

The Green Empire of the East and the West by Paul Elvere DELSART – A transformative game at the edge of reality

The Green Empire of the East and the West, also known as the **EL4DEV Confederation**, goes far beyond the traditional notion of a game. Designed by **Paul Elvere DELSART**, this universe is not merely a narrative project or a speculative utopia; it is a **transformative game of reality**, a global co-creation mechanism where players become active architects of a new civilizational order. At the crossroads of live-action role-playing, geopolitical serious gaming, and embodied speculative fiction, this project redefines the boundary between storytelling and action, between fiction and reality.

1 – A playful structure with global ramifications

The game universe of the EL4DEV Confederation is built on a **transmedia narrative** orchestrated on a planetary scale. Each medium – novel, essay, comic book, concept art, video, event, physical infrastructure – becomes a complementary narrative channel, enriching the global vision of the world in which the players evolve. The works written by **Paul Elvere DELSART** serve not only as rulebooks, but also as manifestos and philosophical guides. These fiction-reality narratives form the narrative foundation of a rich universe that is utopian, spiritual, technological, and poetically realistic.

The game takes shape in reality through concrete actions: the design and co-construction of infrastructures such as the **Vegetal Calderas**, eco-landscape parks, and self-managed cities certified under the **LE PAPILLON SOURCE** label. These infrastructures are both physical game boards and the foundations of the modern chivalric order of the Green Empire of the East and the West. The players become **ambassadors**, **philosopher-kings**, and **builders of a new golden age**.

2 – A societal gameplay – Every action changes the World

Like a global strategy game, The Green Empire of the East and the West engages geopolitical, economic, social, ecological, and spiritual dynamics. The player does not interact with pixels, but with real people, communities, and territories. Every mission is a cooperative initiative, every challenge a real societal crisis to be solved through **collective intelligence**. The immersion is so deep that the line between fiction and the real world fades: what the player does in the Empire **tangibly transforms societies, ecosystems, and institutions**.

To take part in this game is to join a movement of global co-engineering known as **EL4DEV**. It is to understand the rules of a complex system, to be initiated into a new form of diplomacy – **societal diplomacy** – to design alternative governance models, and to contribute to the building of a **new global civil society**.

3 – A universe of unprecedented richness

The universe of the **EL4DEV Confederation** is a parallel world that interpenetrates our own. It is a post-crisis, post-dystopian land where the **Green Emperor of the East and the West**—an enigmatic figure embodied by **Paul Elvere**

DELSART—initiates a global Renaissance. Although futuristic, this imagined society is deeply rooted in contemporary challenges: climate disruption, the collapse of economic systems, the loss of cultural bearings, and the crisis of meaning.

The cities and infrastructures of the **Green Empire of the East and the West** are arenas of play: they educate, produce, heal, and regenerate. Each **LE PAPILLON SOURCE** complex is a 21st-century Templar commandery, a space for collective experimentation, a school of applied wisdom. Within them, players learn autonomy, alternative agriculture, resource management, diplomacy, as well as contemplation and artistic creation.

4 – A work of total social engineering

The **EL4DEV project** is a work of **systemic social engineering**. It draws on concepts such as cybernetics, network-centric systems, decentralized diplomacy, and distributed governance. It operates fractally: from small municipalities to transcontinental unions, each actor has a role in shaping the world's final configuration. The player thus becomes a **co-author, co-legislator, and co-regulator** of a new global social contract.

The game's rules are **evolving, co-constructed, and always contextualized**. They are defined in the foundational writings of Paul Elvere DELSART, spread through fiction-reality works, but come to life through local decisions and transnational alliances. The game has **no end and no geographical limits**: it is as vast as humanity itself.

5 – An immersive, philosophical, and political experience

The gaming experience within the EL4DEV Confederation is an **initiatory journey**. It engages players intellectually, emotionally, and spiritually. It is an **act of faith** in collective intelligence and the power of cooperation. It is a **declaration of war** against individualism, consumerism, and cynicism.

The originality of the **Green Empire of the East and the West** lies in its ambition: to create a **living work**, an **embodied fiction**, a **self-fulfilling parallel world**. It is not about escaping reality, but **re-enchanting it** through imagination and collective action. This one-of-a-kind game offers an alternative to technocratic globalization: the path of an **empire of consciousness**, of **shared knowledge**, and of **restored lands**.

Conclusion – Playing to build a new world

The **Green Empire of the East and the West**, or **EL4DEV Confederation**, is not like any other game. It is the **only game whose primary goal is the transformation of reality**. A game where the winners are those who can **unite, inspire, and build**. A game where the rules are philosophies of life, the missions are societal projects, and the points are **concrete advancements** on planet Earth.

The writings of **Paul Elvere DELSART**, true modern grimoires, are not fictions to flee into, but **keys to meditate on**. They are gateways to a universe as vast as the human imagination, and as real as the initiatives and infrastructures already sprouting in **Torreblanca (Spain), France, Morocco, Greece, and Cameroon**.

To join this game is to dare to **dream**, but more importantly, to **act**. It is to write your name in History—not as a passive player, but as an **active builder of the Green Empire of the East and the West**.

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/1HnGsPvepGmd7hmPNtIj2UdWynI5706TK/view>

EL4DEV PDF platform (to download in PDF format)

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

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

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My books (in French, English and Spanish)

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/>

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>

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/>
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Think and Do Tank LE PAPILLON SOURCE EL4DEV

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

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<https://t.me/ElvereDelsart>

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X

<https://x.com/elveredelsart>

<https://x.com/elverepaul>

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

Academia.edu

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

MyScienceWork

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

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