

# The Six Games Deep Dive

## Introduction

The Six Games are **modes of coordination and cognition**, not personality types, not career ladders, and not moral rankings. Each game answers a different question about how humans orient, act, learn, improve, make meaning, and connect.

Most frustration comes from *mixing games, playing the wrong one for the season you're in, or being evaluated by the rules of a different game than the one you're actually playing.*

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## The Six Games

### G1 — Identity / Canon

**Question:** *Who should people become—and who should they study?*

**Creates:** Lineage, taste, belonging **Outputs:** Heroes, texts, archetypes, norms **Value:** Authority through curation, trust through consistency

**Roles:** Curator, canon-builder, tradition-keeper

**Failure modes:**

- Dogmatism
- Gatekeeping
- Rejecting valid outside perspectives

**Key insight:** G1 stabilizes identity *after* exploration. Starting here too early freezes growth.

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### G2 — Idea Mining

**Question:** *What can we extract and apply right now?*

**Creates:** Actionable insights, portable tactics **Outputs:** Plays, frameworks, how-tos **Value:** Compression (long → short), transfer (then → now)

**Roles:** Extractor, translator, tactical advisor

**Failure modes:**

- Vague inspiration
- Shallow remixing
- Loss of concreteness

**Key insight:** G2 is exploration and scavenging. It feeds everything—but cannot stand alone.

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### G3 — Model Building

**Question:** *How does this actually work?*

**Creates:** Understanding, explanatory coherence **Outputs:** Models, maps, causal structures **Value:** Reduced confusion, better reasoning

**Roles:** Systems thinker, model-builder, framework designer

**Failure modes:**

- Over-abstraction
- Detachment from reality

- Analysis paralysis

**Key insight:** High G3 produces clarity—and eventually ego death when clarity exceeds direction.

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## G4 — Performance / Coaching

**Question:** *How do you get better results?*

**Creates:** Measurable improvement over time **Outputs:** Practice systems, feedback loops, coaching **Value:** Capability building, transformation

**Roles:** Coach, trainer, performance optimizer

**Failure modes:**

- Generic advice
- Loss of accountability
- Optimizing the wrong goal

**Key insight:** G4 converts understanding into embodied skill—but without values, it drifts.

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## G5 — Meaning / Sensemaking (Emergent)

**Question:** *What does this mean for how I want to live?*

**Creates:** Orientation, coherence, values clarity **Outputs:** Narrative, interpretation, reflection **Value:** Emotional grounding, direction in uncertainty

**Roles:** Sensemaker, interpreter, philosopher

**Failure modes:**

- Vague therapy
- Spiritual bypassing
- Loss of rigor

**Key insight:** G5 is not chosen—it emerges. It acts as a values-based attractor that filters G4 practices and determines G6 alignment.

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## G6 — Network / Coordination

**Question:** *Who should be connected—and how?*

**Creates:** Trust transfer, collaboration, coordination **Outputs:** Communities, introductions, orchestrated work **Value:** Access, leverage through network position

**Roles:** Connector, matchmaker, community architect

**Failure modes:**

- Shallow networking
- Status optimization
- Coordination without depth

**Key insight:** Healthy G6 depends on G5 filtering. Without it, networks implode.

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## Core Principles

### These Are Not Personality Types

You can play different games in different contexts. Skill in one game does *not* predict skill in another.

High G2 does not imply G5 depth. High G3 does not imply G4 effectiveness.

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## Most People Play Too Many Games Poorly

Platforms fragment attention across games:

- G2 snippets
- G3 abstractions
- G5 vibes
- G6 status

The result: shallow competence everywhere, mastery nowhere.

Better to play **one game well** than four games badly.

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## The Natural Progressions

- **G2 exploration → G3 model building → G4 deliberate practice**
- **G3 coherence → ego death → G1 identity re-formation**
- **Sufficient development → G5 values attractor → G6 network integration**

Understanding the progression prevents stagnation.

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## Developmental Seasons (How the Games Show Up Over Time)

### Season 1 — Explorer (G2 → early G3)

*"I need more inputs."*

- Consumes widely
- Collects tactics
- Samples many domains

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### Season 2 — Synthesizer (Developing G3)

*"I'm seeing patterns."*

- Consumes frameworks
- Builds models
- Reduces confusion

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### Season 3 — Crisis (High G3 → Ego Death)

*"I see everything but can't choose." The Hitchhiker Threshold*

- Old identities break
- Direction collapses
- Consumption either stops or spikes chaotically

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### Season 4 — Practitioner (Post-Crisis G4)

*"I need to practice, not think."*

- Seeks coaching
- Commits to routines
- Builds capability

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### Season 5 — Aligner (Emergent G5)

*"This works—but is it right for me?"*

- Values become active filters
- Repulsion from misaligned success
- Attraction to specific people and practices

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## Season 6 — Coordinator (G5 → G6)

*"I want to build with others."*

- Stops consuming content
- Consumes people
- Coordinates aligned work

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## Diagnostic: What You Consume Reveals Your Season

- **Explorer:** tactics, many sources
- **Synthesizer:** models, frameworks
- **Crisis:** existential content or nothing
- **Practitioner:** coaching, training systems
- **Aligner:** values clarification, reflection
- **Coordinator:** conversations, collaborators

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## Why Starting With G1 Is a Trap

Canon without exploration becomes brittle. Identity must be *earned through traversal*, not adopted upfront.

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## Why High G3 Forces G1 Flexibility

When models outgrow identity, ego collapses. Survival requires returning to G1—but this time with humility and permeability.

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## Conclusion

The Six Games are not a ladder. They are a **coordination ecology**.

Knowing which game you're in—and which one comes next—is the first step to playing well.