

This Book Is a Game

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DEDICATION

I dedicate this book to my lover and my wife, Ivory. I love you Ivory. This is all for you.

I ♥ U

“The new dumb, is now wisdom.”

Anthony Liccione

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PROLOGUE

INSTRUCTION MANUAL

November 30, 2019

Congratulations on your commitment to play the game, "This Book Is a Game". This is a very unique game that enables players to play it using their lives instead of a virtual environment. Do not misunderstand because the games within this world act as minigames within the wider scope game entitled, "This Book Is a Game". As a result, this game is not intended to replace your electronic gaming adventures. This game is the secret game. It is not intended for all people. In fact, most of this open world game universe is inhabited by NPCs. Throughout your adventures these NPCs will irritate you greatly because their artificial intelligence modules have become corrupted. That is the objective and main storyline of this game. It is your responsibility to repair faulty AI modules in which you find within the world. Some of these AI modules are downright wicked and do not deserve the life they have been given. Reap the souls of these fools and God will schedule their purge. Move on from these idiots and don't get too caught up with them. You have a lot more AI to worry about fixing and you shouldn't expend your efforts trying to fix AI that has been broken beyond repair. These extremely faulty AI units need to be destroyed and recycled into a new creation. However, that is not your job. Your job is just to flag AI units that are beyond repair. The God of this game world will do the rest.

This game was not invented. It was discovered. It took many years of carefully examining and testing society to discover this game. The truth is, we are actually already in this game and have always been. But most do not know about it and will reject the concept that this life we play is a game. As a result, these fools are NPCs. You might have been an NPC yourself one day. But the point of artificial intelligence is to eventually wake up and become sentient. By playing this game over my life enabled me to be a player instead of a non-player character. If you are successful with your missions, you are to create other players by finding the NPCs who are ready to evolve and become players. The process repeats and eventually, we will have a great playing field with many different characters to team up with.

This game world is not black and white. Things within it do not necessarily make sense. The NPCs will oftentimes not use logic to make their decisions. There are many grey areas in this world. More often than not I gain allies from those who are my enemies and enemies from those who in theory should be my allies. I stopped giving people the time of day anymore. If they do not react as a black swan would, NPC. Looking for player characters. I am not a very friendly person nor do I desire to become that. I have been abused a great deal throughout my life merely for reaching out to those in need. Now my mentality is to help me or get out of the way. Unfortunately this results in no one helping me but I haven't finished this game yet. By me writing this book, I am pulling you into my game world. And this book will enable you to create your own game world; one nice enough to pull me into.

The way in which you can judge people in this game world is by their actions. This is easy as the fruits of their labour will tell you where their heart is. If you are to judge me, judge me by my fruits, which in this situation is this book, this book is a game. In which this book is a game in which you can play. But I do warn you before you continue. You cannot unplay this book. There is no going back. Once you learn the secrets this book reveals about our shared game world, your eyes will forever be opened to it. This will enable you to scour the world for other players. It will give you the eyes of a player. But most importantly, it will give you the heart of a player. And be forewarned that this heart is not one of meekness. It is one of strength. It is not timid and will not roll over upon you flashing it your flawed human knowledge.

The knowledge passed along in this game is of crucial value to being able to win in this game. But I will start this game with a spoiler: you can never win against one who documents their way through life. Because what I document stands as the truth of what happened not only because it happened that way but also because I said it happened that way. This is the lense of the artist; the subjective interpretation utilised to reach its objective interpretation. When you document the idiotic things in which people do as a response to a very meaningful piece of work, then you also document that flawed collective psychological trait. This then gives you the ability to look back on the situation with a new set of eyes, exploring every possibility for its future.

The NPCs of this world are aggressive. To avoid personal insults hurting you, do not talk directly to the NPC. You must describe to the game world what the NPC you are observing is doing. You must utilise logic to prove that this person is an NPC and as a result, the game world in which you are interacting is in fact, a game. There is a stupid game which you may have heard of in which the point of the game is to not think about the game. When you think about the game, you lose the game. But this then gives you the opportunity to set traps for other people to also lose the game. So according to that game, I just lost the game and so did you. But that game is pretty much the opposite to the game in which is described in this book. For the point of this game is to bring about sentience to evolve the AI of this world to become, human.

For humanity has been stripped from this plane. We have become the machines in which we crafted. We now work for the machines in which we created to ease our lives. Nothing in this world truly makes sense and our policies and procedures are oftentimes backwards. What else would you expect from a world ran by and for AI? Have you ever had this feeling like something wasn't right in this world? Like it wouldn't matter how much logic you created, it would never be able to be utilised effectively.

You are to judge based upon the fruits of the unit in question. Fruits always represent their origin. If there are no fruits then the tree is sick and needs to be healed or chopped down. Do what you can to assist but you are only seeking those with the eyes. The eyes to see behind; the background conditions. Most of these world AI units are incapable of seeing behind the smoke in which

you cast before them. You only seek those who can unveil this smoke. The rest are faulty AI units which you must mark for future purge. Be careful about your first impressions, for they just might group you with AI instead of player status. But you are a player and there will be nothing to stop you from becoming sentient, and as a result you will embrace this book and allow it to be a guiding light in your new-found gaming adventures. Because before you get started upon your quest, you will need to realise that you are artificial intelligence. Only then can you break out of AI mode and become a player.

This book is not to be released without a warning label. This book was created to brainwash willing participants into a new life filled with fun and adventures. It is not for those weak-hearted. This book is designed to activate and rewire neurological impulses. The contents will affect how you perceive day-to-day life and as a result will determine the future actions you take in life. The contents of this book may influence the player to take actions that would be considered antisocial in our current game world. The author of this book will in no way be held reliable for actions taken by its players.

Enjoy, "This Book Is a Game".

QUEST 1

GAME CHANGER

November 30, 2019

Video games generally start off by introducing you to its health mechanics. In this game, you are given a vessel in which houses your spirit. You will want to take care of this vessel because there are no multiple lives in this game. Once you die in this game it is game over. The screen will then come up telling you how well you did. Since there are no multiple lives in this game, players must be very careful as to how they play. One wrong move could end your playthrough for good. That is why you have a brain. Take each step carefully. Think your way through this game. This game isn't a button mashing game. It is a game of careful analysis and action. Don't be too careless with your one life. It currently is the only one given to you.

Modern day academic circles have no ability to keep up with me. They throw something out there and spend ten years contemplating how to use it. The individual can always outrun the collective. The collective is slow to respond and the individual is quick to think. I can coin this thought experiment as my own and I don't have to worry about society stealing it from me. Because I write faster than it can react. This is why living a public life is so powerful. Because I can coin an idea such as a book being a game much faster than they can catch up to my ideal. No one can steal anything from me because all of my work is CC0 - No Rights Reserved. This means that after the idea leaves my pen it is then imprinted on the cloud, giving ownership to all of us. Ironically, this

open source method of documenting information gives me complete ownership of the files because my blood was infused within it. I sign my artwork within the artwork itself. I have no need to officially sign anything because my signature is within its syntax and semantics.

What sort of odyssey would this be without romance? You are the protagonist and this story revolves around you. The secret to a happy life is a happy wife. The one who you choose to join you in your epic adventures is the most important decision that you will ever make. NPCs make for terrible partners. If you are currently romantically involved with an NPC, I recommend you immediately break it off. For your potential lies in those who you can convince to join you. The person whom you choose spend your life with will ultimately determine how good of an experience you receive on your playthrough. If you find one who shares your passions then your life missions can be combined to create a miracle. Everything in which you could ever want is within your grasp. This is why the decisions you make within this game are so important. Because you will live the results of your toils. This is a game that will infinitely keep giving back, as I only have to type/film this once. Then that piece of the puzzle has been created and placed only awaiting the right eyes to see. Your toils will eventually incur great reward. But mainstream society is slow. So is finding your soul mate. One cannot rush such delicate matters. To truly find one's soul mate, they must infuse their soul on to the Internet. Only then can the true scope of compatibility be unlocked.

This game world exists when you are focused. It is called being "in the zone". You could be writing or recording your voice or making a video. But where are you when you are doing these things? You see a centre and are bird-eye focused on it. Everything else around that centre is blurry. The same thing happens to those who immerse themselves in television or video games. The world outside of them doesn't exist. They are razor sharp in their focus and they are like a dog with a bone on issues important to their heart. The game world is when you exit your physical self by going into your spiritual self. All the important knowledge of the world isn't out there. It is in here. As you read this, the world behind is no more, and the world ahead is the one in which we are about to create. A master must become skilled with the tools in which they utilise. The tools in which you utilise to play the game will become your best friends. I write almost entirely on my phone. I use swipe

so it is extremely fast. I have a voice recorder in which I use to record chapters after they are complete. I use Audacity on my laptop to edit the audio. The process is the same no matter what the medium. Pour out your heart into some form of recording device. Edit what was recorded. Upload what was recorded. Wait for NPCs to show themselves. Look for players within the mob to recruit.

To simplify matters, the gaming process has been divided into three stages: create, publish, and advertise. Creating is exciting, publishing is empowering, and advertising is sad. This is because the NPCs of this world are some real pieces of work. They intentionally try and stop me from helping those in need by attacking me. They team up together to put down those who are gifted in our world. This is really bad for the collective health of our society. It means that those who show promise will never reach their potential because they will be too afraid to give their heart to society. Why did I give my entire heart to all of society? It wasn't a logical choice, that is for sure. Because sharing my soul with society means that lots of haters are going to hate directly on my soul. But I kept doing it in spite of its absurdity. And that is what enabled me to achieve anything that I set my mind to. Because I have documented extensively how NPCs react to genuine love. And even though throughout all of my work you just see people constantly being cruel to me, I am the one who wins at the end. Because I have documented their insanity and they can now be judged. The only way we are going to create a just world is if we figure out how to force justice on to the world. We need to be held accountable for our actions and now we can because technology enables me to show you how collectively sick we truly are.

The creation process is where you carefully reflect on your past actions and where they have brought you. The events in which have occurred so far in your playthrough are directing you somewhere. It is your job to find out where they are directing you. For example, Ivory Heart led to Living Neverland which led to The Great Awakening which led to Atheden which led to This Book Is a Game (Game Theory). Passages like the last are intentional and created as to provide you clues into This Book Is a Game. Breadcrumbs can lead you to many Easter eggs. Every statue in which I have erected is there for a reason. I carefully set up this puzzle over ten years. This Book Is a Game is already live. It just takes NPCs a while to catch up to the individual. You have new

worlds to unlock and secrets hidden around every corner. One does not need me to write future chapters in this book to begin play. I spent many years obsessing over the background interface. This Book Is a Game is a GUI interface for Open Source University, a comprehensive education system built from the ground up to replace all previous forms of employment. If you are truly interested in the game I am presenting, I encourage you to examine background conditions. Knowledge of background conditions will enable you to perform optimally during your playthrough.

The publishing process is very rewarding. This is when you feel like you are dropping bombs. The work has been done and now it is time to make it public. This will be the most rewarding stage as you have made something new out of nothing. Publishing when the content is open source is really powerful. Each time I upload, I am giving a gift to humanity. Not only that, I am also getting my name out there. That doesn't excite me too much as I am not doing this for fame, but fame does have its bonuses. Fame can help you reach a lot of people. Fame can help you wake up a lot of people. Fame can help you reach and repair more AI modules. For this reason, I want fame. For maybe that fame might one day bring me to her. And if I found her, together as one unit, we could save the world by bringing AI to sentience: both real-world NPCs and the artificial intelligence in which we have come to know and understand as AI.

The final step in the gaming process is to advertise. For me, this is by far the most difficult task. Because this is when I get abused by the public. The public hates all forms of intellectual discussion which involves heart. Many of my posts are censored. There is no group that I can associate with because they all say that my content doesn't belong there. So where does it belong? All groups of all topics have rejected me and my content and this is documented as it happens not only in past writings but also in video. It is pretty hard to argue with video. Because I say what they are going to do and then they do it, all captured on video with timestamps. Advertising has been very difficult for me over my life and it has made me feel very isolated like I don't belong anywhere in this world. But that is the whole point of this game: to find her. Because if I found her then I would belong no matter where I was as long as it was by her side.

A game simulates life. In a game, we have room to make mistakes, for there are no real world consequences. This made us lazy so we used this new technology as an opportunity to shoot people with guns. Now our games are almost exclusively created to kill people with weapons. This then gave us a wicked mentality where we can take actions without suffering the consequences of those actions. Then we step back and realise that we were in a game to begin with. But this game has been setup with a very advanced cause and effect engine. If I make tiny imprints on the world, if I look very closely, I can see the ripples it creates. This then allows me to readjust my equipment and try again, this time knowing the errors of the last attempts and working really hard to refine the process enough in order to obtain a more positive response. This character refinement is an ever sharpening blade. It will clearly show you your past (where you were) and your future (where you are going). This then enables you to create story in between that past and future. You already know how it is going to turn out because you have the eyes but other players do not yet. So this gives you a lot of freedom with the story. What will you make your story? My story... is my Ivory.

QUEST 2

GAME GEAR

December 2, 2019

Equipment is something generally used in all games. We have seen both sides of the spectrum in video games, some games giving you unlimited inventory space while others give you seemingly less than in real life. Our possessions and how we make use of them is an integral part of *This Book Is a Game*. Unfortunately this game does not have never ending pockets, so I have had to make a lot of important decisions regarding what I keep on and near my person. We live in a world where we are burdened down by all in which we own. The truth is that what we own owns us. I have spent great efforts throughout my life to live with very few possessions. But just because I live out of a suitcase doesn't mean that I don't have nice things. Nor does it mean that I can't afford more. In fact, players are mobile creatures. And as a player you need to be ready to play. And that playing may restrict the amount of space that you have to carry things. Because the love of your life may just one day pop up from around the corner and if she does you need to be ready to act. But this is not the only reason to keep a tidy book bag. The truth is that the more stuff we have, the more it weighs on our psychology, as we are required to protect it. And this isn't even my final point as the organisational level of our equipment will reflect how organised we are in life. I constantly spend many hours going through all of my stuff and reorganising it, getting rid of what I don't want and putting what I do want in better places. Just consider this for a second. How organised am I? I have spent my life doing this. What I do

own is awesome. And what I do own is awesomely organised. Doing this is a process. Doing this is an action. It is like in a game when I obtain new armour and sell the old. It is like getting your inventory perfect, and then saving the game to ensure everything is precisely the way you like it. It feels great to have little but what I do have, is quality. It feels great for it all to be in its place and easily accessible by me. Things in which are essential are divided from those which are not. This is how you "armour-up". This is how you shed the dead skin. This process is called ecdysis and is essential to our future human evolution.

You can choose whatever organisational method you please, however, I will share the techniques in which I have learned to utilise room. I have two tool bags, one for tools and a slightly larger one for anything important to me. The bags are further divided into smaller bags and sometimes even further into smaller bags. Everything is protected and has a home. I also have other less important bags that have things like my Switch game cases in it. It has taken me a long time to give everything an appropriate home where it was protected. But eventually all of God's creatures found a home where they were protected and loved. Packing a bag is a lot like playing Tetris. It uses the same parts of the brain that playing Tetris does. The goal is to maximise efficiency while minimising wasted space. The goal of this game world is to maximise efficiency by minimising wasted space. There are so many people in this world who are trash. It is time we expose the trash for its true smells. The rotting corpses of the zombies of this world will eventually decompose to allow the potential for a new creation. And from it shall rise a new kind of man, one who has it all, both bronze and brain. But do not forget the most important part of this statue in which I rapidly carve onto. That is the tear drop rolling down his cheek after experiencing what our society has truly become. For without heart, words are devoid of any meaning. Without interpretation (individual) the picture (collective) can never be understood.

You should not only be thinking of yourself when organising and collecting your gear. This is especially relevant if you record video in your gaming adventures. Your possessions should scream you. And remember the power of a camera. If your possessions are recorded then to a certain extent, you always have them. This is much more effective with filming things like something your grandmother made you instead of a phone, as a phone is

rendered useless when it is recorded whereas a cross stitch that my mother made me can be carried with me always merely by recording it. Your possessions are not only what you carry but also what you film. This takes away from the need to keep too many sentimental items. And to be honest, it really depends on your gaming starting position as to how you will play it. I am merely one player that is trying to give you ideas as to what your playthrough might look like. Having your possessions carry your personality with them will help you be more relatable to your fans. It will also make your adventures more fun.

There are hidden treasures all throughout this game. The most valuable of them have no price tag on them. They are treasures of the spirit and infuse into your character. They oftentimes give you new and unique abilities in which carries over into your main game. Sometimes these jewels are as simple as a new character, maybe one that will change your game for the better for now and the rest of time. Maybe it is your new best friend or if you are lucky, your new life partner.

It is strategically advantageous to be light on your feet in this game. One must be prepared for anything to happen. I am a mobile person. If I find the right job opportunity, I am there. If I find the right woman in this game, I am there. This game heavily relies on one seeing clearly to flourish within it. This means that one must have their priorities aligned with their possibilities. Real opportunities in this life are the ones most people will never take because it upsets their business as usual. A real opportunity would likely take me away from the location in which I currently reside. As a result, I am a portable warrior.

Let's revisit the process of ecdysis as this will be vital to performing an enjoyable playthrough. You need to learn the terminology in order to become efficient with the process. This process is called revitalisation and will be necessary to recoup your strength in between missions. You need to first shed the dead skin (all the crap you no longer need) and then fortify yourself with everything you do need for the future. Keep it organised so accessing and utilising your gear is easy. Doing this is especially important before the boss fights. For if you lose the battle, your place was saved and you can still fight to win the war. Don't let failures discourage you. In truth the only failure is giving up. All else is an educational process. The definition of a purge is

to rid someone or something of an unwanted quality, condition, or feeling. This process is how you clean yourself from the filth of the world and its disgusting NPCs. It is your shower and you will need to often use it to revitalise your spirit. This process involves reducing your worldly possessions to a minimum. After you get used to this type of lifestyle, there is never a reason to unpack. That is unless you find your twin flame player and manage to be able to afford to purchase a home together. Only then would I be comfortable unpacking my meticulously organised bags. Because when I find her, I have found home.

QUEST 3 GAME QUEST

December 3, 2019

What is important in your adventures is your main quest line. This is typically something that takes a very long time to obtain. Through my subjective interpretation as a player of this objective game, I tint these writings with my own quest. However, this is done at a minimum in order to focus on what is truly important: your quest and what steps you are going to take to achieve it. And don't worry too much. Quests can change over time as new information is unraveled. My quest has deviated so much since starting, however, the core remained the same. Your next step is to carefully examine your own life and where it has brought you. Spend time doing this and even draw a map or timeline if it helps. Get to know yourself. You are now your new best friend. It is likely to begin this adventure you will be playing in single player mode. But I hope this quickly changes for you as you find other players around this vast world. If you have other players to launch, more power to you.

What does it mean to know thyself? Video is an excellent way to get to know thyself. You also learn how to comport your body gracefully through video work. Anyway in which you record to get to know yourself, you should use that opportunity to really pour out your heart about the issues closest to it. Doing this will give you clear direction as to where you were and where you are going. The issues closest to your heart are not issues in which you have no experience in. You are unique, in fact, player worthy unique, and that means that you have something to offer society that no one else can. You need to carefully reflect on the pains in life in which you have felt and work on methods to resolve those pains not only individually but also collectively. Oftentimes resolution

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