

EPIGRAPH/XTOPIA

Holon Communities Bible – Suggested Names/Identities/Character Types

Epigraph Welcome/Training Center

Name: Synapse

Structures: The Synapse Center is home to promotional bureaus for each of the Holons. These bureaus offer the player the Holons latest messaging and recruitment pitches. Synapse also offers new players a variety of orientation trainings on the Epigraph community and what it means to be a member. Synapse is the location of the REZ-IN/REZ-OUT Transporter



Main Character Type: Master of Neuronic Activity (MoNA) The central connector of Holon community signals and dispatches. There are both pre- and postsynaptic signals. (This is a surface world person or more likely an AI presence)

The MoNA favors Holons that are at the top of the current Epigraph “influence” list. Those rankings are one measure of the influence of a particular Holon.

Holon: Culture Wars

Name – HQ

Structure – Grand Library



Identity – Academic/Societal Research & Development

HQ is the home of the Epigraph Culture Wars inquiry. This inquiry is at the core of what the Epigraph players and the Map Makers see as a potential vision that addresses the polarization of views that are driving the surface culture. They are convinced efforts to get the current conservative and progressive camps to work together are doomed by the rhetoric and sometimes violent reactions they have to each other.

They see in human and cultural *developmental theory* a way to dig beneath current polarized positions to identify what each tribe needs to be comfortable with a unification of healthy conservative and progressive positions. HQ will have some relationship with the Bureau of Now in the surface world.

Friendly Rivals – HQ doesn't care for the SOHOS Holon members. (*Disruptive Tech*) Sees its Libertarian credo as not including the underserved.

Or the Benefi Holon (*Community Relations*) Finds single cause advocates to tightly focused to see/understand the larger picture.

Allies with: Bijou Holon (*TransMedia*) Partners with Bijou creators to get its messaging out.

And Spiritus Holon (*Spirit*) Includes Spiritus “what is spirit up to” inquiry in its reality mapping.

Governance Model. In the beginning HQ will employ a standard academic governance model with approximately half of the members being tenured Senators. This Senate body makes all final decisions on potential research projects, the publishing of findings and decides if anything is to be fundamentally changed.

This established order will be challenged overtime by younger “non-tenured” senior and entry level researchers. They think the Senate is too set in its ways and does not represent their interests particularly as it relates to 21st century interpretations and applications of 100 year old human and cultural development theory.

Epigraph Activities –HQ offers lectures and presentations on the latest development theory findings and test cases. In keeping with the creative tension between the older Senate members and the younger researchers, these offerings can take form in different formats for staid academic tomes to those that are more controversial. (Think tribal statistics underscored by Rap) HQ will also help members of other Holons find/interpret human and cultural developmental research that illuminates what they are developing.

Surface World Public Service Campaigns. – When public service campaigns show up in surface world that target individuals and organizations promoting tribal beliefs and cultural distortions that marginalize certain populations, HQ is usually behind them. These dated “justifications” for keeping communities of color or different sexual orientations from having a voice in surface affairs are challenged by the larger inclusive views of HQ researchers. Members of HQ will ally with the younger members of Bijou to create effective counter-prejudice campaigns.

Sortie Types – (*Game Design*) *what competitions and assignments are available at HQ that allows players to gain more influence, rewards and expertise?*

Potential Character Types: (Think of these characters as being Epigraph personas/archetypes. HQ characters that represent surface world academic points

of view. HQ personas could be some person's fantasy in surface world or an unrequited life choice.)

Professor Emeritus Van Johnson – the Dean of the Senate body. He is at the end of his usefulness. There is a competition going on between other powerful members of the Senate to become the new Dean when he is “retired.”

Professor Sarah Darling – a potential candidate to become the new Dean. Over the years the focus of her research has been focused on how women's voices are identified and valued in the tribes engaging in the cultural war. Being in her late forties, she still feels it is important for women to work within the Patriarchal academic order not disrupt it. She puts up with a lot of sexist comments from her male colleagues.

Professor Eric “Duke” Cummings – Considered the heir apparent to Van Johnson by male members of The Senate. He is a powerful voice with much academic recognition for his work. There are rumors that he picks young researchers to do the work and then takes the credit. He will fight hard (and sometimes unfairly) to maintain the dominance of the Senate in the affairs of HQ. He has been targeted by some of the younger researchers as the number one reason of what needs to change for HQ to remain relevant and powerful in the larger Epigraph community.

Angel Magellan - Senior Researcher– A rising star in the HQ community. She leads the younger generation of researchers in challenging the staid views of the Senate. She demonstrates in her research approach how the methods of the older Senate members are outdated and are losing relevance in the Epigraph community. She is a bi-sexual, presents with a bit of Goth, and has a mind to be reckoned with.

Vegas Dominion - Entry Level Researcher –A radical, super bright, newcomer to HQ. He has developed a new holographic research method that produces results that challenge the existing methods and procedures of the older Senate researchers. Angel considers him a potential ally, but is still deciding if his views are actually based on developmental science as she understands it.

Holon: TransMedia

Name: Bijou

Structure: Classic 30's Movie Theater



Identity: Bijou is the primary media production Holon in Epigraph. Its members are a mix of seasoned film and TV directors, younger transmedia artists, musicians, gamers and news reporters. They are constantly working to improve their media creations so they garner greater influence in Epigraph and surface culture.

Their interests are varied, mostly partnering with members of other Holons to create media campaigns that promote the Holon's particular perspectives. They also target established surface world media stars and news organizations who they consider as obstacles to America re-inventing itself. When clandestine media campaigns show up in surface world aimed at the existing media, they usually have come from Bijou's members. Lately, the notion of "gamification" has parts of the Bijou community abuzz. They see new forms of gamified storytelling as the best way to engage with Epigraph and surface culture. Bijou members also are determined to lessen the influence of "fake news."

Friendly Rivals: Bijou doesn't care for the Wampum Holon. (Socio-Econ) They feel money corrupts artistic integrity and independent news gathering.

Or Spiritus (Spirit) – Bijou members do not trust the addictive/manipulative methods practiced in fundamentalist religious cult communities)

Allies with: Everyone else

Governance Model: Bijou was originally established as a loosely based interpretation of a film or music studio model. Strong head(s) of development, with a network of different production entities vying for success. Traditionally in this model, studio heads made the final decisions on what gets created and distributed in Epigraph and surface worlds. Lately however, the community is relying more and more on “testing” and the community’s crowd sourced intelligence to tell them if a particular piece is resonating with its intended audience. This trend is democratizing Bijou’s decision making.

The younger Ka-POP artists and gamers are always pushing the creative edge of what Bijou creates. There is some conversation going on about the relevance of the Bijou community being located in an old movie house structure. The younger members feel that the movie house represents the old ways, and would prefer some structure that represents the new wave of expression.

Epigraph Activities – Bijou offers film festivals, rave gatherings and media premier parties that are the talk of Epigraph. These events feature film, television and gaming releases Bijou sees as representing a piece of the re-invention of American democracy theme. Invitations to these events are highly coveted. They also offer media production workshops for Epigraph players.

Surface World Public Service Campaigns – When Bijou members target individuals or organizations with public service campaigns in surface world, they are usually in the form of some “clickable” media file. These can be short films, music, visual arts, etc. They also can be invitations to “performance” pieces aimed at drawing attention to some concern of the Epigraph community. (Think throwing vials of blood on police officers involved in crowd suppression)

***Sorties** – (Game Design) what competitions or assignments are available at the Bijou holon that offer players the chance to gain more influence, rewards and expertise?*

Potential Character Types: (These character names are based on new combinations of the first and last names of media pioneers)

Austin Parks- a female studio head type. Used to making decisions about what gets made. She is somewhat threatened by the new wave of transmedia artists. She does not understand their motivation or expressions, but she is still an expert about what makes a good story. She will be dismissive of players until they have reached a certain level of influence/success.

Max Farmington – an agent type. Wheeler dealer, obnoxious, but necessary for the development of new talent. He sees the new wave of transmedia artists as the future but has no real instinct about what makes them tick. He is a necessary evil that can make or break a player's influence/success.

April Zulu – a performance artist type. A former news reporter, she now blends visual imagery, audio, dance and theater techniques to stage “happenings” in the Bijou community. She is a leader in the new wave movement. Sometimes controversial, she has a tendency to go too far in inflaming emotions with her performance pieces. This can lead to semi-violent incidents within the Epigraph community and surface world.

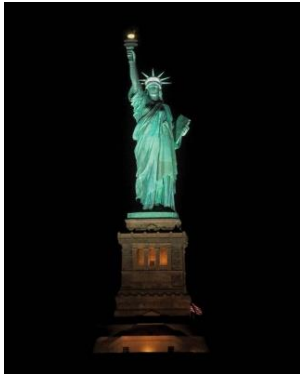
Whisper – a social media star that plays to the superficial needs of his audience, but between the lines is a closet activist. Flamboyant, a seeming example of what is wrong with social media, he has a huge following who wonder what he will do next or what really motivates him.

Streamer Pie – a gamer type. Employs a channeled holographical gaming strategy even she can't explain. Many think she may be a new “feminine” archetype that is on the cutting edge of what they call “gamified activism.” The guys don't know what to make of her. They respect her success, but have trouble anticipating her moves. She listens to a different drummer.

Holon: Post-Truth Politics

Name: Liberte (freedom)

Structure – Statue of Liberty



Identity

Members of Liberte are dedicated to developing political strategies that go beyond the current polarized, American two party system. They don't get hung up on ideology. Their focus is on getting things done. This means that members of Liberte represent a spectrum of healthy conservative and progressive views that are committed to working together to re-invent the American political landscape.

Their primary concern is that 35% of the American people do not feel served by American democracy anymore. They seem to be considering a top down, kleptographic structure similar to what is predicted in films, television, social media and games about the future. This new order is loosely referred to as "corporate feudalism" by its opponents. It is the logical outcome of the wealth of the country being concentrated in less than 1% of the population. In this scenario, democratic institutions like voting, fair representation and separation of powers are considered unnecessary to preserve the current white, male dominated worldview.

Members of Liberte are also concerned that progressives are too distracted. All the in-fighting that occurs between factions makes it difficult to develop a common front. Progressives get in their own way a lot and often lose to the more focused reactionary forces on the right.

Liberte members are also convinced that both the current parties do not have a story/response that addresses the grievances of many in the American culture. As a result they are dedicated to developing a new narrative and political strategies that will influence a re-invention of what originally made America the shining city on the hill.

Friendly Rivals: Liberte doesn't care for Spiritus (Spirit) They believe religion and politics don't mix.

Allies: Bijou – They understand who controls the narrative controls the culture.

Governance Model

Liberte is governed by the Committee of Public Service. Founding members represent diverse factions that have political views from conservative to progressive. However, for the moment they agree on a common cause. The re-invention of American democracy and the neutralization of those individuals and organizations in the surface world that would obstruct this re-invention. Within the main governing committee there are sub-committees representing, Intelligence, Judiciary, Technology, Finance, Health & Education, Media, Security.

These sub-committees debate, coordinate and create strategies of political policy and action related to these seven sub-topics. The chairperson(s) position for these sub-committees rotates through members of Liberte. These appointments are highly coveted and are filled through competitive tests, and the vote of the Liberte membership. If a member desires to really have more influence within Liberte, they will compete for sub-committee positions as they become available.

Epigraph Activities – Liberte offers political gatherings, classes and debates about the qualities of the governance model they desire to bring about in surface world. As is said, “everything is political” and in the Epigraph community, the activities and actions of all the Holons are influenced and shaped by particular political strategies being developed in Liberte. If a player wants to have that kind of political influence, they will join the Liberte Holon.

Surface World Public Service Campaigns – Liberte targets what they see as the corrupt political power of individuals or organizations in surface world. Those most opposed to the re-invention of American democracy will be identified and

neutralized. These actions can be targeted towards the executive, congressional and judicial branches of national, state and community governments.

Sorties – (Game Design) what competitions and assignments are available at Liberte that offer players the chance to gain more influence, rewards and expertise?

Potential Character Types: (Liberte characters have names that are based on new combinations of the first and last names of American revolutionary figures)

Abigail Hamilton – a young, Latino activist that stirs the hearts and minds of her fellow Libertains with her passionate writings and media pieces on the re-invention of American Democracy. A celebrated member of the Media sub-committee.

Carver Washington – older revolutionary, but of conservative persuasion. He is the chairman of the Judiciary sub-committee. He argues against the corruption of big government as Liberte develops its political and legal strategies, extolling the virtues of individual accomplishment and the freedom of the marketplace.

Pitcher Franklin – a noted force on the Intelligence sub-committee. She is in favor of taking more action in surface world. She is not willing to wait until the scions of the bloated surface world die. She is always pushing for more interventions in a variety of surface world conflicts.

Crispus Pierce – an thoughtful force on the Technology sub-committee. A crusader for technological training for new players that will help them increase their level of expertise. He is determined to see that the benefits of the tech innovation being birthed in SOHOS and deployed in surface world are available to the entire population, not just those that are powerful or already accomplished.

Adam Scott – a political strategist on the Health & Education committee that insists that the re-invention of American democracy include re-booting the purpose of America's health systems (preventative care as a right) and the re-tooling of educational institutions at all levels to meet the challenges facing a 21st Century democracy.

Holon: Disruptive Technology

Name: SOHOS

Structure: High tech cubes with digital walls displaying scrolling code/images – Interior is a Holodeck



Identity

Members of SOHOS believe in the power of technological innovation to solve the next set of challenges facing American democracy. They put a lot of emphasis on supporting individual genius without a lot of constraints (Libertarian) and believe deploying Artificial Intelligence applications will be critical in finding solutions to current challenges.

Members of SOHOS include older members that still believe that “disruption” technologies owe nothing to the populations they disrupt. Although Epigraph emphasizes responsibility at all levels, these SOHOS members talk the generative game, but still act in ways contrary when no one is watching.

The other faction in SOHOS are the “beneficial” innovators that believe they are partly responsible for helping the populace they disrupt make the transition to the new reality.

Both factions have given up on the *surface web* because it is highly vulnerable to attacks, hacks and unwanted surveillance. They also recognize there is a history of tech companies pushing out new updates before they were completely tested. This has resulted in the security measures on these platforms being lax. They also suspect that Big Tech has backdoor arrangements with the intelligence community for providing data on individuals and organizations.

SOHOS members are focused on developing crypto platforms that feature protected, decentralized, open Holoric designs. They are not into illegal activity, (although some play in the Dark Net) but they recognize the surface world *powers that be* are threatened by Epigraph and will do anything to penetrate and destroy its independence.

Friendly Rivals: SOHOS members don't care for the Wampum Holon (Socio-Econ) because it requires too many rules & regulations that in their eyes limit innovation.

Allies: Bijou (TransMedia) SOHOS members love playing with the TransMedia folks. Top tech innovators fancy themselves as film and television producers.

Governance Model

The governance model of SOHOS employs a version of "crowdocracy" developed in the early 21st Century. Its theory of the case is that the governance structure of innovation labs or organizations should be maximized to encourage innovation, navigate change and reward the best ideas no matter where they come from.

This flattening of decision making practiced in the old dominator hierarchies of capitalism allow growth hierarchies of generative nested holons to emerge that are the key to innovation. When first introduced Crowdocracy failed badly, because it required entrepreneurs to change their old habits and that proved too hard when faced with surface world pressures. However, in SOHOS its motto, "fail fast, fail often" pushed members to continue working out a version of "crowdocracy" that at the moment is showing promise.

SOHOS activities are organized into innovation pods that have lots of freedom to innovate and fail. They also receive the benefits from being networked with other innovation pods to being forth the best and the brightest.

Epigraph Activities – SOHOS is the central hub of tech innovation in Epigraph. From its innovation pods new technological developments emerge that allow the other holons to flourish. Members of SOHOS loan themselves out to other Holons to solve particular tech problems that relate to politics, socio-economic development etc. The SOHOS holon is known for its radical tech raves, its coding and robotic competitions and its "tech star" confabs.

High above SOHOS is a floating development lab that is built into a digital asteroid.



Members of SOHOS that are interested in space travel and colonization travel up to “ROID” to live/work.

Surface World Public Service Campaigns – SOHOS members develop the necessary technology and hacking processes that allow other Holons to launch their public service campaigns into surface world. They also target their own public service campaigns against Tech companies that have chosen to defend old monopolistic, dystopian ways. The SOHOS holon is also responsible for the security of the entire Epigraph community.

Sorties – (Game Design) what competitions and assignments are available at SOHOS that offer players the chance to gain more influence, rewards and expertise?

Potential Character Types (SOHOS character names are based on new combinations of the first and last names of Tech pioneers.)

Major Day – a former elite Russian hacker, Ms. Day now dedicates her considerable skills to the Epigraph mission. She is particularly interested in interleaved embedding techniques. These “embeds” are data packets that are downloaded on to the targets devices from media clips they are watching.

Ferdinando Ornish – a Spanish expert in crypto-decentralized data storage and distribution. He advocates for even more de-centralized network nodes within Epigraph.

Mason Sergey – eccentric holodeck developer that is interested in ultimately living permanently as a digital presence in Epigraph. He is constantly debating developmental researchers from HQ (Culture Wars) about the nature of digital consciousness.

Everson Fave – an expert on digital monetization. She consults with other Epigraph Holons on how to maximize their earning power from their activities. She is also dedicated to disrupting surface world players that illegally gather data from customers and use that data to shape additive personalized products and experiences.

Melinda and Michael Brin – Twins who lead the campaign for the colonization of asteroids and the planets. They hold forth atROID, the floating innovation lab above SOHOS. In spite of their popularity, they are sometimes accused by some of exporting Epigraph tech innovations into space before they have proved their worth. Their accusers argue against populating virgin space with the worst of human innovations for money.

Holon: Socio-Economics

Name: Wampum

Structure: Diamond shaped block chain network



Identity

The members of Wampum believe if you want to bring about real change, you have to “follow the money.” They are particularly focused on the social impacts of the surface world financial system. They view all other cultural challenges, climate change, racial injustice, and immigration as having important financial-reward components to them that if ignored will limit the change that can be achieved. They believe that without looking at how something is funded and who benefits, very little leverage is available to bring about real cultural change.

Wampum members are dedicated to changing the current “business as usual” narrative so that more of the wealth created in America is spread to a greater percentage of the population. Those members who pay attention to history remind Holon members, that every time the wealth of a country has been concentrated in less than 1% of the population, the disadvantaged and marginalized eventually light the torches and storm the castle. Wampum members are dedicated to creating alternatives to this type of violent upheaval that serves no one, least of all the rich.

At present, the top 1% of Americans controls \$35.5 trillion dollars. The next 9% control 42.6 trillion. The next 50-90% of the population controls 36.9 trillion. The last group represents most of the middle class. Wampum members believe the financial grievances of the middle class are fueling the unrest in the country. Citizens, who were proud of being middle class, are now worried they are sliding

lower. The global system of which America is one of the leaders is not serving them.

In these uncertain times, some argue for the success of the current financial system as the stock market has risen to record highs and corporate profits have soared. However, Wampum members point out that even though 66% of the US population owns some kind of stocks, only 14% actually invest in individual stocks. The bulk of US citizen stock ownership is through retirement funds like 401K's. The shocking number is that 10% of the population own 84% of the total value of these stocks. So, Wampun holon members believe the stock market is a measure of how well the top earners and corporations are doing, but hardly an indicator of how the US economy is doing as a whole.

Wampum members are also challenging the role of corporations in the culture. At the moment, tax cuts for the top corporations and Supreme Court rulings in favor of corporate interests have tilted the playing field towards the rich and powerful. This inequity is promoted in future films, television shows and video games as a type of *corporate feudalism*, where the 1% live in walled compounds, while the 99% scramble for subsistence in a world of lack. There is even a growing meme in the disenfranchised that capitalism in its present form does not need democracy to flourish. Reactionary leaders have arisen that are convincing a portion of this audience that they will take care of them in return for their complete loyalty. The current example of this phenomenon is China. Tops in innovation, *and* top down domination in controlling their population.

Friendly Rivals: Wampum members dislike Benefi (Community Relations) for their seeming dismissal of the importance of money, profit and shareholder returns.

Allies: Bijou and SOHOS help Wampum message, crypto protect and distribute their gains.

Governance Model

The Wampum holon is experimenting with new financial governance structures. They are shifting the current goal of corporate entities from just maximizing shareholder profits to a triple bottom line perspective that takes environmental costs into account and spreads the wealth to more of the eco-system that created it. These new financial structures tend to feature flatter decision making

processes as opposed to the top down dominator structures that are zero sum games.

Sometimes these new financial perspectives are called “Beneficial Corporations” or “Deliberate Developmental Organizations.” The Wampum members pursuing these concepts point out that if you want corporations to act differently, you have to change the rules of why they exist and who they serve. Wampum members are also concerned about the growing influence of corporate money on elections.

Wampum members concerns are not confined to just conservatives who have more of reputation for aiding corporate power. They feel Democrats are also part of the “deep state” that no matter what, ensures the rich get richer. They point to the lack of prosecutions of corrupt Wall Street traders following the financial crash of 2008 as an example of why they are just as concerned about progressives as they are about those on the political right.

Epigraph Activities

The Wampum holon is ground zero for all things financial and economic in the Epigraph community. They offer training in these new financial vehicles and consult with other holons about their economic dealings. They are particularly interested in the emergence of crypto-currencies. They are in favor of removing banks from financial transactions and see crypto platforms as safer than debt based surface systems that can be hacked. They also support moving off of gold as the safest asset to bitcoin and other crypto currencies and favor total anonymity for all financial transactions.

Surface World Public Service Campaigns

Wampum members target all parts of the current surface world financial system and its mavens with disruptive campaigns designed to illuminate who is behind making sure the rich and powerful benefit the most. They are particularly concerned with conversations taking place at the highest levels of Wall Street about creating “zones of corporate economic influence” that would eventually replace nations as the global governance structure.

Sorties – (Game Design) what competitions and assignments are available at the Wampum holon that offer players the chance to gain more influence, rewards and expertise?

Potential Character Types (Wampum character names are based on new combinations of the first and last names of crypto currencies)

Charles “Chuck” Kyber – ex-wealth fund trader that has gone DeFi (decentralized finance)

Samantha Monero – renegade block chain data scientist

Dai Patel – brilliant machine learning coder

Cardano Play – Celebrity promoter of crypto. She is famous for her cook books and her financial following.

Greek Tezos – Crypto security specialist

Holon: Community Relations

(Relations with self, family, community, nation, the environment, the world, the Kosmos – Home of cause based activists – Racial Justice/Climate Change/Slavery/Health Care)

Name: Benefi

(beneficence - make a positive contribution) One of the four qualities of meaning... autonomy, competence, relatedness, beneficence

Structure: Future Bio-Garden



Identity

Members of the Benefi Holon believe that Earth is a “related” world of all sentient beings. They are convinced if America is going to lean towards a more generative culture, relationships with self, family, race, gender, community, work, the environment and the Kosmos need to evolve. Benefi members identify with the phase “what would it take to come back to love.”

Benefi is home to diverse cause based movements seeking true racial justice, environmental sustainability, and the ending of slavery in all its forms. The premise of Benefi is that *diversity* is not something nice to have, but critically important for ultimate success. America is built on the dreams of immigrants from all over the globe. Benefi members believe that it is time to give everyone a fair shot at attaining whatever version of the American dream they desire.

Although, Benefi members engage with the considerable challenges facing America, they are not doomsayers about the future. Even with the considerable chaos and disruption currently taking place in this cultural transition, they see that the general march of progress as preceding forward, despite the dark days.

They play in the creative tension between patriarchy and matriarchy seeking an integrated state they call “humanarchy,” the best of masculine and feminine perspectives.

Friendly Rivals: Benefi members don’t care for Wampum holon members (Socio-Econs) because of their seeming focus on revenue rather than true abundance.

Allies: Spiritus (spirit) Benefi members believe Spirit is present in all relationships Bijou (transmedia) Benefi members look to the Bijou holon to help them develop their personal development and human performance offerings.

Governance Structure

Benefi is divided into living “pods” of approximately 20 individuals each. Each pod decides how they meet the needs of the individual vs. the needs of the collective. Individual pods are also hooked into the larger matrix of Benefi for all issues that affect the health and wellbeing of the entire Holon.

Members of Benefi are experimenting with the concept of “leadership in the moment.” It postulates that good ideas can come from anywhere. They are not fans of the failed consensus governance experiments in the past. Rather, they emphasize than in the moment it is important to recognize whether you are leading or following and act appropriately. Benefi members are also big fans of polarity management as a process that can help individuals stuck in polar opposites find a way to move forward together with the healthy aspects of both positions.

Epigraph Activities

Benefi is home to movement rallies and protests. They also teach members of other holons new methods of relating. As a result, they act as the thorn in the side of the Epigraph community when they feel the populace has become too complacent or marginalizing of particular populations. Benefi members have a reputation for being intense as they constantly challenge the status quo.

Public Service Campaigns

Benefi members target individuals and organizations in surface world that discriminate or marginalize people of color or promote climate change denial.

Their public service campaigns are designed to highlight injustice and give those in need a voice. They pay particular attention to large corporations that take advantage of their workers by providing sub-standard living conditions, insufficient wages and few opportunities for advancement.

Sorties – (Game Design) what competitions and assignments are available at the Benefi holon that offer players the chance to gain more influence, rewards and expertise?

Potential Character Types (The names of Benefi characters come from new combinations of the first and last names of famous activists.)

Amry Kupila – gender activist

Boochani Smith – racial rights journalist

Mandella Steele – climate scientist freedom fighter

Mario Ayaan – amnesty crusader

Deep Murphy –eccentric cause philanthropist

Holon: Spirit (What's it up to?)

Name: Spiritus

Structure: Blended-rotating image of Christian Cathedral, Jewish Temple, Islam Mosque, Buddhist Stupa, and Hindu Prasada (Gods palace)



Identity

Members of the Spiritus holon engage with a spiritual path, but not in the way of past generations. They recognize that the traditions (2000 years old) all have something to add to the “what is spirit up to” inquiry, but they are also aware that these traditions are responsible for more deaths in the name of God than any other cause.

The Spiritus holon is founded on the premise of the evolution of intelligence. This narrative goes beyond the spiritual story still currently in play globally that is identified as “the fall.” The Eden myth, as it is sometimes referred to, postulates that humans were in some perfect state and then fell into this imperfect material world. The meaning of life according to the story of the “fall” is for individuals to redeem themselves from their sinful ways in order to get back into heaven. It suggests humans have to go “back” to find their perfect state. It is usually associated with large doses of judgment and fear.

In contrast, the story of the evolution of intelligence postulates since the big bang, matter has been expanding into larger and more complex forms, each with increased intelligence. The question of “what is spirit up to” is informed by this perspective. Spiritus members believe that spirit is the force that drives and influences this expansion of consciousness towards the possible goal that someday spirit and matter will integrate in some new form of consciousness. The

meaning of life according to this evolution of intelligence story suggests humans are to make some contribution to this expansion of consciousness.

The healthier parts of traditional religious traditions are represented in Spiritus, each with their own following, but all part of a larger matrix that goes beyond the traditions. As some in Spiritus would say... “the traditions are represented by the letters and words of the sacred texts. Spirit is the parchment they are printed on.” The unifying force with many faces, but all with the same goal... to offer something larger and more connected to everything in the Kosmos.

Friendly Rivals: Spiritus sees the Wampum, SOHOS and Bijou holons as potential disrupters of their quiet, grounded, connected states by distracting individuals and organizations from the true nature of reality with their addictive and distracting stimulus.

Governance Structure

Each member of Spiritus can have a personal affiliation with any of the traditions. These are self-organizing groups that meet for instruction and practice. Some go beyond what the traditions offer and commune directly with spirit in whatever way they name it. They all are inspired by the Earthly evolutionary miracle... that one day dirt stood up and recited Shakespeare.

Spiritus is governed by a council of elders that has representatives from each of the traditions plus additional contemplative spirit representatives. This council reviews the agendas of each of the Spiritus tradition groups and integrates the wishes of each into a collective program. The younger members of Spiritus constantly challenge the authority of the council. This creative tension is what causes members of the Spiritus Holon to evolve.

Epigraph Activities

Spiritus provides a diverse array of spiritual activities from silent retreats to energized assemblies participating in collective practices like singing and networked healing. For those looking for spiritual instruction, each tradition plus the larger spirit community offers trainings of all types. For those holons who want to explore the question of “what is spirit up to” in the context of their topic focus, members of Spiritus provide out sourced wisdom. It is said in Spiritus that

many gurus have come into the world in all the traditions, but the new guru going forward is... the sangha.

Surface World Public Service Campaigns

Spiritus members target individuals and organizations in the surface world with public service campaigns designed to identify false prophets or behavior in the name of religion that they consider not sacred. Particularly targeted are religious orders that are simply money making enterprises or those that call for violence against their fellow humans. It is not forgotten in Spiritus that the major religious traditions have a history of genocide against non-believers and/or sexual abuse by priests.

Sorties – (Game Design) what competitions and assignments are available at Spiritus that offer players the chance to gain more influence, rewards and expertise?

Potential Character Types (The names of Spiritus character types are new combinations of the first and last names of historical teachers in a variety of traditions)

Sarah Ellora – an angelic being that floats between traditions

Michael Kell – a self-proclaimed now and future prophet

Maji Dow – a re-born religious activist

Brugal More – a sacred architect

Shamanic – An interpreter from the Tower of Babel

Possible Additional Holons:

Generative Leadership (develops out of Liberte (Politics))

Renewables – Water, Air, Fuel and Food (develops out of (Community Relations))

Ageless Café – Health/Wellness