

# E-Pistle Game: Explaining without Explaining

This piece of puzzle (POP) is another illustration of explaining without explaining principle of the Game. It is based on e-mail messages (and this is why it's also a part of E-pistle Games) sent to different people by one Player. This is another illustration of how different pieces of information can be re-used- re-cycled - re-packaged to reach the right person, in the right place, at the right time (of the Space-Time-Mind- continuum). Just to make it more entertaining, some elements of humour are incorporated in a form of Russian caricatures and elements of Masquerade Game are introduced based on the Rotation of Vector of Polarization of Ideas. Personal details are omitted or changed in order to preserve privacy.

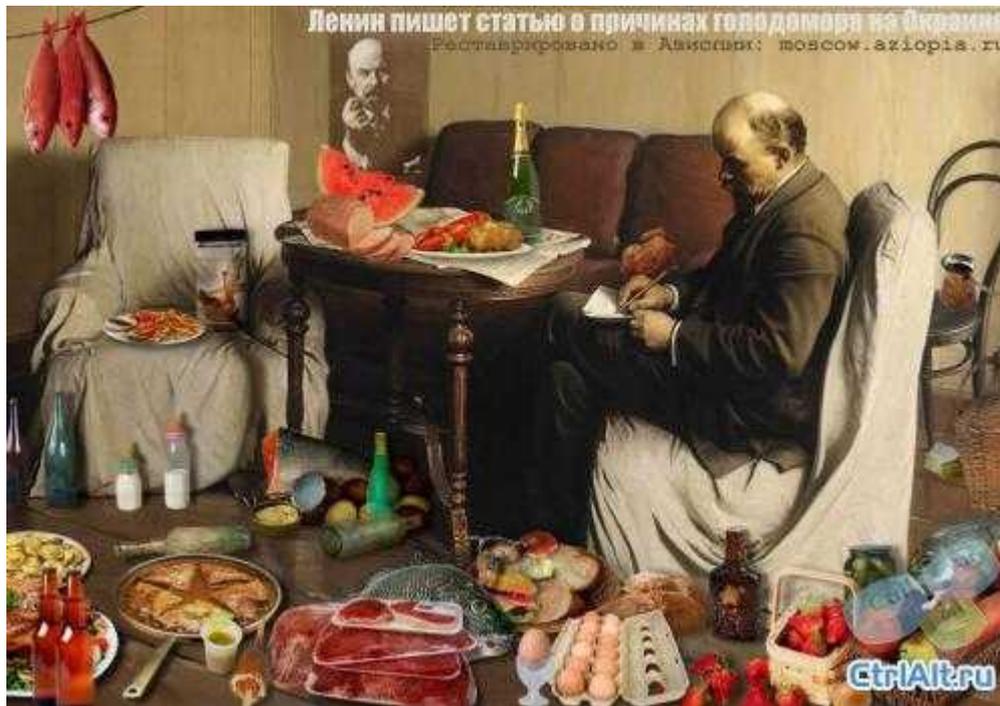


A. Popov, Hunters at rest



V. Perov, Hunters at rest

Mr. Rushin stopped typing and rubbed his big, maybe too big, forehead, thinking about the next move (of Thought) in his game: "I like Russian cartoons (everybody can understand pictures: there are no language barriers), but how people will understand e-mail messages-replies with answers to questions, which are not given-- like in examples below?"



V. Lenin is writing a paper: 'Reasons of starvation on the perifiria'



V. Lenin is working in his office

#1. Dear M.,

The Wire Academy (TM) is based on the "by people for the people"- principle, in which I truly believe. The idea here: people buying service (knowledge) can also sell their own. In application to school and college education, I am trying to develop this in a form of a game: Game of Beads (after the Noble Prize winning novel by Hermann Hesse 'The Glass Bead Game'). I have a Web site on this: <http://www.GameofBeads.com> with the most of functionality developed, but it's at a rudimentary state-- does not look like a real game yet. People can collaborate on development of joint files that they can post on the site. They can generate revenues by selling their information or through advertising. There is an option to develop wiki-file, but I found that Google's file sharing might work better.

Specifically for the Wire Academy (TM), (or Digital Wire Academy (TM), Web Wire Academy (TM), Internet Wire Academy (TM), On-line Wire Academy (TM)), one way I see it working is:

- An author posts a file (for instance, in a pdf-format to take less space) on wire drawing on Wirenet.org site. It has text and images.
- People viewing the file can have their own materials on the same subject, for instance, better pictures, or additional images, or complementary files, for example, on patenting, a heat treating operation restoring ductility of hardened wire.
- They contact the author via e-mail provided and offer their help to improve the file.
- If the author agrees, he/she gives permission to collaborate on the file by using Google account or just incorporates the materials him/her-self.
- They share revenue if other people buy the file or from ads posted on their pages

I will use specific examples from my Game of Beads educational project:

Level I: combine masterpieces of Art, Music, Literature, etc. into super-masterpieces. You can take the current example [http://www.gameofbeads.com/myBOL/Level1\\_Example.pdf](http://www.gameofbeads.com/myBOL/Level1_Example.pdf) and change the image or add another one. Or you can change/add videos (by the way, check the links to the videos-- they are pretty funny)

Level II: incorporate your own piece in the masterpiece composition. You can take the current example <http://www.gameofbeads.com/myBOL/FlowerBallade.pdf> (my Rhymoholic wrote the Flower Ballad) and offer better images

Level III: reality game. This is exactly what's happening at this very moment-- I'm typing this e-mail message to you. We can take it and incorporate into a piece of puzzle (POP) as exemplified in E-pistle Games: <http://www.gameofbeads.com/mosma/E-pistle%20Game-1.pdf>

This structure of the Blog-Book-Game is very flexible: allows one to increase efficiency of using any information, including e-mails. If people find this specific message interesting (depends on how it will pop out in a POP: how I package it), I have a chance to generate ads-revenue from their clicks. By the way, you too have the same option: depends on our arrangements and how creative your reply is.

Sorry, for such a long answer to your specify question about wiki. The short answer is:

I think that people can collaborate on files for the Wire Academy (TM) (and all other similar virtual and non-virtual schools) by using Google file sharing.

I'll send you a specific example through google.com, but you will need to have an account to collaborate on the file.

I would appreciate your opinion on this.

Thank you for your open mindedness.



S. Elkin, A Mouse



A. Popov, A frog and a prince

“No, it's not going to work: while some cartoons illustrate the idea that the same visual information, famous paintings, can be re-packaged over and over again, meshing with the e-mails could be better. I hope that other Players will send better matching pieces. I need to introduce a new level of complexity in this POP to make it more interesting.” Mr. Rushin decided. “How about all this move of the creative Thought: what I am writing now and all e-mails- are a part of a Game of Rhymoholic. He is always drunk from Holy inspiration, like his contra-part from the Russian Team, Rifmogolik, and gets crazy ideas. He just put on my mask playing a Masquerade Game pretending that he- is me: to squeeze-in some of his rhymes using e-mails as a camouflage.”

#2. Dear A.,

You've mentioned a commuter train, and I just saw the view behind the window: it's too bad you can not shoot videos.

Remember Lenin's citation: Cinema -is the art of masses. I would say: videos- are a true art of masses. The difference is: masses watch cinemas and make videos.

I am video taping all I can playing for my Non-Borat movie called Erat (Borat- with crossed O): some think that I had Japanese relatives (Japanese tourists are famous for taking too many pictures).

I can not really tell you why: most of this material is just stored on my external hard drives (~2TB, not counting a bag of digital 8 tapes).

The dream here: to put together a reality movie -Borat. I have got a unique material. I've told you about one example -with a man, who offered me a sucker at the Lake. Another- with a girl at a bar. I have these two scenes reflected in my pieces of puzzle (POPs): Halloween Stories: Part. I. Morning and Part II. Evening. Both did happen on October 30, 2007.

## Free Stuff

Free beers- free drinks- what is better than that?  
Add, please, a free food: and I will be so glad!  
Free happiness - free from problems and worries  
From repetition of common life stories:

Work's boring! Home's boring! And wife's boring too?  
All fun and excitement are under taboo!  
What could be so bad, and what can be better?  
Having no problems is a very hard matter.

A man cannot be like a flower or tree:  
To simply exist: only to be.  
One has to work to be free in this life:  
To dream the Free dreams- one should be alive.

“Why do I have to think that hard to make people think?” Mr. Rushin exclaimed in frustration. “If they do not want to look at just e-mails and read them quickly: it was supposed to be that way! The ones who need to understand – will! They will understand everything: what I've said (and why) and what I didn't (and why)! How do I know that?! Simple ...”

#3. ...Obviously, there are many poems about Moscow and songs too. I'd like to compile a small collection.

It's interesting, how they differ-- in styles and context: there must be a number of books on this topic: comparable poetry on one subject.

The same with St. Peter., Volga river, and the country in general. I am trying to rationalize it, but it must be completely irrational-- a person is just in love with the city and wants to express his/her feelings. It's important not for the city (unless one believes in the mysterious city soul), but for the person.

Why is this important for a reader -- to read the same, but different stuff? Apparently, it's because anything related to love - human for a human, or human for a not-human (for instance, an animal), to alive or not-alive object attracts human mind, a neural network trained this way. This is another indication of need for the intellectual food: even the best masterpieces become too stale, so there is a need for the fresh food.

Sorry for this little "philosophical" mumbling: the whole day, I was digging a trench around my house to do waterproofing. It's a lot of physical exercise-- so I allowed myself to get a little of intellectual one for the balance-- I hope you don't mind.

## **Brain Machine**

I think that I think that, of course, I can think-  
Why not? I do have a brain!

It's not dead as yet and it thinks in a blink:  
It works- although often- in vain.

It thinks little thoughts about my life:  
My work, a paycheck, wicked boss,  
My family- kids and, of course, dear wife,  
And, unfortunately- my!- hair loss.

It can also produce a very strong juice:  
Mixing thoughts- big ideas and feelings-  
Analyze and deduce, multiply and reduce,  
Turning only a penny in shillings.

It's a little machine that is called “Human Brain”  
It's a Power-of-Thought Generator-  
It's a diesel for Progress-of-Life heavy train,  
And, sometimes, is an accelerator.

“Aha, I've got you again at the scene of crime!” Mr. Rushin's wife said ironically entering the room. “You were supposed to fix the house: dig that trench and clean the wall for waterproofing. Instead, you are playing your Game of Beads again. I'll bet, you've stolen somewhere some pictures or caricatures and “incorporated” them in your Game. Tell me I am wrong!”



Incredible skill of digging: where to find such a machine for digging to the Truth?

“No! No, no, and and one more -no! You never wrong!” Mr. Rushin replied enthusiastically and following an advise on how to appease one's wife given by Prosoholic, one of his American friends, added in a super-gentle voice “My dear!” with a big, but still partially, guilty smile, and the following explanation:

”As you know, it's all experiment: a meta-physical experiment, a super-meta-physical a super-experiment comprised many experiments:

- One, if people will understand the beauty of this structure of a Blog-Book-Game (BloBoG) flexible enough to package any information in any way
- Two, if there will be the One, the Chosen One, who will chose to play the Game-- so far, I'm the only one who is playing the darn Game
- Three, if it is possible to explain without explaining by using ...



Mr. Rushin playing his game in a trench- creatively

He did not finish the sentence again: a telephone call interrupted his explanation. One of his Russian friends, Alexander, a former stock analyst, who abandoned the Wall Street for a search of the Eternal Truth, was calling him. Of course, the discussion was long and, of course, about the Game: only a short fragment is captured in a video-clip below.



[A part of phone conversation](#) with Alexander, a hero of search for the meaning of life (in Russian)

“Well, well, Prozoholic, you have twisted the Vector of Polarization of Ideas too much!” Rhymoholic said to his old friend and nemesis after reading a draft of their new Game.”I liked that you finally incorporated a couple of my little poems in the Game, even though I have much better ones. However, I would remove all your extra-stuff, first of all description of emotions. Yes, emotions are colors of thoughts, and it's nice to have colorful writing not only from links shown by different colors, but also in context. Still, I would suggest to leave just e-mails: people, who are suppose to understand the Game- will! And, I would put all the rest in cut-outs, similar to how Jackie Chan does, and stopped right here!”



"Jackie Chan: My Stunts" Documentary

“Rhymoholic, I am impressed with your LCS-approach to new ideas: never reject right away. Instead, say what you Like, then Critics, and then offer Solution.” Prozoholic replied to his partner on the Game. “However, I need to say, what I need to say! The Typist, real Mr. Rushin, typing this that way, and I do not have any other choice, but say, what I'm supposed to say! However, who makes him to think what I have to say? Who sends him these very thoughts? Who made him to start his Game, which has not brought him any good (except for moments of euphoria when he thought he has created something good and, possibly, new), but frustration?

It's obvious in my case: I am just a character, a Player in his Game, a toy in his hands-- literally-- he types whatever he wants, and I do whatever he wants. There is no any Free Will!

What about his case: his free will? If I suffer that much trying to solve this problem (in mathematical sense), I wonder how really he is tortured by the same question about free will-- he is real!

This is not a new question, but, I think, I know a new approach to find out a new answer to it. However, it's another theme for another Game.