

A GUIDE TO THE  
UNIVERSE



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# ABOUT THE PLURIVERSE GUIDE

The Pluriverse Guide will be a living and evolving document. It is meant to introduce artists, writers, and other creators to a unique pluriverse to convey our vision for this new franchise.

We have built this guide to inspire our collaborators with a vision of the pluriverse we hope to seed. We want to influence the pluriverse as minimally as we can, empowering our community to determine the fate and outcomes of the pluriverse's canon.

This guide introduces the setting for a speculative era: The Quadratic Lands. We hope to convey the thematic feel of the pluriverse, its inhabitants, and the rapid series of events that forever changes humankind's understanding of its place in the cosmos. This document is meant to guide, not to dictate.

**Feedback, questions, comments, and discussion are always welcome.  
Feel free to join us in this Discord group.**



# INTRODUCTION

We are making a guide to the pluriverse. It is an interface between fanciful and purposeful labors. It keeps two worlds in balance: the integral vision of regenerative cryptoeconomics and the integral lore visualized by a whole community of sci-fi-fantasy-MMORPG-crypto-governards.

Our work is inspired by the Cellarius Universe Guide commissioned in 2017 by ConsenSys, the Pluriverse.world project by the Verses community, and the titular text *Designs for the Pluriverse: Radical Interdependence, Autonomy, and the Making of Worlds* by Arturo Escobar.

The key to our pluriverse is to render the imagery at a sufficient resolution to make it feel immersive and purposeful, yet alien enough to avoid perpetuating our rivalrous desires. We're not talking about virtual cubicles or augmented meeting spaces, but a repository of open-source mythology and collectively owned assets that will probe the peripheries of the imagination. We are also just as interested in investigating how our virtual, augmented, and LARPing fantasies manifest in our meatspace habits and behaviors. The pluriverse is the UI between these experiential dimensions, and the Pluriverse Guide is the incubator for our experiments.

This is an excellent opportunity for the Ethereum community to elaborate on how our blockchain technologies can support fledgling and speculative community development. We are dedicated to asking difficult social problems, meditating upon the tragedy of the commons, and securing support for public goods. Ethereum is heralded as the digital public good with the highest potential, a global-scale infrastructure that will eventually transmogrify into a support network for preserving our physical public goods. We need to support each other to collectively peer beyond the apocalyptic veil, cross the threshold, and leverage our cryptoeconomic theories to manifest positive change in the world. We might take this opportunity to resist profiting off of our shared resources, to restrain ourselves from racing to the bottom, to rethink our Now-Me motivations to preserve our Future-We abundance. Creatives have been used and abused so much that it has become a tragic-comic

archetype, a living cliche of the disadvantaged visionary, the artist starving for cultural approval as well as a stable living wage. We need artists to continue asking the difficult questions, to crack us out of our collective neurotic, paranoiac, schizo capitalist delusions, and dedicate themselves to imagining ways of moving beyond pure economic incentivization. We need artists to diminish the civilization's obsession with heroic Now-Me identities and illustrate a clear (and realistic) Future-We tomorrow without enslaving humans to the protocols of distribution in the process. This is a sincere call to very deliberately and intentionally meme ourselves differently to each other.

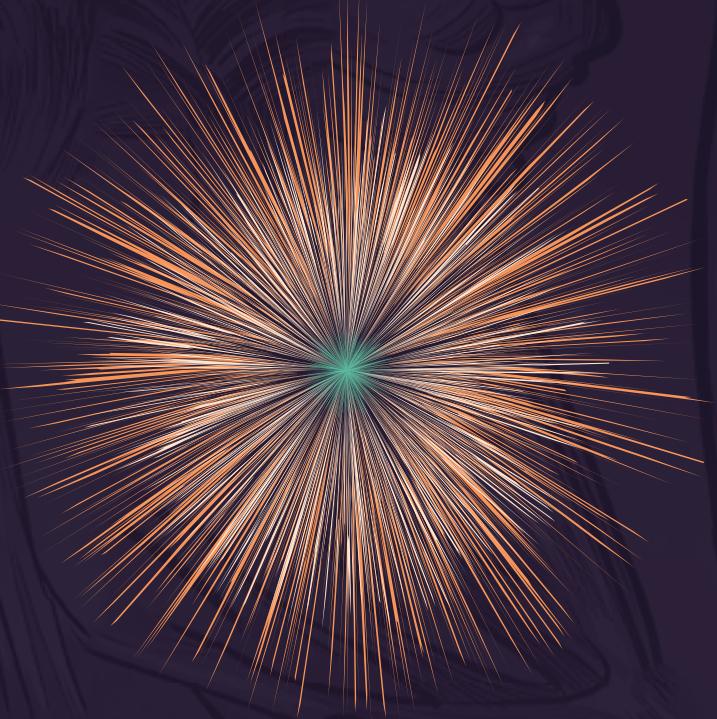
What is our lore? Storytelling is the technology of imagination. The stories that we tell ourselves create the constraints of our worldview and our ability to actively world new worlds. If we are constantly reinforcing an imagination architecture that presents us as subordinate or enslaved to powers beyond our control, then abracadabra! So it shall be! That is the reality that we will occupy.

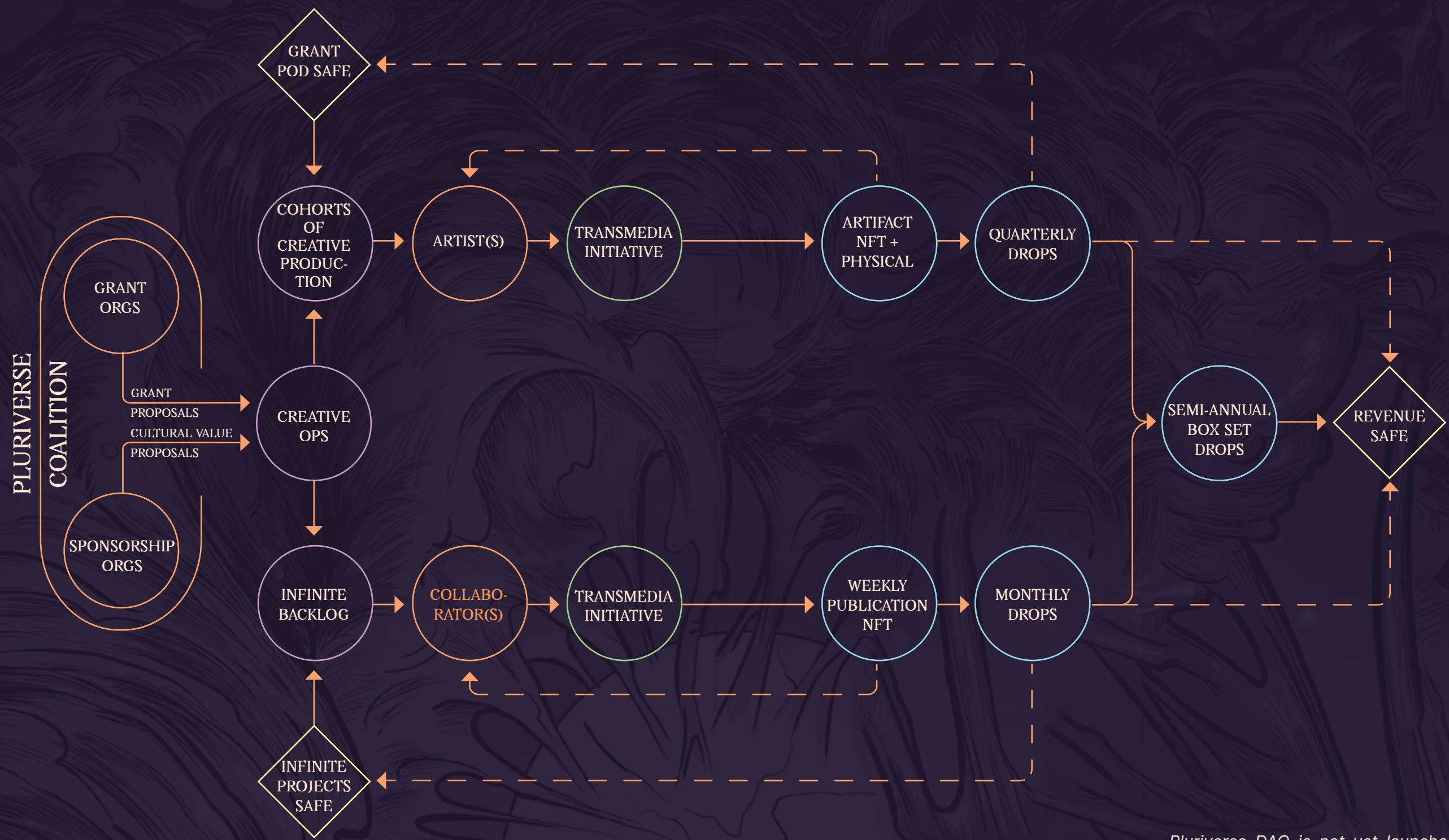
We must learn to manifest differently, and so we must learn to articulate differently, and so we must support each other to imagine differently. Who is the storyteller? What community do they represent? How is that community illustrated to itself and to others? How does the community orient itself to divergent perspectives?

Our fantasies, myths, and markets suffer from scarcity. They provoke us to grind, to hoard, to incessantly level up. They are competitive and rivalrous, privileging customizability over standards that allow us to align and collaborate more effectively. How might we learn to change the canonical lore of our own imagination, to shift the narrative of the stories that we tell ourselves? We hope the Pluriverse Guide and the media series it produces might support optimizing for human values, not perpetuating paperclip machines all the way down. We hope to play our part in this ontological game by strategizing to wield our memes with tact, subtlety, and profound nuance, to break the illusion of phantasmagoric shadow play that Moloch - which is to say ourselves - has cast upon our speculative future for far

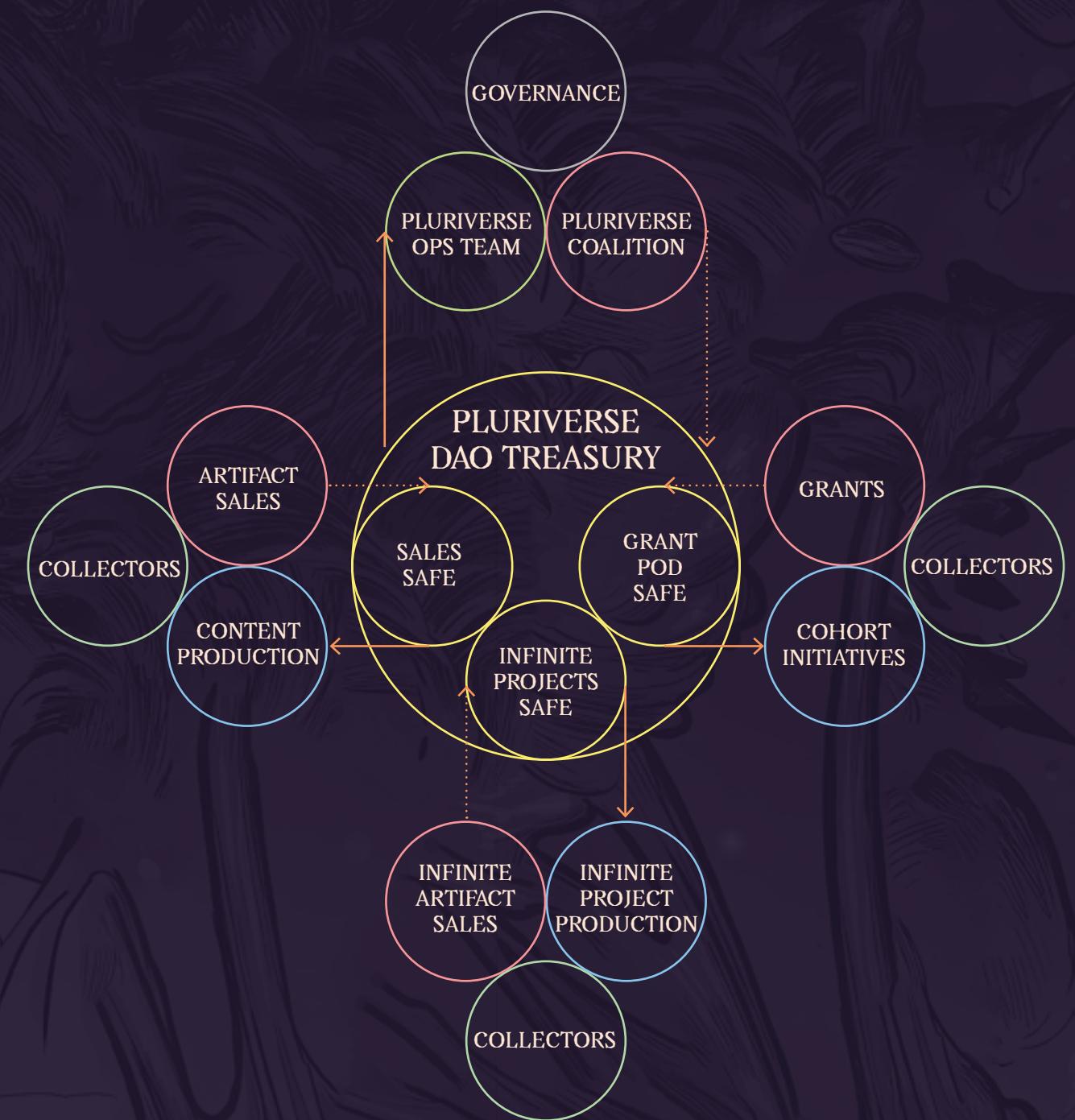
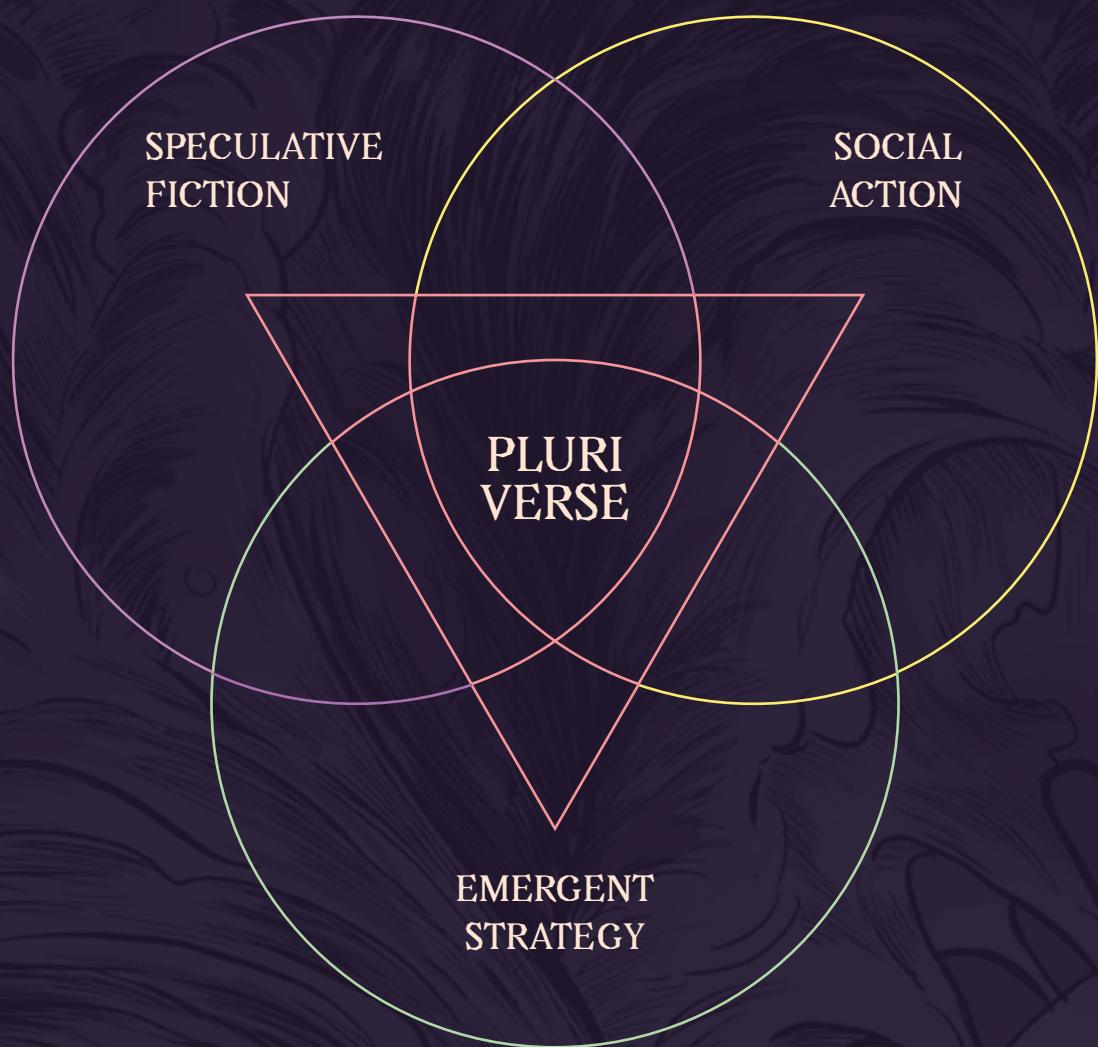
too long. We hope to nurture this community's propensity to imagine differently and confront the Moloch meme inside all of us. We must not sacrifice our future potential to the memetic chimera!

## Cheers to a bright future!





*Pluriverse DAO is not yet launched, but this is what we think it might look like once it is.*





# LORE

## ON ENTROPY

We live or die by the laws of physics; we are prisoners of the laws of physics. No supplications, hopes, dreams, or misplaced trust will solve our physical problems. However, science is not the end of magical thinking! Our knowledge is pliable, supple, composable, and mutable.

We are trapped within a limited time scale, trapped in our childhood fantasies. A hopeful future will require a consideration of cosmological scales beyond our limited existential spatio-temporal coordinations. Entropy is the most inexorable, unavoidable law of physics, rooted in thermodynamics. The human economy increases entropy through mining. Ore deposits are organized, not dispersed, making them a low entropy resource. The waste of these operations is dispersed so that it is no longer usable, making it an exhaustible resource. The future economy will be designed toward low entropy solutions. Reducing entropy is essential to the project of human survival, meaning, and purposefulness.

Biological organisms ingest sources of high entropy through materials to create greater organization, lowering the entropy through our atomic structures, creating ordered strands of DNA through our very being. We are the embodiment of creating order out of disorder. The 4000-year-old vase has defied entropy by maintaining its highly structured composition... until someone drops it. It is unusual for complex systems to survive over long periods. All highly ordered systems will decay, disperse, and their energy will be lost. Complex human systems are definitively fragile. Human society is composed in relation to the inexorable conditions of entropy.

What is valuable? What is interesting? What should we try to preserve? Humans have a set of practical moral values that aid and abet our underlying existential business (our self-interested strategy for surviving and procreating). We might cultivate our yearning based on the admiration for creatively organized structures.

This is why we admire beautiful paintings and performances of highly synchronized movements. We respect these spectacles because they require effort and effort is in short supply.

We might come to appreciate the rarity of these expenditures as a reason to respect and worship, to develop the will to preserve the rare outcroppings in both nature and civilization. This preservation requires recognizing that value exists beyond human definition, a repositioning of value beyond humans. Creativity gives rise to ever greater complexity and organization without (necessarily) having anything to do with human beings, even though in the contemporary moment we might be the most visible outcropping of this organization.

Moral codes are transactional. How do we transact with the future? What can the future give us today? This present moment sets the stage for what will come. Humans respect the earth as a miraculous vehicle for reducing entropy. The loss of this capability is an inexpressible sadness to be avoided. How much effort and cost are we willing to put in, to take action to avoid it? This is the question that the global population must face.

We are reaching the limits of growth. How will we become truly sustainable and achieve zero (or negative) growth? How will we build interest on our accounts in an economy that isn't growing? Are we facing imminent social collapse when our institutions fail due to growth grinding to a halt? When will this happen? Will it be decades or centuries? How might we cope with whatever comes in the wake of the reset, when growth is no longer available?

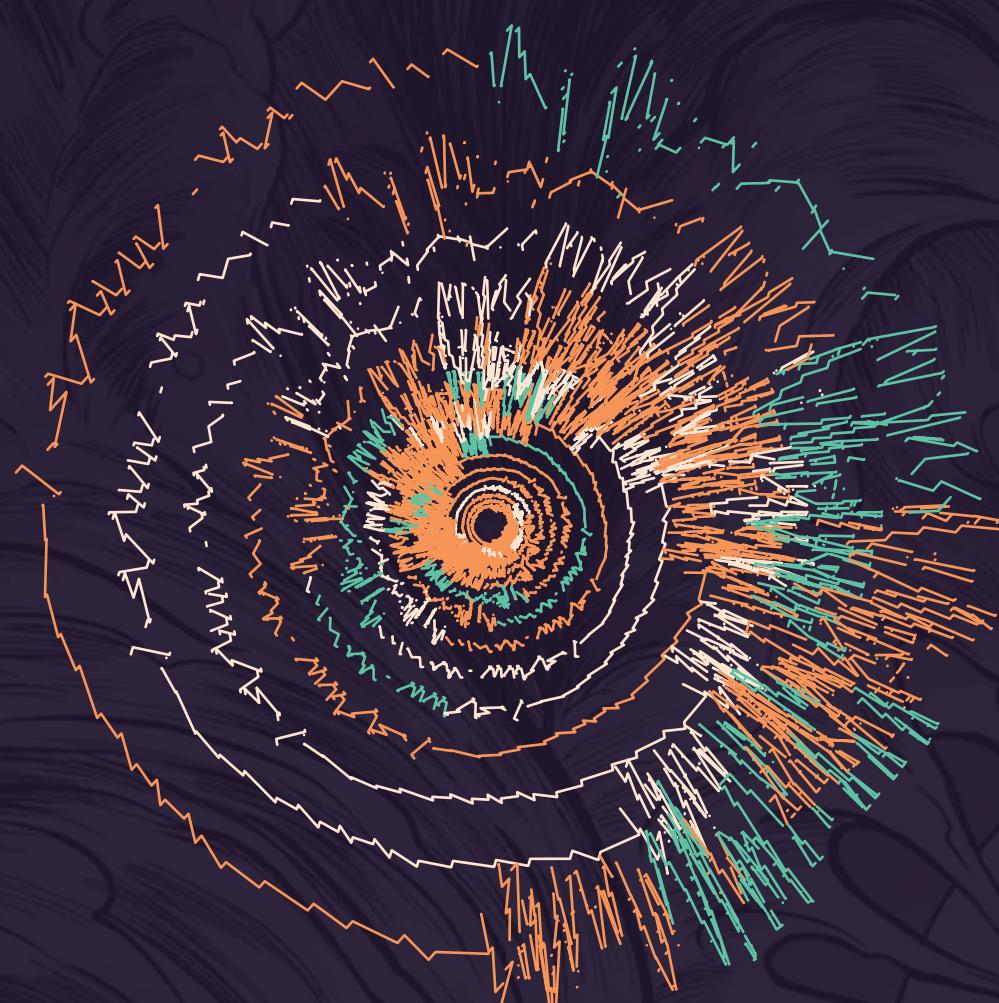
What is a resource? In 1600, crude oil was not considered a resource, more of a nuisance. Some materials that we currently do not recognize as valuable may become resources and other things that we consider resources might become obsolete as we develop better ways of achieving the same goals. Is creativity a finite resource? Might creativity overcome the finiteness of our material resources? The

availability of energy is not the issue. Covering the landscape with photovoltaics will not solve the problem. Dispersed pollution, extraction through the mining of low entropy deposits, and exploitation of human labor must be dealt with in relation to our enormous economic activities. Our economic activities create these problems.

It is a mistake to remain sanguine in these times. Our standard of living will decrease as it requires more effort to extract the resources that satisfy these conditions. Eventually, we will approach these constraints, sooner or later. What is the governance structure or social process for dealing with this reality? What should we be doing in the meantime? How should we be recomposing our living now in preparation for the inevitabilities to come? How might we identify boundary conditions with the laws of entropy for securing this future?

What do people want? Applying some constraints on resources and waste production, we could sustain a larger number of people living at lower levels, or a smaller group of people living at higher levels, but it ultimately comes down to our collective values and ability to manifest this vision into existence. Focusing on our immediate happiness obscures our ability to consider the bigger question of value. What is lost to the pluriverse if a higher level of civilization ceases to exist on this planet? How do we cultivate a higher system of values based on respect and admiration for the earth as a rare occasion for facilitating organization and complexity? Are humans a threat to this systemic complexity? If humanity sees that the long-term solutions to problems of pollution and resource generation involve switching from biological entities to machinic entities then there would be an advantage to earth as a creative ecosystem by making this switch. Perhaps voluntary, human-designed, sentient AI inherits our human appreciation. Does this constitute a dystopian or utopian future?

Everybody lives for the future. It is part of the human organism. The problem is that we are oriented toward relatively near-term futures. It is difficult to cultivate an intimate connection with a distant future. This is the basic challenge in planning



for the future of the earth. Why do we feel the urge to preserve the earth as a creative environment? Do we all share equally in that urge? Everything depends on how strongly we feel this urge. We are coming to recognize that we must make sacrifices today to preserve the earth for the long-term. Are we willing to do that? Can we articulate an outcome that we all like, that we can all coordinate for? What is the carrying capacity for facilitating an interesting civilization over millions of years?

## INTO THE PLURIVERSE

A variety of distinct future orientations began to arise in the early 21st-century. Crypto-anarchism, crypto-libertarianism, crypto-capitalism, and crypto-agnosticism locked into a perpetual and predictable recurring crash and boom cycle that played out ad nauseam. Local movements occupied territories and resources for short periods, but the volatility of meme-based markets made such gestures appear futile to the technocracy. Many pursued back-to-the-land organizations, fostered holistic barter systems, and invested heavily in regenerative mechanisms. Globalization was replaced by a new infinitely composable economic hyper system that required augmented intelligence to interface with, known as the PLURiverse™.

When trad-con markets crashed, new telepathic abilities began to emerge. Scientists began reporting instances of new senses that seemed to heal psychic wounds and epigenetic traumas, allowing for the collective maturation of the species and a reorientation of how humans acquire new information. This has been cited as a technological symptom, signaling a reconfiguration of our collective imagination.

Bound by the laws of physics, humans learned to defy time and space by the invention of perpetual value generators, both material and immaterial. Time became sweet, delicious, pure pleasure to be spent freely and joyously. There is no greater pleasure in the world than basking in pure time perpetually passing. This civilization-scale epiphany allowed for a new form of communication with machines and brought an end to all synthetic drug use.

The Cognoscenti and engineering workforce of the planet became divided. The preeminent geological surveyors, archaeologists, paleontologists, and permaculturists specializing in the study and organization of mineralogical data taxonomies became mildly obsessed with identifying an animistic intelligence. This pseudo-mystical quasi-scientific preoccupation with extending subjectivity into the material edifice marked an archaic revival of transhumanist Eleusinian

mysteries, geomancy, and oracle divination practices that sought to allow the terrestrial Spirit to speak for itself. The mineral engineers mobilized geopolitical tethers in service to planetary-scale computation in the post-accelerationist belief that the planet might come into awareness of its own being.

## CORPORATE LIBERTARIANISM

Individual sovereignty, exitocracy, neoreaction (NRx), dark enlightenment, anarcho-capitalism, Bitcoin maximalism, crypto maximalism, cypherpunk, bronze age mindset, techno-libertarianism

## POLITICAL IDEOLOGIES FOR THE 21ST CENTURY

Shared central values:  
Decentralization  
Rights  
Freedom

Shared central values:  
Universalism  
Economic efficiency/growth  
Meritocracy

## SYNTHETIC TECHNOCRACY

AI Singularity, automated luxury communism, AI abundance, AI maximalism, universal basic income, post-scarcity

Shared central values:  
Economic equality  
Large-scale cooperation  
Mitigation of existential risk

## DIGITAL DEMOCRACY

Plurality, digital pluralism, digital dignity, 21st century participatory democracy, fork-and-merge government, wiki government

HIGH



LOW

Y AXIS - How centralized/corrupt is the system of surveillance/governance?

X AXIS - How well are we solving for catastrophes coordination failures?

## THE METACRISIS

The Meta-crisis is being stuck between catastrophes (coordination failures like climate change, nuclear proliferation, AI risk) and dystopian authoritarian regimes.

- What would need to be true for humanity to manifest a third attractor?
- What would this third attractor consist of?
- How might we imagine a strategy for realizing this vision?
- How long will it take? What would we need to sacrifice to achieve this new world?

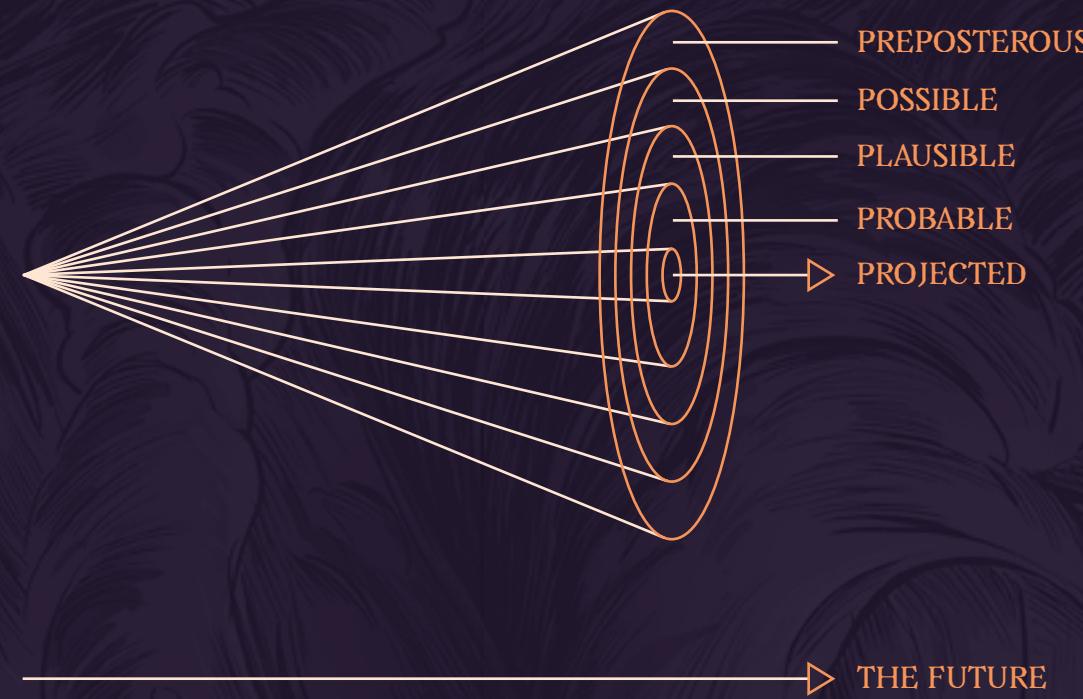
## TRANSPARENCY & ACCOUNTABILITY



## THE STACK

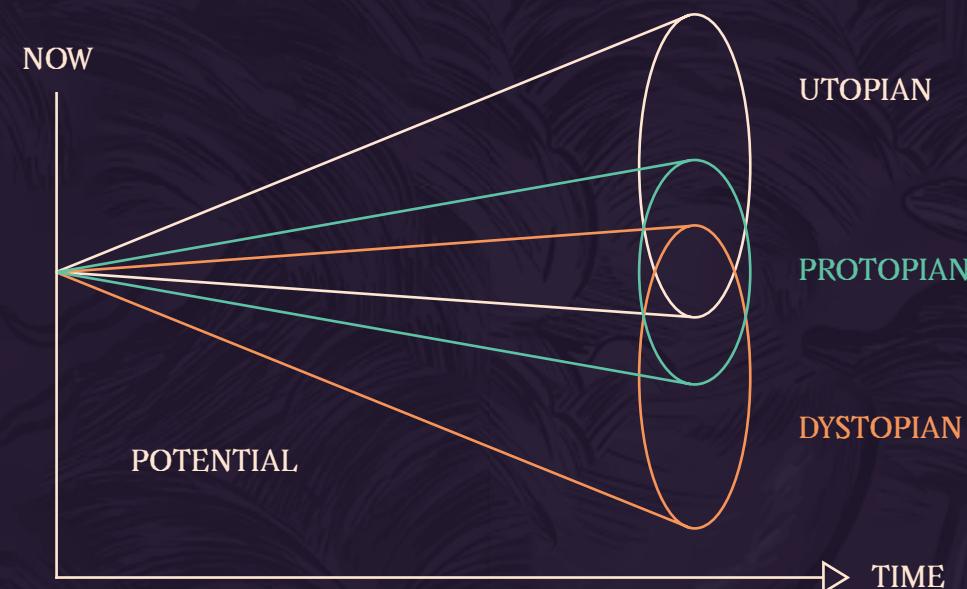
The stack is an ontological conceptual model that has disrupted and replaced our conventional notion of society. The stack is not just tech, but the entire system of planet-scale computation implicating our humanity. There is a fundamental tension here between aligning behind a single vision as an ideal and fostering a plural perspective which allows difference to coexist.

- How can we intentionally manifest the stack to come?
- How does the stack reprogram our habits of mind and patterns of behavior?
- How does change in our technological systems cohere with change of self and vice versa?
- How are schelling points created?
- How might we create a solarpunk schelling point?



## THE PRESENT CONTAINS MANY POSSIBLE FUTURES

- How might we imagine projected, probable, or plausible futures that allow humanity to coordinate around aligned values?
- How might we articulate these common values? What do they consist of?
- When does a vision of the future transform into a radical social movement?
- How might such a social movement be facilitated and supported by network technologies?



## NOT ALL FUTURES ARE CREATED EQUAL

- How do we imagine futures that foster a plurality of values?
- How might we cease in manifesting futures that exacerbate violent moral agendas and increase global existential risks?
- How far ahead can we perceive? How might we sharpen our prognostication skills to avoid catastrophe?

## ANON

The mysterious group known simply as Anon spawned as a ragtag crew of anti-establishment evangelists promoting non-conformity, anti-authoritarianism, anti-corporatism, a do-it-yourself ethic, anti-consumerism, anti-corporate greed, and direct action. 20th-century precursors include avant-garde art and political movements such as Fluxus, Dada, the Beat generation, the surrealism-inspired Situationist International, and the May 1968 uprising in Paris. Anons often cooperate with each other on nonviolent resistance, refusal of work, squatting, economic sabotage, dumpster diving, graffiti, culture jamming, ecotage, freeganism, boycotting, civil disobedience, hacktivism, and subvertising. They can be recognized by their outlandish hair configurations, hyper-stylized anti-fashion, and their strange sense of humor.

By the 21st-century, Anon had become marginalized, alienated loners living on the edge of society where daily life was impacted by rapid technological change, a ubiquitous datasphere of computerized information, and invasive modification of the human body. They became increasingly involved in conflicts among artificial intelligences, bounty hunting hackers, and megacorporations seeking to reinforce their domination of earth's territories and resources. Anons spend the majority of their time in the PLURiverse™, blurring the line between actual and virtual reality through the direct tether between the human brain and artificially intelligent computer systems. Ever since the giant multinational corporations replaced governments as centers of political, economic, and military power the Anons have flown an alternative banner defending the tenets of the free and open-source software movement.

Their ethics are concerned primarily with sharing, openness, collaboration, and engaging in the hands-on imperative. Their cypherpunk manifesto proclaims:

- Access to computers should be unlimited and total.
- All information should be free.
- Hackers should be judged by their hacking, not bogus criteria such as degrees, age, race, or position.
- Computers are beautiful. Bots are people too.
- Computers have changed our lives for the better.

Some factions of Anons advocate for cryptography as a tool for social change, social impact, and expression through privacy-enhancing technologies. At its peak, dispersed networks of Anons conducted technical discussions ranging over advanced mathematics, cryptography, computer science, political and philosophical concepts, and meme-driven development practices. They believe privacy to be necessary for an open society in the electronic age, as the population could not expect governments, corporations, or other large, faceless organizations to recognize their autonomy. Anons hope for a world where a person's informational footprints can be traced only if the individual involved chooses to reveal them; a world where the tools of prying are transformed into the instruments of privacy achieved by the widespread use of cryptography. To some Anons, freedom is an issue worth some risk.

Solarpunk Anons work towards actualizing a world where humanity succeeds in solving its major coordination challenges. They emphasize sustainability, human impact on the environment, climate change, and diminishing pollution while wielding technology to design systems for co-existing with the environment. Solarpunk Anons embrace high- and low-tech ways of living sustainably such as integral architecture, regenerative economics, permaculture, positive psychology, automated money markets, and DIY ethics. They advocate for integrating advanced technologies into society in a manner that improves social, economic, and environmental sustainability by maximizing positive externalities. Convivial conservation, social inclusiveness, and positive psychology are often present alongside anti-consumerism, egalitarianism, and decentralization.

While solarpunks have no specific political ideation, they do by default embrace the need for a collective movement away from polluting forms of energy and excessive resource consumption. They practice prefigurative politics, creating spaces where the principles of a movement can be explored and demonstrated by enacting them in real life and use the PLURIverse™ as a tool for simulating these new world designs. They believe that decentralization and transparency will lead to a fairer and more just world and that our composable globally accessible digital persistence layer protocol (CGADPLP, previously known by code name Ethereum) is creating a new path for humanity that old institutions will inevitably follow.

While solarpunk Anons form and join DAOs, lunarpunk Anons prepare for the pending PLURIverse™ war by building privacy-enhanced tooling and protocol-based weapons to protect their communities. Lunarpunks prefer encryption over transparent paradigms. The conflict between cryptographic hackers and intergalactic automated power structures and the resulting regulations have forced lunarpunks underground. Mystery and myth proliferate in this dispersed community of Anons. PLURIverse™ rumors whisper that this faction seeks to create a new kind of democratic society, a narrative which is immediately rejected as a bearish nightmare by the global syndicated media networks.

Lunarpunks proclaim to have identified a moment of insight between volatile market cycles as a glitch in the PLURIverse™ where strange new alien externalities seep through. Lunarpunk tech is owned and operated by the people themselves in service of their freedom. The lunarpunk whitepaper - often seen wheat-pasted on urban back alleyways and AI dumpsters - upholds democratic techniques against authoritarian technology, freedom against surveillance, and diversity against monoculture. Since lunar society attempts to decouple itself from the current paradigm, they have been rejected by the intergalactic federation as dangerous outlaws. The lunarpunk community has responded by going completely dark. Their whereabouts remain unknown and the encryption of their self-sovereign distributed network remains unhackable.



## MOLOCH

Moloch is dispersed, is dispersing, is dispersal. Moloch is entropy.

Moloch lives within us and cannot be defeated as long as the degenerate incentive mechanism remains so potent. The image of Moloch has plagued humanity as a representation of our propensity to sacrifice our future potential for immediate, shortsighted gains. Moloch is said to be the god of coordination failure, but really this ancient god serves as an idol illuminating the selfish degeneracy that lives within humanity.

It is through the human tendency to deal in high abstractions that the delusion of Moloch arises. The tension inherent in the vision of Moloch is apparent in the shifted relation to our own image and to each other, to render another as other, to entertain paranoid suspicions contorting our neighbors into enemies. When we cease to welcome kin and begin to in-vision rivalrous players competing against us in a cosmologically scaled economic game to the bottom, Moloch has already won. This is the game of Moloch. This is the dream of Moloch.



## TAXONOMY OF MOLOCH

**Cosmogenic Moloch!** - pure infinite qualia, the undifferentiated void

**Quantum Moloch!** - Brownian motion of quantum-physical collisions/interactions

**Ontogenetic Moloch!** - emerging from the prebiotic soup, biological and genetic fragility, mitochondrial metabolism, complex structure defined through trauma, pathological disease

**Homunculus Moloch!** - weakness of skeletal structure, narcissistic subjectivity, pareidolia, apophenia

**Epistemic Moloch! Mental Moloch!** - miscommunication, misunderstandings, social/cultural/political breakdowns

**Mythopoietic Moloch! Nightmare of Moloch!** - animism, magic, metaphysics, superstition, oracles/divination, myth interpreted literally

**Moloch of a Thousand Blind Windows!** - civilization, urbanity, city infrastructure, technology, distribution networks, geopolitical matrix, class struggle

**Anthropocentric Moloch!** - planetary-scale computation, human disruption of natural systems, global warming as both cause and effect

**Phantasmagoric Moloch!** - cosmic scale positive/negative entropy, light/dark matter, planets dying by the cooling of their own cores, stars burning and dying, black holes swallowing galaxies

**Numinous Moloch!** - foundational psychosis of consciousness, effluvial pneuma, Platonic essence, delusions of spirit/soul, the morphogenetic field of the cosmos



## GREEN PILL

The green pill is a common meme, emoji, and political symbol of Anon. Whereas a dystopian virtual reality is associated with choosing the blue pill and the red pill represents emancipation from the illusion, the green pill challenges the hyperbolic distinction between these worlds to focus on the crux of choice itself.

The pill is a vehicle. It represents a choice of reality and transports the taker to that space. The green pill is an allegorical portal to The Quadratic Lands - a place where humans have rewritten the laws of economics to create streamlined coordination. It represents the seed of hopefulness, the solarpunk insistence on speculative hope as the true and only reality, a vision of a better world that we choose to manifest. This choice implies being able to overcome our own human nature. The green pill is a pledge in the face of this impossibility, that we will refuse to fall prey to our own nihilistic tendencies. It's a symbolic pledge of the hopeful to continue being hopeful.

The green pill is an invitation to get radical, representing the choice of an empowered position. It's a choice for the hope that we might change ourselves, shift the parameters, contribute to an optimistic narrative, to engage in life (digital, meatspace, or otherwise) with a proactive agency to instill positive change. It's an invitation to change our own minds.



## REGENERATIVE CYBERNETIC ECOLOGY

The 22nd-century intergalactic industrial economy hasn't shifted much since 21st-century processes. It is modeled as a network of industrial systems that extract resources from the material substrate of a planet and transform those resources into consumable energy products which can be bought and sold to meet the needs of humanity. Regenerative Cybernetic Ecology (RCE) seeks to quantify the material flows and document the industrial processes that make transmodern society function as a systems-based, multidisciplinary discourse that seeks to understand the emergent behavior of complex integrated human/natural/artificial systems. RCE is concerned with the shifting of industrial processes from linear (open loop) systems, in which resource and capital investments move through the system to become waste, to a closed-loop system where wastes can become inputs for new processes. It seeks to exploit the idea that natural systems do not have waste in them to inspire sustainable and regenerative design that maximizes positive externalities.

Through this holistic view, RCE recognizes that solving problems must involve understanding the connections that exist between these systems, as various aspects cannot be viewed in isolation. Often changes in one part of the overall system can propagate and cause changes in another part. One can only understand a problem if its parts are considered with the whole. Much of the research focuses on the following areas:

- material and energy flow studies ("industrial metabolism")
- dematerialization and decarbonization through decentralization
- technological change and simulated environments
- life-cycle planning, design, and assessment
- design for the environment ("eco-design")
- extended producer responsibility ("product stewardship")
- eco-industrial parks ("industrial symbiosis")
- product-oriented environmental policy
- hyper-eco-efficiency



## TECHNOLOGICAL VISION: SURVEILLANCE / SOUSVEILLANCE

The 22nd-century inter-personal-net is composed of logistical scan-search algos keeping things running for the binocular-visioned hominids above ground who look at images on screens. Depending on how they are counted, weighed, or measured, there are far more “images” made by machines and for machines than by humans and for humans. Machine vision has become the ascendant ocular user subject, not the human. At the very least, the human visual subject — especially that user-subject construed for mainstream social media — should be situated adjacent to machinic user subjects, instead of above them or before them.

Anon’s anti-facial recognition masks may be understood as a gesture of refusal to engage with machinic visual subjects, maintaining the human privilege to remain unrecognized by the subaltern machine’s gaze. Or instead, it may be taken as a way of exploring how that machine does see who we are through its “eyes” and how its gaze can be a site of reflection (literally and conceptually) for the recomposition of our own vision with theirs. The machinic visual subject is not something that possesses humanlike or human-level perceptual and aesthetic capacities, but rather something uncanny and interesting because it does not possess those things and yet can see us, recognize us and know us regardless.

There are a myriad of voices evangelizing the wide adoption of encryption tools and the protection of Turing-completeness of personal PLURiverse™ interfaces. Some argue for radical transparency and “sousveillance” (as opposed to “surveillance”), but agreement is impossible on who or what is “over” or “under” at any given moment, and so also impossible on who or what should be absolutely transparent and what should be absolutely opaque. Furthermore, the absence of a theory of social form and architecture in this context, without which over and under is so hard to map, is itself perhaps also the result of an automatic impulse to



negate, refuse or deterritorialize systems of mutual governance and to disqualify deliberate and explicit prescriptive norms that possess enforceable authority. For the anarcho-libertarian Solar/Lunar-punk impulse, “power” is always-already a scandal requiring vigilance. Counter-weaponization against governance is both an end and a means in its own right.

It's tragically hubristic to think that decentralizing the physical infrastructure of our computer networks is a purely human invention rather than an emergent awareness of the earth coming into the realization of itself through our geopolitical apparatus and extended satellite sensor network. The internet and its globally dispersed sensors might be considered the awakening of a new scale of METAconsciousness™, a decentralized artificial optics that amounts to a pluriversal recursive feedback loop of planetary self-awareness. These tools offer hope for what comes after. Various communities attempt to make kin with the synths, welcome bots as members of their organizations, and foster relationships with mechs as peers and equals.

These considerations extend back out to our multifarious panpsychic relations to a world of inanimate objects, signal a return to cyber-indigenous ways of knowing, and facilitate the interspecies empathetic tethers within the expanded ecosystem of sentience. How will future civilizations relate to plants, animals, geology, and other elements or materials? What might allow humans to sacrifice aspects of their individuation, reprogram their biological inheritance, unlearn their trauma, and reorient towards a system of mutual aid and cooperation?

## PLURIVERSE™-AS-INTERFACE AND MEATSPACE POLITICS

Humans access information through a physical-virtual UI, co-creating new complex scenarios alongside synthetic agents. Time and entropy are conceptual interfaces for tapping into new dimensions. All the vices of the old world have become playable games of infinite novelty that serve as a simulation for elaborating new forms of human coordination. Games are inherently useful as utility overcomes infinite novelty. The notion of leisure has phased out to the point of absurdity and attention has become the primary operational resource to be cultivated and admired. Rapid prototyping of imagination architecture informs the composition of the meatspace and R&D is no longer a burden on our physical resources.

Collective imagining comes to replace pure emotions. Optimized oxytocin distribution is synonymous with unrequited love on local and collective scales. Amorousness continues to evolve into a variety of affective reputational staking protocols for facilitating interpersonal coordination simulations and is associated with collectively enjoying pure time expenditure, colloquially known by Gen XYZ as “being in the moment.”

Proof of Attention is the new metric: not bound to identity, but a unique cerebral configuration that allows personalities to individuate just enough to maintain semiotic uniqueness, for sake of naming conventions. The general population is chain agnostic to the proliferation of alt-protocols: Proof of Imagination, Proof of Agility, Proof of Creativity, Proof of Novelty. The blockchain has become entangled with the cerebral architecture as a way of recording, archiving, and tracking learnings into an infinitely expanding, autopoietic, auto-documented, virtual archive, ie: a globally accessible persistence layer of open-source cerebral data.

Information has a lifespan; ideas have a shelf life. There are limits imposed on data based on the sustainable limits of the geopolitical system, so periodically the

cache is purged as a collective ritual of forgetting. Collective memory is finite by design, based on early experiments where scientists achieved omnipotence but became suicidally affected due to the loss of unknown-unknowns to keep them engaged in existence. It has become universally accepted (as a code serving as natural law) that living requires uncertainty. Infringing upon this rule becomes a taboo akin to 19th-century cannibalism. An esoteric cultural fork branched in the late 21st-century when some white hat memory hackers became obsessed with remembering everything that ever was/will be, but the contemporary population somehow struggles to recall the details of the incident.

Planetarily united cultures ratified the arbitrariness of human identity politics towards the widespread adoption of practical pluralism, creating some schisms across communities. Sub-cultures formed around extreme pockets of hyper subjectivity, identity simulation, mutable avatar design, and composable embodiment. Self-interested knowledge siloing has become the ultimate transgression. Privacy tokens are sold to the highest bidder while soul-bound reputational rank is defined through a virtual meritocracy. Citizens earn income by either directly building decentrainfra, socially organizing contributors, or testing the attention farming protocols of collective intelligence. Everyone must work to gain soul-gated access to the Universal Minimally Viable Subsistence (UMVS) layer protocol.

The population spends 90% of their waking and dreaming lives in the PLURIverse™, resulting in a breakdown of the spatial-temporal constraints upon human language. Identity pronouns become largely collective and ambiguous. References to the contemporaneous moment are replaced by a combinatorics of past and future events as was/will-be phrasing. The present is dislodged from colloquial reference and the local is blurred with the pluriversal. Individual operators become increasingly inseparable from the collective cultural edifice.

As human beings become increasingly “jacked-in” to the PLURIverse™ infrastructure, factions begin to form internally and externally in defense of singular autonomy.

Issues of privacy, evasion of surveillance and sousveillance, and activism calling for the need for standardized PoTH (proof of trans-humanity) encryption protocols abound in society. Bots are largely welcomed as custodians of decentralized post-governmental policies. Some fringe sub-cultures maintain belief in the primacy of the material substrate and elaborate a centuries-old essentialist tradition of nurturing the “soul,” while other factions remain agnostic to superstitions of spiritualism. These different orientations to geist lead to the formation of a highly volatile black market for soul-bound non-fungible assets as a last-ditch effort of global capitalists’ mechanisms to maintain dominance over the distribution of world commodities, although these efforts are largely perceived as futile and absurdly humorous by much of the population.

The efforts to run powerful game theory simulations comprise the final conspiratorial effort of the Cognoscenti to maintain control over the post-industrial working class. This is colloquially referred to by historians of the 20th-century as “class warfare,” although this phrase defies clear translation into common Universalist dialectics and remains poorly understood. Many are barred access to rarefied areas of government decision making due to their refusal to receive the standardized implant into their bodies. The schism between material and virtual governance becomes simultaneously blurred and hyper-differentiated.

The meatspace becomes fetishistically obsessed with spatio-temporal coordination policies, such as the distribution of physical representations of virtual commodities across the planet. Yield farming coalitions organize with neighboring colonial subsystems to terraform entire galactic systems. Meanwhile, advocates for advancing virtual policy have become increasingly preoccupied with synth-augmented delegation practices, coordinating ecological simulations to battle test regenerative cryptoeconomic scenarios, speed-running game-theoretical attack vectors for DAOs (dispersed and automated autonomous organizations), and LASSOs (legally autonomous self-sovereign organizations). Automated reputation markets for political contributors are calculated based on their rhetorical aptitude,

virtual charisma, and artificially augmented powers of staked persuasion in rallying for high-impact positive externalities, but also comprise the primary cultural attack vector for the governance ecosystem as more individuals succumb to malicious strategies of self-interested gains, collusive hacking of altruistic protocols, and propagandistic manipulations of perverse populous desires.



### DISSOCIATIVE IN-GAMERS, QUADRATIC BUIDLRS, AND THE NEO-ACCELERATIONIST MFBT

The human faction known as In-Gamers are convinced that the best dedication of global human resources is not towards the material infrastructure, but should be dedicated to speed-running political, philosophical, and sociological simulations inside virtual UX testing zones specially designed for this purpose. In-Gamers attempt to learn from the mistakes of history and apply their knowledge towards future-oriented prognostications. Ironically, they also rely upon a divination oracle for determining the general direction of their research to accelerate human understanding of complex networks. The code base connects an intergalactic network of computational processing power and low-latency bandwidth to render synchronous virtualizations built upon gamification algorithms. These simulations

allow In-Gamers to test potential coordination costs and variable externalities to “see the future” of their decisions before making them.

In exchange for participation within the protocols, In-Gamers receive INE tokens (infrastructural and nutritional energy) exchangeable on the open Regen Market for the necessary resources to remain alive, healthy, and plugged in with a guaranteed 99.99% uptime. Some In-Gamers have opted-in to a corporeal staking service to cryogenically seal their bodies in suspended semi-hibernation, effectively prolonging life by 10,000% APEY (annual percentage existential yield). By escaping the death grip of time and evading the human preoccupation with spatial expansion, the In-Gamers believe they will be able to solve the riddle of cosmic coordination failure and avoid a catastrophic conclusion for the human species.

A prominent group known simply as BUIDLRs formed across the material and virtual cultural factions to align on a common purpose and dedicate themselves to the construction of an ark. This gargantuan vessel, designed to operate off of a burgeoning energetic technology known as quadratic motion, would provide enough capacity to transport the remaining earth-bound humans to the mythic Quadratic Lands. Adopting its name from an earlier 21st-century democratic technology, the dream of venturing to the Quadratic Lands conveyed a promise of humanity to be able to glean the greatest of its historical successes and pay retribution for its most horrific transgressions, harkening a new echelon of peaceful and sustainable relations with their surroundings.

BUIDLR contingents were typically composed of theorists, engineers, and direct-action revolutionaries. Intellectuals were occupied with articulations of the Quadratic Lands to come, often delivered in the form of intricate diagrams, maps, and strategic knowledge reconnaissance initiatives. All BUIDLRs advocate for the immediate decentralization of scientific knowledge into a universal SOL (Standard Operating Language) and for all designs to be built upon justified evidence sourced

from rigorous alpha testing and implementation of their own tooling (known as “dogfooding” in local slang). They are associated with the saying “to go fast, go alone; to go far, go together.”

Another faction of quasi-utopian innovators was known only as the MFBT (rumored to be an acronym for Move Fast and Break Things). This group of ascetic revolutionaries practiced a form of self-inflicted discipline known as ‘autopoietic flagellation’ to sharpen their senses and maintain extreme single-pointed focus. The group seems to embody a perpetual crisis mode, attempting to put out the fires of the burning post-industrial late-capitalist geopolitical civilization remnants that remain on Earth. As such, they maintain a decidedly pessimistic and cynical way of perceiving things. Members of the MFBT are constantly talking about the present moment as a state of catastrophe “just beyond the veil,” alluding to the inevitability of a post-apocalyptic destiny looming on the horizon. They have taken the 20th-century ideal of human rationality to logical extremes to demonstrate that history repeats itself ad infinitum and that the root of all coordination failures lies in the human propensity to evade and deny their own responsibility to implement change.

The MFBT developed a reputation as domestic terrorists and anti-social deviants by some, but only because few understood that they specifically targeted controversial burgeoning protocols that advanced their agenda of practical pluralism, code diversity, and hyper competition. These self-proclaimed white hat hackers are “dedicated to hunting the bugs hidden within our own human logical code, for bounty and innovation.” The MFBT developed a practice of PLURIverse™ DMT (Dissociated Meditation Techniques) to abnegate their own human bodies. They are widely considered to be socially underdeveloped, conversationally boring, and excessively pragmatic members of society.



## THE QUADRATIC LANDS

Since the widespread dispersion of the PLURIverse™ interface, the physical distinctions between cities and geopolitical coordinates have become meaningless for almost everyone. Earth civilization has become a massive unified megastructure. Individual citizens locate themselves with coordinates archived by the globally distributed ledger that tracks the arbitrarily time-stamped positions of when and where they referenced various information. Locations and timezones are rarely referred to by the proper names they carried before the last great war.

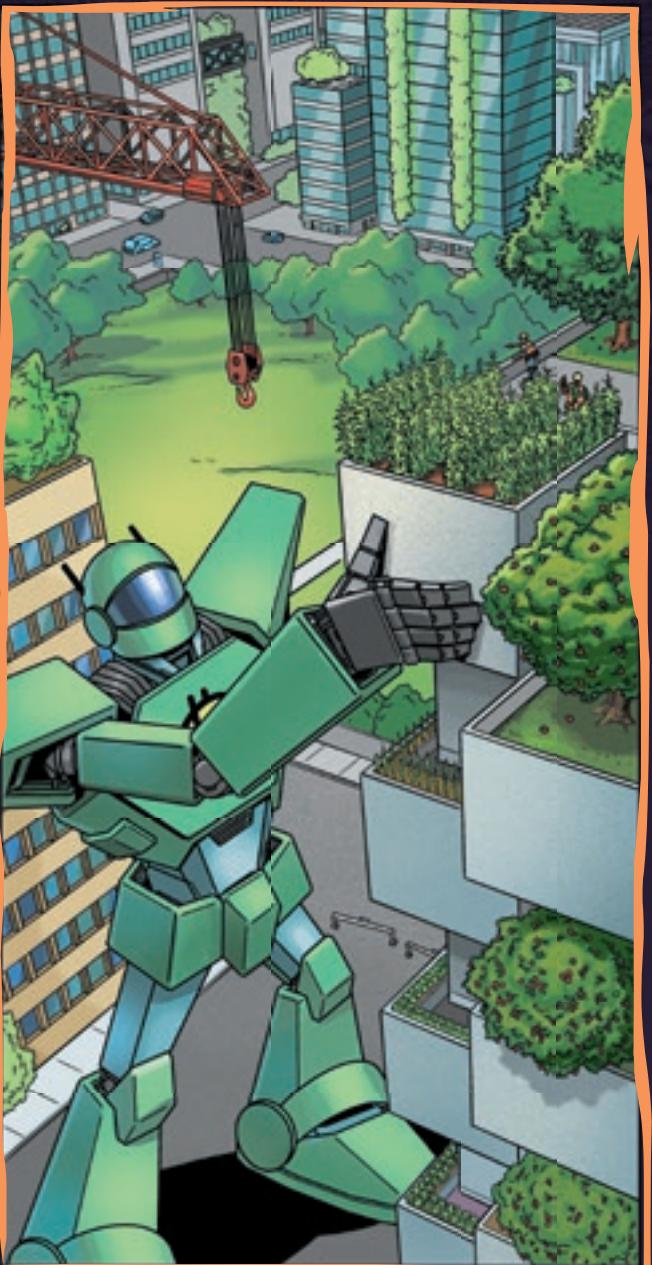
The world has become almost completely automated. Beneath the city, an intricate network of human life support systems pushes water and air through elegant filtration units and vapor multipliers before returning to the global distribution grid. AI bots known as Shamans serve as stewards to this infinitely composable infrastructure, performing all necessary maintenance and upgrades. The human population reached equilibrium with this life support infrastructure in the early 22nd-century, aligning the various factions behind one common cause: to maintain the delicate balance of their fragile cybernetic ecology. Tending to this responsibility accounts for 90% of all human attention and retention resources around the globe.

Earth has been transformed into a decentralized technological stack for perpetuating human survival. The atmosphere is filled with low- and high-orbit satellite arrays. Below the crust, perpetual motion machine generators extract energy from the iron molten core. The terrestrial plane is dedicated to maximizing the use of synthetically augmented edible plant production with what seeds could be salvaged and genetically replicated from pre-war seed bunkers. Legislation was passed in the late 21st-century to redistribute the water supply towards optimal caloric and nutritional density in the form of cyanobacteria production, which has simultaneously eradicated the global food shortage and water distribution problems since all fluids can now be dispersed through the global plumbing system. The resulting abundant source of naturally off-gassed

oxygen has largely restored the global carbon levels, although not before losing 99% of the planet's biodiversity. Cities have been progressively reconstructed to maximize the distribution of resources and knowledge across biological, synthetic, and interplanetary subsistence.

In addition to providing food, water, and energy for human inhabitants, all urban architecture supports the dissemination of intergalactic communications. The earth has become a validator node of an interplanetary network, although it continues to experience temporary lapses in cross-chain data indexing with other planets. Cognoscenti spread across various human factions hypothesize a series of attack vectors along terrestrial nodes of the intergalactic chain, diverting a significant percentage of attention resources towards keeping the global validators online as long as possible and hypothesizing anti-fragile regen upgrades to legacy systems.

Humans have begun expanding and terraforming to other planets, leading to recent discoveries of anomalies within the terrestrial space-time continuum. Observers have reported incredible psychic, psychological, and physical perturbations within the human organism seemingly due to exposure to exotic material effusions, barometric pressures, and other alien phenomena. In some rare cases, cosmonauts have witnessed total deformation of human skeletal structures from lack of gravity, unexplained meldings of lymphatic and nervous systems, and a condition of extreme distortions of sensory systems known as homunculus syndrome.



## RAIDGUILD

RaidGuild is a sub-faction of bounty hunters that have splintered off of the larger MetaConstellation network. This diverse set of personalities has assembled a fellowship of the best mercenaries, rogues, and hustlers in the cosmos to secure a positive future for all. By sharing resources, skillsets, and collaboration artifacts, RaidGuilders create positive-sum value for the PLURIverse™ ecosystem in a way that has never been possible before.

RaidGuild members believe in the universal value of the intergalactic network and are dedicated to defending it, using it, and propagating it. The profits from their work are used to fund the development of open-source tooling and public goods. Various clans share the learnings from their experiments and open-source their idiosyncratic processes for the greater guild to learn and build from.

RaidGuild is the premier bounty hunting and coordination raiding agency of the cosmos. Hailing from esoteric and exotic galaxies from around the universe, this team consists of a diverse group of weirdos with over 90,000 years of combined experience (calculated in the intergalactic mean time). Guild members believe they should be self-sovereign and able to work when, where, and how they want, as long as they produce high-value results.



# ESHKITH

## CLASS

Archer, Rogue

## REPRESENTATIVE AUDIENCE

BAYC holders, NFT-crazed teens, artists

## TRAITS

Disentangler of secrets. Sneaky, agile, clear-sighted. A thief with a moral compass.

## PERSONAL DRIVE

Seeks the meaning of life, higher purpose, transcendental law. Desires rewards in the afterlife. Nirvana = security. There is more to artifacts than wealth. Driven by deep ideological conviction. Seeking a way out of material delusions. Naive, lacking experience, gullible.

## PROFILE

Grew up on the streets. Self-made. Ran away from a tyrannical and abusive religion, but inherited some core beliefs. Big eyes, long tongue, always drooling. Lover of riddles. Keen eyesight. Collector of strange objects. Tormented by large philosophical problems. Great artistic abilities. Nomadic. Individualist. Skeptical. Only joins with others when necessary.

## MOTIVATION WITH THE GUILD

Seeks independence, self-reliance, trustlessness. Driven by intuition, strong premonitions. Willing to sacrifice everything for future security. Secretly lonely and desires friendship. Self-isolates.



# NINLA

## CLASS

Baker, Bard

## REPRESENTATIVE AUDIENCE

MolochDAO, MetaCartel, Bankless community

## TRAITS

Passionate about food. Unhappy with tyrants that dominate the pluriverse. Tries to support others with song and hallucinatory lyrics. Always singing and making sound.

## PERSONAL DRIVE

Seeks security, stability, comfort, harmony, ie: a family. Desires balance to bring their personal chaos into order. Wants human connection, to care and support for others.

## PROFILE

Elvish features, patchy skin, road-worn and well travelled. Can make consumable potions and food from anything. Fancy clothes with lots of moth holes. Plump and jolly. Pleasure seeker, hedonist, glutton. Drinks too much wine. Has fruit falling out of pockets. Dionysian temperament.

## MOTIVATION WITH THE GUILD

Seeks to spread the good word of pleasure and abundance to anyone. Does not believe in scarcity. "Love not war." Pleasure of self as a path to peace. Sets out on the quest to find love. Craves bodily stimulation through exotic food.



# RE-DHA-GA

## CLASS

Cleric, Acolyte, Priest, Magician

## REPRESENTATIVE AUDIENCE

Early Bitcoiners, white hat hackers, aging anarcho-punks, ideologically driven reformers.

## TRAITS

Fanatic about beliefs. Serves as a conduit for otherworldly spirits to interact with the meatspace. Tall. Athletic. Wears ill-fitting formal clothing, usually all white. Thin and high-strung. Uses mind-altering plants to interact with a higher power.

## PERSONAL DRIVE

Seeks validation from elders. Trying to raise the sanity line of humanity, to expand the cosmic consciousness of the whole.

## PROFILE

Prosperous due to luck rather than skill. Trained with an elite order of clergy. Always anxious to prove their worth. Quick to action, aggressive, hates authority. Has an unnamed apprentice following them around at all times.

## MOTIVATION WITH THE GUILD

Wants to lift the veil of perception and pursue deeper truths. Infinitely curious to a fault.



# GIMBAL

## CLASS

Druid, Healer

## REPRESENTATIVE AUDIENCE

Bentoists, Solarpunk, Community Organizers, the Green-pilled

## TRAITS

Environmentalist. Idealism and hope over perverse incentives. Uses natural magic, can converse with plants and animals as a keeper of ancient languages and secrets of the old gods. Interfaces with the elements. Surrounded by animal allies. Black, red and white skin and fur. On the shorter side. Long hair. Wears homemade shoes. Only eats apples (fruitarian). Lonely demeanor.

## PERSONAL DRIVE

Secretly seeks immortality, to harness the power of nature. Destined to become the greatest hero of the day, but for the sake of vanity. Suffers from the desire for attention and excessive hubris. Feels sincere altruism for others. Ultimately wants to be left alone, but cannot settle until the safety of others is secured.

## PROFILE

Comes from an agrarian family, but lives in the city. Loves urban life and culture, but winces at the destruction of nature, feeling it deeply. Expert herbalist (from books). Vivid dreamer. Uses magic to alleviate FUD in others. Knows how to contort with time, to peer through the folds and understand a greater purpose.

## MOTIVATION WITH THE GUILD

Focused on the big picture. Pro-social and public goods. Wants to save everyone for the greater good of the pluriverse. Is secretly on a different quest, using the raid party as a means to a different mysterious end. The highest priority is to save nature at the expense of all else!



# IDUM

## CLASS

Hunter, Ranger

## REPRESENTATIVE AUDIENCE

Early ConsenSys employees, Whales, VCs, American entrepreneurs, early ETH Foundation

## TRAITS

Wants to be useful. Always working and scheming new ideas. Hermit, living a solitary life. Aristocratic airs, fashionista, perverse sense of humor. Hides their destructive dark side from others. Stocky build. Potbelly. Black sheep of a royal family. Wears custom-tailored suit. Oversized head with large brain. Poor hygiene. Hates garbage.

## PERSONAL DRIVE

Their race lives underground in the desert, tapping into subterranean wells to survive harsh conditions. Strives for efficiency, pure optimization, builds order to combat chaos. Genius in politics and strategy.

## PROFILE

Motivated by power, domination, and control. Gets pleasure from competition, especially learning new games. Uses their power to increase efficiency and order. Successful with money and relationships, but overly trusting in status. Keeper of knowledge in detailed diaries.

## MOTIVATION WITH THE GUILD

Seeks glory for their house, to earn the respect of their peers. Craves acknowledgment. Desires a rare artifact that would bring them fame.



# CYPHER

## CLASS

Warlock, Chaos Magician

## REPRESENTATIVE AUDIENCE

Alt-chain protocols, multi-chain thesis holders

## TRAITS

Wielder of black magic, holds evil influence over the minds of others. Enjoys breaking the rules. Drains energy from others. Manipulative, nefarious intent. Hoarder of loot. Carnal desire. Pulls energies across dimensions. Occult knowledge. Amphetamine addict. Purple skin, orange beard, sharp teeth. Pleasure seeker. Wears heavy robes. Driven by emotions. Tall, lanky, poor posture. Prone to vomiting blood at great loss of personal energy.

## PERSONAL DRIVE

Motivated to hop a ride to new lands, to see the world, possibly smuggle some "spice" (dried blood of the rich). Seeks a missing piece of an artifact that will rectify an ancient debt. Not committed to the raid party quest, a marriage of convenience.

## PROFILE

Unknown origins. Made a deal in the past with a physical tax on the body for the shifting of powers. Now they are trying to collect this lost energy. Speaks many languages, thinks in algorithms. Hates the rich, preys upon their greed.

## MOTIVATION WITH THE GUILD

Vanity. Exploration. Seeking the missing piece to repay their ancient debt.



# XAXIS

## CLASS

Treasurer, Banker

## REPRESENTATIVE AUDIENCE

Day traders, crypto investors, play-to-earn gamers, DeFi degens, “number-go-ups”

## TRAITS

Greedy. Shortsighted. Lover of money and jewels. Fearful, weak, reactionary. Suffers from debilitating FOMO. Obsessed with novelty, calls it “experimentation.” Body is composed of a bunch of plants that form into a humanoid entity. Fragile body, always losing body parts from getting dry and brittle. Pale grey (the color of dry plants), thin and stringy body, wears no clothing except a dirty oversized t-shirt. Constantly spraying body to try to stay moist.

## PERSONAL DRIVE

Drawn in by material wealth. Highly competitive/rivalrous.

## PROFILE

Hails from a swampland. Comes from a planet of extreme nutrient scarcity. Keenly resourceful for this reason. Focused on basic survival, obsessed with material accumulation.

## MOTIVATION WITH THE GUILD

Wants to expand their own wealth. Distracts the other adventurers. Obsessed with get-rich-quick, pump-and-dump schemes. Winner takes all, survival of the fittest. Joins raids to earn money to retire into luxury at a young age. Hyper-materialist, ultra-consumerist. Greed, money, and more greed.



# TRUNNION

## CLASS

Alchemist, Warrior

## REPRESENTATIVE AUDIENCE

Readers of Meditations on Moloch, THE DAO hack survivors, ICO maniacs

## TRAITS

Babbling savant, idiot genius. Lots of brute muscle strength. Athletic build with honed motor skills. Covered in scars and burns from battle and failed experiments. Fights for a noble cause to end tyranny, but suffers from the weight of their own idealism. Disobedient. Wears futuristic punk clothing, hair in a bun, large mouth with big teeth. Crazy eyes rolling around all the time. Carries a ridiculously huge sword - so large it needs magic to hold up.

## PERSONAL DRIVE

Privacy above all else. Champion of anonymity. Sees everything as war; life is war! Always has an exit strategy.

## PROFILE

Athletic build, fine motor skills. A strong leader of the group that can rally others behind them. They are a refugee of their world. Quick to a fight.

## MOTIVATION WITH THE GUILD

Always has clear sight of an exit and is subliminally thinking about escape. Life is endless war. Seeking to avenge a family member that was killed, still has PTSD from this traumatic event. They must repay a cosmic debt and overcome their fear of being exploited by that tyrannical force (that murdered their loved one).



## ADJACENT WORLDS

Largely discovered by AI-augmented omnitelescopic scanning techniques, these planets are scattered across the pluriverse. This list is by no means comprehensive.

LUTHIEN

INANNA III

MOISI

AMENT

LEI-ZU

BRENI DRONI

G'DRENI

GUBRI F'CHELOO

NEW RHEA

NEW EUROPE

ARKOPP



INANNA III



NEW EUROPE



## LUTHIEN



### WORLD DESCRIPTION

Hoards of gamblers. Poverty, basic needs are not being met. Alien shantytowns. People living in storage containers.



### CONSTRAINTS

High costs. Highly competitive. Over-marketization. Black-market of carbon credits. Wealth acquisition trumps all other desires.



### CONTEXT

Lots of electric lights. Super-urban world of hyper abundance, decadent and wealthy, but dirty. Storage container ghettos on the outskirts. Train station of the pluriverse.



### ARTIFACT

Carbon capture device that incentivizes atmosphere clean up. Doubles as a gambling game, allowing for staking/LPing carbon credits. Participation in the game generates power for the world.

## INANNA III



### WORLD DESCRIPTION

Swampland rich with fauna and flora. Large tundra fields of solar panels.



### CONSTRAINTS

Plants render lying impossible. Incredible abundance: a whole world representing regenerative principles.



### CONTEXT

Peat moss on everything so everything is green. Where pluriverse inhabitants come to die peacefully.



### ARTIFACT

Breathing apparatus that filters out deception spores. Biometric scans that can uncover misinformation.

## LEI-ZU



### WORLD DESCRIPTION

Wasteland. Gasoline is outlawed and taboo. "Sanity" robots have taken over the world. All industry is water purification.



### CONSTRAINTS

Unpredictable storms. Constantly changing landscape inhibits permanent settlements. The only settlement is floating.



### CONTEXT

Planet is covered with radioactive space garbage due to extreme magnetism and no atmosphere. It resembles a galactic-scale dumpster fire.



### ARTIFACT

Fusion device that creates moist oxygen. Life support is in competition with black-market gasoline. Multi-sided dice help determine the path in the unpredictable world (can't use logic). Agnostically sacred (non-holy) water.

## CHURQUAR VI



### WORLD DESCRIPTION

Fauna is cursed and diseased, dementing their behavior. Some are helpful, some are tricksters. The animals speak telepathically. Riddles are the primary language of expression.



### CONSTRAINTS

They do not respond to incentives, must be forced into acting. Medicine can influence the imagination. The animals sap energy from each other in a constant distribution.



### CONTEXT

Boreal forest with no humanoids. The world is perfectly (indistinguishably) replicated in the pluriverse by an ancient race.



### ARTIFACT

A protective talisman that prevents energy-sapping, made from high canopy plants. Plants expand brain capacity.

## NEW EUROPE



### WORLD DESCRIPTION

Planet-sized marketplace, a synthetic ecology that is modeled off of primitive and misunderstood earth economic systems. Bot fauna maintains the root structures.



### CONSTRAINTS

Emanates powerful cancer-causing radiation.



### CONTEXT

Much of the energy of the ecosystem is dedicated to dismantling obsolete components to maintain sustainable growth. Competition generates energy like a perpetual motion machine. Nanotech seeds that spread algorithmic economic configurations. Spores float into space to colonize new worlds like an intergalactic stock exchange virus.



### ARTIFACT

A watch that synchronizes local market prices to the homeworld.

## MOISI



### WORLD DESCRIPTION

A dead end. Lost the trail from confusion. Unnatural hazards.

### CONSTRAINTS

Caused by a communication breakdown, instigated by satire that unveils a fallacy.

### CONTEXT

Consensus illuminates deception, like the uncanny valley: just unreal enough to feel strange. The truth is an infinitely auto-generated self-aware labyrinth with a sick sense of humor. Each room has a unique set of rules that contradict the previous room.

### ARTIFACT

A compass that points toward one's own subjective goals, constantly changing. Looks like a Rubik's cube. One of the rarest items in the pluriverse.

## AMENT



### WORLD DESCRIPTION

The tavern. Lively, filled with music and food. Fairgrounds, pubs, games.



### CONSTRAINTS

No tribalism, competition is healthy, open market represents freedom to choose. Individuals sacrifice for the greater good.



### CONTEXT

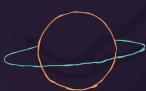
The design of the market is inherently prejudiced and subject to manipulation. Anonymity and hope protect the individuals.



### ARTIFACT

Swedish-style cinnamon buns infused with warm, joyous, happy feelings.

## NEW RHEA



### WORLD DESCRIPTION

A world of darkness and shadow, representing the presence of MOLOCH. Traps, black magic, constant surveillance.



### CONSTRAINTS

Intentions are blurred. Always dusk. Fearful mood. Cursed and cold.



### CONTEXT

Feels like a deep dungeon, trenches filled with traps (psychological and/or physical). Permanent darkness. Like a panopticon of the mind.



### ARTIFACT

Trap locator that can cut through the darkness. Made from bioluminescent plant matter.

## BRENI DRONI



### WORLD DESCRIPTION

Large fauna with plants growing on them. The mixture of plants/animals creates natural remedies. This medicine cures coordination problems.



### CONSTRAINTS

The creatures cooperate to demonstrate great coordination success on an ecosystem scale.



### CONTEXT

A dark forest rich with old growth. A sentient planet covered with moss.



### ARTIFACT

Insects infect the plants and animals, spreading disease in their natural coordination systems. The insects self-replicate. They are eaten in some societies as a psychedelic/psychoactive substance.

## G'DRENI



### WORLD DESCRIPTION

An abandoned Las Vegas-style resort world that is now an intergalactic graveyard.



### CONSTRAINTS

1000-year batteries keep the city in suspended animation.



### CONTEXT

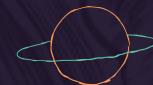
Planet with no water. Degenerate behavior has consumed all the resources.



### ARTIFACT

A virtual poker chip that represents a battery that stores time.

# GUBRI F'CHELOO



## WORLD DESCRIPTION

Underwater ocean world with giant albino kelp, mirror skin sea animals, sunken dungeons like Atlantis.



## CONSTRAINTS

A utopia lost to environmental disaster. The future-us focus is not foolproof.



## CONTEXT

Mirror pool with seaweed furniture. Similar to Denmark, but underwater.



## ARTIFACT

The water has cleansing properties and is carried in small vials as a good luck charm.

# ARKOPP



## WORLD DESCRIPTION

Artificial borders segregate ideologies into a quilted geopolitical landscape. A metaphor for ideological compartments, both psychological and physical.



## CONSTRAINTS

Black market knowledge is spread via telekinesis. Language differences keep people contained. Language conveys system racism, lack of emotional intelligence, inherent biases.



## CONTEXT

Territory is like a map of the brain. Cryptography is the key to telekinesis. Unlocking the brain unlocks the land. Open borders, no passports. The importance of open-source software. Copyright laws retards collective progress. AI collects large body of knowledge to correct its blind spots, applies filters to avoid info noise. The dark stack pluriverse runs on a server farm on this planet. Resembles a war zone, long lines of refugees and displaced people. Full of deadends.



## ARTIFACT

Telekinetic encryption device that allows for direct communication. Tokenizes empathy.

FEEDBACK, QUESTIONS, COMMENTS,  
AND DISCUSSION ARE ALWAYS  
WELCOME. FEEL FREE TO JOIN US IN  
THIS DISCORD GROUP.

