

Everyday Life Games: Creative Living

1. They talk about creative living: here is your chance to actually do!

Live creatively and reward yourself: creativity should be rewarded! It is the goal of the Creative Living Project (CLP) to develop a system rewarding creativity. This is how it works:

- you create your pieces of puzzle (POPs) about anything, particularly, about your everyday life
- you post them on the Game of Beads site
- if other people want to buy your POPs or advertisers post ads, you generate revenues: your direct reward
- if you can claim tax deductions for expenses related to this business, you save on taxes: your indirect reward
- if you win a competition: award becomes another reward
- if you decide to participate in meta-physical research, you can earn all possible types of awards, including the Nobel Prize, and rewards, including tax benefits (discussed separately)

Creative Living Project is an experiment in progress: it is still under development. I am not a tax professional: you need to consult with your tax adviser about possible tax deductions. I have contacted IRS multiple times, and have their positive opinion, but not in writing. I hope to receive their definite answer through my Tax Game, a part of Financial Games when it is posted. This very game is one specific example illustrating how everybody involved can benefit from playing the Game of Life creatively.

[Photo/video still life](#). Please feel free to use it in your compositions: just send me a link and remember that it comes in a bundle with some Google ads. It was created for a business purpose, and I'm going to claim tax deductions related to the material expense (under IRS review)



I'll demonstrate it on my own example. I live in an apartment complex called 'The Greens', in Arkansas. It is a very nice community: there is a nice swimming pool, nice golf course, nice business center, and nice apartments: one bed-room and two-bedroom (like mine).

Also, there are very nice people: both who live in the apartments and who manage them ([ha-ha, apartments-- not people \(ha-ha, it was supposed to be a funny joke\)](#). If you would like to participate in meta-physical research and [grade it: how funny it is \(ha-ha, the joke, not the meta-physical research\)](#), click on links in [purple](#) and shades of [deep-purple](#) (the color reflects the order of the joke (ha-ha, like the order of derivatives in mathematics)).



[See video](#)

I would love to tell you stories about these nice people: they are incredible (people-- not stories: I'm just learning Creative Writing to write them really creatively-- really colorfully)! I would love to introduce you to these nice people, **with whom my Life made me to meet (sorry for the awkward wording: click here and other links in red** to send me your versions and become a co-author to share revenues from this Game). I would love you to meet such people like Ignacio, my neighbor, who is from Colombia, or Dan, who also lives in the apartments and works at the Golf store, or another Dan, a maintenance man, or Bill, the manager. They are incredible men, and I really hope that YOU will like them, as well as my video-stories (vtories) about them.



[See video](#)

Then, you'll come to me with your great suggestions improving the game, which, admittedly, is far from perfection. I will be happy to incorporate your suggestions (if other people grade them high and/or they make sense to me). We will become partners and share advertising revenues (by the way, you can make money even if your piece does not make to the top: there still will be a link to it and ads, if you chose to)!

Then, you will be really interested in this Game and recommending it to all your friends and neighbors! It will grow, we become rich: both YOU and me!

This Game is beneficial for everybody: YOU, me, and IRS too-- they will get more taxes! Yes, they will make more money by giving us a tax break for creative playing Creative Life game: living Life creatively!

Do YOU see what I am trying to say (according to the rules of the Game-- without saying)?

Do YOU see how all parties, including YOU, will benefit from the right arrangements if we all play the Game of Life creatively?

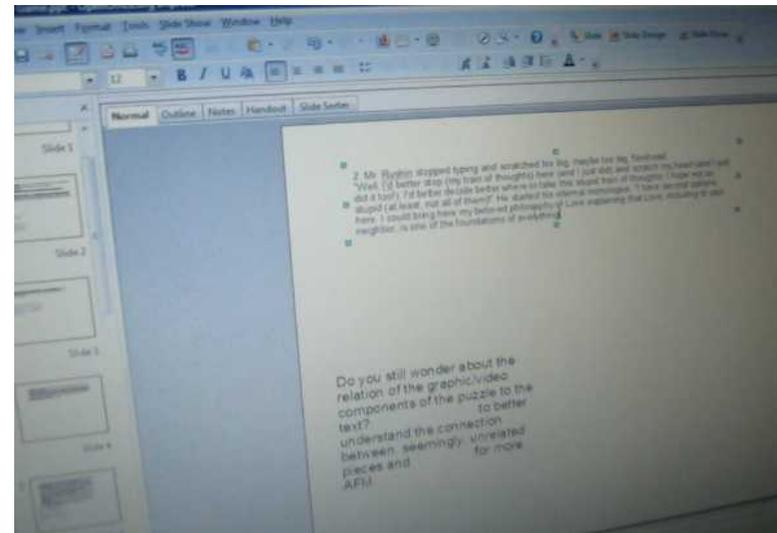
Do YOU see that this is how real inventions work: on creative balance of contradictions, and this is how you need to invent YOUR life-- play your game of Life creatively!

Wow! You've made this far! You deserve a reward! I'm not IRS and can't give you a tax credit. But, I can give you a credit for your patience with me and a **funny reward: this funny song** (if you know the name of a really funny French movie this song is from and names of its super-creative creators, please send me the info, and I'll give you credits, so you would be able to make more money: help should be rewarded!)



2. Mr. Rushin stopped typing and scratched his big, maybe too big, forehead. “Well, I’d better stop (my train of thoughts) here (I just did) and scratch my head (I just did it too!). I’d better decide better where to take this stupid train of thoughts (I hope they are not that stupid (at least, not all of them))!” He started his internal monologue. “I have several options here:

- I could bring here my beloved philosophy of Love explaining that Love, including to your neighbor (including those living in your apartments) and money (better say, opportunities it gives), is one of the foundations of everything: Love comes out from nothing.
- I could switch here to my beloved topic of inventing your Life based on first principles of Macro- & Micro-Innovation, which I’ve developed and teach.
- I can stop this list of bullets: my previous meta-physical experiments indicate that this bullet-proof format does not work when people’s imagination is cold (ha-ha, has your wormed up yet? Not? Even after the funny song?!). I can stop playing with packaging ideas in words with video illustrations (text-video format: tvideo, ha-ha, sounds funny) and switch to video pieces of puzzle with brief text annotations (video-text format: vitext, ha-ha, does not sound funny, that makes it “funny” anyway). Let me go to meet Dan, a preacher, and show him this very Game in-progress. But first, let me show my apartment: that was the original idea that people can deduct taxes on their rent if they use their apartments for business purpose-- to generate cash by posting POPs on the Internet.”



See the video and vote for the best image: play a Selection Game (natural selection of best pieces fitting the puzzle naturally) or better: send your – better image-- we will share advertising revenues.

Mr. Rushin switched on his TV, found a musical piece for the background of this very POP, and went through his apartment with his video camera giving comments about how nice it is (and it is!) and how nice the whole complex is (and it is!), as usually, deviating into different directions.

“No, this stupid video will not work!” He almost cried frustrated after reviewing it. “ I've got distracted by all these Moire patterns, visual metaphors, and [other cool stuff](#): Brownian motion of ideas makes it difficult to see the movement of my train of thoughts. I'll stir my creative juices and redo this dry run. As a [model](#), I'll take Einstein's successful formula for a successful [model](#): “it should be as simple as possible, but not simpler”--only in opposite. I'll try to be as creative as possible, but not more: will think from both outside-and-inside the box. I [will take another take](#): this time showing also outside and inside of my box of my Life (for people who were too lazy to click at the link above). But first, I need to go to see Mr. Preacher: to show him this very Game and the stupid video.”



See these two [videos](#) (click the links in different colors) and play Selection Game (natural selection of best pieces) or [better](#): send your – [better](#) video-- we will share advertising revenues.

He went to his car, found another song for the musical background of his POP and drove to the office recording the complex on his way still thinking about the best way to explain his Game and how it works for the benefits of all parties:

- renters, who possibly can claim tax deduction for using rented property for a business purpose-- selling their POPs and ads-space on the Internet
- landlord, Lindsey Real Estate Co., that can help their tenants to get a tax break by supporting the Game, thereby reducing renters' actual renting expense without reducing rental rate
- IRS, which will collect higher tax revenues if people generate more income by playing the Game in the right way



[See video](#)

3. At the pro-shop, a store selling golfing items, Dan and a number of his friends **were having morning coffee**. One could write a **long story** about this **short part of the story**: (this color coding will indicate Contrast Game, a part of **Game of Words, a game with words**) how Mr. Rushin met John, a pilot (Mr. Pilot), a veteran of the Vietnam War, Dan, a plumber (Mr. Plumber), a veteran -inventor, who has many stories about his inventions, Dan, the preacher (Mr. Preacher), a veteran of seeking and teaching the Truth, and other very nice and interesting people. One could also write even longer story on how Mr. Rushin was explaining the Game, Creative Living project, and benefits of supporting it for the landlord and IRS: to reward creativity. One could write a **really long (and, maybe, really funny)** story on how Mr. Rushin was trying to make his long story short: to give clear explanations, but failed due to the Brownian motion of ideas and his handicapped (**it's the golf store!**) English.. Yes, one could write a story, but I will not: I'll simply give here a link to a bunch of videos. They say: A picture is worth of a thousand words, and I would add that a motion picture is worth of a million! If you want to see the videos: it's YOUR choice. If you find them stupid or smart (**as all ideas here**): it's YOUR choice-- the Truth is in the eye of beholder! If you decide to join the Game (for fun or financial benefits): it's YOUR choice. If you try to play the Game of Life creatively: it's YOUR choice. And if YOU decide to send me YOUR version of any piece improving this piece of puzzle: it's YOUR choice!



[See video](#)



[See video](#)

I still have a lot to explain you (of course, without explaining!) about this game – the Game of Thoughts and Ideas (TAI-Game) or better say, super-game comprised plurality of physical and meta-physical games, including, but not limited to:

- Mystery Games targeting understanding the main mystery of Life: if there is any mystery – anything beyond what we see
- Metaphoric Game: a game with metaphors (one way to explain without explaining)--a great example of seeing beyond **what meets the eye (ha-ha, better say: what the eye meets)**
- Honest Game, which I, honestly, am trying to play honestly
- Funny Games: games for fun, preferably, meaningful: the goal of the Game is-- meaningful enjoyment (whatever YOU consider meaningful and enjoyment)
- Principal Games: games with principles, that people invent and invention principles of the Game-- basic Laws of Technical (Physical) and Non-Technical (Meta-Physical) Innovation
- Role Playing Forum Games- development of different central story lines by Players, specifically, the current one related to competition of two teams of Game of Beads (GOB) players: American and Russian
- Masquerade Games played under a mask – any mask: of a real Player, for instance, Mr. Preacher or Mr. Rushin, or imaginary players, for instance Patent Attorney, who pops out all of the sudden at the end of the POP and claims that all what you just have read is just an example- a specific example of implementation of super-game, an invention, his team is developing, a specific embodiment for a patent application on it illustrating that the game is not only self-developing (Players develop new pieces), self-improving (the best float to the top), but also self protecting.

Yes, I do have a lot to explain you to help YOU to play this Game of Life creatively (to jointly generate cash and have some fun along the way: whatever is more important to YOU), but I can not! Russians say: it's impossible to hug the unhugable (Infinity), and I would add: but it's possible to embrace it.

So, embrace this super-game, the Game of many games: Players of the World, unite!

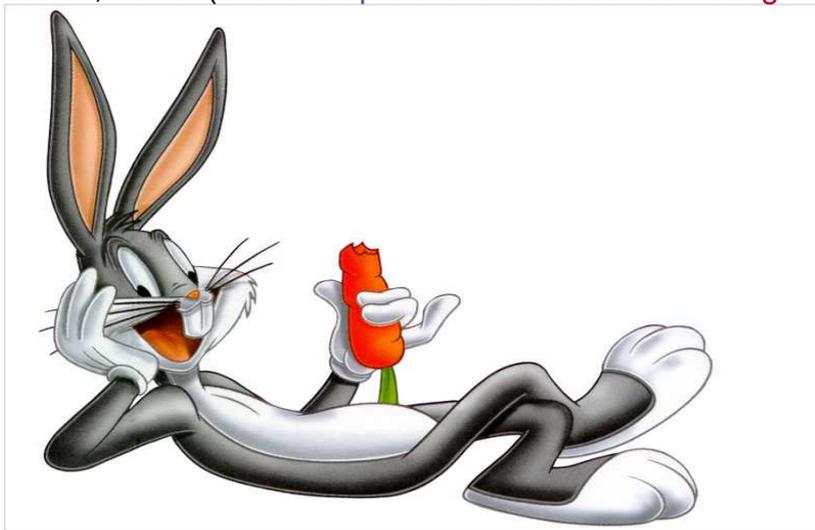
4. “Darn, I keep making the same **darn** mistake keeping piling up different ideas and meta-physical experiments, for example, with Tautology Method (repeating the same words: **shown in lilac**) or **Reflection Method: method of reflection** of the same phrase (**shown in orange--like here!**). It's crazy!” Patent Attorney exclaimed **strongly** upset **strongly** pounding at the table.”I am not a crazy Russian or Mr. Rushin: I am a patent attorney! My goal is to protect Intellectual Property of my team (guess, which one: American or Russian-- it's a part of Guessing Game and meta-physical research directed at making you Game (of Life) the most enjoyable). I was created not to create new, but protect creations and copyrights of our team from stealing by the dishonest dogs – copycats. It's a difficult task-- as Russians say: “ne baran chihnul!” (means: “it's not a ram sneezed” in literal translations. This is my specific example of the patent on this new type of educational game: a super-game comprised plurality of any types of games ever existed or that will ever exist! The patent- this specific example of one embodiment of one type of games: Everyday Games- is supposed to combine deep content and entertainment as the Super-Game itself. Super! I am Patent Attorney, not a comedian Mr. Comedian, who our folks call Bugs Bunny!

Of course, I needed to demonstrate on the example of this example, this specific Creative Living Game, how anyone, including those living in apartments, can benefit from playing the Game of Everyday Life creatively. That is exactly where I should have stopped: focus on only one big Idea --in this case: YOU can make money and/or have fun) at the time!

But, of course, ha-ha, I needed to try to explain as much as possible, even though I realize that it's impossible to hug the Infinity. **Of course, ha-ha,** I needed to explain without explaining (EWE) basic principles of the Game, and EWE-Principle is one of them (and example-in-example, Self-Exemplary Principle, is another one (**as illustrated here, ha-ha**).

Well, I hope that other Players realize that it is just an example of a Reality Game, a draft of its specific realization. I hope that they realize that they can make it a reality sending their suggested improvements. They can make money and have fun playing the Game! I do not want to repeat the same stuff again and again, even though a Russian proverb (mudrost'-- means wisdom in Russian) says: Povtoren'e – mat' uchen'ya, that means: Repetition is the mother of learning (**this is why I keep repeating it in my Games**). This is why I finish this Game here: that's all folks!”

He sighted and finished his Game, still sticking a link to one of classical **Bugs Bunny** cartoons ending with the classical phrase: That's all, Folks! (**one example of the Classical Games: games with classical pieces of classics**).



Bugs Bunny

5. “Dr. Young, your patient does need to learn where to stop- -his train of thoughts.” Dr. Mentor said addressing his young mentee-- **young Dr. Young**. “He looks like a drunk engineer steering the **darn** train of his **darn** thoughts, or better say, not-steering it at all: the **darn** train flies **freely** wherever it wants! I understand his concept of **free** fall of Ideas, similar to Tetrix blocks packaged by players to achieve maximum density – of Thoughts. He is an Ideal Alcoholic, who is always drunk from Holly Inspiration and Ideal Mix, a mix of Ideas! Just take his idea on really colorful Creative Writing: he mixed all the colors reflecting **Reflection Methods** and **Tautology Methods** and other mechanisms of human (of course human: whose else?) brain perception!”

“I agree, but respectfully have to point out that your point about color coding is not exactly correct” Young Dr. Young agreed with his **mentor Dr. Mentor**. “It’s funny that Mr. Rushin also agrees with this, but is so addictive to Ideas and to the TAI-Game: Game with thoughts and ideas. Apparently, thinking process produces in his brain too much of serotonin and other neurotransmitters causing positive feeling. Too bad: some of his ideas on Creative Living do make **sense**, at least to some **sensible** people! I just hope that there will be some other real Players, who could fix his Games. I do hope that some real Players can separate **grain from the shell** and cut what’s not needed or **take to take-outs**, like Jackie Chan does. Let’s see what’s going to happen: how management of his apartment complex, IRS, and other Players will respond to this Game. I just wish he spent more time and space to explain mechanics of his Creative Living project better, as well as the Natural Selection forms given as a link. Hopefully, he will --in the next part of his Reality Web Show: 'My Game of Life'. Hopefully, people will understand his new meta-physical invention: Blog-Book-Game (**BloBoG**), and some will join the Game!”

Jackie Chan's take-outs



Meta-Physical Research: Who I am & what I like (and dislike)

This is an experimental form, a part of our meta-physical research targeting optimization of your Game (of Life) experience. It collects information about what you like and don't, and customizes specific elements of music, humor, art, videos, for YOU!

The main goal is: to enhance YOUR gaming experience and better understand mechanisms of perception and processing of information by human brain (we ask machines do not fill this form-- please follow [Intelligent Design link \(coming soon\)](#) to fill your information).

We respect privacy and keep private information- private!

You will be able to see it and provide feedback to adjust it to YOUR satisfaction: our goal is-- YOUR satisfaction. Premier package including advanced tools to enhance your positive experience with the Game of Everyday Life include certain fees covering development and maintenance of these databases.

I grade it as: -5 -4 -3 -2 -1 0 1 2 3 4 5