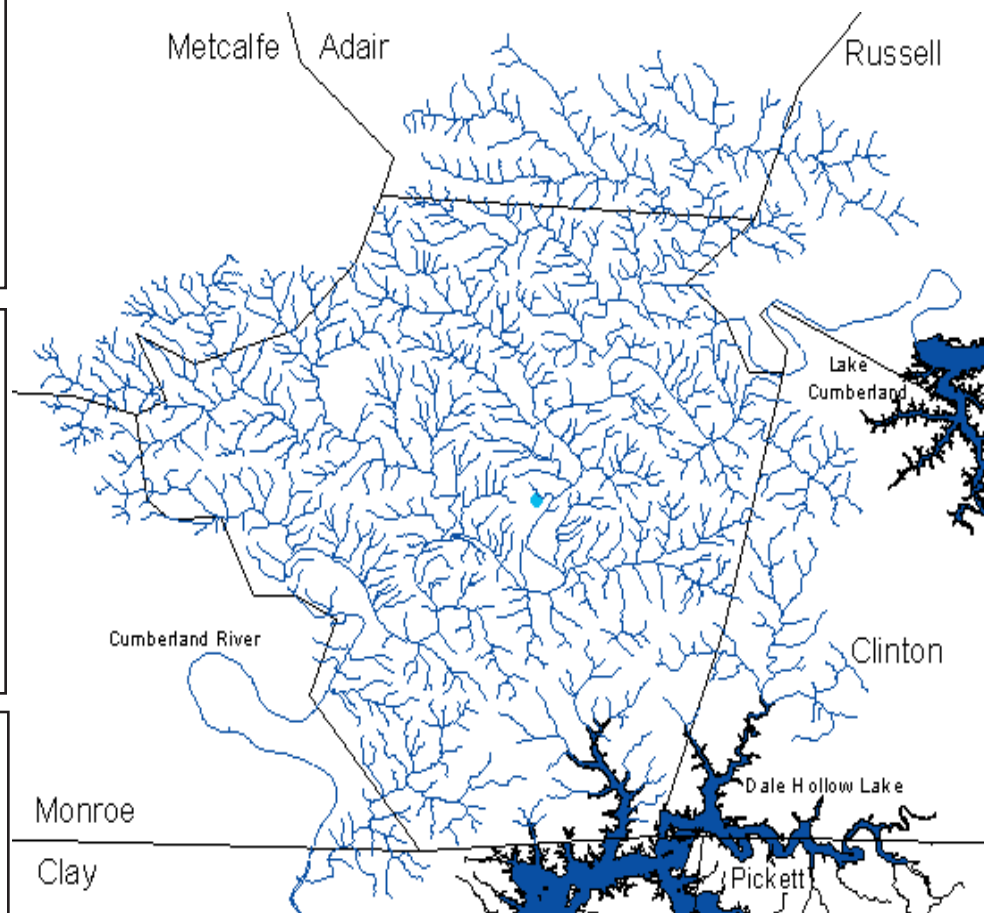


Sun/Self
 Wildest Dream Card
 Response:
 Appreciative Inquiry
 Process name is dialogue.

Circle/Community
 Wild Card (obstacles)
 Response: Apply transformation chosen from the interventions deck.
 Process name, storytelling.

Icosahedron/Culture
 Vision Card: Meet human needs sustainably.
 Response: Practical critique, evaluate by the human standard. Process name is deliberation

If the vision is in operation, post the location on our map.



Post our scores here, routine spending per person, per day, on:
 Falsefood Novelties Gasoline Utilities Finance Taxes

Success Stories
 Give narrative how you keep scores low while meeting needs well.
 Response: Story is added to library of ways, shown locally and on web.

Big Picture Atlas: Show global problem solved as more people use that way.
 Response, add graphic to dynamic report on global parameters: food, water, climate stability, safety, species diversity, prosperity.

Report here what does not fit into any of the other categories, including upgrades on this game.

Board game Team Play: Players take turns making cards and giving responses until all cards are filled. All cards are then combined and the team constructs a story using every one of these components, forming fictional bridges when necessary to make sense of the whole thing. Players then use the story as a script and mime the actions associated with the story.

Video Game Upgrade: Players videotape themselves dramatizing the story, playback for reflection.

