

# Abuse and Dangers of Massively Multiplayer Online Games

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Many people today are caught up in playing these Massively Multiplayer Online Games of which a great deal of psychological elements are put into the game to support the hierarchal architecture of power structures reflected in what we commonly call the our natural world. There is a great deal of psychology that is put in place to hook people into the games the main one being a pellet feeder. Rats are put into a cage and taught that if they push a button in the cage they will get a food pellet. Over time the frequency and consistency of the pellet output from the feeder diminishes and the rats start hitting the button lots in order to get a pellet. It is a way of getting people to do things that they do not enjoy, called Grinding to achieve an outcome that has no pay off for the one doing it, except that they can for some time after a reward of new gear etc. get more pellets more easily.

The duration between drops of treasure, gear and advancement levels are calculated to maximize ones desire to constantly be doing something to get that next thing. The games program in these mini challenges so to keep the individual constantly playing the game. As more people max out on getting what the levels and gear etc. they need, the game is expanded to get the people to repeat the same. People form groups and what are called Guilds where large numbers of people gather to create opportunity to gain collective goals such as taking a large group into a dungeon and slaying mobs or dragons as it were. Thus there are individual objectives and multiplayer objectives to these games, all designed to pull people into a sense of reality where they feel that they have some control over the world, even though it is one based on pure fantasy.



What tends to happen as in real life the manipulators and abusers fight each other for control over the Guilds and institute rules that seem fair on the outside but define and limit what can be experienced for the individual within the game. It is for the most part an abusers heaven, for once they get control of a large Guild or Raiding Guild as it some are called, everyone must bow to them or they have the ability to destroy the entire structure of the Guild. Guilds have Officers, which are akin to Managers in the work world and tend over time to act as minions for the Guild Leader who's

motive for playing the game is only to psychologically abuse the players in the Guild they control. The danger in this is some people are so addicted to the game or there are few opportunities for them to experience a level of raiding left to the elite Guilds in the Game that they put up with any kind of abuse from the leader, who looks at them as his/her slaves.

In truth it turns into a part time job where you become a slave to a Guild Leader who expects this, that and other things of you in a constantly changing environment of objectives. I write from experiencing some of this first hand in playing one of these MMO games. One thing that happens is that if the leader did not think of an idea and it did not come from one of his minion officers, the idea can be of no good for achieving victory over a dungeon mob. The Guild Leader will make everyone wipe several times on his/her idea of doing things and get angry at people who get frustrated with the repetitive wipes of the Raid Party. We call such people Power Mongers, but in the end it is only a game. Yet people will sit there and put up with being screamed at by someone who has made themselves the Judge, Jury and Executioner of the Guild. Creativity gets stifled and the fun goes away. Because there are no police to call or anyone to intervene without being tossed from the Guild, some people who are use to being abused in some way, stay with it thinking that the goal of killing some mob is worth being screamed at because you died during a fight or forgot bring something to the raid. The Leader does not care about the advancement of the raid force more than getting off on exercising unjust power. The games spawn mini tyrants as it were. Here is an example of what it can be like although some Power Mongers are less subtle in how they deal with things using head games and tricks to manipulate people into doing their bidding.

Note fool language in these videos.

<http://www.youtube.com/watch?v=HtvIYRrgZ04>

<http://www.youtube.com/watch?v=2MD7nK8Sla4>

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The Dangers involved in all this of course is lowering of Self Esteem and identifying one's self so strongly with the game that for the \$20 a month you spend on the thing you could go and by a good book or free up your time and nurture your family. Let's be realistic here. One third of us die before reaching the age of 65 and many of us die off sometime soon after that maybe reaching 80 and a few make it to 100 years of age. Considering that the earth is 4 billion years old, in terms of time we are here for less than one can blink in terms of the age of the earth and the Universe. Being caught up in the world full of abuse and tyrants is bad enough, but to play these MMO games and get abused there and pay for it to boot

is insane. Considering that the Games are structured to promote the reality that there is a hierarchy and a definable food chain from the Leaders down, why would anyone put up with such an abusive



structure. In the end the Leaders do not care about the game or enjoyment people get from it, it is about exercising power over others. I would go as far as to say that the games encourage the type of setups of abusive leadership, for so many are conditioned to accept it as the norm in life and don't see past it. Disbanding the Guild and starting a new one, puts the entire guild into disarray as all the work to level up the guild, which can take months and years in some cases is lost. The game extends privileges to those in high level guilds so everyone suffers if the guild is disbanded or becomes unworkable because so few people are left in it. Typically the Guild Leader tyrant would destroy the entire guild rather than give up the position of being a Guild Leader for a more compassionate and caring member to take it over. The other aspects to this are that it takes a lot of time and effort to organize and maintain these Guilds as well, which leaves us with those who are well off financially in the real world to run successful Guilds.



People that have had everything handed to them all their lives have little respect for others and usually see others as a slave class. This is primarily what is going on in these games. They seem to feed off the fear and power over others. I wonder if they ever heard of leaders called Gandhi, Jesus and others that used peace and love to win over the hearts of people. In the end the true dangers to these games is simply allowing someone else to destroy your real life because you mistakenly believe that someone Online cares about you and simply wants you to put hours of your time into playing a game designed to be addictive from the start. The object is simple in the game, keep up with the Jones's, have the better Horsy or better gear or better whatever so you can brag and show it off to others that are less fortunate than you.

As a side note these MMO games have spurred on an economy of sorts in the real world were Chinese slaves will level your Avatar up the levels for hundreds of dollars. In some cases you can buy accounts off of Ebay as well. People will spend thousands of dollars to buy currency within the game in order to purchase better spells and gear rather than spending the time raiding every night to get it. The people that do this most certainly are doing it because they do raid for the most part and want to accelerate the time needed to advance to the higher levels of raiding, which brings us back to the addictive nature of the game in expanding it as most people generally begin to start winning on the most difficult raid zones. The other aspect to all this is the Satanic Symbolism spread throughout these games. It is a Dark Art of making violence and ritual the norm and cool. In one case there was even a Guild called the Illuminati at one time in the game I played. What I learned from the game? I learned nothing is worth your self esteem or spiritual esteem as it were over a game. The Game is the illusion, behind it are controllers that simply feed off the power and fear of others who want to excel in the game, making that difficult for them or impossible based on the fact of the abuse they must go through in order to achieve it. Certainly there is a lot of embedded messages and scenery that screams obey and submit. Sex and Violence in these games also goes without saying.

So we are here for a few short years of life. How do you want to spend them? Perhaps with the time we put into these games we can find ways of massively extending our lives and increasing the joy we get from life rather than being caught up in the old power structure of abuse and slaver. Much like so many things that cause us harm, we allow it to harm us because somehow we have not realized we are addicted.

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August9, 2010

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