

# epigraph

Trademark pending

A unique, transmedia, TV/metaverse entertainment property

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# What If...

a metaverse could offer much more than just a gaming environment or a virtual mall .



# What If...

a metaverse like *Epigraph* could be a **sanctuary**, an **incubator** and an **amplifier** for real world solutions to the many challenges we face as humans.



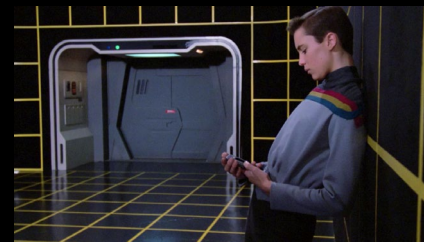


Star Trek influenced generations of tech designers as they rolled out flip phone “communicators,” non-lethal stun “tasers,” “holodeck” inspired metaverses and VR experiences. Dramatic storytelling proceeding actual real-world form.

Star Trek



Real World 2022



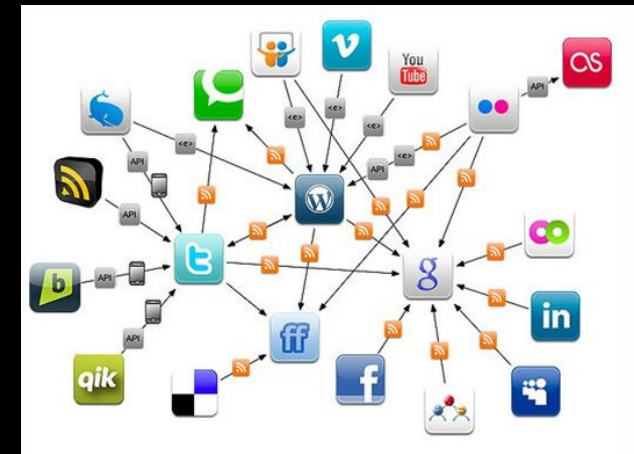
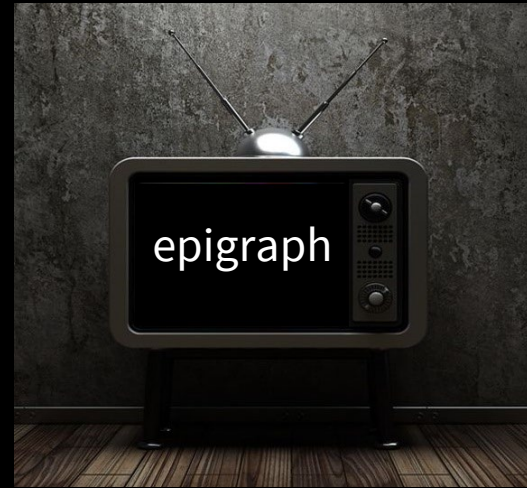


# What If...

like Star Trek, *Epigraph* could be a virtual entertainment simulator for participants testing out new ideas in politics, media, economics, self-governance, and relationships.



*Epigraph* is a unique, transmedia, entertainment property that integrates a dramatic television series, a mysterious network of web sites, podcasts, social media influencers and a gamified metaverse.

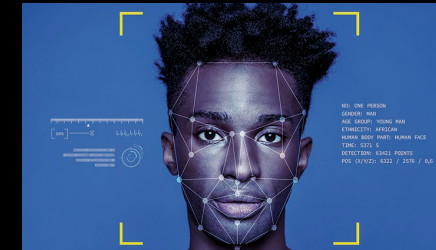
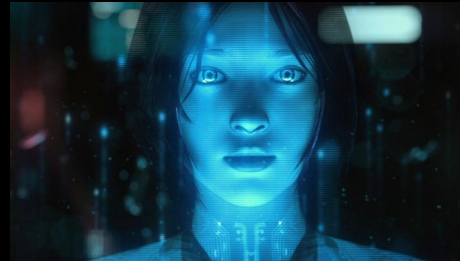


Offering a **sanctuary** from the unstructured mayhem of social media, an **incubator** for testing new ideas without any danger to participants and an **amplifier** of the best concepts that emerge from *Epigraph* that can literally change the real world.



The proprietors of the **Epigraph** metaverse and the main characters of the dramatic television series are the **Map Makers**.

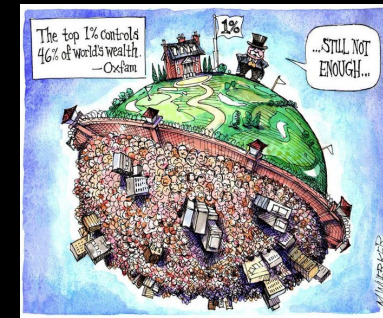
They are a small guerrilla group of activists, hackers and performance artists, attempting to protect and defend democracy in America from corporate oligarchs driven by power and greed.





The exploits of the **Map Makers** take place in real life circumstances that Americans currently find themselves in.

Rigged elections, wealth disparity, violent insurrection, social justice, climate change, disruptive advances in technology and the transition of power from old white men to a multicultural democracy.



The **Map Makers** also devise **gaming missions** that citizens of *Epigraph* can undertake to increase their intelligence, influence and skills in virtual and real-world politics, economics, and tech innovation. They will be rewarded for their successes.



*Epigraph's* concept of “**experiential activism**” combines the massive entertainment value of a dramatic television series and a virtual gaming environment while offering participants a safe place to experiment with new ideas that could literally change the real world.





The *Epigraph* dramatic television series serves as an important symbiotic piece to the *Epigraph* metaverse gaming experience. It chronicles the exploits of the **Map Makers** in a linear television series format.

The television series will include all the characters, storylines, metaverse activities and podcasts of the *Epigraph* world system.





All missions portrayed in the *Epigraph* television series can also be “played” by participants in the *Epigraph* metaverse often with very different outcomes.

Also, stories and tactics that gain acceptance within the *Epigraph* metaverse community can serve as inspirations for storylines that will be included in later *Epigraph* television episodes.



This symbiotic entertainment environment represented by the *Epigraph* metaverse, and dramatic television show attracts audiences for both and encourages fans of the television series to get involved in gaming missions they will be rewarded for.





What better way in this highly disrupted, uncertain culture to engage with a massively entertaining cultural simulation while defending democracy in America and get rewarded for it.



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