

A card game that transcends its fictional boundaries to create real world impacts and how you can be a part of it!

Edgeryders are glad to announce the first test play session of Witness: the card game, this November, at the NGI Impact Conference 2021! And we want **you** to join us!

Join us as we explore how different internet technologies come together in shaping a future that is not built on crumbling economies? Unhindered by policy systems and regulations that only focus on capitalism, how would technology grow? And how would we use technology to shape a better future? A resilient future that provides opportunities for developing new, sustainable technologies.

We cannot fix the rapidly escalating climate change or the fall of economies and global markets. But what we could do is reimagine a future where humanity could not only survive but also thrive, after the end times. A future that you would like to live in, surrounded by society, culture and even an economy that helps you build a better life.

This is what we at Edgeryders envision for the future and we want to give you the chance to reimagine your future in an exciting and interactive manner. Come join us and play our unique card game: Witness. A game that lets you play your choice from a handful of alternate economies, shepherding the social order of your choosing through a series of crisis events. Step into the role of a powerful policy maker and test out how you would respond when faced with chaos. Make the right call using policies from radically different social orders.

The game and the creative minds behind it.

Set in the aftermath of a climate-ravaged environment, Witness: the card game is based on Witness, an open-source fictional world that encourages us to explore an array of plausible futures unhindered. The card game lets you discover how alternative economic systems, rooted in real-life scenarios and writ large, would work in complex societies.

Witness: the game was developed by our wonderful team of Sci-fi writers, game developers, economists and artists. Leading the team is Creative Director Nadia El-imam. Head architect Yudhanjaya Wijeratne, an intellectual mercenary/magpie Yudhanjaya also plays the dual roles of a data scientist by day and Sci Fi Writer by night and hails from Sri Lanka. Navin Weeraratne - a Sri Lanka based writer and game designer, Ivan Cukerić - the art historian and the jack of all trades, Pierre Louis Graizon - Brussels based visual artist interpreting identities and connections of our present.

Learn more by visiting this link. <https://edgeryders.eu/t/the-fictional-world-witness/16162>.

The game status and what you can look forward to.

It has truly been a challenging and exciting development phase for us with Witness: the card game. One iteration of the game has been completed successfully and we were able to gather much thought-provoking feedback on how the game could be made more interesting. To highlight a few, the feedback captured the following comments.

- The game would benefit from interactions between the players' decisions and the situation of the other players.
- Not make a limit on the cards – you can pick a card without knowing what it does and you have to find a way to use it – the game master must agree with the player. Like this, the world is open and everything is possible.
- Presentation of the district: enforce a role play element “advice to the player on the role playing”

With this feedback we are now geared to refining Witness: the card game into something truly wonderful. A platform where we could answer real life concerns: how will we contribute to the debate around how we build, finance and regulate internet technologies against the backdrop of a global climate crisis? How do we finance and regulate Next Generation Internet technologies - what elements and people should we include in the program? How can we embed this in the game?

Even more exciting is the lovely pieces of original art being developed to represent the beautiful world of Witness by our lovely artist Pierre Louis Graizon.

How can you be a part of this exciting journey?

Be a part of our live game session at the NGI Impact Conference this November when we unveil the game for the first time. After the game, join us to discuss what potential exists for new, sustainable technologies - especially those that might be critical in bringing about more resilient futures.

Not a part of the conference? Click the link and register now and receive a limited edition of the Witness game cards with original art!

Contribute your insights and ideas to receive the illustrated book showcasing the best insights that emerged during the event. Your profile will also appear on a dedicated page which features the bios of our valued contributors.

In addition, all contributors helping to expand the impact of the insights derived from the event, via blog posts or other stories shared via social media, will receive a limited-edition poster with original art based on the Distrikt of their choice.

Open call to creative minds.

In addition to the above, we are also hosting a writing challenge for those who wish to delve deeper into the world of Witness and explore how internet technologies can be developed in a post-apocalyptic world. What would the internet look like? Would it even exist? Could a better internet be developed; one that would consider the different Distrikts and their way of life? How will privacy be ensured?

We are looking for stories that are a minimum of 1500 words with a submission deadline of 30/10/2021. Each short story will receive a rate of up to 1000 Euro for the finished piece.

Please email us at ivan@edgerders.eu, with the subject line NGI WRITING CONTEST OPPORTUNITY to take part along with a short introduction on any previous work you've had published and include a 500-word sample of prose fiction sample from your existing writing. Get your samples to us by 7/10/2021 to be considered.

For more information regarding the competition, click the link provided.