Many table games--e.g., dominoes, scrabble, cards, dice--are tense in play in proportion to a player's felt need of "just one" particular letter or number or [chess, checkers] move-option. The excitement rises as one feels a particular poverty [or, it may be, power-wealth!]. Whether power or powerlessness, in a given situation of gaming you may be, as Scripture saith in another connection, "drawn away by your lust" so that, in attending to some + or - , you miss something more important. Indeed, the game may be complex enough to provide the players with Satan-Tempter opportunities to manipulate each others' lusts and thus divert each others'attention for the kill: bloody business, murder within nonserious confines. One of the joys of winning in such games is the please of integration, of "it all [all your efforts, and all the rules relevant to the situation] coming together."

"Logic" is the word philosophy and mathematics use to describe the mental process of sweat, dejection, jubilation involved in gaming ["gaming" I now use to include, along with table games, all other games, including hunting "game"]. This thinksheet is concerned about an impediment pecular to this mental process when the game-pieces are words. I point to this peculiarity of the language game, that the consellation of sound-image-idea, except in the highly rarified symbolics of the higher mathematics and attendant sciences like subatomic physics and astrophysics, tends to fixate at a point of BVR [basic visceral response], i.e. of high self-interest, so that the mental process of consciousness-raising about options ceases, and one remains unconscious of the remaining logical possibilities. This lower-coil stoppage of the upper coil is easy to see in others, especially at the points where your own self-interest lies within the options the other one has stopped thinking before getting to: it's damnably hard to observe in yourself. One of the joys of artificial games is that the pieces and rules and fields don't--as they do in life-communication--change.

On the other side of this thinksheet, my basic window-matrix is used to present the 12 logical options in thinking and helping others think. The overarching question for me, as I think and try to help others think, is *What is being left out?* My mind sees and exhausts the matrix. When I have assessed the options or option left out at the moment, I then may ask myself *Why is what is being left out being left out?* Then I must ask myself *Is what is being left out significant enough for me to (1) deal with silently before going on thinking, and significant enough for me to (2) surface in the conversation?* [When verbal action runs all those interferences and I speak for something that's being left out, I'm often thought to be arguing for what I'm only pointing to as, I think, important, whether or not I think it important for my own self-interest. As this behavior is unusual, it is sometimes thought odd, and even lacking in integrity--and often laughed off. No complaint. Just observation.]

Draw or xerox side two and give the matrix a try for yourself. Write "SHE" above the matrix and "HE" to its left [so that options beginning without prime are female]. The predicate of "to be" [in varying tenses--a complicating factor!] may be any descriptive adjective--try "sensitive"; and you may add various adverbs--try "always."

AFFIRMATIONS	QUALIFICATIONS	CONTRADICTIONS, PARADOXES
AA' She is	AB' She isn't, but....	AB She is and isn't.
A'A and so is he.	A'B He is, but....	BA She isn't and is.
	B'A He isn't, but....	A'B' He is and isn't.
NEGATIONS	BA' She is, but....	B'A' He isn't and is.
BB' She isn't		
B'B and neither is he.		

Politics, love, economics, prayer, epistemology, ontology, art--all human activity has the binary, polar, brain-halves, analog-computer, confrontational dimension of this grid. On it, what we leave out may impoverish us, deny us integrity and integration, even wreck us.

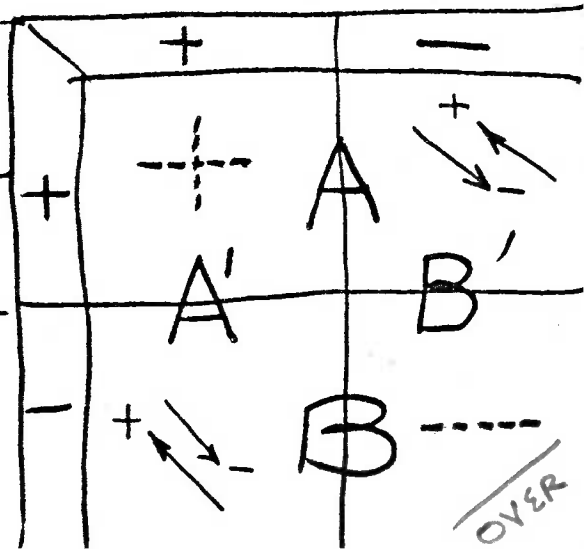
OVER

LOGICAL OPTIONS, THE 12

AA'	DOUBLE
A'A	+
BB'	DOUBLE
B'B	1

+ −	AB'
	A'B
− +	B'A
	BA'

AB	VERTICAL CONTRA DICTIONS
BA	
A'B'	HORIZONTAL
B'A'	



OVER