Xtopia Bible

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Xtopia is a transmedia property that includes a dramatic television series, a network of web sites and podcasts and a virtual metaverse community.

Back Story
The global pandemic of 2020 severely disrupted the world as we knew it. This disruption was also accompanied by worldwide political unrest and economic uncertainty. These factors would be seen later as fertile ground for the emergence of a new state of mind, practitioners dubbed… ***Xtopia.***

For the first time in a long time, the idea that we humans would muddle through as we had before, seemed less likely. In a world severely disrupted by the Covid virus and its variants, nothing seemed like it would remain unchanged. Old stories were falling away and new ones had yet to stabilize.

The pandemic outbreak revealed the current story that was shaping our response was hopelessly outdated. Instead of collectively utilizing the disruption to clear away the old and usher in the new, we seemed to be sliding into the dystopian storylines so prominent in our films, television, video games and social media. It was like it was all we could imagine. Some wondered if it would have to get much darker before something better emerged.

In the midst of the continuing disruption a small group of transmedia activists sensed it was time to change the game that was being played. They reasoned that if they wanted things to be different, they needed to generate a new map of possibilities and put them into action. Overtime, their followers began to refer to them as *Map Makers*.

Conversely, the old story masters in politics, economics, technology and religion seemed to embrace the descent into cultural dysfunction as if the confusion served their purposes. These American Oligarchs were still sucking the life blood out of the culture as the wealth and innovation created by everyone continued to benefit less the 1% of the population. When this had happened in the past, it hadn't turned out well for anyone.

It wasn't that the old story masters couldn't see what was coming. What was in question was whether they still had the *will* that originally made them great to adopt to new ways of expanding the cultures intelligence and who benefited. *Or* were they going to opt in to be the last purveyors of an old story that was dying.

Historically, disruption has a way of opening up space for new ideas. Certainly mammals and eventually humans emerged after a prehistoric world that had flourished for over 170 million years was decimated by a simple comet fragment that smashed into the earth. In the shock wave and nuclear winter that followed, lifeforms that had been dominate for thousands of years, died out suddenly. What was left was the space for humans to flourish.

Some said in our time, the growing specter of climate change could be our comet fragment. If that was so, what would emerge after us we wondered, AI intelligence? Given their conviction that nothing really needed to change the masters of the old stories choose to ignore the increasing heat and rising waters.

Against that backdrop the Map Makers went to work. Utilizing the transmedia tools of their trade, the Map Makers deployed new AI research platforms that could identify the qualities of this new story in the continuing collapse of the old one.

They created media based on this intelligence that included dramatic television series, documentary specials, networks of podcasts and social media memes. These stories promoted a *believable* path for how we could get from where we were to where we wanted to go. The question remained… would we lean in that direction or continue to be controlled by the old order that was trying to protect itself? Conflict seemed inevitable.

When the expected backlash came, the Map Makers enfolded their activities into a mysterious virtual metaverse they created for themselves. Only those that were invited could enter. This ***Xtopia*** served as an incubator for their new notions about politics, economics and beneficial technology and as a base from which they launched public service campaigns (missions impossible) that exposed the last sorry attempts of the old story masters to hold on to their power and wealth.

This virtual *Xtopia* seemed like it was inspired by Lewis Carroll's "Alice in Wonderland" where ghostly avatars popped in and out of existence as they engaged with an alternative vision of the future.

The fundamental component of this new technology was a QUBIT, a quantum version of the classical bit that everyday computers used to represent information. The emergence of the qubit made the multiverse possible for the first time.

More than love or intelligence, or consciousness and joy of life, *Xtopia* sprung from the deep desire of the Map Makers to actualize their better angels going forward. They set out to create a new narrative that was grounded in the latest factual intelligence, aligned with the changing conditions of the cultural transition that was underway and powered by the latest technology. Everything they created in their virtual sanctuary had consequences for the real world as well, as if it sprang from a hidden urge or a creative source that was powering the new stories they were telling themselves.

Overtime, the new Map Maker movement emerged from a number of institutions and media outlets…

Xtopia Media Elements

Xtopia Television Series

Xtopia is a dramatic television series that tells the story of a small guerrilla group of activists attempting to protect and defend democracy in America from corporate oligarchs. These old white men seemed bent on doing away with democratic norms to further enrich themselves.

Map Makers, as these activists are called by the media, come from diverse backgrounds including transmedia artists, code hackers, artificial intelligence experts and social activists. They act as semi-clandestine operatives who help those that are being suppressed by the oligarchs and their supporters and expose the illegal acts of the rich and powerful. They carry out their missions by hacking the vast networks of the old order.

Map Maker missions are influenced by the academic papers of the *Bureau of Now* and interactions arising from the *Shadow Puppets* network of podcasts and social media postings. Lately, it had been rumored they have created a protected virtual metaverse as an incubator for new democratic ideas and a base of operations to launch their missions into the real world.

Xtopia stories are pulled from today's headlines and social media threads. As politicians, social media mavens, the courts, corporate interests and ordinary citizens vie for control of America, the exploits of the Map Makers take place in real life circumstances that Americans currently find themselves in. These include rigged elections, wealth disparity, social justice, climate change, the rise of misinformation, advances in technology and the transition of power from old white men to a multicultural population of citizens.

The *Xtopia* pilot introduces the Map Makers and the virtual metaverse they use as a home base. As their story unfolds we accompany them on missions to expose the corrupt and powerful and level the playing field for ordinary citizens. As their influence has grown the American oligarchs have begun to pay attention. Emersed in a cat and mouse game with potentially deadly consequences, the Map Makers and the secret operatives of the oligarchs compete for dominance. The

oligarchs are determined to silence the Map Makers before their cause grows into a movement they can't control.

Xtopia Television Series Pilot Script (link to Xtopia Pilot Script)

Map Makers Backstory
The Map Makers by day are various individuals that influence thousands of people in the real world through their innovations, media, activism and social influencing campaigns. By night (covertly) they are operatives conducting *Xtopia* missions. There are different rankings of Map Makers ranging from master to apprentice.

Early in the *Xtopia* television series narrative the Map Makers are visited by a mysterious "stranger" who offers to guide them to information that will influence the development of an alternative cultural narrative. Our stranger is a visitor from the future. He/she is a primitive cultures expert who finds the remains of human culture on Earth after an apocalyptic event and tracks their history back to Xtopia. This archeologist may be violating his/her cultures directives to help these humans.

This stranger can shapeshift into a variety of genders and looks, sometimes female, sometimes male, sometimes standing in both worlds. There is some question concerning the stranger being AI generated.

The stranger cannot intervene in current human affairs, but can guide the Map Makers to discover what is actually going on. (Deep Throat) Ultimately, the Map Makers discover "other" strangers with different agendas. This will cause creative tension within the Xtopia eco-system.

Map Makers Mission Assignment
The Map Makers receive potential targets for their public service missions from the stories being covered by the Shadow Puppets podcast who in turn is influenced by the papers of the Bureau of Now.

The inquiry that is shared by BofN, the Epigraph ARG, the *Xtopia* TV series and metaverse community is as follows…

Do we continue to live into our limited old story concerning who we are and what we want even though it has become increasing dystopian and dysfunctional?

Or do we create a new expanded narrative of the now and future that includes what could really happen in this moment… a narrative that can help us begin to lean towards our next greatest chapter.

Seeking Influence

Before establishing the *Xtopia*, Map Makers in their real world personas attempted to " influence" the real world cultural conversation by creating documentary films, social media campaigns, storycatching sessions, and What Next events. What they discovered was that creating their transmedia campaigns as competitions was a better way to get an audience to "discover" what they needed to know. This prompted them to create the Epigraph ARG. (See description on page 10)

Xtopia Metaverse

The *Xtopia* television series features a virtual metaverse that is the home base of the Map Makers and their supporters. This metaverse will actually be created in parallel with the development of the television series. They will cross promote each other as viewers of the television series will be offered the opportunity to become characters in the metaverse they are watching in the series and get rewarded for it.

The *Xtopia* Metaverse will feature a variety of holarchic communities that explore a particular topic being reported by real world "news". These communities will incubate w ideas about politics, governance structures, alternative financial transaction networks, the true culture wars, transmedia and the news, disruptive technology, relations with the natural world, and what is spirit up to.

Xtopia Holon Community Identities (Link to Holon Communities Bible)

Xtopia TV/Metaverse/Epigraph ARG "Influence" Definitions

What Map Makers mean by "influence" as opposed to "impact" is to engage with the larger culture in a way that gives the audience information and perspectives to shift their patterns of behavior, rather than "telling" them what to do or

majorly "disrupting" or "shattering" their existing patterns of behavior. (revolution)

This perspective allows Epigraph ARG participants to develop their own "agency" demonstrated by the ancient parable of teaching a human to fish instead of just giving them a fish. The first is a long range strategy shift from the player blindly following a centralized authority who rewards them just enough to keep their loyalty.

Influence: The capacity to have an effect on a character, a story development, or the behavior of someone or something. To cause someone to change a behavior, belief, or opinion, or to cause some situation to be changed.

Impact: To have an immediate effect on someone or something. The action of one object coming forcibly into contact with another with marked effect. I.E. The point at which the projectile first strikes the ground or other material object.

Agency: Individual agency is when a person acts on his/her own behalf, whereas proxy agency is when an individual acts on behalf of someone else (such as an organization). ... Individuals have differing amounts of abilities and resources resulting in some having greater agency (power) than others.

In social science, agency is defined as the capacity of individuals to act independently and to make their own free choices. By contrast, the agency of "structures" are those factors of influence (such as social class, religion, gender, ethnicity, ability, customs, etc.) that determine or limit an agent and their decisions. The influences of structure and personal agency are constantly debated—it is unclear to what extent a person's actions are constrained or amplified by social systems.

The definition of collective agency is a group of people that performs some specific task, or that helps others in some way.

The Bureau of Now (BofN) is mostly an overlooked academic institution. Its investigators and academics are dedicated to collecting, analyzing, and prioritizing the stories being told about the now and the future and revealing the difference between what *seems* to be happening and what is *actually* happening.

BofN papers illuminate topics like the current cultural wars, economics, politics, technology, relationships and governance, post-dystopian media and what is spirit up to. These papers act as topic summaries that front a much larger archive of articles and media. The collection and analysis of these stories contributes to an ever increasing intelligence archive about what is *actually* happening in our current culture.

Shadow Puppets (SP) is a decentralized network of podcasts run by transmedia artists attempting to popularize the intelligence revealed in the **BofN** papers. The podcasts feature stories, analysis and relevant media exposing the paradox of what *seems* to be happening in America vs. what is *actually* happening.

SP staff also convene real world storycatching sessions with topic experts and operatives to mine intelligence from their experiences. In these sessions they capture and map the stories the experts are telling themselves about what is *actually* happening. They then anonymously test the narrative themes that emerge from these sessions with appropriate audiences. The themes that gain resonance become the basis for podcast topics.

If something that is exposed in Shadow Puppet podcasts needs to be acted on, these "missions" are clandestinely passed on to the Map Makers in *Xtopia.*

Epigraph ARG (alternative reality game) is a gamified extension of the Shadow Puppets podcasts that is played within the *Xtopia* metaverse and the real world. The Epigraph ARG is based in an investigative "mission impossible" futures bureau. Epigraph players engage with virtual characters and real humans in the *Xtopia* metaverse, as they vie for rewards attempting to discover what is *actually* going on. The EPI ARG is designed as a decentralized, crypto gaming experience. Invitations to become a player are posted in strategic, influencer communities periodically.

The question that is raised by this competition is... what will be your/our epigraph for the future?

Epigraph ARG qualities. SOHOS (Self-Organizing Holonic Open System) The qualities of a decentralized protected/encoded network are:

- Conduct conversations/explorations/gaming missions in private.
- Protect the identity of the people, organizations and players involved.
- Transact in private outside the traditional banking system.
- Create something new, away from the "attention" of the current social media assault.
- Act anonymously in the real world and leave no trace.

Epigraph ARG Features

• Send Invite to join (anonymously?)
• Qualify to be a member (correctly complete test) Provisional status leading to full member.
• Create Personal Identity (fantasyGPS location/map-ARG, reputation, expertise status, wallet.
• Offer some sort of token (coin) as a medium of exchange and value.
• Communicate/transact securely with others in game/holons
• Choose an assignment to take on (individually or collectively)
• Form "tribes" within EPI ARG – specific mission/talent
• Conduct in/out conversations with other EPI tribes/Stage 2, other holons
• Real World Field Trips (masked) Amazon, Google, Facebook, Twitter etc.

Shielded Internet Research accomplished through Primer AI Analyze.

Covert Public Service Campaigns launched from a distinct Holon. Campaign self-destructs once it is launched into the world leaving no trace of the campaigns point of origin.