

# Storytelling

*What stories can inspire us or help us think about a better future?*

... Inspire players for a better future and show them ways to make a difference.

... Use [Solarpunk](#) as a source of inspiration for future narratives. (e.g. [Pawels story prompts](#), [Solarpunk RPG Factions Draft](#))

## SOLARPUNK MANIFESTO<sup>1)</sup>

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1. We are solarpunks because optimism has been taken away from us and we are trying to take it back. ...
3. At its core, Solarpunk is a vision of a future that embodies the best of what humanity can achieve: a post-scarcity, post-hierarchy, post-capitalistic world where humanity sees itself as part of nature and clean energy replaces fossil fuels. ...
13. Solarpunk recognizes science fiction as not just entertainment but as a form of activism.
...

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## CORE SOLAR<sup>2)</sup>

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For us, all shades of solarpunk share three main aspects in common.
1. It shows sustainable worlds that are not only possible, but desirable. These are visions of the future we could get excited about living in, not nightmares to avoid. Perspectives on what a sustainable future might look like vary widely and are one of the things that can separate the shades (more below).
2. It's more socially just. Again, what people interpret this as varies widely. Broadly speaking, it depicts more equal, fair and inclusive worlds than the one we live in now.
3. It inspires action. We hope solarpunk art, stories, and activism will encourage more people to get moving to make these better futures a reality.

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... Games can tell stories of solving one or more of the 17 Sustainable Development Goals <sup>3)</sup>.

... Creating empathy and awareness for the more-than-human-world <sup>4)</sup> (Multi-Species-Storytelling)

... Create a diverse voice of non-privileged groups

... Focus on collective efforts/social groups, instead of the idea of the lone wolf or hero's journey

... dream and be realistic, no high fantasy

<sup>1)</sup> Solarpunk Manifesto, <https://iandennismiller.github.io/solarpunk/manifesto/english.html>

<sup>2)</sup> <https://www.solarpunkstories.com/blog/what-is-solarpunk-one-thing-or-many>

<sup>3)</sup> <https://sdgs.un.org/goals>

<sup>4)</sup> [https://en.wikipedia.org/wiki/David\\_Abram#The\\_more-than-human\\_world](https://en.wikipedia.org/wiki/David_Abram#The_more-than-human_world)

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