

# Manifesto

Random Kingdom, is an intersectional feminist community of interdisciplinary artists, activists, writers, game designers, developers, performers, researchers, sound designers, and more. We are a non-hierarchical and highly diverse community with an abundance of different skills, desires, and goals.

We share a common vision—an intuitive understanding emerging from deep heartspace—namely, that fiction, and especially fantasy and role play, can be a tool not merely for escape from the violence of the often dystopic world we live in, but a powerful vehicle for change.

Random Kingdom stands for liberation, connection, and healing through collective creation, exploration, and play. Each of us has felt bubbling within our chests the rage and despair flooding the unjust systems that cage us. With an arcanist's focus and a witch coven's collective love, we alchemize this pain into healing through various crafts of fantasy worldbuilding, storytelling, digital and physical performance, and the facilitation of conversation and rituals.

Our very name comes from a vision to one day create a land—an RPG fantasy open-world—where all people, no matter how outside the norm or eclectically connected, might convene, connect, and create new understandings of the real world and their place in it through embodied play and discovery in the game world. But that is a story still to unfold.

For now, Random Kingdom aligns itself with this envisioned future, imagining worlds we would want to live in; futures where living is easy and life is magic, where food, water, and comfort are plentiful for all, where color and fruity sweetness are everywhere, where softness is the norm, and where expression is free and desire unbound.

To reach such pearly futures, the grains of scared hope—longing for connection and jaded care—are smoothed, refined, and nurtured within us, coated in silky reinforcement time and again through acts of communal sharing and support, meditative acts of healing, nurturing our inner children, and, most importantly, fostering playfulness and intuition.

Play indeed is central to our practice—a method as much as it is a value; an acceptance that, in our goal to find pathways for interaction, co-creation, and emancipation, freed from cisheteropatriarchal, profit-oriented, colonial paradigms, we must accept the messiness that the creative endeavor offers us. The confusion that the collaboration of many complex minds brings forth and the chaos that can ensue from many cooks in the kitchen is vital to non-hierarchical, socially liberating forms of organization.

This is not easy. As creatives, designers, and academics, many of us have learned over the years that success means molding ourselves into perfectionists and academic weapons. Yet we recognize that such pressures and expectations belong to the paradigms we are looking to escape and are neither helpful nor healthy.

In exploring play as a methodology, we are freed from the expectation that everything we produce needs practical purpose, from the shame of being an amateur and trying out new things we may be drawn to, and, in doing this collectively, from the fear of judgment or shunning.

By rejecting the false idol of perfectionism and the myth of the isolated solo genius, we embrace the truth, beauty, and empowerment to be found in wildness, unbound imagination, and role play—i.e., the power of play!