previously unknown and invisible things were made more certain and often predictable to all who played the game, and for many generations all had been numbered and assigned at birth. Each day's certainty was greatly enhanced by the playing and all agreed that known conflicts were better than chaos, yet there remained a great deal of time and circumstance to which all Players were subject, and some by necessity of their extreme circumstances could not play at all. Such Nonplayers were of no effect as they existed in their isolated conditions, but they all eventually required placement in one of the Great Houses in the charge of the

Keepers who had achieved that assignment for a time determined by turn at the Master Board.

By the tradition of the Ancients, any Nonplayer was automatically placed in a Great House when a claim for placement was filed by two or more aggrieved Players, being duly verified by the Elder on game watch. This arrangement produced remarkable relief and certainty for the whole island and was deemed most beneficial by all Players during the early years. But time and circumstance being what it is, this happy state of affairs met with an approaching certainty of such magnitude and detriment that it threatened to make the Master Board of no effect.

An assignment Messenger had determined quite by accident that the number of Keeper assignments required daily by the Master Board was growing at an alarming rate while all other assignments, except for Nonplayers, were decreasing. This eventuality had been covered for generations by gradually increasing the number of Keepers and Great Houses, but tomorrow the growing number of Nonplayers would require that even Elders be subject to assignment as Keepers. In fact, without some change in circumstance, time alone would insure that the population of Nonplayers in the Great Houses would far exceed the population of Players on the island.

Upon hearing this grave report, the Council of Elders very nearly assigned the Messenger as a Nonplayer, but they could not by any comparison refute the numbers which were of their own making. Thus forced, pressed, and perplexed, the Council determined the necessity of breaking the seal to the **Dark Room of Decision** and entering where tradition holds that the Ancients first shaped the Master Board and its various rules of play according to the dimensions and happenings within that utmost secret chamber. But as a predictable consequence of their lifelong dependence on the Master Board for every course of action and determination, the Elders reasoned it prudent to create a new assignment that could be charged with the novel task of entering the secreted Dark Room and determining the consequences thereof in advance of any Elder.

After much deliberation and some considerable dispute and confusion, the Elders concluded that secrecy alone was sufficient to dictate that the Messenger himself should be appointed the new assignment of Seeker to enter the Dark Room after an appropriate fast of water and food to sharpen the senses and decrease the necessity of elimination. It was further determined that the Seeker should enter on the darkest of nights to avoid any possible violation light might make upon the unknown contents of the Dark Room or its happenings.

Upon learning of his newly created assignment, the Seeker was anxious to hear the nature of his particular duties that he might perform them in the manner expected and thereby avoid the certainty of failure and assignment as a Nonplayer, but having been present during the deliberations of the Elders, the Seeker elected to hold his tongue, being sure only that a Seeker was not a Messenger and that the privileges of a Seeker had yet to be established. This strategy proved beneficial immediately, for the Elders displayed more apprehension than the Seeker felt as they disputed and concerned themselves as to the appropriate behavior of a Seeker in the **Dark Room of Decision**. Being forced to conclude that a Seeker's behavior could not be measured once the Seeker entered the Dark Room and that the nature of time and circumstance within the Dark Room was likewise unknown, the Elders feared to set any particular instruction.

The door to the Dark Room and its ancient seal were conveniently located on the North wall of the Council Room, making no requirement for the Seeker to leave the Council Room for entry. For secrecy's sake on the part of Seeker and tradition's sake on the part of the Elders, as they exited the Council Room, the Elders placed ten candles on the Council Table, in addition to the flint and lit candle in the center of the table, instructing the Seeker to make what use he would of the Council Room until there was no light remaining, whereupon he was to break the seal and enter the Dark Room at his convenience, remaining there as long as exploration and happenings dictated for his assignment as Seeker.

Alone in the Council Room, the Seeker felt a powerful sensation of excitation which he attributed to his isolated condition and the matter at hand. He thought it strange indeed that he should be drawn so strongly to break the seal immediately to discover what mystery lay within. This unexpected attraction was so great that he fully had to restrain himself and move away from its source, putting the distance of the Council Table between his inclination and its object. He discovered some further relief by sitting in the chair furthermost away and opposite the sealed door, focusing his attention on the flame of the candle which had a pleasing appeal of its own in the otherwise dark Council Room. As he was able to gather his faculties, he assayed his general circumstance to be quite fixed, yet full of choices not testable by trial and error. Having fasted since he was a Messenger and having both flint and ten additional candles at his disposal, he wondered upon what conditions other than the presence of darkness should he break the seal.

As he thought on these matters, he accurately reasoned that darkness was at liberty to rule in the absence of light and would indeed establish itself by no action on his part, yet he in turn might distribute the darkness by his fortunate possession of the flint and candles. As he began to understand that each such distribution of darkness might be allowed to continue beyond his endurance of current physical deprivations, he fell headlong into a deep sleep.

Upon awakening in total darkness, the Seeker was immediately aware of a great paradox: his renewed excitation returned in the form of a growing apprehension concerning the door to which he was previously so strongly attracted. Being now close to the exit door and opposite the door to the **Dark Room of Decision**, he briefly thought to rush out of the Council Room and thereby declare himself a Nonplayer, but this entertainment was quickly arrested by the necessity to orient himself to his current position. Becoming increasingly accustomed to the present darkness and unable to discover any advantage in lighting a candle, the Seeker determined to embrace his current loss of vision as a prudent preparation for entering a domain ruled by darkness.

With decreasing hesitation, he was surprised to find a growing comfort in feeling his way around the Council Room and even found occasion for humor in his awareness that there was no difference at all whether he closed or opened his eyes. Having given full exploration to his current confinement and obtaining the flint and a candle for added security, he reestablished himself in the position in which he had fallen asleep and immediately had a remarkable and provoking thought: *being in the dark is much like dreaming and the mind has an eye of its own.* Fully convinced of the practical utility of this insight and being confident that further delay gave no advantage, the Seeker closed his eyes, placed the flint and candle on the table and walked according to his mind's eye straight to the sealed door.

Upon breaking the seal of clay and wax and slowly opening the heavy door of the Dark Room with great silence and surprising ease, the Seeker heard the distinct sound of some small object fall before him. Standing quite still in the thick darkness and experiencing no further effect, he carefully reached to its estimated place and determined by touch the apparent form of a small box the approximate length of one finger. He reasoned the presence of the box as being beneficial to his purpose, but was undecided as to picking it up from his present position before fully entering the Dark Room and closing the door behind him. Determining no advantage to delaying, reaching very slowly so as to insure his current position, he lightly grasped the small box and carefully placed it in his pocket. Since feeling the back of the door revealed no handle by which it could be opened from the inside, it was with some tremor of body that the Seeker took the committing step inside the Dark Room, unaware that the door was silently closing behind him.

As the sounds of his body gained prominence in the thick darkness, the Seeker scarcely prevented an unexpected impulse to scream. Though sure of his position in space and acutely aware of the press of his feet against the surface below, he felt an urgent need to touch the floor with his hands to prevent any further disorientation. As he bent forward to do so, he experienced a brilliant burst of light images as his head struck hard against a surface in front and his arms struck surfaces on each side as he jerked back against the door. Paying no attention to the pain, he rapidly regained his composure and gradually

readjusted to the darkness only to learn that he was now enclosed in a very small room indeed, with each wall being the same width as the door, which he measured to be the approximate length of his arm. The walls and floor were smooth and cool to the touch, being made of the same hard material. There were no objects, markings or defects apparent in the structure, thus no clue for direction or the door, except for his memory of position upon entering. "Facing North, back to the door! Facing North, back to the door! Facing North, back to the door!" he shouted in his mind as if he might otherwise forget.

Feeling his pocket to confirm his possession of the small box as he slowly sat down, he thought himself truly a novice Seeker to have such a difficult time touching the floor. At least he knew which way was North and which wall used to be a door, but what benefit was this knowledge? Now sitting with his legs crossed, he reasoned that his right knee was touching the East wall, his left knee touching the West wall, and his toes touching the North wall as he rested back against the South. As he reflected on such matters, he became increasingly convinced that the Elders were correct about one thing: the **Dark Room of Decision** was dark. But what did its form and happenings have to do with the Master Board and how was he to get out of the room? How long would the air last? How could he be sure of his position if he were to fall asleep? Should he open the box now and what might it contain? Who was he talking to in his mind? With the weight of many such questions, the Seeker again fell fast asleep.

As his awareness abruptly returned, the Seeker thought to keep his eyes closed as he had so confidently determined to do before bumping his head, but he opened his eyes to the darkness of the **Dark Room of Decision**, now understanding that having his eyes opened would serve no distraction in the thick darkness. Rehearsing in his mind the recent course of events, he became increasingly aware of the marked contrast between the rich diversity of the inner world of his own thoughts and the poverty of happenings in the outer world of the Dark Room. He understood that this unaccustomed exercise of his own reason had been forced upon him by the severe physical limitations imposed by the Dark Room. He was both pleased and discomfited by his now acute awareness of his own imagination,

pleased at the possibilities and liberties at his disposal and discomfited at the equally created uncertainties and liabilities.

The Seeker toyed with the nature of his own imagination and earnestly sought to understand the relationship between his thoughts and experiences. On the one hand, he assayed himself to be like an ignorant god, having unlimited creative power and control without any boundaries of time and circumstance. On the other hand, he thought his self to be more like an unwilling servant, being totally subject to his own expectations and focus of attention. He became increasingly distressed as he could reason no sure place for time in the domain of his imagination, and was doubly distressed when he could determine no common reality of space or experience among men. He understood that both past and future are pure figments of imagination and the present never stands still, with each person necessarily being in his own place, absolutely alone, to selectively experience events according to his limited and private perceptions. As he considered matters on the one hand then the other, he was impressed by the balance in the middle of such duality and how his outer body reflected the same symmetry and necessity of cooperative interaction to accomplish most any purpose. The Seeker found unexpected consolation when a thought intruded in his deliberations: he had failed to consider the ceiling of the Dark Room and how it might relate to the sealing of the door. The train of his thoughts rushed rapidly without any apparent intent on his part, adding percept upon percept and drawing the Seeker to conclude that his very self existed only in his dark imagination. Indeed, the Seeker was forced to conclude that his very self was in large part a direct product of his own imagination, being necessarily shaped by his imagination at all times. But what is the imagination? Of what does it consist and what “laws of the universe” does it follow? Is not the imagination evidently subject to the conscious exercise of reason, the Seeker asked his self, attempting to discover the differences between his self on the one hand and his imagination on the other.

As he considered the power and influence of his thoughts on his actions and experiences, he could think of no experience that he could not create in his mind. This thought impressed and fascinated him. In his current state of isolation and sensory deprivation, he

realized that his body was actually physically responding to the thoughts of various events as if he were actually experiencing them. He began to test this felt cause and effect relationship through every cognitive stimulus he could conjure and every related physical response he could measure, ranging from his increased salivation at the thought of biting into a lemon to changes in heart rate associated with both pleasant and unpleasant imaginations. Similarly, the Seeker found he could not only intentionally create and enhance the experience of emotional states as diverse as anger, fear, grief, desire, and relaxation, but he could also actively manipulate his current experience of basic physical needs by how he focused on their appropriate objects and activities, such as thoughts of food and eating for increased hunger.

When he first entered the Dark Room, the Seeker was unpracticed in the exercise of his mind and he felt a need to take stock of what he was learning. He smiled as he understood the purpose and meaning of the Dark Room and marveled at the power hidden in its simple instructions. He was anxious to measure his new skills and determined to apply them to his current confinement. Focusing his attention on the small box which was still in his pocket, he reasoned that its shape was in proportion to that of the Dark Room and wondered what inside the small box would correspond to him in the Dark Room. Reasoning that the only happenings in the Dark Room were his own thoughts and their effects, he concluded that he was in effect the key to opening the door. Since the box had fallen to the floor when he opened the door, it was reasonable that returning it to its original position within the room might be necessary before the door would again open. If the box was indeed in proportion to the room, he should be able to stand and easily touch the ceiling. Only one thought perplexed the Seeker: if returning the box to its original location was the appropriate action for him to take, what further purpose could any object within the box serve?

The Seeker stood, removed the box from his pocket, and carefully opened it in the palm of his left hand. At first he thought it empty, but feeling inside he found the distinct outline of the impression of a key in wax. An image of a key, he thought, just the

memory of a key preserved in wax, an imaginary key to unlock the imagination of a man. It worked for me, he thought as he carefully closed the box.

Reaching to the ceiling, the Seeker felt the same smooth surface as the floor, but confidently placed the box against the center of the ceiling and gently pushed. He heard a faint click as the imaginary key within the small box disappeared as it again locked into its hidden place. He immediately felt the soft flow of the air around him as the door silently opened. As he further opened the door to reenter the still dark Council Room, he imagined the door again closing behind him once freed to do so. He anxiously felt the outside of the door, relaxing as he touched the handle and remnants of the broken seal.

Unable to imagine any further advantage to keeping the door open, the Seeker walked to his previous position at the Council Table and sat down. He thought it strange that he should feel so uneasy and out of place in this familiar position until he realized that his full attention was focused behind him toward the exit door. He moved to the opposite end of the Council Table and again sat down, feeling quite comfortable with his back to the **Dark Room of Decision**, so comfortable that he drifted into a peaceful sleep as he dwelled on how a Seeker was to instruct the Elders concerning the happenings in the Dark Room.

The Seeker awakened unusually refreshed and alert with a sense of energy and purpose he had never experienced as a Messenger. He immediately walked to the exit door and opened it to find all the Elders gathered together each with a lit candle. The light momentarily blinded the Seeker as it flooded past him into the Council Room. The silent expectation was pierced by "Did you enter the **Dark Room of Decision**?" "Yes," replied the Seeker. The Elders immediately filed past into the Council Room, each in turn counting the ten candles left on the table and examining each chair at the Council Table as one resealed the door to the **Dark Room of Decision**. "You sat here last?" said one. "Yes," replied the Seeker. "This is now your place. No one has taken this place since the Ancients created the Master Board. Let each man keep silence and take his position at the

Council Table.” No man moved until the Seeker hesitantly walked to the head of the Council Table. Each stood still by his chair until the Seeker sat.

“By what name will you be called?” one asked. The Seeker had never heard or thought about having a name of his own, for only the Ancients had personal names and all men were known by their assignment and number. His mind raced into the Dark Room for some clue to answer. “Every man will have many names: one according to his birth, a personal name of his own choosing and other names from time to lime as others may choose to call him according to his nature or circumstance. The name of my choosing is ‘Idich.’ What are your names and what will you call me according to the happenings in this room?” The Council was shocked and amazed at this hearing and the effects of confusion and indecision spread among the Elders. “May we see the workings of the Master Board?” one asked. “No.” replied the Seeker, presuming by the asking of the question that he could give such an answer.

In the course of time, each Elder spoke his newly chosen name and all agreed that the Seeker's name according to the happenings in the Council Room would be “Counselor.” Being sensitive to the great dependency all men vested in the Master Board and considering the course of its many generations, Idich reasoned it prudent to devise some means whereby the exposure of the Master Board and its Lot could be accomplished without undue distress and opposition. It was quite evident to Idich that the Master Board and its Lot were either the device of an evil Ancient to keep all men in ignorance and subjugation to his personal reading of the Lot according to its place of falling on the Board, or the Master Board was a game that had gained purpose beyond its design, being promoted by men to the function of a king. Determining to expose its nature and many limitations, Idich called for the Master Board and its Lot.

The Master Board was placed on the Council Table and the Lot was passed to Idich. Now, Idich well understood the operations of the Master Board and the Lot, but he waited until one asked, “Counselor, will you inquire at the Master Board?” “What need have I to inquire?” he replied. “But Counselor, someone must inquire at the Board or the

rule of chaos will return,” another said. “I will keep the Lot of the Master Board and you will inquire of me that I may in turn inquire of you. In this manner will chaos be prevented and the appropriate order of all things established.” Knowing the Lot to be the similitude of the small box and the Master Board to be the pattern of the ceiling of the **Dark Room of Decision** with its place for the Lot in its center, Idich placed the Lot in his pocket as he thought how sad it was that men had so long sacrificed their selves to chance and their reason to darkness.

“Counselor, will you tell us of the happenings in the Dark Room?” one inquired. “I will teach you such happenings as you are able to receive them and you will be able to receive them as you are able to inquire,” Idich replied. “For now, let each Elder consider all matters at hand and return with the sunrise, each with his own inquiry.” As the Elders filed out of the room in their usual order, Idich looked past the old Master Board to the chair where he had first fallen asleep before entering the Dark room, thinking that the Elders would be in much the same condition in their own beds this night.

Idich was met by a novel sense of urgent expectation among the Elders as he entered the Council room at the full rise of the sun. “Leave the door open and take your seats,” he instructed, knowing both instructions were contrary to tradition. “But Counselor, the rules of order clearly dictate that the door must be closed and you must be seated before any Elder,” one said. “By the end of this day there will be a new tradition in all things. Am I not Counselor and able to break or establish tradition?” Without answer, each Elder took his seat and Idich spoke as he walked from place to place in the room, intending that this method would be beneficial to the business at hand. From time to time he would pause before one door then the other, intending by his actions as well as his words to interrupt the thoughts of the Elders and force them to adjust their orientation to perceive familiar things in a new light. “Today I will receive twelve inquiries and tomorrow you will receive twelve instructions. Choose among you which of your various inquiries will be made.” Idich continued in the room during the deliberations of the Elders, for they were unaccustomed to passionate debate and had little talent for drawing conclusions without the use of the Master Board and its Lot.

There being little hope of further agreement among them, the Elders concluded that each should offer one inquiry without any duplication, being aware that the latter inquiries would be less obvious and thereby more difficult to establish yet have the advantage of all previous inquiries and perhaps be more revealing as to particulars. Being hesitant to address the Counselor concerning what order he might use to take inquiries, lest the Counselor consider such to be one of their allotted inquiries, the Elders agreed each would write two separate inquiries and place them in the center of the table to be at the disposal of each to use or not use at his turn. This being accomplished, Idich instructed each Elder to write his chosen name, which he collected and placed in his pocket. Idich was pleased with the method of the Elders and thought it not unlike the happenings in the Dark Room. Idich proceeded by drawing a name in no particular order and receiving the inquiry that followed.

Inquiry 1: “What were the happenings in the **Dark Room of Decision?**”

Counselor: “I was the only happening in the **Dark Room of Decision.**”

Inquiry 2: “What is the **Dark Room of Decision?**”

Counselor: “A small, dark room free of distractions with no apparent means of escape, thus structured to allow for increasing awareness and constructive reasoning. The happenings in such a place are of the mind and within the mind there may be more or less light.”

Inquiry 3: “What was your happening in the **Dark Room of Decision?**”

Counselor: “I discovered the light of reason within myself.”

Inquiry 4: “How did you obtain the light of reason?”

Counselor: “I had the light of reason when I entered the Dark Room, but that light was hidden by the darkness in my own mind. Such darkness prevails without the effectual exercising of apparent truth with balanced Judgment.”

Inquiry 5: “What did you learn from the light of reason?”

Counselor: “All things are relative and chaos never rules. Even chaos is well patterned.”

Inquiry 6: “What truth did you discover?”

Counselor: “I am also what I create my self to be.”

Inquiry 7: “How can a man create himself?”

Counselor: “By the exercise of his own imagination.”

Inquiry 8: “What is the imagination of a man?”

Counselor: “The inner world of past experience, current uncertainties, and future expectations, in which the self selectively dwells.”

Inquiry 9: “What is the self?”

Counselor: “That which experiences, remembers, believes, expects, and imagines, balancing thoughts and structuring questions and answers within each man.”

Inquiry 10: “What is the relationship between the self and the imagination?”

Counselor: “They are one in the same sense as the relationship between the body and the outer world of physical energy.”

Inquiry 11: “What laws of cause and effect govern the self in this inner world?”

Counselor: “The same laws of cause and effect that govern behavior in the outer world.”

Inquiry 12: “What must we do about the growing number of Nonplayers?”

Counselor: “Teach them to become Players.”

Idich knew his answers would only stand for a time, but they were adequate for the current purpose and he was satisfied by the nature of the inquiries that the Elders would not again turn to the Master Board. After reminding the Elders of tomorrow's business of instructions, he left them alone to discuss and dispute as they would, confident of their

good intentions and disposition toward the people of their small island country. He was impressed by how naturally the Elders seemed to transform their usual temporal orientation to make current preparations for a future event. As he lay down to sleep that night, Idich considered that perhaps the task at hand was greater in his inner world than in the outer world of others. As he drifted in a pleasant state close to sleep, he reflected how empty of dreams and shallow of purpose he had been as a Messenger, always building numbers and making assignments according to the dictates of the Master Board. When sleep began to fully cloud his awareness, he was abruptly awakened by the experience of a vision, a dream so sharp and clear that it continued available for review as though it were a present happening. He dreamed that he entered a dark room and fell asleep to dream. In that dream, he awakened from a deep sleep to find himself in a dark room. He thought it strange that he should dream such a dream, until he appreciated how he had indeed recently discovered a dark room within himself and his self within that dark room, a room of occasional enlightenment and exquisite mystery which he could enter at will and must enter upon sleep, selecting among the imperfect fragments of past images animated by an endless array of inclinations and passions to construct a mosaic of imminent expectations and pending possibilities. He had learned in the Dark Room that his imagination was not at the mercy of external events, nor was it necessary that he passively accept what images and emotions might intrude into his thoughts, but that he could actively or passively encourage or discourage any cause or effect of his own being by the nature of his thoughts, to include changing what he feels, wants, believes, experiences, and is inclined to do by what he selectively attends to and how he thinks.

As Idich considered the power he exercised in his thoughts and that a man becomes how he thinks, acting according to the dwellings and practices engaged in his imaginations, constantly predisposing and ever changing his self in preparation for tomorrow's perceptions, actions and reactions, he became increasingly aware that a man has no justification to blame others for his desires or emotions, much less his behavior or thoughts.

No reason for such excuses, he thought as he dressed himself for the day's work, which he would begin that night in the familiar office he had when a Messenger. Arriving at the Council Room before any Elder, Idich set about to create a model of their island country in the center of the Council Table. The island took the form of a flat circle with the several Great Houses being shaped of soft wax, each according to its size and placed within the circle according to its proper location. He moved all of the chairs back against the walls, broke the seal of the **Dark Room of Decision**, and propped the door open with his chair. He retrieved the small box which had fallen to the floor in its usual manner, placing it in his pocket with the Lot of the Master Board. The Elders were predictably shocked and amazed as they entered the Council Room to find the expected order of things disrupted and the security and secrecy of the Dark Room violated. By design, Idich had exposed the Elders to the same disorientation he had experienced upon discovering the nakedness of the Dark Room. Instructing the Elders to gather themselves around the Council Table to better focus on the model, Idich reported his findings concerning the numbers and assignments of the Nonplayers. Having never dealt with such facts in a purposeful manner, the Elders were tempted to attribute mystical divining powers to the Counselor as he informed them in his now deliberate and systematic manner:

Instruction 1: "Unless the Elders choose to have the Players occupy the Great Houses and the Nonplayers occupy the island, turning the Keepers attention to keeping Nonplayers out rather than in, many Nonplayers must again become Players and the Elders must devise means to prevent the ease by which Players become Nonplayers."

Instruction 2: "The Nonplayers consist of people with public and apparent attributes beyond their designation as Nonplayers and all Players are subject to becoming Nonplayers at any time according to circumstance. According to the findings, the Nonplayers consist of those of extreme age without support, those of extreme youth without support, those of extreme ill health without support, those of extreme slow learning without support, those of extreme confused thinking without support, those simply without support, and those who with intent break the rules governing Players."

Instruction 3: “The Players also consist of people with public and apparent attributes beyond their designation as Players, but they each have private support in their extreme conditions of age, youth, ill health, slow learning, confused thinking, nonsupport, and learning to follow the rules governing Players.”

Instruction 4: “It is evident that all Players and Nonplayers are subject to the mercy of others during the extremes of youth and age, and that these natural conditions of living are associated with a greater effect from and/or likelihood of ill health, slow learning, confused thinking, nonsupport and not following the rules governing Players. Thus, the natural dependency of every person is at the mercy of Support from others.”

Instruction 5: “It is evident by numbers that the keeping of a Nonplayer in a Great House requires greater support than keeping a Player outside, with little benefit beyond the keeping. Such keeping of Nonplayers without further purpose is to allow each Keeper to teach without instruction and each Nonplayer to develop according to the conditions of life inside the Great Houses.”

Instruction 6: “The routine private support of Players outside the Great Houses is flexible and more directly related to current dependency needs, whereas the support of Nonplayers in the Great Houses goes first to the building and operation of the Great Houses and the Support of the Keepers.”

Instruction 7: “It is evident that all Nonplayers were at the beginning Players or supported by Players. Thus, many may become Players again if the original causes are removed or the essential support is provided to keep them out of the Great Houses, such support being less than currently provided to keep them in the Great Houses as Nonplayers.”

Instruction 8: “Since current findings reveal the causes for the designation of Players as Nonplayers to be the presence of certain behaviors, the absence of certain behaviors,

conditions of health and/or nonsupport, it is necessary for these causes to be more fully known in order to be prevented, eliminated or decreased.”

Instruction 9: “Since any two people may emit or inhibit the same behavior for different reasons and the function of any behavior or its absence may change according to current circumstance and the predispositions of experience and thought, it follows that: all people should have an opportunity of experience to learn and follow the rules; no rule should be established except as necessary for protection or development; assumptions and judgments as to motive must be conservative; all consequences for rules violation beyond current prevention must be instructive, directly related to the rule violated and not violate any rule.”

Instruction 10: “Since the Master Board is of no effect, rules of social order and individual well-being must be established based on rights and related responsibilities: Players will now include all who are capable of independently exercising rights and meeting related responsibilities, and do not violate the rights of others or prevent others from meeting responsibilities. Nonplayers will be defined as all who violate the rights of others, do not meet their responsibilities, prevent others from exercising their rights, or prevent others from meeting their responsibilities. A new assignment of Dependent Players will be established for those who simply require appropriate and essential support to be Players.”

Instruction 11: “The operation of the Great Houses will be according to the same rules as the operation of the island and no Dependent Player will be assigned to a Great House. All Keepers and Nonplayers will be taught the same rights and related responsibilities, limited only by their respective roles. Nonplayers who continue engaging in behavior that would lead to their being again classified as Nonplayers, in spite of clear opportunities and the ability to behave as Players, will remain within the Great Houses and will progressively be prevented opportunities to violate the rights of others and will progressively lose those rights related to any responsibilities they actively oppose.

Keepers will be subject to the same rules as Players and those who refuse instruction as Keepers or refuse to instruct Nonplayers will become nonsupported Players.”

Instruction 12: “No rule shall be established against any thought and all men will be taught from their youth about the happenings in the dark room of their own imaginations.”

Upon delivering these general instructions, Idich rejected his name as Counselor, requesting that the Elders consider him to be an average Player named Idich who by force of circumstance had entered the dark room of his own imagination before any Elder. He further requested that his assignment as Messenger be changed to Advocate and that he might be assigned to one of the Great Houses to establish the rules of entry, exit and operation according to the requirements of becoming a Player. The Elders were pleased to grant these requests for Idich had greatly distressed them in his answers to inquiries and his giving of instructions and they were hard pressed by him in learning to exercise reason concerning the folly of the Master Board and the nakedness of the Dark Room. As he left the Council Room, Idich opened the small box that contained the impression of a key and placed it in the center of the model on the Council Table.