Hero’s Journey

1. Call to Adventure

WBH returns from his short lunch break to find a note written on a red card on his desk. The note asks him if he would go for a drink (or more) after work. It is signed by a colleague with whom WBH is friendly. He looks over at the colleague and sees them smiling, meanwhile he looks unimpressed.

1. Refusal of the Call

WBH goes over to the colleague but *rejects* their offer. WBH states his workload making him stay late and subsequently being too tired to stay out.

They both then spot their boss (a manager) being their usually not-very-nice self, chastising employees for not being productive enough. WBH leaves quickly, to avoid confrontation with Boss. On the way back he *throws away* the card so that Boss won’t see it.

1. Supernatural Aid

One day, while WBH is walking home, his eye is caught by something shiny in the dull surroundings of residential backstreets. He inspects it and is perplexed by the design. Since it resembles a tiara (or other fancy headpiece), and he is curious, he puts it on his head. It forms to fit WBH’s head perfectly. The device reveals itself to display an AR overlay that gives the wearer a huge amount of information on everything around them. WBH hears a strangely worded message from a mysterious voice that tells him of a (techno-)magical item that allows its user to write incredibly evocative prose said to be capable of changing anyone’s perspective in an instant (but for balancing reasons, it can’t make someone believe something that is not true). WBH jokes that he could use it to write a strongly worded letter to his Boss.

1. Crossing the First Threshold

The head piece shows WBH a path, and since he is overwhelmed with information, he thinks it is best to follow it. The device seems to lead WBH to a dead end, where he realises could have taken the device off to stop the overload at any time. He considers just going home since he had hit a dead end but decides to have another look; using the device. It reveals that there is a hidden door. Now WBH’s curiosity is piqued, so he goes through.

1. Belly of the Whale

As he does, the door slams shut leaving him in *darkness*. Not being able to see (apart from the AR), WBH falls through a massive drainpipe flowing with *water*. The pipe happens to lead directly to another world. WBH notes that this other world similar to the mundane world but everything brighter and cleaner, plus it’s underground.

1. The Road of Trials

Trial 1: Figure out what goes on in the Other World. WBH finds out that OW is removed normal concept of money and instead they trade on some concept of social currency (explained with some pseudo- sociology, economics). This system is entirely automatic; not determined by its users. WBH finds this out by ‘buying’ from a shop by simply taking it [in real life, ‘cashier-less checkouts’ actually do exist, but vast majority have never seen or heard of it, and this technology is supposed to be way higher than that]

Trial 2: Gaining social score. WBH hilariously commits social faux pas that causes his score to drop. He realises then that he can exploit the system by doing something socially praiseworthy (which we in real world or WBH in mundane world may not consider as such – which is the point). WBH must overcome fear of confrontation (call back to mundane world) in order to do this.

Trial 3: Find purpose. The message (from *Supernatural Aid*) was quite vague so WBH hero needs to find a direction for obtaining the boon (also call back to WBH’s lack of drive). This conveniently leads to…

1. The Meeting with The Goddess

The goddess explains how she has been totally watching WBH the whole time, even before he arrived in the OW. She left the headpiece with the message so that a WBH would find it and come to her. She tells WBH a bunch of exposition about the two worlds. She tells WBH about the Father – who is essentially the Owner of the Other World – and how he Is the only one that has the power to grant WBH with the boon.

1. Woman as Temptress

The temptress appears – someone who is interested in maintaining the mundane world’s status quo (whereas the goddess wanted to help change it in favour of WBH). Temptress suggests that WBH can totally fix his problem – that WBH now has the ability to stand up to his boss and probably get him removed (she could spin this as more positive as getting someone sacked). She mentions how he can use knowledge and technology from OW to help himself and his colleagues back in the mundane world – and that they *need him*. WBH rejects the temptress because he now knows that his destiny is much more than he first thought. He knows that taking the temptress’ offer might help him and his colleagues in the short term, but it wouldn’t last, and they’d end up back in the same situation. Plus, it’s not just for WBH that the problem exists, it’s much wider – so he’d be unfulfilled.

1. Atonement with the Father

The Father is so high up in the OW’s social system that he is *literally* untouchable, and therefore completely out of touch with the OW let alone the MW. Regardless, he is extremely powerful, almost as if he were a King. The father is known for his cold, ruthless character – which is how he maintains his position. WBH manages to reach the Father’s ‘office’ (but totally dressed as a throne room) and he concisely yet thoroughly explains his full problem and what he did to get here. The Father is impressed that WBH managed to confront him, as he never is challenged by people from this world, so it is more impressive for someone from outside to be able to.

1. Apotheosis

All of the Father’s underlings are amazed to see WBH come out of his meeting in one piece as – which they didn’t say before – normally those that meet the Father are full of themselves, but WBH’s confidence was not misplaced. The goddess is there to congratulate WBH (but she also had confidence in him).

1. The Ultimate Boon

The Father lets WBH take one item from his vast collection as compensation for his troubles (really generous, I know). WBH then finds the boon among the vast collection, situated on a set of scales that is completely tilted to one side and taking it off makes the move the other way – but only slightly. It is a pen-shaped device at one is a strange type of connector – luckily the goddess had foreseen this and fashioned a convenient USB converter. The other end of device happens to resemble a hammer’s head. The father questions WBH’s choice of item and suggests swapping it for something flashier. WBH says no thanks, I’ve got what I wanted. (Note: the boon doesn’t work on people in the OW, perhaps due to the device they all wear – otherwise WBH could ‘defeat’ the Father using it)

1. Refusal of the Return

Now, WBH is one of the most highly-esteemed people in the whole OW – given the established scoring system. So WBH can do almost anything that they can do in the OW. There’s all of this technology and other fancy things that he can’t get in the MW. Life is stress-free for the first time in a long time.

1. The Magic Flight

WBH realises that in the OW, the Father is still ruler, despite his fortune. While he can do basically anything, he is not truly free. The temptress returns but now under no guise of temptation; she wants to stop WBH by force. WBH is forced to flee, even though he has enough people to defend him.

1. Rescue from Without

The colleague suddenly gains contact to WBH and reveals that they were also in possession of Supernatural Aid, but never acted upon it as WBH did. The colleague reminds WBH of their situation and then help him find an escape route back to MW. The goddess is also here, since she was able to contact the MW and the colleague.

1. Crossing the Return Threshold

WBH has trouble adjusting to the light of the MW and symbolically removes the Goddess’ headpiece for the first time since leaving the MW, allowing him to see clearly.

1. Master of the Two Worlds

Using the boon, WBH effortlessly writes a letter/email calling for [some actions] that improve the conditions for workers, being fairer and making them be happier. WBH sends it to the top bosses of a large number of companies – as if by magic, everything changes overnight.

1. Freedom to Live

WBH returns to work, where everyone is much happier because of [the changes]. This includes Boss (from the beginning) who now doesn’t feel the need to be so forceful as he also has less stress. WBH is finally able to take up their colleague’s offer of having drinks together. Everyone is happy\*.

(\* Finishes on a sour note that the OW is still completely disparate from the MW, which is a much bigger issue)