Process and Reality

The S.P.A.C.E consortium

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> There is urgency in coming to see the world as a web of interrelated processes of which we are integral parts, so that all of our choices and actions have consequences for the world around us.
>
> —Alfred North Whitehead

primordial nature

- A game can be shaped by chance, deliberation or a combination of both
- There can be one or more players (players can play alone or in groups)
- The players should agree on the scope & duration of a game
- The cards can be fixed, or malleable during the game
- There are three categories of cards (O,Q & V)
- There may be a malleable category of cards if required (i.e. “Blank Cards”)
- There are specific (immutable?) relations between cards (e.g. O & Q)
- There are distinct cycles of the game (establishing, proposing, realising...)
- The game can progress (accrete?) by either general deliberation, cycles, or a combination
- The game may have effects beyond the cards, player and rules...

space

- a game needs one or more decks of S.P.A.C.E cards
- play occurs in ’the environment’ (a clear area to play the cards)
- cards not in ’the environment’ are part of ’the penumbra’ (area around the play)
- there is a ’wider realm’ which contains the game but is not the game.

a continuum of overlapping events

process (L0) in outline

- decide on starting conditions, scope & duration of the game
- play the starting cycle (establishment)
- play a cycle (continuation)
- “realise the proposition“ (optional?)
- conclude the game, or continue with another cycle

decide on starting conditions, scope & duration (L1)

- decide on how to begin the game. options: `chance` or `deliberate`
- decide how many `cycles` that the game can take. options: a fixed number, fixed time(?) or endless

- decide if there are any specific relationships between the cards & things in the wider realm (advanced option?)
- (anything to decide about the 'wider realm'?)

play starting cycle (option: chance)

- divide deck in to O, Q & V piles
- shuffle & place each pile face down
- each player takes a card from the O & Q piles in turn
- put cards face-up in the 'environment' as pair(s)
- repeat as required (maybe?)
- (organise by proximity i.e closer or further form centre)
- take as many V cards as required

play starting cycle (option: deliberation)

- divide deck in to O, Q & V piles. place cards face up.
- discuss which cards could be most relevant/interesting/generative/etc
- each player takes an O and Q card and places the pair in the environment
- repeat as required
- (organise by proximity? i.e closer or further form centre)
- repeat the process for the V cards

play starting cycle (option: combined?)

- start as (option: chance) but take several cards from each pile
- each player decides from their own 'hand' as to which pairs to place

OR

- each player is dealt an occasion card and can pick a qualifier to describe the current situation.
- etc
- (choose the verbs)

select the verbs (option: chance)

- shuffle the V cards. face down.
- take one card from the deck at the beginning of each cycle

OR

- take cards from the deck, one for each cycle you have decided to play
  - place card(s) to the left (?) of the environment face up.

select the verbs (option: deliberation)

- decide which V cards should be played, based on 'deliberation' as described above.
- there should be as many cards as the number of cycles that has been agreed upon.
- place card(s) to the left (?) of the environment face up.

continuation cycle (options)

NOTE: a cycle is made of a number of rounds. cycle 'ends' when a proposition is realised. NOTE: a round consists of each player playing in turn (counterclockwise?) around a circle.

- cycles can be played 'open' or 'closed'
- in an 'open' game, all cards are available and placed face up around the 'environment' (aka in the penumbra)
- in a 'closed' or 'chance' game the O, Q cards are divided into separate decks that are face-down.
  - players can be dealt a 'hand' of potential pairs (which should be more than the number of cycles) or take cards one-at-a-time

begin the continuation cycle

- r0. each player adds a qualifier to the propositions in the environment (either to one proposition or to connect two propositions) the qualifier should make it more appealing to entertain the propositions in the wider realm.
- rn. each player can add one card to the environment. it can be either O or Q and must 'pair' with another card in the environment (i.e. O played next to a Q, or a Q played next to an O)
  - at some point (further?) a V card can be played (see below)
  - if players agree to 'actualise the proposition' the round is concluded. if not, play another round.

verbing (options)

during the continuation cycle, a verb can be played on a P (proposition, pair or pile...)

- the possibility of playing a V card can rotate to each player with each round

OR

- the V card can be introduced by any player at any time
  - when a V card is 'played' is it attached to a P, and provides a 'lure' to enact the proposition.
  - the player that has played the V card describes how the P can be 'actualised' in the 'wider realm'
  - other players can agree, or not (and remain 'unlured')

realising the proposition

- (immantize the eschaton in the wider realm as agreed...)
- at this point the game can conclude, or continue
- if there is another cycle of the game, then group the 'realised' cards with the verb (in a pile?)
- (maybe: The propositions that were not actualised in the cycle are moved to the penumbra)
- each player plays a Q card on the realised P (and discuss if required...) NOTE: eqiv. to round 1 of cycle
- begin the 'next round' of the 'continuation' cycle

occasions of experience

`to be continued…`

diagrams

general flow

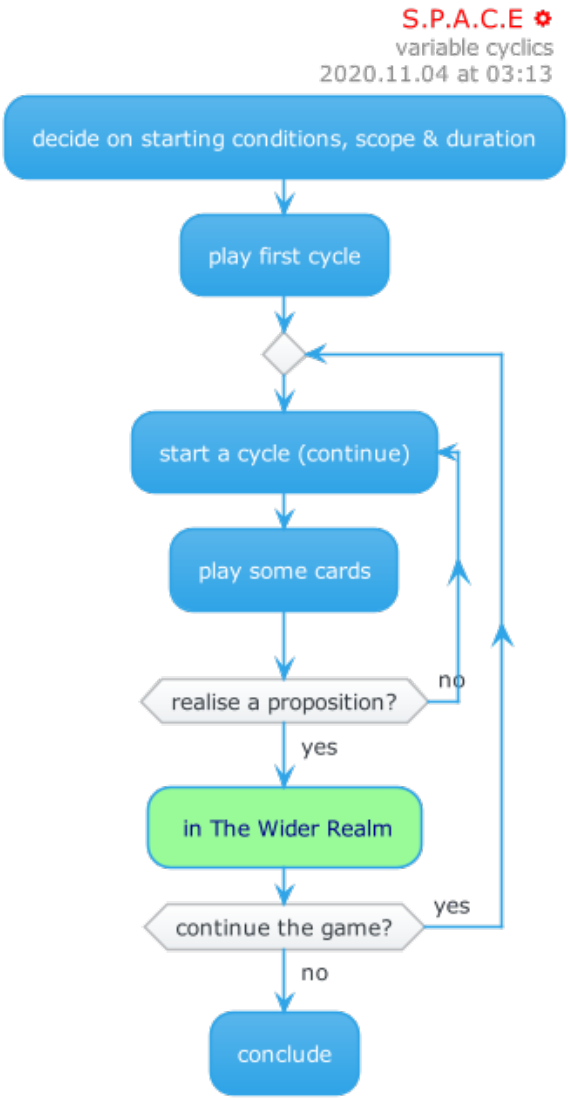

Figure 1: gameflow overview

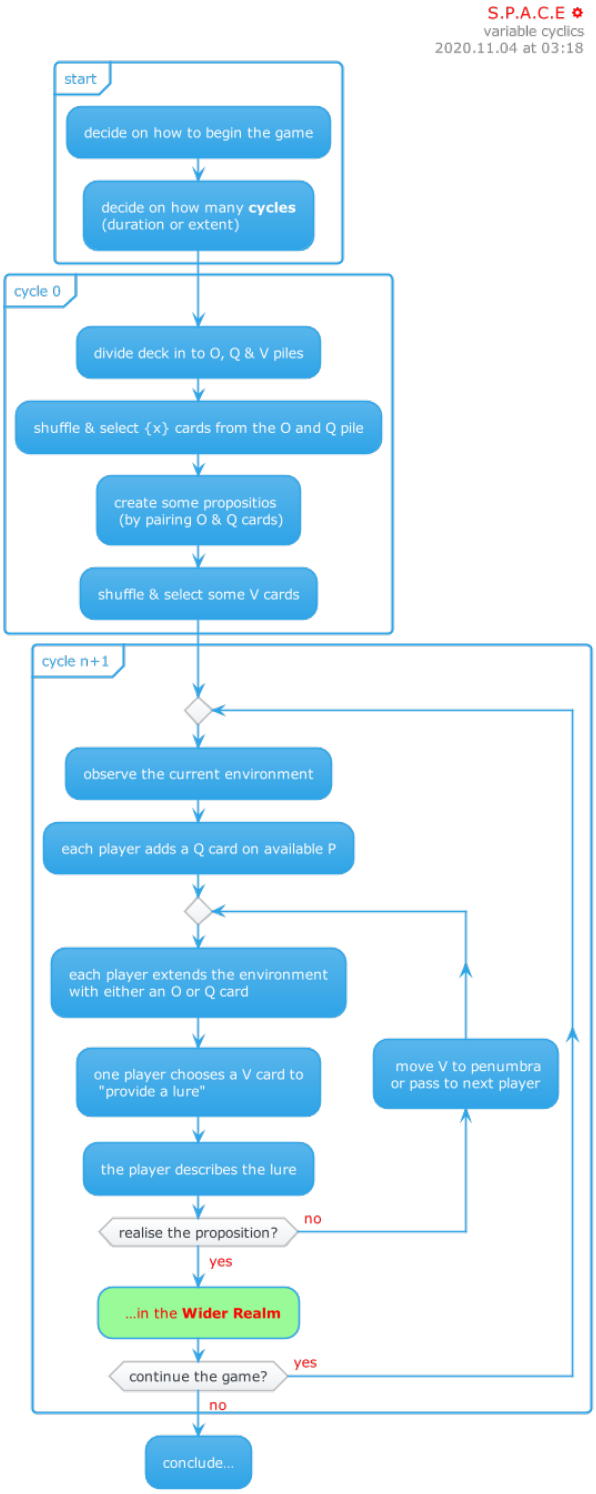

Figure 2: game flow in detail

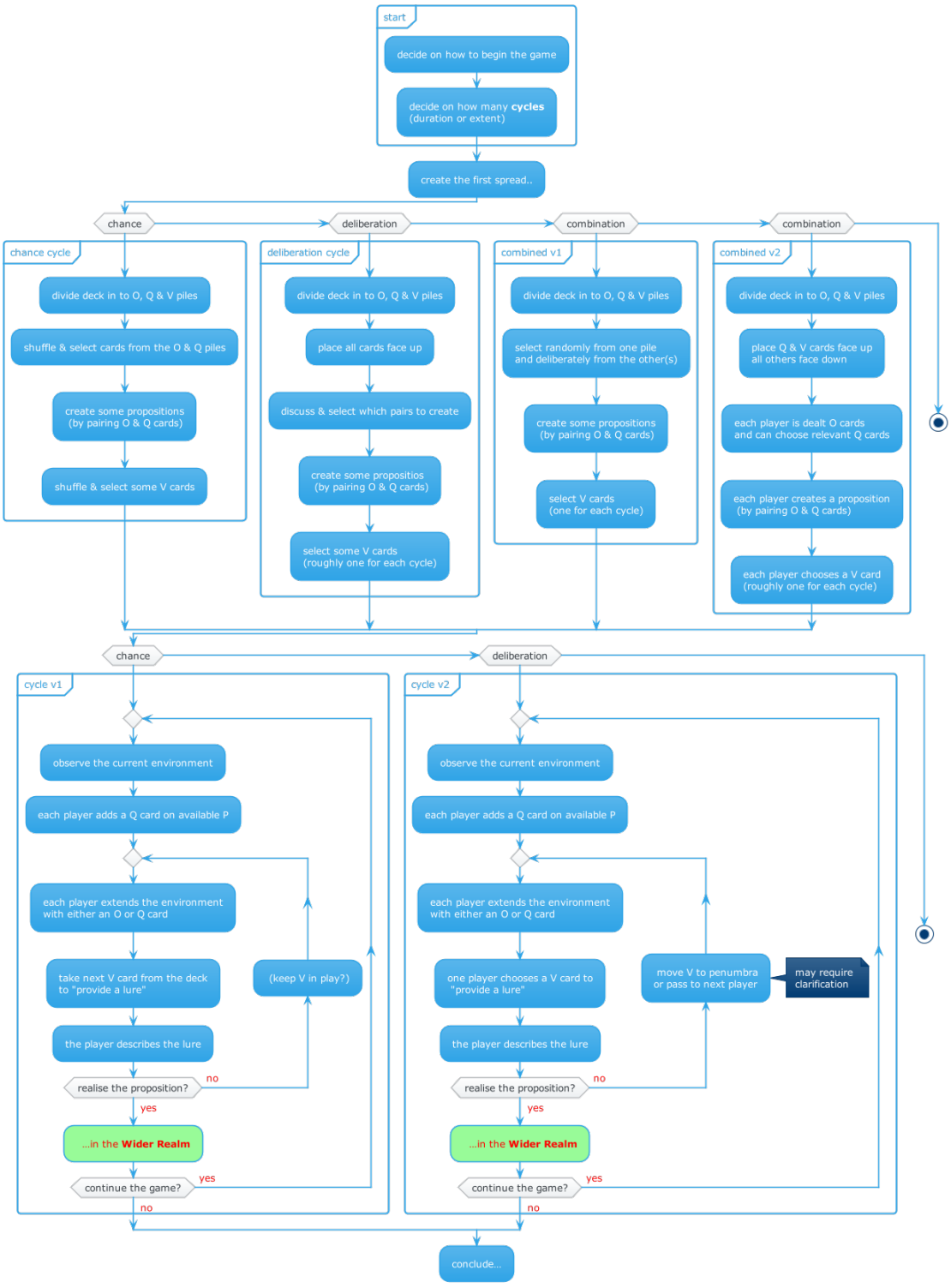

Figure 3: parallel flows in detail