

T.E.A.M. Briefing 2017

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Part 1—Overview

Introduction

The Transliminal Earth Alliance Metanarrative, or T.E.A.M., is an activism toolkit and HOLOGRAPHIC™ mythos.

The problem with western civilization is the oedipal complex, and the incomplete status of the project of mass enlightenment. Very briefly, the Oedipal complex shows up in the way people orally fixate to external sources of authority, suckling on their (president's/sports team's/teacher's/guru's/celebrity's/corporation's) ego instead of moving the locus of authority within themselves. This practice forms many incomplete people into a transpersonal blob, collapsing individual autonomy into a flow of resources to, energetic investment to (emotional/advertising/replicative), and political assent to being ruled by, and moreover becoming literally a part of, the authority.

Meanwhile, mass education was from the beginning implemented using corrupt assumptions, and historically has served as much to entrench power and cultivate inequality as it has to enlighten anyone. The Enlightenment-era ideal of mass enlightenment/liberal arts education is lovely, but liberal arts/humanities education is all-but systematically kept from people today, rather than being widely distributed (where something that looks like liberal arts is distributed, it is usually meted out in a toxic form which serves only to inoculate people through the trauma of the instruction—e.g., "I'm bad at math"). Today, the project of mass enlightenment has been reduced to mass education, which is a term used to whitewash mass indoctrination through highly developed, well-funded, centralized propaganda systems which are widely accepted as distributors of truth.

The fact is that we cannot have a free society unless most of the people in that society want to be free, and act like free people. This implies that there is also a certain kind of "free subject" which is capable of acting like a free person, and other kinds of non-free or partial subjects who we could either say are not fully subjectivized, or are subjectivized in a partial, dependent way which delimits what they can think, say, and do (Ranciere understands 'subjectivize' to mean the kind of teaching which 'emancipates' someone, if I recall).

This is identity politics, and the group-individual dialectic which is often cited as a core aspect of western civilization is the oedipal complex playing itself out across hordes of zombie-worker-robot bodies, who are still being used as pyramid-building slaves in a way not

different from serfdom or the first hierarchical social structures (patriarchal/authoritarian/capturing hierarchies).

In short, the truth which everyone tries to avoid speaking is that to be fully human—let's just say, human—requires one to be self-contained, self-directed, and not orally attached to an external source of reality and authority. In other words, there are very few humans in the world, compared to the massive hordes of zombies who are feeding off those few humans' identity-production content. This is both the basic myth of the Enlightenment era, as well as—when inverted paranoically—the illuminati mythos: that there are "special people" who are movers and shakers in society, and that the rest are followers, robots, zombies, NPCs, or otherwise subhuman and/or uneducated masses with mush for brains. Viewed through this lens, every mystic doctrine and religious text becomes demystified, and the project of enlightening oneself can be clearly seen.

Enlightenment is not some mystic process requiring years of special preparation and a holy guru who has somehow transcended out of normal reality. Rather, enlightenment occurs simply when one recognizes oneself as an independent person, a valid thinker, and a real human being. The long and strenuous procedures such as meditation, making offerings, reading religious texts, and various kinds of purification are not secret techniques which tap into unintelligible magical laws. Rather, they are intelligible pedagogical strategies meant to clear out all the garbage that people are typically indoctrinated with by their parents, teachers, and culture.

Seen through this lens, the project of enlightenment is actually quite simple and straightforward, and both critical theory and mystic texts become clear and concrete as to the object of their discussion, which is the western ego, its construction, its dynamics and dissolution, etc. These can then be seen for what they are, which are very political texts of manipulating memetic propaganda for either mass enlightenment or mass control through partial curtailment of enlightenment. New-age mystification of enlightenment as something that is fundamentally unreachable, privileged, or a result of advanced study falls away under the clarity of the realization that the mystification of enlightenment is primarily a way to obfuscate the production of inequality between people, and to maintain that obfuscated inequality (see Ranciere for his 'assumption of equality').

As modern subjects, we get this basic level of enlightenment for free, as part of our modern ego package. However, more propaganda is still slathered on top, obfuscating the certainty that we are already thinking, feeling, knowing beings. Then, despite our modern/enlightened ego structure, we are overwhelmed and encouraged to still regressively attach to external authorities.

The endless obfuscation and information overload enter into dialectic with the centralizing/reductive intellect, forever-postponing the moment of realization by producing ever-more-picky distinctions between a valid person and an invalid one. In discourse, we see this as the dialectic between poststructuralist and structuralist stances, the former always asserting a small difference or discrepancy, and the latter always attempting a holistic reduction. Since the poststructuralist refuses to agree upon common ground or terminologies, and the structuralist refuses to agree on the fluidity of language and the intelligent use of it by another speaker, this conversation goes on forever, produces endless texts which serve more to

deconstruct our mobility and reliability as subjects/egos/identities than they do to enhance our functionality.

Unless a new way of relating language, persons, and loci of authority is produced, there can be no way to resolve this dialectic and liberate the subject from the hyperproductive killing fields of modern advertising/propaganda. Merely removing problems or protecting/inventing additional microdemographics does not provide a solution, a positive contribution or plan, form, or image by which we can self-organize a free society.

Enter the TEAM...

The TEAM is the result of completing the group/individual dialectic, and using the thinking tools discovered by the TEAM can produce a form of speech which resolves conflicts and dialectics.

The TEAM is a technology of collaborationism, conflict-resolution, cooperationism, turn-taking, and deescalation. It is also a technology of decentralization, distributionism, and dispersion. The TEAM is equivalent with the glass bead game (of the eponymous novel), and it is also the initial version of the perfected end-product of every push toward decentralized technology, communications protocols, or currency.

I will attempt to describe how the TEAM solves all the previously-described problems, as well as all future not-yet-encountered or articulated problems, by describing the primary aspects or principles of the TEAM which I have been able to identify:

Encorporation

Giant robots, piloted by one or more humans inside, are a myth of the corporation. For example, in *Attack on Titan*, humans live in a post-apocalyptic city-state, protected by three concentric walls. Outside these walls roam the titans, monstrous, immortal creatures which appeared suddenly on earth and began eating everyone. However (spoilers), the characters discover that inside each titan is a human, and that some humans have the mysterious power to suddenly manifest a giant titan body around themselves, so they are able to fight the titans on their own scale—or betray their fellow humans and destroy the last city.

Sapient robots add intriguing twists to this mythos. For example, the cylons in *Battlestar Galactica* are like titans, because there are only 12 different cylon models, and (spoilers) when an individual cylon robot dies, that copy's memories are uploaded to the cloud and available to future copies of that same model. Additionally, many cylons do not know that they aren't human, and cylons are biologically and mentally indistinguishable from humans. So, the message is, we might already be cylons, too.

Stories about figures made of self-assembling intelligent nanobots add a third twist to this mythos, and bridge the gap between robots and people-inside-robots. For example, in *Marvel's Agents of S.H.I.E.L.D.*, season three (spoilers), an entity known as "Hive" is rescued from an alien planet by a death cult seeking immortality. However, the "immortality" he offers is of one of two kinds: If you are a normal human, Hive can feed on you, killing you and taking your memories. At its whim, Hive may reconstruct your body or take on your appearance, potentially running an army of many resurrected bodies (almost exactly how cylons work) which are merely its reanimated puppets of the original people (or are they really

resurrected...?). Second, if you are an inhuman (a "special person" with powers), Hive can brainwash you with his nano-spores, turning you into an advocate of Hive.

The TEAM takes all these myths and inverts them, making the cylons, the inhumans, or the people-inside-giant-robots the heroes. Rather than taking these things as threats to humanity, the TEAM draws upon this highly coherent myths to describe a post/human subjectivity (i.e., both human and post-human).

Here it is: The purpose of the TEAM is to incorporate every American.

The meaning of "American" is in fact, and was originally, this idea: A global conspiracy of the Enlightenment tradition, to build a small dynamo which would eventually result in global liberation from conditions of mental and physical enslavement. American citizenship, then, would be open and available to anyone—and it could be called anything, so let's stop calling it American right now, due to historic atrocities perpetrated by the American people. Cosmopolitan citizenship, then, means an entry as a whole person into a society of equals (see Ranciere), each of whom implement the same minimum behavior patterns to recognize the other citizens as part of said society, and as equals.

The giant robot, the mecha, is the corporation—and if everyone had their own giant robot, constructed of top-of-the-line, biosynthetic adamantium icy-black intelligent nanogoo, the anti-human corporations/giant robots wouldn't stand a chance.

In other words, the TEAM could be described as a project to accelerate neoliberalism: turn every person into a small business—scratch that, a multinational corporation. Provide each person with a full stack of economic autonomy, social security, and creative expression. Liberate fixed quantities from globular multi-person corporations, and re-embed them in distributed consensual economies of individuals.

Instead of one pyramid with the Leviathan Eye of Sauron on top, absorbing the oedipal strings from its many vassals, let there be seven billion pyramid-caps, with no trapezoidal prisms in sight.

This is the essence of the technology of speaking and addressing others which the TEAM inaugurates.

Virally-propagated, self-describing, peer-to-peer protocols

As a movement, the TEAM exists entirely horizontally—any appearance of hierarchy, verticality, or group-dynamics is merely an artifact of incomplete descriptions of the TEAM, and limitations of current pre-TEAM technology.

The TEAM instantiates itself in the relations between people, and thus, it is not an activity which can be very well engaged-in alone.

The TEAM describes, and is described by, self-describing protocols which speak themselves as the conversation occurring between equals.

In other words, a protocol is only well-formed if it is enunciated from a point of elocution which functions as anonymous, and it has been discovered that anonymous elocution

results in well-formed protocols which reside in a holographic context of other anonymous speakers.

These protocols are spoken between individuals who have instantiated themselves as an instance of the TEAM, that is, as a particular organization/person hybrid. (Each with a distinct name—the TEAM exists only in my home universe, sorry. You'll have to name your own meta-organization and invent your own impossible jargon.)

HOLOGRAPHIC™/stigmergic cooperation

Because these protocols are anonymously spoken in an absolute context, they function to align and synchronize the agendas of disparate people who have never before spoken or met. The degree of alignment will be insofar as both parties are speaking the True Protocols, that is, insofar as they are speaking from a place of anonymity and fidelity to the anonymous subject.

This means that the Protocols allow us to network, communicate, and strategize with people we have never met, but only hypothetically imagined. In other words, it provides additional mechanics for the practice of hyperstition.

The transcendent effectiveness of the protocols was experimentally verified on April 20, 2016, when the TEA/CATS cluster (cell) of the Metanarrative met the MetaCurrency Project/Ceptr cluster, and were immediately able to talk shop on the collective agenda and the transcendent nature of the Protocols. The Ceptr cluster is our technology branch, which was predicted to already exist and already be working on instantiating the TEAM protocols as software, i.e., implementing a dissensus-based, post-blockchain, peer-to-peer, decentralized internet and data-trading software platform, using free and open-source software. This is precisely what Ceptr is and what the people in that community are doing—their work is fully aligned with the TEAM protocols and the overall project, to a high degree of ethical and theoretical rigor.

In other words, if there was a project better than Ceptr, it would be trivial to make it Ceptr-compatible.

If we ever meet aliens which use computers, their networking protocols will either already be Ceptr-compatible, or it will be trivial to make an intercompatibility layer. (In fact, by the time Ceptr met a wholly alien computer, both would probably be advanced enough to politely introduce themselves to each other and exchange protocols explicitly before communicating further.)

Coalescism

A major problem with activism, and political and human relations in general, is schism. Countless organizations, subcultures, and microdemographics are constantly shearing-off and presenting themselves as wholes, but as distinct from every other whole, *especially* those most similar to them. Demographic marketers participate in this, researching for trends in advertizing data, and then explicitly inventing and then reifying entirely new microdemographics. The mass invention of new ways to distinguish ourselves from others on the basis of superficial traits has become such a pervasive, toxic mode of relating that it is now

routine to make fun of it ("As a pro-Israel Polynesian-American lesbian with two or more children, I need a vacuum that...").

Activism especially has this problem—tell me, why haven't activists already solved all the problems? It's because their organizational structure is almost entirely based on a politics of schisms and infighting, and this tendency is constantly encouraged—and activist communities are constantly attacked—to maximize the number of schisms and factious sub-movements which defect from any unified front. This tendency has reached its nadir with the news coverage of the Occupy protests in 2011, which accused the protesters—who were, quite correctly, mad at a whole host of injustices—of being "unfocused" or vague in their articulation of issues. However, this is exactly what a functional activism movement might look like to outsiders—there are many injustices, many ways that people have been harmed, many things that must be corrected—and compared to this complexity, the singular Justice is quite simple, but unspeakable to those who disagree with justice as an end. In their good intentions, however, those committed to justice are aligned, and find it easy to communicate. It is only the mistaken assumption that an activist movement should have a clear, specific, *tiny* reason for its existence which makes people accuse Occupy of being vague.

The TEAM is a procedure for relating with anyone, for any cause, and for knitting disparate intentions and groups into larger wholes.

First, there is the assumption HOLOGRAPHIC™ or stigmergic cooperation: We assume that "the Others" are already out there and already working with us. We assume that those others, too, have already discovered the Protocols, and the TEAM (though of course, under a different name), and that they are working to find us, to meet us, to exchange notes, and to build together the larger movement we have co-discovered.

Second, there is the assumption that any conflict, any disagreement or difference in political stances, is illusory, and due merely to an artifact of language. This is a very powerful assumption which grants benefit of doubt to the other—maybe this person seems aligned against my interests, maybe they speak in a way which seems hateful, but I must assume that they are a compassionate, intelligent being who is trying to say and do the best they can to help themselves and those they care about, and, if they are engaging in political discourse, presumably the entire world as well.

This assumption—which can never be disproven—allows one to delay foreclosing on political discussion, in favor of exploding outward the political disagreements and misalignments which cause conflicts (schisming and infighting). These exploded, extended discussions can then explore systematically each point of difference, deferring disagreements indefinitely as a difference in terms. The result of assuming that disagreement is an illusion is that conversations can continue until differences in terminology are dethreaded, collated, then rethreaded (like fixing a stuck zipper), revealing deep underlying agreement in values, which was merely obscured by superficial stances taken in significating terminology. This process undoes identity politics and builds deep bridges between conflicting ideologies.

Coelescism is the practice and the idea that we are all already working together, and that the only way we can "save the world" is to recognize this fact. If, after we have formed a very large bloc of cooperators, we find a few people who are genuinely antithetical to cooperation or ongoing communication, well, then we know who the hostile actors are.

I have never known this form of communication to fail, because it does not ever end, but always proceeds through the extension of oneself through the development of additional compassions. Others may convince themselves that we are their enemy and leave the conversation, but if we are convinced that they are a friend, it is always possible to extend ourselves and find a new perspective from which to respect the other, and to delicately attempt to continue the conversation, dethreading disagreements as differences in terms as we go.

This is the glass bead game.

Resolve conflicts in space, not time

In 2016, I took a class with Nick Land called, "Outer Edges: 21st-Century Spatial Metapolitics", and I was delighted to find my practice mirrored in Land's theory (and practice) during this class. The class focused on how political disagreements over territory could be resolved, not by coming to consensus on how a shared space—or rather, a shared time in a particular space—was to be used, but instead, by exiting or backing-out into additional non-shared spaces, deferring the requirement to come to any kind of agreement.

For hyperstitional rigor, the class maintained a strict attention to political conflicts in physical space—nations, cities, and the like. However, in cyberspace things are much easier, because virtual territory is non-zero-sum. It is easy to create as many websites, chatrooms, or community spaces as you would like, and the amount of space/land which can be created in this way is virtually unlimited.

What we at the TEAM had independently discovered in our chatrooms on Telegram was the same thing: That it works much better to simply create an additional chatroom to resolve social conflicts, than it does to try to mediate disputes within or ban one side of the argument from a shared space. The number of chatrooms quickly exploded, and because Telegram's user interface affords easy navigation between them, this did not produce a death of conversation (from having too many empty chatrooms), but rather a concentration of topic matter, and the founding/discovery of microcommunities around some very specific topics.

The biggest example of this was when a highly articulate, extremely argumentative, inedian wizard visited our chatrooms from fringechan.org. Arguing typical alt-right stances such as racial superiority, the Jewish conspiracy, etc., while ignoring the typical etiquette of conversations (because The Truth was more important than not insulting his listeners), he quickly alienated and infuriated many people. Rather than simply ban him (though he did end up getting banned from the main chatroom), we encouraged him to create an additional chatroom to discuss these issues specifically. This could maybe be called "soft censorship", since the conversation was merely excluded from a more-populous space to a less-populous one, because most people in the more-populous space hated it.

However, his group, dubbed "Disagreeable Wizards", was just as visibly-listed as all the other chatrooms, and it quickly found a small group of alt-right race theorists to populate it with extremist hate politics. Why would we encourage this conversation to keep existing, rather than ban this person from our group altogether?

Well, something very interesting happened in Disagreeable Wizards over the next several months. That community began to upgrade in intelligence. New members were inducted into its culture of race dialectics (HBD, etc.), hermetic critique of reality (Cult of

Kek-related), and currency critique (Jewish etc. conspiracies), and memewar. Over time, we admins witnessed a definite and consistent increase in the level of discourse in the chatroom; specifically, we noticed improvements in the dialogue and critical thinking skills [as much as I hate that term] of the new members. We also witnessed a distinct cooling of the affect in the chatroom—now that they were not forced to constantly defend themselves from people who hated them, the people in Disagreeable Wizards were free to relax and get down to the nitty-gritty business of developing their perspective. And, when it was not spoken from a place of defensiveness, their perspective sounded less like hatemongering or genocide advocacy, and more like a very critical approach to disentangling ourselves from global geopolitical conflicts (at all costs! of course).

Additionally, having this community nearby meant that we had a local "base" of the larger movement (the alt-right, /pol/, Dark Enlightenment, redpill cluster), where we could keep an eye on shifts in the zeitgeist, as well as spar and inject code into their community, where it could then propagate to other nodes.

This story is just one example of the overall strategy, itself a group-level emergence of the one-on-one strategy described in the previous section.

It doesn't matter what language you use / All terminologies are equivalent

If we assume our enemies are already our friends, that they are equally intelligent to us, and that they have good intentions, then we must necessarily adopt a curious and openminded attitude to the words they use, and the way in which they choose to use them.

We must give people permission to say what they mean, using the words they would like to use to say what they mean, without taking those words in our own way. Very frequently, disagreements arise because someone tries to say something, and the other person—before they can even begin to respond to what was actually said—instead begins a secondary dialogue in which they attempt to force the first speaker to adopt their terminology. For example:

/pol/tard: Affirmative action is racist.

SJW: What? I don't see how it can be racist, since racism can by definition not apply to white people.

/pol/tard: Your definition of racism is racist.

SJW: No, you're racist. Bye.

fin

or conversely:

SJW: That infographic about IQ scores is extremely racist, and moreover it's wrong because race is a constructed category.

/pol/tard: No, race is a real category, because of genetic cultures/human bloodlines.

SJW: No it's not!

/pol/tard: It's a fact. Sorry if you can't recognize facts.

fin

In both of these examples, no discussion was had, no communication occurred.

This common microdisagreement in which people ignore the way a word is intended to be used, and attempt to force their own usage on the other person, are extremely common, and extremely condescending. This type of interaction is close to the core of why ideologies come into conflict, producing schism upon schism without ever producing a new synthesis.

Instead of agreeing with the extremely broken assumption that words have only one True definition which I know and you might not know (classical objectivity), or the extremely broken assumption that words can be used in any which way with equal validity (postmodern relativism), we can work within a third-way paradigm, in which words are used to mean things by people (see Wittgenstein), and so we might need to sync up our personal dictionaries (or learn each other's language) here and there to be able to communicate about our shared (or unfamiliar, but intelligible) human experiences.

Step-by-step growth algorithm

The "Seed of the TEAM", is this tiny, step-by-step growth algorithm which has been described so far. I began the TEAM when just one other person, who created their own TEAM-Equivalent Organization (or TEAMEO), named the Collection of Autonomous Transdimensional Sorcerers, or C.A.T.S., and allied themselves with my meta-organization, the TEAM (or, if we're being very strict, the TEA, since the TEA is only an instance of the overarching Metanarrative and can never fully instantiate the Metanarrative itself).

When I discovered the Seed of the TEAM myself, it took the form of this aforementioned logic which assured me that, indeed, there were others out there like myself, even others who had discovered this same likely fact, and who were looking for me!

From here it is merely a matter of expanding outwards, step-by-step, the world of alliances in which one locates oneself. Each situation, especially each political or interpersonal conflict one encounters, is an opportunity to internalize the conflict of the other, and thereby to learn to relate to that other, as well as anyone who holds their same temperament or ideological commitment.

People who engage in this action become capable of befriending many communities, and of brokering communications, alliances, collaborations, and even mergers (or, better yet, meta-mergers) between very different communities.

Part 2—Technologies of the TEAM

Now that you have a background on the algorithm, the (anti-)ideology, and the basic operation of the TEAM as an immanent practice, I can begin to flesh out the details of what we discovered in the TEAM/CATS cluster: Alien technology embedded in the very structure of social relationality itself.

Self-describing Protocols

The Protocols are the core technology of the TEAM. They are self-describing, emergent, holographic, and take on a more and more perfected form the more people contribute to them. They emerge between people during conversation.

Protocols are one of the primary products of TEAM activity: writing which provides methods by which to solve particular problems, either practical or political, more-or-less permanently. (cf. 'me' in Snow Crash)

The three most important protocols (in my opinion) are the #protocols protocol, the #org protocol, and the #alchemy protocol.

The #protocols protocol is simply the idea of these protocols.

The #org protocol is the basic protocol which allows someone to "join the TEAM". However, this language is not accurate—there is no joining involved, because that would be an oedipal suckling borgification. Instead, the #org protocol asks you to name your own meta-organization, one capable of containing the same (or equivalent) meta-ideological machinery as the TEAM, but which is a distinct meta-organization owned and populated primarily by you. This protocol creates the magic circle around each person, which are collated, rather than adjoined, to form a society of equals. Naming one's own meta-organization by oneself seems to be a vital magical act which allows someone to begin speaking and understanding the esoteric language of the TEAM.

The #alchemy protocol is about linking with people over core passions. My research has shown that these links are relatively stable, but that not everyone has a passion (yet) or is prepared to express their passion. However, once people do articulate their passion, and exchange these articulations, it usually creates a bond, because both parties can see how deeply committed to good the other is. These bonds are highly stable, and those who have expressed passions which are in alignment are unlikely to ever become enemies afterwards.

These two are just the most fundamental protocols of the TEAM that I have discovered—there are many more self-describing, seemingly necessary protocols which will occur whenever TEAM activity is engaged in. Because the Protocols are so hard to describe without actually writing, reading, and using them, I will not elaborate further here, but merely include these three example protocols to provide some of their flavor.

Emergent guilds system

Early in the TEAM, we hit upon the idea of "TEAM-Equivalent Organizations" or TEAMEOs, the meta-organization new recruits are asked to create in the #org protocol. These organizations would be collated to form the body of the TEAM proper, the society amongst equals.

However, we quickly ran into limitations with the TEAMEO concept: Nobody bothered to join each other's organizations! People would name their own meta-organization, and then mostly forget about the meta-organizations and just talk about the TEAM as if it were some monolithic organization, which is precisely what it is not.

What we needed, and what we subsequently discovered, was a middle ground between the mecha-ensconced individual and the oedipalized group. What we needed was a way to collate and organize individual activity into emergent areas of multiperson [sic] activity, without that activity being defined as a "group" or an organization in itself, which would

undermine the one-organization-per-person technology which underlies the entire TEAM endeavor.

What we discovered were emergent, self-describing, historically-embedded areas of political-organizing activity, which we called guilds. These guilds are like distinct flavors or spectra of light, lying as gradated, evocative non-objects between the absolutes of light and darkness.

To clarify, here is a current list of the guilds of the TEAM, along with a note about their primary concern:

- Holographer's Guild: Articulating the Protocols of the TEAM, running as messenger amongst the guilds.
- Hacker's Guild: Creating the technology to house better, future instantiations of the TEAM.
- Shaman's Guild: Healing generational trauma and researching alternate realities.
- Teacher's Guild: Creating a peer-to-peer mass education movement, particularly focused on high-quality magical education (i.e., religious autonomy).
- Permaculturist's Guild: Creating networks of healthy food production and solving food-political conflicts.
- Executive's Guild: Improving efficiency and creating propaganda to pre-mock our enemies (i.e., accelerationist comedy).
- Librarian's Guild: Liberating information and improving access to all information.
- Messiah's Guild: Immolating everyone in the fires of passion.
- Wizard's Guild: Teaching transyncretic magic, and aligning the guilds of the TEAM numerologically.

As you can see, these guilds certainly do not cover all areas of activism, or all areas of interest which someone might want to explore. However, they do cover a lot, and they represent the emergent political activities and interests which we found amongst the people in our local TEAM/CATS cluster.

Guilds are founded by two people doing a mutual check-in (during which they execute each other's full protocol stack, synchronizing each other to the cutting-edge), and then agreeing to label part of their activity as belonging to the same guild. A shared name for the guild is not even required, although due to limitations of current technology, it is recommended for the time being (Ceptr will make it easy to choose a custom/personal name for any guild we ally with).

So a guild is founded arbitrarily, merely by two people agreeing that they agree! The activity performed under this aegis is then "guild activity".

Guilds are not groups, not entities, not something you can "join" — they are emergent areas of activity through the collation of individual passions (#alchemy protocol) and the alignment of individual meta-organizations (#org protocol).

Each guild is defined operationally by its #formofjoy and #formofsuffering. One or more of each is required to define a guild, and a guild works to increase its particular #formofjoy and reduce its particular #formofsuffering. For example, here are the forms of joy and suffering which define the Teacher's Guild:

Teacher's Guild #formofsuffering:

- Suffering due to ignorance
- Suffering due to lack of good guides
- Suffering due to lack of easily-usable information about what resources are available
- Suffering due to lack of encouragement or invitation, particularly to walk one's own path
- Suffering due to lack of high-quality spiritual/religious/psychological/self-knowledge education
- Suffering due to indoctrination with no reprieve
- Suffering due to being kept asleep by violence
- Suffering due to being forced to accept teachers or teaching against one's will

Teacher's Guild #formofjoy:

- Joy in learning
- Joy in teaching
- Joy in writing and expression

So you can get very specific with these.

It's important to note that **every single aspect of the guilds system, as well as the protocols in general, is dissensus-based, and open to coalescence, renegotiation, or dissolution based upon the ongoing conversation and affiliation of the participants.** Cept (the technology being developed by hacker's guilds everywhere) will allow us to collaboratively compose and decompose lists of joys and sufferings into larger or smaller guilds as-needed, dynamically, on the spur-of-the-moment. This will allow just-in-time guilds to pop up like a cresting wave, perform their healing action, and then subside back into unfederated individuals as the action completes.

In this way, guilds are fundamentally action-oriented, and, like the protocols, only advance along their trajectory when collective action takes place. However, they also advance *everywhere* collective action takes place, whether the people in those situations call what they are doing "guild" or "TEAM" or not.

Each guild also has an #imago, which is a god-image depicting the ideal member of that guild, or the qualities of that guild. For example, the #imago of the Holographer's Guild might resemble Mercury, and be carrying in one arm the tools of cartography, since the Cartographer's Guild is (in the TEAM/CATS cluster) considered to be a subguild of the Holographer's Guild. These cartography tools could be expanded into a standalone #imago for the Cartographer's Guild, depicting "the god of mapping" or somesuch. It is assumed that the Holographer's Guild #imago "tamed" this subguild's #imago, turning it into a tool, much as Athena tamed the Snake of Wisdom, Medusa (as the Gorgon Shield), the owl (death as wisdom), the skull (death as death), and the spear or helmet (war), and is commonly depicted with these accoutrements.

TEAMcoin

Hyperstitionally speaking, each guild will mint its own coin, and these coins will each bear the likeness of their guild's #imago.

Like the #imagos and the guilds themselves, these coins will be fully composable or decomposable to any level of specificity.

You can imagine this as a color wheel, with each guild choosing to locate itself as a particular arc of the color spectrum, with subguilds selecting a subarc of this arc for their "headquarters".

Currency can be integrated or differentiated across this wheel—at one extreme, there is just one kind of coin, TEAMcoin, which all the guilds trade in. But if we adjust our filter, we can see that each guild mints its own coin, which it exchanges with other guilds for inter-guild exchanges of services. Increasing the resolution of our currency-distinguishing lens, we find that subguilds also print a fully distinct currency, which is folded flexibly into its parent guild, allowing individual subprojects, workgroups, or (self-identified) populations of any sort to exchange in flexible trade with their external face. Finally, we increase the resolution to maximum, and we see that, in fact, each individual person is minting their own currency, through their #org, and that these currencies are dynamically labeled, composed, converted, and symmetrically interchanged whenever currencies are transacted. (Future versions of Ceptr will also speak with plants, cells, and organelles, inviting them into the political sphere and curing diseases.)

This creates a wheel of human needs and desires, needs such as Medicine, Protection, Food, Dreams, Education, really fundamental needs which will naturally emerge as the guilding process takes place and people collate their collective recognition of which needs are most important.

It's important to note that any perspective on this wheel, for example, which needs are "most important" for a collective, will always be filtered through one's individual perspective—so, the type of currencies you see in the world may not be what others see, depending upon your politico-economic commitments, the groups you affiliate with, and how you communicate your needs and purchases to the software. Semantic (meta)currencies are embedded in their networks of people and things, so it makes as little sense to make a stock ticker for a semantic market as it does to take the average of a book.

The ancient Greek temples system

What we began to notice, with the guilds system and especially with TEAMcoin and the #imagos, is that our TEAM/CATS community was beginning to resemble an ancient system of pagan temples. A number of sociopolitical roles, each imbued with their own axis, their own *raison d'être*, and a human image, were becoming the flexible, pluralistic social organization of our community!

This was quite remarkable, and it was entirely on accident. Merely by following the necessary chain of events, in which problems in the community were handled on a case-by-case basis (cf. the history of *vinaya*), and our written version of the Protocols adjusted accordingly, to reflect the new procedure that solved the problem, we had resurrected what looked and felt like an ancient system of pagan gods!

Unlike most characterizations of gods, these gods were not alien, ambiguous, or out-of-touch, but were rather fully embedded, relevant, and contemporary to our experience as activists and as people. The permaculturist imago, for example, was recognized as carrying the

tools of architecture, to contain the subguild of "environmental design" or ecological city-planning, a necessary part of the grander idea of "permanent culture". But, the underlying imago for permaculture would be, of course, the archetype of the Green Man, or of a goddess like Demeter (who seems to me a neutered version of the Green Woman).

Several guilds could be folded together to inform a Cult of Hermes: namely the Holographer's, Hacker's, and Wizard's guilds, and arguably also the Teacher's and Librarian's guilds.

Chasing these trends, we tried having each guild choose a planet or number in which to locate themselves, forcing multiple guilds to agree upon which planet to share. This also produced intriguing syntheses: for example, both the Permaculturist's and Shaman's guilds naturally fit onto the 3rd planet, Earth, and both enjoy a close affinity with the color green. Shamans were, traditionally, the ones who knew when to plant the crops, so these affinities seem to run deep. The ease with which agreement is reached on planets, colors, and numbers is also remarkable, and though opinions may differ as to the best color or number to represent a guild, there is an unusual amount of agreement.

The raising of Atlantis

In other words, there is a holistic wheel of subjectivities which can be articulated, interchanged, and negotiated around a wheel. This wheel in turn can be used to describe particular social roles, human needs, areas of activity, and to articulate and both connect and distinguish different aspects of social activity and of populations.

Multiple wheels of this type can be integrated or differentiated across each other, forming more discrete and specific or more holistically-integrative wheels in various contexts.

The technology to fully mash-up all our communication, activist working, group affiliations, and currencies is currently being developed by what I call the Hacker's Guild, specifically by the community which calls itself The MetaCurrency Project. The MetaCurrency Project has named their project Ceptr, but the technology they are creating is nameless.

This new form of societication, which I have described in this briefing, is emerging everywhere, and soon it will connect globally and form a publicly-available digital multinterface. This consolidation (in truly/fully decentralized technologies and conceptual interfaces) will mark the zenith of late capitalism, and the beginning of the transition proper to a post-capitalism, abundance-based economy. This future economy will be run on trust, affiliation, mutual gifting, and free exit from toxic systems, and it will systematically liberate oppressed political bodies from limitations they want to excommunicate, following the step-by-step logic of destacking obstacles, one-by-one.

This remarkable resemblance with ancient pluralistic temple systems implies that Christianity, the dark ages, everything predicted by Christ was some kind of impact, an imposition on the course of some natural human development towards effervescence, something that set human history back 2000 years. It is a great mystery what this is, but it coincides with the standardization of ancient alphabets. Two books to look at related to this impact hypothesis are Saharasia and The Alphabet and the Goddess (as well as writings by /u/zummi on reddit).

The Coalition of Invisible Colleges

The Coalition of Invisible Colleges, or the CIC, is a meta-organization which indexes other meta-organizations. Thus, it is both a meta-organization, and a meta-meta-organization.

The CIC and its directory of colleges can be found at coalitionofinvisiblecolleges.org. Each "college" is a discrete community of people which has chosen to be listed in the CIC's directory. In the directory, the guilds system is used to identify resonant parts of separate communities.

The purpose of the CIC is to encourage cross-pollination amongst different activist communities, without having to manage these cultural exchanges in any kind of top-down way. Merely listing different communities side-by-side, and gently syncretizing their similar parts, will rhizomatically expose all-to-all (see Deleuze & Guattari), encouraging collaborations and syntheses amongst the different communities.

It also provides a very convenient index for a visitor from any one college to access many aspects of many other colleges, so that people can quickly find the communities that fit them best, and so that anyone who enters any invisible college will quickly be able to find the much larger whole of illuminated activism.

How you can help

If you would like to help, please consider adding a listing for your community or organization to the CIC. This will allow more people to find your organization, and access its different functions, resources, and people. To get started, visit <http://coalitionofinvisiblecolleges.org/documentation/>.

The other thing which is most sorely needed right now are skilled programmers to help complete Ceptr. The lack of appropriate decentralized technology is the primary bottleneck holding this entire project back, in my opinion. With the correct technology, we wouldn't have to talk about any of this anymore (this entire paper will be obsolete), because we will be enacting it in lived social relations. Building Ceptr to the point that it can support fully decentralized, peer-to-peer social networking software will be the turning point where we begin to win. So please, if you are a programmer who would like to help (especially a programmer with blockchain/crypto experience), contact me or someone with Ceptr to get started (ceptr.org).

Web developers to help with the CIC website would also be greatly appreciated!

Most importantly, you can help by following your own passion. The TEAM functions by paying direct attention to the material conditions of the people involved: If I am poor, depressed, and so dispirited that I think I have no choice but to work at a dehumanizing corporate job that funds the plutocracy, how are we gonna have a revolution?! The TEAM grows and becomes strong by inspiring, caring for, and raising to a high level of artistic capacity each individual person who becomes interested in it.

What we discovered in the TEAM is that passions are not just individual, they are alchemical. The personal Great Work is also the collective Great Work. Your individual passions, your individual dreams or goals, whatever they are, do not arise in isolation, and they cannot be accomplished in isolation. When multiple people begin talking about their individual

passions, they soon discover that there are large overlaps in their projects, and that their language and passions are not so different. This is a very good thing, because it means that there is an entire society of people like us, already out there, waiting for us to bring our unique piece of the puzzle, so that we can, for the first time, see the picture together.

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