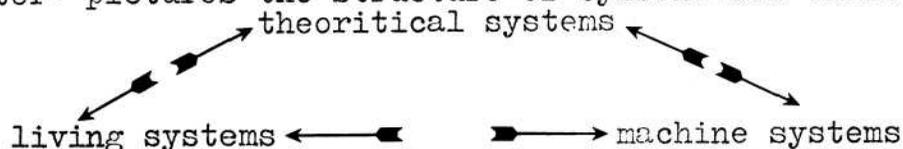


1. " Trouble arises" writes Gregory Bateson, "precisely because the 'logic' of adaptation is a different 'logic' from that of the survival and evolution of the ecological system". The purpose (goal, object, context) of the game is one of simulating ecologic and behavioral complexity ... of distinguishing the sets of relationship between, and the channels of influence exchanged by conceptions of the world and their subsequent control over behavior in the world.
2. The game is played by 3,6,9,12,15 or 18 people with a computer system which provides the constantly evolving context within which conceptual models are created and embodied in a range of media, from diagramatic print-out to holographic simulation. The system also provides the criteria by which models are tested.
3. A primary function of the game is the development of a variety of world-process orientations articulated or embodied in more and more encompassing contexts.
4. How does the game evolve models which separate the contingences of economic and social behavior from the bionomic contingences of the ecologic system in which the given behavior is a constituent part?
5. How does the game evolve corresponding values governed by a meritocracy of ecological description?
6. How does the game separate mythical attitudes based upon the successful domination of nature from conceptions based upon the successful interaction with natural forces?
7. LEXICAL POINTS OF DEPARTURE:

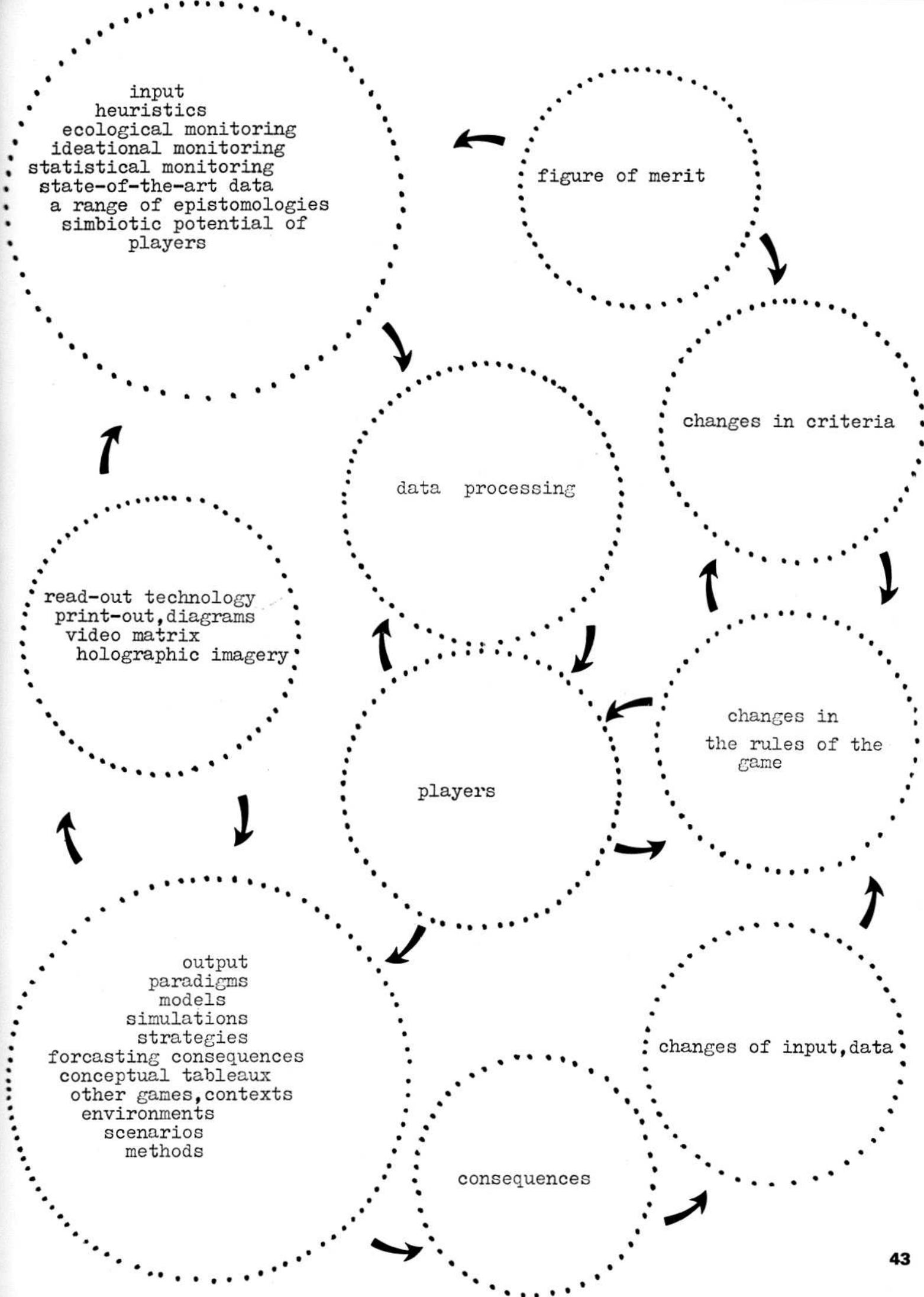
Sequential	Simultaneous, Topological
Linear	Atemporal
Historical	Ahistorical
Labor	Play
Acquisition	Access
Product, Goal	Process
Dualistic	Systemic
Continuity	Discontinuity
Enviromental Exploitation	Enviromental Enhancment
Ideological	Ecological
Static Image	Moving Image
Taxonomic	Simbiotic, Shared Dependence
Maximum	Optimum
Money	Information

8. Michael Apter* pictures the structure of cybernetics thus:



How does the game reflect the interactive flux between these structural elements?

* Apter, M. The Computer Simulation Of Behaviour, Harper & Row, 1970, p.43



input
 heuristics
 ecological monitoring
 ideational monitoring
 statistical monitoring
 state-of-the-art data
 a range of epistemologies
 symbiotic potential of
 players

figure of merit

changes in criteria

data processing

read-out technology
 print-out, diagrams
 video matrix
 holographic imagery

changes in
 the rules of the
 game

players

output
 paradigms
 models
 simulations
 strategies
 forecasting consequences
 conceptual tableaux
 other games, contexts
 environments
 scenarios
 methods

changes of input, data

consequences