

The Rule of the Jester King

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Abstract

The current events witnessed with the election of Donald Trump are so bizarre and extraordinary that framing the narrative as a fairy story with magic spells, evil wizards, and demon hordes seems to encapsulate those events more than any analysis of fact. This paper is set in the Great Kingdom of Cemaria and chronicles the rise of the Jester king to power using Inayatullah's futures triangle. Posed as dreams of the royal fortune teller four scenarios are then developed ranging from the end of life on earth through to the establishment of a whole new paradigm of humanely based organisation.

Keywords: Donald Trump, Fairy Story, Futures Triangle, Scenarios, Archetype

Introduction

Being tasked with exploring the implications of a trump presidency is no mean feat. Almost daily there is a new twist that takes “reality” further and further into the realms of surreal absurdity. Nothing is what it seems. It feels more real to take the story out of “reality” as we know it. This paper, therefore uses a fairy story format (MacGill, 1995). Countries and personalities that appear in the story are anagrams, but maps help identify the nations. The format also uses Inayatullah’s futures triangle (Inayatullah, 2008), which includes the weight of the past, the push of the present and the pull of the future to set the scene, then it uses Dator’s scenarios of steady state, continued growth, collapse and preferred futures (Dator, 1979) to explore a set of plausible futures.

The author lives in New Zealand, which has an impact on how these international events are perceived. There is a distance that can be maintained, because the events seem beguilingly so far away, however, the indirect impact could well be greater than any domestic issues for many decades.

Sarkar’s stages of the social cycle (Inayatullah, 2002) blend well with the archetypal images that present themselves in the following fairy story. Sarkar proposes that history moves through cycles where the age of the worker, warrior, intellectual/priests and then merchants unfold. He suggests that a sadvipra leadership helps to keep the four elements of society in balance rather than the cycle being unbalanced and dominated by one of the aspects as observed in current events, where the power of the merchants is out of control (Bauwens, 2016). This ideal sadvipra leadership, which maintains a dynamic balance over time then becomes the foundation for generating preferred futures.

The Great Kingdom of Cemaria (Weight of history)

The Great Kingdom of Cemaria was the most powerful kingdom of all the lands (see Figure 1). Old King Maabo (see Table 1) had always been popular amongst the people of Cemaria, but he was always worried that other kingdoms like Hanci or Suasri might become more powerful. Alliances were made with other kingdoms like Siluaarta and the joint kingdoms of Ropue to maintain the Cemarians' power. The old king also sent his knights into many other kingdoms, and would even make war, to make sure they always had food for the horses and other animals as they did not have enough animal feed for their own horses and animals in their own land.

Table 1. *Amagrams used in the text not mentioned in maps*

Old King Maabo	Obama
Queen Tolcnin	Clinton
Duke Resdans	Sanders
Duke Cepen	Pence
The Labnicrepu Lords	Republican elites
Lecunra dragons	Nuclear weapons
The demon hordes of Mitecal	Climate change

Merchant families from the kingdom of Cemaria had used an old wizard from the dark mountains to the west to cast a spell on all the people. They fell into a trance and obeyed any notice that was posted on village walls. The people worked harder and harder, but became poorer and poorer because the fruits of their labours were stolen by the merchant families. The merchant families sent envoys to all the other kingdoms making trade deals that greatly increased their wealth, but it meant that millions of people throughout all the kingdoms lived in dire poverty (Homer-Dixon, 1999; Korten, 2010).

The old wizard was also the guardian of the demon hordes of Metical and when the spell was cast putting the people in their trance an error was made, allowing the demon horde to escape. The demons ranged abroad creating increasingly disastrous storms, floods, heatwaves, and earthquakes everywhere they went (Ison, 2010; Klein, 2014; Lovelock, 2009). The more the people were entranced, the more powerful the demons grew.

Cemaria, Suasri, Hanci and several other kingdoms had learned how to control Lecunra dragons that could wreak unimaginable havoc on any land in which they were set loose. There was also an evil ogre roaming many lands casting spells that brought new diseases. In the past they had been stopped before they spread too far, but people in all kingdoms were afraid that with increased trade and contact between the kingdoms, new diseases could spread far more quickly in future.



Figure 1. *The kingdoms of the world*

The Rise of the Jester King (Push of the present)

Everyone had expected the old Queen Tolcnin to take the throne after the old king died. Duke Resdans had also wanted to become king, but the people did not like him. At the king's court, the court jester with bushy blond hair and large long tie had been a friend of the merchants for many years and had become very wealthy.

One day the court jester had been singing songs, juggling and doing acrobatics before King Maabo. One of the king's advisors called the king away to discuss important matters of state. As a joke the jester hopped up on the throne, put on the crown, clutched the king's orb and sceptre and shouted, "I will make Cemaria great again". To his surprise everyone responded by shouting, "All hail to the jester king". The Labnicrepu Lords, also known as the POG, who did not like the old king shouted as loud as any others. The king's soldiers brought all the old king's advisors before the jester king. "Off with their heads", the jester king shouted and they were led away. He then invited all his merchant family friends to come and be advisors.

The jester king instructed his craftsmen to build a great wall to the south and demanded that the King of Xecomi provide the workers for the wall. Whenever people laughed at the jester king, he would get angry and send his magical tweeting-birds to tell everyone of his annoyance.

The jester liked the idea of being the king. He sent messengers to all the lands to tell them he was the new king. The king of Waitan sent a messenger to congratulate the jester king, but this angered the Emperor of Hanci, who did not like the King of Waitan. The kingdom of Suasri had long been an adversary of the kingdom of Cemaria, but the jester king sent friendly messengers to the king of Suasri and his merchant friends. Rumours abounded that the King of Suasri had helped the jester to become king. The other kings and emperors became nervous about what else the jester king might do and started talking amongst themselves.

The Dreams of the Royal Fortune Teller (Pull of the future)

The royal fortune teller came into to the court and addressed the jester king and courtiers.

"I see dark clouds ahead for the kingdom and Cemaria and all the lands", declared the royal fortune teller. There will be enormous changes throughout the many lands. She spoke of magicians, who had been devising spells that people could use to talk to people at great distance, to find their way when they were lost, to make their horses run faster, make moving images and much more. They were working on spells that would enable horses to pull coaches with no driver and mechanical creatures to do many new tasks. Many difficult or dangerous tasks would be done by mechanical creatures (Inayatullah & McNally, 1988), but many people would find they could not continue in their crafts because they were now done by machine.

She warned that the storms and other disasters brought by the demon hordes of Metical would get much worse and repeated the warning of the magicians saying the future of all the kingdoms might be under threat if the merchant families were not stopped.

The rise of the jester king had caused great conflict within the people of Cemaria, because many still wanted the old queen. Many old rivalries reappeared. The jester king had to find a way to bring the nation together again, but the more he tried, the more the people were divided. The division in the land of Cemaria worried the people of all the other lands.

The royal fortune teller then said she had been unable to tell the future, but she had dreamed four dreams of what might be, to help the jester king decide what to do to avoid some of the dark clouds looming. The dreams were not clear and separate as they had been in the past, but they tended to flow together (see Figure 4).

Keeping on with the Old Spell (Steady state scenario) (Dator, 1979)

In the first dream, the jester king and the merchant families called the old wizard from his cave to cast a new spell that sent the people into an even deeper trance. People kept buying the goods of the merchant families and ignored the worsening storms and floods. The wars over the animal feed continued. The jester king kept making strange decisions, but court officials managed to block the worst decisions and calm the concerns of other kingdoms. The Lecunra dragons remained in their lairs. The old wizard grew increasingly concerned that his spells, which had to become more and more powerful might fail, so the first dream would turn into the third.

Cemaria is Never Made Great Again (Continued growth scenario)

The second dream showed the conflict within the kingdom of Cemaria growing worse and worse (see Figure 2). The Republic of Falcinroia, a small state within the kingdom of Cemaria to the west wanted the old queen to rule, so they took a proclamation to the jester king declaring that from that time on they and other coastal lands to the north would leave Cemaria and become the kingdom of Falconiria. Some eastern states around the city of Kron Yew then also broke off to become the kingdom of Kron Yew. Salaaka to the north joined the kingdom of Dacana.



Figure 2. The Great Kingdom of Cemaria

Cemaria was never great again. The District of Bulimoca remained the capital city where the king and court resided. The other kingdoms shunned Cemaria because of the erratic decisions of the jester king. They feared being drawn into a war not of their making. Though ravaged by the demon hordes of Metical, the kingdoms of Suasri and Hanci grew in strength. The problems within the joint kingdoms of Ropue meant they were unable to be great again.

The people of the Tediun Mikgond had decided to leave the kingdoms of Ropue and other kingdoms in Ropue became afraid that other kingdoms would choose to leave as well (See Figure 3). Tensions were high and dictators ruled in many of their lands. The bankers throughout many of the kingdoms of Ropue ran out of gold. A disagreement between the Kingdoms of the Tediun Mikgond and Pinas over a large rock at Braglita exacerbated old wounds and resulted in 12 years of war that drew in many kingdoms. The millions who had fled war in their own lands continued to flood into the kingdoms of Ropue further raising tension. The kingdoms, once so powerful, lay in ruins.

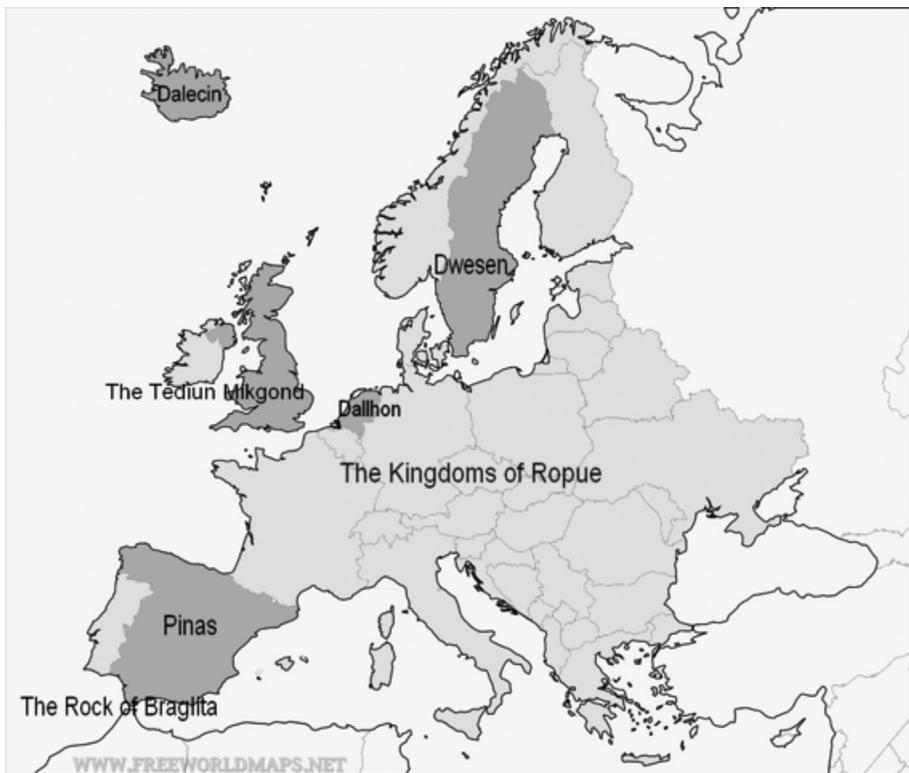


Figure 3. The Kingdoms of Ropue

Storms, floods and earthquakes caused by the Metical demon horde struck in all the kingdoms. In a bid to show its strength with dwindling power, a disagreement between Cemaria and Hanci over islands in the South Hanci Seas resulted in the Lecunra dragons being released. The kingdom of Suasri took advantage of the situation and became great, but they had their own merchant families who continued in the same way as the merchant families of Cemaria. This dream could turn into the destruction of the third dream.

The End of Days (Collapse Scenario)

The third dream was the darkest dream. The jester king is forcefully taken from the throne, but his successor Duke Cepen is weak and civil war breaks out in Cemaria with widespread rioting and clashes between rival groups. Armed militias roam the land looting and pillaging all across the kingdom. The king's knights were ordered to try and maintain peace. The demon hordes of Mitecal ranged freely unleashing their storms, tornadoes, floods leave millions homeless, many fleeing to Dacana to the north and Xecomi to the south. Resistance is greatest in Falconiria and the lands of the western coast and around Kron Yew, but isolated cities like Gochaci and Rednev also rebelled. The Great General of the army of Cemaria seized power sending his knights throughout the land to rule with an iron fist. The pressures on natural resources meant animal feed, water and many other critical resources became scarce and wars arose all around the globe as kingdoms struggle to take control of those resources remaining. Cemaria lost its place of power, never to see it return. The joint kingdoms of Ropue similarly descended into war as they were unable to resolve their differences. Dictators arose in many kingdoms, who then fought amongst themselves.

Other kingdoms were also struck by the power of the demon hordes of Metical and the Lecunra

dragons were released a number of times after conflict over the influence of Cemaria in the Ruikena region to the south of Suasri. The joint kingdoms of Ropue were drawn into the conflict resulting in death and destructions. The evil breath of the Lecunra dragons drifted into the lands of the Hanci killing thousands, so the Lecunra dragons flew again bringing destruction to both Cemaria and Hanci. The days of great darkness long predicted by many fortune tellers began. Wars raged between many other nations as they were invaded by kingdoms without access to the resources they needed to survive.

In the southern seas of the Ficacip Ocean, the kingdom of Siluaarta had not fared well. Drought became far worse than ever before. Temperatures soared so the wide spread lands that were already precarious for supporting life, became totally unliveable. Water became very scarce (Flannery, 2011). The kingdom of Siluaatra had previously strongly supported Cemaria, so when Cemaria lost power, so did they. Siluaarta had never liked having people trying to come by boat to live there, but now the numbers were so overwhelming they could not be stopped. Now there were no resources to keep them when they arrived. As the dream ends it could continue into a general collapse and descent into darkness and even the end of all life, or with lower populations, return to the second dream with unending pain and suffering, or turn into the fourth dream.

The Magic Fairy Brings in a New Age (Preferred Scenario)

The final dream showed a future, where a magical fairy flew over the kingdom of Cemaria sprinkling the dusk of illumination as she went. Soon after, the Labnicrepu Lords grew wary of the poor decisions of the jester king and all the court officials managed to block the bad decisions. The people of Cemaria grew angry that the jester king had made life worse for them and grew angry at the merchant families. They stopped buying their goods and the merchant families lost power. The demon hordes were brought under control. The storms and other disasters subsided as the land settled back into health. For some, the third dream melds here after a collapse to create a better future in this fourth dream.

The league of small kingdoms including Dwesen, Zen Wesland, Dallhon, Dalecin, Pragnesio and Waitan as small agile adaptive kingdoms found it easier to establish innovative ways of coming together. By collaborating, using the new inventions of the magicians, listening to the voice of the people and organising themselves in more humane ways, the people gained more power. They found alternative ways of organising the merchants, the banks, and the king's advisors from before that focused on building well-being for all people and everyone lived happily ever after (Bauwens, 2005; Benkler & Nissenbaum, 2006; Gorenflo, 2015; Rifkin, 2011).

Silence fell over the court of the jester king. He pondered the royal fortune teller's words for a while, then he stood and ...

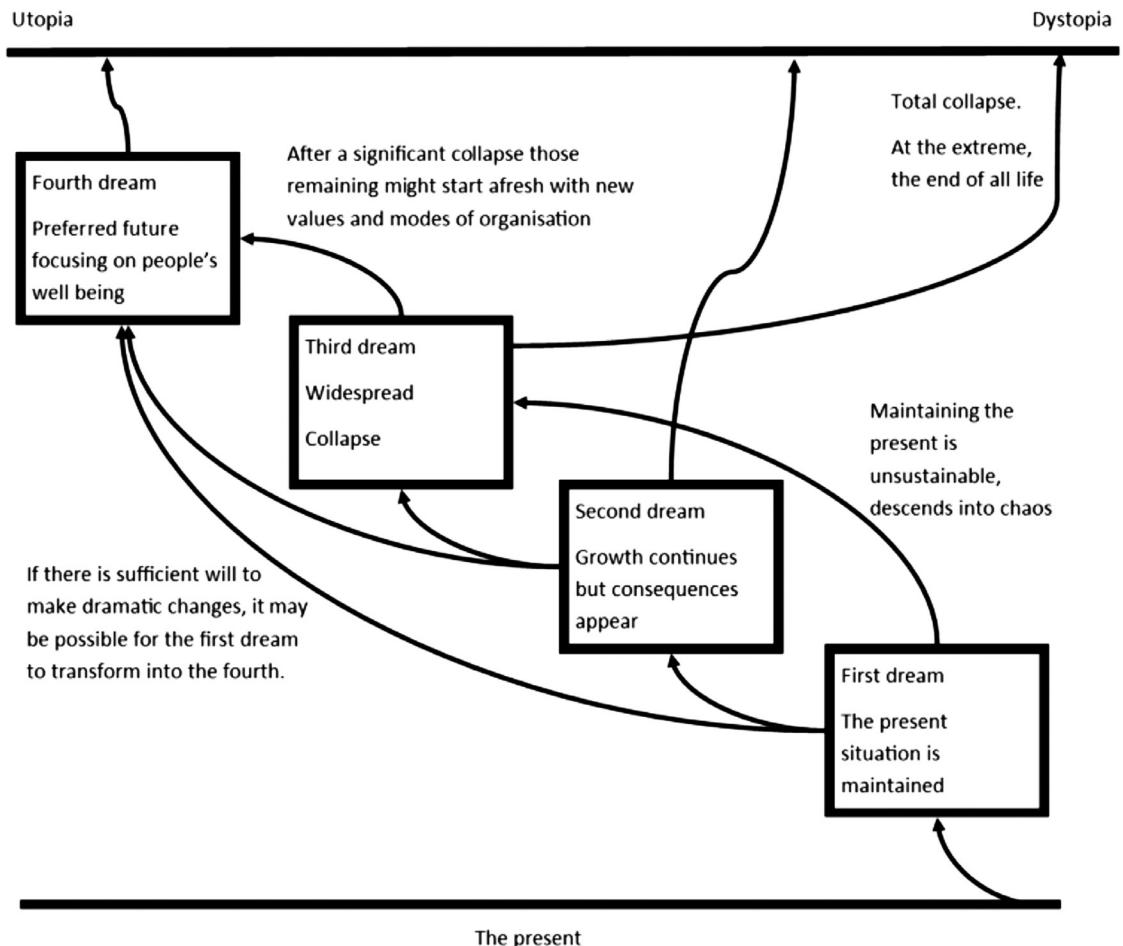


Figure 4. The four dreams and how they are linked together

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