Causal tapestries, an innovative complex systems-process theory approach to quantum foundations, address several foundational problems including the measurement problem, nonlocality, and entanglement. Causal tapestries admit a Lorentz invariant dynamic corresponding to a succession of transient “nows” as required by process theory. A causal tapestry $I$ is a 4-tuple $(L, K, M, I_p)$ where $K$ is an index set of cardinality $\kappa$, $M$ a causal space, $I_p$ a causal tapestry and $L$ a set of informons such that each informon in $L$ has the form $[n] < \alpha > \{G\}$ with $n \in K$, $\alpha \in M$ and $G$ an acyclic directed graph whose vertex set is a subset of $L_p$. b) The union of all such $G$ forms an acyclic directed graph, c) The mapping $i : [n] < \alpha > \{G\} \rightarrow \alpha$ is a causal embedding. There are ancillary conditions to preserve causal consistency across informons. The reality game is a two player multilayer combinatorial game involving two coupled tapestries, $E$ (event) and $P$ (process), evolving new tapestries through techniques of forcing and E-F games. A graph duality between the spaces of symmetry operators on $E$ and $P$ is shown conditionally to reduce to the classical state-momentum space duality of quantum mechanics. (Received September 22, 2011)