

Introduction: We Can Create a Magnificent World...

...in which any of the cultures from our heritage we want, can once again exist: the Garden of Eden, the indigenous Tribal Nations, Victorian England, Pharaonic Egypt, the Roman Empire, the Wild West, Rustic Hawaii, Classical Greece, the Vikings...

And we can create new cultures and communities of breathtaking beauty and joy, where Space Cities, Camelot, Shangri-la, Middle Earth, and Santa's North Pole... all really exist!

We are not talking virtual reality or theme park. This is real.

Enough of boring, mass-market monoculture. Do you long to live in a unique, magical community? Or to restore your ancestral heritage? Do you daydream of the beauty and romance of a bygone era, or of living in a garden paradise? Well, pine away no more. You can easily create the world you've always dreamed of having!

You can create lands of castles and knights in shining armor. You can have space cities with ports to other worlds. You can recreate the great camel caravan trade routes and the ancient walled cities of the Arabian Peninsula. You can recreate Roaring 1920's towns complete with speakeasies, flappers, and antique cars. You can have Motown. Ancient Alexandria. You can have the rustic living of Old Hawaii and the African tribal nations. You can recreate the Ming Dynasty for crying out loud. You can, in fact, create or recreate just about anything you want.

Perhaps you long for the return of your heritage language, costumes, and traditions, or to go back to the refined days or excitement of a previous time—but the world keeps telling you “you can't go back.” Well, nonsense! You *can* go back, and furthermore, you can make it *even better* than before. The Old South can have all the graciousness of the Nineteenth Century—but this time with an equally gracious alternative to slavery. Medieval Europe can exist again, but this time with a friendlier version of the Inquisition! And the Roman Empire can be revived in all its imperialistic glory—but with invasions that are a lot more fun!

Are you fed up with being ineffective as the environment continues to be wrecked by out-of-control technology and development? Well, say sayonara to *that* reality. Not only can you establish protected wildernesses, large and small, but you can make them enchanting paradises in which to not only visit but to live. Or suppose you'd prefer not to be bombarded with invasive, health-damaging electromagnetic frequencies everywhere you stepped. You can create communities that not only have safe technologies, but quaintly so!

And the endless choke-hold of automobile traffic? Whoa! You can leave *that* reality behind in the dust. You can create vast networks of horse roads, bicycles arteries, camel caravans, vintage automobile towns and roads, and antique and futuristic rail lines, all of which meander around the globe, connecting similar enchanting communities.

Are you steaming mad over big corporations having gotten away with cut-throat tactics that put you out of business... and you long to return to small, locally-run shops and farms, and traditional local industries? Well, guess what? *You have the power to take it all back!* You can easily create agricultural regions made up of hundreds—heck, thousands—of small family

farms and cottage industries; or vast networks of independent seaport villages where men fish in the old tradition. And wouldn't it be wonderful to recreate vast open ranges for herding cattle, and hunting with dogs and falcons, and not have to worry about them getting flattened by diesel trucks? Surprise! You can have it!

Maybe you've fallen into the limited mindset that says that planes and drones own the sky. Think again. You can create peaceful valleys where air travel is by balloon. And wouldn't a spaceport city be phenomenal? A high-tech futuristic city run by scientists, and filled with space art, where you catch rocket ships to other planets.

And wait, there's so much more! How about a city of choruses where everyone sings during feasts in great dining halls? Or a water city filled with intricate canals, elaborate fountains, gorgeous waterfowl, and vast fleets of interesting boats! Or cat-friendly walk-street neighborhoods with elaborate aerial catwalks and midnight tomcat serenades.

Or how about a community that is *enchantingly* off-grid—such as one not only *with its own* natural gas source, but also gas street lamps, gas-lit homes, T. S. Elliott readings, and carriages pulled by horses that steam and stamp.

Or maybe you simply wish you could escape the constant racket of loud motors and somebody else's annoying music, but can't afford your own island. Good news: You can easily establish neighborhoods, regions, lakes—whatever—that have beautiful and creative soundscapes.

Sure, all this is wonderful, you're probably thinking—but how in the world do we do it? Well, prepare yourself, because the answer is surprisingly simple: You *provincialize*.

Creative Provinces are communities established for the creation or reclamation of a unique culture, travelway, industry, or environment by people organized as a group of properties.

Creative Provinces are communities people can create—in which to live, work, or travel—anywhere, beginning with their own properties. First you decide how you want to live; then you link your property to the properties of others with a similar vision. Over time, hubs form, as people connect or relocate to where their visions are being manifested. It's an *organic* process.

Part One of this book lays out the eight principles of Creative Provinces. Part Two gives many ideas for different types of Creative Provinces. And Part Three gives basic guidance on starting a Creative Province.

My sincere hope is that this book inspires and empowers you to create the lives you have always dreamed of living.