

Plan B for local development of Torreblanca, Castellón by Paul Elvere DELSART

Request for direct subsidy or convention contract (for cultural and territorial promotion and the creation of a new territorial narrative)

Context:

The failure of the municipality of Torreblanca's highly publicized flagship project, the PAI Golf, would deprive Torreblanca of economic resources and jobs, reduce its tourist appeal, and politically weaken the municipal team, forcing them to quickly rethink their development strategy before the 2027 municipal elections.

- Residents and economic stakeholders could blame the town hall for a lack of vision, planning, or negotiation with developers.
- Political opponents would use the failure as an argument against the municipal team in the next elections.
- There is a risk that Torreblanca would be perceived as an "unfinished project" or "ghost town."
- A drop in tourism following this could trigger a major economic and social shock.
- Torreblanca could fall into a prolonged cycle of tourism decline due to a lack of vision and investment.

But this crisis is also an opportunity to reinvent the destination, give new meaning to its appeal, and make it more resilient in the long term.

Here is a **Plan B for local development** that the municipality of Torreblanca could activate immediately to offset a possible failure of the PAI and avoid an image crisis.

- **Torreblanca needs a rewriting of its territorial narrative:** the municipality should find a new "flagship project" to maintain momentum and prevent the possible failure of the PAI from becoming the territory's defining label.

Paul Elvere DELSART is developing a social and speculative science fiction universe anchored in Torreblanca, centered on his vision of the *Green Empire of the East and the West*.

- **This could completely change the perception and image of the city**, especially among young people, creatives, fans of alternative narratives, science fiction, and GEEK culture, entrepreneurs, and even local, regional, and national media.

A - Paul Elvere DELSART develops his Green Empire of the East and the West or EL4DEV Confederation in Torreblanca

The *Green Empire of the East and the West* refers to a utopian and futuristic project called the EL4DEV Confederation, described in a role-playing game of the same name. It is not a real historical or political empire but rather a concept for an ideal society.

The role-playing game envisions a postmodern world where the EL4DEV Confederation has ushered in a golden age by creating city-states worldwide, originating from small rural communities. This project is a civilizational revolution; a model where ecology, spirituality, innovation, and cooperation are the pillars of a rebalanced world.

The game (*serious game*, Live Action Role-Playing in Alternate Reality, or simulation tool) allows players worldwide to explore this universe, understand the mechanisms of massive cooperation, and question the possibility of building a more peaceful and harmonious world. It is a utopian and futuristic concept at the heart of a role-playing game that explores possibilities for a rebalanced world.

Here, each player is **an architect of reality**. The initiative combines **the imagination of role-playing, the quest for meaning, and the world of an alternative metaverse**. The game is presented in a narrative and theatrical form to activate collective imagination and bring the public, mayors, and citizens into a creative political simulation space. It is not mere entertainment but a mechanism for orchestrating ideas, projects, and decisions in a shared space.

The concept goes beyond fiction. It aims to be a concrete proposal to change the world, with both realistic and imaginary dimensions.

A project primarily aimed at young people:

- **Unique hybrid universe:** a blend of **futurism, mystical ecology, narrative geopolitics, green science fiction, and geek culture**.
- **Active role:** the player is not a spectator; they are the **author of the world to come**.
- **Inclusive community:** an international, interdisciplinary, intergenerational exchange space that is highly stimulating.
- **Metaverse:** a parallel world overflowing into reality for tangible impact - a simulation tool deeply influencing what is perceived as real.

Here is what the initiative entails:

1. Creation of a unique territorial myth in Spain, Europe, and worldwide

Anchoring a real city in a science-fiction universe (like Torreblanca in the *Green Empire of the East and the West*) gives Torreblanca a strong, even iconic, symbolic role as:

- The starting point of a parallel world (the *Green Empire of the East and the West*, also called the EL4DEV Confederation).
- A futuristic ecological, social, cultural, entrepreneurial, and spiritual laboratory.
- A political and civic simulation space.
- A convergence zone of civilizations (East/West – North/South) on ecological, social, intellectual, and artistic grounds.

This would create a powerful narrative, halfway between utopia, ecology, spirituality, politics, geopolitics, and cultural soft power.

2. The potential for tourism transformation in Torreblanca

A well-scripted science-fiction universe associated with real locations can become:

- A narrative tourist attraction (like Hobbiton in New Zealand or Almería for westerns).
- A base for festivals (cosplay, live-action role-playing, speculative fiction, eco-fiction).
- A transmedia platform (books, comics, videos, games, immersive podcasts).

Paul Elvere DELSART's project would develop:

- Immersive fictional tourism (narrative tourism).
- Transformational tourism.
- Alternative tourism with strong symbolic content.
- Utopian inspiration tourism.

Torreblanca becomes:

- A “story city,” rare, symbolic, and experiential.
- A concept city, a fantastical city, the setting for fiction embodied in reality.
- A demonstration zone where the narrative materializes.
- An experimental laboratory, the symbolic and operational heart of a planetary counter-proposal, ensuring international exposure.
- A convergence point for international, transdisciplinary collaborative engineering.

3. Conditions for the initiative’s success

To succeed, it requires:

- **A solid storyline:** coherent mythology, characters, recognizable aesthetics.
- **Concrete activation on the ground** (in Torreblanca), such as:
 - Physical installations (immersive trails, sculptures, street art, plant labyrinths, landscaped farmland).
 - Regular events (themed markets, green and speculative science fiction festivals, LARP).
 - Related cultural products (comics, novels, manifestos, documentaries, short films, merchandise).
 - Municipal endorsement for permits and regional media communication.

4. A new image for Torreblanca

Paul Elvere DELSART builds:

- A global narrative around a transnational ecological, social, intellectual, reformist, and entrepreneurial empire.
- Strong territorial anchoring in Torreblanca.

Thus, Torreblanca becomes:

- The symbolic capital of this vision.
- The experimental center for ecological, social, and cultural transformation.

5. A unique and innovative hybrid model

This hybrid model (real + narrative + geopolitical + ecological) goes beyond local activism. It is a civilizational proposal with a real operational base.

- It radically departs from traditional frameworks (tourism, culture, ecology).
- It positions Torreblanca as a global center, flattering local pride.

Through tens of thousands of targeted emails in Spain, Europe, and worldwide, Paul Elvere DELSART imposes a stable and repeated narrative; a key condition for a modern myth.

- He becomes both character and author, which intrigues and fascinates (like Elon Musk, but in a Mediterranean ecosystemic mode).
- He occupies the space left vacant by traditional politics: the imagination.

6. Summary

Paul Elvere DELSART's action has **local public interest** through:

- Showcasing the territory.
- Contributing to tourism and cultural development.
- Positively projecting the municipality beyond its borders.

With this type of project, Torreblanca's municipality could legitimately support the entrepreneur either through direct funding or by backing one or more applications for external subsidies.

B - Paul Elvere DELSART launches in Torreblanca his movement called “The Reconquista of Small Towns and Villages” or Reconquista EL4DEV, in reference to the famous Spanish Reconquista

The Reconquista of Small Towns and Villages is the cultural movement initiated by Paul Elvere DELSART from Spain. This movement seeks to gradually and massively unite people around a symbolic work inspiring socio-cultural and institutional change: the *Green Empire of the East and the West*, also called the EL4DEV Confederation.

The goal is to initiate a broader, more generalist movement for the creation, improvement, or overhaul of models that its author calls the *Second EL4DEV Renaissance Movement*. It is by no means a military or violent reconquest but an ideological and cultural project.

Paul Elvere DELSART proposes **a Reconquista of small Spanish towns and villages, then southern Europe, then the whole of Europe and other countries worldwide**; a project centered on rural renewal, local autonomy, and peaceful societal transformation, starting from Torreblanca in Castellón province, Spain.

The ambition is to restore vitality and sovereignty to rural municipalities neglected by promoting participatory governance, ecological currency, experimental and educational living infrastructures, and collaborative influence on a transnational scale.

The project aims to expand beyond Spanish borders; initially to Portugal, France, Italy, and Greece within a framework of civilizational reconstruction based on cooperation, beauty, and exemplarity.

It is thus not a warlike reconquest, but rather an intellectual and local, non-violent movement intended to reinvent territorial sovereignty from the municipal level. **The Reconquista of Small Towns and Villages** is a civil, cultural, ecological, and participatory project.

The narrative is both symbolic and an operational strategy, making rurality the driver of global transformation. Paul Elvere DELSART suggests that the rebirth of our civilization could arise from forgotten villages, placing Torreblanca at the heart of a new ecological, ethical, social, intellectual, and highly entrepreneurial empire in which **each small town and village regains its place as a radiant city-state**.

Possible cultural, social, and economic impacts for Torreblanca:

1. **Living heritage:**
 - Residents become co-authors of their image, encouraging intergenerational transmission.
2. **Community cohesion:**
 - Workshops and unifying events bringing together residents, associations, and economic actors.
 - Creation of a sense of belonging and local pride.
3. **Openness and dialogue:**
 - Exchanges with other small towns and villages involved in the movement, fostering a solidarity network at regional and national levels.
4. **Inclusion:**
 - Involvement of diverse groups (youth, elderly, newcomers) in a common enhancement project.
5. **Enhanced attractiveness:**
 - From the start of its materialization (first agreement signed between two municipalities, e.g., Torreblanca and Cabanes, then the Think and Do Tank *LE PAPILLON SOURCE EL4DEV*), the project acts as a territorial showcase, attracting local and national media, curious visitors, artists, individual entrepreneurs (consultants, digital nomads, social media influencers), and potentially new residents seeking an active and inspiring environment.
6. **Leverage for funding:**
 - Potential for the municipality to secure public aid (culture, rural revitalization, tourism) and private partnerships.

Torreblanca as the first institutional supporter of Paul Elvere DELSART?

Legally, a Spanish town hall such as Torreblanca can, if it wishes and if it has budgeted for it, directly grant a subsidy to an ideological influencer and individual entrepreneur like Paul Elvere DELSART.

Key points:

1. **Legal basis**
 - *Ayuntamientos* (municipalities) can grant subsidies under *Ley 38/2003, General de Subvenciones* and the corresponding Subsidy Regulations.
 - This can be done through a public *convocatoria* (call for proposals) or a nominative grant included in the municipal budget.
 - Any aid must comply with competition rules and, if applicable, EU *de minimis* aid limits.
2. **Decision-making process**
 - The municipal council (*Pleno*) or *Junta de Gobierno Local* must vote on the budget line and approve the regulatory bases.
 - These bases define: purpose of the aid (e.g., cultural and territorial promotion), criteria, amount, required documents, and deadlines.
3. **Types of possible support**
 - **Direct subsidy:** funds granted for a specific project (e.g., creation of a work, event, promotion campaign for Torreblanca).
 - **In-kind support:** free or reduced-rate provision of municipal premises, promotion via municipal channels, logistics.
 - **Agreements:** signing a specific agreement if the project is recognized as having municipal interest.
4. **Practical realities in Torreblanca**
 - Small municipalities often have limited budgets, so direct cash aid is rare and usually comes via provincial or regional calls.

- However, they are more flexible in granting material support (premises, publicity, municipal events) or proposing Paul Elvere DELSART as a partner in projects funded by the *Diputación de Castellón* or the *Generalitat Valenciana*.

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**.

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"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/1HnGsPvvpGmd7hmPNtIj2UdWynI5706TK/view>

EL4DEV PDF platform (to download in PDF format)

http://el4dev.info/pdf/el4dev_the_age_of_collaboration/view

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Websites and web pages

Main

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

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

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

<http://el4dev.info/>

Portal

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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/>

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<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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- ☐ 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"**
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