The Earth Challenge

CS = Computer Simulation MP = Manipulative Power EM = Environmental Manipulation CC = Coincidence Challenge TC = Task Challenge	TD = Thought Directive BTD = Basic Thought Directive ATD = Advanced Thought Directive SDI = Sickness, Disease, Injury

Playing the Game

Objective: Players score as many points as they can. To do this, they manipulate all creatures, conditions, and circumstances on earth in a competition solely for their entertainment. The name of this game is, “The Earth Challenge.” Remember, when you see “GOD" that stands for Grand Order of Deities, aka MEGAGOD.

Each Player has a certain number of Pawns in their arsenal. As the population of Earth grows, Players receive more Pawns (as more humans are born). This process speeds up the pace of the game. In our current, advanced stages of The Earth Challenge, Players are not able to attend to all of their Pawns at the same time. Sometimes Pawns are independently living their lives under their own control without any intervention from the Players.

Game Play
When a Player successfully completes a Challenge, that Player receives points. The amount of points received depends on the difficulty of the Challenges which come in four levels.

POINTS
Level #1 - Easy, 100 points
Level #2 - Moderate, 1,000 points
Level #3 - Difficult, 10,000 points
Level #4 - Spectacular!, 1,000,000 points

To see examples of all four levels above, see “Challenge Examples” below.

Types of Challenges
There are two types of Challenges, the Coincidence Challenge and the Task Challenge.

A Coincidence Challenge can also be called a Synchronicity. It's a coincidence which looks to be caused by an outside force. That force is a Player.
Example: In New York City you attend a performance of the revival of the musical “The Music Man.” In high school you played the lead male role of Harold Hill. At this NYC performance you see and speak with the girl who played the female lead in your high school production, the character Marian Paroo. The two of you have had no contact since high school some 13 years ago.

A Task Challenge is when a Player completes one specific task.
Example: You hastily quit one job with no prospects and yet you land another, better job in record time. The Player had to arrange the many details necessary to make that happen.

How Players Manipulate for Points
There are many ways in which a Player can manipulate a Pawn. Most of these options must be purchased by the Player using some of their accumulated points. One option does not. Giving a Pawn a single, Basic Thought Directive (BTD) is free. A BTD is a simple thought placed in the brain of the Pawn.

- I'm hungry. I'm going to make a sandwich.
- I should call Mom.
- How much would a new car cost? Can I afford it?

An Advanced Thought Directive (ATD) is stronger than the Basic and can be repeated until the Pawn takes action. It's more persistent and often stokes emotions. It gives the Player a better chance that the Pawn will respond the way the Player wants. These must be purchased.

- They can't talk to me like that. I should send them a text.
- I like that person a lot. I need to let them know.
- I really need a new car. I can afford it.

A Complete Pawn Takeover (CPT) gives the Player complete control over a Pawn's actions for a set, limited time. These can cost a lot of points depending on their length and the action taken.

Sickness, Disease, Injury (SDI). To make a human sick, it must fall within the natural biological process required to do so. In order to give a Pawn a cold, the Player must orchestrate circumstances which cause the Pawn to be exposed to the virus.

Through Environmental Manipulation (EM) Players have the ability to influence every aspect of a Pawn's environment including all of nature.

All Attempted Challenges are NOT Successful
Pawns don't always react the way Players want them to. Oh yes, they have great success but there are failures, too. It wouldn't be much fun if everything you do succeeds. Where is the challenge in that?

Plus, this game might be a competition between Players to where some try to prevent others from completing a Challenge or maybe even stealing the Challenge of another. Not sure of that. What do you think?

Challenge Examples

All but one of these examples come from my personal experiences. I wrote about each at the time they occurred. I can't neatly put every experience into a specific Level. There's a lot of overlap. I categorize them into which level I think is most appropriate. The Facilitators of the game make the final call.

Level #1 - Easy. 100 points

December 19, 2024. ***Synchronicities and Mom***

A few days ago, I was speaking to my mother about synchronicities. I speak of them a lot these days. Today, she told me that she experienced one. My brother was at her house. He asked about an old friend of hers. While she was replying, that friend called.

Level #2 - Moderate. 1,000 points

March 26, 2021 - ***$5.44***

It's Friday. Bob picked me up from work and we drove to the AMC Highlands Ranch and saw the 4pm showing of "Nobody." (I LOVED it!)

We ordered concessions. The girl said we have rewards credit in the amount of $15 and asked if we wanted to use it. I said yes. As she was ringing it up, I took an AMC gift card out of my wallet where I had written the remaining balance on it. Amount was $5.44. Within 2 seconds after I saw that amount, the girl said the balance due (above the $15 paid in rewards) was $5.44. I said, "Are you kidding?" (knowing wholeheartedly she probably wasn't kidding. How could she know what my card says?)

I showed her my card with the amount of $5.44 written on it. Bob and I were amazed bigly. She, not so much. She acknowledged it was quite a coincidence but I knew it was GOD.

Level #3 - Difficult. 10,000 points

September 13, 2025 - ***Anthony Rizzo***

Today, Anthony Rizzo officially retired from Major League Baseball. He played the majority of his career with the Chicago Cubs and so he was retiring as a Cub. At a Cubs game today, there was a short ceremony before the game honoring him and then he threw out the ceremonial first pitch. After that he went to watch the game in the seats behind left field. He had said, ""I'm going to sit in the bleachers. I'm going to eat a hot dog. I'm going to drink some adult beverages."

I really liked Anthony Rizzo in his time with the Cubs. He was on the team in 2016 when they won the World Series. It was their first championship since 1908.

At today's game, while he was sitting on those seats behind the ivy in left field, a Cubs rookie, Moises Ballesteros, hit his first-ever home run into the seats where Rizzo was sitting. Rizzo was actually the first person who touched the ball. He tried to catch it, but it bounced off his hand and someone else was able to grab it. (he should have brought his glove!).

Level #4 - Spectacular! 1,000,000 points

Death of Diana

On August 31, 1997, Diana, Princess of Wales died in a car crash. This was a Challenge at the most difficult of levels. Because of its immensity, the Player(s) who made this happen was greatly rewarded with points, many more than could be made from Challenges on smaller scales.