

## **International cultural project: “The Green Empire of the East and the West” also known as “The EL4DEV Confederation”**

### **Overview:**

This is a Live Action Role-Playing Game (LARP) in an Alternate Reality, with strong potential to change the world.

### **Objective of the game:**

“To establish a New Societal World Order – Terraforming Earth to transform it into a forest planet.”

Paul Elvere DELSART’s project is bold and deeply hybrid in nature. It is an ecological, social, and geopolitical role-playing game with real-world goals, going beyond fiction into a logic of transnational collective engineering. The municipality of Torreblanca Castellón in Spain is designated as the convergence point.

### **Introduction:**

Social engineer, eco-entrepreneur, author, and artist Paul Elvere DELSART (philosopher, systems designer, societal strategist, revolutionary, and pragmatic utopian) has created a hybrid utopian science fiction universe – a metaverse or metasystem aimed at reforming the world.

It is a coherent cultural ecosystem integrating philosophical, social, political, geopolitical, ecological, architectural, spiritual, and artistic dimensions, designed to initiate a profound societal transformation on a global scale.

This is a utopian societal project that blends seriousness and imagination, pragmatism and mysticism. It is an original universe of “Reality-Fiction” taking the form of a Live Action Role-Playing Game in Alternate Reality (with transmedia storytelling), intentionally blurring the line between reality and imagination.

The game/universe of reality-fiction is an immersive, participative, and aesthetic experience, aiming to attract a broad international audience.

### **A game? Yes. But not only:**

Step into a parallel universe, an Empire under construction, where imagination becomes a tool for real transformation. The Green Empire of the East and the West is a Live Action Role-Playing Game (LARP) merging political and geopolitical fiction, radical ecology, spirituality, and collective intelligence.

Here, every player is an architect of reality.

The initiative blends the imagination of role-playing games, the search for meaning, and the universe of an alternative metaverse.

### **Concept:**

- An interconnected and sustainable alternative world – a societal, intellectual, and highly enterprising Empire in formation.
- A mission: to co-build a new civilization that is balanced, ecological, and intercontinental.
- A gameplay: a hybrid of roleplay, diplomacy, strategy, worldbuilding, and real-life projects rooted in specific territories. The real world is your playground. Your actions – local, digital, or creative – influence the development of the Empire (ideology, infrastructure, geoengineering, development of new processes).

### **Project classification:**

- Cultural ecosystem
- Cultural franchise
- Cultural business
- Multidimensional project
- Tool for territorial and international societal and cultural transformation

### **Examples of other globally known and profitable fictional universes:**

- The Dune series
- Star Wars
- Avatar
- Harry Potter

However, these universes are much more limited in complexity compared to *The Green Empire of the East and the West* and have no impact on the real world, as they remain purely fictional.

### **Themes:**

- A post-systemic collapse societal project (economic, institutional, social, and spiritual)
- A game of conquest and civilizational transformation through ideas and actions
- Socio-political Live Action Role-Playing Game
- Geopolitical Serious Game
- Initiation of a pragmatic utopian revolution
- Global societal transformation
- Global rebalancing
- Terraforming Earth (transforming it into a forest planet through gentle and natural geoengineering based on experimental agroclimatic infrastructure and the creation of bioclimatic corridors)

### **Global vision:**

The concept goes beyond fiction. It is intended as a concrete proposal to change the world, combining both realistic and imaginative dimensions (like a form of geopolitical *serious game*).

Planetary-Scale Role-Playing Game:

The game is narrative and theatrical in form, designed to activate the collective imagination and draw the public, mayors, and citizens into a space of creative political simulation. It is not mere entertainment but a mechanism for orchestrating ideas, projects, and decisions within a shared space.

### **An open international design office:**

Each participating municipality becomes co-owner of the Empire's key infrastructures, branded as LE PAPIILLON SOURCE (including the vertical agroclimatic vegetated structures known as *Vegetal Calderas*) through a national societal Economic Interest Group. This structure allows for cost-sharing, profit-sharing, and the avoidance of speculative privatization.

The design office responsible for the infrastructure is decentralized and interconnected. However, technical specifications are developed by the think-and-do tank named LE PAPIILLON SOURCE EL4DEV.

The infrastructures - specifically the alter-globalist theme parks (*tourist cities*) - will themselves serve as multidisciplinary research centers, hubs for local, national, and international cooperation, spaces for collaborative engineering, and centers for individual and collective experimentation. They will act as incubators for transformative projects, aimed at developing new models, processes, and tools.

### **Co-designed and co-financed infrastructures:**

There is no traditional developer here. Municipalities themselves co-invest.

The design of the infrastructures is carried out through collective intelligence involving local, national, and even international citizens.

The infrastructures are not only urban - they are also agroclimatic, social, educational, cultural, and experimental.

### **Torreblanca, Castellón, Spain as a catalyst:**

Torreblanca is the central municipality selected by Paul Elvere DELSART, positioned at the crossroads between the collapse of the publicized *PAI golf project* and the potential for an alternative rebirth.

It becomes a demonstration zone where the narrative materializes.

Paul Elvere DELSART focuses his calls for local and international alliances here, along with his publications and concrete plans.

### **Initiative characteristics:**

- This project is unique on the global stage.
- The richly developed narrative structure of the Empire can be adapted into literary, visual, and interactive works.
- The project manifests in the real world through the creation of physical structures and both touristic and non-touristic experimental cities, as well as through the transformation of agricultural land worldwide (soil enrichment, biodiversity development, land management, etc.) to create true bioclimatic corridors and aerial humidity channels (*artificial flying rivers*), thus progressively interconnecting remote areas, small municipalities, regions, countries, and continents. This is a vast project aiming to generate a new planetary vegetative nervous system—in short, a terraformation of Earth.

### **LE PAPILLON SOURCE is a revolutionary subprogram:**

- It is revolutionary in form, as it is not merely an urban planning project, but a tool for global cognitive mobilization.
- It is revolutionary in substance, as Paul Elvere DELSART rejects speculation, non-regenerative urbanization, and vertical political structures.
- It is revolutionary in its financing, as funding is shared among small municipalities, outside traditional public-private schemes.
- It is revolutionary in its governance, as it is horizontal, intermunicipal, and translocal.
- It is revolutionary in its territorial grounding, as it will take shape from fiction into reality in actual villages with tangible prospects.
- It is revolutionary because it serves as the gentle and natural geoengineering tool of the EL4DEV program, aiming to create the natural environment for the Green Empire of the East and the West.

#### **Current Limitations:**

- The technical content of the project and its blend of fiction, philosophy, real politics, and foresight may make the concept difficult to grasp for a general audience. This is why it is necessary to illustrate the vision as much as possible—through comics, illustrated books, infographics, and conceptual images.
- The long-term vision and quasi-prophetic approach have the potential either to unite those seeking alternatives or to provoke skepticism or rejection (initially only, as once well-established, this issue tends to fade).

### **Slogan:**

*“The future is a game. But we are the masters of the scenario.”*

### **Organization (initiator and conductor):**

Paul Elvere DELSART, the founder, is simultaneously:

- The Creative Mind
- The Strategist
- The Marketer
- The Project Manager
- The Main Character of the Game (*The Green Emperor of the East and the West*, Also Known As Henry HARPER – a symbolic role)

### **Target audience:**

Youth (children, teenagers, and young adults), gamers, and fans of fictional universes, as well as activists and aspiring agents of societal change – The project is clearly intended primarily for the new and future generations.

However, it also seeks to reconcile all generations around a common purpose.

Why does it primarily speak to young people?

- A unique hybrid universe: A blend of futurism, mystical ecology, narrative geopolitics, green science fiction, and geek culture (metaverse).
- Active role: The player is not a spectator. They are a co-creator of the world to come.

- Inclusive community: An international, interdisciplinary, intergenerational exchange space - highly stimulating.
- Metaverse: A parallel world that spills into reality for concrete impact - A simulation tool that deeply influences how reality is perceived.

### **Marketing strategy:**

- Narrative branding of the Empire and the EL4DEV program (through literary stories, speculative fiction)
- Personal branding (creating and promoting the character of Henry HARPER, the Green Emperor of the East and the West)
- City branding (promotion of Torreblanca, Castellón, Spain as the headquarters of the movement)
- Branding of fictional territories (currently fictional, but intended to be incarnated in reality): Union between France, Spain, Portugal, and Greece, the Mediterranean Societal Union and other Societal Unions created by the EL4DEV program:
  - European Societal Union
  - African Societal Union
  - Asian Societal Union
  - Oceanian Societal Union
  - American Societal Union
  - Pacific Societal Union

### **Communication strategy:**

Implementation of a complete digital ecosystem – a well-thought-out visibility strategy – large volume and dispersion of content

Appeals to curious, intellectual, or activist audiences, as it operates in relatively niche fields (participatory social engineering, social fiction, societal transformation projects)

- Multilingual publications (currently in French, English, Spanish, and limited Classical Arabic) – the goal is to reach 16 languages
- Multichannel publishing (websites, blogs, social media – in text, conceptual imagery, infographics, and video formats)
- Netlinking (interconnection of publishing platforms through numerous embedded links across all channels)
- Targeted mass email campaigns worldwide (currently reaching several million selected recipients)
- Word of mouth
- Media relays (very low at present but a powerful “buzz” effect is inevitable due to the project’s high viral potential)

### **Language used:**

Intentionally mystical, esoteric, fantastical, and technocratic - a blend of fantasy and pragmatism - to project an image of a universe that is both highly creative and deeply technical. It is designed to appeal to two key audience groups: creatives, artists, and dreamers; and technicians - engineers, researchers, geeks, philosophers, etc.

### **Paul Elvere DELSART’s unique communication style:**

Paul Elvere DELSART adopts a cultural and conceptual agitator strategy. He uses provocation, rule-breaking, and “questionable” methods not out of clumsiness, but as part of an artistic or symbolic strategy. This logic goes beyond conventional marketing.

The use of mass emails to targeted recipients is a form of performative communication. The medium itself becomes part of the message. The discomfort or confusion it may cause is intentionally part of the experience.

Noise, criticism, and accusations of illegitimacy are incorporated into Paul Elvere DELSART’s image. It is a strategy of narrative dissidence. He plays with norms, subverts them. He doesn’t aim to please. He aims to provoke thought and discussion.

This posture works because it aligns with his personality and the universe he has created. It both attracts and polarizes. Some are fascinated, others strongly reject it.

In summary:

A provocative, marginal, and viral strategy – The goal is to create shock, capture attention, and spark a form of “revelation.” The result is polarizing notoriety: a cult for some, and rejection for others.

### **Short-term business model:**

Transform the vision and universe into monetizable products and experiences:

- Literary publishing (political, societal, and philosophical essays; social science fiction novels and short stories; speculative fiction; comics; illustrated books for young audiences; illustrated novels – all of which serve as rulebooks for the real-life alternate reality role-playing game)
- Merchandising: Sale of various derivative products (Green Empire of the East and the West, LE PAPILLON SOURCE, The Civilization of Cats, EL4DEV, The Municipalities Counter-Attack, etc.)
- Sale of alternative passports – passports of the Green Empire of the East and the West (similar to what micronations offer)
- International crowdfunding
- Donations and philanthropy

### **Medium-term business model:**

- Sale of various services related to the universe (ecotourism, cultural tourism, rural tourism, spiritual tourism) – gradual acquisition of agricultural land in various countries, enriched in biodiversity and developed, then certified as LE PAPILLON SOURCE
- Sale of agricultural products from certified LE PAPILLON SOURCE lands
- Consulting services (socio-political consulting, management consulting, territorial development consulting) for local and national public organizations (via the Think and Do Tank LE PAPILLON SOURCE EL4DEV)
- EL4DEV audiovisual production (animated films, documentaries, performances, various cultural events)

**Key tools to be created or further developed** (*The established sales funnel will enable self-financing*):

- **EL4DEV Editions** – An independent and alternative publishing house aimed at publishing the various works of Paul Elvere DELSART, targeting diverse audiences and centered on the universe of the Green Empire of the East and the West, the LE PAPILLON SOURCE project, The Civilization of Cats, and the EL4DEV program. It will also publish works by other authors exploring these same universes.
- **EL4DEV Big Smart Data** – An information system and management tool for the Empire.
- **EL4DEV Web TV** – A multilingual TV channel of the Empire; a component of the EL4DEV Big Smart Data.
- **EL4DEV Green Coin** – The Empire’s stable cryptocurrency (STABLECOIN) serving global transformation, backed by tangible assets: fertile, productive, and biodiversity-rich lands certified as LE PAPILLON SOURCE.
- **LE PAPILLON SOURCE EL4DEV Think and Do Tank** – The program’s main body, responsible for the creation of consortium contracts integrating small municipalities: national societal Economic Interest Groups and Politico-Societal Unions.

### **Brands and labels within the universe:**

- **EL4DEV** – Brand of the main program for multidisciplinary participatory engineering, societal change, and change management.
- **LE PAPILLON SOURCE** – Brand and certification for tourist cities, agro-climatic plant complexes, vertical green structures, and transformed agricultural lands.
- **The Civilization of Cats** – An educational youth universe interconnected with the Green Empire of the East and the West and the LE PAPILLON SOURCE project.
- **The Municipalities Counter-Attack** – Brand of the sub-program for collective financing and shared governance of LE PAPILLON SOURCE infrastructures.
- **The Reconquista of Small Towns and Villages** – Brand of the empowerment movement for small municipalities around the world, inspired by the historical Spanish Reconquista.

### **Programs and sub-programs driving the initiative:**

- **EL4DEV** – The main multidisciplinary participatory engineering program to build and expand the Empire.
- **LE PAPILLON SOURCE** – Sub-program for the collaborative design and construction of the Empire's infrastructures.
- **The Municipalities Counter-Attack** – Sub-program for participatory financing and collective management of the Empire's infrastructures, aiming to form societal consortiums in the form of national societal Economic Interest Groups and new geopolitical blocs in the form of Politico-Societal Unions.

#### **Requirements for the initiative to gain real momentum:**

Paul Elvere DELSART's vision is original and utopian. It leaves a lasting impression. However, it requires:

- A more accessible narrative strategy (comics, illustrated novels, children's books)
- Better public communication, without diluting the richness of the concept (simplified messaging: clear, educational, and accessible language – more infographics and conceptual visuals)
- The creation of local and international alliances (both public and private)
- Project activation in the real world (e.g., gradual acquisition and transformation of agricultural land is a decisive catalyst for recognition)
- Stronger anchoring in the municipality of **Torreblanca**, designated as the movement's headquarters
- An **annual grant from the municipality of Torreblanca**, allocated to the LE PAPILLON SOURCE EL4DEV Think and Do Tank, for the creation of an alternative territorial brand, the narrative of a new model, the construction of a new identity narrative, and the societal and cultural transformation of Torreblanca – To this end, the Think and Do Tank will be officially relocated to Torreblanca.

#### **Profile of Paul Elvere DELSART:**

Paul Elvere DELSART defines himself as a "**Lone Leader**" – a visionary, autonomous leader who follows no established path but creates a new one.

- Organic thinker
- Multidisciplinary visionary
- Territorial strategist
- Social architect
- Ideological influencer
- Atypical global political actor
- Civilizational foresight creator
- Movement creator
- Builder of complete alternative systems
- Creator of immersive narratives
- Creator of territorial storytelling
- Global reformer
- Worldbuilder
- Creative force
- Narrative hero of a realistic utopia
- Autonomous civilizational agent
- Total system-world/society builder
- Facilitator

#### **Paul Elvere DELSART's metaverse avatar:**

In his metaverse, Paul Elvere DELSART embodies the character **Henry HARPER, the Green Emperor of the East and the West**:

- A living symbol of an alternative society
- Acts as a figure of cohesion and collective inspiration
- Initiator and leader of a symbolic transnational movement

#### **In summary:**

This project is unlike any other.

It is:

- An ecological, social, political, and geopolitical strategy game
- A concrete cooperative territorial development plan
- A planetary metamorphosis blueprint
- A post-capitalist political tool with strong potential for mass engagement
- A narrative designed to trigger a collective reinvention at local, national, and international levels

Torreblanca becomes an experimental laboratory, the symbolic and operational heart of a planetary counter-proposal, ensuring it a strong international spotlight.

This project will connect with other initiatives around the world, acting as a matrix - a nursery for new projects.

### **Benefits for the municipality of Torreblanca, Castellón:**

Torreblanca will become a concept city, a fantastic town, the setting of a fiction embodied in reality.

Paul Elvere DELSART's project will develop:

- Immersive fictional tourism (narrative tourism)
- Transformational tourism
- Alternative tourism with rich symbolic meaning
- Utopian-inspired tourism

Expected measurable results over time:

- Strong international recognition
- High tourism revenue
- Increased attractiveness of the municipality (as a hub for entrepreneurship and lifestyle)
- Significant rejuvenation of the population
- Beautification of the town

### **Challenge for Torreblanca, Castellón:**

**To reinvent Torreblanca:** A project for a vibrant, culturally rich, and highly entrepreneurial territory.

Actions requested from the Municipal Council by Paul Elvere DELSART:

- Provide funding for the **LE PAPILLON SOURCE EL4DEV Think and Do Tank**, which will be relocated to the municipality
- Ensure strong local and regional media coverage of the project

*(Note: Local media exposure will generate national media attention, which in turn will lead to international visibility - thanks to the communication strategy implemented by Paul Elvere DELSART and the disruptive potential of the initiative.)*

### **EL4DEV - The Age of Collaboration**

The Grand White Paper of the Think and Do Tank LE PAPILLON SOURCE EL4DEV, a new Intellectual Start-up and Social Innovation Lab with international action and concrete action plans.

A 117-page book, 100% FREE to view and/or download online (no forms, no email request).

A Mechanism of National Cohesion for a Profound Transformation of Individuals, Communes/Municipalities, and Nations.

Fundamental Principles of a Concrete Solution to Societal Challenges.

#thinktank #startup #solution #idea #laboratory #change #society #peace #international #development #transformation #project #plan

"Welcome to a fascinating journey through the revolutionary initiatives of the Think and Do Tank LE PAPILLON SOURCE EL4DEV. This book, a compilation of information sheets, aims to be an instructive and indispensable guide for

anyone wishing to understand and participate in the profound transformation of our world. Through social and environmental innovation, we invite you to discover how we can, together, reshape our societies for a better future."

Book in HTML format for viewing online

<http://www.el4dev.com/Age-of-Collaboration>

Google Drive link (to view online in PDF format)

<https://drive.google.com/file/d/1HnGsPvvpGmd7hmPNtIj2UdWynl5706TK/view>

EL4DEV PDF platform (to download in PDF format)

[http://el4dev.info/pdf/el4dev\\_the\\_age\\_of\\_collaboration/view](http://el4dev.info/pdf/el4dev_the_age_of_collaboration/view)

Other links (to view online and download in PDF format)

<https://www.fichier-pdf.fr/2024/07/03/el4dev---the-age-of-collaboration/>

<https://www.document-pdf.fr/2024/07/03/el4dev---the-age-of-collaboration/>

Find more information

Boards (French and English)

<https://boards.com/a/sxRqU.zysZ4h>

<https://boards.com/a/sxRqU.nU5St2>

Beacons (English)

[https://beacons.ai/paul\\_elvere\\_delsart\\_eng/home](https://beacons.ai/paul_elvere_delsart_eng/home)

LinkTree (all my blogs in French, English and Spanish)

[https://linktr.ee/paul\\_elvere\\_delsart](https://linktr.ee/paul_elvere_delsart)

My books (in French, English and Spanish)

[https://beacons.ai/paul\\_elvere\\_delsart\\_eng/books](https://beacons.ai/paul_elvere_delsart_eng/books)

Websites and web pages

Main

<https://www.paul-elvere-delsart.net/>

<http://www.el4dev.com/>

<http://www.el4dev.com/papillon/>

<http://el4dev.info/>

Portal

<http://www.el4dev.net/>

Presentation of the founder and program director

<https://sites.google.com/view/paul-elvere-delsart-el4dev/>

<https://sites.google.com/view/elvere-paul-delsart-henry-harp>

Open letters

<http://www.eng.paul-delsart.com/Eng%20Paul%20DELSART.htm>

<http://www.eng.elvere-delsart.com/Eng%20Elvere%20DELSART.htm>

<http://www.el4dev.com/the-think-and-do-tank>

<http://www.el4dev.com/Sponsors-Eng>

<https://sites.google.com/view/conquista-torreblanca-castello>

Action plan and projects

<http://action-plan.el4dev.org/Paul%20Elvere%20DELSART's%20action%20plan.htm>

<http://projects.el4dev.net/Paul%20Elvere%20DELSART's%20projects.htm>

Live-Action Role Playing Game (LARP) in Alternate Reality: Green Empire of the East and the West



<http://establish-empire.el4dev.info/Establish-Green-Empire-East-West.htm>  
<http://larp.el4dev.net/LARP%20-%20Green%20Empire%20East%20and%20West.htm>  
<http://www.eng.el4dev.org/>

Press kits, White papers and Press review

<https://www.paul-elvere-delsart.net/dossiers-de-presse-el4dev-el4dev-press-kits/>  
<https://www.paul-elvere-delsart.net/brochures-livres-blancs-el4dev-el4dev-brochures-white-papers>  
<https://www.paul-elvere-delsart.net/revue-de-presse-el4dev-el4dev-press-review>

Think and Do Tank LE PAPILLON SOURCE EL4DEV

<https://sites.google.com/view/lepapillonsourceel4dev/>  
<http://www.el4dev.com/the-think-and-do-tank>  
<http://www.el4dev.com/Age-of-Collaboration>  
<http://www.el4dev.com/Sponsors-Eng>

News feed

<http://www.el4dev.com/feed>

My social networks

LinkedIn

<https://fr.linkedin.com/in/elvere-paul-delsart-840b0339>  
<https://www.linkedin.com/company/le-papillon-source-el4dev/>

YouTube

<https://www.youtube.com/@pauliveredelsart2970>  
<https://www.youtube.com/@EL4DEV>  
<https://www.youtube.com/@ElverePaulDELSART3>

TikTok1

<https://www.tiktok.com/@elveredelsart>

TikTok2

<https://www.tiktok.com/@pauliveredelsart>

Instagram

<https://www.instagram.com/el4dev>

Page Facebook 1

<https://www.facebook.com/el4dev/>

Page Facebook 2

<https://www.facebook.com/el4dev.lepapillonsource.mohammedVI/>

Page Facebook 3

<https://www.facebook.com/Paul-delsart-100064085887365/>

Page Facebook 4

<https://www.facebook.com/Le-Papillon-Source-Inner-Africa-Ngompem-100067833020907/>

Vkontakte (VK)

<https://vk.com/el4dev>

Telegram

<https://t.me/ElvereDelsart>  
<https://t.me/el4dev>

X

<https://x.com/elveredelsart>  
<https://x.com/elverepaul>

PINTEREST

<https://www.pinterest.fr/edelsartco/>  
<https://www.pinterest.fr/pauldelsart/>  
<https://www.pinterest.fr/el4dev/>

<https://www.pinterest.fr/lepapillonsource/>

Academia.edu

<https://independent.academia.edu/ElvereDELSARTEL4DEVprogramdirector>

MyScienceWork

<https://www.mysciencework.com/profile/elvere.delsart>

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Contact

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□ Founder, chief engineer and director of the sub-program of interconnected tourist towns and agro-climatic eco-landscape structures "LE PAPILLON SOURCE"

□ Founder, chief engineer and director of the decentralized inter-municipal cooperation sub-program "THE MUNICIPALITIES COUNTER-ATTACK"

□ Founder and chief engineer of vertical eco-landscaped structures that generate humidity and microclimates called "THE GREEN / VEGETAL / PLANT CALDERAS"

□ Founder of the concept of "SOCIETAL DIPLOMACY"

□ Founder of the "Second Renaissance movement EL4DEV"

□ Designer of the EL4DEV Information System and the EL4DEV Strategic Deployment Tool

□ Founder and president of the French non-profit organization named "LE PAPILLON SOURCE EL4DEV" (Think tank)

□ Designer of the universe of the EL4DEV Confederation otherwise called the Green Empire of the East and the West

□ Publisher of literary works based on the universe of the EL4DEV Confederation otherwise called the Green Empire of the East and the West

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