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The Left Hand Path of Game Design

Berlin Occulture Conference October 21

DR. JEFF HOWARD

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-
Ludomancer, Technomage, Occult Game Designer. Dr. Jeff Howard is **Senior Lecturer in Games at Falmouth University** in Cornwall, where he specializes in **occult and games**. He has presented on games and the occult at a variety of international conferences, including Berlin Occulture, **Trans-States**, and **ESSWE9**.

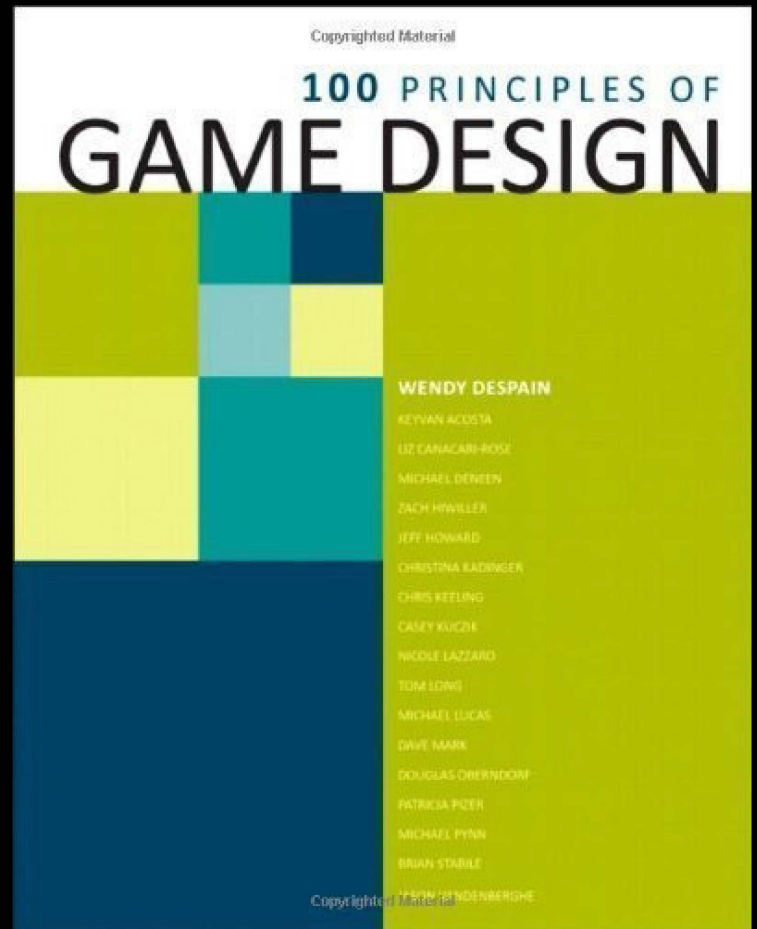
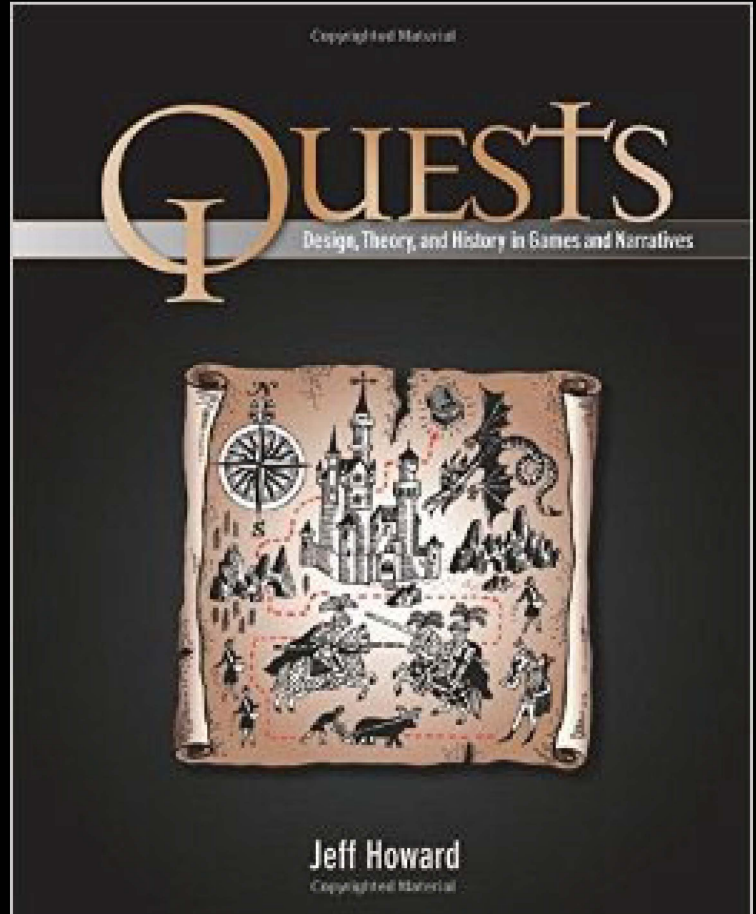
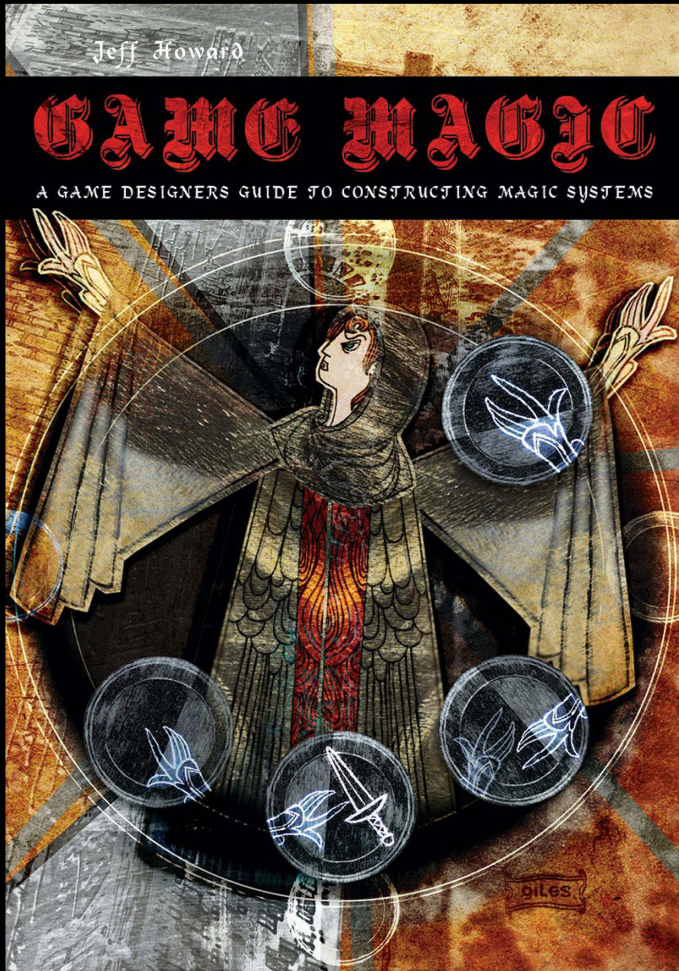


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TAROT SKILL SYSTEM
OVERVIEW

CORE TEAM
MEMBER:
APOCALYPSE STUDIOS



OUTLINE

I. LHP

A) LHP AS CURRENT/INFLUENCE

B) LHP HISTORY

II. INVISIBLE SUN & GRANT

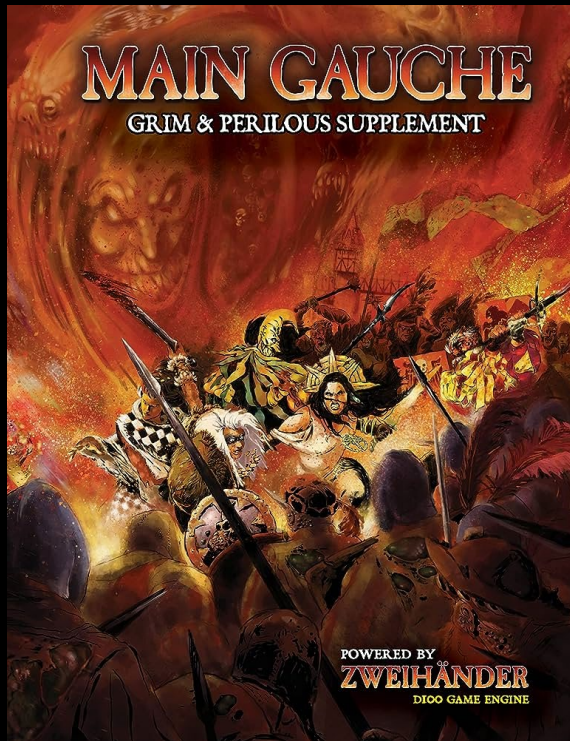
III. KULT & THOMAS KARLSSON

IV. SPIRITUAL TRANSGRESSION

V. SIX TECHNIQUES OF LHP LUDOMANCY

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LHP IS A CURRENT OF INFLUENCE IN GAMES & GAME DESIGN



Alex T.
@iamthehornedone Follows you Following
Game designer (Blackoath Entertainment), musician, vegan, all while walking the path to the left of the left. BLM // Trans ally

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Because LHP is a current,
tracing its influence allows
us to tap into its energy

- SANSKRIT: KALAS
- FLOW OF WATER & ELECTRICITY
- THIS CURRENT MANIFESTS THROUGH **INFLUENCE** IN THE ORIGINAL MEANING OF **INFLUX**
- LHP SOURCE MATERIAL AND IDEAS ENERGIZE THE GAME DESIGNERS WHO USE THEM
- UNDERSTANDING INFLUENCE CAN HELP US TO PICK UP THE CURRENT

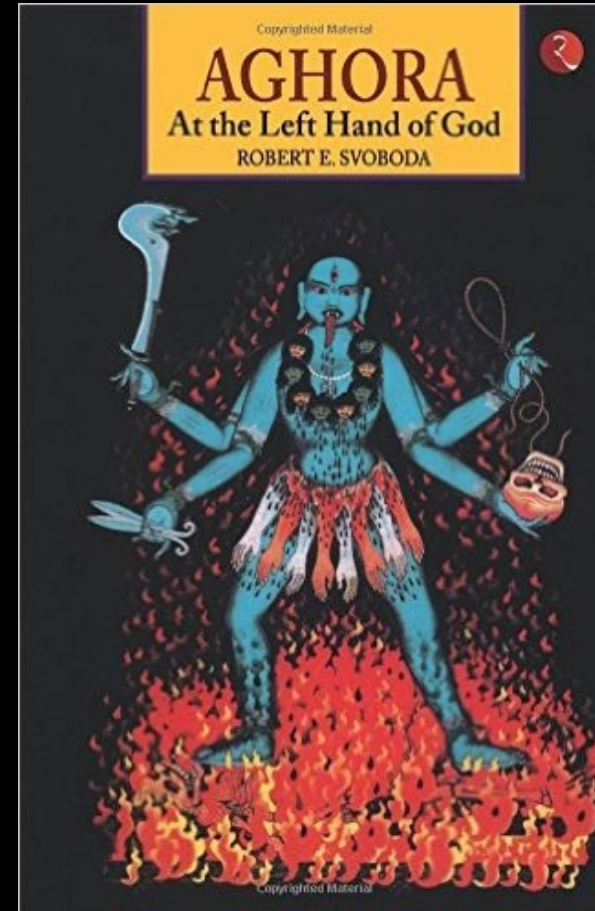
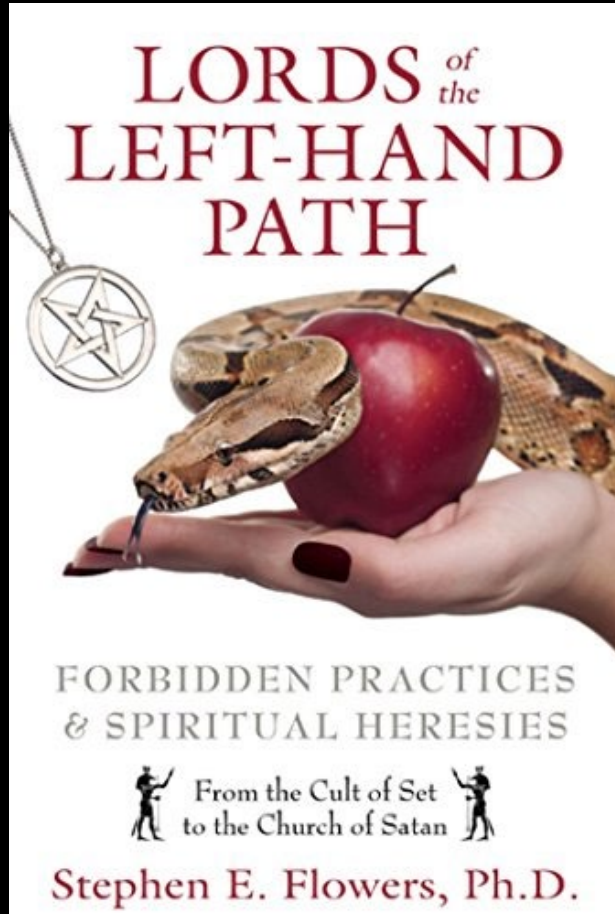


LUDOMANTIC LHP TECHNIQUES

- 1) REVERSE GAME-BASED SYMBOL SYSTEMS
- 2) DEVELOP ANTI-WORLDS
- 3) PERSONIFY FORCES OF DARKNESS
- 4) SIMULATE SEX, DEATH, AND DREAMS
- 5) EMBRACE BLEED
- 6) CONTEST THE LIGHT



TO UNDERSTAND THE CURRENT, WE MUST TRACE ITS HISTORICAL WELLSPRING



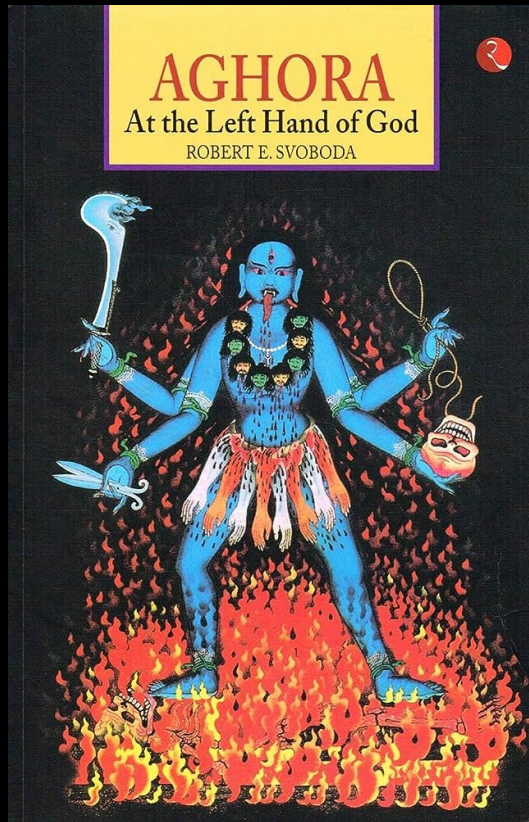
Left Hand Path = Vama Marga (Vamachara)

वामाचार	m.	vAmAcAra	black magic
वामाचार	m.	vAmAcAra	left-hand practices or doctrines of the tantras
वामाचार	adj.	vAmAcAra	behaving badly or in the wrong way

LHP has **tantric origin**, with a focus on **Saivite** thought (Shiva worship).

“They all bowed to the great god and said, ‘The bathing with ashes, nakedness, and “left-handedness” that goes against the grain, and that which is to be used or not to be used – lord, we wish to know that.’” (*Brahmāṇḍa Purāṇa*, Translation Doniger 53)





THE AGHORI PRACTICE LHP AS TRANSGRESSIVE SPIRITUALITY

As Svoboda explains in *Aghora*, Shiva proves non-duality through play

- “The world considers you inauspicious, O Destroyer of Lust who plays in the smashan smeared with the ash from funeral pyres, wearing a necklace of human skulls, with ghouls for comrades. But for those who remember You with devotion, O Bestower of Boons, You are supremely auspicious” (83). [Shiva Mahatma Stotra, 24]





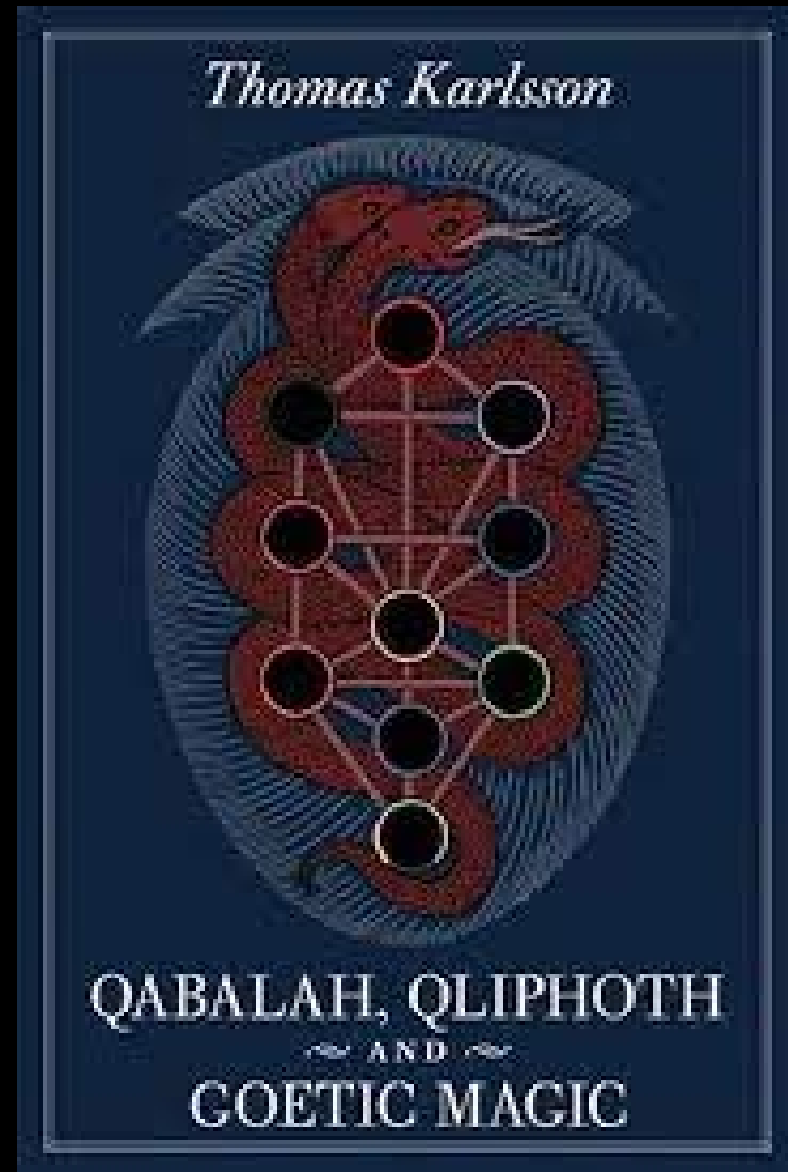
LHP TANTRA
REVERSES FLOW OF ENERGY:
“TO REVERSE THE LEFT-TO-RIGHT
PATTERN, CONTRARY TO NATURE
AND COSMIC LAW, REQUIRES AN
EXERCISE OF THE FACULTY OF
WILL” (FLOWERS 599).

LHP = SPIRITUAL TRANSGRESSION



TWO CASE STUDIES, TWO STREAMS OF THE LHP CURRENT: *INVISIBLE SUN & KULT*



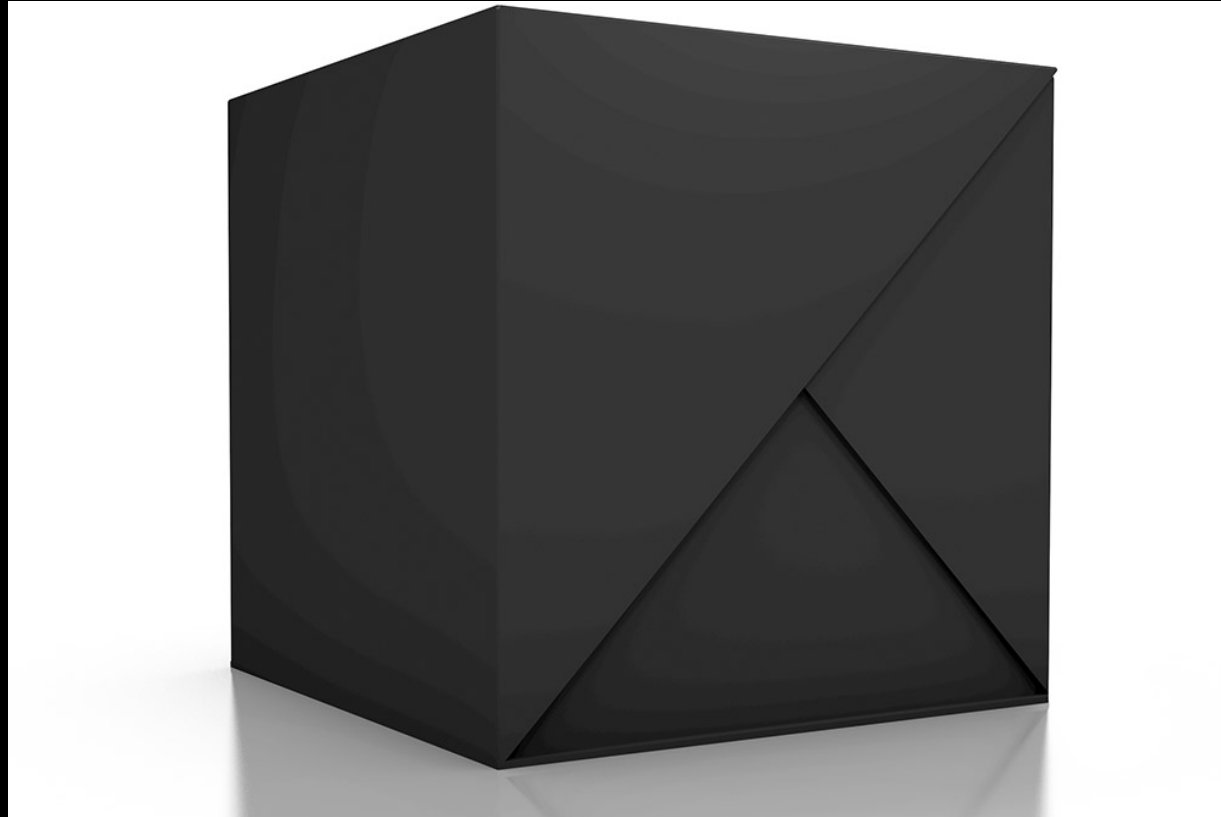


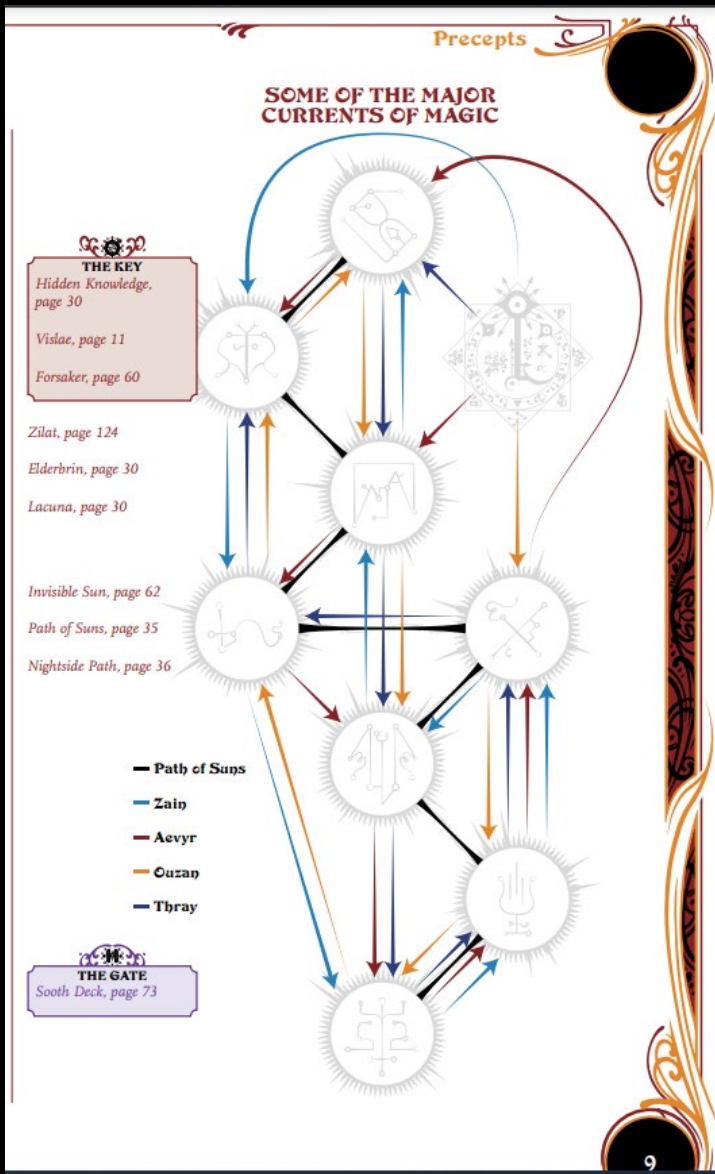
- *INVISIBLE SUN* (Monte Cook Games)
- *KULT* (Modiphius)

- TWO CURRENTS OF INFLUENCE
- TWO WAYS THAT THE LHP OF GAME DESIGN FORKS
- THEY RECONVERGE IN OUR PRACTICE (AS GAME DESIGNERS, AS OCCULTISTS)

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CASE STUDY/CURRENT 1: INVISIBLE SUN (MONTE COOK GAMES)





INVISIBLE SUN, THE NIGHTSIDE IS DESCRIBED AS ONE OF SEVERAL CURRENTS OF MAGIC. THE NIGHTSIDE CURRENT FLOWS BACKWARDS

GRANT'S WORK IS BOTH THE SOURCE OF THE CONCEPT OF MAGICAL CURRENTS, AS WELL AS AN EXAMPLE OF THE LHP CURRENT MANIFESTING THROUGH INFLUENCE.

The Way

INVISIBLE SUN

RESOURCES AND INSPIRATIONS FOR INVISIBLE SUN

The following have all been very influential on the development of *Invisible Sun*. Some entries in this list are people—authors, artists, directors, and musicians. Some are movements, belief systems, or philosophies. And some are created works, like books or fictional characters. In some cases, both a book and its author get separate mentions. This is to indicate a particularly strong influence on the game and its setting. The list is in a very rough order of significance, but that is of secondary concern. Everything on this list has its own particular meaning and reason for being included.

No suggestion of endorsement or connection is intended. This is simply a list of inspirations.

- Surrealism
- *Prometheus*
- Salvador Dalí
- Grant Morrison
- Liars
- Vladimir Kish
- Austin Osman Spare
- Peter J. Carroll
- Robert Anton Wilson
- A. E. Waite
- Dadaism
- Zoroastrianism
- Buddhism
- William Burroughs
- M. John Harrison
- David Bowie
- Kenneth Grant
- Mike Mignola
- The Tarot
- Alan Moore
- Zdzisław Beksiński
- Jarosław Jafnikowski
- Swans
- David Tibet/Current 93
- Philip K. Dick
- The Tree of Life
- Apes
- Doctor Strange (all incarnations)
- Steve Ditko
- Godspeed You! Black Emperor
- *House of Leaves*
- Brian Cysin
- André Breton
- Jack Parsons
- Alchemy
- John Zorn
- Thomas Ligotti
- *The Orange Eats Creeps*
- Coil
- Jack Kirby
- Tarsem Singh
- Psychic TV
- *The Metamorphosis*
- Santeria
- *Gravity's Rainbow*
- Manfred Lurker
- *Doom Patrol*
- Chelsea Minnis
- The Caretaker
- *Scorch Atlas*
- David Lynch
- *Kill Six Billion Demons*
- H.P. Lovecraft
- Lettrism
- Dynamism
- Daniel Merriam
- Brian Teare
- *The Anatomy of Story*—John Truby
- *A Writer's Guide to Fiction*—Elizabeth Lyon
- George Crumb
- *Sandman*
- Doctor Strange (all incarnations)
- Steve Ditko
- Godspeed You! Black Emperor
- *House of Leaves*
- Brian Cysin
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- *The Anatomy of Story*—John Truby
- *A Writer's Guide to Fiction*—Elizabeth Lyon
- George Crumb
- *Sandman*

SPECIAL THANKS TO OUR KICKSTARTER BACKER PLAYTEST LEADS AND THEIR GROUPS

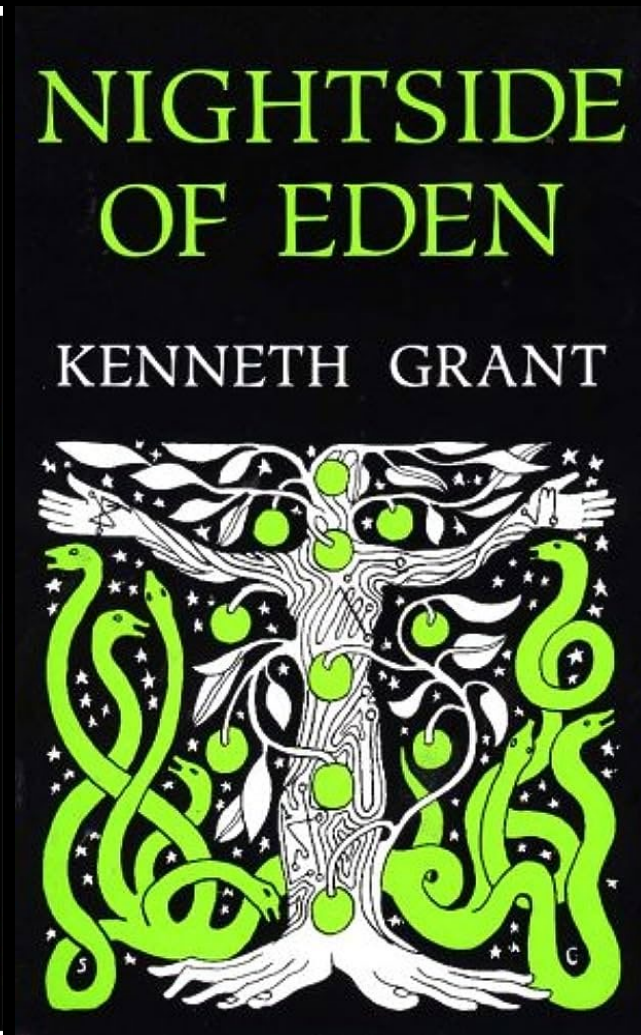
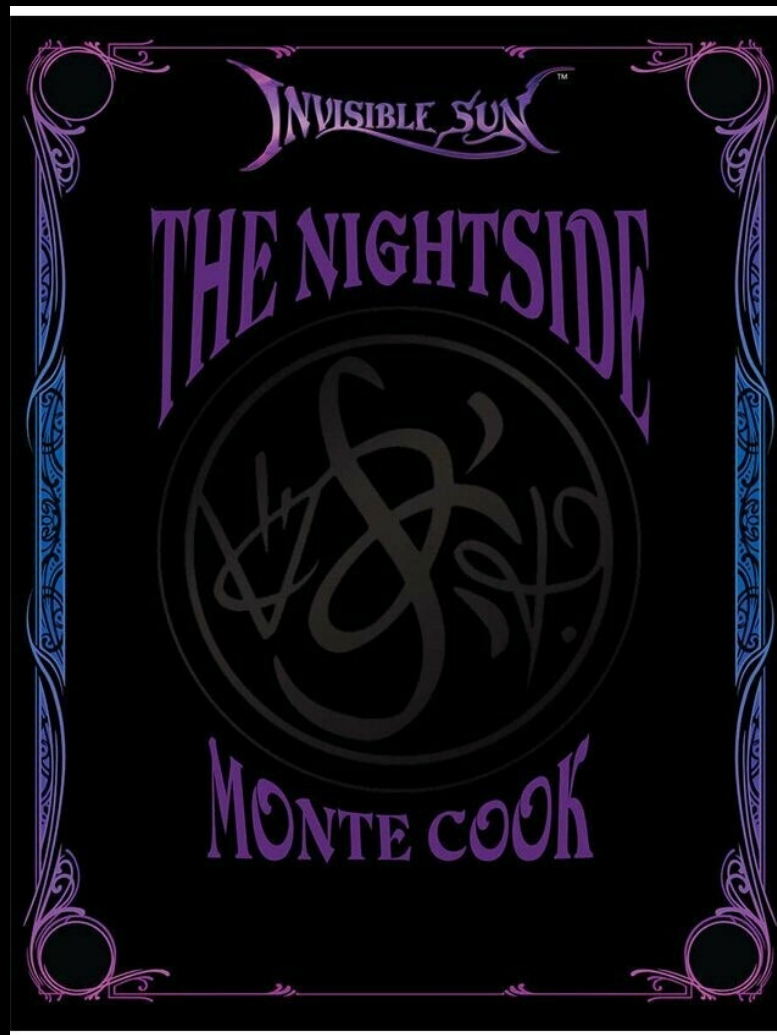
- Brandon Barnes
- Ivan Blasco Navarro
- Joseph DeSimone
- Jesse Edmond
- David Hanlon
- Eileen Kanost
- Edgardo Montes Rosa
- Joseph Noll
- Christian Palmer
- Krzysztof Piwowarski
- Scott Robinson
- Jason Robinson
- Darius Sayers

124

- + David Bowie
- + Kenneth Grant
- + Mike Mignola
- + The Tarot
- + Alan Moore

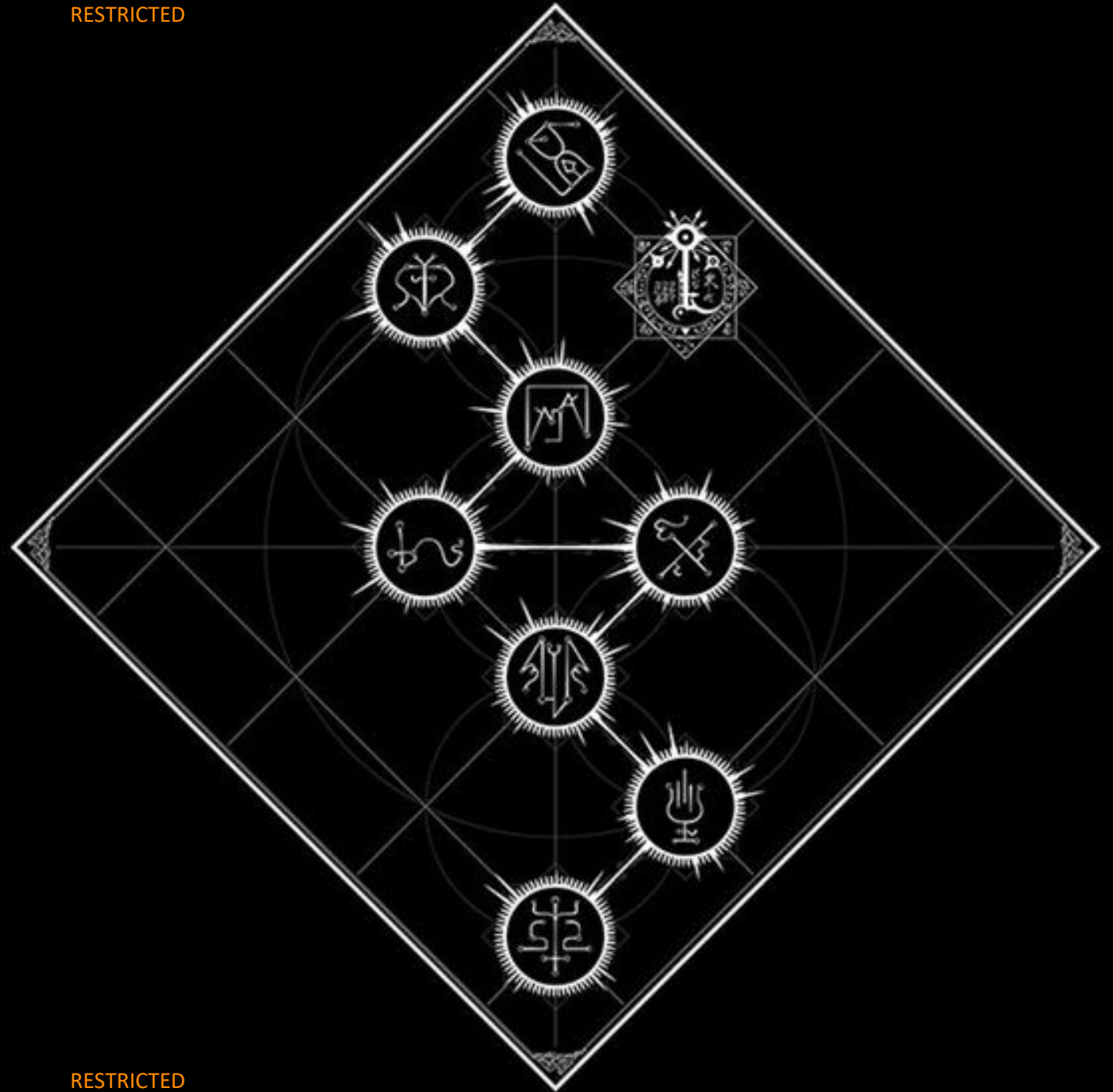


Invisible Sun
and the
Nightside



PATH OF SUNS

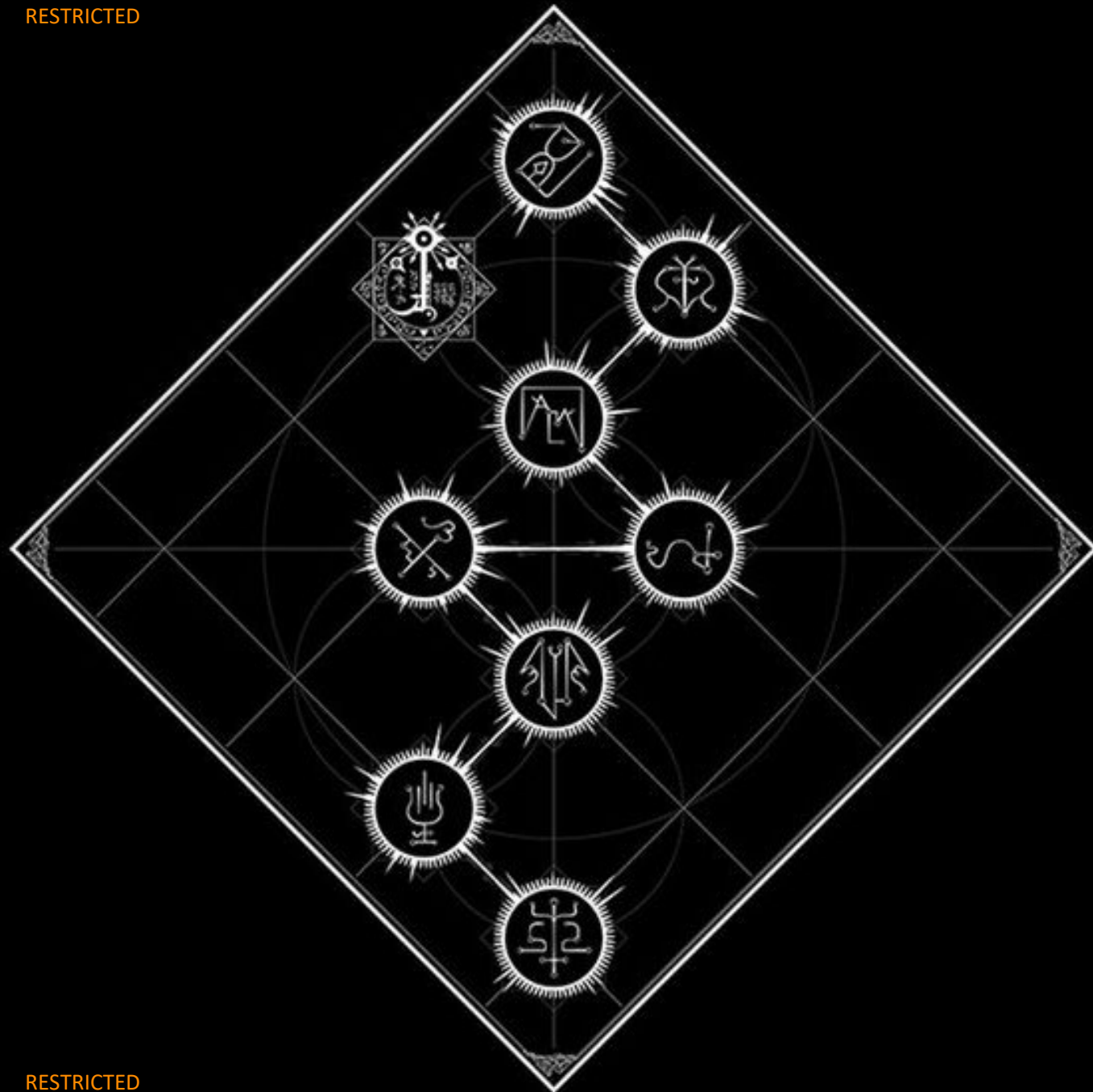
THE MAIN CURRENT OF MAGIC IN
INVISIBLE SUN



LUDOMANTIC TECHNIQUE 1: REVERSE AND INVERT SYMBOL SYSTEMS

- THE NIGHTSIDE OF
INVISIBLE SUN
IS A SET OF ANTI-
WORLDS: THE PATH
OF SUNS INVERTED
& REVERSED

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THE NIGHTSIDE: A SELF-CONTAINED SUPPLEMENT THAT REVERSES & INVERTS INVISIBLE SUN LORE AND MECHANICS

- THE NIGHTSIDE SUPPLEMENT COMES IN A “SPECIAL Warded BAG” OF BLACK SILK WITH A PROTECTIVE SIGIL AND INSTRUCTIONS TO KEEP IT SEPARATE FROM THE REST OF THE GAME
- A DIE WITH BLACK, BLANK FACES EXCEPT FOR A SINGLE FLUX FACE (THE INVERSE OF THE USUAL INVISIBLE SUN DIE)



The Nightside

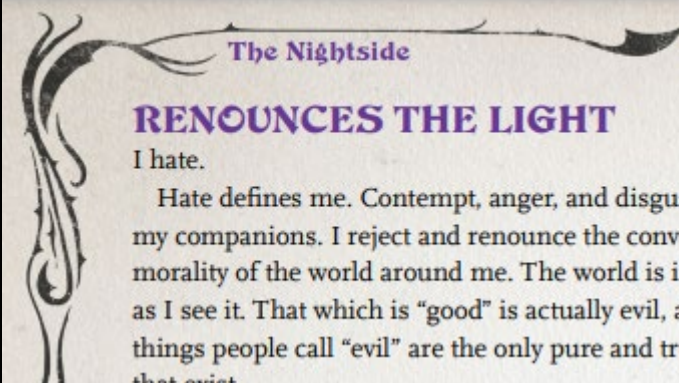
INVISIBLE SUN

NIGHTSIDE TRUTHS

The sign read “Nightside Path” with an arrow pointing left, and below that it said “Path of Suns” with an arrow to the right.

“Funny,” Trevain said.

“Yeah,” Nir said, “if someone ever asks about it without any irony, that’s a good reason to tell them to just go home.”



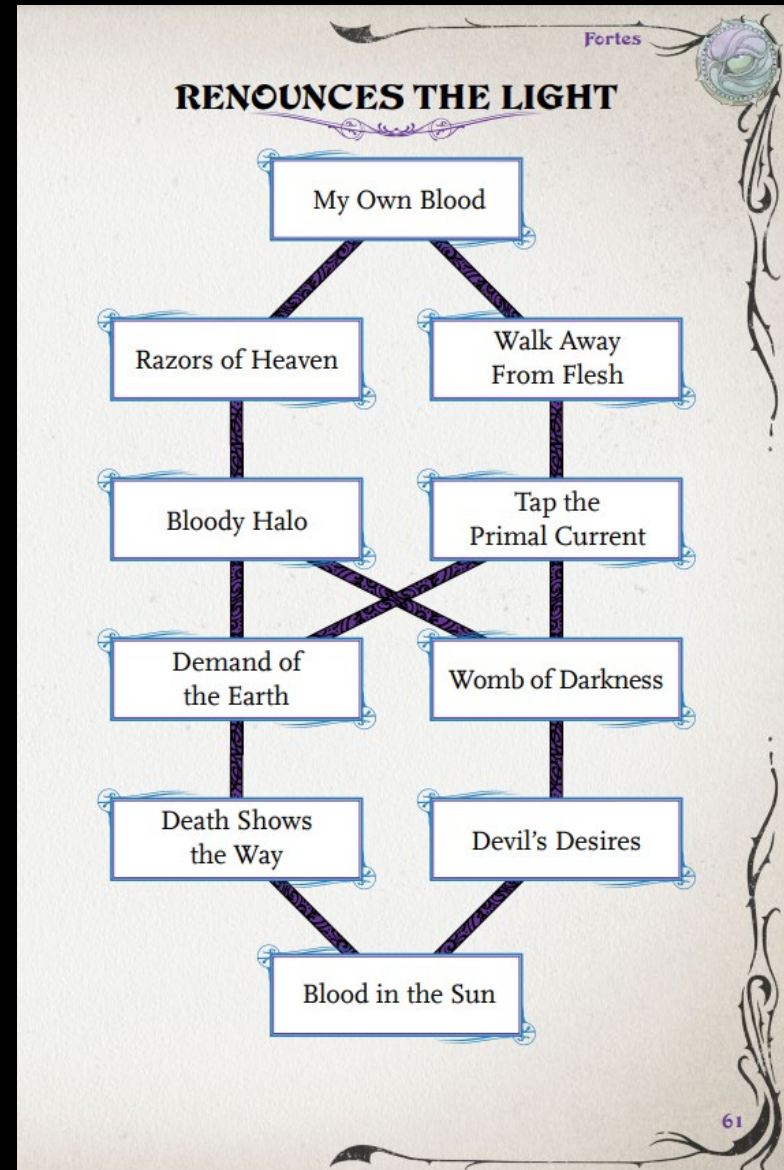
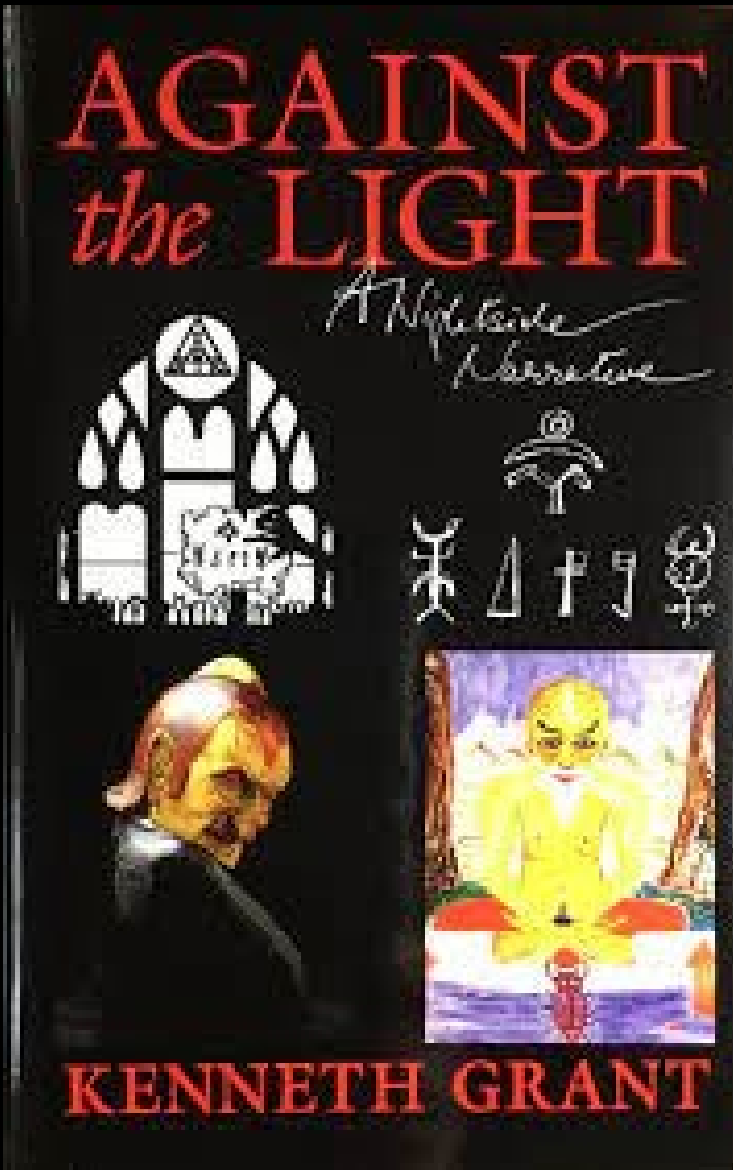
The Nightside

INVISIBLE SUN

RENOUNCES THE LIGHT

I hate.

Hate defines me. Contempt, anger, and disgust are my companions. I reject and renounce the conventional morality of the world around me. The world is inverted, as I see it. That which is "good" is actually evil, and the things people call "evil" are the only pure and true things that exist.



Players have noticed the LHP current in *Invisible Sun*



In June 2020 we presented the *Invisible Sun Bundle* featuring the “Digital Black Cube” that embodies the surreal, visionary [Monte Cook Games](#) RPG of vislae magicians exploring the nature of reality as they walk the Path of Suns: [Invisible Sun](#).

“*Invisible Sun* is not a true look at occultism or a real-world manual for magic,” says designer Monte Cook in *Invisible Sun* rulebook 4, *The Path*. More accurately, this surreal modern-fantasy RPG is an ambitious *simulation* of the occult philosophies of [Hermeticism](#), [Thelema](#), and the magician’s process of self-actualization — the “left-hand path.” And if not a practice in itself, *Invisible*

Sun nonetheless attempted a working, a transformation — in this case, of the roleplaying market.

CASE STUDY/
CURRENT 2:
KULT



Kult™

#5000

Death is Only the Beginning...



On the Borderland between Terror
and Madness, Dreams and Death...



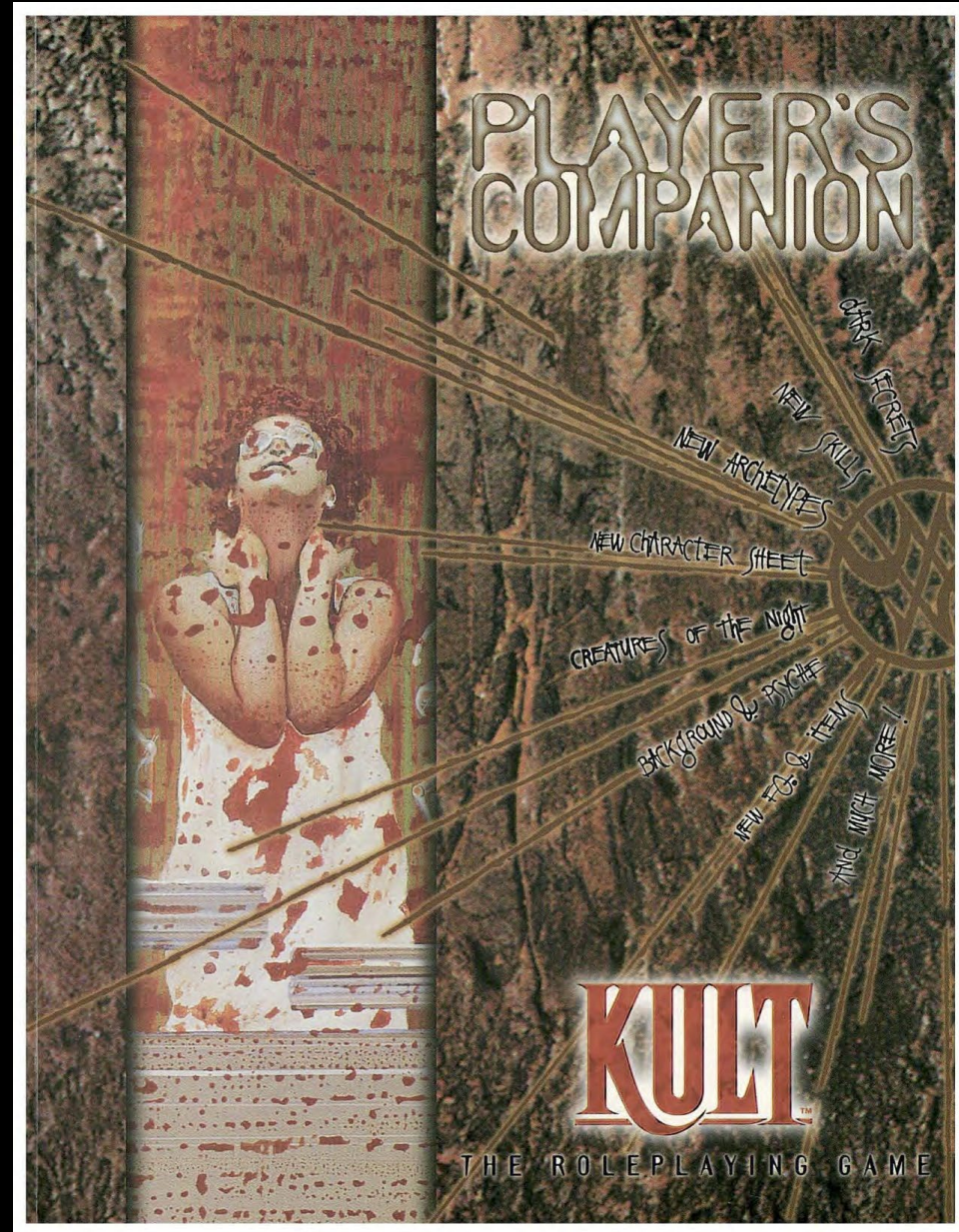
KULT

♦ DIVINITY LOST ♦

CORE RULES

KULT IS
GNOSTICISM
AND LHP
KABBALAH,
THE
ROLEPLAYIN
G GAME

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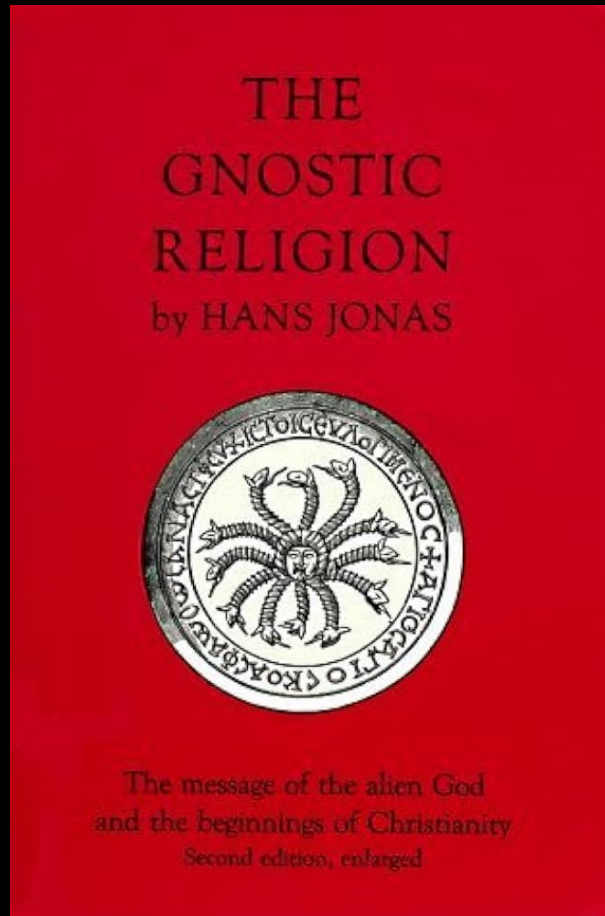
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KULT: BEYOND THE VEIL

"Once, men were gods. We saw clearly and had the power to act. But the Demiurge stole our divinity and locked our senses. 'Yea shall be blind to truth and only see what is false. Your powers are fettered in your twin souls, and never again shall they become part of yea', said the Demiurge, and locked us in the prison of reality. We are fallen angels, shipwrecked in a false reality, which hides even the fact that we are prisoners. For thousands of years, we thought that we were mortals, controlled by higher powers. We lived short lives and endured punishments in burning purgatories, without ever asking for Truth."

Theodor Mimesis "Human Gnosis"

“THEODOR MIMESIS” = FICTIONALIZED HANS JONAS



- KULT ALLOWS PLAYERS TO ENACT THE **GNOSTIC HERMENEUTICS OF REVERSAL**
- PLATO'S DEMIURGE & THE BIBLICAL JEHOVAH BECOME ARCHONS (DEMONIC, OPPRESSIVE RULERS)
- HAROLD BLOOM IDENTIFIED THIS AS DECONSTRUCTIONIST IN THE MANNER OF PAUL DE MAN

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KULT COSMOLOGY

- LIE = “STUFF,” I.E. ALL OF THE MUNDANE WEAPONS/CLASSES/RULES STANDARD TO ALL RPG’S and simulating the physical world
- THE RUMOURS (THE MADNESS) = “MAGIC”, drugs, and all of the rules that push at the edges of the mundane world
- TRUTH = the true LHP Gnostic cosmology of Kult

THOMAS KARLSSON INFLUENCE ACKNOWLEDGED BY *KULT* DESIGNERS



KULT: Divinity Lost

April 14, 2016 · 🌐

Dear Kultists,

Me and Petter have collected a lot of movies, books, comics and games that have inspired the rules, universe, stories and feeling of KULT: Divinity Lost.

We thought it would be nice to share it with you guys.

Feel free to share your own tips for inspiration for KULT stories in this thread.

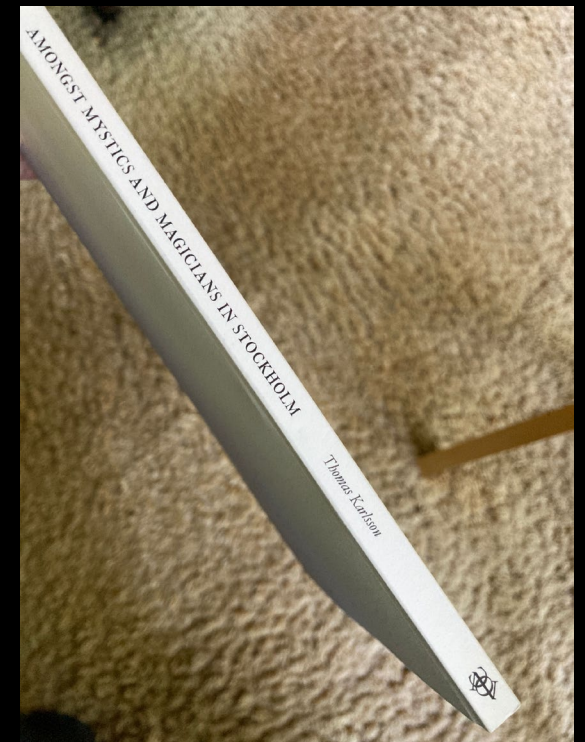
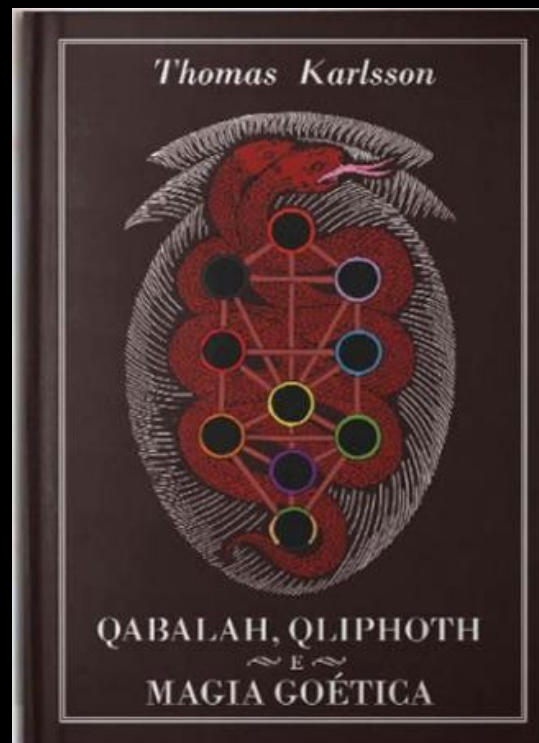
I have tried to give you links with more information for every work of inspiration.

Dear regards

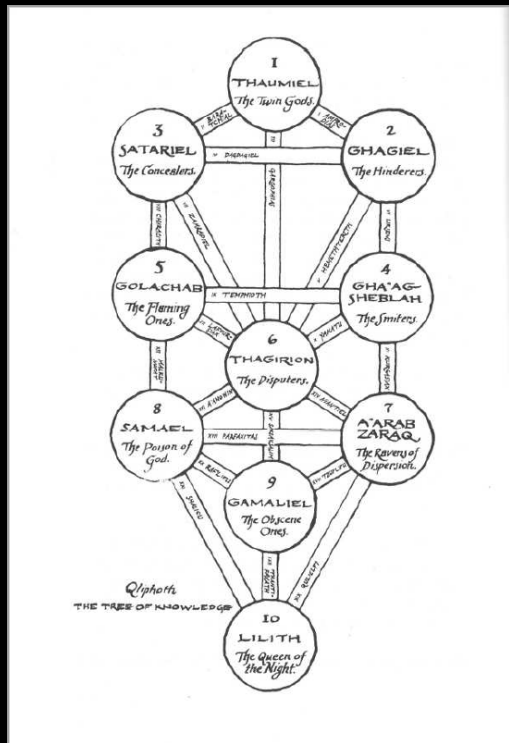
Robin

- Qabalah, Qliphoth and Goetic Magic, (Thomas Karlsson)
<http://www.amazon.com/Qabalah-Qliphoth.../dp/0972182063>
- Bland Mystiker och Magiker i Förorten, (Thomas Karlsson)
https://en.wikipedia.org/wiki/Thomas_Karlsson

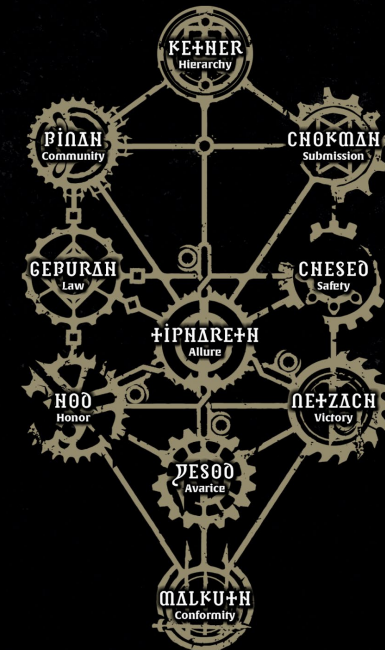
KULT AND THOMAS KARLSSON



KARLSSON'S QLIPPOTHIC VISION OF LHP FLOWS INTO *KULT* DIRECTLY



THE ARCHONS



Anti-Worlds in Lurianic Kabbalah (Karlsson)

LHP is an (Anti)- Worldbuilding Principle

and have suitable habitations.

Around speculations on the Qliphoth and the ten anti-worlds a whole demonology was developed, both in Jewish and Christian Qabalah. Every Qlipha represents a negative aspect, or evil anti-pole, of each Sephirah and is populated by demons, instead of the angels that are associated with the ten Sephiroth. The ten Qliphotic worlds and their demonic rulers are generally believed to be the following:

Qlipha to Sephira	Demon Ruler	Anti-Pole
1. Nahemo	Nahema	Malkuth
2. Gamaliel	Lilith	Yesod
3. Samael	Adrammelek	Hod
4. Hareb-Serapel	Baal	Netzach
5. Tagaririm	Belphegor	Tiphareth
6. Galab	Asmodeus	Geburah
7. Gamchicoth	Ashtaroth	Chesed
8. Satariel	Lucifuge	Binah
9. Chaigidel	Beelzebub	Chokmah
10. Thamiel	Satan and Moloch	Kether



LHP
LUDOMANTIC
TECHNIQUE 2:
CONSTRUCT
ANTI-WORLDS
TO DENY AND
RESIST ALL
THAT IS NOT
DIVINE,
INCLUDING
DIVINITY

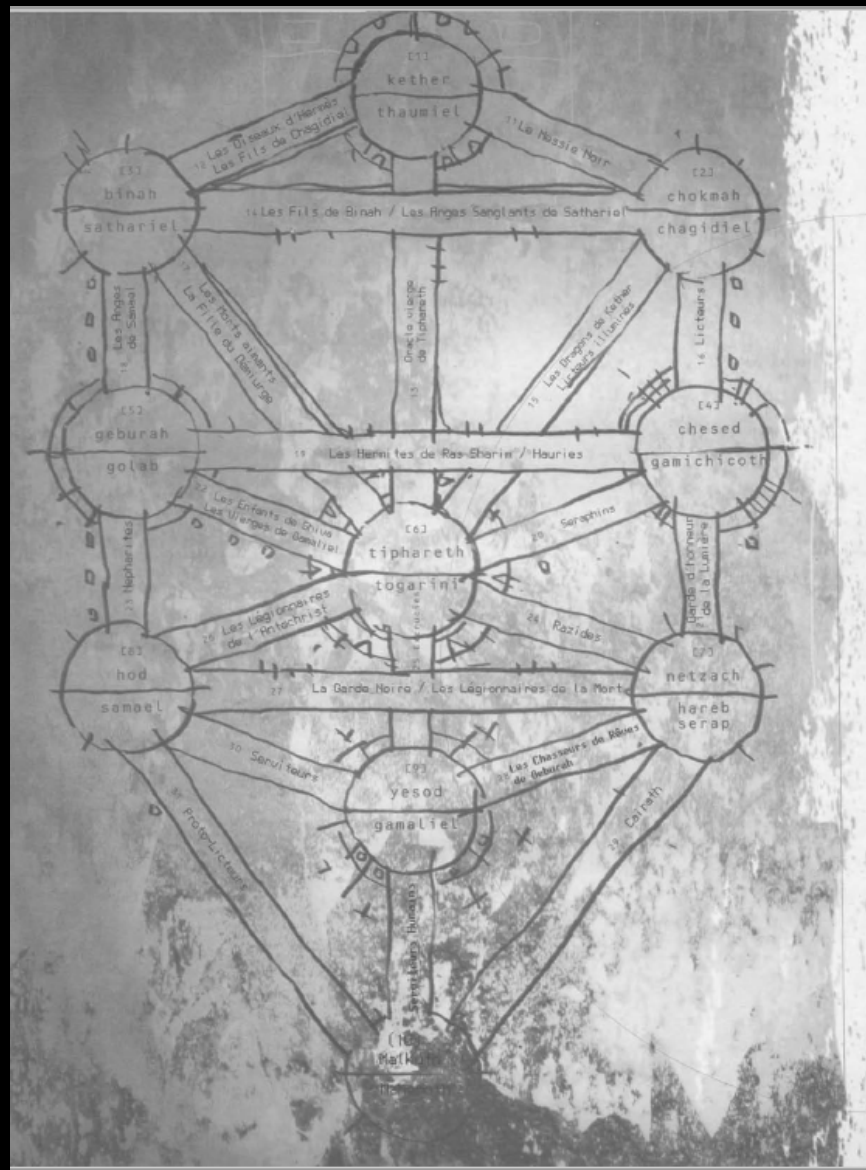
- “WHEN THE EMANATIONS FROM THE LEFT BREAK LOOSE FROM THE HARMONIC UNITY OF THE TREE OF LIFE, THEY FALL INTO THE ABYSS AND CONSTITUTE AN ANTI-WORLD TO THE CREATION OF GOD” (KARLSSON 78).

- “THE THOUGHTLESS LIGHT IS NOT EVIL IN ITSELF, BUT TAKES ON THIS ASPECT BECAUSE IT IS OPPOSED TO THE EXISTENCE OF ANYTHING BUT EIN-SOF AND THEREFORE SET ON DESTROYING THE STRUCTURES PRODUCED BY THE THOUGHTFUL LIGHT.” (KARLSSON)

The Tree of Life

Numbers correspond to the numbered circles and paths of the diagram.

- 1 Kether/Thaumiel
- 2 Chokmah/Chagidiel
- 3 Binah/Sathariel
- 4 Chesed/Gamichicoh
- 5 Geburah/Golab
- 6 Tiphareth/Togarini
- 7 Netzach/Hareb-Serap
- 8 Hod/Samael
- 9 Yesod/Gamaliel
- 10 Malkuth/Nahemoth
- 11 The Black Messiah
- 12 The Birds of Hermes/The Sons of Chagidiel
- 13 The Virgin Oracle of Tiphareth
- 14 The Sons of Binah/The Blood Angels of Sathariel
- 15 The Dragons of Kether/Enlightened Lictors
- 16 Lictors
- 17 The Loving Dead/The Daughter of the Demiurge
- 18 The Angels of Samael
- 19 The Hermits of Ras Sharim/Hauries
- 20 Seraphim
- 21 The Honour Guard of Light
- 22 The Children of Shiva/The Virgins of Gamaliel
- 23 Nepharites
- 24 Razides
- 25 Excrucies
- 26 The Legionnaires of Anti-Christ
- 27 The Black Guard/The Legionnaires of Death
- 28 The Dream Hunters of Geburah
- 29 Cairath
- 30 Servilians
- 31 Proto Lictors
- 32 Human Servants



LHP LUDOMANTIC TECHNIQUE 3: PERSONIFY THE DARK

The basic difference between the Zohar and the writings of the Gnostics in Castile was that the latter indulged in exaggerated personifications of the powers in this domain, resorting on occasions to earlier demonological beliefs and calling the potencies of 'the emanations of the left' by proper names, whereas the author of the Zohar generally kept to more impersonal categories.

LUDOMANTIC LHP TECHNIQUE 4: SIMULATE THE DARK PATH TO AWAKENING

Negative Balance

A very low mental balance changes your personality. Your body and your psyche deviate from the firm, balanced personality that all "normal" people try to maintain. Below we will describe these effects briefly. In the section "The Awakening", you will find more details about very low stability (under -100). We recommend that no player starts with a balance lower than -25.

-15 You diffuse a weak negative aura that makes children and animals uneasy in your presence.

-25 Disturbed. You may have the advantage Magical intuition. You are so ill that a mental examination would single you out as abnormal.

-50 You are so warped that a mental examination would classify you as mentally ill.

-75 Psychotic. When shocked, your body changes. These effects are described in the chapter "Meeting with terror." You may begin to get limitations as well as disadvantages. You are getting problems with maintaining emotional contact with other people and will break off any relationship that gets too intimate.

-100 Your advantages drop by one point for every balance point under -100. You are permanently losing control of your disadvantages, just like you could do temporarily at higher balance levels. Your light sides take the form of a light shadow that follows you and attempts to contact you (see The Awakening).

Positive Balance

A very high positive balance also gradually changes the character away from what is normal among humans. The effects of high positive balance levels are described in "The Awakening".

+15 You own a weak positive aura which makes children and animals feel comfortable in your presence.

+25 You may have the advantage Magical intuition. You are known to be a harmonious and stable person, whom everybody likes.

+50 You have a natural empathy. People feel safe in your company.

+75 Beings with a negative mental balance down to -100 avoid you if they can. You cannot be possessed by creatures with a higher mental balance than -250.



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KULT =

TWO PATHS TO AWAKENING

DARK ROAD
-250 MENTAL BALANCE

LIGHT ROAD
+250 MENTAL BALANCE



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LHP LUDOMANTIC TECHNIQUE: SIMULATE TABOO BEHAVIOURS

- SIMULATES **SEXUALITY** AS A PATH TO AWAKENING (BDSM, GENDER-SHIFTING, TANTRA AS SPELLS IN THE LORE OF PASSION SUCH AS “MASTER AND SLAVE” OR “FETUS PERVERSION”)
- EMPHASIZES **PACTS** WITH ENTITIES “BEYOND THE VEIL”: ARCHONS AND DEATH ANGELS

Matouš Mokrý

- Matouš Mokrý at ESSWE9
- Mokrý describes LHP as **antinomian & individualistic**
- He asserts that contemporary LHP practitioners can be understood comparatively in their attitudes toward animal sacrifice on the traits of **magical efficacy, respectability, metaphysics**



Matouš Mokrý on LHP approaches to animal sacrifice

AVOIDING ANIMAL SACRIFICE
TO PRESERVE RESPECTABILITY
FOR WEALTH AND POWER
(Lavey)

MANDATORY ANIMAL
SACRIFICE FOR MAGICAL
POWER (Ixaxxar)

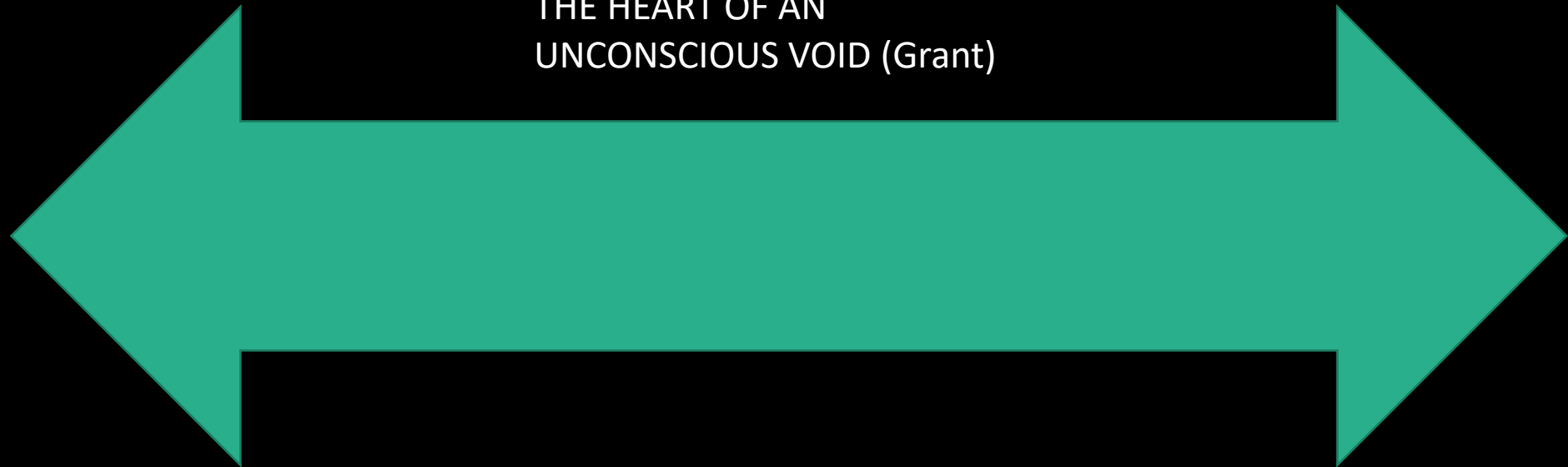


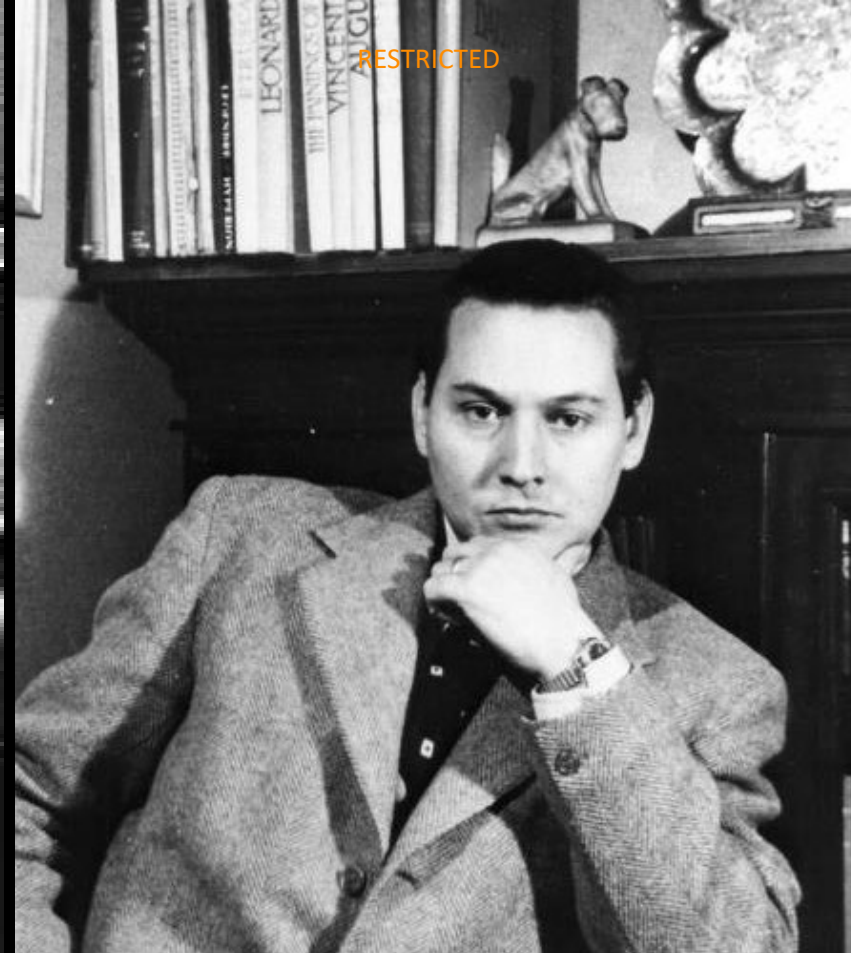
Matouš Mokrý on LHP approaches to animal sacrifice

AVOIDING ANIMAL SACRIFICE
FOR WEALTH AND POWER

RE-INTERPRETING BLOODY
SACRIFICE AS MENSTRUAL
BLOOD AND THEREFORE SEX
MAGIC DESIGNED TO ACCESS A
VISION OF NON-DUALISM AT
THE HEART OF AN
UNCONSCIOUS VOID (Grant)

MANDATORY ANIMAL
SACRIFICE FOR MAGICAL
POWER



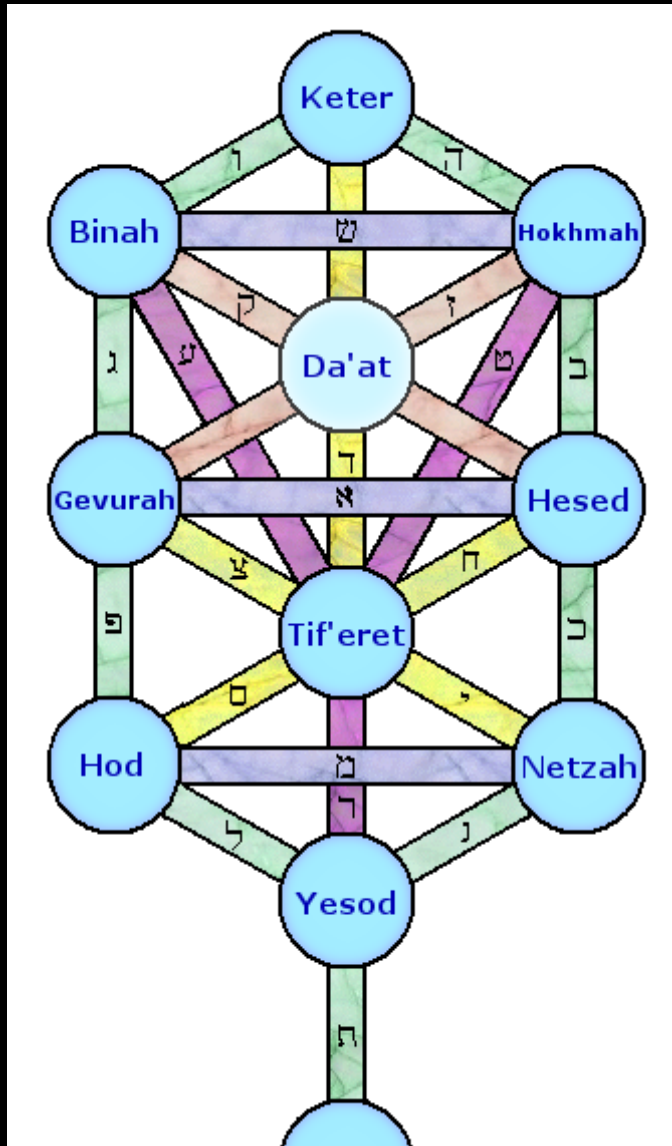


Grant occupies a midpoint between spectrum between hypocrisy (Lavey and Aquino) and brutality (Ixaxaar)

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HOW DO THE PARTS OF GRANT'S SEX MAGIC APPROACH TO LHP RELATE, (I.E. HOW ARE MENSTRUAL SEX MAGIC AND NON-DUALISTIC GNOSIS RELATED?)

HOW DOES THIS RELATE TO GAMES



VAMA MARG = “WOMAN PATH” IN GRANT

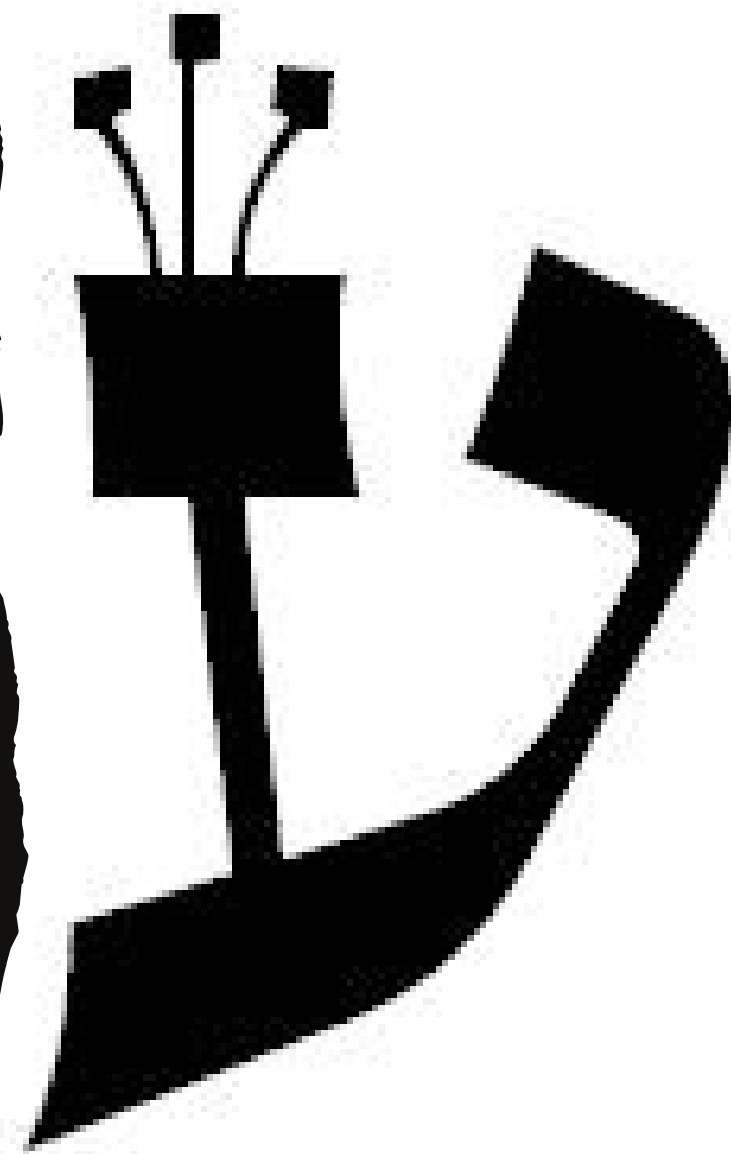
- Translates **Vama Marg** as many things
- Among them, “woman path,” because of “the use of the woman in sex magic”
- As Mokry explains in his ESSWE9 presentation, Grant applies this as a way of avoiding a literal, violent interpretation of animal sacrifice in magic, instead interpreting the bloody sacrifice as menstruation by way of the Thelemic declaration that “the best blood is of the moon, monthly”





Bloody Vagina as
Portal of Da'ath to Universe
B = THE VIA NEGATIVA

- “The *ain* (eye) as *nia*, is the eye reversed: not the eye of the light, but the eye of the dark, the occult eye, the vulva in its negative phase, the witch-moon of blood, the lunar eclipse” (49).





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LUDOMANTIC LHP IS METAPHYSICAL TRANSGRESSION THROUGH THE SIMULATED BREAKING OF TABOOS

- Non-being against being
- The influx of UNIVERSE B and its negatively existent ones (FICTION understand as real, IMAGINAL) into UNIVERSE A through play
- For Grant, this happens through a bloody portal, which is Da'ath: "the ancients were aware of the crack in space through which such an invasion could pour, and more than one Mystery School has posited Daath as the point of entry" (89).

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In games, this happens through BLEED

Bleed

From Nordic Larp Wiki

Bleed is when emotions bleeds over between player or character, in either direction.

Snipped from the [Jeepform](#) dictionary, in 2009:

Bleed is experienced by a player when her thoughts and feelings are influenced by those of her character, or vice versa. With increasing bleed, the border between player and character becomes more and more transparent. It makes sense to think of the degree of bleed as a measure of how separated different levels of play (actual/inner/meta) are.

Bleed is instrumental for horror role-playing: It is often harder to scare the player through the character than the other way around. An overt secluded dice roll against a player's perception stat is likely to make the character more cautious.

A classic example of bleed is when a player's affection for another player carries over into the game or influences her character's perception of the other's character.

Many jeep games rely on bleed either to influence player's actions or to achieve higher purposes in the premise. For example, Fat man down uses bleed to encourage the players to reflect over society's treatment of fat people. Playing Doubt close to home regularly causes bleed as a consequence of using own experiences in the game and re-living relationship situations or reflecting on relationships. Sometimes, the entire purpose of a game is to create bleed.

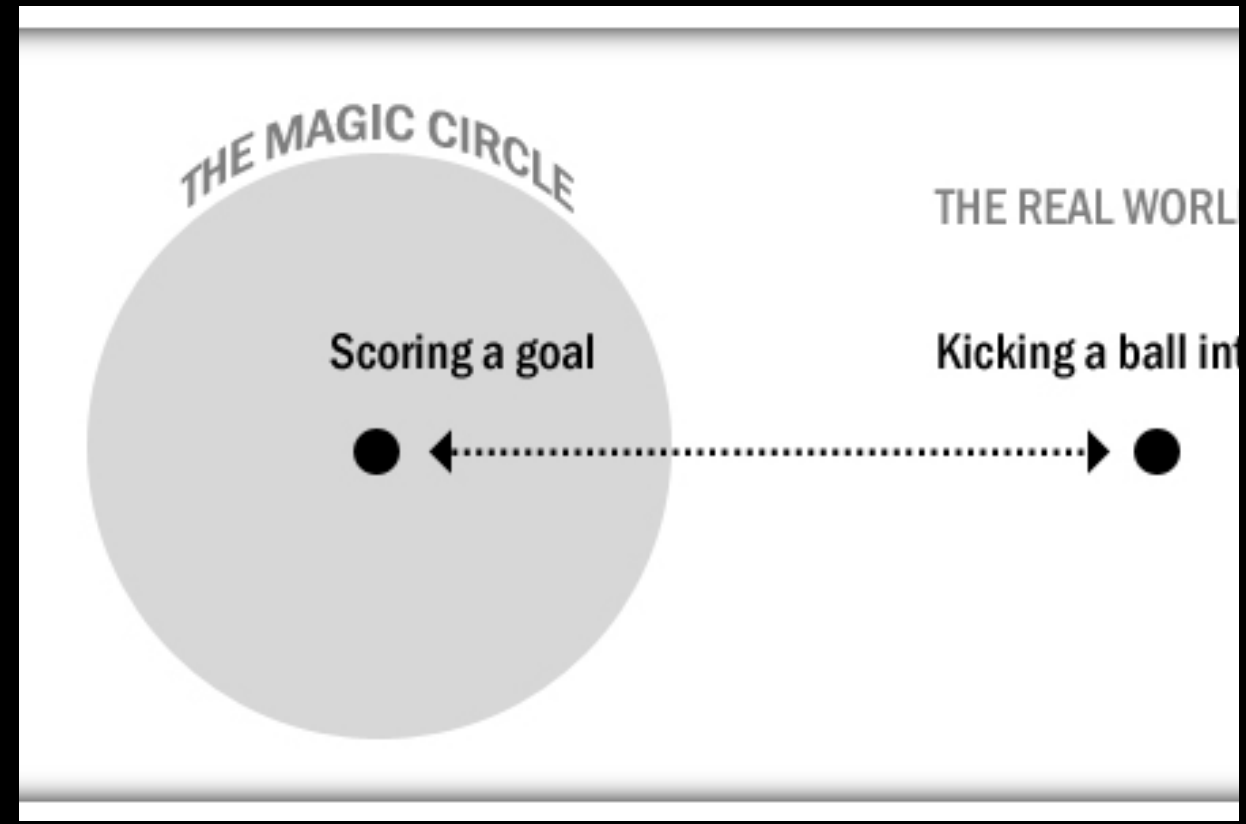
LUDIC LHP TECHNIQUE 5= EMBRACE BLEED

- In play, it becomes safer to let the magic circle break
- To allow deliberate influx of dark experience, which Grant sees as key to magic:
- In Jeepform/Nordic LARP, the deliberate overlap of players' out-of-game emotions and concerns with characters' in-game emotions and concerns is called BLEED
- Just as traditional tantric practitioners embrace blood as a taboo, so LHP game design involves the embrace of BLEED

Non-Being, Negative Existence, Fiction & Play

- Almost the reverse of the imaginal. Grant quoting Blavatsky: “The idea that things can cease to exist and still BE, is a fundamental one in Eastern psychology” (79).
- Nightside of Invisible Sun = the reverse side of a game that expressly denies it is “real occultism” (while taking more inspiration from real occultism than almost any other game)
- Ontological paradoxes (is the reverse side of non-being real? What about the reverse side of a surrealist game that was already more than real?)
- Invisible Sun’s Nightside plays within these paradoxes

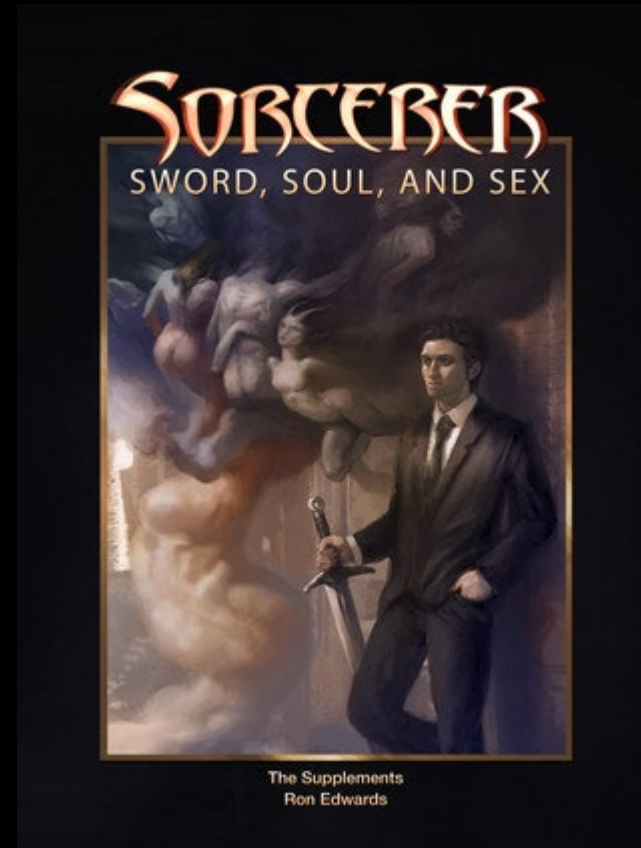
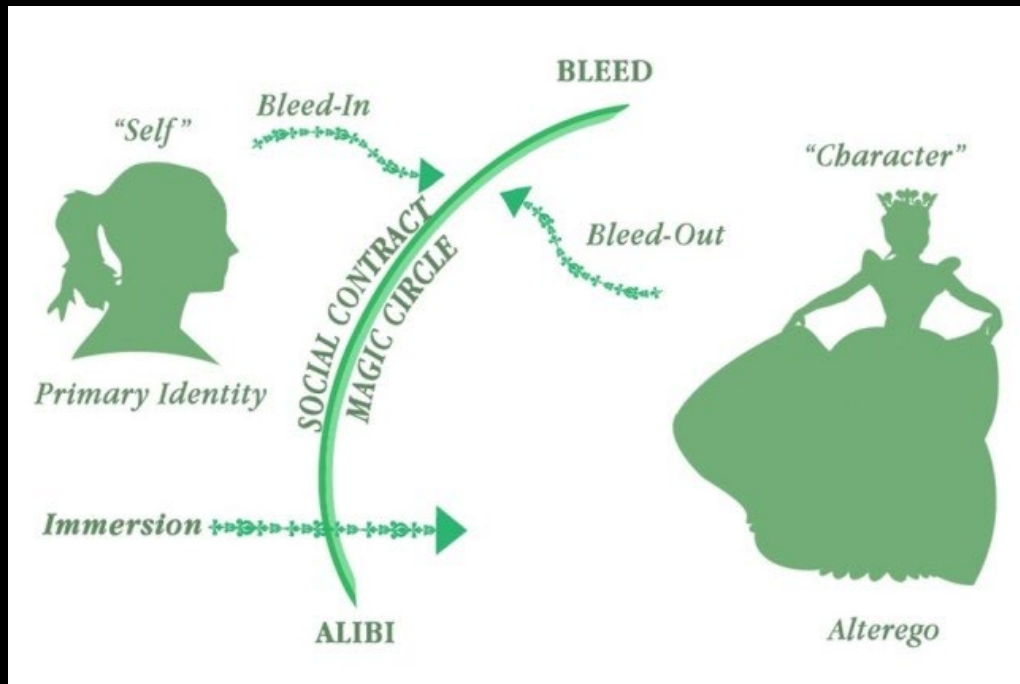
RIGHT HAND PATH MAGIC AND GAME STUDIES = CONTAINED MAGIC CIRCLE, NO BLEED





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LEFT HAND PATH = BLEED (ALLOWING FORCES OF NON-BEING IN FROM THE OTHER SIDE)



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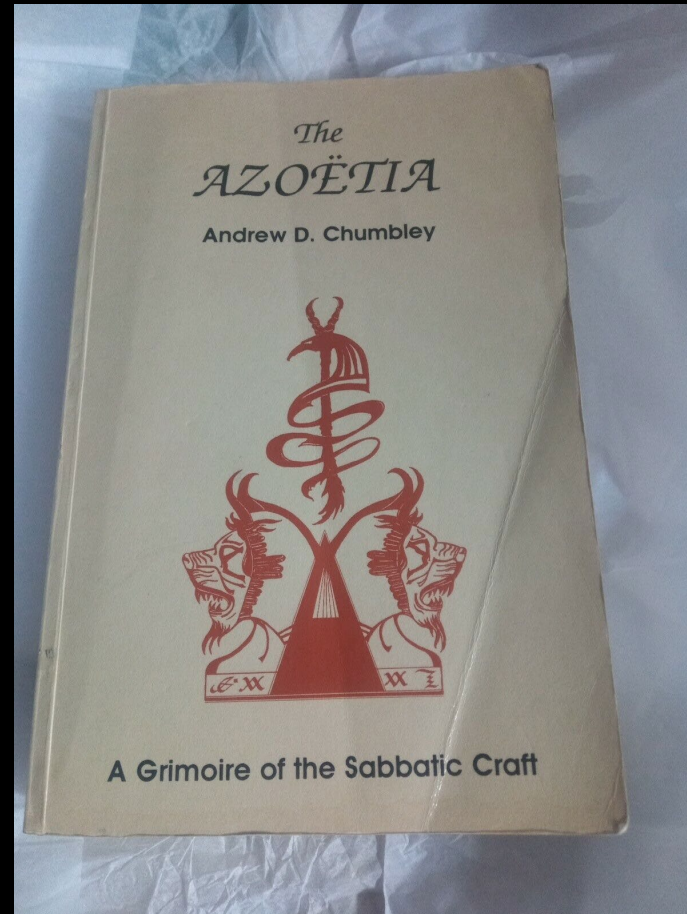


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ANDREW CHUMBLEY

RITE OF THE OPPOSER (PRAYER OF THE DESIGN)

“I AM THE TRANSGRESSOR OF VOID ETERNAL, AZAL ABAD IN WHOM ALL IS OPPOSITION”



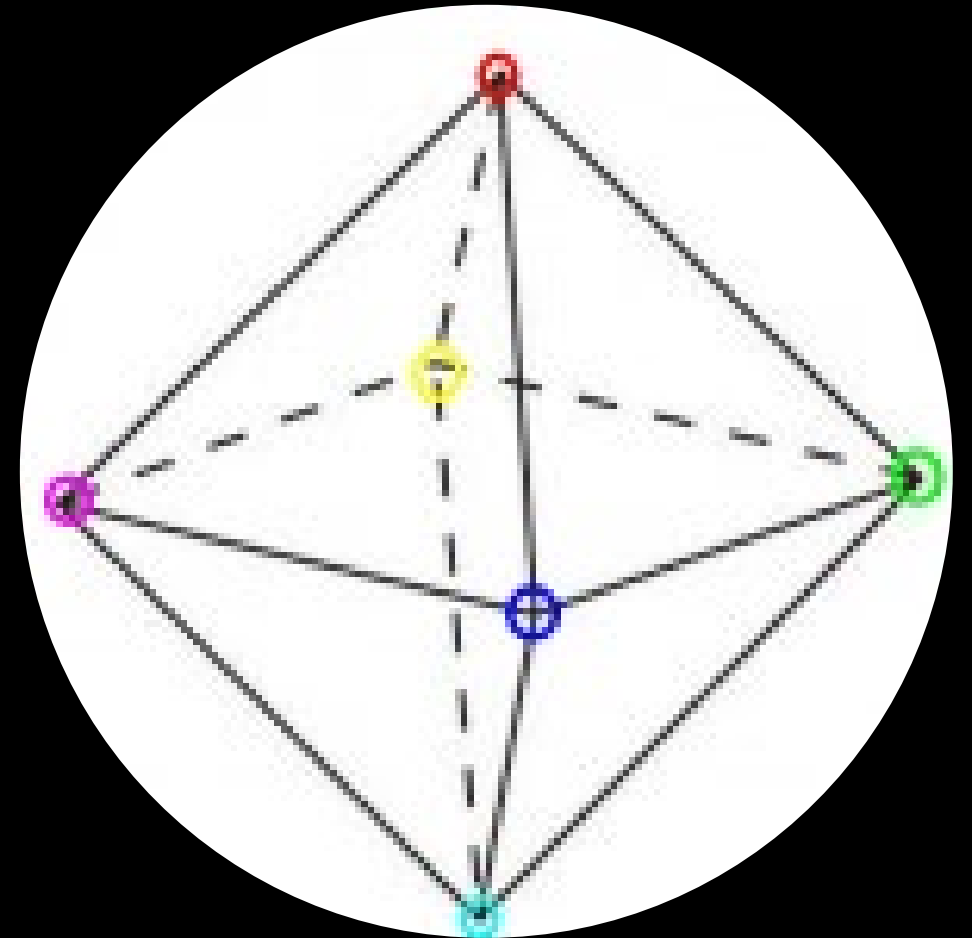
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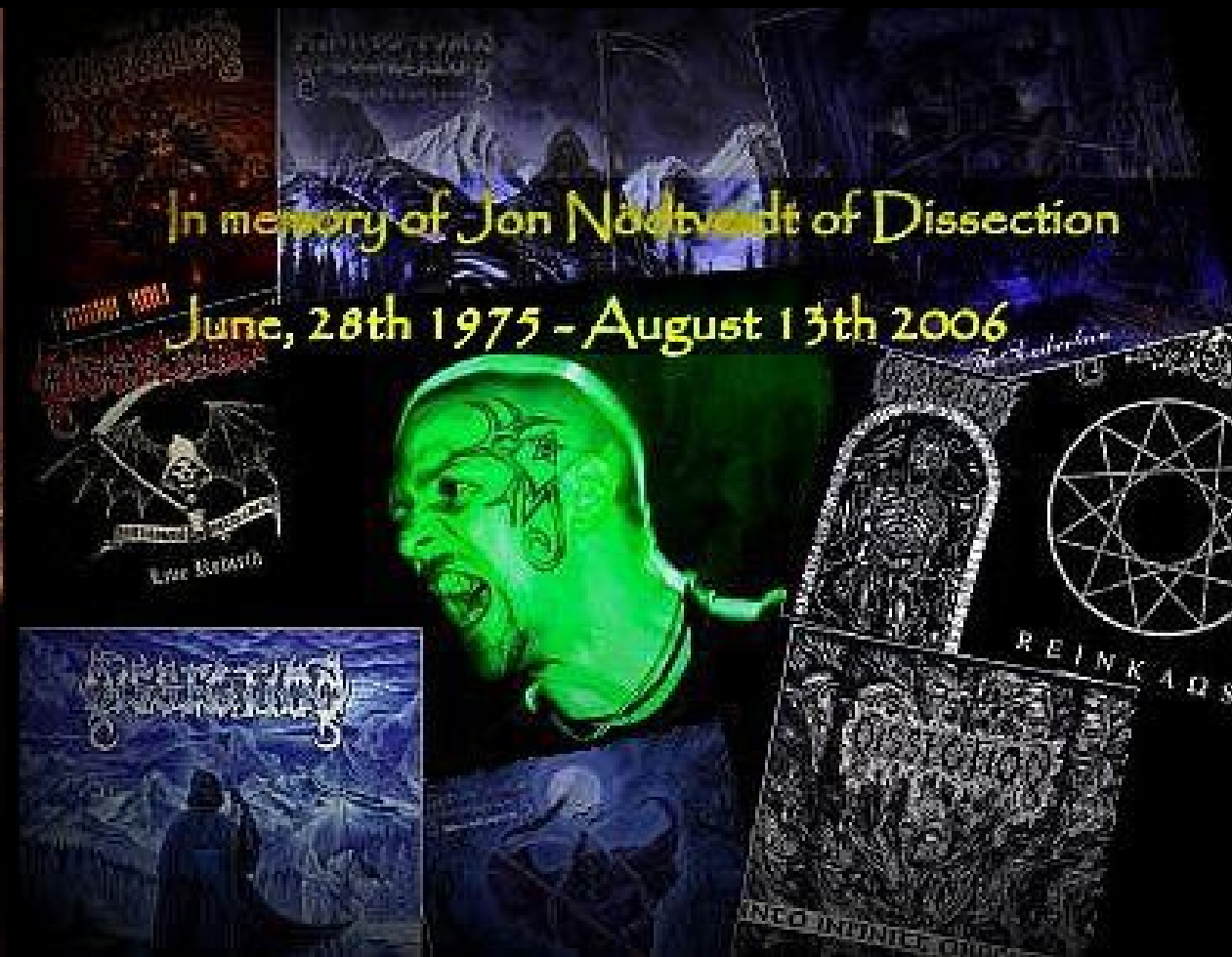
LHP LUDOMANTIC TECHNIQUE 6: CONTEST THE LIGHT

- Video games are by their nature bright media, in which the movement of light pixels creates illusory forms. There is nobility and power in contesting this light, in denying the often shallow and sometimes toxic culture of games in order to find the metaphysical depth and divine play beyond it.
- LHP is particular variety of ludomancy. If gameplay and game design can operate as occult practice, then they also have their darker side... which can lead to a light beyond the light

IN MY PRACTICE (GAME DESIGN)

- DEADHAUS SONATA IS ALREADY A GAME ABOUT DARKNESS
- WITH A COMPLEX OCTAHEDRON REPRESENTING CURRENTS OF ENERGY
- THE LHP OF DEADHAUS SONATA INVOLVES POINTS NOT ON THIS OCTAHEDRON
- SPIRITUAL TRANSGRESSION IN A WORLD OF DARKNESS IS LIGHT





WITHOUT PLAYFULNESS,
THE LEFT HAND PATH HAS A TENDENCY TO DEAD END

GAMES AND GAME DESIGN CAN OPERATE AS OCCULT PRACTICE

- BECAUSE GAMES **ALLOW US TO SHIFT STATES** IMAGINATIVELY, EMOTIONALLY, AND SPIRITUALLY
- **ANY SUFFICIENTLY RICH SIMULATION OF MAGIC IS INDISTINGUISHABLE FROM ACTUAL MAGIC**
- AND, THE MORE WE DEEPLY WE ENGAGE WITH SUCH A SYSTEM, THE MORE IT LOOKS AND FEELS LIKE WE ARE PERFORMING AN ACTUAL RITUAL (BECAUSE, AT SOME LEVEL, WE ARE)
- THE **CHIEF METHODOLOGY OF LUDOMANCY IS DELIBERATE DISORIENTATION THROUGH “ILINX” OR VERTIGO GAMES**
- THE PRINCIPLE PURPOSE OF LUDOMANCY IS **CONTACT WITH REALMS AND ENTITIES BEYOND THIS ONE**
- LUDOMANCY PROVOKES **PLAYFUL GNOSIS (DIRECT, EXPERIENTIAL KNOWLEDGE OF TRANSCENDENCE)**
- PLAYING AT MAGIC CAN YIELD THE REWARDS OF MAGIC, BOTH OPERATIVE AND RITUAL

LUDOMANTIC LHP TECHNIQUES

- REVERSE GAME-BASED SYMBOL SYSTEMS to access alternate currents of energy
- DEVELOP ANTI-WORLDS in which exiled spiritual forces can dwell
- PERSONIFY FORCES OF DARKNESS as potent, powerful, imaginal allies
- SIMULATE TRANSGRESSIVE BEHAVIOURS as a path to enlightenment (original Kult mental balance system)
- EMBRACE BLEED between what is and is not, being and non-being
- CONTEST THE LIGHT in the name of a greater light: the black sun

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