

THE
GAME MAKER

Ian Fenn

*“Have you got even the slightest idea
how long forever is? Have you ever sat
for just a few hours and boggled your
mind with what it means? Have you
spent any time at all pondering what
eternity feels like?”*

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CHAPTER ONE

THE GAME MAKER

My life had become rather boring of recent, especially the last fifty billion years—now they **really** dragged. That was why I made a visit to the Game Maker. I had heard that he had recently made a very special game and I was looking for something really challenging to do with the next twenty-five billion years.

If you are fully aware of your immortality then I know what you may be thinking right now: “Fifty billion years can pass in the wink of an eye; you should try spending a few trillion stuck in one darn universe”—and I would not argue with you.

The trouble with time really starts when you are crossing off each million years as they pass, as I am

doing right now. It really can be like watching paint dry or, in my case, waiting for the first sign of intelligent life to appear in this Milky Way galaxy. I have been here from the very start of this galaxy and all the others. I was here before the first stars had yet to form, which I know to you might seem to be a very long time. It has, by comparison, been a mere blink of an eye since the first human appeared on the Earth. This appearance was one event for which I had been waiting patiently, and when it finally did happen, I could at last begin work on the planet Earth, part of my quest. Not that the appearance of humans hailed the arrival of anything approaching true intelligence, but to be fair to you all, that is not really possible given the rules of the game. When you understand what a human being really is (which this book will explain) then you will understand that nothing you believe in is what it seems, and I don't mean in some mystic way; I mean it really is not at all what it seems.

If you are thinking I am being rather unfair or even arrogant saying that there have been no intelligent humans then perhaps I should clarify what I mean by intelligence. The intelligence I speak of is that of an immortal being who knows exactly who and what they are, a being operating in total consciousness. This type of consciousness is only possible outside of this

universe and is far beyond what is commonly known here on Earth as enlightenment. If you have spent your life striving for enlightenment, that idea may not be easy to accept but, nonetheless, it is truth.

This will all make perfect sense to you if you continue to read; trust me: after you finish this book, you will be clearer on who you are and why you are here, and you will see why absolutely nothing made any real sense without the information you are about to discover, and that includes enlightenment.

I have, over the last thousands of years, spoken to many humans about immortality and how tough and, at times, boring it can be. You can imagine that they often think I am ungrateful and that the gift is wasted on me. They then become certain that I must be some kind of fool when I tell them that the reason I came to this universe was to spend a few billion years simply for my own amusement and that it really does not have some special meaning or reason for existing at all. I understand this reaction, as it seems rather irreverent and dismissive of the miracle of creation or somehow devaluing their life's purpose. When you have so little time as you humans do then you cannot be blamed for overvaluing its place in the grand scheme of things. However, it is my hope that, after reading this book, you will understand more about what it means to be

immortal and you will also see why the Game Maker is one of the most popular immortal beings ever to create himself. You will also see why a visit to sample his skills is an inevitable event at some point in eternity.

You have, as a human, only about seventy to eighty years of life to endure, and yet I often hear thoughts about how bored you can get; well, my friends, try living for a billion-trillion years, just for starters, and then talk to me about boredom. Seriously, have you got even the slightest idea how long forever is? Have you ever sat for just a few hours and boggled your mind with what it means? Have you spent any time at all pondering what eternity feels like?

Okay, it is probably a daft question to ask a being who is stuck in a body with a tiny lifespan; maybe I can help with some clarifying imagery. Imagine, if you will, a very hard piece of granite rock, just like the sort you make your kitchen countertops from, and now imagine one of these the size of a galaxy. Then imagine the length of time that the water from one dripping faucet would take to wear this galactic rock down to nothing. This universe will almost certainly be over before that could occur.

Got that length of time fixed in your head? I'm guessing you will be struggling to get your mind around it, as it is more than most can comprehend, but

please keep going. Now, let us multiply that mind-boggling time by a billion or so and you are not even slightly close to what eternity feels like.

The alternative to being aware of these massive lengths of time is the sleeping state of oneness that some earthly philosophers and mystics have imagined or glimpsed briefly and then attempted to explain as a place where there is no time, or that perhaps all of time exists in a single moment of now. This is not entirely true; it is more of a place where there is nothing at all, no story to follow, and no consequences (consecutive sequences), but it is nevertheless a handy place to go for a break from the constant movement of a universe of time. It can be relaxing for a while but the lack of stable, solid creations to play and interact with is only appealing for a while. Like I said, it's nice for a break.

Thinking of this makes me want to take a relaxing, long snooze. Would you excuse me for a moment? Aaahh!

zzzzzzzzzz.....

“Once you understand your true nature, you will see that there are no goals that are better or more right or more just or more worthy than any other, and that you may as well enjoy your life to the full.”

.....ZZZZZZZ

CHAPTER TWO

THE GAME.

Okay, I'm back. I popped off for a small break there—in fact, about one hundred thousand years of your time passed since I wrote the words above, which, incidentally, I have had to completely rewrite. They were originally written in some extremely ancient (by your standards) text from another planet, a planet that I am embarrassed to say I seem to have lost. It was parked around a particular star when I last saw it; it's not the first planet I have lost and probably won't be the last. When you are immortal, these things happen more than you might think. It's not that I am careless; it is simply because there is no hurry in finishing anything except the urgency that we place upon ourselves

and, to be honest, since I came to this universe, I have been a little forgetful. Hopefully I can apply myself and finish this book and not have to rewrite it and finish it on yet another planet. This book did not start out speaking about humans, but it works just as well here on Earth, and unless I told you it was a rewrite, I am sure you would never have guessed. There are a few other books on sale here on Earth that are rewrites from other planets, but I am not at liberty to tell you which they are for universal copyright reasons.

So where was I? Ah, yes, the Game Maker and immortality.

In order to understand why an immortal being would want to use the services of a game maker, there are some ideas on games that need to be discussed.

There are two key elements to consider when looking at any game: they are, first of all, a task to do and, second, a limited amount of time to do it in. Right now, for example, you have a challenge in front of you. It is this book; it has a certain number of words and you have decided to begin reading it with, I hope, the intention to finish it, yes?

You know that you have a finite amount of time in which to finish the book, i.e., you will have to read it before you die. So we can see that there is a certain thing to accomplish and you only have a set period in

which to accomplish it. Would you agree that this is true of everything you do in life? Pretty much that way, isn't it? That is why, from an immortal point of view, it really is fun to be you. I mean a human, not you in particular.

Being human means you have very little time to achieve a whole list of oh-so-important things, and while some of you set your sights pretty low, others aim for lofty, almost out-of-reach heights. In this book, I am going to tell you some really good news: there are some hidden truths about this universe that mean you can all be more relaxed and have more fun. Let's face it: you could all do with more fun.

The truth is that, even though in any single lifetime you can never find all of the answers to life's mysteries no matter how hard you search, many of you will still spend your whole life searching and feeling you are missing something.

There may also be a constant haunting feeling that there is a secret that you are just not getting, a secret that others may know but are not sharing. Don't worry; this feeling is perfectly normal for a human, and because of the rules of the game, it is impossible to completely get rid of it, even if you became a member of every elite or secret power group or hidden holy order.

I hope through reading this book that you experience more relaxation, and that it can help you have more fun with your life. The fact that you found this book shows that you are one who is seeking, and that you have a built-in knowingness that there is something hidden going on in this universe, and you want to find out what it is. From your various efforts, you might have already worked out that the answers are not going to come from breathing exercises, no matter how advanced, nor from more meditation. Such practices and others like them are really great ways to use up some time and quiet the mind, but will not change one thing about the rules of what is really going on here. They will not show you the truth.

Some of you have this knowledge that there is a hidden truth in greater amounts than others, and I will explain why this is so as we go along.

It will all become much clearer as I explain about the game of this universe that I and other immortals have been playing for billions of years, and that it actually directly involves you...and, yes, I do mean YOU.

My intention is to help you see the reality of this universe and your part in it because I know that if you can grasp what is really going on, you will all be instantly more relaxed, and you will see there is

nothing that will give you the great happiness you seek—not in one human life, in any case.

The small games you can play as a human of building business empires and owning bright red, shiny, fast cars, your own jet, and all the gold you can eat are not bad reasons for living, as some people with more “green ideas” might wish to tell you. Once you understand your true nature, you will see that there are no goals that are better or more right or more just or more worthy than any other, and that you may as well enjoy your life to the full. The problem, of course, is that you have such a small lifespan in which to do any of it, so that if you want that Ferrari and don’t yet have it, you had better get on with it fast. If you are a seeker of enlightenment and the ultimate truth, then you obviously still feel there is more to know, and regardless of your age, there really is very little time left to find the answer to the ultimate questions, so you had better get back to those breathing techniques and chanting sacred mantras before it’s too late and you run out of breath completely.

That brings us back nicely to the subject of having something to achieve and a set time to achieve it. These two elements form the basic rules that apply to every game ever played, either on a board or, more broadly speaking, in your life. From the larger goals

like buying the house of your dreams to the smaller, simpler goals like having dinner, they all share one common factor: they are all on the clock, from the beginning to the end.

By contrast, when you are an immortal, all-powerful being, there is no reason at all to get something done in a hurry; time is something you have plenty of. Just to be clear here about time for those who are seeking enlightenment: yes, I know there are places or planes of existence where time does not exist at all; I have spent a lot of no time in them, and, frankly you are welcome to them. You will understand this comment more as you read on, but just ask yourself this: if it's so good, why are you here?

Can you imagine a game without a time limit of some sort? A chess game that went on for ten thousand years? Played by generation after generation of family members, with only one move every ten years? Not likely to happen with the human lifespan or attention span, is it? What would you say, then, if I told you that I have been playing a game that has lasted billions of years, just for the fun of it? Well, that's exactly what I have been doing, and it is what this book is going to explore, but first let us look at more usual games played by humans.

Most of the best games we play require a mystery; they require a puzzle or a skill to be learned. Take the classic board game of Clue, for example, in which we have to find out who killed whom, with what weapon, and in which room of the house. The point of the game is to solve a mystery faster than the other players. Again, it is a task to do with a time constraint, just like most of your life. If we took away the need to find the answer before the other players, if we took the time element out of the game, it would lose all the fun, would it not?

The trouble with games when you are an immortal, all-powerful being is that there can be no mystery. So what possible game would hold the interest of a being who can be in every point of the universe and in every time all at once? How could you hide the answers from them so that they could have the pleasure inherent in discovering a secret? In the game of Clue, for example, they could simply look with x-ray vision into the envelope containing the "who done it" cards and tell us all the answers before the game ever started, or look forward or backward in time to see the cards being placed into or withdrawn from the envelope. This would, of course, render the game useless. With super powers, mystery games seem as pointless as playing hide and seek in a warehouse with

white walls and white floors and all players dressed in bright orange with nothing to hide behind. One, two, three...here I come. Oh, there you all are! Shall we play again?

Like wise, the game of attempting to gain enough wealth to the point where you can declare that you are finally happy would hold no challenge, either. A being such as I could simply manifest from thin air any of the things money can buy or simply create a mountain-sized heap of dollars immediately when the game started. The board game Monopoly would be no fun if you started it with a million dollars each. You could all buy every street you landed on and then immediately place hotels on each one. The game would then take forever as you simply collected rent from each other as you landed on each player's property. This would be a pointless game because there would be zero difficulty or skill and certainly no feeling of satisfaction. You see, enjoying achievements requires that they be difficult. Just as games for adult humans are more complex than children's games, so it is that games played by immortals are even harder.

The other problem with being immortal and playing games is that time has no meaning.

When you know you can't die and nothing can harm you, then it kind of takes away the urgency to

get anything done. If the point of a game is to achieve a certain goal but there is no time limit, then you have no measure as to how well you are doing, no sense of urgency, and no sense of satisfaction. You would not care about how soon you finish because time is not a part of the game. You, as a human, however, have a time limit built in automatically from birth; you have a few rules that make the game of being human urgent and focused. One of the most important is called death. Death is a killer of a reason to get on with things, and it brings with it a sense of urgency. Add to this urgency a built-in feeling of not ever being satisfied but not knowing why, and you have the recipe for a planet full of very busy little beings.

Death is the main reason you are all scampering around in ever-faster methods of transport, using ever-faster ways to send each other ever-increasing amounts of information. Death is driving all this big hurry; in fact, without it, you may not have invented the motorcar or the mobile phone for a very long time to come.

You really do owe all the modern time-saving ways of life to your impending deaths. You owe your drive to get things done today to the fact that you will be dying very soon. Death, for a human being, makes everything more urgent, and as we have already discussed,

it is the set time we have to do something in that is one of the required elements of any good game.

Time is one of the most important aspects of a human life or a short game, and in your case, that is pretty much the same thing. In order for an immortal being like me to enjoy a game, I, too, have to respect the aspect of time. A limited lifespan in human form is one rule even we do not break.

That leads us nicely to the other main rules of any game.

Rules are a set of agreements that all players have to abide by in order for the game to have structure, for it to have a set beginning and an ultimate goal or end. Rules also make it possible for the game to be a common experience that can be shared by all who play it.

Rules are what make the game; they define its difference and its mode of play. They define how it differs from other games and they give the player instructions as to what he can and cannot do; for example, you cannot start with ten million dollars in Monopoly. If you have played Monopoly, then you know it would render the game boring if you could have all the money you want right at the start.

So it is in your life also. If you strive for some goal then the striving is part of the reward of finally getting what you seek, and, in most cases, in fact, the

striving turns out to be the best part. After achieving a goal, often you will just go right on with setting new, even higher goals. You know this is true; you want the highest high you can get: the best score, the bigger house, the newer car, the best meal you can make, and on and on. Many of you even push for greater and greater awareness or what some call “enlightenment.” It does not matter what it is; as humans and as immortals, we all share this sense of wanting to have more, get more, be more, create more. It is the growth that is built into our basic essence.

So these rules help us play a meaningful game; they help us to define things like how long have we got, what the goal or purpose is, and what we need in order to play the game.

Team games require that each player has a role and must stick to the individual rules for that role. For example, if he is a goalkeeper in the game of soccer, he can use his hands, unlike his team members, who can never use their hands on the field except to throw the ball from the side lines. We have agreed roles to play and we have items to play them with, such as balls, goal posts, playing cards, chess pieces, boards to play on, etc. We have a certain arena within which to play; we have a set place within which the rules are applied. When we switch between games, we can change the

rules, such as when playing volleyball, where all the players can use their hands.

So I think we all agree that a game has to have rules, goals, and a time limit to be an interesting game, yes?

Rules can also be agreed limits to our normal powers; for example, sports are all full of rules that limit the force we are capable of using. In the game of American football or rugby, we have players using great force to take down their opponents; however, they stop very short of deliberately smashing limbs and breaking heads, even though this would more permanently solve the problem of a charging opposition. Instead, what we do in these games is agree to hold back, to use our strength in a limited way.

We do not use all our powers.

Look at it in another way, if you will: in a game of marbles, for example, where we try to win all the opponent's marbles, or a game of cards, such as poker, played for money, it would be easier to just beat the opposition over the head and take all the money rather than take the time to beat them with skill. In other words, the end result is not at all the point of the game; it is the fact that we have to get the result through skill and cunning rather than sheer force. If we did not limit our use of power in certain ways, there could be no games at all. Every human has to limit the force

they use and play by rules or there would be very few of you left alive except for a few of the strongest, most ruthless killers holding all the land and toys, and no one left to play with.

I think we can agree, therefore, that in order to play certain games, we have to also agree to limits on our powers, or there is no game.

So how, then, can the Game Maker that I mentioned on page one of this book have invented a game for myself and fellow immortals to play that is a highly complicated puzzle, a giant of a game with many hard mysteries to be solved? Remember that, as a super powerful immortal being, I can see everything, I know everything, and nothing can be hidden from me.

How can it be that an immortal with absolutely no limitations plays a game of mystery like this? How can I be puzzled by a puzzle, however complex? How can anything be hidden from me?

The answer to this question affects you so profoundly that I must, at this point, warn you that it could be shocking and could change the way you live the rest of this life. I must ask that if you continue to read this book, you agree to read the whole book. If you don't read the whole book, you may miss some vital information that may lead you to experience the opposite effect than the one it was meant to help you

have—the effect of freeing you from illusion and helping you have a more relaxed and joy-filled life.

What you are about to find out could change everything you ever thought about everything you ever thought.

But please relax; with the right attitude and a spirit of fun, it will only increase the sense of adventure that you really should be living life from. After all, the entire universe really is just a giant game. And you are here to play it.

“The universe, as you call it, is in fact the arena within which the grand game of the Game Maker can be played, and it is a sealed-off, separated place within which certain rules and laws can be made to work.”