

## The MMORPGs

Actual ----->Virtual	
PLAYER or GAMER	AVATAR
<i>the human person</i>	<i>the virtual counterpart</i>
<i>real-life character</i>	<i>the fantasy identity</i>
1 console, remote control joy-stick, headphones	2 virtual setting on screen the gaming environment
3 actions of the gamer manipulations of the console	4 scenes enacted, battles actions performed by the avatar
5 challenges eye-hand skills employed	6 tests, levels, enemies
7 satisfactions of the game gaming skills	8 results, scores, treasures, weapons

## THE MOTHERDREAM

Actual----->Social-Natural	
PLAYER	"ALTRA", a second identity
<i>the human animal</i>	<i>the imagined self</i>
<i>biological identity</i>	<i>the living fictional identity</i>
Biological self	Imaginal self
Actor in the Motherdream	Role played by the human actor
personal-social identity	transpersonal identity
[Gregory Peck	Captain Ahab in <i>Moby Dick</i> ]
1 Shakti Cluster (console)	2 the setting of life natural world, social order
3 actions using the SC practices of Planetary Tantra expression of inborn talents	4 real-life real-time events encounters, projects undertaken scenes and situations
5 circumstances of life existential situations encounters with nature social transactions	6 tests, opportunities, confrontations <i>What you make out of what life offers</i> Outlook on problems and difficulties Range of inspirations, enhanced expression
7 anthropic dreaming interactivity with nature transformed personal behavior "act the part" power-bonding with Dreamer consecration	8 proofs of interactivity strengthened bond with nature, non-human different treatment of others self-love, self-direction, clear intention rapport with the Supernatural occult skills, "super-powers," mantique

\* The personal-social actor accomplishes the role of the Altra and eventually becomes the Ultra. Compare to being an alpha male or an operating thetan in Scientology.