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"The bulk of the world's knowledge is an imaginary construction. History is but a mode of imagining, of making us see civilizations that no longer appear upon the earth. Some of the most significant discoveries in modern science owe their origin to the imagination of men who had neither accurate knowledge nor exact instruments to demonstrate their beliefs. If astronomy had not kept always in advance of the telescope, no one would ever have thought a telescope worth making. What great invention has not existed in the inventor's mind long before he gave it tangible shape?"

– Helen Keller, The World I Live In (1910)

Quizzical Looks: In a game of Twenty Questions[1] (with "yes" and "no" answers) is it possible to identify an object of which you have no knowledge, that is outside of the Questioner's cognitive structure? Carl Sagan in Cosmos, Episode 10 maintained that any object in the universe could be identified by 20 skillful questions with yes and no answers (the segment is available on YouTube). Suppose I played Twenty Questions with a 13th Century European Monk, I am the Answerer, the object is a Trinitrotoluene (TNT) molecule. What are the chances that the Questioner would guess correctly in 20 questions or 2,000 questions? Thus, we are limited by the items and objects in our cognitive structure; however, what is more interesting is that our cognitive structures are filled with things that never existed, except in movies, literature, myths, to which we give nearly equal standing to real objects. Such that, in a modern game of Twenty Questions, "Is the object a Looney Tunes character" would be a legitimate yes/no question to the Answerer.[2]

New Ships and Lost Worlds: Newly constructed ships have the same Constructural Elements as the world where they are constructed, on the turn they were completed.

➢ Wet Paint: Population loaded onto Colony Ships (and Orbital Cities) will retain the Constructural Elements present on the source world at the time of their departure. Any new colony established by the Colony Ships will continue the Constructural Elements of the population on the Colony Ships and thereafter, become subject to the normal processes for activation or deactivation of Constructural Elements. When colonist are added to existing colonies that do not have matching active Constructural Elements, it is completely within the discretion of the Concierge as to the effect on the colony, whether some Constructural Elements on the combined Colony population might be activated or deactivated.

➢ Lost Worlds: The only way a colony world can lose its Temporal Constructural Element is by being removed from the Public Space. This should not be equated with removal from the Galactic Space, though that may occur as well. Colonies that are destroyed, completely evacuated, or are lost to another position or power and/or for whatever reason, are no longer subject to the sovereignty of their former position, are 'lost' from the Public Space. Generally, captured colonies should pass to the new owner with the same active Constructural Elements they had at the time of capture, though there is much room for interpretation and discretion by the Concierge and participants as to what that means; for example, the active Ideological Constructural Element of a captured colony likely will not be the "same" as the Ideological Constructural Element of the new owner's position. *Emergent narrative* is story.

   ✓ A besieged colony is not a 'lost world'; see discussion of Besieged Colonies, 3 The Sidereal Stage, p. 124, *supra*.

"Good triumphs over Evil, justice prevails, the hero marries the Princess and becomes Emperor of Everything, and everyone lives happily ever after, or anyway till it's time to grind out the sequel. Sound familiar, doesn't it? ... If there could be such a thing as a foolproof formula for crud, this would be it. This is the time-honored equation for the commercial SF plot skeleton with all of the variables cranked up to their theoretical limits.

The identification figure isn't just a sympathetic hero, he's the ultimate wank fantasy, the reader as rightful Emperor of the Universe, indeed as the Godhead. The stakes are nothing less than human destiny for all time, and the Princess to win is always the number one piece of ass in the galaxy. The villain is as close to Satan as you can get without awarding bull horns and the tail, twirling his black moustache as he feasts on the torment of downtrodden masses, performs unspeakably vile sex acts, and squashes cute little animals in wine glasses so he can drink their blood.

*Ah, but there is no such thing as a **foolproof** formula for crud, not even the outline of the **Emperor of Everything**. For while it is certainly true that the diligent application of this formula has allowed armies of hacks to pile up mile-high mountains of adolescent power-fantasies for the masturbatory delection of wimpish nerds, wonder of wonders, it is also true that many of the genre's genuine masterpieces fit comfortably within its formal parameters ... and many ... novels of real literary worth are brothers between the covers, at least in plot summary terms, to the Ur-action adventure formula."*

– Norman Spinrad, <u>Science Fiction in the Real World</u> (1990), pp. 150-151 (emphasis in original)

Emergent Narrative: An emergent narrative is an in-game story that comes from a player's interaction with the game systems (usually a computer program, but can also be a board/card game); it is a colorful story constructed around the player's interpretation of in-game events.

- ✓ Many critical reviews of Conan the Barbarian (1982) use the same language as Spinrad above, e.g., "these themes appeal to '98-pound weaklings who want to kick sand into bullies' faces and win the panting adoration of a well-oiled beach bunny'" by James Wolcott, Texas Monthly, July 1982 or "a perfect fantasy for the alienated preadolescent" by Roger Ebert in 1982, both quoted in the film's Wikipedia article.

It is natural for humans to imagine more than is apparent from a strict linear log of in-game events. Many games, including GGDM, are built to encourage emergent narrative. Constructural Elements – representing part of the worldview of the position – provide very good opportunities for the emergent narrative of the game, especially in situations where there is a mismatch of active Constructural Elements or two races are brought into contact by game events.

- ✓ "Emergent narratives are stories that are not authored by a single person or by any person really. They are stories that emerge from the interaction between players and the systems that govern gameplay. They are random, transient, ephemeral things that only ever exist for one person at one moment in time. I like emergent stories as much as the next person. There's something empowering about being witness to a singularly unique series of events, watching systems interact with systems in a certain way at a certain location that might never happen again for any other player. Even if such an experience is not really that unique, it still feels that way.

  Yet when I look back at my emergent experiences or when I try to tell the stories to others, I realize just how shallow an experience they really are. Emergent stories feel more engrossing than authored stories because they're personal for the player, and that personal interactivity gives it the illusion of importance. I assume that because

this event was exciting for me, it must be exciting for others as well. But it's not. My adventures in *Skyrim*, my tense game of *XCOM*, my rooftop chase in *Assassin's Creed*, my war against komodo dragons and cassowaries in *Far Cry 3*, all of these stories seem much more exciting in the moment than they do in the retelling, and that's because they're missing the key component of any good story. They're not about anything." – Nick Dinicola, "The Problem With Emergent Stories in Video Games," Pop Matters, July 30, 2013.[3]

- ✓ A *dream*, whether waking or sleeping, is an *emergent narrative* formed of images and sounds that bubble into consciousness in our brains; the difference being the level of consciousness between waking or sleeping. This is why dreams don't carry the same quality when telling someone else about them (like your video game adventures, *ut supra*); they must be consciously modified in later telling to give them literary weight (e.g., "Kubla Khan: or, A Vision in a Dream: A Fragment," by Samuel Taylor Coleridge in 1797): Dreams stories are always later recounted through a conscious filter.

Video games are in a sense, an interactive *Emperor of Everything* placed on a computer screen. The Emperor of Everything is about the reader in SF crud, and about the player in video games. Both in the shallowest possible sense. Telling the story of a plot of a hack SF Emperor of Everything formula story is no different than telling the emergent narrative of a video game. Thus Mr. Dinicola comes to the conclusion they aren't about anything – that is, they lack literary value.

- ✓ <u>King Arthur</u>: The 'magic' of King Arthur in the movie Excalibur (1981) and possibly more loosely in the background stories, is the emergent. At least twice, if not more, in the 1981 movie, Merlin (the eternal schemer) says, "I didn't anticipate that," or "I never saw that coming" indicating (choose one): 1) unknown external forces at work in the story (i.e. probably the Christian god or later in the movie, Morgana, and whatever you might choose to imply from that) or 2) an emergence from the forces in play which by their nature, cannot be predicted along straight lines of reasoning and inference. Merlin later, denying his own loneliness and infatuation with Morgana, is trapped by his inability to anticipate her scheme, but in turn, she dies later due to her inability to anticipate the power of dreams (the metaphysical crux of the story) and the vain revulsion of her own son to her changed age-ravaged appearance.

- ✓ For the record, I am not here preaching common Peter Pan philosophy about the 'power of dreams' (or as Billy Joel sang in "Pressure" (1982), "Now here you are with your faith, And your Peter Pan advice") – there is nothing warm, cuddly and reassuring about GGDM. It is my interpretation of the movie and one that probably follows the common consensus (I am sure someone wrote a doctoral thesis on this).

But King Arthur has been the archetype story behind many more modern stories, he is one variety of the <u>Hero with a Thousand Faces</u> (Joseph Campbell), a tragic 'Emperor of Everything' (Norman Spinrad) before anyone thought of science-fiction literature; the belief in the power of dreams (in whatever form) stretches back through millennia of humanity, as if our ancestors (with pre-theoretical cognition) sensed Archibald Wheeler's "It from bit" (see feature quote, top of 1 Information, p. 1327, *infra*). Whether you believe it or not, it is up to you, and irrelevant to GGDM.

- ✓ GGDM is a civ sim cranked to its theoretical limits. **Redlining...**

"Despite signs of spiritual revival in the late seventeenth century, secular values gradually were replacing religious ones as major influences on European life. By 1715 it had become unfashionable to go to war in the name of rival Christian creeds, and within states themselves, a few princes noted the political and social impracticality of inconveniencing religious minorities. In their quest for new settlers the German rulers of Brandenburg and Saxony deemed religious affiliation a private ... matter, a position which the Dutch had long accepted....

Nevertheless, because credal affiliation could easily be confused with political loyalty, bigoted rulers like Louis XIV or Leopold I failed to see how non-Catholics could ever be loyal subjects.... Despite this, however, the notion was in the air that religious association might be irrelevant to citizenship. Nurturing such a position was an accompanying movement that subjected religious practice to rigorous critical analysis, ridiculing unproven credulity, and weakening traditional belief."

– Raymond Birn, Crisis, Absolutism, Revolution: Europe 1648 to 1789, 2nd Ed., pp. 173-174

Modernity: Prof. Birn describes the core issues of the early modern Western turn to secularism; think about this the next time some tent preacher or televangelist fellow wants to turn back the clock to the 'good old days' of religious devotion (i.e. 'old tyme religion').

The sum total of the Western worldview over the last five centuries is in the term, *modernity*, which Merriam-Webster online dictionary defines as **2:** the modern era or world and especially the ideas and attitudes associated with the modern world. That's the simple part. The discussion of what modernity means and how it is defined across various fields of social study is the core of modern studies. Modernity must always be contrasted with past civilizations to have any meaning, but is typically looking at the now and future of humanity. It is also associated with a range of tag terms, such as secularization, post-traditional culture, modern history, institutional complexity, market economy, experimental observation, inductive logic, moral relativism, feminism.

- ✓ "The casting of Jodie Whittaker as the lead in Doctor Who is the difference between tolerating modernity and embodying it – but why has it taken so long to get here? ... The paradox of entertainment is that modern values take so long to catch on. The ultimate showbiz character is liberal, creative, mould-breaking, forward-thinking, highly unlikely to be bound by conservative and/or religious values. Showbiz is a world for misfits, not rule-followers. Yet nowhere do we see a plainer iteration of 'traditional' thinking than on our screens. It is more surprising to find a woman in a blockbuster movie with a mind of her own than it is to find a woman in an 'arthouse' film not naked or crying. It is more likely for a 10-part thriller to start with a dead woman's body than a living woman expressing agency and determination. It is routine for a current affairs team to be led by a grey-haired man doing the serious stories while a fit, younger woman handles the family stuff. Important political events, be they regular ... or irregular, are seen as male territory by default, women seemingly included under sufferance. Panel shows shoehorn in a woman to salve their consciences; women can exist, but never get old, on nature shows. Black actors have a more arduous trajectory still, sometimes having to go to the US and make it big before they are considered famous enough to overcome the tacit colour bar in the UK.

  The extraordinarily slow pace of change is a sharp contrast to the good game everyone talks. TV executives constantly underline their commitment to equality, while happily accepting that men must keep the main jobs until they are literally dead. ... It is the stasis that baffles. How is it possible for such a visible industry to stay for so

long in a male-dominated, monochrome world that it often decries explicitly?" – Zoe Williams, "A female Doctor? She's the revolutionary feminist we need right now," The Guardian, July 17, 2017.

Modernity is discussed throughout GGDM as it is implicit in the setting and in 90% of science-fiction literature. It has already been mentioned in 1 The Big Bang (cognitive divide of science and philosophy), 1 Constructural Elements (realism vs. idealism), 2 Constructural Elements (demise of monarchies), *supra*, and its various aspects are discussed in 3 Culture (proficiencies), 1 Technology (atheism, scientific creation vs. religious creationism), 1 Temporal Technology (realism), 6 Combat (Japanese cultural reaction to Western modernity), and 3 Reformation (precision timekeeping), *infra*.

➤ Anti-Semitism: Anti-Semites have refused to cross the credal barrier described by Prof. Birn above. Rather, the opposite, to them credal affiliation is the sole defining attribute of the 'other,' more than just a question of citizenship, but a question of their human status and worth. It transcends even the male-female question. Thus, to an anti-Semite, a Jew regardless of gender, age, or nationality, is a non-person, and quite aside from the strategic considerations, one can see why the Nazis invaded Holland on the basis of anti-Semitism alone. Anti-Semitism merges easily with racism because the Jewish people consider themselves a race rather than a religious affiliation, and racism applies the same value system based on skin color, appearance and apparent ancestry – regardless of gender, age, or nationality. Thus, in an important sense, based on the elements of historical development of modernity, racists and/or anti-Semites have refused to take an important step over the threshold, and thus remain outliers in modern society.

Now, this is not to suggest that anti-Semitism is a phenomenon solely of modernity. No one would argue that the Romans were great humanitarians and the result of the Bar Kokhba War leaves little doubt what the Romans thought of Jewish people.

✓ "Hadrian (emperor 117-138 CE) attempted to completely root out Judaism, which he saw as the cause of continuous rebellions. He prohibited the Torah and the Hebrew calendar and executed Judaic scholars. The sacred scroll was ceremonially burned on the Temple Mount. At the former Temple sanctuary he installed two statues, one of Jupiter, another of himself. In an attempt to erase any memory of Judea or Ancient Israel, he wiped the name off the map and replaced it with Syria Palaestina, supplanting earlier terms, such as Judaea. Similarly, he reestablished Jerusalem, this time as the Roman polis of Aelia Capitolina, and Jews were barred from entering the city, except on the fast day of Tisha B'Av." – from Wikipedia article, "Jewish-Roman Wars," captured September 7, 2019.

Still, in other places throughout the Empire, the Jewish people lived and flourished and were given a pass from required attendance at Roman state-religious functions, thus it is most likely that the Romans disliked the Jews as radical disturbers of the peace, which is a different quality than later anti-Semitism. The last thing an empire wants is disorder and the Romans created enough of their own through their endless succession wars.

The wonderful Christians picked up from the Romans and added new religious layers to existing anti-Semitism. They either thought Christ was approve or they didn't care whether he did or didn't. The Romans would have never thought of such, their state religion was different; *modern anti-Semitism is a Christian phenomenon*, not a Roman one. Over 1,500 years

later, in the time that Prof. Birn described above, some sense started to creep into the secularization of Europe. Note that this was not a religious revelation, but a result of secularization.

But it wasn't finished yet. The time-honored formulas of anti-Semitism found new adherents and uses in radical ultra-nationalism in modernized Europe. I cannot imagine that any Roman emperor or counsel would have approved of the Holocaust.

- ✓ Within GGDM play, using all of the things that are considered as 'modernity' (and since you are a modern, you intuitively know what those things are, but definitions are useful) as a springboard, participants (or even fiction writers) can create extremist, phobic or curious minorities or movements (e.g., the 'plain people,' FLDS, Branch Davidians, primo- or green-anarchists) against the zeitgeist of modernity.
- ✓ In fact, the deviances from theoretical modernity are both extreme and slight in all of us. The fact that such deviances exist in such a wide array informs participants that worldview is neither monolithic, nor ruler-straight in any civilization. Thus there is a wide range for expression and deprecation of Constructural Elements in GGDM, as well as Government Titles, and opportunity for entropic events in each position. Otherwise, the positions might be considered androids, bees or ants.

"Clearly, unsolved philosophical problems exist in the lay sense (e.g. 'What is the meaning of life?,' 'Where did we come from?,' 'What is reality?' etc.). However, professional philosophers generally accord serious philosophical problems specific names or questions, which indicate a particular method of attack or line of reasoning. As a result, broad and untenable topics become manageable. It would therefore be beyond the scope of this article to categorize 'life' (and similar vague categories) as an unsolved philosophical problem."

– Wikipedia, "List of Unsolved Philosophical Problems," June 15, 2018

Unsolved Problems: Wikipedia has an article nine-pages long, well-written and updated by people who care, of unsolved problems in *physics*. There are numerous other unsolved problems lists on Wikipedia, for example, biology, chemistry, math, economics, information theory, linguistics, medicine, philosophy, all of which must be written by people who have a broad and deep understanding of the fields. Has anyone ever tried to make a list of "unsolved problems" of sociology, psychology, anthropology or history? Why not?

I expect that the knowledgeable would look at it as a ludicrous undertaking because knowledge in *those subjects* just *doesn't work that way*.[4]

- ✓ "The more or less exclusive claims of the other sciences rest upon their use of mathematical, quantitative reasoning, and are inadequate in two ways. In the first place, their mathematical accuracy is only a question of degree, as compared with one another; and secondly, mathematical reasoning is not the only method of exact thinking. No one who has notice at all the procedure of careful students, even in the fields of historical, ethical, or aesthetic values farthest removed from quantitative considerations, will longer cherish the obsolete notion that painstaking observation, systematic classification, and rigid analysis are the prerogatives of workers in any field of human thinking. The same attitudes of mind and method of procedure are now to be met in every branch of investigation, and it is the assumption in this book that it is a mere

confusion of terms to give to the word science, which, historically and logically speaking, designates just this systematic investigation of reality, any narrow or private interpretation." – Clarence Marsh Case, <u>Outlines of Introductory Sociology</u> (1924), p. xvi.

- ▪ See further discussion, Aspects of Sociology, 2 Culture, p. 371, *infra*.

It is an essential quality of those subjects that it is hard to define what is a problem in the fields, other than missing facts or historical mysteries, because history is the most empirical of the three – and thus it is difficult to determine when and how, what or which problem has been solved.

- ✓ "Historical sciences share four features that set them apart from non-historical sciences such as physics and chemistry: methodology, causation, prediction, and complexity. Laboratory experimentation, so important in physics, cannot apply to historical sciences. Instead, one must gain knowledge through observation, comparison, and so-called <u>natural experiments</u>. *Historical sciences are concerned with chains of proximate and ultimate causes.* We do not only want to identify certain developments, but also the events leading up to those historic moments in time. Still another difference arises in prediction. In history, one can provide *a posteriori* explanation for why something happened the way it did, but cannot necessarily provide *a priori* predictions. Predictions about what might happen in a given situation are ultimately too complex to develop." – Jared Diamond, <u>Summary of Guns, Germs, and Steel</u> (2017), p. 46, Kindle Edition (emphasis added).

  - ▪ "Biology is more like history than it is like physics. You have to know the past to understand the present. There is no predictive theory of biology, nor is there for history. The reason is the same: Both subjects are still too complicated for us." – Carl Sagan, Cosmos, Episode 2.

That is, they are inherently fuzzy, they are philosophical, yet they have been represented in the past as being empirical and objective, and as Prof. Frank Elwell notes, the educational trend in sociology has been toward writing survey questions, conducting surveys, and statistical analysis – numbers crunching – because numbers are ultimately objective. Sociology is more tied to philosophy then it generally admits:

- ✓ "In more recent decades, students of *biological* phenomenon, apparently well dismembered of their own former exclusion from the circle of the elect, have so far made themselves at home in it that one often hears the word 'science' used, even in faculty discussions and literature, to designate exclusively the physical and biological departments. Recently, however, investigation of mental phenomenon has become so exact and systematic that *psychology* is sometimes recognized by the academic legitimists as falling within the scientific pale, thus leaving the *social* studies, notwithstanding one of them is known as political 'science,' to grope in the outer darkness, along with *philosophy* in all its branches." – Case, *Id.*, p. xv (emphasis in original).

This account from the early 20th Century shows that social studies was excluded from science and possibly considered some odd branch of philosophy. Professor Elwell seems to know this, without saying it, when he argues that sociology is straying from its roots:

- ✓ "Mainstream sociology is straying from its roots. This can be clearly seen in introductory sociology and social problems texts in which a focus on microsociology and

social psychology has become ever more prominent. It can also be seen in the more recent graduates of sociology programs, specialists in one or two of the more than thirty subfields of sociology. While all tend to be well versed in questionnaire design and data manipulation as well as being excellent specialists in such diverse fields as gerontology or deviance, most have little background in the broader traditions of the discipline, little appreciation or experience with holistic analyses. Today, too many sociologists practice the discipline as one of social data collection and manipulation, a reification of method over substance. Others are specializing in a small part of the sociocultural system – say family, or deviance, or criminality – and losing the inclination or ability to communicate with their colleagues and their students either in other subfields or about the larger social whole. Some still do continue the practice of macrosociology, but it too is often the preserve of specialists with their own jargon, interests, and readership.” – Frank W. Elwell, Macrosociology: Four Modern Theorists (2006), p. xi.

I argue throughout GGDM that to be recognized as 'science,' sociology had to become a survey data-numbers crunching exercise because philosophers don't get grant money or win scientific respect. Though I am loathe to equate physics with macrosociology (or the other way around), what Prof. Hossenfelder said of the lack of progress in physics (see 1 Eras, EN 4, pp. 765-766, *infra*) could easily apply also to macrosociology; questionnaire design is comparable to refining applications without advancing understanding of the fundamental nature of our civilization.

"If Charles Martel had not checked the Saracen conquest at the Battle of Tours, the interpretation of the Koran would be taught at the schools of Oxford, and her pupils might demonstrate to a circumcised people the sanctity and truth of the revelation of Mahomed. Had Pilsudski failed to arrest the triumphant advance of the Soviet Bolshevik Army at the Battle of Warsaw, not only would Christianity have experienced a dangerous reverse, but the very existence of Western civilisation would have been imperiled. The Battle of Warsaw saved Central and most parts of Europe from a more subversive danger – the fanatical tyranny of the Communist Soviet.... On the essential point, there can be little room for doubt; had the Soviet forces overcome Polish resistance... Bolshevism would have spread throughout Central Europe and might well have penetrated the whole continent."

– Edgar Vincent, 1st Viscount D'Abernon, The Eighteenth Decisive Battle of the World: Warsaw, 1920 (1931) [5]

Conflagration: In 1917, the Russian Empire famously collapsed before the Bolshevik Revolution. Thereafter followed approximately four years of the Great Russian Civil War, which the Bolsheviks had essentially won by mid-1920. The USSR was created in 1922.

The Treaty of Versailles in 1919 restored the sovereign nation of Poland, which had not existed for over 120 years since the Third Partition in 1795. The leadership of the new Polish republic sought to create a federation of states as a bloc between Germany and Russia. The proposed members of this bloc were primarily to the east between Russia and Poland. Reception of the idea was lukewarm, some potential members believed they were simply trading the Russian yoke for a Polish yoke. The Soviets saw it as a threat, and also regarded Poland and the territories of the proposed Polish Federation as lost Russian territory. As subsequent history showed, the Russian peasantry had simply traded one yoke for another as well and perhaps in Lithuania and Ukraine some leaders sensed in 1919-1920 that would happen.

The Soviets were not present at the Paris Peace Conference – as Germany had previously made peace with Russia – and they generally resented the Treaty of Versailles. Lenin wrote:

✓ "The Soviet revolution in Germany will strengthen the international Soviet movement, which is the strongest bulwark (and the only reliable, invincible and worldwide bulwark) against the Treaty of Versailles and against international imperialism in general."

The Marxists interpreted the Treaty as an oppressive, predatory, anti-Communist alliance document. This is the version of history that the current senior Russian leadership learned in elementary school; this is the worldview of Putin and his allies who grew up in the Soviet system. Like the Soviets, the West will simply contain and outwait them and they will pass into history.

Probably more importantly, the Bolshevik leaders' ideology envisioned a worldwide communist revolution with the next anticipated angry proletariat uprisings occurring in defeated Germany and war-weary France. Poland was in the way, a symbol of the bourgeois and capitalism on their border. Thus, in 1920, the revolutionary Red Army crossed into Poland intending to subjugate Poland and install a Bolshevik-friendly government, and to join the Soviet revolution with the anticipated Communist conflagration in Central and Western Europe.

✓ "The fate of world revolution is being decided in the west: the way leads over the corpse of Poland to a universal conflagration...." – Mikhail Tukhachevsky, Red Army commander for the 1920 invasion of Poland.

In August 1920, the beleaguered Poles won a stunning victory in the Battle of Warsaw (the "Miracle on the Vistula") sending the Soviet armies reeling back toward the Ukraine. The Polish Army won the cypher war, breaking the Soviet radio code and disrupting the Soviet communication by flooding their frequencies with transmissions of the Bible in Morse Code; foreknowledge of Soviet military plans, combined with desperate defense on the ground and audacity of command, turned the Soviet flanks and the attack on Warsaw disintegrated quickly into a Red Army rout. Notable defeats of the Soviet armies by the Poles in following weeks and months forced the Treaty of Riga that ended the war. Historians for both sides have claimed victory in the matter; the Poles succeeded in defending their homeland which remained free and sovereign for another generation until 1939, while Russian historians have maintained that the Poles were prevented from forming the federation bloc on the Soviet-Russian borders. In any event, the Soviet leadership turned away from the worldwide Communist Revolution via Europe.

✓ "There can be no doubt that if we had been victorious on the Vistula, the revolutionary fires would have reached the entire continent." – Mikhail Tukhachevsky, Red Army commander, 1920 invasion of Poland.

Imagine, however, the subsequent history of the world had the Soviets prevailed over Poland in 1920 and been in position to invade Germany and Austria to link up with local communist movements, with armies driven by revolutionary fervor, in 1923 or 1925?

I have not heard of any alternate histories based on a Red Army victory in Poland in 1920. Probably because it is a lesser-known historical event and it would require too much explanation for the audience, whereas, WWII is sexy, everyone knows about it (or thinks they do), it was perceived as a universal existential threat to Western civilization, the setting requires little explanation, there are hundreds of movies about WWII or set in the WWII era, and it is easy to paint gloomy alternate histories. Not one historical narrative cares about 20th Century Poland until the German invasion in 1939.

In the power vacuum created by the German surrender in 1945, a generation later, the Communist revolution was pushed halfway across Europe by the Soviet Leader Josef Stalin, who as a member of the Soviet Russia Politburo in 1920 pushed for the invasion of Poland. However, by 1945, did Stalin still believe in the worldwide communist revolution, or was the revolutionary cause cynically used as a ploy to enhance Stalin's personal power? Thus, the Cold War.

"I am leaving Paris, after eight fateful months, with conflicting emotions. Looking at the conference in retrospect, there is much to approve and yet much to regret. It is easy to say what should have been done, but more difficult to have found a way of doing it. To those who are saying that the treaty is bad and should never have been made and that it will involve Europe in infinite difficulties in its enforcement, I feel like admitting it. But I would also say in reply that empires cannot be shattered, and new states raised upon their ruins without disturbance. To create new boundaries is to create new troubles. The one follows the other. While I should have preferred a different peace, I doubt very much whether it could have been made, for the ingredients required for such a peace as I would have were lacking at Paris."

– Edward Mandell House, Diary Entry, June 29, 1919, regarding the Treaty of Versailles

Endnotes.

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[1] Commentary & Citation: The parlor game of Twenty Questions became a radio program in 1946 and a television game show in 1949-1955 and attempts were made to revive it in 1975 and 1989 (after Carl Sagan's Cosmos episodes). Information was taken from Wikipedia article "Twenty Questions," August 18, 2018.

[2] Citation: "A study from the University of California at San Diego, playing off the social-animal theory, further suggests that the head tilt is an 'indication to play,' making the head-tilt a sign not just that the dog is listening, but also engaged – and perhaps that it's engaged because it wants something. A final, less-studied explanation: Owners love the head tilt, and shower attention on their pup when it performs it (whether it's through treats or head rubs or just laughter and attention). The dog, in turn, therefore will be much more likely to make that movement again. Which is fine with us, because it is adorable." – Dan Nosowitz, "Q: Do Dogs Tilt Their Heads When Confused?" The Dodo (thedodo.com), January 13, 2014.

[3] Commentary: Some years ago, a kind fellow rescued me from his gamer geek wife who had cornered me in a game store and was regaling me in enthusiastic and excruciating detail about her high-level thief character's fight with a dragon using only a dagger in a recent Dungeons & Dragons game session ... though I am sure it was a great story for her, and maybe for the other players in her group, he could see I wasn't really getting it, nor getting into it, and was just politely listening. GGDM game stories will probably be like that.

[4] Commentary: Perhaps an analogy. In baseball, when a team bats around in one inning they will score a minimum of three runs guaranteed. Because there are only three bases in addition to home plate where the runs score, not six bases. But baseball people will tell you *that's not how it works in baseball*, the reality is that when a team bats around in an inning, they will likely score at least five or six runs. Because a team isn't going to hit nine consecutive single-run scoring singles! Or take nine consecutive walks to first base. That's outlandish. And it is likely also that the defense behind the pitcher has not been stellar in that situation. The probabilities and the way baseball actually works in all the parts conspire to make batting around situations much worse than the theoretical minimum.

[5] Citation: Dupuy & Dupuy express the same opinion generally in the Encyclopedia of Military History (2nd Rev. Ed., 1986), p. 991. Surprisingly, Lynn Montross *omits to mention this world-history changing victory* in War Through the Ages (3rd Ed., 1960), there is not even a mention of the Soviet-Polish war. This is a mystery for someone else to solve (but one suspects prejudice); I do not believe it was in the 1946 2nd Edition of the book either.