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Overview

State of Exception is a high-fidelity stress test for the rule of law, the nature of shared truth, and the institutional systems.

Come be part of the conversations that grants us a common view of the levers of power shaping our democracy.

I experienced the Atoll Society State of Exception Gaming Salon personally with my daughter, a high-school senior, in March by chance. The experience hit me like ripping off a bandage off, it shifted my mind from being lost in the constant terrifying rush of political and AI news into a clear focus on what is at stake and what I, as an individual, can put my energies into.

For those that know me, I am both excitable and efficient when it comes to executing new ideas. I learn to take action. At this moment, I feel like the most valuable thing that I can personally do for my democracy is to get as many of my neighbors to experience the mental shift the Gaming Salon offers to help us all move towards investing our energies in our personal highest and best use as part of the bigger democracy puzzle in which we now live.

The Gaming Salon experience makes the levers of power, including those available to us as citizen community members very clear. It also brings to stark relief the seriousness of the financial levers our government officials have allowed to concentrate within Capital by exploring the same scenario from their perspective. Sneak peek - When concentrated Capital has enough money to treat the American economy as a distressed asset, it is not a good thing for the rest of us.

This Gaming Salon experience is as grassroots as it gets. We are just planting the seeds, and I want you to be a part of it so many flowers can bloom.

The State of Exception Gaming Salon is a fictional near-future America haunted by centuries-old demons. Three factions compete to shape the country's trajectory: the Nationalist, the Capitalists, and the Institutionalists. The simulation runs under the Chatham House Rule: you may discuss what you learn, but not who attended.

Each Team has a public goal known to all and a Secret Win Condition revealed only to that Team. each Team has raised a \$1 billion Slush Fund to spend over the entire game. Teams also wield inherent institutional power, ranging from position statements to federal and state budgets, that can be deployed without dipping into this liquid Slush Fund. each Team's Handler will offer "default Moves" generated by typical consultants for that Team, but those can be discarded entirely; in practice, each Teams' Moves are limited only by creativity and the laws of physics.

Simulations are not designed to make the underlying assumptions of a scenario seem possible, plausible, or palatable.

Simulations simply explore how to respond if assumptions prove true.

For more details, look at a recent Salon Players Handbook

<https://www.atollsociety.org/programs/gaming-salon-case-study>

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