

SPARK ACS

(Matrix Code: **SPARKACS.00** for StartOver.xyz game.)

DISTINCTION: As a creative genius trapped in a fearful greedy world gone mad but sedated, your destiny unfolds through getting out.

NOTES: But you can't make it alone. There are hinds and helpers holding doors open whenever the police are not able to shut them down.

The obstacle in modern culture and what it leaves out:

- The other three (...)
- Adulthood
- Navigating space
- Archetypal Lineage
- Pearl
- Destiny

Can you become yourself? Can you build a new culture where you are a game builder and a storyteller? Can you communicate this new gameworld to others in an attractive way?

The story formulates the player experience. The story puts authorship in the hands of the players so that they can design their own experience.

Create a context to play in full of rewards and delight – do not overwrite the story so that there is space in which it can emerge. This game is a vehicle of expression for the player.

Focus on the consequences of player decisions.

Collaborative storytelling.

Character develop their values:

1. Intrapersonal – self problems, money, time, health
2. Interpersonal – relating problems
3. Team problems
4. Humanity's problems

“A good game design designs and explores an unstable boundary between decision spaces.” Allen Varney

How much do players need Non Player Characters? Eg: Healers, Possibilitators who can lead processes for them that change their lives.

EXPERIMENTS:
SPARKACS.01
SPARKACS.02
SPARKACS.03
SPARKADS.04

