

THE NEW CIVILIZATION GAME

Definition

A civilization is a living economic system powered by ideas.

Its work is to help its active parts survive, and to expand their knowledge, responsibility, and control. It also expands affinity, reality, and communication; matter, energy, space, and time; ethics, technology, and administration.

When ideas are blocked, or when economics are suppressed, civilization reverses direction. It shrinks. It wastes or damages the very parts that should be protected: individuals, families, groups, businesses, organizations, governments, races, species, animal and plant life, the physical environment, energy resources, spaces, time, ideas, spiritual values, beings and religions, aesthetics, art, and systems of conduct and ethics.

To rescue a failing civilization, the destructive pressure must first be found and named. Then a strong positive alternative must be created, spread with comparable force, and financed on a stable basis. Its production and exchange must remain free from unnecessary restraint. Its results must be reviewed, corrected, and strengthened. Its values and aesthetics must be carried broadly. And its survival and expansion must be evaluated, planned, and coordinated with responsibility.

The senior coordinating body on a planet has one central duty: keep civilization flourishing while safeguarding the greatest possible freedom for the individual. This matters because the individual is the basic unit of civilization. When this principle is widely understood, civilization survives better and expands faster. Suppressive forces cannot last under those conditions; they either fade out or are handled quickly.

Definition

Every game has three elements: freedom, barriers, and purpose.

PLAYING THE CIVILIZATION GAME

The New Civilization is designed as a game in which all participants can win. Its freedoms belong first to the individual, so that every valid survival and expansion purpose has room to succeed. This includes freedom of thought, freedom in economics, and freedom to participate in every constructive part of civilization.

The barriers are the conditions of the old civilization. They include systems that suppress people while pretending to help them, by giving them what they do not truly need or want: unemployment, excessive taxation, wars, atomic, biological, and chemical weapons, unstable money, crime, mind-damaging drugs, pollution, destruction of the natural balance, economic suppression that produces bankruptcies, suppression of ideas that support survival, expansion, and health, attacks on freedom of speech, press, and religion, and police-state methods using psychopolitical control and computer control over the individual.

The New Civilization Game gives Earth several forward purposes.

1. Survival

The first purpose concerns survival.

It rests on a simple observation: Earth is a great ship in space. Its living area is on the outside, and it contains the raw materials needed for a large civilization to survive. For the people living here, Earth is home.

Purpose:

To actively set our home planet in order; to maintain the natural balance needed for the New Civilization to survive; and to prevent, restrain, or stop cooperating with those who would damage or destroy that home.

2. Expansion

The second purpose concerns expansion.

It rests on another observation: Earth is not the only world. Other planets and systems exist, and the New Civilization can expand toward those frontiers.

Purpose:

To develop workable technology and equipment for free-enterprise, private, and public travel to other planets and systems, so the New Civilization can expand; and to openly oppose and refuse cooperation with anyone who would reserve those developments for military, destructive, or otherwise suppressive use.

3. Production and Exchange

The third purpose concerns production and exchange.

It rests on this observation: Earth does not yet produce enough to fully care for its own people, let alone create surplus production for exchange with other planets or systems.

Purpose:

To make technology, products, goods, and services available to all peoples of Earth; to build the capacity to export surplus production to other planets and systems; and to denounce and refuse cooperation with those who would keep people unemployed, uneducated, poor, underfed, or unhealthy for their own suppressive purposes.

4. Economics

The fourth purpose concerns economics.

It rests on the observation that the old civilization - through bankers, governments, and politicians - has failed to provide a stable medium of exchange whose value can be trusted anywhere on Earth.

Purpose:

To create, standardize, and put into use one or more stable mediums of exchange, so the New Civilization can flourish without inflation, deflation, or depression; and to teach basic economics so people no longer support individuals or groups that use money systems as tools of suppression.

5. Freedom

The fifth purpose concerns freedom.

It rests on the observation that the old civilization slowly, and sometimes suddenly, suppresses freedom in many forms: spiritual freedom, economic freedom, freedom to travel, freedom to speak, freedom to write, and aesthetic freedom. The result is a society that becomes more controlled, more apathetic, less responsible, and less alive. The joy of life and creative work disappears.

Purpose:

To recognize, validate, and support creative work and all activities that assist survival and expansion; to cherish personal freedom as the key to achieving the purposes of the New Civilization; and to actively resist and defeat attempts to limit or regulate one's freedoms or rights in this game.

6. Pleasure

The sixth purpose concerns pleasure.

It rests on the observation that much of the fun has been drained from life in the old civilization. A real game should be interesting, enjoyable, and rewarded with moments of pleasure.

Purpose:

To encourage, assist, and participate in a renaissance of culture and life: artistic and social events, sports, hobbies, reading, writing, poetry, music, drama, stage and screen productions, and other creative, philosophical, and artistic work. These activities express the values, purposes, dreams, and vitality of a civilization, and they help carry its message to others who may wish to join the game and enjoy it as well.

7. Coordination

The seventh purpose concerns coordination.

It rests on the observation that the old civilization is a mass of contradictions, conflicts, wasteful actions, and wasteful delays. Examples include wars, political clashes, border disputes, tax money spent on weapons capable of destroying Earth hundreds of times and killing all life on it, slow justice, delayed payment for goods and services, slow transport, delayed mail and paperwork, and a general feeling of approaching disaster.

Purpose:

To coordinate the New Civilization according to its definition, so its forces and directions align toward survival, expansion, and prosperity, while continuing to depend on the freedom and happiness of the individuals who make it up.

Note

The New Civilization is not confined to these seven purposes. More purposes will appear as expansion continues. However, no added purpose may cancel, contradict, or weaken these purposes or the definition of civilization. These foundations belong to you permanently.

ORGANIZATIONAL PLAN

Notes on the Use of the New Civilization Organizational Plan

1. This plan can be applied at every level of life on the planet: the individual, the family, groups, nations, races, governments, and organizations of every kind.
2. When worthwhile purposes are present, the plan contains the essential elements needed for survival and expansion.
3. When an individual or group uses it, survival and expansion can move faster.
4. When a civilization uses it, prosperity and the achievement of its purposes can accelerate.
5. It helps people gain agreement on issues that require coordination, and it increases the speed of decision.

WHY THE NEW CIVILIZATION MATTERS

Knowledge is power. Power alone is not knowledge.

A person with power but little real knowledge will lose power through the way he uses it. A person with knowledge but little power can gain power by applying what he knows. Power is the capacity to use energy and force either to create, to destroy, or to do both.

When power is used with false knowledge, little knowledge, or no knowledge of the true nature of things, it becomes dangerous. When it is blind to the purposes and organizing patterns that exist in life, it tends to create destruction or destroy creation. This can be observed at the highest levels of planetary government in the old civilization.

Against the small percentage of people suffering from the insanity of power without knowledge - estimated here at two or three percent - stand the millions who do understand life. These are the people who know what survival requires. They carry duty and loyalty toward family and friends. They expect honest exchange. They work and play fairly, and they assume others will do the same. This great majority, about ninety-seven percent of Earth's population, is the source of the good things and survival elements that keep civilization alive.

Why, then, is the old civilization in such poor condition?

Because the destructive minority receives its power from the constructive majority.

That power is handed over in three main ways: as financial energy through taxes; as controlling force through obedience to those who suppress freedom and initiative; and as confidence through the election or support of people who remove the joy from life's games in order to gain and keep power for themselves.

The majority continues to give that power, and often does not stop the insane actions, because it has been led to believe several errors:

1. That no alternative exists.
2. That organization is not available.
3. That the majority is not the largest power source on the planet.
4. That the majority is not the source of the suppressive power being used against it.
5. That the majority cannot withdraw that power at any time simply by refusing to continue giving it.

Note

It is also observable that part of the power given to the destructive minority has been used to miseducate the majority carefully. This miseducation prevents people from knowing the five points above. One example is controlled media repeatedly promoting the idea that there is no alternative.

THE ALTERNATIVE IS THE NEW CIVILIZATION

The New Civilization understands these truths:

1. Your power is real.
2. Your freedom is already yours.
3. Your purposes are available to you.
4. You can learn and apply the knowledge needed to play this game.
5. You have the right to protect your own sanity, and you do not have to agree with insane uses of power.
6. You have the right to leave any game that violates your integrity. You can take your power, knowledge, and purposes with you, then join another game, begin another game, or stop playing.
7. If you choose to play the New Civilization Game, it can be enjoyable.
8. If you do play it, you - and the people of this planet - can win.