

REVEALING THE SECRETS OF THE GAME



**Exposing the Most Heavily Guarded
System of Self-Empowerment
Ever Designed**

W. James Dennis

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EMPOWER YOURSELF THROUGH THE HIDDEN SYSTEM THAT KEEPS OTHERS POWERLESS!

The only book of its kind to have *ever* been written.

What is the “Game” and how do you learn to play? Take a journey through the hidden knowledge and wisdom that many consider priceless. The Game is an anomaly; it is often spoken about but never defined. It has been that way for centuries, and for a good reason.

I talk a lot about the Game and I realize that the majority of visitors to my website and blog have no idea what I’m talking about. It’s time to change that.

This is what I call the, “Little Black Book.” This book breaks down in detail what the Game is, how it works and how you can use it to improve every area of your life.

To be honest, this book may not be for you and I was very hesitant on releasing it. The reason is because when the Game is used unethically it can cause people to do things that are not in their best interest. But when I look at the general state of the Game and the World, I knew releasing this book was necessary.

The Game itself is a system of knowledge, changing your perspective on situations and altering your standards. The foundation of the Game is empowerment through brutal honesty and self-reflection. These principles, if you honestly apply them, will change your life. Trivial matters which worried you before will no longer be of consequence.

This is a Playbook – Packed with simple real-life principles that will enable you to excel in the real world. If it is your “time” for this information, you will know it.

- Conquer fear, doubt and worry
- Learn seven key principles that will make you a force to be reckoned with
- Understand the hidden Structure of the Game and why it’s never taught to you
- Discover why you hardly ever succeed at achieving your goals and how to change that
- Understand how you’ve been *programmed* for failure (and why)
- Understand one of the biggest “secrets” of the mind and how to use it to your advantage
- Discover how to boost your self-confidence and develop unshakable integrity
- Learn to increase personal value, influence people around you and rise to the top of *your* social circle
- Acquire the ability to make less *destructive* decisions
- Achieve the powerful ability to see through manipulations and lies
- And this only scratches the surface...

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PREVIEW EDITION

By W. James Dennis

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WHAT YOU NEED TO KNOW

PLEASE READ THIS FIRST!

I must make a few points before you go **any** further in this book.

(1) As you read through this book you will see terms like “Player” and the “Game” and other “street” terms used to convey this knowledge. These are the terms I was taught as I learned the Game and I honestly find it easiest to teach it to people this way. **The terms are not important!** Completely disregard them if you wish. The information *is* what’s important.

(2) Learning the Game can be exhilarating, but it comes at a price. The information in this book, if you honestly apply it, will cause you to “die” to yourself. The “you”, you think “you” are now, will be pulled up by the root like an obnoxious weed in a beautiful garden. You will “die” and be reborn into a more powerful version of yourself. Without trying to sound over-dramatic I must tell you the brutal truth.

You may not realize this, but the “you”, you are right now is not the true *you*. Your perceptions on life and pieces of your personality originated from someone or someplace else. The “you”, you are now is nothing but a melting pot of other people’s opinions and personality traits that you’ve picked up over the years.

(3) The Game is hundreds of years old. Of course it wasn’t called “The Game” back then, but this knowledge had been passed down from mouth to ear through the centuries. Its original intent (as it was told to me) was to empower the lower class so that they would be able to operate with the same knowledge (or greater knowledge) as their rulers. This allowed them to break-free and rule themselves.

(4) This book **IS NOT** for everyone. Only, maybe one out of 20 people who read this book will be able to receive the full benefit of it. The Game must already be *in* you. If it is, as you read this book it will *move* you. This information will stir something inside of you and you will find yourself feeling as though, somewhere deep within yourself, you already “know” these things. The Uncommon Sense will make perfect sense.

(5) This information is not evil or malicious in intent. The Game has been used this way in the past and still is today, but that was not its original intent. I also must mention I am not a “New-Age” guru, spiritual teacher or a member of some mystery cult. I am a Hustler, a realist, exercising certain layers of the Game for financial gains and more freedom in my personal life.

(6) The reason this information is kept hidden from you is because it empowers you. It expands your awareness. When you know the Game, you can no longer be misled or fooled by those who manipulate you through it. When you don’t know something, you are a slave to those who do know.

(7) This is very important. You must understand that the Game is not a quick fix for anything. Your life is not going to miraculously change overnight. It will take practice, time, determination and patience. But you have that, right?

A few more things – it is generally accepted that life is the best teacher. If you are very observant you can learn many things just by living day to day. The problem with this statement is that what you learn from life is completely dependent on how aware you are. How your mind filters and translates your life experiences. Our filter is usually not ours but someone else’s. It is taught to us through the media, music, movies, family and friends. They tell us what to think, how to think, how to feel, what to feel, what is of value and what is not of value, what is acceptable and what is not acceptable.

As you learn and practice these principles to become skilled at them, you will be reformed – shaped and molded through the trials and tests that will come. It's like a Japanese blacksmith who forges the katana (samurai sword) through intense heat; the metal is destroyed but re-shaped into something powerful and useful. The blade is then polished to make it beautiful. This is very similar to the process of the Game when you begin to live it. To quote an old saying, "When you decide on a course of action in your life, life shows up." There is a reason for this and it will become clearer later on in this book.

There are many Players in the Game that are going to think I am giving away too much information, but when I look at the state of the Game, and the World in general, I know I have to do my part to educate and help bring the Game back to a state of purity.

This book is about the Game itself. When you fully understand the Principles and Lessons contained here, you will excel at whatever "Game" you want to undertake in life. Every other "Game" that exists is built on the foundation of knowledge this book provides. You will understand why certain things work in other "Games" and why certain things don't. Whatever knowledge you gain from other "Games" will make more sense and be crystal clear once you've mastered this book.

You are responsible for the knowledge you have. As you learn the knowledge in this book you will become responsible for it. If you are ready, then continue. If not, I understand, no harm done. You only have *one* chance to walk away from the Game. If you are *not* ready then turn back now.

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CHAPTER ONE

The Outlook – The Structure of the Game

I am often asked, “What is Game?” or “What is *the* Game?” My usual response is, “Game cannot be defined in a sentence or two but if I had to give you something straight forward I would say Game is self-empowerment through Uncommon Sense.”

And, what is Uncommon Sense? Well you know how people tell you to, “Think outside of the box”? Well with Uncommon Sense you don’t have to think outside of the box because you *live* outside of the box. By the time the average person thinks they may have it wrong, they re-evaluate and attempt to think “outside of the box”. By the time this is done, you’re already three steps ahead of them.

With that being said, one large part of the Game is reversing the power dynamic – learning to work the system that keeps you powerless so that you gain power. The Game is much deeper than that, but it’s the most common way the Game is used.

I was introduced to the Game when I “crossed over” or “put my foot down” (also called “touching down”) into being an entrepreneur. Prior to that I had always been fascinated by the mind and the “spiritual” insights of the wise. The men around me that made the biggest impression in my life all held certain qualities. I didn’t realize this until I got older, but it turned out to be an eye-opener. The men that made the greatest impressions on me were all disciplined, great thinkers, confident and good at what they did. They were renaissance men.

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My entrepreneur role models had a lot of Game, but they could never break down just what the Game was. The concept of the Game is an anomaly; it exists outside of normal description, form or rule. Without sounding like I have my head in the clouds, all I can say is – The Game just “is”. It is what *it is*.

The best way to break this down is to use a concept from a popular movie. Think of it like The Force in, Star Wars. The Force has a “light side” and “dark side”. The Force just *is* but can change depending on who uses it and for what purpose. There are multiple layers to the Game and many ways to apply it. It is just like fire – you can cook food and warm your home with fire, but you can also use it to burn a home down or even kill.

Every application of the Game will yield a result and the result, whether positive or negative, will come back to the person who initiated the action (in some form or fashion). Many people coin this as, “What goes around comes around,” or Karma. In the Bible this is stated as “...for whatever a man sows, this he will also reap.” In the Game we call this Justice. Everyone, regardless of stature in life, must reap what they sow. No one can escape this because it is energy, energy cannot be destroyed only changed into a different form (transmuted).

Life works in cycles and rhythms. When you initiate an action, that energy travels from you to its “destination” and then comes back to you, like drawing a circle on a piece of paper. No one knows where the beginning of the circle is except for the person who closed it. Your Justice begins and ends with you. You’re the person holding the pencil and drawing the circle.

To fully understand the Game it has to be lived and experienced. You can read this book 20 times and still never come close to reaping the rewards of self-empowerment. For you to begin to understand the Game, it must already be in you. If it was not in

you, you would have never come across this book. While this sounds all mystical and magical the simple truth is that your attention would have been somewhere else and this book would have flown under your radar.

This book was attractive to you because there is something in you attracted to this type of information. And where does that attraction come from? It comes from an inner need to improve yourself; to make yourself more than what you are now. Not everyone has those thoughts or desires and that is fine, that is how it is supposed to be. There will always be those that lead and those that follow. The best leaders however, are those that are the best students (not followers).

The Game has been around for centuries in various forms. If you ask the Player (those that use the Game), they will tell you that the Game is god-sent. It is the natural order of things. From predators hunting and killing prey onto heat melting ice, there is always a stronger force that is dominant over a weaker one. But even a weak force, can resist a stronger force. 20 zebras working together can possibly kill a lion, and even the intensity of the sun cannot melt a polar cap over many years. A stronger force becomes weaker when its energy is spread out.

To begin to get a picture of what this Game is about we need to look at strong or dominant forces and weak or submissive forces. Against one another the strong will eventually overtake the weak, but a weak force alone is pretty stable unto itself. Using our heat example, if I am in a cold room and get me a substantial source of heat, the cold will eventually dissipate. But in a cold room with no heat source, the cold is dominant. Now what is the purpose of knowing this you ask? Simple, let's look at the pyramid structure. The structure of the Game.

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Pyramids, like those in Egypt and around the world are built with a wide base at their bottom and they get smaller in size as they go up toward their top. The base supports everything above it. If you started taking stones from the base of the pyramid, you would weaken the structure and it would eventually topple over. But if you took just the very top blocks off the pyramid and placed them on the ground, they are still perfectly fine. And the base of the pyramid would still be standing as well.

Now let's look at the Monarchy structure – The King, The Queen and their subjects. The King is the supreme ruler of his lands. The Queen is his wife and it was part of her duty to give birth to a male heir so that the kingdom would stay in the royal blood line. It was the subjects (base of the pyramid) of the King (top of the pyramid) that gave the King power. Just by the fact that his subjects accept his rulership, he has it.

Now, do the subjects need a King to survive? To answer that question you need to understand what a King's duty was. The main purpose of a King was to lead his armies, protect his lands (and the subjects on it) and to dispense justice. To sum all this up, the King was a manager. The King had other duties of course but these were his most important.

So, now that we know that, do the subjects need a King to survive? Can the base of the pyramid exist without anything built on top of it? Of course it can. The subjects could defend their own lands and dispense their own justice. The subjects could exist without a King, but the structure would be incomplete. An incomplete structure is a structure with no purpose, anything without a purpose is useless but anything that is serving a purpose is in a state of order.

Without order (a structure) in place, who could say that this land is mine and not yours, unless we agree where the line is at?

What would I do if I suspect my prize cattle was stolen by someone miles away? I could of course grab my friends and family and go try to bring the thief to justice, but my family and friends would have to agree that I was in the right. What if I am wrong about this alleged thief? Or what if I am lying and secretly want this “thief” dead for a personal reason? Without a set of guidelines and principles there is no order. Human beings have yet to evolve enough to live without a complete structure or a **perceived** complete structure.

Now can the King exist alone without subjects? Of course he can, he would not hold the title King, but he could farm off the land and live an existence just fine.

A King is the highest level manager of a kingdom. To maintain his power he must keep up with his duties. He must deliver. The subjects will grow restless when he doesn't. And despite the King's military might, a well laid plan and the right amount of effort will get a King (who does not deliver) murdered, assassinated or usurped by someone else.

If a King's forces, whether physical or mental, are scattered he is susceptible to losing his power. His power must remain focused and concentrated. This is the King's strength and weakness. A King is always under pressure to deliver and a King has no power outside of his Kingdom. A King cannot leave his Kingdom and enforce his rule where it is not wanted or accepted, he is at that point nothing but another man.

This structure has been in place all throughout human history. From Babylon, to Persia, to Ancient Egypt, to Greece, Rome, feudal Japan all the way up to the modern day. Every major country in the World operates under this same structure. Now

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you know the real meaning of the phrase, “The names change, but the Game remains the same.”

Every corporation across the world runs under the pyramid structure. The few at the top make their living off of the many at the bottom. Is this fair? From the perspective of the Game, yes it is. Why? Because the many at the bottom freely accept it and labor under it.

Why does a professional athlete who makes millions of dollars over their lifetime never become a franchise owner? Why do they become commentators and coaches who teach and speak about the sport they love?

Why does a recording artist attempt to return to the stage after years away? Why do they try to reestablish their careers long after the industry has moved on and the fans have found new artists to worship?

It's not due to lack of money, skill or social connections. Many of these athletes and artists have opportunities to do almost anything they choose – but they don't. The reason is because of the mentality. They are addicted to the Game. Not as a dominant force but a submissive one. Their entire careers are based around upholding someone else's power structure and they never break out of that mold. They long for the recognition above them and the roar of the crowd below them.

The structure of the Game has been ingrained into almost every facet of our society:

You have the King, **CEO/owner** and the Queen, **President and Vice President**.

Next you have the Royal Court, the **managers** or **coaches** who perpetuate the structure. They train the King's subjects about the "Game" and keep them under control.

Then you have the King's subjects (merchants/craftsmen), the **employees**. They are the backbone of the Game; everything is built on top of them and around them. Without them the structure of the Game would crumble.

And finally you have the peasants, the **consumer**. Without the peasant (those who use what the Game produces), there would be no Game. They are the only people who can move in and out of the Game whenever they choose, but they are so dependent on the structure that they rarely leave.

The King is known about, but rarely seen. The King (CEO/owner) stays in his castle and hardly ever mingles with his subjects (employees). He is more a symbol to them than anything else but his authority is hardly ever questioned.

Again you might ask, is this fair? It *is* fair from the perspective of the Game. An owner of a company cannot just get up and leave. If the ship sinks, he has to go down with it, so to speak. An employee on the other hand can take his skills and find another employer at any time. Remember, a King is only a King because his subjects accept him as such. Now you know the real meaning of the phrase, "You can be anything you want as long as one person believes in you."

Viewed through a certain filter, the Game is part psychology and part sociology and yet something more. The Game is a certain kind of knowledge which I call Uncommon Sense. It is that which is kept from you so that you will forever remain a subject in someone else's kingdom. Within this knowledge are a set of principles and these principles form a system. This system, for

lack of a better term, is self-empowering. This system allows the subjects of a Kingdom to come together to form their own Kingdom. In sociology this is sometimes called a sub-culture, but it really is just raising yourself up and operating with the same knowledge the King has.

At your job, if you knew as much or more than your boss (in a perfect world) you could easily take their place. With the Game, you can no longer be led or fooled by those in higher positions because you will be mentally operating on the same level as them.

With this knowledge, you will transform from a weak source to a strong source; from submissive to dominant. But always remember this rule of the Game. Even a weak force can overcome a stronger one. Water can cut through a stone if given enough time and/or force. To remain a strong dominant force you must never spread out your energy too thin, meaning trying to do too many things at once (or focusing on too many goals at once). You must choose a purpose, a direction and fully commit.

The Game, if played at the highest level, is not manipulation, deceit or trickery. The Game is brutal truth and uncompromised honesty.

Let's take a step back in history for a brief moment.

As I've already mentioned, the Game has been used throughout history. Every culture had possessed their unique approach to it. They were viewed as mere thieves and criminals by those in power. Many of these "secret" organizations did not start out being involved in criminal activity. Unfortunately though, some did.

Don't worry; I am **NOT** advocating criminal activity in **any** way. I just want you to see what some don't want you to know. Here is

just a short historical list of those who used a *small* portion of the Game for the best or the worst.

The historical figure **Robin Hood** used it. Not the Robin Hood you see depicted in cartoons and movies, but the **real** historical figure. He was considered a Yeoman, “a commoner who cultivates his own land”. He was the ultimate wolf in sheep’s clothing. As the story goes, he used his status and knowledge of the nobility to rob from them and give to the poor. He turned the established power structure against itself. Now, what would possess a man to do this? And where did he come up with the idea?

The *original* Sicilian **Mafia** (Cosa Nostra) used it.

The predecessors to the Japanese **Yakuza** used it. The Tekiya, Bakuto and the Kabukimono.

The Chinese **Triad** was formed out of it by way of the **White Lotus Society** (as many believe).

The so-called **Russian Mafia** used it. In fact, they took the Robin Hood approach – taking from the rich and giving to the poor.

And finally in **America**, it turned into what is known as pimping, hustling, macking and now we have pick-up artists. These “sub-cultures” claim to use the Game but this was **not** the original intent of this system.

Back in the early days of America the term, hustling, originally meant to make money. It was a legitimate business term. Unfortunately this term became synonymous with conning people. These historical “hustlers” played “con-games”. The so-called “hustler” would pick a “mark” (victim) and **trick** them into

giving up large sums of money whether through scamming or gambling. And what do pimps and prostitutes call their customers? They call them **“tricks”** – they run mental “con-games” on them. A skilled prostitute knows how to get every last cent she can out of a client. This is a subtle form of turning power against someone who **perceives** they have power. The Game is won before it even begins.

A seasoned and experienced pimp is the only man that a prostitute can’t “trick”. This forces her to be truthful with him because, Game recognizes Game. You can’t use the Game successfully against someone who knows it.

Again, I am not advocating pimping, prostitution or illegal activities – I just want you to be aware of the Game’s many “layers” throughout history.

Let me make this clear before we move forward. The Game is **not** about being a criminal or con-man. The Game is **beyond** hustling. The Game is **beyond** pimping. The Game is **beyond** macking. All those “Games” came from the true *original* Game. And the true *original* Game, which this book will reveal to you, is the foundation which all other Games are built on. The Game is more vast and deeper than you have been led to believe.

The Game was never meant to be criminal. It was never meant to be manipulative or deceitful.

All of these organizations or “sub-cultures” grew out of the need for the lower class to operate in their own system of power. The structure they used is the same structure that *every* system of power uses – the pyramid structure. All these groups had rules, regulations and codes of conduct. Many also had initiations that had to be taken before you were allowed to join.

Unfortunately, what may have started out as something positive and empowering began to change into the extortion and brutalization of the lower class. The very same class of people these organizations grew out of.

Now, the question on your mind should be – how did *all* these people from different lands and cultures, separated by time, come up with similar methods to “free” themselves?

Enough of the history lesson, let’s get back to why you are reading this book.

This book is a series of principles. If you “stand on” these principles at all costs you will be on the road to mastering the Game. The Game will be *in* you and life will change around you. Opportunities will open and matters which at one time stressed and worried you will be no longer be of consequence. You will be able to see “through” things when you look at them. The masses will think you are crazy, but you will smile with confidence because you will know that the Game is not for them; not everyone is meant to be a King or Queen.

The reality is, when you know something that someone else doesn’t, you immediately have an advantage over that person. This right here is a small form of self-empowerment.

Imagine, two men are lost in the woods. One is your average corporate exec and the other grew up learning to hunt and live off the land. This man that knows how to live off the land has a tremendous advantage over the executive. Our survivalist knows how to get food and water – he knows what plants and berries to eat and what to avoid.

Now if our survivalist was a despicable person, he could tell the exec to eat something that could possibly kill him. Or he could

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just refuse to help feed him altogether. In this situation, whose knowledge gives the greater advantage?

Before we get into the Game, let's set up the scenario:

It is a cold night in winter; the room is rather small and quiet, but warm. The only light comes from a single soft-white fluorescent bulb from the ceiling fan. The curtains are closed and the rest of the house lays in silence.

The student enters the room and greets me with a strong handshake and a sincere embrace.

I motion for the student to sit down next to me on the comfortable brown sofa in the room. We sit down. My student is a “square”, someone who knows the term, “Game” and has “soaked up” (learned) some Game by listening to a few YouTube videos and some hip-hop songs but that is the extent of their knowledge. And from someone *with* Game, that is no knowledge at all.

I asked the student that this session not be recorded but they were allowed to take notes. I explained the best way to learn the Game is through questions and answers, but to really understand the Game, it needs to be practiced and Played. Knowledge comes first, then wisdom (knowing how to use knowledge) and that leads to understanding.

I explained to the student that the Game has many layers and can be applied to many things. We were focused that day on how the Game applies to self-empowerment and winning in life. In my opinion, this is the most important layer to the Game. It makes everything you want to do in life much easier. There were to be seven major principles to discuss. The student would be allowed

to ask questions but make no observations, only listen and “soak” the Game up.

I made sure we both had our bottles of water and that both our cell phones were completely turned off. The next couple of hours would be just the student and I face to face and mouth to ear; an intense crash course on the Game. Now that the scenario is set, let's keep it moving.

We're about to get into the first principle of the Game. It is through this principle that all the other principles will make more sense and be more readily understood. It is the most misunderstood aspect of the Game and the one where most people fall short.

About the Author

W. James Dennis started his first business when he was 17 years old. It failed. He then started his second business in his early-twenties, which failed too. But just a few years later with an example of business success to learn from, his third business did succeed and he operated it for over 10 years. During this time he was a dedicated student of the “Game”, something which he calls, *Uncommon Sense*. Realizing his passion was writing and educating, he changed gears in his life and is now an author, public speaker and small business consultant living just outside of Atlanta, Georgia – United States. His favorite quote is, “Keep it moving and keep it simple in the process.”

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