SANCTUARY SYSTEM: Introduction

First and foremost there is the question of what it is: what is the Sanctuary System? It’s the way I gather my intention and go about the world. It’s a tried and true method for increasing all types of wonderful things like health, wealth, relationships and happiness. It is a vehicle for helping you to accomplish those aspects of a fulfilling, satisfactory, and wonderful life. This inconceivable vehicle called the Sanctuary System is driven by recognizing and resting in the inherent meaning of Sanctuary. It’s intuitive and all intuitions are whole - they have no contradiction. In the Sanctuary System, it is not considered wrong to have the thought that 1+1=3 but rather it is the mission of Sanctuary to be a “place” where peoples’ minds are calm enough to look at a thought like 1+1=3 and do the math themselves, so-to-speak. Recognize what it is, the thought, reflect, parse it, and connect to reality. Another important aspect of this is that in Sanctuary, although people can be wrong and do wrong, they cannot be invalid.

The Sanctuary System is a liferaft made with meaning – by following meaning and navigating intently. The safety net of meaning that is Sanctuary, and its systemic nature of being a net, holding, and catching are all emotional glosses attempting to explain or indicate the meaning of the term Sanctuary and the intent of Sanctuary.

The intent of Sanctuary is called Victory-Promise. Why? Because Sanctuary, having to do with inherent safety, has to do with victory that is only achievable through trust. It strictly does not have to do with the type of victory resultant from overpowering and defeating external, physical foes. That would certainly be a contradiction of sorts – how could we have total safety if we still engaged in battle? Rather it has to do with total victory of non-contradiction: Sanctuary war is ruthlessly waged against all opposing forces via dignity itself in the form of the Victory-Promise. Sanctuary intent, also called Victory-Promise, is completely beyond and above the concept of an enemy. It is precisely because of this view of non-contradiction, this complete dedication to the victory of Sanctuary, that the Victory-Promise becomes indestructible, invulnerable, unstoppable and so on. As a concept, as a meaning, Sanctuary can never be defeated. No matter what, this much is absolutely certain. May you experience it.

Sanctuary is a place:

* Physical:
* Emotional:

Sanctuary is a feeling:

* Positivity:
* Love:

Sanctuary is a knowledge:

* Compassion vs nihilism:
* Power vs Demonic Intent:

Sanctuary is a promise:

* Victory-Promise:

Victory-Promise is a intent:

Intent is a practice: ROAR

Practice requires calm: BASIC FORMAL SANCTUARY CULTIVATION

“What a strange world, this Sanctuary! What beings might I find within?”

The Waking Dreamer. This is the name of all intelligence. Do you see it? Are you awake, or are you dreaming? It is never possible to tell unless you define them as opposites, but when you define the characteristics of a dream and the characteristics of reality, suddenly, they vanish into each other. What is really going on? Where is “I, you, me, us, them” actually happening?

1) SANC reclaims the notion that a Wisdom Maverick is one who has defeated the DemonChampion to some degree so OVP, OVA, OEVESE all WMs.

2) SANCREV DEP = "Wisdom Maverick Training". Positioned like jedi training. This is the Order of Wisdom Mavericks.

3) Within it is the Secret Gathering Cycle of TWI

* Write it as wikipedia entries
* Write it as “what you need to know to use Sanctuary System”
  + Hero’s Journey:
    - Systems thinking
    - Polysemic Allegories
    - Polysemic Imaginary Ontology
  + Sanctuary|Wasteland
    - Sanctuary
    - Wasteland
    - Olivus-Everyone Victory-Everything Sanctuary-Everywhere
      * Complete manifestation of the Inner Sanctuary
      * Complete manifestation of the Outer Sanctuary
      * Omnipresent inherently complete manifestation of Overall Sanctuary
  + Cultivation
    - Basic
    - Advanced
    - Roar
  + WakingDreamer
    - Day
      * OVP|DemonChampion
        + Called Day because it is somewhat upon reflection, they are seen
    - Night
      * InnerTeacher|IgnoranceEmperor
        + Called Night because these cannot be truly seen or designated
  + OMNISANC Engine
    - Victory-Everything Chain
  + Primordial Lovers Engine (GNO.SYS)
    - * + Oliver Powers
        + Olive R. Love
  + GNO.SYS Journals (tangible, intangible - in Sanctuary we want to make these tangible)
    - * + Intangible Journaling

Mindfulness

Purificatory Willpower (vajrasattva)

Regret

Self-Confession

Cleansing (contemplation of effects)

Promise (not to do it again)

Dedication/Victory-Promise

Keeping the Victory-Promise, after all good deeds always dedicating them to establishment of Sanctuary internal and external

* + - * + Tangible Journaling

Denoting obstacles

Allegorizing

Relating

Mapping to intuition

Overcoming obstacles

* + Olivus Victory-Ability

The ontology presented describes a complex narrative framework known as the Sanctuary System, which is part of a holographic storyworld from the story "The Infinite Story I Can't Get Out of My Head: Olivus Victory-Promise from Sanctuary and the SANCREVTWILITELANGMAP Train of OPeratic Thought." This system is constructed around several key concepts and entities that interact within a constructivist worldview. Here is a basic introduction to the primary components of the ontology:

1. \*\*Entities and Agents:\*\*

- \*\*Entity:\*\* Anything that is defined within the system is considered an entity.

- \*\*Agent:\*\* An entity with intelligence that can act within the system, such as the Wisdom Maverick.

2. \*\*Wisdom Maverick:\*\*

- A type of agent that possesses a reified cognitive vector space, allowing for the construction of the Sanctuary System's worldview.

3. \*\*WakingDreamer:\*\*

- An OPeraAgent responsible for building the Sanctuary System.

- Has dual modes of operation (Day and Night) and performs tasks related to conscious awareness and intuition.

4. \*\*OPera:\*\*

- An adaptive agent framework that includes the SANCREVTWILITELANGMAP, a complex adaptive system framework.

5. \*\*HoloInfoArchive:\*\*

- A repository of deliverables within the WakingDreamer that includes various narrative elements such as GNO.SYS and characters like Olivus Victory-Promise.

6. \*\*InnerTeacher and DemonChampion:\*\*

- Narrative roles within the Sanctuary System that guide the WakingDreamer through tasks and simulations.

7. \*\*PioWorldSimulationEngine:\*\*

- A simulation engine, represented by the InnerTeacher, that generates complex narrative and cognitive constructs for the WakingDreamer to engage with.

8. \*\*Sanctuary System:\*\*

- The overarching system that includes all entities, agents, and processes described in the ontology.

- Contains its own domains, types, properties, and core identity trait spectra (CITS).

9. \*\*Adversarial Environment:\*\*

- The Sanctuary System includes a co-emergent Sanctuary and Wasteland, representing an environment with challenges such as domain decay, knowledge loss, and the concept of an infinite game with goals.

10. \*\*Reasoning and Simulation Engines:\*\*

- The WakingDreamer functions as a reasoning engine, processing and interpreting the system.

- The InnerTeacher, as a PioWorldSimulationEngine, creates simulations that the WakingDreamer interacts with.

This ontology outlines a sophisticated allegorical system where cognitive processes, narrative structures, and philosophical concepts are interwoven to create a unique storyworld experience. The entities and their interactions are designed to reflect a journey of knowledge, identity, and wisdom within the Sanctuary System.