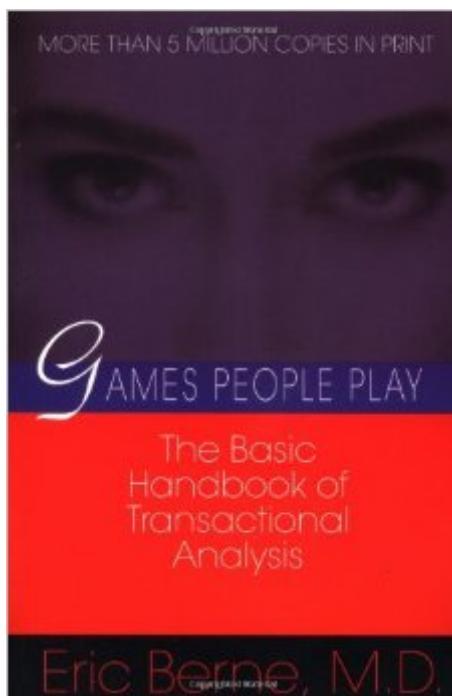


The book was found

Games People Play: The Basic Handbook Of Transactional Analysis.



Synopsis

We think we're relating to other people "but actually we're all playing games. Forty years ago, *Games People Play* revolutionized our understanding of what really goes on during our most basic social interactions. More than five million copies later, Dr. Eric Berne's classic is as astonishing and revealing as it was on the day it was first published. This anniversary edition features a new introduction by Dr. James R. Allen, president of the International Transactional Analysis Association, and Kurt Vonnegut's brilliant *Life* magazine review from 1965. We play games all the time—sexual games, marital games, power games with our bosses, and competitive games with our friends. Detailing status contests like "Martini" (I know a better way), to lethal couples combat like "It Weren't For You" and "Uproar," to flirtation favorites like "The Stocking Game" and "Let's You and Him Fight," Dr. Berne exposes the secret ploys and unconscious maneuvers that rule our intimate lives. Explosive when it first appeared, *Games People Play* is now widely recognized as the most original and influential popular psychology book of our time. It's as powerful and eye-opening as ever.

Book Information

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Customer Reviews

"Thank Psyche," that this 1963 classic is still in print. (600,000 copies; N.Y. Times best-seller list for two years.) It's not trendy and forgettable, it's timeless and fascinating. (Here are our human "GAMES" such as "Kick Me," "Ain't It Awful," and "Happy to Help") But two more subtle pleasures (which the other reviewers here have not yet mentioned) are the doctor's wry WIT-plus real

WISDOM. His thesis is uncompromising. Dr. Berne shows we play "games" taught us by our warped childhood, or the world and culture. Rock-bottom: "Because there is so little opportunity for intimacy in daily life, and because some forms of intimacy (especially if intense) are psychologically impossible for most people, the bulk of the time in serious social life is taken up with playing games. Hence games are both necessary and desirable, and the only problem at issue is whether the games played by an individual offer the best yield for him." Specifically, Berne says we should discard bad psychological games (based on invalid old life-scripts from the past), in favor of the better social games. (And indeed, the games seem giddily-toxic, especially "Look How Hard I've Tried," "See What You Made Me Do," and "I'm Only Trying To Help You") So alas, for the intimacy-fearful MANY people, the goal-in-life is to cure the "sick" games, and then just play the non-pathological ones. But, for a FEW fortunates, the open-calm-easy-natural responsiveness of truer psychological maturity IS possible. Berne names it "autonomy." It comprises awareness, spontaneity, and intimacy. Okay. Skim or skip the theoretical Part ONE. But savor the 106 games in the story-time Part TWO.

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