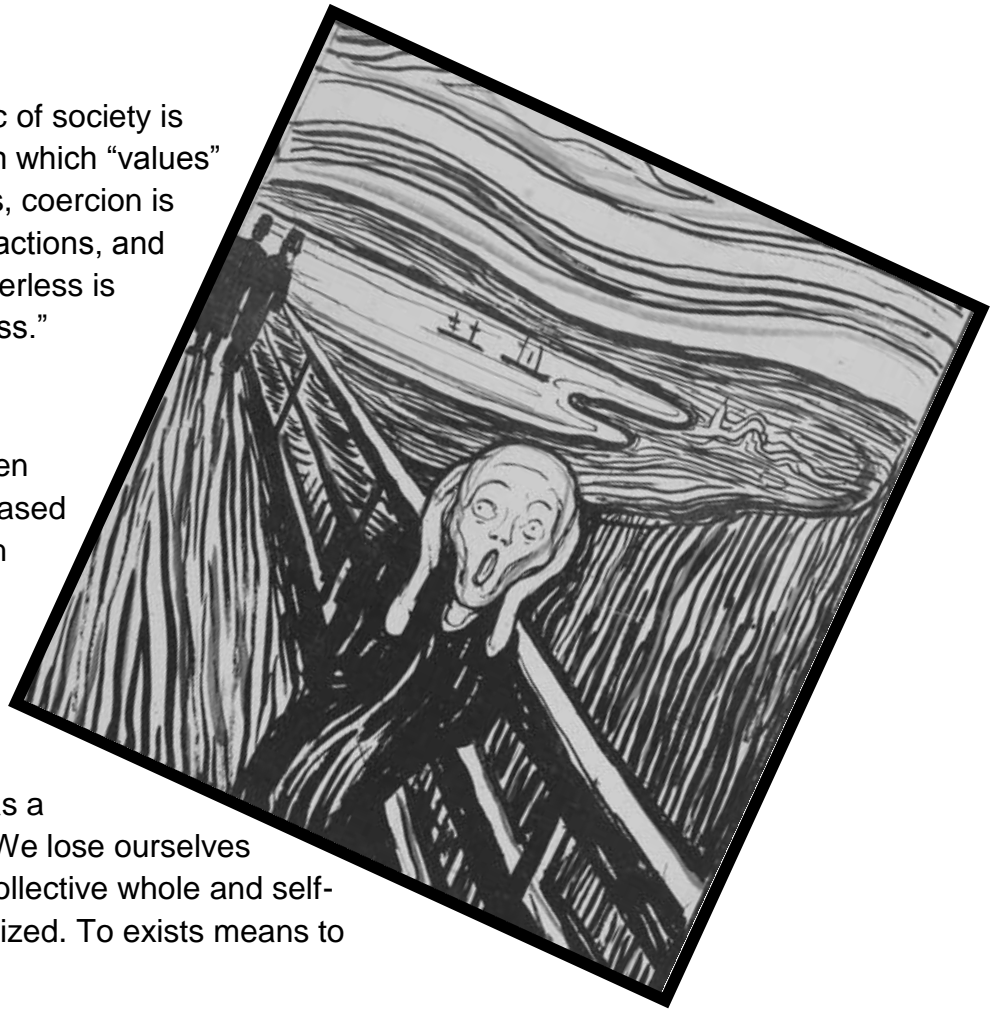


World 2 Obsessio: Conflict and History – The Warrior

The obsessio is born amidst the nameless faces forgotten and used in the apparently purposeless struggle we call history. It is a narrative of chaos and violence within a meaningless repetition of evil in a directionless rise and fall of things. History's plot is as constant as it is tragic. Only the players change.

It is as if the very fabric of society is structured by conflict in which "values" are the pall of interests, coercion is the motive for "moral" actions, and exploitation of the powerless is the measure of "success."

Citizens of World 2 often understand life to be based off a hierarchy of death where the weak are vanquished by the strong and the lesser are "food" for the advanced. It is as if everything alive lives as a parasite off of others. We lose ourselves in the process of the collective whole and self-determination is minimized. To exist means to struggle.



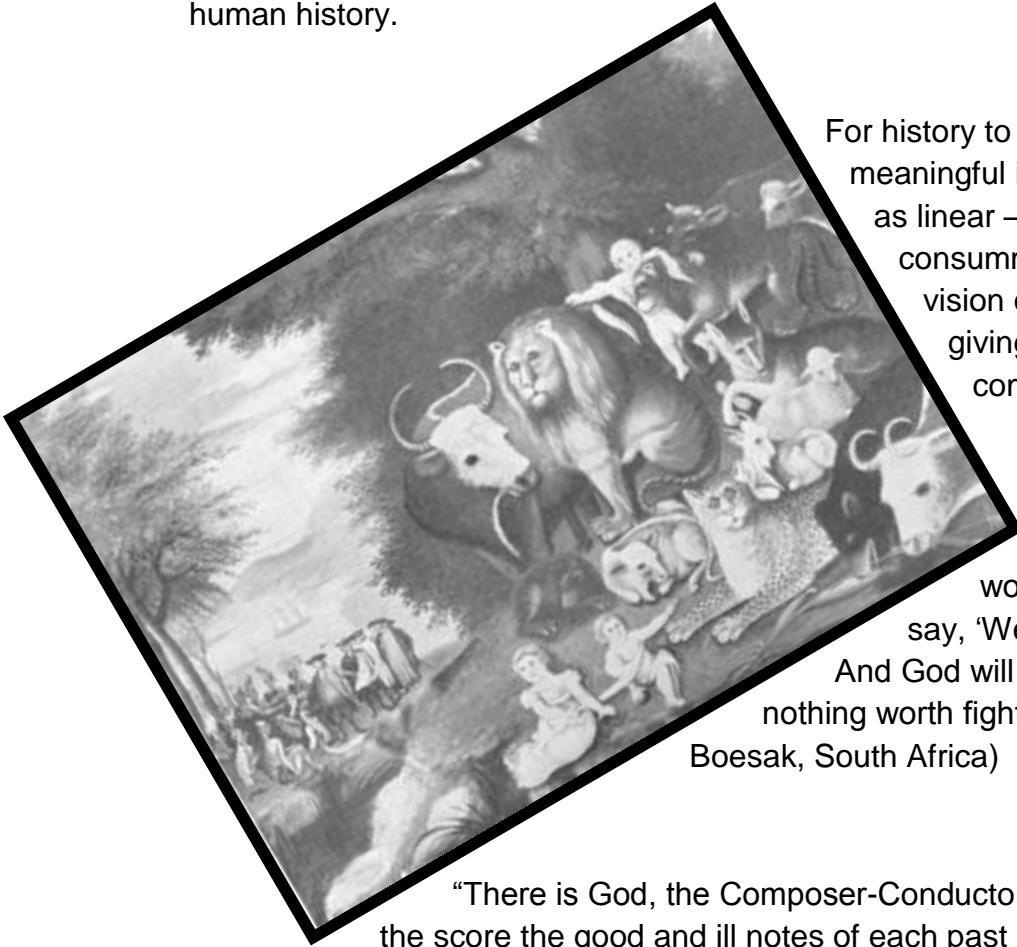
World 2 Obsessio: victory to be won.

World 2 Sin: impotence

World 2 Gospel Truth: human society needs to be transformed into the Kingdom of God.

World 2 Epiphania: Vindication as Consummation

Hope for World 2 citizens take the shape of a significantly different future. For the world is not taken up into God, but rather transfigured for the restoration of the earth. The good news is that God does participate in history. Our rage is with God's rage for God takes sides and casts judgment upon the shenanigans of human history.



For history to be vindicated as meaningful it must be perceived as linear – moving toward consummation. Epiphania is a vision of sabbatical shalom, giving joy to tragedy turned comedy.

“God will ask, ‘Where are your wounds?’ And we will say, ‘We have no wounds.’ And God will say, ‘Was there nothing worth fighting for?’” (Allan Boesak, South Africa)

“There is God, the Composer-Conductor, incorporating into the score the good and ill notes of each past moment, offering new harmonies. Faith is God's intent to orchestrate a whole in which even the errors will appear as grace notes.” (WPJ ala Hebert Butterfield, *Christianity and History*)

World 2 Epiphania: actual change

World 2 Christology: Christ is the liberator who breaks my chains and with whom I join the fight

World 2 Gospel Celebration: God opposes death and decay in human society and so should we

*World 2 Quest:
Commitment to Taking Our Part -
To Change the Truth*



The quest is to take up the call to fall in love with humanity as God has fallen in love with humanity, and to act decisively in society by taking sides against all the foes of human good. To answer this call to combat, it is necessary to disrupt the forces of evil with passionate commitment, meeting foes of human good with the battle song of triumph.

God struggles as our companion in incarnate Presence, on behalf of a world in which, as Spirit, God is wrenching a groaning creation in promised consummation. This is the God who invites creation into co-creating a history which moves toward the coming Realm of God.



History's plot is a narrative moving toward resolution. It is the story of a tragedy transformed into a comedy because it is also God's plot. The "aha" moment comes when recognizing that the rejected of society are those invited to the seats of honor by God. The goal is to enter the struggle so that the Good News really is experienced as "good."



World 2 Scripture: dangerous book that encodes God's ongoing project to fashion a society of shalom
World 2 God: Incarnate Presence irrevocably wedded to history and comes back for those left in history's wake
World 2 Salvation: transformed society/Kin-dom come.
World 2 Movement: from Warrior to Covenant Partner/Co-Creator