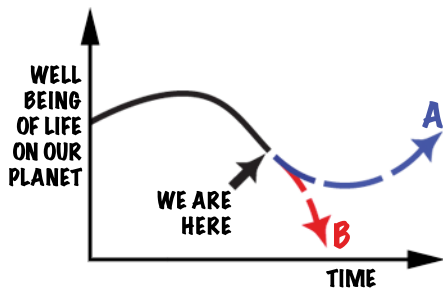


Let The Infinite Games Begin

*The finite game is played for the purpose of winning,
an infinite game for the purpose of continuing the play,
...and bringing as many persons as possible into the play.*



We are at a critical juncture in our evolutionary journey as a species. **Path A** represents our true destiny. Collectively we have everything needed not just to slow our current descent, but to reverse that trajectory toward ever-increasing well-being for *all* life on our planet.

Path B—our current trajectory, is a disaster-seeking course. If we focus *only* on its horrific specifics, we risk overlooking the incredible choice we have to redefine “civilization,” to embrace our true destiny. Path B is a direct consequence of immature design. Most organizations in all domains share at least *two fatal design flaws*: 1) *a narrow, limiting definition of success*, and 2) *no capacity for regenerative design*. Our global civilization has been perfectly designed to get the results it’s getting.

Imaginative inventors brought us into the Agrarian and Industrial Ages. Entrepreneurs brought us into the *Information Age*. Our Information Age is not only changing the organizational landscape in all our civilization-shaping domains, e.g., Industry, Media, Governance, Education, Health, it is also growing a *global nervous system*, a prerequisite to creating a truly generative civilization.

Path A will be pioneered by the *infinite players*, the *entrepreneurs for wholeness* who are scattered throughout all domains. Like the imaginal cells that transform the caterpillar into a butterfly, these players will clump and cluster in ways that let us realize *economies of wholeness* and escape the *poverty of partial purpose* implicit in traditional designs. A more generative civilization will be the natural consequence of a great entrepreneurial renaissance that unleashes the “*technologies*” of *wholeness and aliveness—environmental, social and transformational*—for the benefit of all life.

*Finite players play within boundaries;
infinite players play with boundaries.*
From *Finite and Infinite Games* by James Carse