

## THE TEST: WHAT KIND OF PLAYER ARE YOU?

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You likely already have an idea if you've ever played a game, including sports of any sort. Are you a good sport? How well do you take losing? Does it inspire you to acquire more skills and better strategies or are you a poor sport? Do you give up on a video game or keep trying? Do you cheat in any way? All of this reveals your character to others if not yourself.

So, you may know the type of player you are and be wondering how to determine if anyone else is a narcissist who might be bluffing or attempting to manipulate you in some way. Have you challenged them to any game or sport or friendly competition? Try that.

You may want to start with a simple game such as Sorry! by Hasbro. The game Sorry! is a game of both luck and skill that permits you to be unpleasant to other players and they have the same chances to be unpleasant in response. It's built in to the game. Different games have different rules. The game society at large is playing is called "life" and the rules are the laws and subject to both interpretation and change. But, you have to follow the rules regarding interpretation and changes.

So, challenge someone you need to get to know better to a game of Sorry! (or any game, but, this is for the example). Now, to determine if you are dealing with a Cain/Lucifer/Narcissist, pay close attention and answer the following questions:

1. Was there disagreement over what color pawns were assigned to which player? Did anyone make a big deal over pawn color? If so, suggests focusing on minor details rather than the game itself. And, it could be an attempt to psyche out other players to prepare everyone for playing with a complainer or someone who will claim the fact they won because they got to be the color pawn they wanted and that's how they are counting winning even though that is not a basis for determining who wins Sorry!. So, after the game if the person focused on color loses the actual game and then claims to have won based on getting to be the color they wanted at the beginning, they are somewhat narcissistic and delusional or extremely ignorant regarding what constitutes winning the game of Sorry!
2. Does the other player get excessively excited about holding a Sorry! card that will permit them to send another player back to start? Determining why this is so is important. Do you get excessively excited or aggressive when playing Sorry! and even without significant benefit or necessity for your own advancement in the game use such cards just to mess with other players and set them back? If so, that's malicious. And, if you do that it could provoke Wrath in the other player and they might just Sorry! you back more or less strategically than you chose to Sorry! them depending on their skill level at the game. So, if using the Sorry! card only when necessary (i.e. no other options to get out of start and no other pawns of yours in play on the board), then you are extremely virtuous and same goes for any player of Sorry! you play who plays that way. If you use it strategically, but, not gleefully, you are simply a good player and in it to win it. If you use it gleefully without justification because everyone else playing was playing nice (either virtuously or simply with friendly competition in mind), then you are a narcissist. If you use it gleefully and your actions are justified because of earlier game play by other players who are narcissists and you are responding in kind, be careful as they may be tempting you to adopt their vicious lifestyle. It's always tempting to

respond to vice with vice. We're all capable of it, particularly wrath. So, be cautious if you find yourself responding to vice with vice and know the devil may be your opponent and decide how best to shield or protect yourself from being deceived or viciously abused.

3. Did anyone cheat? This can be by stacking the deck, moving more or less spaces than allotted by the card played, and more. It can also be revealed by someone claiming to have special knowledge of the rules that you didn't know or don't know. Like, someone could be at the second rung on the safe zone going towards home and have a 4 which is only for going backwards in the game of Sorry!. And, that someone could say "If in the safe zone, there's an exception where you can actually use the 4 to get into home". No, that's not true. You'd have to go back 4 and leave the safe zone. But, sometimes narcissistic liars like to make up fake rules and claim special knowledge that simply is just bullshit. And, it really helps if you know the rules yourself before starting game play and/or where the official rules are so you can fact check opponents who try to fake you out claiming rules that don't exist or exceptions to rules that are not in fact exceptions recognized by the official rules. So, if they're willing to go that far just playing a friendly game of Sorry!, you have to wonder how dishonest and/or vicious they are in other areas of life where survival or competition for resources is involved.

4. How do those who lost handle losing? If they say "good game and let's do it again sometimes", then they are good sports. If they say, "good game, let's play again right now, best out of 3, deal?", then they are competitive and are looking to build their skills and see you as someone who challenges them enough that they will improve by playing you and that's a compliment even if you felt one game was enough. If they throw a fit and claim the game was rigged or you cheated where neither of those things are true, then they are a narcissist. If they throw a fit because you are the narcissist and can't win without cheating because you suck, then, hopefully they've learned not to play with you anymore and vice versa.

So, you can pick any game and look for the signs. Take those who want to keep competing with you as a compliment in most cases. And, remember you can use almost anything as a tool for teaching self-discipline and recognizing threats including the game of Sorry!. Some games permit for cheating if everyone agrees to that when the game starts. Some official Monopoly rules for the board game (not electronic version) permit for that. And, with Poker bluffing or lying to see if you can psyche out your opponents is part of the "fun" and understood as a component of the game so no one is horrified by the deception because with Poker it is part of the game. And, if playing any game against a small child who is just learning to play, maybe choose Candyland or Chutes and Ladders because it is more about colors, shapes, and counting which may be where they are at as far as what games they could handle and do not require much skill so more skilled players often don't care if they win or lose and the kids just like the colors, shapes, topic (candy), and counting correctly.

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