STORY GRID

Heroic Journey 2.0

External; Objective; Alien Unknown; Obstacle; Operation; Environment; Domain; Arena

POSITIVE

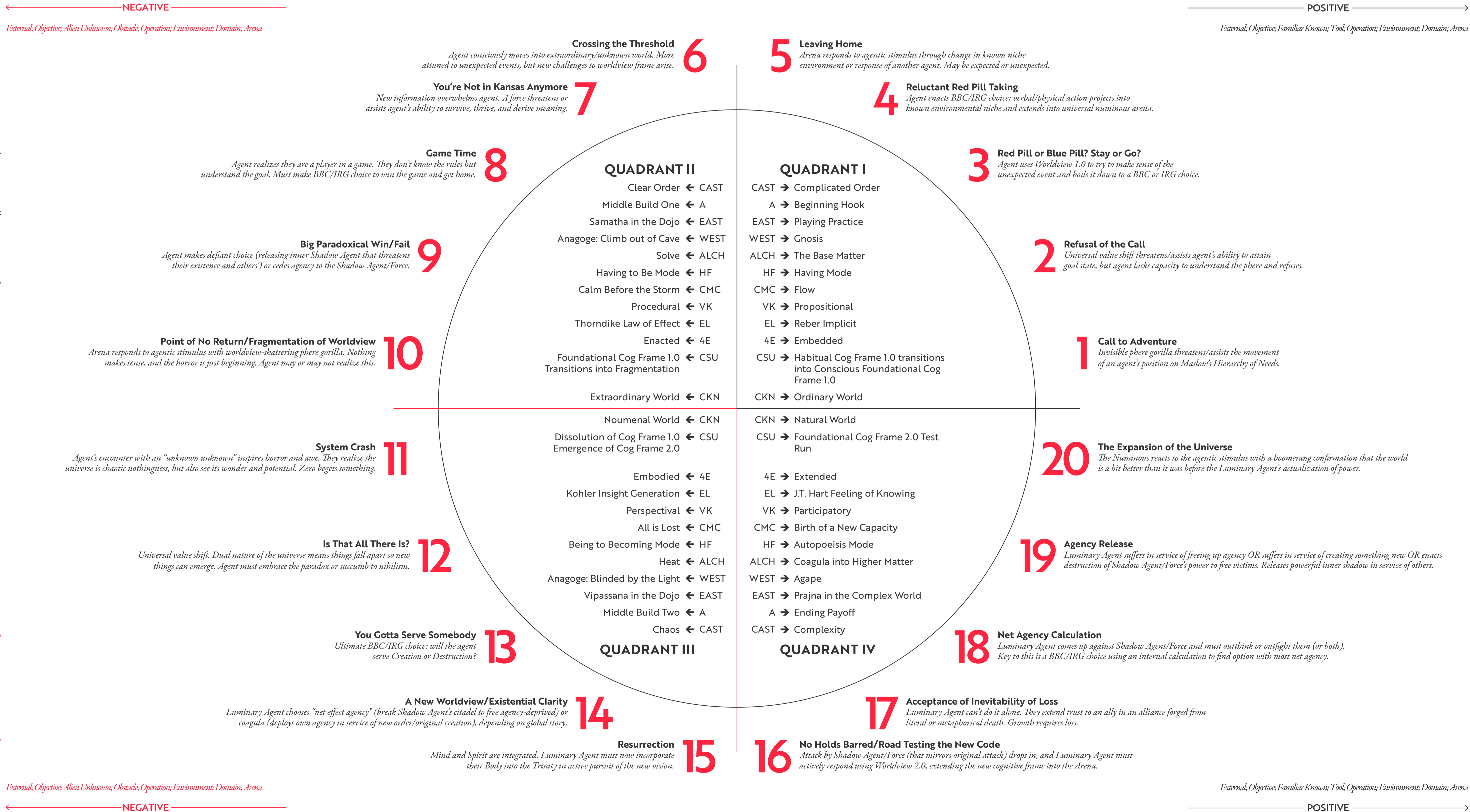*External; Objective; Familiar Known; Tool; Operation; Environment; Domain; Arena*

POSITIVE

Internal; Subjective; Known Code; Algorithm/Heuristic; Operator; Environment; Domain; Arena

6 Crossing the Threshold
Agent consciously moves into extraordinary/unknown world. More attuned to unexpected events, but new challenges to worldview frame arise.

5 Leaving Home
Arena responds to agentic stimulus through change in known niche environment or response of another agent. May be expected or unexpected.

7 You're Not in Kansas Anymore
New information overwhelms agent. A force threatens or assists agent's ability to survive, thrive, and derive meaning.

4 Reluctant Red Pill Taking
Agent enacts BBC/IRG choice; verbal/physical action projects into known environmental niche and extends into universal numinous arena.

8 Game Time
Agent realizes they are a player in a game. They don't know the rules but understand the goal. Must make BBC/IRG choice to win the game and get home.

3 Red Pill or Blue Pill? Stay or Go?
Agent uses Worldview 1.0 to try to make sense of the unexpected event and boils it down to a BBC or IRG choice.

9 Big Paradoxical Win/Fail
Agent makes defiant choice (releasing inner Shadow Agent that threatens their existence and others') or cedes agency to the Shadow Agent/Force.

2 Refusal of the Call
Universal value shift threatens/assists agent's ability to attain goal state, but agent lacks capacity to understand the phere and refuses.

QUADRANT II

Clear Order	← CAST
Middle Build One	← A
Samatha in the Dojo	← EAST
Anagoge: Climb out of Cave	← WEST
Solve	← ALCH
Having to Be Mode	← HF
Calm Before the Storm	← CMC
Procedural	← VK
Thorndike Law of Effect	← EL
Enacted	← 4E
Foundational Cog Frame 1.0 Transitions into Fragmentation	← CSU
Extraordinary World	← CKN

QUADRANT I

CAST	→ Complicated Order
A	→ Beginning Hook
EAST	→ Playing Practice
WEST	→ Gnosis
ALCH	→ The Base Matter
HF	→ Having Mode
CMC	→ Flow
VK	→ Propositional
EL	→ Reber Implicit
4E	→ Embedded
CSU	→ Habitual Cog Frame 1.0 transitions into Conscious Foundational Cog Frame 1.0
CKN	→ Ordinary World

1 Call to Adventure
Invisible phere gorilla threatens/assists the movement of an agent's position on Maslow's Hierarchy of Needs.

10 Point of No Return/Fragmentation of Worldview
Arena responds to agentic stimulus with worldview-shattering phere gorilla. Nothing makes sense, and the horror is just beginning. Agent may or may not realize this.

QUADRANT III

Noumenal World	← CKN
Dissolution of Cog Frame 1.0 Emergence of Cog Frame 2.0	← CSU
Embodied	← 4E
Kohler Insight Generation	← EL
Perspectival	← VK
All is Lost	← CMC
Being to Becoming Mode	← HF
Heat	← ALCH
Anagoge: Blinded by the Light	← WEST
Vipassana in the Dojo	← EAST
Middle Build Two	← A
Chaos	← CAST

QUADRANT IV

CKN	→ Natural World
CSU	→ Foundational Cog Frame 2.0 Test Run
4E	→ Extended
EL	→ J.T. Hart Feeling of Knowing
VK	→ Participatory
CMC	→ Birth of a New Capacity
HF	→ Autopoeisis Mode
ALCH	→ Coagula into Higher Matter
WEST	→ Agape
EAST	→ Prajna in the Complex World
A	→ Ending Payoff
CAST	→ Complexity

11 System Crash
Agent's encounter with an "unknown unknown" inspires horror and awe. They realize the universe is chaotic nothingness, but also see its wonder and potential. Zero begets something.

20 The Expansion of the Universe
The Numinous reacts to the agentic stimulus with a boomerang confirmation that the world is a bit better than it was before the Luminary Agent's actualization of power.

12 Is That All There Is?
Universal value shift. Dual nature of the universe means things fall apart so new things can emerge. Agent must embrace the paradox or succumb to nihilism.

19 Agency Release
Luminary Agent suffers in service of freeing up agency OR suffers in service of creating something new OR enacts destruction of Shadow Agent/Force's power to free victims. Releases powerful inner shadow in service of others.

13 You Gotta Serve Somebody
Ultimate BBC/IRG choice: will the agent serve Creation or Destruction?

18 Net Agency Calculation
Luminary Agent comes up against Shadow Agent/Force and must outthink or outfight them (or both). Key to this is a BBC/IRG choice using an internal calculation to find option with most net agency.

14 A New Worldview/Existential Clarity
Luminary Agent chooses "net effect agency" (break Shadow Agent's citadel to free agency-deprived) or coagula (deploys own agency in service of new order/original creation), depending on global story.

17 Acceptance of Inevitability of Loss
Luminary Agent can't do it alone. They extend trust to an ally in an alliance forged from literal or metaphorical death. Growth requires loss.

15 Resurrection
Mind and Spirit are integrated. Luminary Agent must now incorporate their Body into the Trinity in active pursuit of the new vision.

16 No Holds Barred/Road Testing the New Code
Attack by Shadow Agent/Force (that mirrors original attack) drops in, and Luminary Agent must actively respond using Worldview 2.0, extending the new cognitive frame into the Arena.

Internal; Subjective; Unknown Code; Obstacle; Operator; Environment; Domain; Arena

NEGATIVE

External; Objective; Alien Unknown; Obstacle; Operation; Environment; Domain; Arena

NEGATIVE

Internal; Subjective; Unknown Code; Obstacle; Operator; Environment; Domain; Arena

External; Objective; Familiar Known; Tool; Operation; Environment; Domain; Arena

POSITIVE

CAST: *Complex Adaptive Systems Technology (Cynefin)* • **A:** *Aristotelian Arc Categories* • **EAST:** *Eastern meditative practice altering states of consciousness to achieve enlightenment model* • **WEST:** *Western Neo-platonic and Christian ascension to enlightenment process* • **ALCH:** *Alchemical process to higher order* • **HF:** *Heidegger and Fromm's existential modal behavior*
CMC: *McLaughlin/Coyne Qualitative Quadrant State theory, extending Csikszentmihalyi's Flow State Conception* • **VK:** *Vervaeke four types of Knowledge categories* • **EL:** *Empirical four kinds of Learning categories* • **4E:** *4-E Cognitive Science states* • **CSU:** *Coyne Worldview transformation as information processing "software upgrade" model* • **CKN:** *Extension of Campbell's "ordinary world, extraordinary world" model with Kant's Numinous and Natural Complexity*