



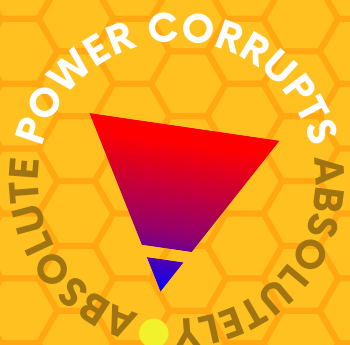
LET'S UNINSTALL CAPITALISM

LET'S INSTALL

democracy    
DIRECT  V0.1 BETA

**Solarpunk**  
INSTALL PARTY  
G L O B A L

SELF ORGANIZING SYSTEM  
LIBREWARE









FORKS THE LAW INTO A SOLARPUNK ONE

# LAWCRAFT

G L O B A L

**Solarpunk**

INSTALL PARTY

DEMOCRATIC

CONFEDERALISM



#SolarpunkInstallParty

EXP 29  
SOLARPUNK DDOS

**CLL • LÍBREO**

Self-government as a libre  
software distributed OS






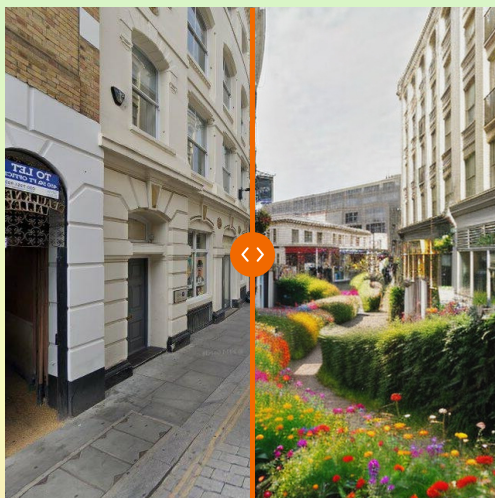
# LAWCRAFT

CREATE THE LAW BY PLAYING



You know that AI filter that pedestrianizes your street at [dutchcyclinglifestyle.com](https://dutchcyclinglifestyle.com)

proposed by a Conservative government? Now... imagine you walk out into the street and put on the Solarpunk  mixed reality glasses. As an image overlay, you see the potential prosperity improvements that can be applied to your and your neighborhood's environment and way of life. As you look at your environment, you are shown indicators (Art. 1.1), (Sec. 32) which, when enlarged, tell, in plain language, what laws ordinary people have made to implement these changes and the associated quest status to supplant the current legislation of the country you are in. Let's create LAWCRAFT to transforms reality.



Every law has a life cycle, from its conception to its interpretation and application, key points that must be protected to allow the new legislation advancement and the judicial and prosecutorial bodies renewal, which enforce The Law through the State's firearms.



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK

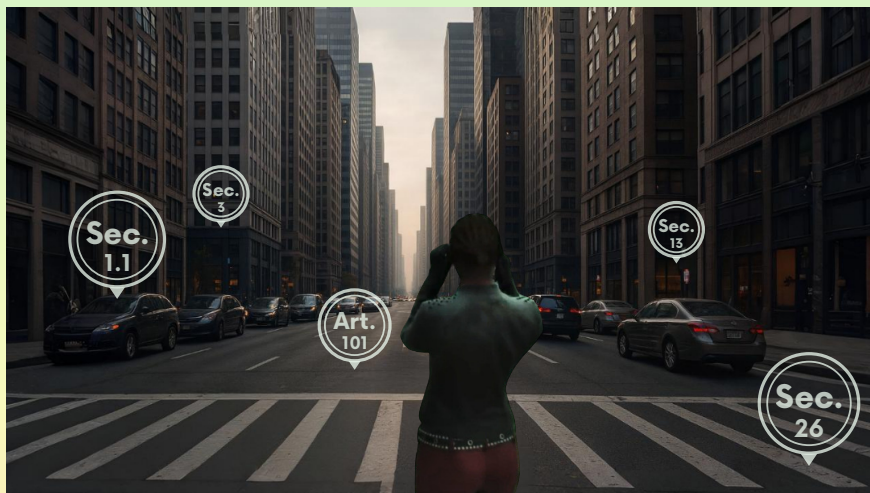






# LAWCRAFT

CREATE THE LAW BY PLAYING



Register your character and indicate the most important issues that affect you/them (housing, livelihood, ...). An icon shows: the Greenhold (binding neighborhood assembly) that corresponds to you according to the census tract where you live (confederated with the others); and others of tools, advisory dynamics, accompaniment and materials for the facilitation and self-construction of the glocal participatory process. At the beginning it can be scary to touch something and have it break, but you learn to ride a bike by practicing and with support wheels. Anyone can participate individually or collectively through legislative hackathons: contributing proposals, cases, research, or even explanatory art. There are icons showing Solarpunk initiatives cataloged by areas; and there are icons for harmful experiences (supporting genocides, labor exploitation, pollution, extractivism,...)



PRE-SOLARPUNK

SOLARPUNK

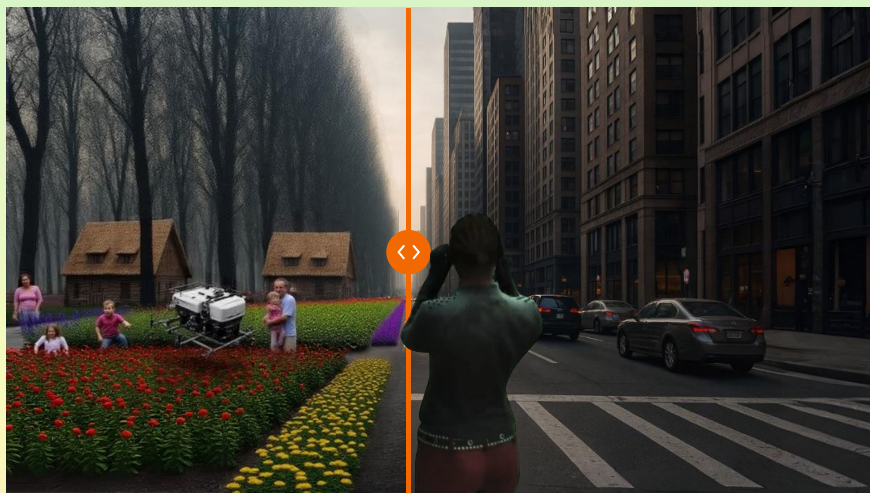
POST-SOLARPUNK





# LAWCRAFT

CREATE THE LAW BY PLAYING



If you marked housing problems, an indicator appears with the number of empty houses in your territory, and in which quests you can collaborate to regulate it by law. You can also build yourself in the virtual layer a self-sufficient bio-construction housing (Earthship-COB) and / or put a mark with your cell phone in a position in your area where you would like them to be built. A new housing law to be built could move from considering it: the classic money-dependent box for supplies (water, food, energy, heating), to an energetically passive and intelligent cozy nest with which to have a level of resilient self-sufficiency. After you set the mark, you have several options for participation, AI assistance for drafting law proposals, suggestions for previously related material and proposals, thematic councils, advisory contacts and neighbors to collaborate with who share related interests, etc.



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK





# LAWCRAFT

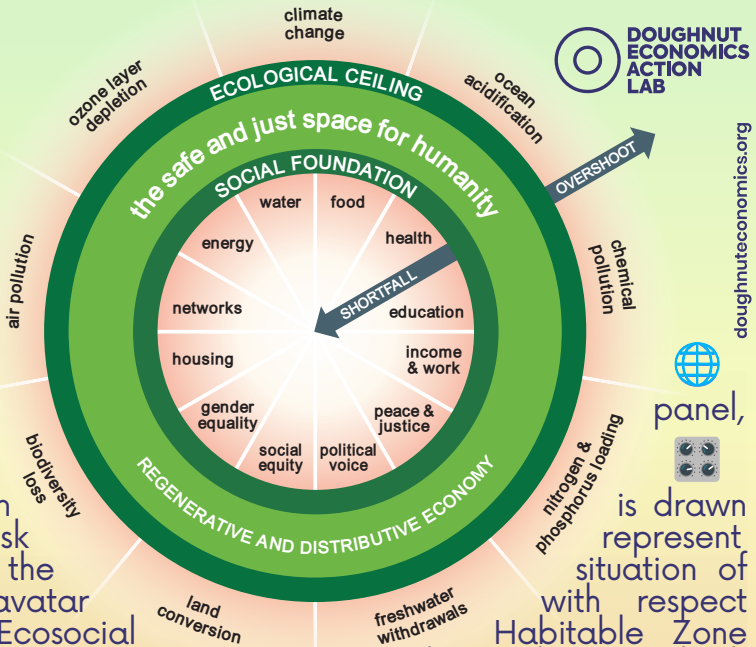
CREATE THE LAW BY PLAYING



As an Earth Ship's control your

attention to a disk ing the your avatar to the Ecosocial and the various areas

social (housing, food, hate attacks [lgbtphobes, capacitists, fascists]...) and ecological (climate, biodiversity, quality: food, air,...). A series of indexes (of Gross Happiness, state of the commons, ecosocial health, territorial justice, etc.), and the quests ranking of legislative elaboration solutions and quests (digital and analogical) for their implementation are shown beside it. It also includes an ecosocial memory, glocal resource management and statistics-graphs of inequality and class fragmentation, associated with quests. This shows social and ecological-climatic events suffered, foreseeable, derived from applying current legislation (floods, construction in flood zone, unequal health care in pandemic, etc).



panel,



is drawn represent situation of with respect Habitable Zone



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK



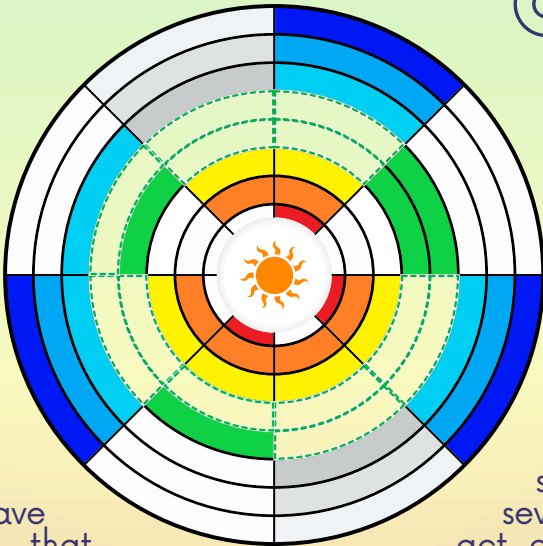


# LAWCRAFT

CREATE THE LAW BY PLAYING



doughnuteconomics.org



Beyond Ecosocial when you dynamic you have assistants that who accompany you based on people who embody ideals and actions that aspire to drive post-capitalist root changes:

the Compass, go to the start menu, several virtual act as mentors on missions and are

## The Robins of the Commons

Each Robin has their narrative and legal tree:  
What ideas do they advance?  
What structures did they challenge?  
What laws are promoted today aligned with their activism?

In "story mode" style, you can travel with them as a mentor on a legislative quest:



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK





# LAWCRAFT

CREATE THE LAW BY PLAYING



Robin  
"Travel

donut go extinct

Science:  
with

Alexandra  
liberate  
scientific  
know-  
ledge by  
law"

Elbakyan to

Robin

**Banks:**  
"Walk with

Enric  
Duran  
aboli-  
usury and  
based

be solarpunk!

in  
shing  
debt-  
currency"

Robin

**Media:**

"Walk with Amelia

Andersdotter towards legalizing file sharing for non-commercial purposes"

Robin **Basic:** "Go with Guy Standing to set as a citizen right the guaranteed material existence thanks to measures such as the RBU and the Maximum Income"

Robin **Give:** "Push with Genevieve Vaughan towards the implementation of the maternal giving economy and the abolition of the monetary economy"

"Discover, with your neighborhood, how to write the first food sovereignty code for your territory"



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK







# LAWCRAFT

## CREATE THE LAW BY PLAYING



### Roles classification by Class Type

Magical class. **Lorekeeper** → Bardo Jurídico: Memory Sorcery. Uses grimoires, timelines, legal arcana.

Technical Class. **Bugsighter** → Sanador/a de Bugs: Uses analysis, testing, bug or exploit simulation.

Tactical/territorial class. **Deploywalker** → Caminante del Despliegue: Performs rituals to set pacts or agreements in motion.

Coordination/vision class. **Questgiver** → Herrero/a de Pactos: Launches quests; uses speech as a collective engine.

NOTE: Technical Role (EN)  
Playful Alias (SP)

[GAMIFICATION DOCUMENT](#)



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK





# LAWCRAFT

CREATE THE LAW BY PLAYING



For example, imagine what Lorekeeper's HUD might look like when casting their spell 'Pactum Revertens / Pakutamu Reverutensu', which resurrects treaties, covenants or regulations that were abrogated, proposing their reinterpretation.

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

To play is to play your life. To design is to seed it. Change begins with your avatar, your reimagining tools, your Greenhold (binding legislative neighborhood assembly) and a shared history.

Catalyzes change. Eutopia isn't destiny, it's iteration.



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK





## LAWCRAFT

CREATE THE LAW BY PLAYING



### LAWCRAFT QUESTS



#### Main

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

Example: A city suffers a serious housing problem → a legislative quest open to the entire 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.

#### NOTE:

By achieving the Main (which are played collectivizing the **PEN of Law**), they'll allow to massively implement the Secondaries, unlocking new capabilities, such as 'weaving global alliances for the disarmament of genocidal armies', 'collectively deciding how the resources of the territory are managed, what they are dedicated to and with what priority', ...

Forget superfluous reward, ludopathic dynamics, mercantilist and other malpractice. Here achievements, both yours and collective, improve your life, not just your avatar's.



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK





# LAWCRAFT

CREATE THE LAW BY PLAYING



BASE

CREATIVE

RETRO

SURVIVAL

EXPO'29-∞

EDU

SELECT MODE

Let's remember that Lawcraft is a playful experience in a hybrid format: **video game and live role-playing**. There are parts of quests that are digital and others that will be in person.



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK





# LAWCRAFT

CREATE THE LAW BY PLAYING



BASE

CREATIVE

RETRO

SURVIVAL

EXPO'29-∞

EDU

## BASE

The virtual world's progress is synchronized with the real world, but shows a layer of possible modifications, generated by players, with open quests to apply its laws and make them reality. By means of actions the integration with the rest of the game modes is facilitated (if you enter the enclosure where once an exhibition was given you enter Retro mode; if you try to add changes with total freedom without having to elaborate any legislative proposal by fantasizing without limit you enter Creative mode; if you enter the university's virtual version you can enter Edu mode, ...). NOTE: Within the initial modes, we have the option of legislative cycle modes.

## Legislative Cycle Modes

GREENHOLD (ASSEMBLY)

Space for deliberation and collective legislative pacts.



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK



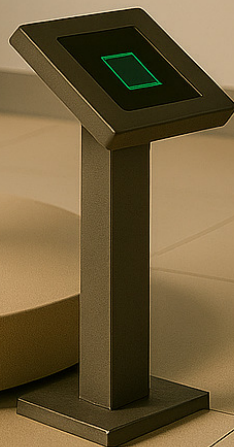




# REWRITE THE WORLD



SOLARPUNK  
EXPO'29



A NETFLIX ANIME SERIES



# CYBERPUNK

## EDGERUNNERS

SEI  NETFLIX

 CD PROJECT RED

× TRIGGER





# PEN DDOS - Installing Direct Democracy OS



ANONYAN



P2P Freed Music. Next: Laws



THE  
GNU / LINUX  
DEMOCRACY

CLL / LIBREO :

- DD POLITICAL PARTY
- P2P ASSEMBLIES NET



High-risk zone due to deficiency



Safe Operating Space SOS



High risk zone due to excess



Unquantified limit



Make The Rules Copyleft  
**Community of Libre Legislation**  
GitLaw & Take Ctrl



#SolarpunkInstallParty

# Solarpunk

INSTALL PARTY

EXPO'29-∞



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK



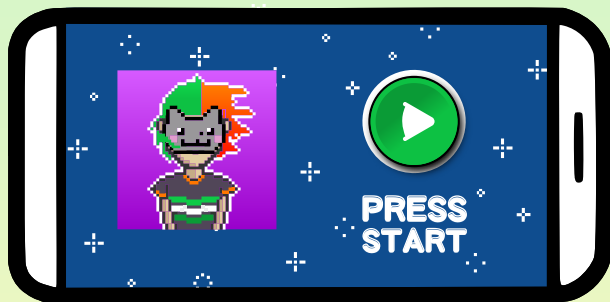




## Libreo – Freedom Strategy Guide

YOUR GAME, YOUR RULES

GOOEYWARE



TO THIS SOLARPUNK JOURNEY, YOU'LL NEED:  
YOUR INTERDIMENSIONAL SUBWAY CARD





## Libreo – Freedom Strategy Guide

### YOUR GAME, YOUR RULES



#SolarpunkInstallParty expands a living wiki-ranobe (Light Novel) recursive universe (aka One Book to set free: for freedom, set free The Books [Trilogy]); SP: book: libro; free: libre. Illustrated by @runawaywithyou & written by me, Jusore (under the pseudonym Anonyan), in which they help to install Solarpunk around the world with Libreo as libre Gooveyware that sticks to your brain. It's a beta v1.0, libre source, a recipe, forkable.

"One Book to set free —the reader or the read? (the answer lies undone)".

"One Book to set free —but whose hands hold the key? (the first chapter is a mirror)".

Anya, Kyara, and Silvya want to reprogram the , that unfair video game. Libreo® will be the key to—amid reflections, laughter, and supernatural phenomena—attempting to free The Books®'s code, which concentrates the privative power of the Social Operating System (final boss), when you see the as a gamified HDD. Press "Play" and rewrite the rules.



Three Books for the Elves, riders of the sky.

Three for the Humans, who dwell on the earth.

Three for the Dwarves, beneath the mountain.

One for the Impact Ladies, who take turns destroying the throne in Liberica, where Lies spread.

One Book to free them all.

One Book to find them, one Book to bring them all and untie them with Truths.

One Book to set free: for freedom, set free The Books.



**LAW  
SPHERE**



**LOGISTIC  
SPHERE**



**MEDIA  
SPHERE**



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK





# THE P2P USB KEY FOR DEMOCRACY



PEN DDOS imagine Democracy as:  
Copyleft (GNU/Linux), Git, P2P (DC++)...



LAW HUB



LOGISTIC HUB



MEDIA HUB



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK





## P2P SOFTWARE FAMILY AND THOSE THAT INSPIRE THE DUAL POWER MODEL AND THE PURE DISTRIBUTED MODEL



DC++ (Direct Connection). **Hybrid P2P of:**  
Coordinating server + peer network. The server helps connect peers so they can transfer files directly between each other.



GUnet. **Pure P2P:**  
All peers are servers and clients that find and connect to each other.



PRE-SOLARPUNK



SOLARPUNK

POST-SOLARPUNK





PKK / COMMUNE



Democratic Confederalism OS forked into  
PEN DDOS - Direct Democracy OS



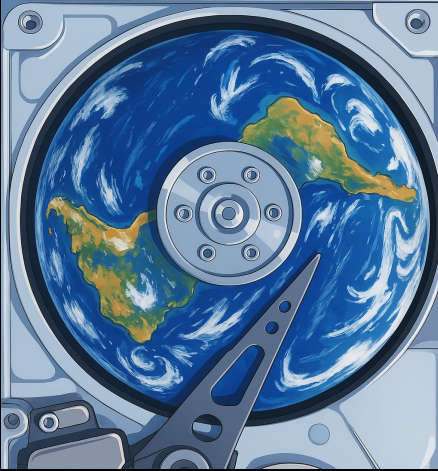
CLL / LIBREO







PHYSICAL LAYER



DRYWARE



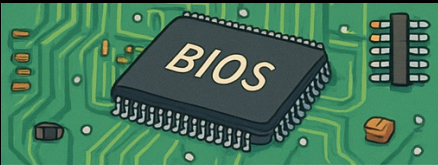
HARDWARE

PHYSICAL LAYER



BIOSPHERE

WETWARE



FIRMWARE



OPERATING SYSTEM

SOFTWARE

LOGICAL LAYER

LOGICAL LAYER



ORGANIZING SYSTEM

GOOEYWARE





FREEDOM SYSTEM PHILOSOPHY



HDD  
EARTH  
DRYWARE



STATES SYSTEM  
EARTH  
SEGMENTATION



CAPITALISM  
OS

GOVERN LAW  
SINGLE POWER  
COPYRIGHT CODE SYSTEM

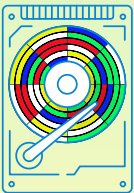


PUBLIC  
OS

STATE  
CENTRALIZED  
EARTH SYSTEM



PC'S  
HDD  
HARDWARE

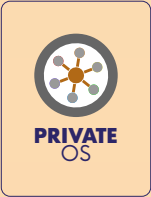


HDD SYSTEM  
FILES  
SEGMENTATION



WINDOWS  
OS

PC SOFTWARE  
COPYRIGHT  
CODE SYSTEM



PRIVATE  
OS

CORPORATIVE  
CENTRALIZED  
PC SYSTEM

1/2

LAW CODE ≈ SOFTWARE CODE

PRIVATIVE  
GOOEYWARE



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK





FREEDOM SYSTEM PHILOSOPHY

LAW CODE ≈ SOFTWARE CODE



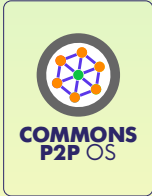
LOCAL LAW  
COPYLEFT  
CODE SYSTEM



HUMAN PC  
COPYLEFT  
CODE SYSTEM



DISTRO  
DUAL POWER  
LAW CODE SYSTEM



COMMONS  
DUAL POWER  
PC CODE SYSTEM



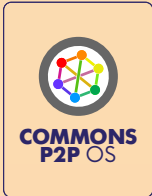
GLOBAL LAW  
DUAL POWER  
COPYLEFT CODE SYSTEM



COMMUNITY  
PC COPYLEFT  
CODE SYSTEM



FULLY DISTRIBUTED  
LIBRE LAW CODE  
EARTH SYSTEM



FULLY DISTRIBUTED  
LIBREWARE PC CODE'S  
HDD SYSTEM

LIBRE  
GOOEYWARE







COPYLEFT DEMOCRACY  
DUAL POWER



BASED IN



GNU / LINUX



BASED IN



CLL / LIBRE



CLL

DD POLITICAL PARTY



LIBRE

P2P ASSEMBLIES NET



PRE-SOLARPUNK



SOLARPUNK



POST-SOLARPUNK



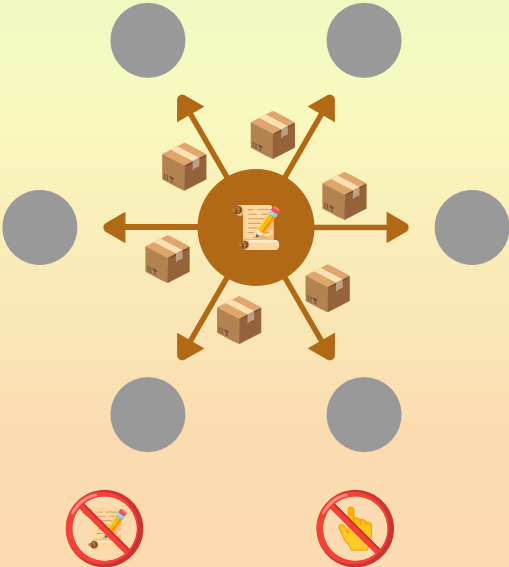


# FROM CENTRAL TO DISTRIBUTED GOVERNMENT



## CENTRALIZED SINGLE POWER INDIRECT DEMOCRACY

● Legislative Political Party  
👤 PPSOE+ (insert yours)



● Person: NO legislating; NO voting for law  
📦 OSG - Official State Gazette





**P2P AS A POLITICAL CULTURE THAT'S DISTRIBUTED: COMMUNITY OF LIBRE LEGISLATION**



**DISTRIBUTED DUAL POWER DIRECT DEMOCRACY**



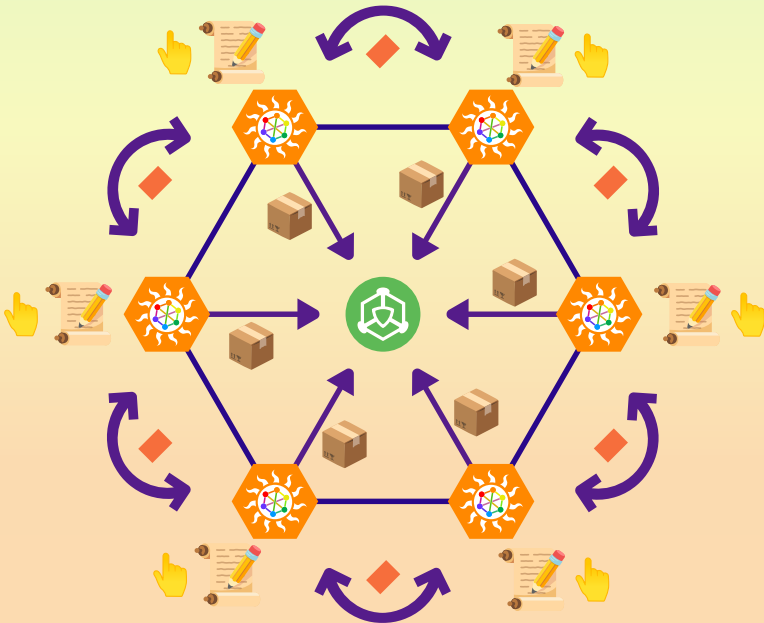
**GitLaw**

**LAW HUB**



**DC++**

● Router Political Party (CLL - Coordinating)



● Peer (Libreo): legislate and vote on the law



ODG - Official Distro Gazette forking the law



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK





## THE ETHICAL-MERCANTILE CONTRACT AS A FORM OF BINDING THE REPRESENTATIVE POLITICAL WILL

### COPYLEFT DEMOCRACY - BINDING P2P ASSEMBLIES NET



EMC

ELECTORAL MAIN QUEST



No one should be able to privatize the legislative process; **laws must be a communal good** that, in order to be legitimate, must be drafted and reviewed by peers. Therefore, let us ensure that laws created and promoted by citizens are binding, incorporated into the legislative framework without modification or partisan obstruction, and **guaranteed** to be implemented **through an Ethical-Mercantile Contract** that it be associated with punitive sanctions against the assets of public officials, as a deterrent measure.



LIBREO



SCOOS  
SPOKESPERSONS



CLL

P2P ASSEMBLIES NET

CONTRACTING COOPERATIVE

DD POLITICAL PARTY



PRE-SOLARPUNK



SOLARPUNK

POST-SOLARPUNK





## THE ETHICAL-MERCANTILE CONTRACT AS A FORM OF BINDING THE REPRESENTATIVE POLITICAL WILL



### RESTAURATIVE OR PUNITIVE JUSTICE



Restorative justice, as practiced in the DC OS, is ideal. However, given the recurrence of political charges globally and our desire to make urgent and profound improvements to the rules of the game, not only where armed conflicts exist, we must rescue what Bookchin proposed, from which the foundations of the DC originate (as long as we have no other option, such as when we abolish money):

«Let us **distinguish between** decisions that are made to **create policies** and those that are strictly **administrative**. Just as a community should not be allowed to be swept up in capitalist customs and market practices, **administrators should not be allowed to make political decisions**. Such practices should simply **be illegal**. The community must establish **regulations**, with **punitive** features, **prohibiting** committees and agencies from **exercising rights that essentially belong to the community in assembly**. However insensitive these measures may seem to delicate libertarian sensibilities, they are justified by a history in which hard-won rights have been slowly eroded by elites and their desire to accumulate private privileges at the expense of the rest.»  
Murray Bookchin — The Next Revolution.



EMC DOCUMENT



PRE-SOLARPUNK



SOLARPUNK

POST-SOLARPUNK





## EXPO'29-∞ | PLAY DEMO(CRACY)

YOUR GAME, YOUR RULES



# EXP'92

SEVILLA

# EXP'29

SOLARPUNK DDOS

The plundering that was the 1992 Universal Expo is the successor to that of 1492. Expos fuel the flame of dreams, as portrayed in the film Tomorrowland and the phrase uttered by its protagonist: "Everything is wrong, but what are we doing to fix it?" They

showcase both the latest technological advances and models and projections of what the dream future will look like.

We call for the creation of the #SolarpunkInstallParty exhibition in every world's corner, not to leave behind the ashes of that catastrophic future, but to liberating citizen sovereignty, a gamified direct democracy, with the motto: "PLAY DEMO(CRACY), YOUR GAME, YOUR RULES", where the mascots recognized from past events are converted into Solarpunk promotional figures, and a new one is created for the occasion; where share the processes we experience in our neighborhoods in the reconversion thanks to the democratization of legislative drafting; where we play our way toward the Solarpunk paradigm.



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK



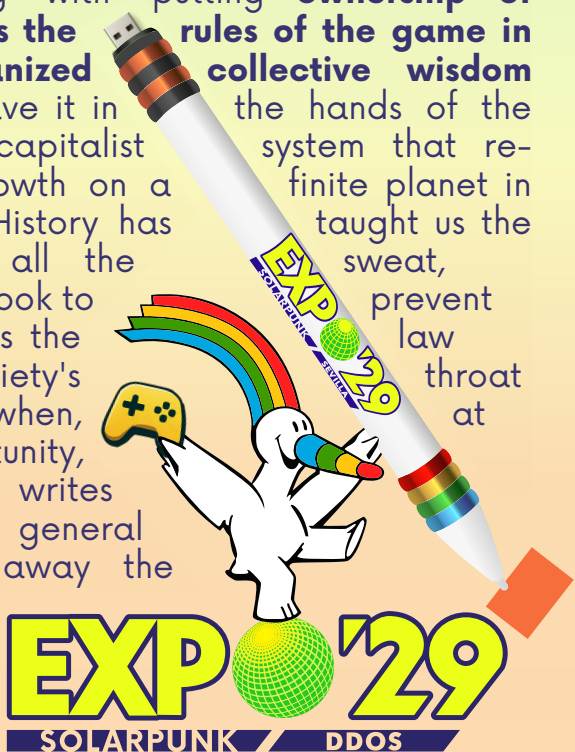


## THE **ETHICAL-MERCANTILE CONTRACT** AS A FORM OF BINDING THE REPRESENTATIVE POLITICAL WILL

### COPYLEFT DEMOCRACY - BINDING P2P ASSEMBLIES NET



We are gambling with putting **ownership of**  
**The PEN that writes the** rules of the game in  
**the hands of organized** collective wisdom  
or continuing to leave it in the hands of the  
suicidal, cancerous capitalist system that re-  
quires unlimited growth on a finite planet in  
order to function. History has taught us the  
hard lesson that all the sweat,  
tears, and blood it took to prevent  
the hand that writes the law  
from squeezing society's throat  
so tightly is useless when, at  
the slightest opportunity,  
that same hand writes  
again against the general  
interest, throwing away the  
social achievements  
that were supposedly won.  
So is time to take  
The **Pendrive's Ctrl.**



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK







PEN DDOS - Installing Direct Democracy OS

# MAKE THE LAW

TAKE CTRL: YOU'LL WIN YOUR FUTURE



## EXP '29

SOLARPUNK

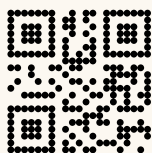
DDOS

**SANCTION  
POLITICIAN**

**REVOKE  
POLITICIAN**

**VOTE LAW**

**MAKE LAW**



ADDS UP KNOWLEDGE, SUBTRACTS HATE

# COMMUNITY OF LIBRE LEGISLATION





## **P2P AS A POLITICAL CULTURE THAT'S DISTRIBUTED: COMMUNITY OF LIBRE LEGISLATION**



## **FULLY DISTRIBUTED POWER DIRECT DEMOCRACY**



**LSC**

### **SOVEREIGNTY MAIN QUEST**



**gnu:net**

We can dispense with political parties in the process of elaboration of the rules of our society, but not with an organizational model to be set up to replace the present one. We know that the ruling class will do everything possible to avoid any form of Direct Democracy (deliberation, etc), so we must play with several modes with their respective **live role** strategies. One of these consists of players collecting signatures (from **50%+1** of the territory inhabitants) of a **Libre Self-Government Constitution** for Social Contract renegotiation that grants legitimacy to the Greenholds creation in the neighborhoods, and then coordinating in a **DDoS** (Distributed Denial of Service) to occupy the municipalities town halls once the threshold is reached. Another could be to play the simulation of such occupation with Airsoft/Paintball players as a version of "The first days of the revolution" (live role-playing game), that by means of some software monitor the number of players in their territory to organize more and more numerous games that, at the moment of the occupation, give support to the brave occupying liberators players.

**LSC DOCUMENT**



PRE-SOLARPUNK

SOLARPUNK

POST-SOLARPUNK





In 1936, thanks to anarcho-syndicalism, 25% of Spain was governed by assemblies of ordinary people for almost a year. There were many reasons for its demise, but the main one was a **lack of training and equipment**. This was one of the

experiences that inspired the creation of Communalism, and therefore, of Democratic Confederalism.

Now more than ever, it is urgent to prepare in the whole World. Let us not make the same mistakes of the past.



PRE-SOLARPUNK



SOLARPUNK

POST-SOLARPUNK





Sovereign neighborhood assemblies in Kurdistan are about 20-150 people. A planetary Greenhold network is ambitious, but we can imagine each census section as a virtual space of legislation in an open P2P platform (IPFS, GNUnet), where each neighbor can eventually enter, in such a way that it serves as a bridge to, later, be able to have in-person assemblies, without losing the digital.



# SOLARPUNK

## POST-SOLARPUNK



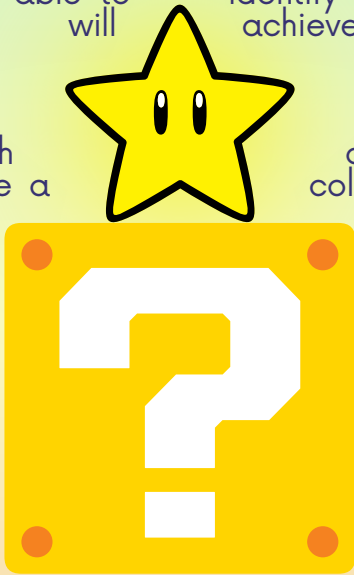




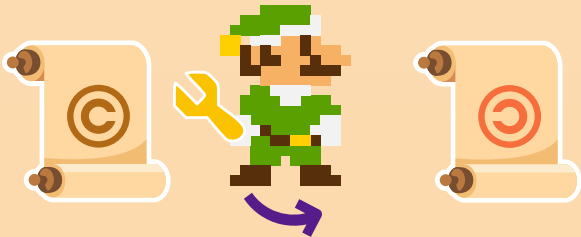


STAR MEASURE AND MINIMUM PROGRAM

It has been more than demonstrated that the more we broaden a discussion in participants, the greater the difficulty in reaching agreements. This leads us to think that among the whole collaborative legislative process we'll be able to identify a single star proposal that will achieve the greatest support and generate the least general friction (stop wars? health? housing? anti-corruption?). Such a measure can help us to create a collective desire that goes beyond the differences that separate us, in order to participate in the process in diversity.



From the same process from which the Star emerges, will Measure emerge the Program of the Minimums, more than the basic package of political measures to be implemented as soon as they reach sufficient weight to be implemented (absolute majority), towards a Program of Maximums, or what is the same, to bifurcate the entire legislative package of the current organizational system.





## ECOSOCIAL QUALITY CONTROL



LAWCRAFT's main quests are key points in ensuring that the **legislative life cycle** complies with an EQC (Ecosocial Quality Control) that will allow us to move steadily towards the EHZ (Ecosocial Habitable Zone). However, if we aspire to achieve a standard whose seal is a guarantee of

political quality, we must investigate each part of the cycle to identify what tools we can create or adapt that will be useful to maintain a strict and rigorous reliable model prepared against elitist onslaughts and their insistent corrupting stubbornness.

By bifurcating the rules of the current game, there are various materials and methodologies that can be used for collaborative legislative drafting. Moreover, if it makes sense to use AI, OpenData and BigData for anything, it is to facilitate the work of **synthesis and aggregation of collective knowledge**, which will always be greater than that of a few advisors.

For legislative elaboration we can adopt tools of Democratic Confederation with the **Situated Knowledges** in Peer Review from the councils (what serves for scientific rigor and women's science, serves for legislative rigor), **feasibility reports**, the Open Council, the Citizen Assembly, the Donut Economy (and Basic Income / Maximum Income), the CG Matrix (Economy for the Common Good), Adhocracy, Sociocracy, etc; maintaining the balance between the greatest informed participation and the greatest effectiveness.



PRE-SOLARPUNK



SOLARPUNK



POST-SOLARPUNK





## ELECTORAL MAIN QUEST 1/2



In order for a player to be part of CLL and assume the role that allows them to stand for election, they'll have signed the EMC. This will turn them into a sort of '**router**', a carrier of packages of political measures elaborated by the whole of the participatory society, LAW CRAFT being an important tool in this promotion. This

contract will include a statutory dress clause (a sign of identity that reflects the true function of a public employee), in the style of a parcel delivery company, on which the CLL logo must clearly appear.

The drawing of lots has long been considered democratic, while the election is aristocratic. Being one of the main quests of an electoral nature, players who wish to perform it, may choose to submit their candidacy for the selection draws of routers for the CLL, fulfilling some basic requirements (such as not having a criminal record). Optionally, we will be able to carry out the draws based on Libreco councils (education, health, economy, ...), in case we wish that those who adopt minister, councillor, commissioner, secretary, ..., have notions of the laws that they route as political routers, and can face questions from the mass media.



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## ELECTORAL MAIN QUEST 2/2



As far as possible, CLL shall establish rotating and revocable assumption of positions that give freshness to their exercise. Any router will be able to voluntarily resign their position based on their freedom of conscience when they does not want to route a law with which they does not agree, leaving such responsibility to the next router who does agree.

CLL, as a political router, will remain at all times a minimalist tool. This means that we will reduce its organism to the minimum expression, avoiding that it has duplicity with Greenholds, councils, etc; which will also allow us to reduce personal attacks because it simply shouldn't have almost more personnel than routers. The functions usually performed by a political party, are taken over by Libreo. In addition, knowing the multiple forms of lobbying pressure with which they'll try to sabotage this mission, it will be urgent to implement a protection program, in the style of witness protection, which will allow to protect the router and their close ones, to avoid corrupting pressures.



PRE-SOLARPUNK



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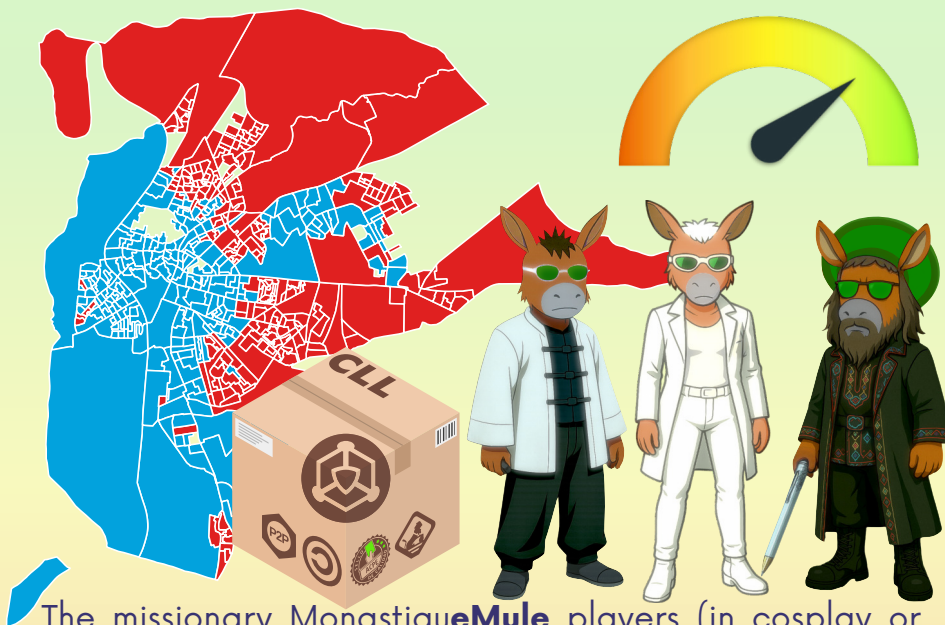
POST-SOLARPUNK







## MAIN QUESTS METER MAP



The missionary Monastique**Mule** players (in cosplay or common clothes) will carry, in the networks and in the streets, the word of LAWCRAFT for mass adoption in order to unlock achievements.

Both sovereigntist and electoral missionaries can use income-electoral segmentation maps that allow them to monitor the progress of the main quests and focus their energies when launching their 'conversion invocations to the LAWCRAFT creed' on the citizenry. If they manage to recruit enough lawcraftians to the cause, the uncovered map of their territory expands and the level of Common Mana will grow along with the number of missionaries for the main missions that will grow, making the meter approach the threshold goals set by those missions, required to unlock next activation levels that allow them to be achieved.



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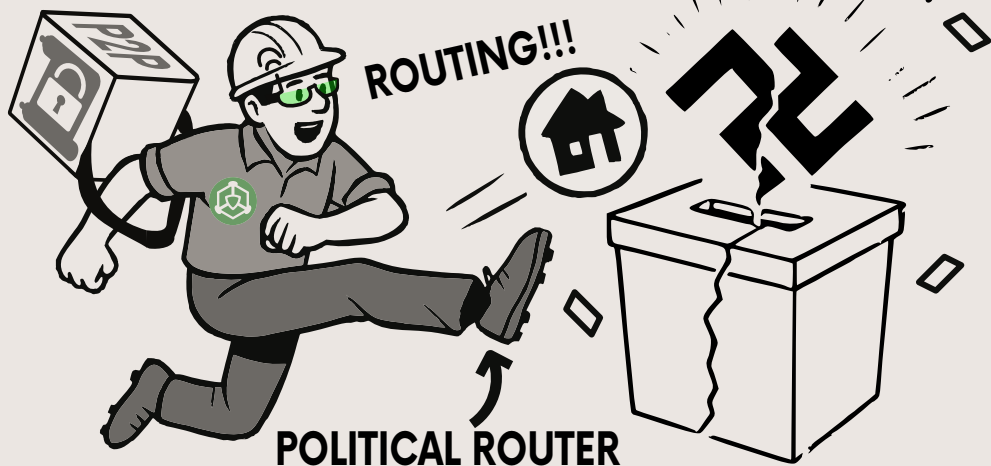
# DIRECT DEMOCRACY?

## OXYGENATE THE DEMOS, THANKS!



NO REPRESENTA  
TIONAL FILTER  
NO LEGISLATORS  
WE SPOKESPL  
TRANSPORT  
POLICIES, WE  
DON'T MAKE'EM!

IF YOU PART AND  
SHARE YOU WILL  
DISTRIBUTE THE  
WHOLE CAKE



PEN2 - PARTED IN 2 PARTY, GET NO WIRES!!

■ PEN2 ■ LIBREWARE DEMOCRACY, RENEWS THE BOX!!



## HUMOR AS PARTICIPATORY CATHARSIS

Alfredo Miñambre is a fictional political party's president



**PEN2**

character created by the Sevillian poet Felipe Bolaín as a satire of political discourse. In one of his public performances, Miñambre appeared in the Plaza Nueva in



Seville, where he offered a meeting full of puns and absurd humor, with the aim of parodying the verbose way of political speech, full of much ado about nothing.



The Spanish word "Partida/o" is quite ambiguous, as it can mean anything from: something divided into parts; a political party; a game encounter (chess game, soccer match); birth document; departure on a journey; or even a group of armed people. And furthermore, the name of Miñambre's political party "PEN2 - Partido EN 2" (Parted into 2), plays both with meanings of 'pen' in English with respect to the pen/pencil with which the law is written, and with its possible colloquial use when referring to (two, in Spanish "dos"), pendrives.

In this Install Party's exercise of imagination, we have given a twist to its play on words by including a couple more meanings with "PEN DDOS", either as DDOS - Direct Democracy Organizing-Operative System), or DDoS - Distributed Deny of Service. His character helps us to carry an affable message loaded with transformation.



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## MAN-IN-THE-MIDDLE ATTACK



Delegating in democracy is what leads to the existence of traditional political parties, delegating political decisions is not trusting, it's neglect of responsibility. Therefore, be responsible, avoid the legislator politician Intermediary Attack between you and the LAW Power's Book, play LAW CRAFT and act politically. Any policy that society don't make, will be made against society. Talking about democracy and silencing the people is a farce. Make the law, or they make it for you.



PRE-SOLARPUNK

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KNOC, KNOC...  
CAN YOU SEE THE SYSTEM'S CODE?... ■



ARE YOU A

WATCHER

OR

PLAYER



PRE-SOLARPUNK

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POWER CORRUPTS...

ABSOLUTE POWER CORRUPTS ABSOLUTELY

DIVIDE THE PEOPLE AND THE POWER WILL WIN

DIVIDE THE POWER AND THE PEOPLE WILL WIN



TECHNICAL DOCUMENT



PRE-SOLARPUNK

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## LOGISTIC HUB



Imagine it as a place to implement a prosperity economic paradigm with a regenerative, distributive and care-based economy that progressively overcomes the scarcity logic of exchange and monetary intermediation. Upon en-

tering, we see options for borrowing objects, like a kind of library; a basic repair and self-manufacturing area; but above all, as if it were a beehive where things are moved to where they're needed, there's an input and output flow of materials without buying and selling, we only keep a logistical record where the priority is to meet the needs (first basic and then others), not to give to receive something in return, following the philosophy of the Economy of Maternal Giving's cycle. What better way to give a new life to a forgotten former mall.



**View** of a local Solarpunk's logistic warehouse, from the economical logistic network, in a regular community day life breathing prosperity.



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ECOSOCIAL LIMITS

In this new economic paradigm transition, we reduce by law the exorbitant inequality of resources between classes, territories and sexes; and we set a series of healthy limits of social base (lower and upper monetary limit with the Basic Income and Maximum Income, and of accumulation of resources) and ecological ceiling; with this **we have separated labor from material existence** to stop putting our lives at risk as if we were playing Monopoly with them (they should not depend on fluctuating supply and demand), freeing ourselves from tripalium wage slavery in favor of a vocational labor landscape, automating tedious tasks and better rewarding the less gratifying ones that are not yet automatable. People will get a real bargaining power.

The richest 10% of the world's population generates almost half of the total CO2 derived from consumption habits. 17.7 Gt out of 36.1 Gt total.

Let's plan The Economic and Toxic Curve!

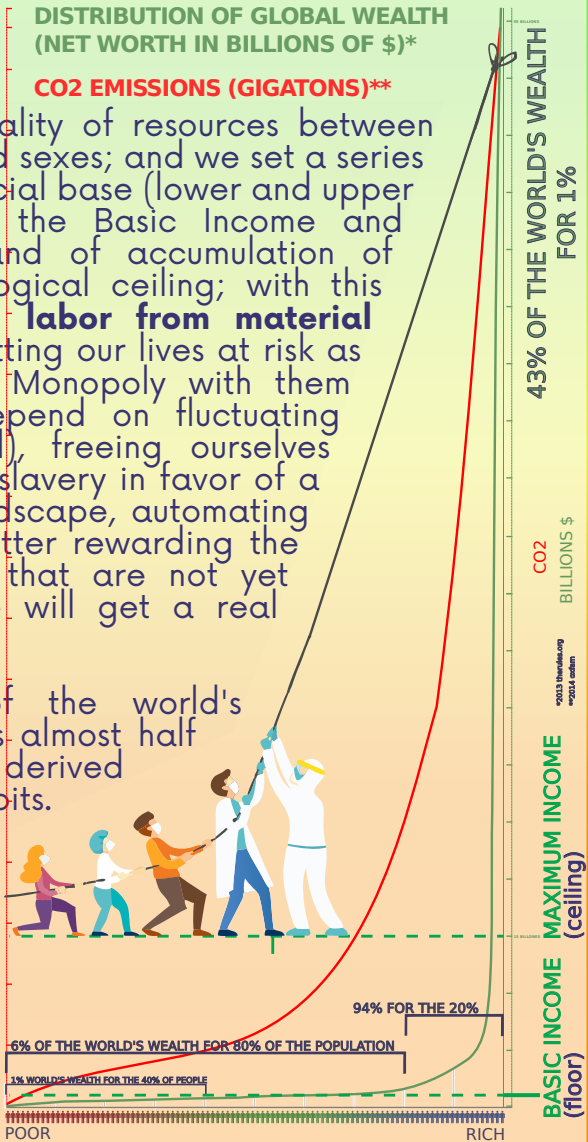


18 GIGATM

DISTRIBUTION OF GLOBAL WEALTH  
(NET WORTH IN BILLIONS OF \$)\*

CO2 EMISSIONS (GIGATONS)\*:

96 BILLIONS



SOLARPUNK

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## ECONOMIC PARADIGM TRANSITION 1/4

### GIVE TO RECIEVE DIRECTLY



### BARTER

Once the material subsistence of the entire population is assured within the ecosocial limits, putting into practice the approaches of Degrowth and the Transition Town Movement, we can **implement a system of payment in kind** (products and services) for community workers, avoiding the dangerous dependence on the fluctuating market and value of foreign exchange. In this way, people have more security, without their livelihood depending on external factors such as demand. The payment of every worker, as a minimum and not as a maximum, would consist of four elements: 1. Decent housing, with self-sufficiency and / or supply of electricity and drinking water. 2. Basic consumer goods, such as food, clothing and hygiene products. 3. Health care and medicines. 4. Education.

As long as the totality of labor is not automatable, as demand goes down, the Distro (managed from the Greenholds in an integral co-operative way), must reassign labors to professional jobs as close to their own as possible, where they are required, without their standard of living being harmed.

### GIVE TO RECIEVE INDIRECTLY



### INTERMEDIATED BY MONEY (FIAT, LETS, TIME, ETC)



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## ECONOMIC PARADIGM TRANSITION 2/4

### GIVE TO COVER NEEDS



### DIRECT P2P PRODUCTION/CONSUMPTION ROUTED WITH COMMUNITY WAREHOUSE

By putting a price on everything, we are putting our lives at risk, since work depends on demand, and if demand goes down, so will work, and that means that even if you want to work, you won't be able to do it, since you'll be fired and, therefore, you won't have money to pay for your living. Money turns us into slaves and reduces us to merchants when, before that, we're people. **In a cohesive society, money isn't exchanged, but direct production and consumption are maternally managed.** Securing life must be independent of business, life mustn't be a business; basic necessities such as housing, food or energy mustn't be traded, as that turns life into a game of "every man for himself". The goal is self-sufficiency: working as a team to produce collectively, not individually for money. To this end, we can create our own industrial fabric in all productive areas, so that society produces first the essentials and then the rest, without depending on private companies whose sole objective is private profit. In the transition period we'll be able to choose between the private sector (money) or the community sector (in kind), but the Distro will guarantee housing, food, health and education.



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## ECONOMIC PARADIGM TRANSITION 3/4



In the transition, domestic dependence on absent or scarce raw materials (oil, gas, cobalt) will require monetized imports. To finance it, surpluses will be exported in exchange for money and will be collected from spending on community and/or public products and services by tourists and private sector workers. With the proceeds, we'll buy raw materials required for the operation of our industries, and the surplus will be distributed among society together with its Universal Basic Income, so that, apart from the salary in kind, we'll be able to spend on private products or services and make monetary expenditures abroad. **In the long term**, when the foreign territories that provide us with the raw materials we lack adopt this type of economy, **money won't be needed.**



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## ECONOMIC PARADIGM TRANSITION 4/4



The same applies to the whole planet: global needs will be met without exchanges, as a single territory without borders, truly living in community.

Progress must consist of finding better and better ways of living within the planetary limits, using methods that allow us to apply the most advanced proposals for greater ecosocial improvement. Human beings are capable of building houses, hospitals, schools, generating energy, producing food and more, so we shouldn't accept a system where having a dignified life is an unattainable achievement. Having a home, a guaranteed material existence and a decent labor shouldn't be a privilege, but the norm.







# LAWCRAFT

CREATE THE LAW BY PLAYING



## SURVIVAL MODE - LABOR PARADIGM TRANSITION 1/10

The impleme  
of UBI  
a  
radical  
the labor  
paradigm,  
for which  
we  
coined  
new  
terms.

Downwork  
/ Downjob:

Forced,  
consens  
survival-  
labor rela-  
go through life  
down. PreUpwork /  
chosen, consented but austere work relationship, thanks  
to the conditional subsidy in community emergency  
refuge. You don't feel like a failure.

**Upwork** / **Upjob**: Freely chosen, consensual employ-  
ment relationship, thanks to guaranteed material  
existence (UBI). You go through life with your head held  
high.

donut go extinct



widespread  
ntation  
implies  
change in  
conception

be refugee!

non-  
ual,  
necessity  
tionship. You  
with your head  
PreUpjob: freely



PRE-SOLARPUNK

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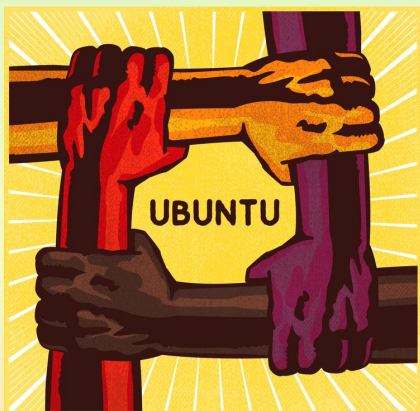


# LAWCRAFT

CREATE THE LAW BY PLAYING



## SURVIVAL MODE - LABOR PARADIGM TRANSITION 2/10



And what do those of us living on the razor's edge, falling off the bottom of the social pyramid or already out of it, do? Whether we want a job or to defect from labor blackmail, we need a "lifeboat" to get enough Common Mana to stay in the game.

First **we declare ourselves Refugees from the Class**

**Warfare** openly declared by Warrent Buffet in 2006, one of the top 1% of the economic elite; for protection must be afforded to all people equally.

Second, in Survival Mode, we live austere and usually the monstrous States attack us by forbidding us to play it because there's no territory without an owner and they make our subsistence cost money, instead of being able to supply us with the Earth's resources. We need to stick together and join quests. To do it, we organize ourselves into **self-rescue refuge cooperatives, SOOS Refuge**, inspired by projects such as 'Two Steps Home' and 'Tiny Tiny Homes', which by providing us with the **Bassicle** refuge-vehicle, gives us a minimum of material freedom and allows us to:



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# LAWCRAFT

CREATE THE LAW BY PLAYING



## SURVIVAL MODE - LABOR PARADIGM TRANSITION 3/10



**A)** To **reduce the stress** of living badly in the interperie without knowing if we'll make it to tomorrow. **B)** To avoid maintaining **rentier parasites** / entrepreneurs (**parasites of surplus value**). When material existence isn't guaranteed, there's no freedom to reject the conditions of the 🦖 dino-entrepreneur/market, systematically violating consent in labor relations. There's no "Just yes is yes" law of the labor relationship. **C)** Seek preupjob and/or promote self-sufficient models of life independent of wage slavery (even with good conditions, a golden cage is still a cage), of community support in coexistence and sustenance. **D)** Promote the deployment of LAWCAFT, problem mapping quests and initiatives/proposals to address them. **E)** Develop a **SOOS Refuge** cooperative's modular growth towards being a **Nomadic Integral Cooperative** that facilitates the economic model transition and **mobilizes the population around the main responsible**, alerting and informing about the true fraudulent nature of the monetary system and its imposed cyclical pyramidal swindle of debt concentrating the wealth of the majority in a minority, with a view to migrate to an Ecosocial Habitable Zone where to avoid greater evils resulting from recessions, depressions, bank panics and bank runs 'corralito'.



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# LAWCRAFT

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## SURVIVAL MODE - LABOR PARADIGM TRANSITION 4/10



### DownJob (forced labor)

#### Situation:

- A. **Labor without guaranteed material existence** under systemic coercion. Head down.
- B. **If you don't get a job, you die** with the difficulty of accessing and maintaining a benefit.

#### Characteristics:

- A. Sale of labor power to survive, with **constant uncertainty**.
- B. **Relationship not genuinely consented, without bargaining power.**
- C. **Submission to the economic power** of those who make the labor offers.
- D. Physical, psychological & existential **exhaustion** leading to mental and physical illness and death.





# LAWCRAFT

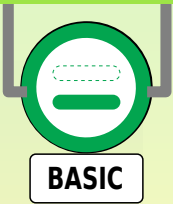
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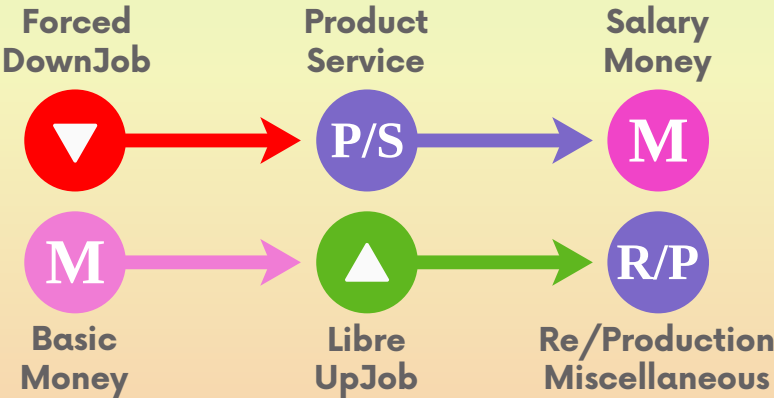
## SURVIVAL MODE - LABOR PARADIGM TRANSITION 5/10



### Paradigm Transition



Reversing the re/productive equation:



- ✓ **Without guaranteed material existence** there's a power imbalance in the employment relationship that prevents genuine consent. Failure to acquire a DownJob is a **risk of death**.







# LAWCRAFT

CREATE THE LAW BY PLAYING



## SURVIVAL MODE - LABOR PARADIGM TRANSITION 6/10

### PreUpJob (semi-libre labor)

#### Situation:

- A. **Subsisting on conditional material existence** covered under systemic surveillance.
- B. **If you find a DownJob** that pays more than the (CB) Conditional Benefit, **your benefit is taken away.**

#### Characteristics:

- A. Access to **greater certainty** thanks to the CB and the **individual vehicle in cession of use.**
- B. **Drastic reduction of expenses** in services thanks to radical self-management (rent, light and water).
- C. **Possibility of limited vocational labor** not subject to the market (art, study, food forest).
- D. Even **under surveillance** and austere living conditions, **but in community.**



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# LAWCRAFT

CREATE THE LAW BY PLAYING



## SURVIVAL MODE - LABOR PARADIGM TRANSITION 7/10



### Emergency refuge

#### Addressing the systemic housing / money crisis:

- ✓ The **SOOS Refuge** cooperative proposes to use a **solar tricycle camper**, the **Bassicle**, as a "lifeboat" that gives **preventive** and **transitory** life support, **mobilizes against housing hoarding** and creates **degrowth community**.
- ✓ By adding you with a **non-fixed address** in the **resident registry, individually**, you can overcome the biggest barrier to **accessing a CB**, and not maintaining a landlord or mortgage.
- ✓ **Get out of the labor race against automation** imposed by the owners of the machinery and the carcinogenic logic of grow or die in a finite planet. **Let's distribute the re/productive labors**, and **let's automate to work less and with vocation**.



PRE-SOLARPUNK



SOLARPUNK



POST-SOLARPUNK





# LAWCRAFT

CREATE THE LAW BY PLAYING



## SURVIVAL MODE - LABOR PARADIGM TRANSITION 8/10



### UpJob (libre labor)



BASIC



MAX

#### Situation:

- A. Labor with **guaranteed material existence** by vocation. Raise your head.
- B. **Basic Income** (UBI) as a **citizen's right** and **Maximum Income** (MI) as a limit of accumulation.

#### Characteristics:

- A. Labor is the UpJob that honors human dignity **without uncertainty**.
- B. Fully **consented labor relationship**, **with bargaining power**.
- C. **Cooperative capacity**, care, study, activism, rest and recreation.
- D. Libre time and life to **revitalize body, mind and community**.



BASIC  
& MAX





# LAWCRAFT

CREATE THE LAW BY PLAYING



## SURVIVAL MODE - LABOR PARADIGM TRANSITION 9/10



### Strategies

Quests collected in pamphlets:

- ✓ **Integral Cooperative** and **Transition Movement**.
- ✓ **Mobilization** around places frequented by the rich and politicians.
- ✓ **Direct Ecosocial Democracy** in which to train the population to legislate collaboratively.
- ✓ **Right of Rebellion** to invoke and facilitate for the implementation of a new Social Contract.
- ✓ **Ecosocial Habitability Zone** (UBI/MI) that sets sustainable ecological and social limits.
- ✓ **Maternal Give Economy** as an umbrella for a new care-based economy.



SURVIVAL



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POST-SOLARPUNK





# LAWCRAFT

CREATE THE LAW BY PLAYING



## SURVIVAL MODE - LABOR PARADIGM TRANSITION 10/10



Imagine a Rolling City. Different modules of everything:

**Community greenhouses:** Cities that have not yet food forests will find mobile community greenhouses very attractive to stock and care for.

**Self-cleaning toilets:** They're usually private and scarce.

**Power plant:** Surplus solar energy can be interesting.

Way of launching: crowdfunding.

Way of expansion: members' contributions.





**TOP SECRET**





