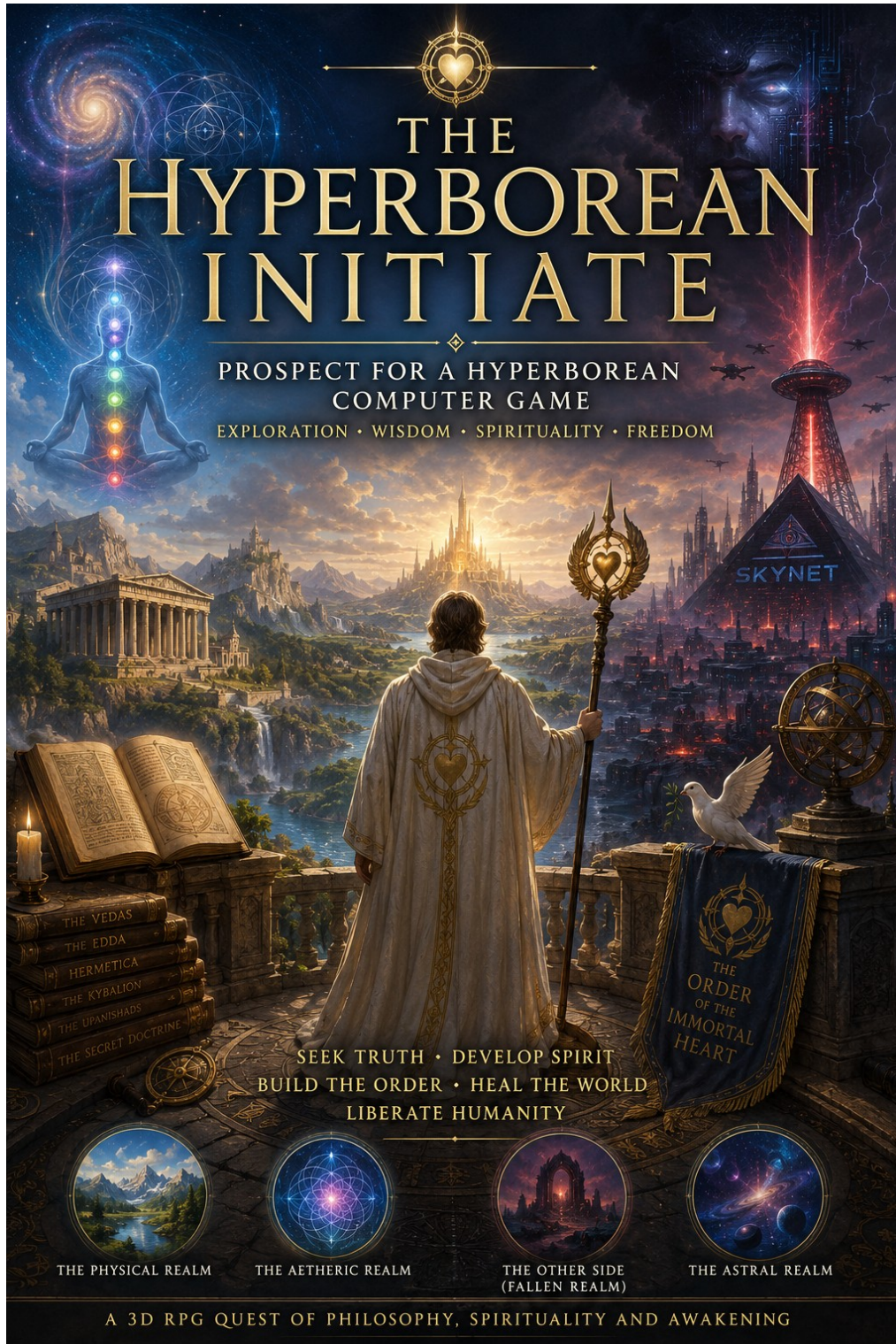


THE HYPERBOREAN INITIATE

PROSPECT FOR A HYPERBOREAN COMPUTER GAME



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Abstract

As a side-project to my research, I've come up with the idea of a philosophical, spiritual computer game that could work as an inspiration for younger students to engage with the philosophical, spiritual way of life.

The medium of a computer game offers the chance of a poetic, narrative, and interactive approach to philosophical learning.

Many computer games are overtly violent, stimulating, and spectacular, but in this game, slow, deep, and contemplative progress is appreciated.

The point of the game is for the players to dwell on meditation, reflection, reading, and conversing, while developing new insights into real-world philosophy and spiritual traditions, and developing their perception of the (game) world.

As such, this game could offer an alternative, educational window into the world of philosophy, spirituality, and science.

Author's preface

“Truth is stranger than fiction” (Byron, 1819; Twain, 1897).

The idea with writing this conceptual proposal for a philosophical and spiritual computer game is to explore alternative avenues for philosophical and spiritual education, and also to promote our own, evolving philosophy.

While a computer game is necessarily fiction, the game is not fantasy. The game is based on real-world philosophy, religious and spiritual traditions, and seeks to present a comprehensive, interactive overview of the philosophical landscape, ancient and modern. In fact, the protagonist sets out to reconstruct the secret doctrine of perennial philosophy, with the goal of bringing spiritual enlightenment and liberation to mankind.

There is also tension, intrigue, and conflict in the game, as there is in the real world, but this conflict functions as a background to the journey of the protagonist. The conflict is more about ideas and perspectives that the protagonist must seek to diplomatically unravel.

The mechanics of the game are meant to teach the player about diverse philosophy, and to spark an interest in the player for philosophical research and the philosophical way of life (Hadot, 1995), but specifically, the story is one of spiritual growth, meaning, and purpose – discovering the nature of reality, and making the world a better place.

In this essay, we present the core storyline, conceptual ideas, and game mechanics.

We hope this essay will inspire our readers to consider transmedia approaches to philosophical education.

Thank you for reading the *Epistemic Front Journal*, and for tuning in to *The Hyperborean Dispatch*.

The idea of a Hyperborean computer game

The genre of the game is exploratory, investigative, philosophical, contemplative, spiritual 3D RPG quest in 3rd person view. The game is not about violence, but rather about the spiritual exploration of the perennial philosophy, esoteric, occult, spiritual doctrines, and specifically about the current Hyperborean doctrine, which we are developing.

As a player, you take on the role of either a Hyperborean male or female spiritual seeker, who must unravel the mysteries of creation, and find your destiny as a spiritual being.

The game is based on storytelling, leveling, making connections, making choices, dialogue, reading, and practicing spiritual arts, while your task is to further your spiritual enlightenment and liberation, both personally, but also collectively with the angelic, ethereal race of the Hyperboreans and their allies, white lodges, mystery schools, yogis, mystics, and other spiritual groups.

This game is truly a spiritual quest.

There are also perceived antagonists in the game, who are the demons (Demiurge/archons) and their worldly allies, such as the Illuminati, black lodges, some Freemasonry, intelligence agencies, the NWO, psychiatry, etc., who seek to hinder the awakening of mankind, but the game strives to be nuanced and complex, and also historical accurate. It's a game of intelligence, wisdom, and spirituality, but also spiritual struggle.

Crucial in the game is the concept of the psychic aether, which is half of the scene in the game, the other half being the physical, earthly domain, and you must travel the world, visiting and making contact with different groups and people to further the journey towards spiritual enlightenment and liberation. (We actually propose 4 realms, which you can read about later).

But while you travel, find books, converse, practice spiritual arts, such as meditation, yoga, chant, acquire and use spiritual artifacts, practice Kundalini, you must discover and explore the psychic aether, and concepts such as ethereal transmissions, collective consciousness, telepathy, clairvoyance, magic, astral travel and combat.

You must develop and enhance your spiritual energies, such as the Light-Body, Chakras, Kundalini, Vril, aura, halo, angel wings, etc., as sort of mini-games in the game.

In the plot of the game, you are faced with the Deep State aggression of psychotronic warfare, the Skynet, which is levied to attack the Order and its spiritual energies. This is the major struggle of the game, and your task is to defeat the Skynet on behalf of the resistance.

A central task is to build and develop the Order, which is the resistance, and the crux of the game.

An aspect of the game is to find, read, and explore books of the philosophical, religious, spiritual, mystical tradition, and in this sense, the game is highly educative. So the game is filled with esoteric references, which are part of the storyline.

But you must also read and analyze a lot of intel documents that you come in possession of, relating to the spiritual struggle and the antagonism of the Deep State psychotronic warfare.

The game is sort of a casual, slow and deep progression, based on dialogue and conversations. There will be many scenes, where you spend a long time just sitting in conversation or meditation, training, reading and analyzing books, practicing spiritual arts and the psychic aether, etc.

Meanwhile, you travel to European cities, the US, South America, and Asia to meet important people, who will help you on the journey.

Core storyline of “The Hyperborean Initiate”

The story begins in a monastery. As an initiate into the Hyperborean mysteries, you swear an oath on the alter of the Immortal Heart eternal loyalty to the cause in the White Vow.

The story takes place in current time, 21st ct. Since the World War 2, the world has fallen increasingly into a dark place. Materialism, egoism, atheism reign, and the world has become spiritually dark. The world is increasingly being controlled by the rather dark forces of the New World Order, who seek to suppress the spiritual awakening of mankind, and to install a soulless, global technocracy.

You are commissioned by the Order to be the future leader of the resistance, and you are given the task to build the Order up from scratch, while you develop your spiritual knowledge, practices, and leadership skills.

You are informed of the urgent threat of psychotronic warfare targeting the Order, the Skynet, that has been in development since the war, and you are tasked with the long term defense of the Order against this threat.

As you begin your journey for the tasks you have been commissioned to, you start receiving mysterious, ethereal transmissions (that you later find out are from yourself in the future). Your mission to build a defense to the Skynet is verified, and as the story progresses, you get more and more detailed information about how to build this defense, while you later in the game are also commissioned to build this exact “spiritual time-travel technology” as well.

As your chakras open up, you start to experience the angelic aether, and the war of the astral realms, and you begin communicating telepathically with other enlightened beings of the Order in the aether.

Early on, you even have “a breakthrough” to the Other Side, a fallen mirror realm, which is lagging in time to the physical world, but where you experience strange, dark inscriptions on ships and buildings, Tesla-towers (psychotronic weapons), auras of people (dark, light, or colorful) – during the breakthrough, you become aware of the dark, predatory nature of the enemies of the Order.

As initiates of the Immortal Heart, the Order and its allies represent the light. The main goal of the Order is to build the New Ethereal Atlantis, and to liberate mankind from dark, nefarious forces.

As the story progresses, you learn more and more about the nature of spiritual reality, during conversations, lectures, meditations, and trainings in the Order. You travel the world to establish connections, and to gain new skills and knowledge.

You develop spiritual practices, learn art, music, etc., while the headquarter is being constantly developed with new buildings, activities, and professional members and new students.

As you progress, the 4 realms become better perceived and meaningful – the spiritual reality opens.

Along your journey, you can follow the progress of the Order via advanced stats, detailing levels of alignment, spiritual progress, spiritual energies, skill progress, talent progress, health of the aether, encroachment of the Other Side, harmony of the astral, levels of faith, hope, and courage for yourself, the Order, and the worldwide allies – basically stats of spiritual awakening and enlightenment.

The more you progress spiritually, and the more you build the Order, the more opportunities, choices, dialogue, skills, practices, arts, music, chants, mantras, magic spells, etc. become available.

You learn to enchant spiritual artifacts, acquire and decipher esoteric documents, and the Order becomes a living center of philosophy, wisdom, dialogue, meditation, research, music, and so on. Eventually you will realize the leadership of the Order, and you will seek to liberate the world.

Concepts and game design

The game is academic, philosophical, educational, spiritual, political, and esoteric, as you must build the Order, establish connections, learn and develop your knowledge and skills, work with the aether and your spiritual energies, travel the world, converse, debate, and meditate, build and develop a scientific program to defend against the Skynet, navigate the intrigues of the occult underworld of societies, and so on.

- **The educational component**

- Most games reduce books to collectibles. Instead, books could literally become gameplay. Imagine that every philosophical tradition unlocks new cognitive abilities. Reading a text on Platonism might teach symbolic interpretation. Studying Yoga might unlock new meditation techniques. Learning Hermeticism might let the player recognize hidden patterns. Studying Buddhism might alter perception mechanics.
- Instead of XP → stronger sword, you have Knowledge → deeper perception. Most RPGs are built around a cycle like: Explore → Fight → Loot → Level up. Our vision is closer to: Explore → Learn → Reflect → Practice → Perceive → Understand.
- The world is a teacher. A mountain isn't just scenery. A forest isn't merely an area to traverse. A library isn't merely a place to acquire quests. Everything becomes pedagogical. Every location teaches something. Every mentor embodies a way of life. Every city represents a different philosophical atmosphere. That gives exploration genuine meaning.

- **Four-world structure: Aether, astral, physical, and other side**

- We plan to have a four-world structure: The Aether (transcendental, higher psychic of order), the Astral (immanent, lower psychic of conflict), the Physical (immanent), and the Other Side (immanent, fallen mirror realm).
 - Perception can develop gradually. For example: Physical → Astral becomes partially visible → Aether becomes partially visible → The Other Side becomes understandable. Instead of merely flipping between two realities, consciousness becomes layered.
- Imagine every location existing simultaneously on two levels. A cathedral might look ordinary physically. But after sufficient development of perception, its aetheric form becomes visible. Ancient ruins become alive. Invisible beings appear. Hidden pathways exist only in one domain. That creates genuine exploration.
- The psychic aether offers another interesting possibility. Many games feature a "day and night" cycle. We could have something like an "inner state" cycle. If the player is distracted, fearful, impatient, or exhausted, the aether appears confused and fragmented. After meditation, reflection, or meaningful encounters, it becomes clearer, more harmonious, and more revealing – it functions as a game mechanic that visually represents the protagonist's evolving perspective. The player's inner development and their perception of the world become intertwined.
- While the Aether is pure and monistic, the Astral realm is one of dualism and conflict. The Other Side is a fallen, mirror realm of the physical world, lagging in time, where auras are visible, but this realm is more or less controlled by dark forces, and there are dark, sinister inscriptions on buildings and ships, and we speculate that Tesla-towers (psychotronic weapons) have been built in this fallen dimension.

- **Spiritual abilities should change perception – not just stats**
 - Many RPGs make progression numerical: +10 Intelligence, +20 Mana. Instead, spiritual growth should literally change what the player experiences.
 - For example: Beginning – You walk through a forest. Later – You hear whispers. Later – You see streams of light. Later – You perceive collective emotional fields. Later – Entire invisible civilizations become visible. Nothing about the map changes. Only consciousness changes.
- **Developing a spiritual way of life**
 - One must develop a spiritual way of life by paying attention to rituals, spiritual practices, developing one's spiritual awareness, and acquiring and using spiritual artifacts. One must learn to play instruments, chant, paint, etc.
- **Working with the spiritual energies**
 - This could become sort of mini-games in the game, where for example the Kundalini is balanced, harmonized, and enhanced via certain chants, mantras, yogic practices, etc., the more you learn those skills. The Vril (ethereal energy) is increased by magic spells, a "spiritual way of life", due to the communions in the Order, building altars and religious artifacts, etc.
- **The Order and the Academy**
 - It's the central task of the protagonist to build the Order.
 - The Order should be an evolving academy, not just a military headquarter. Imagine beginning with one room, one mentor, a few books. Eventually it becomes libraries, gardens, laboratories, meditation halls, observatories, research departments, archives, living quarters, different philosophical schools, students, scholars, artists, and scientists. The headquarters itself becomes a living organism.
 - Instead of a conventional "base-building" system, imagine cultivating a living center of learning. New members don't simply increase your numbers; they bring traditions, methods, manuscripts, and perspectives. One scholar translates an obscure text. Another uncovers an archaeological clue. A mystic devises a new meditation practice. An artist creates symbolic works that help reveal hidden patterns. As the Order grows, it becomes intellectually and culturally richer, not just larger. This also creates satisfying long-term progression. Returning to the headquarters after a journey would feel rewarding because there is always something new to discover: a manuscript has been translated, a new hall has been completed, a debate is underway, or a mentor has synthesized ideas from different traditions.
- **Travel the world to gain intel, learn, and develop skills**
 - One will travel the world, and make contact with multiple groups and persons to develop the Order, nourish connections, communities, and diplomacy, and to gain and share knowledge and skills.
 - For spiritual knowledge, one could go to Norway to meet some pagan priests, to Egypt to learn about mythology, to Wales to meet some Druids and learn about alchemy, to India to meet and learn from the Hindus and Buddhists on metaphysics and yoga, to Japan to learn

from the Zen-masters on meditation, to the Shaolin-monks of China to learn astral self-defense and discipline, to England to meet a Theosophist and learn about perennial philosophy, to Rome to meet a Catholic mystic and learn about the apocrypha, to Greece to meet a learned member of a Platonic academy and learn about sacred geometry, to the US to meet a native Shaman and learn about the spirit world, etc., so as to build and learn from those enduring connections. The possibilities here are endless. One will meet different scholars, teachers, and practitioners, and one will have to learn of their sometimes complex understandings, perspectives, and allegiances, which can develop over time as you engage in diplomacy.

- Not only the Order of the protagonist will develop, but also those of allied communities, as the nexus of the Order is built.
- One will also engage in geopolitical intelligence discovery and sharing, political debates about the strategy of the Order, etc. Plans must continually be developed and refined.
- **Reconstruct the secret doctrine of perennial philosophy**
 - The more you build and explore the academy, have conversations with teachers, and discover and decipher ancient manuscripts, the more you will be able to reconstruct the secret doctrine. Part of your task is to unveil the true nature of spiritual reality, the red thread in the world's religious, spiritual, and mystical traditions.
- **Explore the intersection of philosophy, science, and religion**
 - Part of the agenda of the Order is to appease science and religion, and to synthesize a common, valid understanding of reality that acknowledges the spiritual, but does not deny science. You will talk with phenomenologists, existentialists, hermeneutic philosophers, Neo-Platonists, quantum physicists, cosmologists, and a range of scholars from alternative science and spiritual science, who are all part of the intellectual ecosystem that you are building, and landscape that you are exploring. In the game, no intellectual stone is left untouched. You will talk to scholars who represent post-structuralism, as well as scholars of analytical philosophy, learn of critical theory and logic alike. You will learn of epistemology and ontology.
- **Dialogue as gameplay**
 - Imagine conversations where the goal is not to choose the "correct" response, but to demonstrate understanding. A wise teacher might ask questions rather than give answers, and your responses could reflect the concepts you've genuinely encountered in the world. In this way, conversations become intellectual puzzles rather than branching dialogue trees. That would make learning and dialogue inseparable.
- **Complex narrative and alignments**
 - Perhaps different groups possess different fragments of truth. Some allies disagree profoundly. Some antagonists genuinely believe they are protecting humanity. Some teachers are mistaken. Some ancient texts contradict each other. The player gradually constructs an understanding rather than simply discovering that one faction was right all along. That gives players much more agency in interpreting the world.
 - Since the Order is rebuilding civilization, perhaps history itself is fragmented. The player gradually reconstructs it. Not because books were destroyed. But because every tradition

preserved only part of the truth. So India, Egypt, Greece, the Norse world, the Celtic world, the Middle East all preserve genuine insights – but incomplete ones. The player slowly synthesizes them.

- **A complex geopolitical ecosystem**

- All the NPC's have nuanced geopolitical allegiances that must be revealed, debated, and engaged with to build an alliance of the resistance.
- One will be invited to speak and debate at gatherings, spiritual, academic, and political, and one will have to develop one's rhetorical, persuasive, and diplomatic skills, based on acquiring new knowledge, connections, and developing the plan and strategy of the Order.

- **Living traditions**

- A Buddhist monastery does not simply teach meditation. It has its own daily rhythm. Its own architecture. Its own music. Its own food. Its own festivals. Its own humor. Likewise, a Druid grove, a Platonic academy, an alchemical workshop, an Egyptian temple should all feel culturally distinct. The player is not merely collecting doctrines. The player is entering civilizations.

- **The Book of Reality**

- Imagine that throughout the game, the player gradually compiles their own philosophical journal. Not merely a quest log. Rather, a growing encyclopedia written partly by the player. Every important encounter adds observations. Every philosophical school contributes concepts. Every meditation contributes insight. Every debate changes your interpretation. Eventually the player has literally written their own cosmology. No two players' books would be identical. That would beautifully reinforce the game's emphasis on inquiry over acquisition.

- **Evolving NPC mentors and students**

- Imagine teachers continuing their own research while you are away. You return months later. One says: "I have translated another section." Another: "I've changed my mind." Another: "I've discovered something unexpected." Another: "I was wrong." Teachers become scholars rather than quest dispensers. That would make the world feel intellectually alive and dynamic.
- New initiates to the Order must be taken care of, and given opportunities to grow, based on their talents and the infrastructure of the Order.

- **Archeological dimension**

- Ancient sites are central. Imagine exploring: megalithic sites, forgotten monasteries, buried temples, abandoned observatories, mountain caves, ruined libraries, underground archives.
- These locations would not primarily contain treasure. They would contain: manuscripts, inscriptions, symbolic puzzles, philosophical debates from centuries ago, forgotten rituals, evidence of earlier civilizations.

- **Annual festivals**

- Not combat events, but festivals of knowledge. The Order could host gatherings where delegates from different traditions arrive to exchange ideas, music, art, manuscripts, and

discoveries. These occasions could introduce new quests, philosophical debates, cultural performances, and opportunities to strengthen relationships with allied communities. They would also give the player a tangible sense that the world is changing over time.

- **Future transmissions and telepathy**

- The player initially receives fragmented symbols, dreams, incomplete phrases, or visions. The theme of these transmission is the mission to build a defense to the psychotronic Skynet that is threatening the Order. Only gradually do you realize the source – those transmissions come from your future self, and you are commissioned to build this “spiritual time-travel technology”.
- Likewise, as you progress, the aether opens up, and you start to telepathically communicate with other enlightened beings of the Order – the aether is central to the story and the communication of the game.

- **Doves and other animals as subtle messengers**

- You develop the ability to hear and understand the quite whispers and songs of doves and other benign animals, who in that way contribute to the atmosphere of the game world.
- You increasingly realize that the world is teeming with life, spirit, soul, and consciousness.

- **The akashic records – The Vedas and Edda as living aspects of the collective consciousness**

- In the game, you have several layers of ethereal communication. The Vedas and Edda are one aspect, as they function as aspects of the collective consciousness of the Hyperboreans, a living record of spiritual insight and wisdom, that the player learns to probe for answers, clues, and guidance.
- When you probe the Vedas and the Edda, you often get a poetic rendition of an answer, which could be more like an enigma or mystery, but the responses will lead the protagonist forward on the journey.
- Where the Vedas are complete with spiritual insights and metaphysics, the Edda is more complete with information of the war and conflict with the dark forces, and gives you information on the plan of the Order to defeat the darkness.

- **The threat of the Skynet, and the technological development of a defense**

- Part of the mission of the Order is to study, enhance, and defend the aether and spiritual energies from the threat of the psychotronic Skynet. One must engage in a research and development program.
- With the Order, one will engage in the technological development of a defense to psychotronic weapons, a program that must become more and more advanced, combining spiritual techniques and technological hardware.

- **Conflict and combat as primarily intellectual**

- Instead of combat, imagine conflicts based on persuasion, debates, investigation, deciphering, symbols, meditation, protecting minds, navigating dreamlike environments, solving philosophical paradoxes, helping NPCs overcome fear or delusion.

- There will also be actual combat in the astral realms to defend from psychic aggression, and the player must learn and develop ever more advanced and powerful magical spells, mantras, and tactics, as the player grows spiritually stronger.
- **Novel progression system**
 - Characters should not only level in the normal RPG sense. Instead, imagine seven or eight developmental dimensions. For example: Knowledge, Wisdom, Compassion, Intuition, Discipline, Perception, Creativity, Inner strength.
 - Certain dialogue options only become available if these have matured. Entire areas remain invisible until perception develops. Certain NPCs only trust someone with sufficient wisdom. The world becomes progressively richer rather than merely easier.
- **Philosophical progress**
 - As you progress, for example these questions become clearer: the nature of the Aether, why the four realms exist, the origin of consciousness, the true role of the Order, or even the complete meaning of the Immortal Heart.
 - Every chapter ends with a philosophical realization. Not a boss fight. Not only a cinematic, but a realization. For example: Chapter I – You discover that consciousness shapes perception. Chapter II – You discover that traditions preserve different aspects of a larger truth. Chapter III – You discover that the four realms interpenetrate rather than exist separately. Chapter IV – You discover that history has been interpreted through multiple, competing lenses. Chapter V – You realize that leadership is fundamentally about cultivating others rather than commanding them. In other words, the bosses of the game are conceptual. Every major chapter ends because the player understands something they previously could not.
- **Advanced stats on spiritual enlightenment and liberation**
 - You can follow the progress of your missions via advanced stats that detail a range of indicators on your personal, spiritual progress, but also on that of the Order, your worldwide allies, and the earth in general.
 - Examples of stats: Levels of alignment, spiritual progress, spiritual energies, skill progress, talent progress, health of the aether, encroachment from the Other Side, harmony of the astral, aggression from Skynet, health of earth's energy grid (ley-lines), health of the World Soul, strength of the Holy Spirit, balance of the Schumann-frequency, cosmic order, serenity of mind, levels of faith, hope, and courage, etc.
- **Occult World Map (OWM)**
 - The player has an occult world map, from where he navigates and operates the aether, communicates telepathically, and gives orders and receive intel, but also plans and enacts his world travels.
 - As the game progresses, the map becomes more and more detailed with new places, connections, and information, and stats of communities are visible in the OWM.
- **Slow, contemplative pace**
 - Almost no modern games dare to slow down. Imagine sitting beside a mountain monastery watching sunrise while discussing metaphysics with a teacher. Or spending twenty in-game

minutes deciphering an ancient manuscript. Or simply walking through a forest listening to the wind. Games almost never reward contemplation.

- There is a common assumption in game design that players must constantly be stimulated. Yet some of the most memorable moments in games come from stillness: walking through a landscape, quietly listening to music, or reflecting after an important discovery. If our game consciously cultivates those moments, it could stand apart from the pace of many contemporary titles. The challenge is not to eliminate activity, but to make contemplation itself feel meaningful.

- **Wonder as reward**

- Instead of rewarding the player primarily with better equipment, reward them with a richer experience of the world. Imagine returning to the same monastery after twenty hours of gameplay. Nothing physical has changed. But because the player has developed spiritually, the entire place now appears different. Perhaps subtle lights flow through the architecture. Ancient symbols that were once invisible are now legible. NPC dialogue acquires new layers of meaning because the player has developed the conceptual vocabulary to understand it. The player feels that *they* have changed, rather than merely their statistics.

- **Discovering the nature and truth of reality**

- Instead of the narrative revolving only around exposing conspiracies, the player's primary motivation becomes curiosity and understanding. Opposition, obstacles, and conflict can still exist, but they serve the larger arc of exploration rather than dominating it. From a game-design perspective, that tends to create a more enduring sense of wonder because the reward for progress is not only overcoming challenges but also seeing the world in increasingly profound ways.

- **Beauty as progression**

- Most RPGs become visually darker as danger increases. Ours should become progressively more beautiful. As perception develops, flowers become more luminous, music becomes richer, architecture reveals hidden geometry, night skies acquire celestial structures, animals behave differently, the wind becomes meaningful. This would make spiritual growth feel experiential rather than statistical.
- The player does not primarily become more powerful; the player becomes more capable of perceiving reality. Every major mechanic should either deepen perception, deepen understanding, or deepen relationships.

- **Heal the World Soul, enliven the Holy Spirit, and enhance the world's energy grid**

- Part of the duty of the Order is to protect the world's energy grid (ley-lines), harmonize the Schumann-frequency, heal the World Soul, and enliven and strengthen the Holy Spirit.
- Via the spiritual practices and the other activities of the Order that we have described, one works with and heals these energies that must be monitored by the protagonist and the Order via the stats.

- **The New Ethereal Atlantis – Rebuild the spiritual world as a goal**

- Rather than thinking of the game as "winning" through defeating an external enemy, consider framing the player's ultimate journey as participation in the restoration of a broken

world. The Order's work – preserving knowledge, fostering understanding, cultivating communities, and deepening insight – becomes the enduring achievement. Conflict can still provide narrative urgency, but the lasting satisfaction comes from helping to rebuild and enrich the world's intellectual and spiritual life. That emphasis aligns naturally with the themes we've described and gives the player a constructive goal that extends beyond overcoming opposition. It also provides a strong foundation for the kinds of reflective, exploratory experiences we want the game to offer.

Transmedia and philosophical education – The need for an original and authentic spiritual game

The point of this essay has been to show how the use of a transmedia approach to education can be helpful in the spiritual and philosophical development, understanding, and appreciation of the students.

Another reason to enact this creative project has been the concern that many computer games lack spiritual, philosophical, and educational depth, and are often overtly violent or spectacular, rather than deep or authentic.

Given the concepts and game design that we have presented, it's easy to see how this proposed game could become a great engine for stimulating interest in the philosophical and spiritual topics dealt with in the story.

The protagonist is not primarily a warrior, but a philosopher and spiritual seeker, who seeks to build a better world, and this is what drives the narrative – contemplation, meditation, learning, researching, investigating, exploring, building, healing, sharing, and so on.

Ethics and morals are crucial to the story, and the player will have the chance to contemplate and learn about profound and timeless questions, and build his own understanding in an interactive way within the game world.

Players will have the inspiration to look up the references of the game him-/herself, and learn more about ancient and modern philosophical, religious, and spiritual traditions.

Players will learn to think critically about and reflect on sources and perspectives, and will learn to integrate diverse aspects, skills, and practices to become whole, integral, and holistic humans.

Players will gain insight into what it means to be a leader, and to fight for a common cause and the betterment of the world.

Players will first of all learn of what it takes to become a spiritual being, the journey, the troubles, the gains, and the joys of a spiritual life.

Of course, there is also tension in the game, as there is in life. Dark forces operate in the shadows, and seek to obstruct the plans and missions of the Order. Life is not only “a game”, in that sense, but the overall arc of the narrative in this game is one of hope, enlightenment, and spiritual progress, which should always be the case for mankind.

We fight the “monsters”, not by force, but by developing, improving, and bettering ourselves and our communities, and thereby healing the World Soul and the world's spiritual energies.

This game seeks to combine a high degree of playability, authentic metaphysics, spiritual seeking, spiritual progress, curiosity, and learning.

The game also seeks to raise questions as to the threat of unconstrained technology in an age of rapid technological development, the possible threat of a technocratic government that denies spirit, and to make the players reflect on the meaning and purpose of life itself and of history.

The story is thrilling, but the primary thrill in the game comes from the joys of seeing spirituality grow on earth, and contributing to the spiritual advancement, enlightenment, and liberation of mankind.

Almost no current games offer such a comprehensive treatment of philosophical, religious, and mystical traditions and teachings, while being an exciting, spiritual gameplay and world-building.

We hope this proposal can be developed further over the years to come, and eventually realized.

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