

☀️ LAWCRAFT GAMIFICATION - 🟪 LAW HUB

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📖 Introduction

LAWCRAFT is a roleplay platform to regenerate and redesign the real world and generate new Solarpunk legislation for global cooperative self-organization of the real world and protection of the Commons, combining synchronous simulation of the real world, with its real collective and legislative transformation. A ludic experience in hybrid format: freeware videogame and live role-playing; of Solarpunk/Iyashikei/Fernweh genre (Ecosocial Paradigm, thirst for hope, pain for longing for a faraway place to discover); still orphan (it would be nice a global Solarpunk Sunrise Anonyan Game Studio); where we fork the planet laws to undertake to apply the ecosocial ones with quests, in real life. Did anyone imagine that a simple game could help to accomplish the monstrous task of getting out of the logic of infinite growth on a finite planet imposed by the Capitalist monster? Yes, now it's your turn.

LAWCRAFT acts as the playful visible face in the external part (frontend) and Gitlaw as the distributed legislative version controller in the internal part (backend). Using visualizations, clear language, and translation between jargons (legal, technical, playful, everyday). Thus a playful transposition of Git commands and dynamics to the style of cooperative role-playing games (RPG, JRPG, MMORPG), such as spells or skills, especially for the Gitlaw system, which combines version control with free co-legislation, so that the Gitlaw functions are lived as part of a rich experience of the narrative universe. These metaphors make it easier for non-technical participants to interact with Gitlaw as an interesting cooperative role-playing adventure in its territorial context, rather than a cold and complex version control system.

It arises: as an evolution of an idea that I already published in my blog, where the Democratic Federalism is versioned, and is proposed an organization based mainly on Greenholds (neighborhood assemblies), and Councils (thematic), in addition to the rest of the usual organs; as a collaborative civilizing tool that merges the Solarpunk practice and imagination, immersive narrative and a playful layer to co-legislate in a distributed way.

The game features meta game modes and legislative modes, and allows you to navigate between territorial simulation (real or unreal based), legislation, quests, virtual-presential assembly, events and cultural dynamics, etc.

Redesign, rebuild, re-legislate, revitalize, re-green, regenerate community and biodiversity..., play and put your destiny in your hands.

To play is to design & legislate. To play is to sow your future. Change starts with your avatar, your world redesign tools, your Greenhold legislative assembly and a shared history. You can catalyze change. Eutopia is not destiny, it's iteration.

📖 Precedents

There are both games designed to encourage rewriting their own rules, as well as gamified practices in computer code development, and in a much more limited way in drafting legislation (filtered by partidocracy) aimed at governance.

Guild-based development

Inspired by MMORPGs, some self-organized collectives (Enspiral, g0v.tw hackathons) have used systems of roles, levels and quests within Git projects:

Each "class" has responsibilities: tank = integrator, healer = reviewer, etc.

The quests are issues with narrative.

🧑 Classification of the Roles by Type of Class.

- 🧠 Technical Role (EN) and 🗨️ Playful Alias (SP - User Language).
- 🧙 Magic classes → use spells (spell names).
- 🔧 Technical classes → use skills (procedures, maneuvers).
- 🗺️ Tactical/territorial classes → use actions (physical or social interactions).
- 🧭 Coordination/vision classes → use invocations or coordination skills.

🧠 Technical Role (EN) and 🗨️ Playful Alias (SP - User Language).

- ## Lorekeeper → Bardo Jurídico.
- ## Codemancer → Hechicera/o del Merge.
- ## Logicforger → Monje/a de la Coherencia.
- ## Metaweaver → Tejedor/a del Canon.
- ## Bugsighter → Sanador/a de Bugs.
- ## Testcrafter → Alquimista de Escenarios.
- ## Commonsith → Guardián/a del Bien Común.
- ## Deploywalker → Caminante del Despliegue.
- ## Fieldcrafter → Artesano/a del Terreno.
- ## Questgiver → Herrero/a de Pactos.
- ## Sidequester → Explorador/a del Pacto.

📌 Additional notes:

English names function as official system titles (for API, interface, etc.).
Playful aliases, in the language chosen by the user, can be customizable, like

character classes in role-playing games.

This system allows one person to take on several roles in different phases, encouraging cooperative versatility.

🧙 MAGIC CLASSES (use **spells**).

These roles operate with occult knowledge, structural formulas or deep manipulation of the legal and symbolic system:

Role	Class	Magical Nature
Lorekeeper	Arcanist Chronicler	Memory Sorcery. Uses grimoires, timelines, legal arcana.
Codemancer	Clause Weaver	Textual Magic. Converts ideas into enchanted legal text.
Logicforger	Causalium Forger	Logic Magic. Purges paradoxes, activates causal coherences.
Metaweaver	Multiverse Orchestrator	Systemic Magic. Merges laws, connects normative dimensions.

📖 These four make sense that they use **spells** with proper names, as if they were incantations.

🛠 TECHNICAL CLASSES (use **skills**)

Apply technical or methodological knowledge. They use specific **skills** that can be named with descriptive terms.

Role	Class	Technical nature
Bugsighter	Loophole Hunter	Uses analysis, testing, bug or exploit simulation.
Testcrafter	Reality Illusionist	Simulation with tools and data, not magic but technical.
Commonsmith	Balance Paladin	Ethical judgment, not magic. Uses distributive analysis skills.

🔧 May have skills such as: **Vulnerability Scan, Ethical Balance, Legal Stress Test.**

🏠 TACTICAL / TERRITORIAL CLASSES (use **actions**)

They act on the ground or in actual implementation. Their skills are actions that are exercised physically or in human interaction.

Role	Class	Territorial action nature
Deploywalker	Activation Traveler	Performs rituals of pact or agreement implementation.

Fieldcrafter Realities Architect Builds practical realities, implements policies, facilitates processes.

 Use actions such as **Territorial Anchoring, Local Protocol Design, Community Activation.**

 VISION / COORDINATION CLASSES (use **invocations** or **social skills**).

Roles that generate vision, coordination, and summonings. They are not magical, but symbolic. May have **invocations, manifests, calls.**

Role	Class	Vision nature or summoning
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Questgiver	Pact Summoner	Launches quests; uses the word as a collective engine.
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Sidequester	Local Promoter	Creates proposals from concrete realities, introduces local values and emotions, and coordinates assemblies.
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 Uses actions such as **Common Calling, Assembly Summoning, Statement of Intent.**

 Detailed Class Summary

 Magic Classes

 Lorekeeper

Class: Arcanist Chronicler

Description: Master of legal history. Keeps normative grimoires and generates ancestral knowledge for future reforms.

Spells:

 `Pact Echo` – Retrieves forgotten precedents or proposals.

 `Linking Time Line` – Tracing relationships between past and present laws.

Affinities: Institutional memory, restorative justice, historical analysis.

Ideal collaboration: Supports all other classes. Basis of collective knowledge.

 Codemancer

Class: Clause Weaver

Description: Master the arcane language of law. Transforms ideas into understandable and enforceable text.

Spells:

`Clear Compilation` – Transcribes proposals into citizen-legible language.

`Enchanted Pact` – Links clauses with magical conditions (legal triggers).

Affinities: Drafting, accessibility, legislative formatting.

Ideal collaboration: Works with Logicforger and CommonsSmith.

🧠 Logicforger

Class: Causalium Forger

Description: Architect of logical coherence. Eliminates contradictions, ambiguities, and legal loops.

Spells:

`Paradox Filter` – Detects incompatible clauses.

`Coherence Chain` – Refactor logical structures without losing meaning.

Affinities: Philosophy of law, symbolic logic, system design.

Ideal collaboration: Binomial with Codemancer and Bugsighter.

🧵 Metaweaver

Class: Multiverse Orchestrator

Description: Weaves coherence between new laws and the general framework.

Spells:

`Normative Synchrony` – Connects one law with others without generating conflict.

`Legal Weave` – Merges compatible proposals into a common body.

Affinities: Metalegislation, systemic policy, legal system.

Ideal collaboration: Coordinates with Lorekeeper, Questgiver and Logicforger.

🛠️ Technical classes

🔍 Bugsighter

Class: Loophole Hunter

Description: Specialist in finding loops, bugs, gaps or areas of potential abuse.

Skills:

`Gap Spotting` – Highlights omissions and grey areas.

`Exploit Detected` – Simulates misuse to improve the proposal.

Affinities: Legal audit, digital justice, legal security.

Ideal collaboration: Key in testing and review teams.

🧪 Testcrafter

Class: Reality Illusionist

Description: Creates scenarios and tests to validate laws before applying them.

Skills:

 `Virtualized Environment` – Simulates social, economic or ecological effects.

 `Random Events` – Introduces boundary conditions to test legal resilience.

Affinities: Data science, predictive modeling, social engineering.

Ideal collaboration: Needs data from Fieldcrafters and insight from Logicforgers.

⚖️ Commonsmith

Class: Balance Paladin

Description: Ensures that the common good prevails over individual interests.

Skills:

 `Scale of Justice` – Evaluates distributive effects and hidden biases.

 `Aura of Equity` – Protects the law against unfair side effects.

Affinities: Ethics, social justice, redistribution.

Ideal collaboration: Aligns the whole team with the common interest.

🗺️ Tactical/territorial classes

🌐 Deploywalker

Class: Activation Traveler

Description: Brings the laws into practice. Connects the written with the territory.

Actions:

 `Implementation Ritual` – Triggers the implementation with local actors.

 `Anchoring Contract` – Establishes multilateral activation pacts.

Affinities: Applied sociology, logistics, distributed governance.

Ideal collaboration: Fieldcrafter implementation coordinator.

🛠️ Fieldcrafter

Class: Realities Architect

Description: performs the practical tasks of legislative deployment.

Actions:

`Legal Infrastructure Building` – Creates spaces, protocols and materials.

`Practice Seeding` – Introduces habits or cultural norms aligned with the law.

Affinities: Community work, pedagogy, actions in the territory.

Ideal collaboration: Multiplies the law in the real world.

🗨️ Coordination/vision classes.

🗨️ Questgiver

Class: Pact Summoner

Description: Visionary who detects needs and proposes new laws.

Invocations or coordination skills:

`Common Summoning` – Calls on society to co-create a proposal.

`Clarity of Vision` – Articulates the goals and framework of a `legal quest`.

Affinities: Social diagnosis, convening, distributed coordination.

Ideal collaboration: First spark, needs a team to concretize.

🛠️ Sidequester

Class: Local Promoter

Description: Storyteller, social cartographer and cultural mediator.

Invocations or coordination skills:

`Pact Mapping` – Maps latent agreements between divergent positions.

`Binding Testimony` – Anchors decisions in meaningful narratives or voices.

Affinities: Active listening, collective memory, narrative mediation.

Ideal collaboration: Activates links between distant roles; ideal with heurists or boundary keepers.

📖 Sample Glossary of Skills

✨ Spells from the Arcane-Legislative Grimoire

🌐 Lorekeeper

👤 This class handles the legal timelines, historical context and narrative continuity of the regulatory system.

📜 Chronolexis Invocata / Kuronorekushisu Inbokāta: It invokes the complete legal history

of a subject, connecting hidden precedents.

📖 Anima Juris Memoriae / Anima Jurisu Memoriae: It awakens the “living memory” of a forgotten law and its original spirit.

📖 Pactum Revertens / Pakutamu Reverutensu: It resurrects treaties, pacts or regulations that were repealed, proposing their reinterpretation.

🧵 Codemancer

🧙 Controls the literal fabric of laws. Converts ideas into enchanted, clear and binding legal text.

📖 Lex Fabricata / Rekkusu Faburikāta: It creates a new legal clause from a conceptual structure, with impeccable syntax.

📖 Scriptum Vivens / Sukuriputomu Vivenzu: It gives semantic life to an article of law: it automatically adapts to changing contexts.

📖 Forma Signata / Fōruma Shignāta: It encapsulates a complex concept in a recognizable and replicable legal formula.

🧠 Logicforger

🧙 Forges the internal logic of laws, eliminates paradoxes and strengthens causal coherence.

📖 Causa Nodalem / Kauza Nodarēmu: It detects the central logical point that sustains an entire legal framework.

📖 Contradictio Nullum / Kontoradikushio Nurumu: It erases contradictions between articles of a proposal, purifying its structure.

📖 Sigillum Coherentiae / Shijirumu Koherenshiae: It seals a set of rules with a stable internal consistency incantation.

🕸 Metaweaver

🧙 It connects parallel legal universes, coordinates normative systems at different scales.

📖 Nexum Pluriversum / Nekusumu Pururibāsamu: It connects the new law with local, regional and global standards in a single harmonized legal thread.

📖 Ratio Fractalica / Rashio Furakutarika: It applies fractal logic to adapt general laws to multiple scales without losing essence.

📖 Axis Concordium / Akishisu Konkōdiumu: It establishes an axis of legal convergence between multiple conflicting legal visions.

🛠 Skills

🕵️ Bugsighter

- 🔧 Vulnerability Analysis / Mujun Bunseki: Find possible gaps, misunderstandings or ambiguities.
- 🔧 Exploit Detector / Kikai Tantei: Identify how the law could be abused.
- 🔧 Propositive Hotfix / Kyuukei Teian: Suggests immediate corrections for detected errors.

🧑 Testcrafter

- 🔧 Evidentiary Scenario / Shōmei Kōkei: Design case studies to validate the applicability of a law.
- 🔧 Normative stress-test / Kōsei Fuka Tesuto: It puts the law to the test in extreme situations.
- 🔧 Analog Simulation / Ruiji Shimyurēshon: Generates comparisons with real or fictitious regulatory environments.

🛡️ Commonsmitth

- 🔧 Equity Analysis / Kōhei Bunseki: Evaluates whether the law distributes benefits fairly.
- 🔧 Bias Detector / Sabetsu Tantei: Identifies discriminatory structures or hidden privileges.
- 🔧 Multitudinous Balance / Gunshū Baransu: Calculates the collective consequence versus particular interests.

🗺️ Acciones tácticas

📦 Deploywalker

- 🧑 Activation Protocol / Kasseika Purotokoru: Coordinates the formal initiation of a law in a territory.
- 🧑 Operational Mapping/ Sōsa Chizu: Determines the territory of application and its particularities.
- 🧑 Territorial Adaptation / Chiiki Tekiō: Modifies practical aspects according to culture and local context.

🛠️ Fieldcrafter

- 🧑 Common Implementation / Kyōyū Jikkō: Performs direct actions to apply the norm (conversion to PEN2, self-defense, ...).

 Citizen Interface / Shimin Intāfēsu: Design pedagogical materials or interfaces to explain the law.

 Live Consequence Evaluation / Ikita Kekka Hyōka: It measures the actual effects of the standard from practical experience.

 Invocations or coordination skills

 Questgiver

 Call to the Assembly / Shūkai Yobi: Initiates the collective activation of a new legislative quest.

 Urgency Framework / Kinkyū Furemu: Defines the degree of need or relevance of the proposal.

 Narrative Objective / Monogatari Mokuhyō: It communicates the meaning of the law as a shared history.

 Sidequester

 Neighborhood Initiative / Machi No Shudō: Creates proposals from concrete realities.

 Affective Interface / Kanjō Intāfēsu: It introduces local values and emotions to the normative debate.

 Territorial Liaison / Chiiki Renraku: Coordinates neighborhood assemblies with ongoing proposals.

 Gamified Jargon for Gitlaw Functions (RPG version)

 Main structure (repositories, branches, commits)

 Gitlaw Command	 RPG term	 Functional description
<code>`repo`</code>	The Grimoire (or Laws Book)	Each legislative repository is like a shared magic tome where laws are collectively written, edited and versioned.
<code>`branch`</code>	Quest Path (or Alternative Route)	It represents a new line of legislative evolution, like a subplot. Each branch can be a local version, an experiment or an improvement.
<code>`commit`</code>	Change Runes	Each validated change is inscribed as a “rune” engraved in the grimoire. It has a name, author and reason.
<code>`merge`</code>	Paths Convergence	Merger of several legislative routes in

`fork`	Cause Diversion	a single regulatory body. Equivalent to covenant. Create a new path from another existing repository, as when one faction creates its alternative proposal based on another.
`pull request`	Alliance Invocation	Proposal to incorporate changes from another branch or repository. It's subject to discussion, testing and acceptance by the other parties.
`diff`	Decision Mirror	A tool that allows you to compare proposed laws or amendments and clearly see what changes.
`log`	Campaigns Chronology	Historical record of all decisions made in a repository, with authorship and dates.
`blame`	Authorship Trace	It allows to see who wrote which part of a law. In this system it's re-signified: it's not punishment, it's recognition and traceability.
`revert`	Reverse Spell	Nullify a change in a law, such as an "undo" spell. Should only be used with transparent agreements.

🧬 New potential dynamics for Massive Success

🌀 Legislative Community Quests

Inspired by cooperative video games: "raids", "quests" and "special events".

Example: a city suffers a serious housing problem → a legislative quest open to the entire confederate network is launched.

Anyone can participate: by contributing proposals, cases, research, or even explanatory art.

The "rewards" are collective: the problem is solved and the community improves.

🗣️ Live forums and digitized oral narratives

Inspired by Kurdish and Zapatista oral transmission, integrating voice technology.

Assemblies can orally record their pacts (decisions) or arguments in audio format and attach them as part of the legislative commit (e.g., `voice\_commit.ogg`).

Strengthens inclusion of communities with low written literacy.

Connects people to the human side of legislating.

🎨 Illustrated and visual legislation (comic book, animation)

A law can be represented as an animation or a comic in parallel to the text.

This brutally democratizes the access to the rules.

It includes a cooperative dynamic where multidisciplinary teams (jurists, illustrators, narrators) make visual versions that are integrated into the repository.

🌿 Living laws linked to biocultural contexts

Each norm can be linked to a territory and its history: an ecosystem, a custom, a

struggle.

The system can show the “living biography of a law”: where it comes from, what Greenhold created it, what problems it helped solve, how it evolved.

This strengthens emotional and cultural, not just rational, rootedness.

💡 Distributed peer mentoring.

People with more legislative experience (in any sense: technical, community or historical) can be mentors to those who are starting out.

“Non-hierarchical mentoring cells” are formed to learn by doing.

It's like a cooperative mode in a game: you do not compete, you accompany.

🧠 Strategy for massification

1. First pioneer communities with strong territorial links (cooperatives, ecovillages, organized neighborhoods).
2. Simple usability: friendly interfaces, visual narratives, mobile access.
3. Emotional, not quantitative gamification: rituals, affectivity and community pride.
4. Symbolic injection: art, music and poetry are also part of the “social code”.

🎮 Game Modes

🧬 Meta

Base:

The virtual world progress is synchronized with the real world, but it shows a layer of possible modifications, generated by those who play, with open quests to apply its laws and make them come true. By means of actions the integration with the rest of the game modes is facilitated (if you enter the enclosure where an exhibition was once held, you enter Retro mode; if you try to add changes with total freedom to the layer of possible modifications without having to elaborate any legislative proposal by fantasizing without limit, you enter Creative mode; if you enter the virtual version of a university, you can enter Edu mode).

🏛️ Retro:

Experimenting with reconstructions of past states of the territory-population, destroyed monuments, lost festivities, extinct languages, etc. Either on the basis of graphic materials or speculative regeneration.

Possibility to permanently relive exhibitions (universal/international, cultural and hopeful in the future) that were held in certain cities, giving players the opportunity to experience these emblematic events in the present day. The integration of mixed reality technologies also enables an immersive experience, connecting the past and present in an interactive way.

🌱 EXPO'29-∞:

Collective construction of a Solarpunk distributed exhibition event of legislative motto, from the virtual to its real construction and permanent maintenance. Because all territories should have exhibition seeds of cultural diversity, mutual respect and dreams of a prosperous, ingenious, hopeful and exciting future.

🎨 Creative:

You have full freedom to change the virtual world at will, either as a single or multiplayer

experience. You can experience new simulated economic systems such as shopping malls converted to library economy logistics centers, maternal giving, resource-based, doughnut (including tools against resource inequality such as Basic Income and Maximum Income [Unconditional, Universal, Individual and Sufficient]), common good, circular, etc; and see the quests they have associated to transition to those ways of life in reality. You can experiment in a simulated way what positive or negative repercussions the changes you make could have. You can collectively create or recreate fantasies of existing or new Solarpunk stories.

📖 Edu:

Includes collaborations with universities and experts in urban planning, sustainability, history and architecture, offering in-game interactive workshops. Players could attend virtual lectures or participate in educational simulations to learn about history, ecology, technology or sustainability applied to the territories they explore.

🏠 Survival:

You live austerely and usually monstrous states attack you by forbidding you to play in this mode because there's no territory without an owner and they make your subsistence cost money, instead of being able to supply you with the land resources.

You find yourself in a precarious situation on the verge of homelessness or you're already homeless, but you need to join forces and join the quests. To do this, you organize yourself in self-rescue refuge cooperatives inspired by projects such as 'Two Steps Home' and 'Tiny Tiny Homes', which give you enough oxygen, and promote self-sufficient models of life independent of wage slavery.

👤 Legislatives

🧩 Mode

🧩 Description

🗺️ Libre Exploration

Open participation with no fixed direction, ideal for experimenting and mapping ideas.

🗺️ Main Campaign

Central or structural legislative process (Main Quest).

🌀 Side Quest

Complementary laws or proposals, with localized consequences.

🔬 Legal Simulation

Test mode where the law is tested in hypothetical scenarios.

🔧 Coordinated Review

Participation focused on polishing, refining or improving an ongoing law.

🗣️ Assembly Mode

Space for deliberation and collective agreement.

🕵️ Incognito Mode

Participation without public identity to protect anonymity or guarantee plurality

⚡ Epic Mode

Major or foundational reforms. High level of involvement.

⚡ Burst Mode

Quick or time-limited participation (hackathon, express consultation...).

📖 Legacy Mode

Revision or adaptation of old or abolished laws.

🎓 Tutorial Mode

Guided learning of the legislative process.

🎯 Quests

🌍 Main Quests

Case: The world suffers from a hijacking of normative and enforcement power.

Quest: Electoral strategies are undertaken to achieve the Distributed Dual Power paradigm.

Quest: Sovereign strategies are undertaken to achieve the Distributed Power paradigm.

🕒 Secondary Quests

Example: A city suffers a serious housing problem → a legislative quest open to the whole confederal network is launched.

Example: The end of the world clock is almost ticking as predicted by the IPCC report → a global emergency quest is launched.

🛠️ Modular and scalable structure.

Law-Module: Each legislative process can be conceived as a modular quest. The quests can have branches:

Diagnosis (social survey, problem analysis).

Distributed co-drafting (with Gitlaw-like tools)

Simulation and visualization of consequences

Symbolic or real adoption by territories

Narrative progression linked to glocal realities:

The game “advances” if in the real world communities achieve tangible progress.

Each node (neighborhood, city, territory) unlocks progress in the global narrative.

Overview:

A Tree of Laws and Amendments is available where to have a visual synthesis of the legislative process.

🟢 Confederate deliberation circles (with synchronous resonance).

Each territorial community has its repository of norms, and those with the best evaluation are further up the solution trends.

The ludic: symbolic ritual of “code offering to the commons”.

Technical: periodic synchronization between Gitlaw branches of different territorial nodes.

🧬 Old laws collaborative refactoring.

Improve the code quality, making it more readable, maintainable and efficient, often reducing its complexity.

Each community can propose a “semantic refactoring” of obscure articles.

Rotate roles such as:

Consensus moderator.

Connector of proposals between communities.

Facilitator of translation between technical and social knowledge.

Inspired by the code refactor: modernizing laws without changing their spirit, but rather their clarity and accessibility.

📌 Additional Notes:

As the Main Quests are achieved, which are the ones that confront collectivizing The Law PEN, they'll allow to massively implement the Secondary Quests, unlocking new capabilities, such as weaving global alliances for the disarmament of genocidal armies, collectively deciding how the territory's resources are managed, what they're dedicated to and with what priority.

Forget the classic superfluous videogames rewards, ludopathic dynamics, mercantilist and other bad practices; here the achievements, both yours and collective, improve your own real life, not only that of your avatar.

Of special relevance in the quests is the Legal-Ludic translation module (Semantic Middleware)

Conversion between natural language and legal text.

AI assistant for simplification, summary and conceptual translation.

Mapping between game elements and legal structures.

Semantic tagging and normative writing suggestions.

Glossary of Process Terms

 Term (EN)  Functional description

Patchnote An update document with improvements or corrections to a law.

Expansion New law that expands the existing legal framework, often multi-territorial.

Pack

Side Quest Complementary legal proposal or local application, without changing the main laws.

Main Quest Proposal of great structural or strategic scope.

Commons XP Fully cooperative symbolic recognition for participation in the process.

Guilds Thematic or territorial groups that collaborate in the laws development and testing.
