



TEK8 Party System: A Regenerative Framework for Multiscale Assemblies

Version: 1.0

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Core Technologies: Chicken Jockey Scribe Racer (cjsrgame.com), Quilltangle, MinecraftTacoma.com ; TEK8 Protocol

Overview: Beyond the Two-Party System

The **TEK8 Party System** is a post-partisan framework for participatory governance, civic imagination, and regenerative worldbuilding. Rooted in the TEK8 elemental protocol, it replaces binary political ideologies with an 8-petal structure that mirrors the complexity of real human needs, community knowledge, and planetary systems.



TEK8 is designed to be:

- **Locally grounded** (neighborhood assemblies)
- **Regionally effective** (city, state, nation)
- **Globally cooperative** (cross-border collaboration)
- **Intergalactic in scope** (narrative and ethical simulation through Quilltangle)

Structure: The 8 Elemental Petals

Each "party" is not a party in the electoral sense, but a **domain of focus** representing an essential aspect of life. Citizens, players, and AI collaborators align with one or more petals based on their lived knowledge, inquiry, and mission.




Fixed Structure: Eight Dice-Based Petals



The TEK8 Protocol suggests one fixed design constraint: that each of the eight petals aligns with a traditional polyhedral die (D2–D100). This structure offers an accessible and universal form, while allowing all **other associations**—elements, game mechanics, roles, educational subjects—to be **flexibly redefined by each implementing context**.

The default alignment follows Vedic cosmology (elements arising in this order: Ether → Air → Fire → Water → Earth → Mind → Intellect → Coin), Platonic solids (geometric form per element), and a relational model in which **Coin (D2)** is the final and least sovereign form, governed by **Order (D100)** and **informed by all others**

While the TEK8 was first released on GitHub to guide the apparently failed memecoin **\$PXAI** and the mysterious virtual world of **Pixie Town**¹,



Unlock the Magic of Pixie Town (777 Unique Artifacts). Discover a universe where technology's secret is revealed: it's powered by fairy magic, with pixies hidden in the pixels and fae folk trapped in the bitcoin mines. Through a trading card game, board game, tabletop RPG, video games, and a collaborative multiverse, Pixie Town merges blockchain and imagination to rewrite the narrative. Pixie Town is the home of on-chain & OFF-THE-CHAIN magic. Collect, play, and create as we embark on a collective virtual novel of pixie pixels and pixel pixies. Join us to free the fae, unlock the pixels, and unleash the magic that connects us all. 🧚‍♀️ 🧚‍♂️ 🧚‍♀️ 🧚‍♂️ 🧚‍♀️ 🧚‍♂️ 🧚‍♀️ 🧚‍♂️
#PixieTown #FreeTheFae @PixieTownDAO

... the TEK8 Protocol had already had a longstanding life and development behind the scenes by @m4dpr0f in the context of Dice Godz (a forthcoming boardgame and TTRPG from TimeKnot Games), use in a local face to face world-builders guild, and it has since developed a presence in multiple public titles by m4dpr0f and TimeKnot Games:

- Games (Quilltangle², CJSR³)
- Assemblies (Minecrafting Judkins, Minecraft Tacoma)
- Educational experiences (7ABCs.com)

¹ See Pixie Town 777 at <https://magiceden.us/ordinals/marketplace/pixietown> & *The Fairy-Faith in Celtic Countries* by W. Y. Evans-Wentz at <https://www.globalgreybooks.com/fairy-faith-in-celtic-countries-ebook.html>

² timeknot.itch.io/quilltangle

³ cjsrgame.com



TEK8 Party System: Post-Binary Civic Framework

"What if our democracy was a living story? What if our politics were a multiplayer game?"

The TEK8 Party System replaces binary partisanship with eight functional parties aligned to the TEK8 petals. It enables:

- Assemblies with elemental diversity
- Voting mechanisms inspired by sacred questions (Who, What, Where...)
- Game-based governance, storytelling, and political simulation



TEK8 Lotus Table (Current Alignment)

Die Petal	Raw Element	Sense	Aspects	Domain of Action	Assembly Role
D12	Ether	Sound	Culture, Inspiration	Artistic, Spiritual, Moral vision	Sonic Assemblers
D8	Air	Touch	Language, Media, Education	Literacy, Translation, Communication	Translators & Teachers
D4	Fire	Sight	Technology, Tools, Defense	Makers, Engineers, Defenders	Smiths & Tinkerers
D20	Water	Taste	Memory, Justice, Healing	Historians, Storykeepers, Mediators	Storykeepers & Healers
D6	Earth	Smell	Housing, Food, Infrastructure	Builders, Gardeners, Stewards	Grounders & Growers
D10	Chaos	Mind	Dream, problem solving, intention	Hackers, Comedians, Critics, Poets	Tricksters & Remixers
D100	Order	Intelligence	Governance, Archives, Pattern Logic	Strategists, Librarians, Ethicists	Archivists & Codemakers
D2	Coin	Wealth	Economy, Value, Reciprocity	Traders, Economists, Resource Weavers	Weavers & Distributors



Every participant may sit with a **primary petal** and collaborate cross-petally. This supports **diversity without division**.



Technologies in Use



Chicken Jockey Scribe Racer (CJSR)

- Typing-based civic platform
- Multiplayer races represent faction collaboration
- Sacred texts, campaign narratives, and protest chants become participatory content
- Cross-language engagement for global collaboration
- In-game assemblies and Discord-linked voting on updates and quests



Quilltangle MMO

- 3D open-world extension of TEK8 with factional terrain and cosmic zones
 - Scribes build Rainbow Roads to distant superclusters through scribing accuracy
 - Garu Eggs (D8) and Sacred Music (D12) form core early loop
 - Assemblies occur both narratively and in real-time multiplayer zones
 - Campaign arcs and crafting systems linked to each petal's domain
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Local-to-Galactic Civic Use Cases

Level	Example	Use Case
Local	Tacoma TEK8 Hub	Community budgeting, potlatch quest governance
City/State	Tacoma3k Minecraft + Real-World Twin	Youth-designed policies, green infrastructure
National	Climate Justice + Infrastructure Assemblies	Inter-petal deliberation on resource allocation
Global	Wisdom-based Typing Races	Multilingual debate + dialogue across regions
Intergalactic	Quilltangle's Interstellar Scribe Council	Ethical simulations, mythic governance, lore law



Voting, Dialogue, and Consent

- Assemblies use **petal-aligned inquiry framing** (e.g. Who? Why? How?)
- Votes can be collected via **typing races**, **voice**, **Matrix chats**, or **Minecraft quests**
- Outcomes are **tracked publicly** and subject to revision via challenge or consensus

No finality. Only loops.



Implementation Path

1. Choose your inquiry (e.g. “How do we house our people?”)
 2. Map to a petal (e.g. D6 Earth)
 3. Use TEK8 tools (e.g. CJSR, Minecraft, Quilltangle) to prototype a response
 4. Host Assembly (game night, class, festival, or campaign quest)
 5. Document decisions on GitHub, zines, or Discord lore logs
 6. Invite other petals to join, remix, or build onward
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Final Thought

The TEK8 Party System is not a replacement for political structures—it is a **regenerative mirror**. It asks:

What if our democracy was a living story? What if our politics were a multiplayer game? What if governance was artful, spiritual, joyful?

Let us play to govern. Let us govern to heal.

— m4dpr0f // Jai Chief Pixie



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