Identity Games

Steven Friedman

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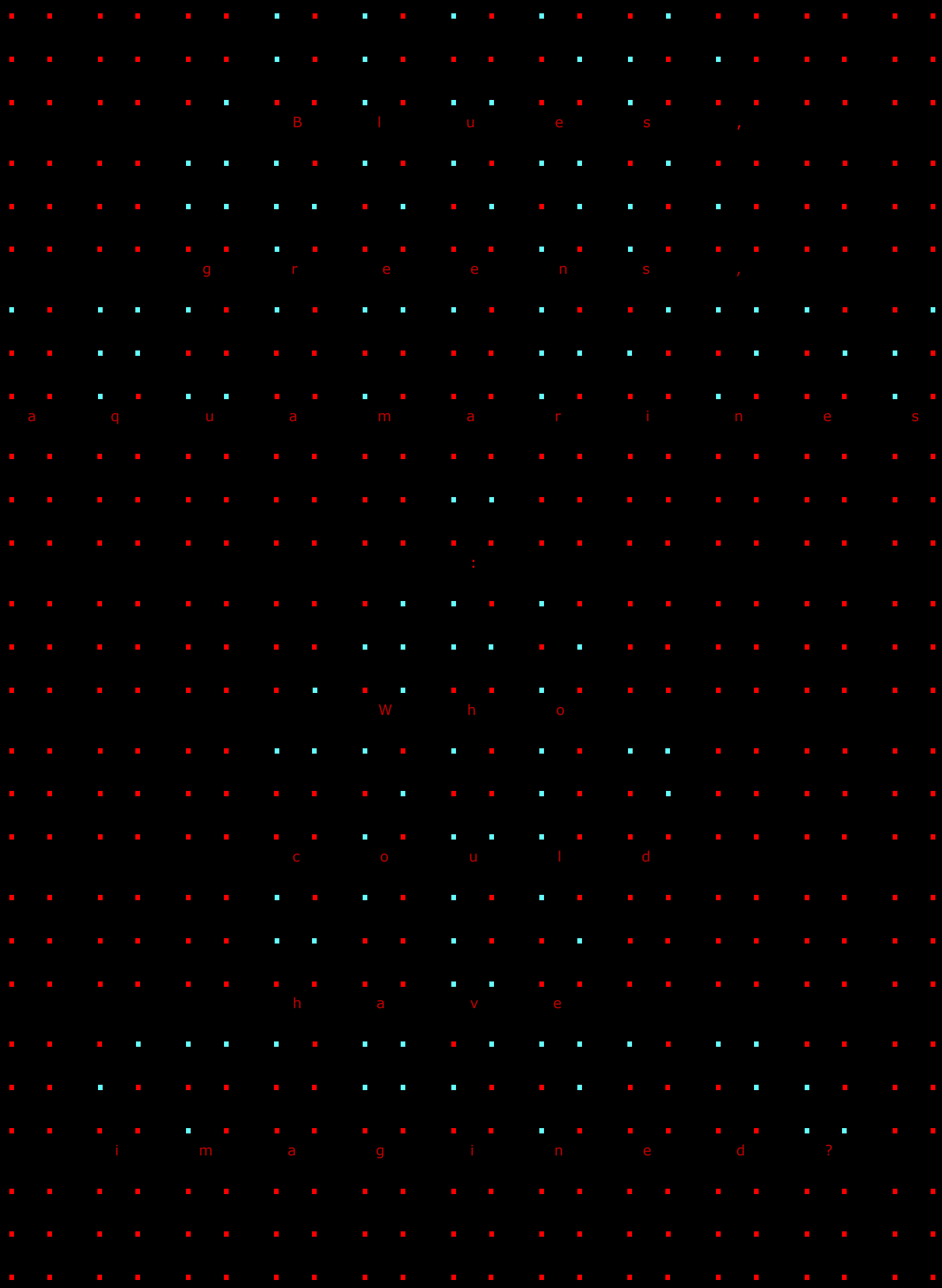
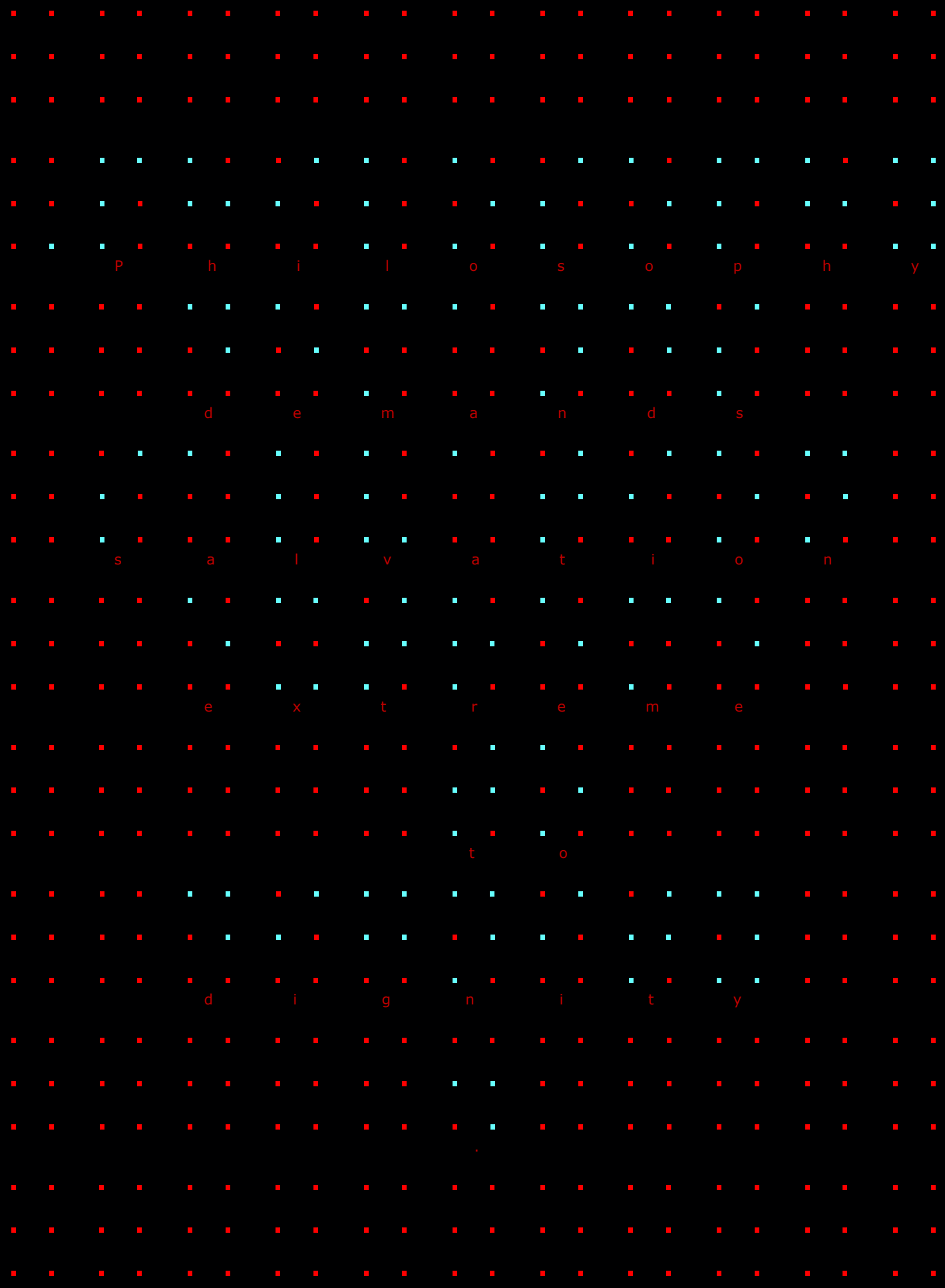


Blues, greens, aquamarines: Who could have imagined?



Philosophy demands salvation extreme to dignity.

Identity Games

I d e n t i t y

i s

h e u r i s t i c .

D i f f e r e n c e

i s

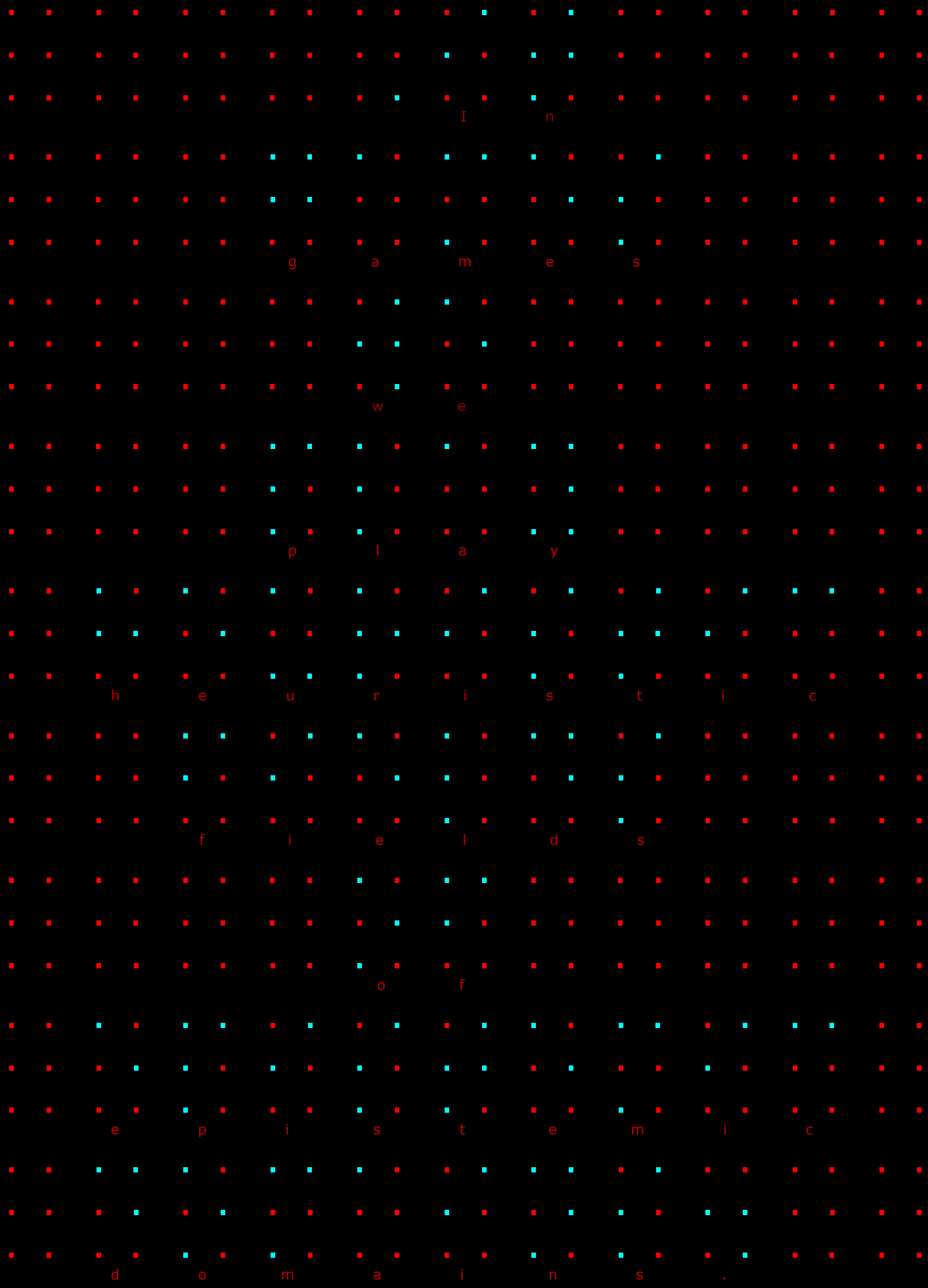
e p i s t e m i c .

I d e n t i t y

p r e s u m e s

d i f f e r e n c e .

1. Identity is heuristic. 2. Difference is epistemic. 3. Identity presumes difference.



In games we play heuristic fields of epistemic domains.

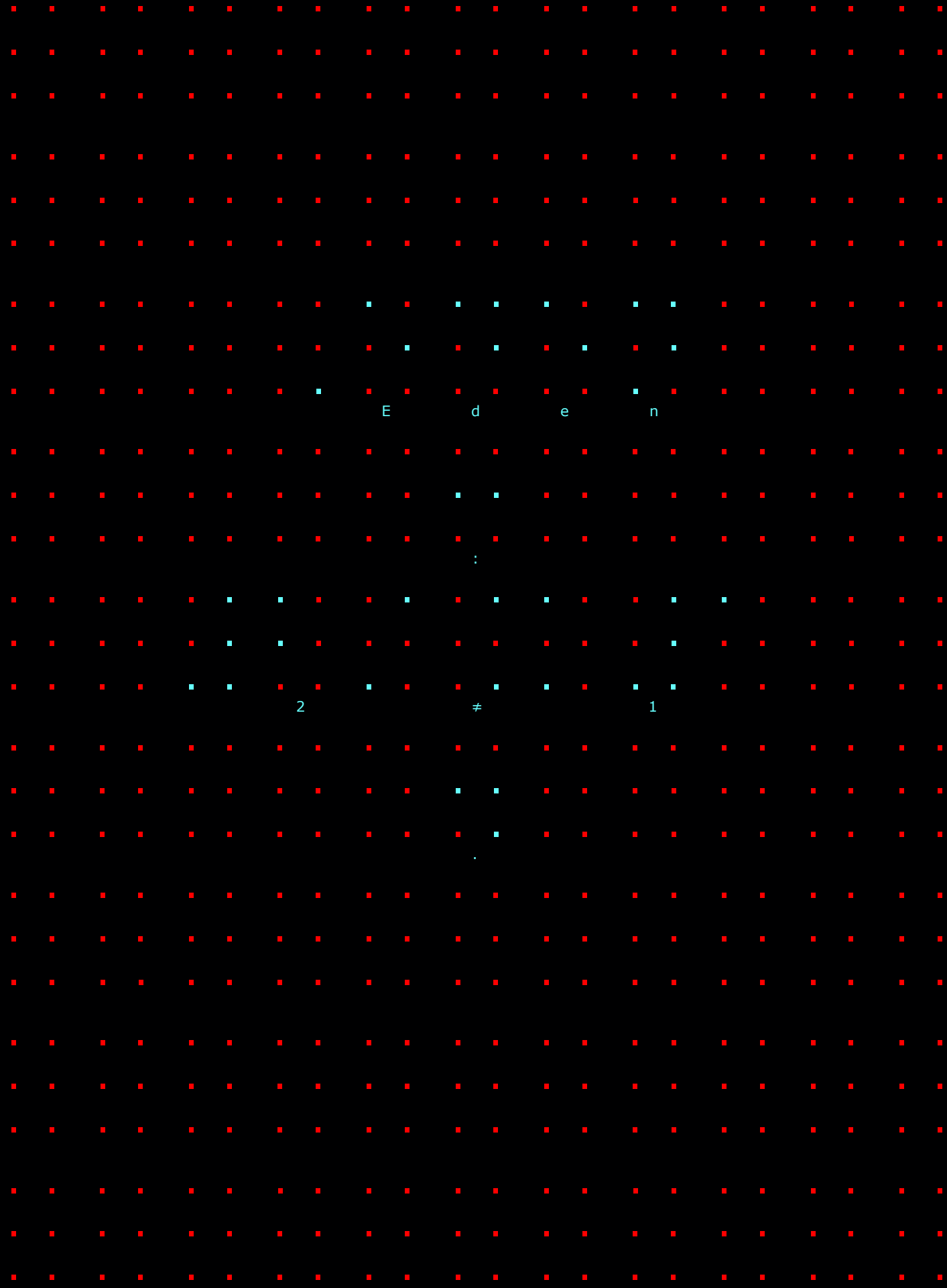
E x i s t e n c e

r e s o l v e s

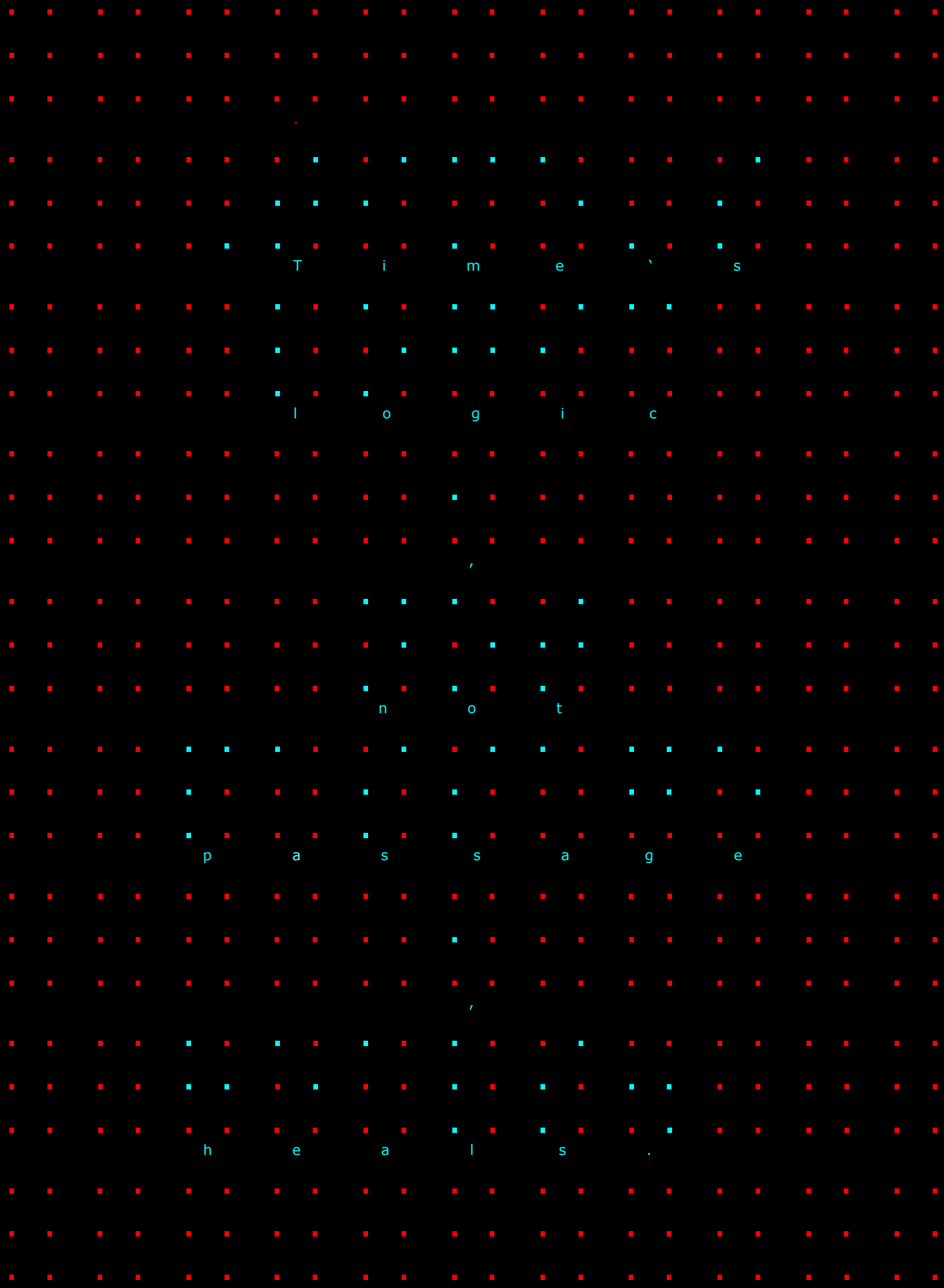
t o

s a l v a t i o n .

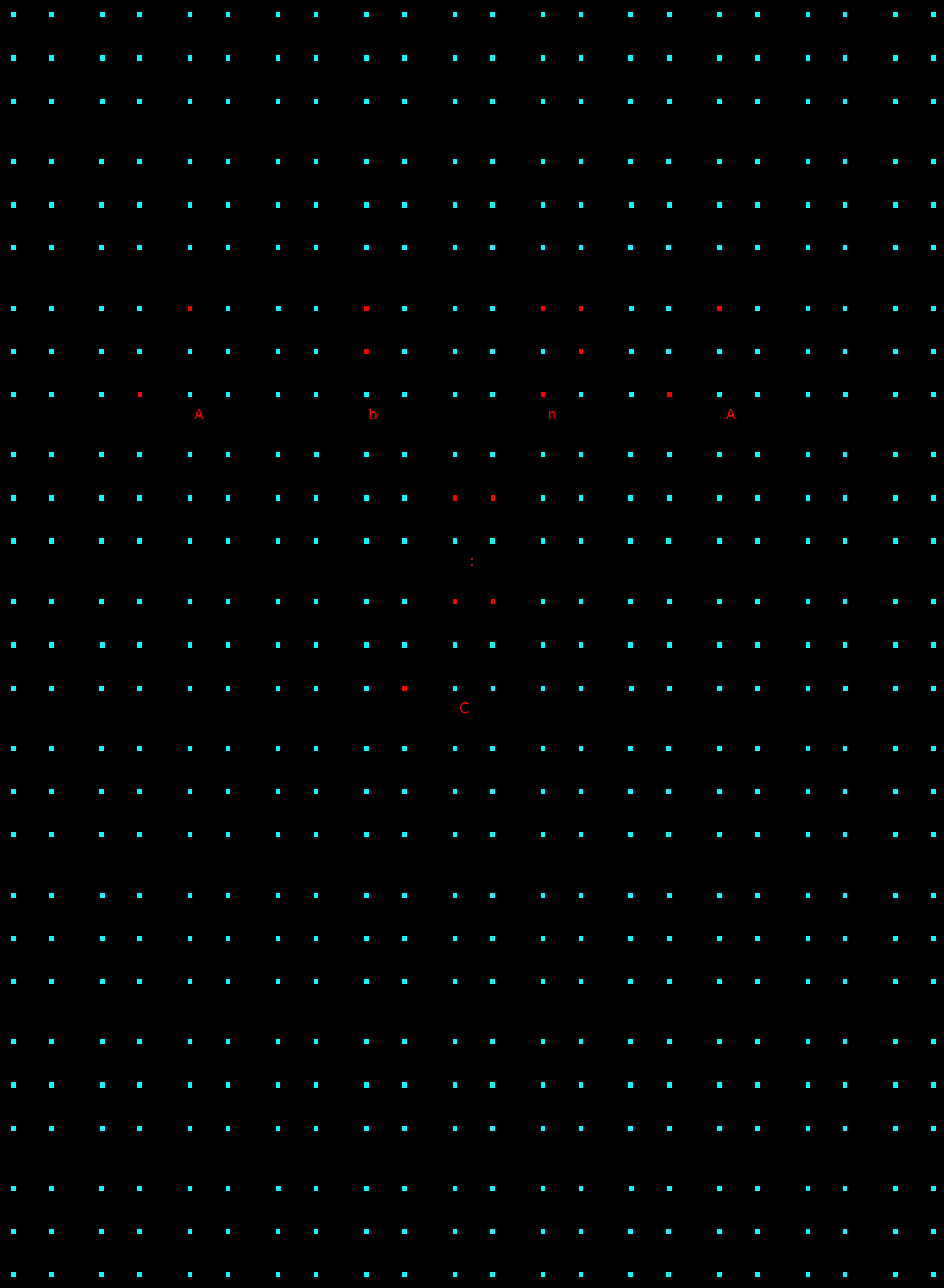
Existence resolves to salvation.



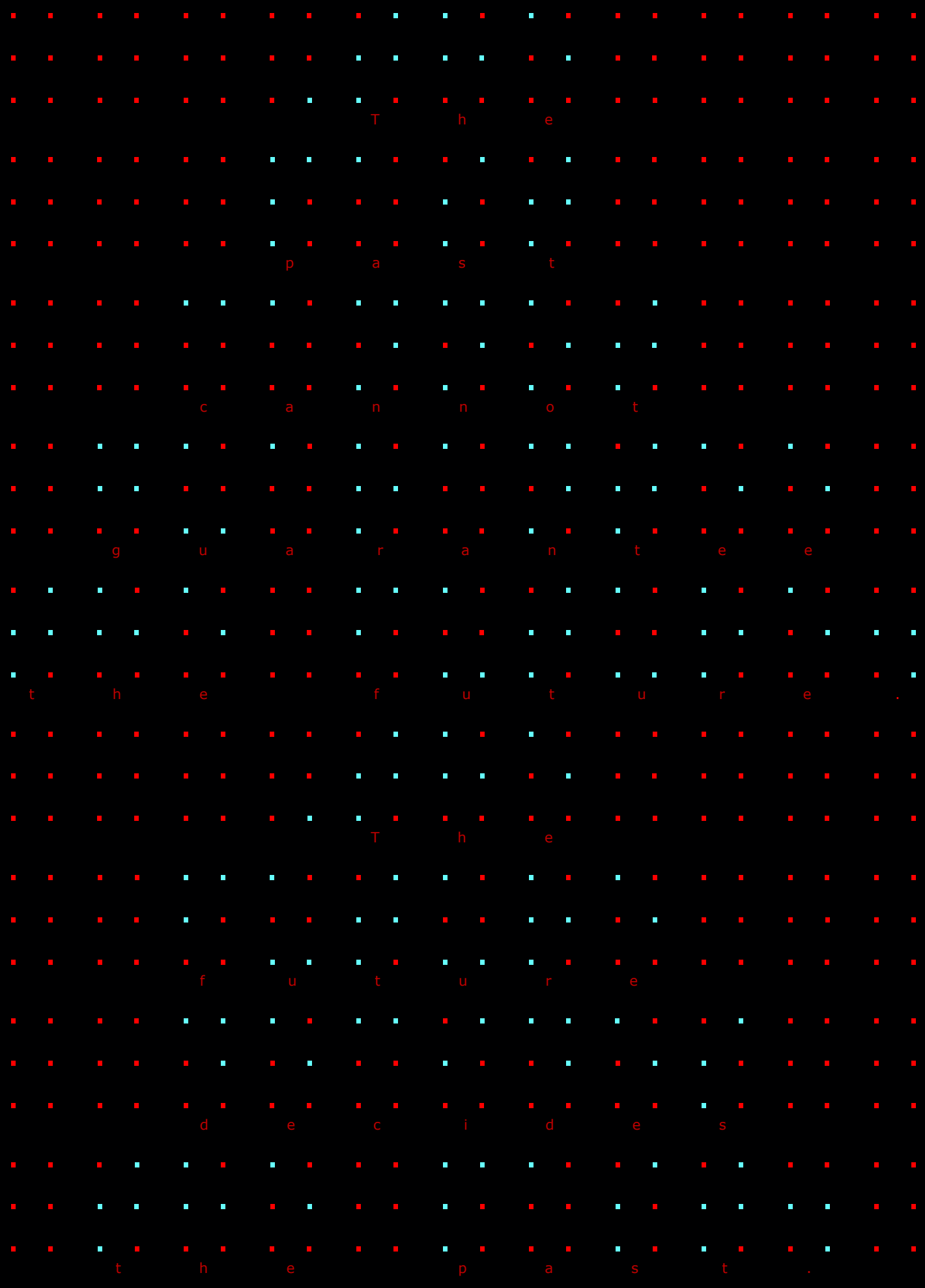
Eden: 2 ≠ 1.



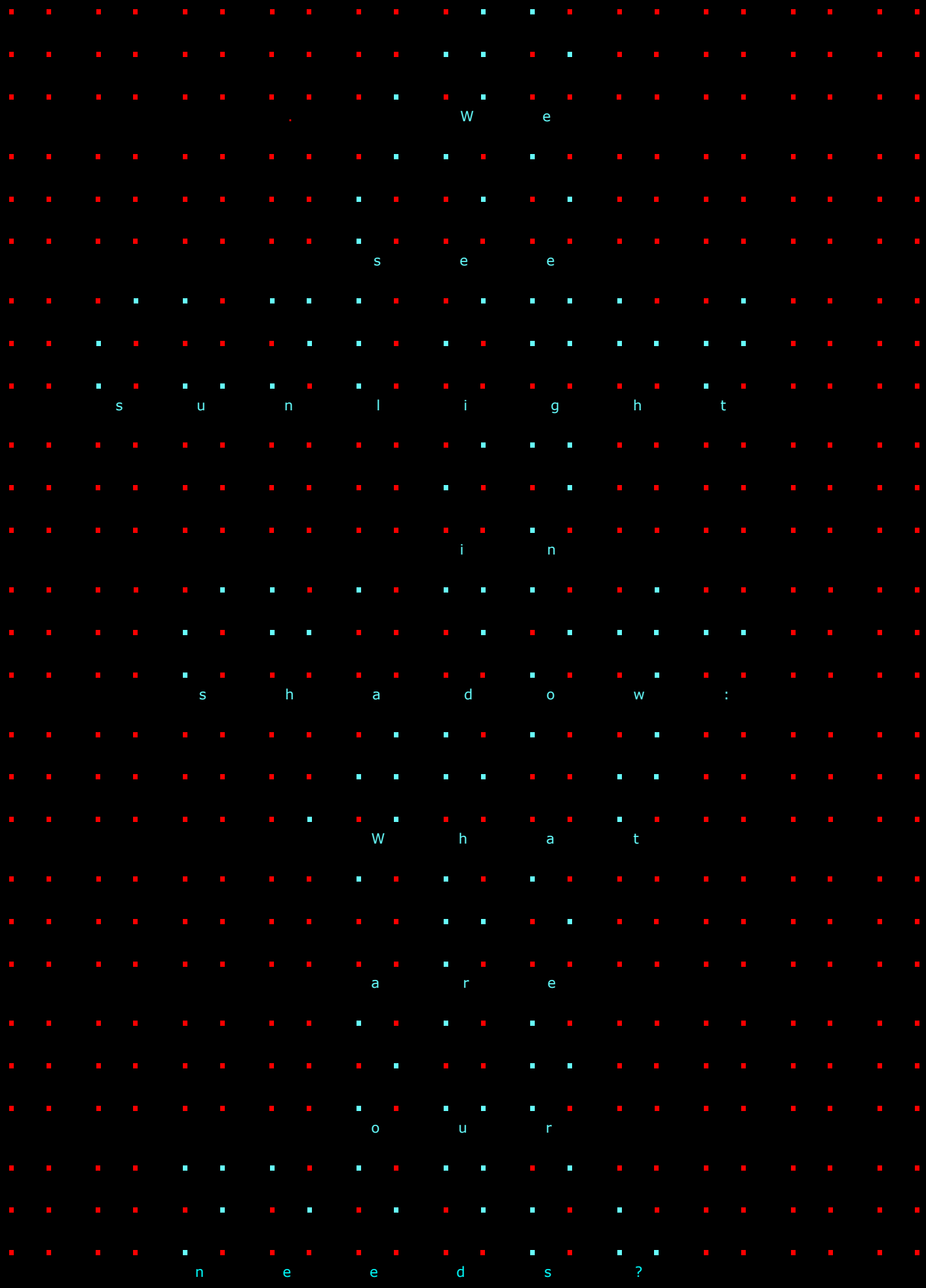
Time’s logic, not passage, heals.



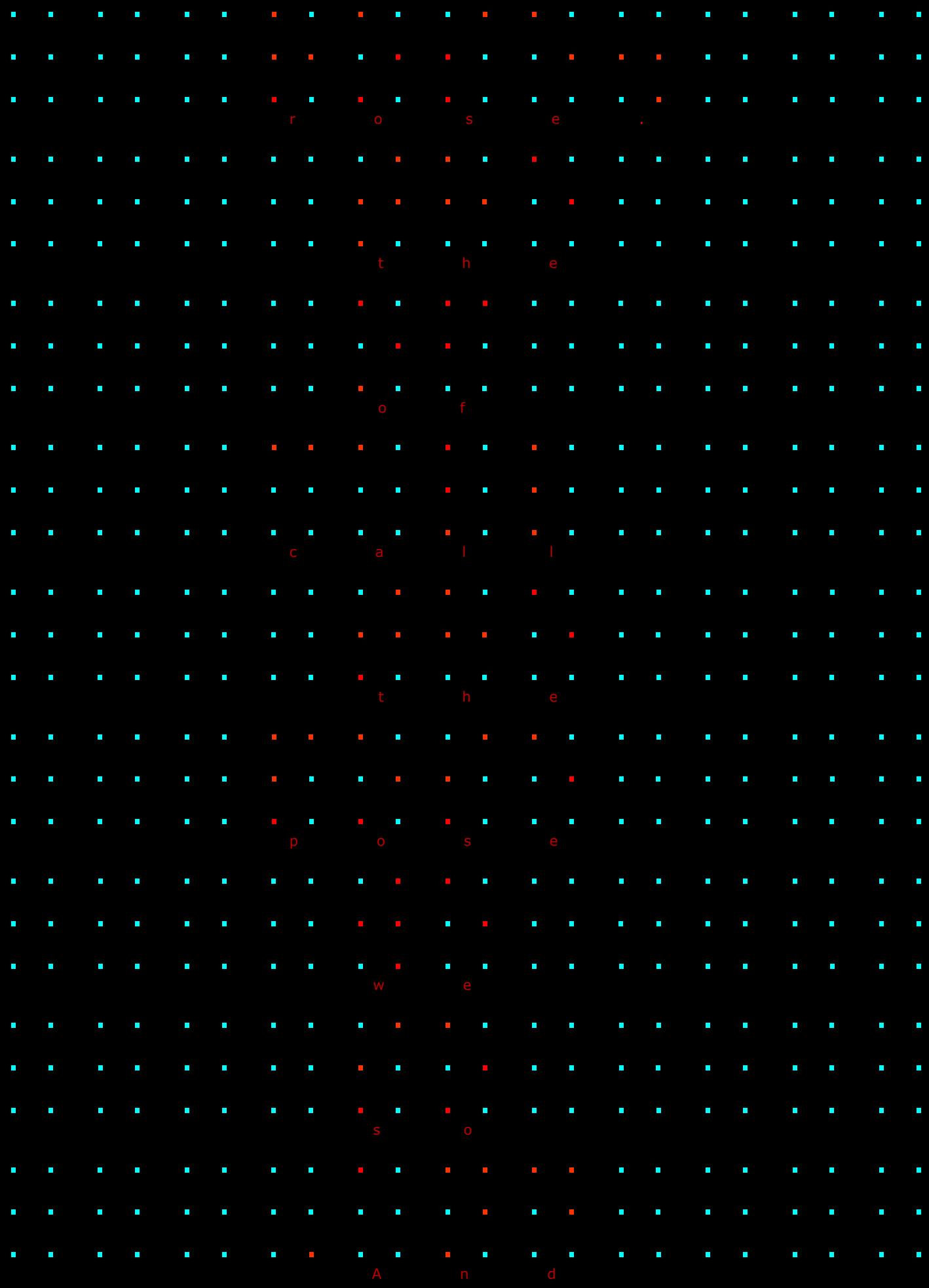
A b nA : C



The past cannot guarantee the future. The future decides the past.



We see sunlight in shadow: What are our needs?



And so we pose the call of the rose.

F o r

c o n f i d e n c e s

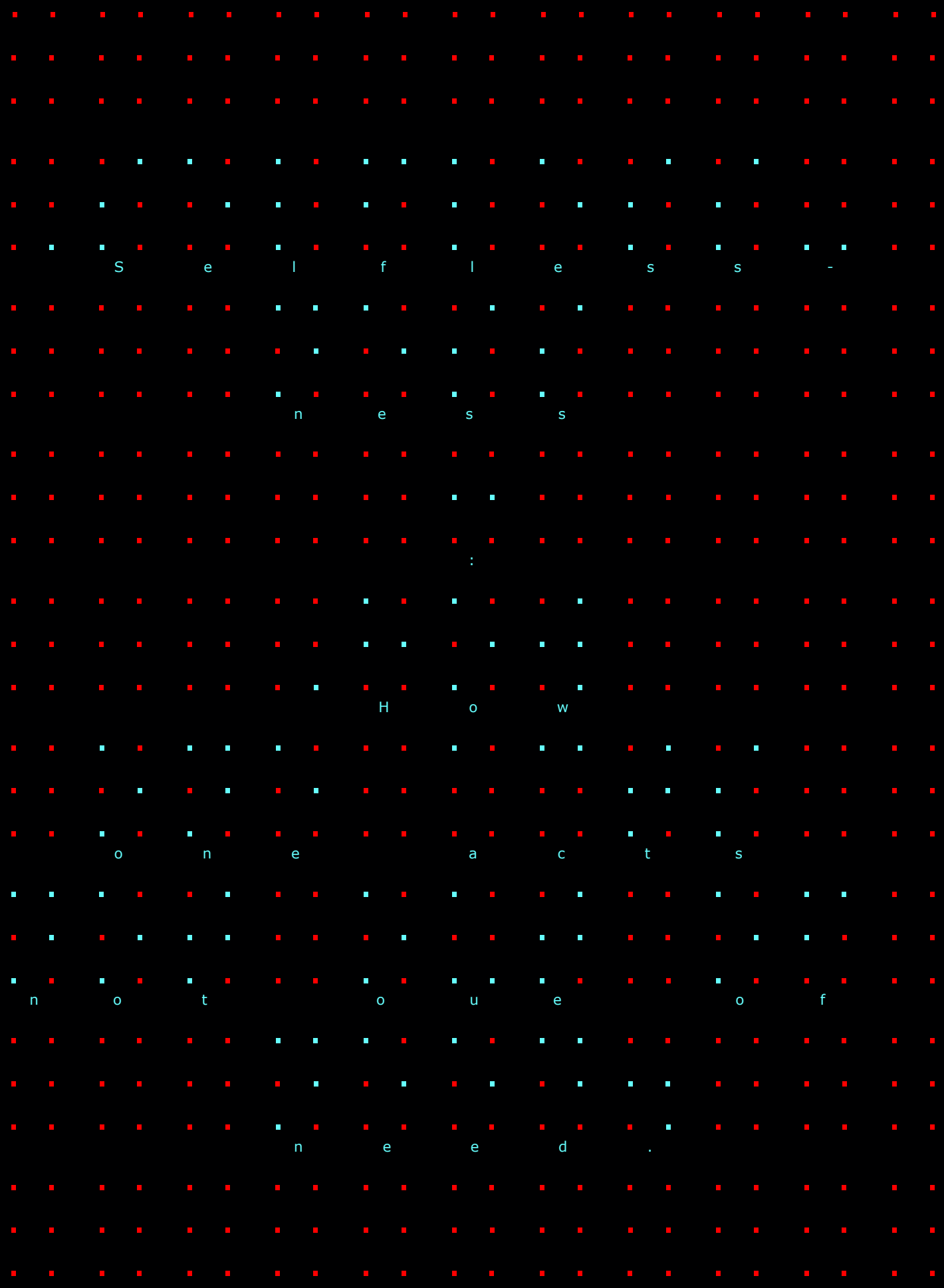
,

w e

s u b s t i t u t e

e c s t a s i e s .

For confidences, we substitute ecstasies.



Selflessness: How one acts not out of need.

D o n o t

s u f f e r

t h a t i t

e n d s .

I t

w a s n o t

r e d e m p t i o n .

Do not suffer that it ends. It was not redemption.

T i m e

,

w i t h i n

t h e l i m i t s

o f

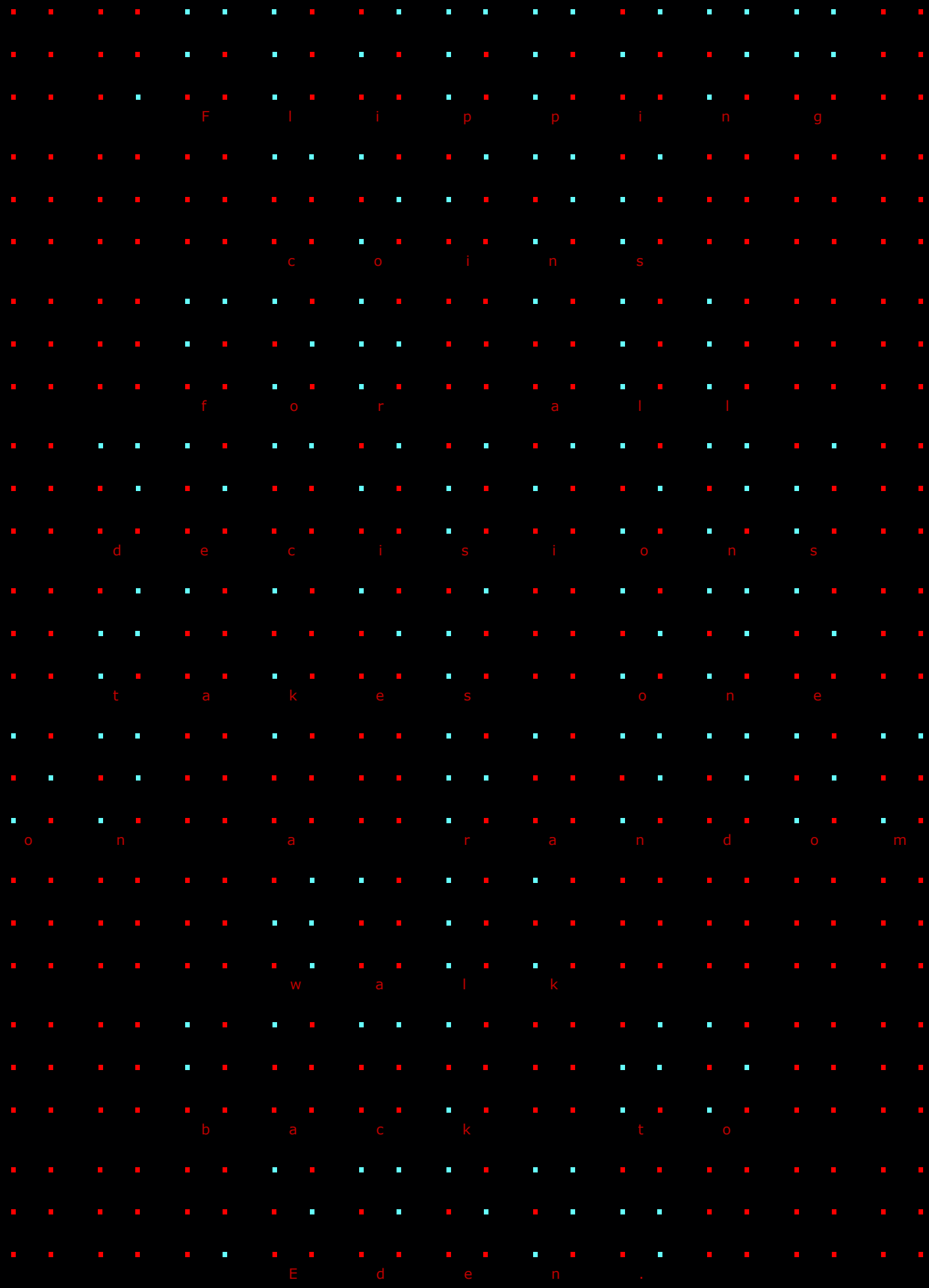
c e r t a i n t y

,

i s

e t e r n i t y .

Time, within the limits of certainty, is eternity.



Flipping coins for all decisions takes one on a random walk back to Eden.

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