

Infinite Playership: Social Design for an Iconoclast  
Tasty Tidbits from the brilliant work: *Finite and Infinite Games* by James Carse  
Synthesized by Ariel Spilsbury [www.holographicgoddess.com](http://www.holographicgoddess.com)

Mythic Journeys into the Wayless Open: “As Infinite Players, how do we maximize novelty and surprise?”

“A God can create a world only by listening.”

Myth is the highest form of our listening to each other, of offering a silence that makes the speech of others possible. Infinite language exists only as it is spontaneously spoken.

To be playful is not to be trivial or to act as though nothing of consequence will happen. On the contrary, when we are playful with each other we relate as free persons, and the relationship is open to surprise; everything that happens is of consequence. *Seriousness is a dread of the unpredictable outcome of open possibility. To be serious is to press for a specified conclusion.* To be playful is to allow for possibility.

The creative is found in anyone who is prepared for surprise.

Surprise is a function of playing an infinite open ended game.

In the culture to which we are born, there are players who urge us to a repeatable past, there are also persons in whose presence we prepare ourselves for surprise and novelty. It is in the presence of such persons that we first recognize ourselves as the geniuses that we are.

The Infinite Player Profile:

Infinite Players continue play in the expectation of being surprised. If surprise is no longer possible, play ceases. Surprise causes finite play to end; it is the reason for infinite play to continue. *Surprise in infinite play is the triumph of the future over the past.* Because infinite players prepare themselves to be surprised by the future, they play in complete openness. This is not an openness that is candor, but an openness that is vulnerability. It is a way of exposing one’s unchanging identity, the true self that has always been, but it is also a way of exposing oneself to ceaseless growth, the dynamic self that has yet to be. *The Infinite Player does not expect only to be amused by surprise but transformed by it!*

Infinite Players do not oppose the actions of others but initiate actions of their own in such a way that others will respond by initiating their own.

For the Infinite Player within us, time is a function of freedom!

Only that which can change can continue: this is the principle by which Infinite Players live and play.

Artists cannot be trained. One does not become an artist by acquiring certain skills or techniques. The creative is found in anyone who is prepared for surprise.

In Infinite Play the only purpose of the game is to prevent it from coming to an end and to keep everyone playing!

Finite players play within boundaries. Infinite Players play *with* boundaries.

The Infinite Game is not a part of the whole presenting itself as the whole, but the whole that knows it is the whole.

In infinite play it is because I cannot see what you see that I can see at all!

*Explanation* short circuits further inquiry, whereas *narrative* raises issues, inspires, provokes, causing us to re-think what we through we knew.

Similarly, to be *touched* is to respond and act from our own center, spontaneously and originally. To be *moved* is to be pressed forward to a place that has already been foreseen. When I am touched, the person I am behind all masks is changed from within.