

# Eat Drink and be Merry!

Post by "Cassius" of September 30, 2023 at 4:24 PM

## [Quote from Godfrey](#)

An existing text that we do have is [PD09](#). I'm currently interpreting it as defining the three components of pleasure as intensity, duration and location. The more I think on it, the more useful these seem to be for working with maximizing one's pleasure. And if I'm interpreting [PD09](#) correctly, which is open to debate, then to my mind it has more relevance than the texts dealing with k/k, as it is directly attributed to Epicurus.

Your analysis of [PD09](#) seems on target to me. I think most of the time that people pick up this subject the first places they intuitively go are (1) time /duration, (2) intensity, and (3) part of the body or mind being affected (location). It's hard for me to think of what additional classifications would deserve the same level in the hierarchy as those three. They apply to every kind of experience I can imagine, and all the other ways you can categorize pleasure seem to fit within those.

## [Quote from Godfrey](#)

opponents such as Cicero and his ilk have cynically sent us off on a wild goose chase!)

And my current favorite explanation for that is that everyone in a competition knows the strategy of "divide and conquer." Suggesting that some "pleasures" are abstractly better than others creates a competition between the advocates of pleasure. Maybe someone needs to play the game against the other side and suggest that the virtue of courage is MUCH better than the virtue of wisdom, or piety to the gods is MUCH better than virtue. But then again those games have always been played too, and most everyone is as confused as ever even though 2000 years have gone by.