

The Recovery Process

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THE SEARCH FOR IDENTITY

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Before dreamers in this dream get busy becoming a specific someone, they are content to just be what they are: dreamers in this dream. But that doesn't last very long because the dream has plans for all of us. A few will never enter the fray called personhood, but most are ready to use any and all events in the dream to assemble a fictitious self they can use for a "lifetime" to play the part of a 'real person'; one with a self, attitudes, opinions and a full complement of beliefs they can argue about until the train leaves the station.

Most dreamers hang out looking for the material they can use to assemble a self. Dreamers called 'mom' and 'dad' show up fully invested in the lie they are people with selves, and styles of suffering (SOS), and an awesome array of tricks to defend the fiction control exists, and they are ready to prove it in the face of any opposition, especially from pesky kids who don't know the rules and haven't figured out what it takes to do personhood believably and acceptably.

Most of the little dreamers had no idea what they were getting into when first they appeared in the dream. A few take one look and think, "Oh my God, not this again." The PTSD moments of bygone incarnations flash before their eyes; the time they died from the plague, or couldn't outrun the Visigoths, or fun on the Hindenburg turned into the original "fate worse than death." Just the thought of playing the personhood game one more time is enough to give your average newborn the colic. Babies aren't fussy: they don't want to assemble a self again and defend it as if it is real. They don't want to pretend someone exists to learn, or that someone had better shape up "if they know what's good for them." It takes a lot of energy to figure out what this is, who the players are, and what they are all doing to do personhood believably in this dream.

Some hatchlings arrive ready to improve their skills. They did it all wrong last time, but this time it will be different. They have plans for everyone.

The 'nanny' will be the first to find out the real meaning of 'grudge'. Parental authority will be tested to the max. Teachers will pull their hair out as they run down hallways, headed for the unemployment office. Childhood is a chance to get away with murder. Some will even do it. The Psychologists will ponder the case, administer tests, investigate the "dynamics of the family unit" and decide it was in the genes, bad parenting, poor socio-economic conditions, brain damage and even encephalopathy, but what they won't know is that some dreamers show up ready to raise Cain from day one. They don't like the dream. They don't like the rules. They don't want to conform. They don't want to "play it by the book," and they don't mind if their fate includes the electric chair. They don't find anything funny about the whole deal. Within the context of a Mind-generated parody, that's really funny.

A few arrivals will discover the truth that the whole show comes to us courtesy of "The Infinite Mind," and that all of it is Mind-generated and never had anything to do with people. They don't even bother to assemble a self. They show up content to be dreamers in this dream. Since nothing has anything to do with people, they just watch the show unfold inexorably the way it will. Now we get a 'famine', followed by 'the floods' that turn into "The Economic Boom of The Century," replaced with 'terrorism' the likes of which is too startling to even ring true. Those less informed will wonder out loud, "who is writing this stuff," mostly because it's much worse in 'real life' than on television. One thing is certain: Mind has a very fertile imagination and the future waits in the wings ready to surprise us with the unimaginable. Black Holes are portals out of this dimension, String Theory will give way to "The Mechanics of Nothing", and some dreamers will recall the line they waited in to enter this part of the show. In the absence of people, who exists to make a mistake?

The dream includes the creation of a self; the defense of the invented self as if it really belongs to a specific someone, and what it takes to occupy a story as if it represents who we are. Even in dream terms, this is a lot of work. It's good for one "lifetime," or until a dreamer wakes up to the fact Mind is busy dreaming 'everything' just the way it manifests. With this in Mind, pun deliberate, there is no one to be upset about the fact there is no one at all. Welcome to "The Mind Show." As they say, "but wait, there's more."

Dr. Gregory Tucker creates a regular series of articles at [The Recovery Process - www.therecoveryprocess.com](http://www.therecoveryprocess.com)

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