## YOU CAN LEAVE WHEN YOU WANT TO

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"This is supposed to mean something."
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"Why do we look for something that is already there?"

"These are important emotions."

<sup>&</sup>quot;This could happen anywhere."

<sup>&</sup>quot;I have bad dreams."

<sup>&</sup>quot;I can help with those."

<sup>&</sup>quot;What do you think when you escape?"

<sup>&</sup>quot;That was good for me."

<sup>&</sup>quot;I will never get any closer"

<sup>&</sup>quot;This is not about me."

<sup>&</sup>quot;Where is this going"

<sup>&</sup>quot;What is in there?"

<sup>&</sup>quot;Cream filling."

<sup>&</sup>quot;We are not that particular."

<sup>&</sup>quot;Get better at what you do."

<sup>&</sup>quot;This is going to be a long one."

<sup>&</sup>quot;I want to add this."

<sup>&</sup>quot;What is that?"

<sup>&</sup>quot;All the pain rolled into one."

<sup>&</sup>quot;A tuna sandwich."

<sup>&</sup>quot;What are you doing to me?"

<sup>&</sup>quot;This was something else."

<sup>&</sup>quot;I am trying not to interfere."

<sup>&</sup>quot;You have been like this all night."

<sup>&</sup>quot;Sign this."

<sup>&</sup>quot;This is perfect."

<sup>&</sup>quot;That is what i have always wanted."

<sup>&</sup>quot;The sharks feel things."

<sup>&</sup>quot;Is that all that matters."

<sup>&</sup>quot;I want more."

<sup>&</sup>quot;I am feeling it."

<sup>&</sup>quot;It is swimming in my direction."

<sup>&</sup>quot;It is going to be next to impossible to escape."

<sup>&</sup>quot;I got out"

<sup>&</sup>quot;I just do this."

<sup>&</sup>quot;Where are you hiding?"

<sup>&</sup>quot;In the luggage bin."

<sup>&</sup>quot;I cannot worry about this."

<sup>&</sup>quot;I do not want to disturb."

<sup>&</sup>quot;Bigger things will follow."

<sup>&</sup>quot;I want to take the time to explain it all."

- "I am not going to be able to fulfill all your desires."
- "I want something that I can crunch down on."
- "I have been watching all that."
- "Are you a successful career professional."
- "I am just fucked up."
- "There is a rift that cuts across the whole world."
- "You are her."
- "Blood at first sight."
- "What is that about?"
- "I will work for that."
- "I get served."
- "Where do we end up."
- "He finds a match."
- "That is a whole lot of nothing."
- "I will take that."
- "You will."
- "Nothing there."
- "Nothing there."
- "They match."
- "That is what I do not understand."
- "That is not a very good economic model."
- "That is a model of nothing."
- "A whole lot of nothing."
- "Do not bother."
- "Are you the one?"
- "The disruptor."
- "Do not quit on me."
- "What difference does that mean?"
- "You do not have much of a balance."
- "I do not want to do this forever."
- "There is a formula."
- "I am fighting for something that I will never want."
- "Are you kidding?"
- "Stick to the plan."
- "I forget."
- "I am going to have to forget completely."
- "I do not appreciate this."
- "It is not meant to be appreciated."
- "I need to remember."
- "I want to watch it all."
- "You are creeping on me."
- "I want to know what I am capable of."
- "I need new skills."

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"It is not going to leak."
       "What is this really about?"
       "I do not hate you. I just odn't love you that much."
       "What is the basis for that."
       "I am in touch."
       "With what?"
       "That is more than I can imagine or care about."
       "And that is supposed to be good."
       "Who is your partner?"
       "I do not even know how they unloaded this stuff."
       "They build on greed."
       "I want one person to say wonderful.
       "Wonderful."
       "Not that way."
       "Does that collect into an investment strategy?"
       "I help my friends."
       "What will happen when the aftershocks hit?"
       "I know what you worry about."
       "Words."
       "Words and words."
       "I am going to get to that point."
       "And you spent all that money for this."
       "I can remember that."
       "I live to eat."
       "I live to skeep."
       "It would be this marvelous panorama. You could describe this vocal chorale. They
would all be singing together."
       "What kind of nonsense is this? This is a total abstraction from anything real."
       "You are too good to be real."
       "What does that say?"
       "I bleed too."
       "That is too dramatic."
       "I am going to be the last to leave."
       "You need a boost."
       "And I want to spend a whole night listening to your shit."
       "I see the other side of the mountain."
       "This is never going to work."
       "I want a little taste."
       "Will this affect you?"
       "You need to get a little closer to the source."
       "And you know what is there."
       "Decay."
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"Who did they hire to do this?"

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"This is absurd."
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Moira had been working on the game, and she felt that she would find the remedy that she was searching for. She had not felt peace of mind in a while. She was giving too much of her serenity to someone else. She had broken from that part of her life. That did not diminish the after effects. She felt weak. And she was not able to find the needed balance that she needed. What did she lack for herself? Would the game yield that comfort that she was seeking.

How did a step-by-step review of her life provide the means to offer enough tranquility to move forward? The game was unique in its focus, and she made a concerted effort to get to the root of her disquiet. She needed to see her life in a more adventurous way. This meant that she credited her own action in a special way. She embraced her success, and this was special for her awareness.

She did not want to seem too pretentious in reviewing her situation. She had skills. And

<sup>&</sup>quot;They are all trying to bring me down."

<sup>&</sup>quot;Nothing is what it seems to be."

<sup>&</sup>quot;I need an extra day off."

<sup>&</sup>quot;And you gave us back what we had?"

<sup>&</sup>quot;I could try to quit."

<sup>&</sup>quot;I did quit."

<sup>&</sup>quot;Who else can do this?"

<sup>&</sup>quot;Only a few people."

<sup>&</sup>quot;What do you want?"

<sup>&</sup>quot;I am going to put you in a display case."

<sup>&</sup>quot;I can tell."

<sup>&</sup>quot;Is there much else to think about?"

<sup>&</sup>quot;Yes."

<sup>&</sup>quot;You do not worry about this?"

<sup>&</sup>quot;This was a decision."

<sup>&</sup>quot;Why don't you just puke in front of us all?"

<sup>&</sup>quot;That is hardly a work of art."

<sup>&</sup>quot;What are you getting?"

<sup>&</sup>quot;The final course."

<sup>&</sup>quot;Genius."

<sup>&</sup>quot;I am genius."

<sup>&</sup>quot;Then it all crashes down."

<sup>&</sup>quot;The Milky Way."

<sup>&</sup>quot;I could wait until the endgame."

<sup>&</sup>quot;Throw all the pieces down and walk away."

<sup>&</sup>quot;He will remember where everything was."

<sup>&</sup>quot;I am going to lose anyway."

<sup>&</sup>quot;Good way to see this."

<sup>&</sup>quot;You can resign now."

<sup>&</sup>quot;Are you kidding?"

<sup>&</sup>quot;Lead me across the river."

she could build upon her potential. But the game offered a more idealized view of her experience. And she could favor the ease of solving problems as they presented themselves. If she was more circumspect, she could hav been stopped dead in her tracks. As it was, she was wasting too much time trying overcome her misery. She was completely vulnerable to her shortcomings. She hardly wanted to exaggerate them. She did not want things to get her down."

In realizing these challenges, it became more difficult to find some kind of resolution. The game depended on clarity. Did her life offer that needed understanding? She was coddling her experience, so that it would meet the model. In this way, the game could consistently play itself out. There would be none of the impediments to development that she faced. But she could still come out a loser in playing. The game would help her to sharpen her skills. But she would continue to arrive at those moments when everything remained in suspense. She would be almost helpless as she saw things crash around her.

The game would give her another chance to regroup. She would feel even stronger at this point. But the game was all about this promise. And she would jump in with a new sense of motivation. This time, victory seemed in her grasp. If she could break down her experience in such simple terms, would that be an accurate depiction what was actually going on in her world? She needed to get the game right. She was she offering a fair picture of her own dilemmas. She might have been able to master the game, but heartache would still be apparent. How had she failed so badly?

She had tried so hard to put things in place. Her analysis had been expertise. She had drawn on her knowledge from other games. The game provided a chance to deal with the radom elements in her world. She could always be surprised in her daily life. But the game provided a better way to anticipate. It could produce complex situations that would marshal all her abilities. This would be a more realistic model for her to address her challenges.

She knew that she would be vulnerable. She would end up collapsing before she had achieved any kind of breakthrough. This representation of the game provided the advantage that she needed. She would be able to face the real emotional difficulties that she faced each day.

Her failures in the game were prompting her to get stronger. She was figuring out new skills that would serve her in her development. The game seemed to serve its purposes. She enjoyed playing. This distracted her from what was going in her life. She did not feel down in the doldrums. She perfected the game, and she also enhanced herself as a player. She was no longer as subject to that sadness that had marked her days. She was not only a good player. She had found something marvelous in her life. This was a needed blessing.

The game became the thing in itself. She could leave her world of darkness and enter another world of obscurity. And the efects might not be as potent. She was gaining strength. She was developing emotionally. She was learning techniques to exile that former life to the past.

The game also added new challenges. She could easily revert to a similar lifestyle. She would get stuck on the same level. She was not progressing in any way. Without any progress, she would lose this game. For a while, she would recognized how things had become messed up. That was all part of the play. She was immersed in the give and take. She could not catch her breath. And she would feel that sense of letdown, as she again came to similar resolution.

She would set herself up for another play. What made this one different? She was

struggling. She had learned things, but it was going to be hard to figure out how to succeed this time. She had gotten used to the repetition. She was playing the game just to play, and her emotions were all play.

She had become part of the game because she had assumed that it would give her insight not to get lost in her discomfort. But she was now caught up in a circular loop. And she couldn't see how to extricate herself. She enjoyed the rush for what it was. That was not going to offer any sense of liberation.

- "Do you want the game to think for you?"
- "What does that mean?"
- "Are you proposing other avenues for your self-realization?"
- "Are you asking me if I know how to move on?"
- "Was a game ever going to offer you all that needed?"
- "Are you asking me if I am looking for a purpose for my life?"
- "I don't know. You brought that up."
- "What do you want to know? What do you need?"
- "Do not take something away that I need to hold on to."
- "Does the game figure our physics problems?"
- "What problem are you interested in?"
- "How do you transfer the energy from one excitatory state to another state description?"
- "Isn't that what you wonder about all the time?"
- "That seems like a worthy question."
- "I don't know you, but the game presents a greater dilemma for you than anyone else."
- "What is that about?"
- "I have an idea. We can turn that book of yours into a game."
- "Are you being moralistic?"
- "What are you willing to give me?"
- "Are you trying to use this game to get one over on me?"
- "Will this work out?"
- "There is more at stake here."
- "The game isolates a series of critical rewards."
- "How can I get rewarded in this game?"
- "What is the final score?"
- "It does not work that way."
- "I am trying to forget."
- "What are you trying to tell me?"
- "Where does it hurt?"
- "I have it all under control at this level."
- "Where does it go from there?"
- "I am not used to the win-loss model."
- "Shit."
- "What have we learned?"
- "How to make rice."
- "How did you get here?"

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"What is in your wallet?"
       "I am remaking how people look at me."
       "Or how I look at myself."
       "How did I ever get here?"
       "I crossed the border. I hid. I made myself perfectly still. They did not find me. Now, I
have an identity. I do the work that you do not want to do."
       "Comb my hair. Love me."
       "Love me."
       "Make me the way that I am."
       "Where di you learn that from?"
       "We do one thing so that we can do another thing."
       "I can list instructions for you."
       "When did you give me the instructions?"
       "In the past."
       "1. Wake up. 2. Make breakfast. 3. Sit in my chair for a couple of hours and wonder
what else I should do in my life."
       "The game failed."
       "You tell me."
       "You don't have to reveal."
       "The game gets me to tell things about myself."
       "I look at you, and I think that you have what it takes."
       "I can run a race."
       "Run it."
       "This is how I started."
"That is the worst thing that ever happened in my life."
       "Is that a game question?"
       "You keep phrasing this a s game, and this prevents you from moving ahead with much
of anything."
       "Or the game gives me athoritiative motivation for change."
       "This all that I want and more."
       "Honestly, you want the world. You are looking for someone, who can do acrobatics."
       "I can do all that and more."
       "I need to tell you about my infection."
       "This is part of the biological reality."
       "Whatever that is."
       "Occupation.
       "Sickness."
       "Disgust."
       "That is something completely different."
       "This is love."
       "Sharing."
       "I want it all."
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"That takes you back to the beginning."

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"I find you so intriguing."
"We need to get it done."
"Is that fantasy, or is that evolution?"
"I am not doing what is necessary for me."
"I accept that."
"I accept that."
"I follow a set of independent events, but they coalesce to say something more."
"Evolutionary or fantasy."
"This all seems to have a clear reference point."
"This will influence all of us."
"There is an intersection of concerns."
"You have as much chance of winning the lottery."
"I am good with odds."
"Moira, you have designed a human."
"Is it the human that you want?"
"I want someone to buy me a drink."
"This drink is a cure."
"How does that work?"
"I drink perfume."
"I WAKE UP."
"THIS IS THE FIRST DAY OF THE REST OF YOUR LIFE."
"Is this religious?"
"This was going to get good."
"You left a book for me."
"You left a book of me."
"How did you design the game?"
"For the user."
"Where do we go from here?"
"You tell me that you love me."
"Do you want this to be physical? Is this an illegal desire?"
"What can that possibly mean?"
"I do not want this to be science fiction."
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"What does that mean?"

"That is something amazing"
"Where is this headed?"
"I am a display model."

"What are you reducing me to?"

"Everything else is going right for me."
"I am doing what is right for me."
"I am working on some deep shit."

"What is left?"
"You are left?"

"You assume more control is possible."

- "This is the alternate human version."
- "Why do you think that design now applies to every aspect of our lives?"
- "This is going to be very different."
- "What if I want to throw that all in the garbage?"
- "Are you getting rid of me?"
- "This is very crazy."
- "Do you know where I am?"
- "Keep breathing."
- "Where did you go?"
- "In the shadows."
- "What do I control here?"
- "I have now figured it out."
- "And what is that?"
- "Am I part of this?"
- "You are all this."
- "I give this forty minutes."
- "That is without reaction time."
- "You are all tied up in yourself."
- "Myself."

This was meant as some kind of therapeutic device. It assumes disorder. But it could also be used in a preventive context. It would enable the individual to anticipate and to fortify her character to counteract any threatening incursions by someone else. I decided to present it in this way to counteract your criticisms.

- "Where have you been as history has had a chance to realize itself?"
- "If your trying to criticize this as selfish, you are ignoring that actual role of the self in constructing knowledge and cognition."
- "We are dealing with people who understand less about the emotional make up of the individual."
- "I need your help."
- "You are just after one thing."
- "Or many little things."
- "You are digging in."
- "How did you do that?"
- "There are so many options."
- "You need to ask."
- "This game can be generalized."
- "There is the general animal."
- "And the general meal."
- "It would need multiple ingredients."
- "It is oxygen in a cookie."
- "There are no bones."
- "Route me through."
- "I cannot take that out."

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"I am already out."
"It is in my bag."
"We are way beyond."
"It will not stop."
"I got so far out, and it stopped."
"Who else is helping?"
"You have one more chance."
"I have one chance to make a good impression."
"It is done."
"It is done for me."
"Moira, you finish this up."
"It is not a game for writing."
"There are other questions."
"I detail desire."
"I detail resentment."
"And nothing else is said?"
"Are you better at this?"
"Put me in the back of the van."
"Are you lonely?"
"Is that question part of your game?"
"I need a meal, I need a ride, I need to cool down, and I need love."
"That is quite a game."
"If I do not worry about it, I do not worry about it."
"How does this all connect together?"
"In my imagination."
"I remember the problem."
"I don't want to interfere."
"There are so many variations."
"The theme."
"This is not my film."
"Who did the graphics?"
"This was all programmed from the pictures."
"There are desires in the images."
"We can do so much more."
"Why do you bother?"
"I want to own the future."
"That is pure enjoyment."
He looked at me as if I had stolen something important from him.
"I do not want your life."
"I want everything about your life."
"Take me back."
"What are your abilities?"
"They can only ask questions that they already know the answer for."
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- "I am becoming impatient."
- "I have asked myself questions, and I want to quit asking."
- "Do you have anything else in your favor?"
- "I have discovered the meaning to human experience."
- "The chicken dish."
- "The rice dish."
- "No dish."
- "The assumption."
- "We are very different."
- "I want something from you."
- "The wrong person is going to ask."
- "There is another door."
- "You are never going to win at that."
- "I jump up and down."
- "And that is supposed to work."
- "THERE IS AN EXAGGERATION OF CARING."
- "Where does that go?"
- "Back to the holy book."
- "Back to the spell book."
- "She knows things."
- "We all know things."
- "They are waiting for you."
- "This is a trap."
- "I know what is involved."
- "I was going to propose."
- "What was that really about?"
- "I could figure that out."
- "That is not an easy one."
- "Shits and giggles."
- "You did not present enough information to help you get a win."
- "I thought that we learn as we go along."
- "You just plug in and out."
- "This is taking so much longer than I thought."
- "Do not leave me alone with this game."
- "You can turn it off."
- "I AM NOT GOING TO BE TURNED OFF."
- "You can handle this game story so much better."
- "I like to spend my money on other things."
- "I thought this was solved.
- "We are all part of the family.
- "Do you believe."
- "You have to eat this for energy."
- "There is more involved."y

<sup>&</sup>quot;We are in extra innings."
"We are in extra lives."
"You can hang in there."

<sup>&</sup>quot;That is a great shirt."

"Can you ..."

"Maybe, I should jump up and ask."

"What do you want to know?"