

Soule Publishing

At the heart and Soule of the FDU economic model to develop a sustainable method for elevating people out of poverty, without further pressuring our natural environment – are Digital Products. Digital items may be published by FDU Players for distribution and redistribution inside the FDU (using Points), or to public Visitors who use a credit-card to purchase from a Players Cyber Mall. Unlike physical goods which can be sold only once, digital goods can be sold an infinite number of times, with minimal cost for reproduction and delivery.

Digital products (information) published by Players can provide people in poor nations with a way out of poverty which uses little to no natural resources, knowledge services can provide a replacement for physical (industrial) items by creating new Information markets. A man in Africa who currently shoots animals for their skins to support his family could shoot a animal “video” instead, publish and have it sold over the Internet as a means to replace and even increase their monthly earnings – all while keeping the animals alive to reproduce.

Most often digital products from emerging markets will be cultural and educational in nature. Videos of ceremonies, how-to videos, music, lore played out in theater, not to mention e-books.

It is the very nature of digitally published information, of ideas expressed, that they can be sold by anyone to anyone an infinite number of times over, in any medium of exchange, providing reward of infinite potential to the publisher, with relatively no cost to the environment for either reproduction or delivery. That “ideas as information” redefine the common precepts of supply and demand, manufacturing cost's, shipping costs, and in a globalized world don't forget legal cost's was most succinctly stated by John Barlow in his book the Economy of Ideas, he states: “Its peculiar character, too, is that no one possesses the less, because every other possesses the whole of it.” ~ Economy of Ideas, by John Barlow

Digital Publishing also has pitfalls which derive from the free nature of information, these pitfalls must be addressed for the information economy to maintain integrity, starting with protection of the Authors. Without Authors no content, so in a win-win Game for all Authors must be respected. To encourage the respect and honoring of Authors, a motivational system has been designed into the FDU intended to result in Players winning more when they play by the rules as opposed to attempting to defraud other Soules in the Universe, or elsewhere in the meta-verse of cyberspace.

Piracy is at the core of the problems when it comes to digital products – anyone with the “data” can essentially copy and send it to anyone anywhere for free. So how do we change that inherent motivation to pirate on the Users part? Combine ease of use, availability of purchasing power (Life Force Points,) and economic motivation as an alternative option to piracy. Then go one step further and offer options to protect the Authors interest, that both the purchaser and Authors can agree to.

One option for Authors in the FDU is to keep the data source private by offering an alternative to a download by instead giving the purchaser a single account from which to access those products, at all times through any mobile device or computer. Who wants to download their favorite information to multiple devices anyway, needing to catalog it in the right place relative to each device when instead purchasers could access their single catalog from anywhere; and also be rewarded for redistribution to that account should the purchaser wish to share the product with others. There are multiple options for digital licenses available today for use by publishers, which license a publisher utilizes will depend on their unique situation, and to some degree provide various levels of copyright protection.

Players who choose to publish in FDU may not remain anonymous to the publishing company offering this opportunity to

FDU Avatars , the publisher will be required to lift their veil of anonymity and provide varying levels of public and personal information to the public company (Global Digital Publishing) that is managing the commercial publishing dimension of the FDU.

A Player who is found to have violated international copyright laws will have their FDU Soule "Redeemed and Recycled;" the accumulated Life Force Points of that Player will be directed to the injured party. Should the injured party prefer public funds to the Life Force Points of the Player, they will have the capacity to request public funds from the FDUMA Banking & Settlements Committee.

Global Digital Publishing, the FDU Game Directors (WWDF), and FDUMA have all pledged to safeguard intellectual property, individual rights, and honor all international copyright laws of the established International Public Order.