# **Table of Contents**

Déjà vu News		265
		265
>	Four Pillars	266
>	Civil Wars	267
>	Inherent Failure	268
Diminishing Returns		269
Why	y Not?	269
>	Fed Up Friends	270
Trou	uble in the Trees	270
>	Changing of the Gardner	271
Relig	gious Recitals	271
Rous	sing the Rabble	271
>	Interesting Times	272
>	Highschool Friends	272
>	The New Neighbors	273
>	Forced Balkanization	273
>	Peaches for Mad Molly	273
>	Vesta and Tellus	274
>	Mars Bombing Run	274
>	The Burning Sky	275
>	Downfall	275
>	Extinguishing the Light	275
>	Barrowing the Future	276
>	'Til We Meet Again	276
>	The Way of the Dodo	276
Imm	noral History	277
<b>Expatriation</b>		278
>	Eviction Notice	278
>	Hagar's Faucet	278
>	Trail of Tears	278
Endn	notes	278

"There cannot a greater judgment befall a country than such a dreadful spirit of division as rends a government into two distinct people, and makes them greater strangers and more averse to one another, than if they were actually two different nations. The effects of such a division are pernicious to the last degree, not only with regard to those advantages which they give the common enemy, but to those private evils which they produce in the heart of almost every particular person.

Page | 265

This influence is very fatal both to men's morals and their understandings; it sinks the virtue of a nation, and not only so, but destroys even common sense. A furious party-spirit, when it rages in its full violence, exerts itself in civil war and bloodshed; and when it is under its greatest restraints, naturally breaks out in falsehood, detraction, calumny, and a partial administration of justice. In a word, it fills a nation with spleen and rancour, and extinguishes all the seeds of good-nature, compassion, and humanity."

- Joseph Addison, "Mischief of Party Spirit" (1711)<sup>1</sup>

<u>Déjà vu News</u>: If Addison seems prescient of the 21<sup>st</sup> Century, it is because ... um ... this has all happened before. And this has all happened before, and before...and again.

✓ "Unlike in the past, where we were unified and drew in allies, currently our own commons seems to be breaking apart. What concerns me most as a military man is not our external adversaries; it is our internal divisiveness. We are dividing into hostile tribes cheering against each other, fueled by emotion and a mutual disdain that jeopardizes our future, instead of rediscovering our common ground and finding solutions." – Gen. Jim Mattis (USMC Ret.) op-ed, "Jim Mattis: Duty, Democracy and the Threat of Tribalism," Wall Street Journal, August 28, 2019.

But since most people will not read non-fiction written before they were born — and perhaps that is the mark of a scholar, reading works written before the century in which you were born — it is up to entertainers, journalist and op-ed commentators to recast the observations of the past into current terms, usually without reference to past writers, so that the audience is *surreptitiously educated* by those who have read some works of the past or have greater knowledge of the subject, while seeming to receive timely and insightful commentary and opinion on current events.

✓ "To save endless time wading through the contemporary novels to see which ones are any good, I just read dead writers." – Annie Dillard quoted by Lawrence Malcolm, "Lunch with Annie Dillard," April 30, 1982 (free online).

"Turning and turning in the widening gyre; The falcon cannot hear the falconer; Things fall apart; the centre cannot hold; Mere anarchy is loosed upon the world, The blood-dimmed tide is loosed, and everywhere; The ceremony of innocence is drowned; The best lack all conviction, while the worst, Are full of passionate intensity." – William Butler Yeats, "The Second Coming" (1919) <sup>2</sup>

When the Center Cannot Hold: There are four elements to societal or general systems collapse within the game:

1. Inability to generate Acts and/or Scenes due to failure of Government legitimacy.

- 2. Inability to form Fuzzy Groups due to inactive Constructural Elements.
- 3. Loss or disability of Colleges due to physical loss of Host Worlds, inability to replenish Endowments, and/or loss of Constructural Elements.
- 4. Disruption of resources resources cannot be used (due to loss of shipyards for example, or in ability to activate vital powers), cannot be moved (loss of trade), or are not being produced (loss of population/industry and or inability to invoke Taxation).

Page | 266

#### Which translate as:

- 1. Failure/inability of the government to act, <sup>3</sup> loss of acceptance of remote authority.
- 2. Lack of will and proficiency to operate civil institutions.
- 3. Loss or disability of the intelligentsia and/or loss of professionalism and scholarship.<sup>4</sup>
- 4. Inability to produce, obtain, use, protect, transport and/or manage resources.<sup>5</sup>

The interactive occurrence of these four events is the fall of a civilization. Arguably all civilizations, or at least the modern Western societies, are always in some state of low-level societal collapse; modern Western civilizations seem to be constantly churning.

- ✓ "When the Americans act that way, when the Americans start talking like that, it sends signals to everybody. The center isn't holding. The Americans are expected to be better than this. We don't talk this way, in the same way we don't expect the South Koreans to talk the same way as the North Koreans do. We expect more from democracies, we expect more from liberal countries." Herman Wong, "Why Trump's North Korea Warnings were unnecessary, scary and irresponsible," Washington Post, August 9, 2017 (emphasis added).
- Four Pillars: Prosperity, technology, nationalism and acceptance of remote authority are the four pillars of the modern Western state that has allowed the development of nation-states of unprecedented size, power and complexity across the Northern Hemisphere in the 20<sup>th</sup> Century and beyond. *They will be even more important to interstellar states*. The lack of these four (even in small measure) would cause modern Western states to fragment into feuding regional powers in possession of an arsenal of lethal modern weapons (frequently as a result of global nuclear war or other catastrophe). The lack of these four, in the current world, has contributed to weak, corrupt, or non-existent central authority in the poorer states formed in the 20<sup>th</sup> Century from colonial empires, especially in areas where tribalism prevails.<sup>6</sup>
  - Acceptance of remote authority is the opposite of factionalism. This is key when dealing with tribes and with groups like the Taliban. The problem was on full display in 2019 when the U.S. had been secretly negotiating with the Taliban in Afghanistan. There were people on all sides who didn't like the idea, the proposed peace outline, or the proposed withdrawal of U.S. troops. Many were shocked or offended that the Taliban leadership had been provisionally invited to Camp David, as if they were equals and had international standing. Those within the governments kept quiet because it was not their place to speak or act against the authority of their employers, but on the other side, someone set off a car bomb at a check point in Afghanistan that killed a U.S. soldier and civilians. This caused President Trump in his usual bombastic manner, to cancel the peace process; the practical reality is that we cannot be sure who is really in charge on the other side, and there appears to be no one who can impose their authority. The problem with the Taliban is that no matter what the central

'leadership' group thinks or tries to do, there are splinters, factions, and dissenters who cannot 'turn it off,' have unrealistic, uncompromising and radical ideals of what could constitute victory, and will not accept any end to the conflict regardless.

This attitude throughout history is probably what prompted the saying, 'live by the sword, die by the sword.'

Page | 267

- As has been demonstrated with the IRA (Irish Republican Army) and the troubles in Northern Ireland, these processes require multigenerational time to wear themselves out, lose momentum and appeal, and wind down to a point where dialogue might constructively solve the remaining issues.
- Eivil Wars: When two or more antagonistic authorities exist within a state and each commands the remote obedience of a part of the *regular armed forces*, the elites, bureaucratic and police-security forces and/or the population, conditions are ripe for a civil war. A civil war cannot occur *without a major split in the regular armed forces of a country*; any other condition is a local uprising or insurgency, and usually labeled criminal activity by the authorities. Racial agitators on both sides claiming there is going to be a 'civil war' are thus ignorant or deluded, because such would require a split in the regular U.S. armed forces.
  - ✓ "Brothers killing brothers casts a spell that never ends." Dave Mathews, "The Road to Gettysburg," Shades of Blue & Gray.<sup>8</sup>
    - The largest number of military casualties in a single day suffered by the United States was self-inflicted at the Battle of Antietam (1862). The U.S. suffered more casualties in the Civil War than in WWII.

The English, American and Syrian Civil Wars were such splits. A civil war is more likely to be a symmetrical conflict whereas uprisings, revolts, insurgencies are asymmetrical conflicts.

✓ "As the war enters its fifth year, the barrel bomb has become the most notorious weapon in the regime's arsenal. Two or three years ago, I saw the results of what must have been one in Douma, a suburb of Damascus that has been held by rebels since close to the beginning of the war. Mr. Assad insisted that the Syrian army would never use them in a place where people lived. 'I know about the army. They use bullets, missiles and bombs. I haven't heard of the army using barrels, or maybe, cooking pots.' It was a flippant response; the mention of cooking pots was either callousness, an awkward attempt at humour, or a sign that Mr. Assad has become so disconnected from what is happening that he feels overwhelmed." – "Assad says Syria is informed on anti-IS air campaign," analysis by Jeremy Bowen, BBC Middle East Editor, BBC News, February 10, 2015.

Civil Wars come in different flavors, but share the same traits generally; Rome's civil wars (of succession) were not of the same character as the American and English Civil Wars. The famed slave uprising led by Spartacus was revolt and not a civil war. As history records in infinite multitudes, civil strife (or succession-legitimacy disputes) combined with foreign invasion is the most potent of all brews:

✓ "The assassination [of John the Fearless, Duke of Burgundy at Montereau Bridge in 1419] marked the end of any attempt of a reconciliation between the two factions Armagnacs [House of Valois-Orleans] and Burgundians [House of Valois-Burgundy], thus playing into the hands of Henry V of England. ... [Note: These two factions had

long been in armed strife for control of the throne (1407-1435), John the Fearless had assassinated Louis, Duke of Orleans in Paris in 1407] ... At the death of [Charles VII's] father, Charles VI, the succession was cast into doubt. The Treaty of Troyes, signed by Charles VI in 1420, mandated that the throne pass to the infant King Henry VI of England, the son of the recently deceased Henry V and Catherine of Valois, daughter of Charles VI; however, Frenchmen loyal to the king of France regarded the treaty as invalid on grounds of coercion and Charles VI's diminished mental capacity. For those who did not recognize the treaty and believed the Dauphin Charles to be of legitimate birth [it was rumored that Louis, Duke of Orleans was his father], he was considered to be the rightful heir to the throne. For those who did not recognize his legitimacy, the rightful heir was recognized as Charles, Duke of Orléans, cousin of the Dauphin, who was in English captivity. Only the supporters of Henry VI and the Dauphin Charles were able to enlist sufficient military force to press effectively for their candidates. The English, already in control of northern France, were able to enforce the claim of their king in the regions of France that they occupied. Northern France, including Paris, was thus ruled by an English regent, Henry V's brother, John of Lancaster, 1st Duke of Bedford, based in Normandy." – from Wikipedia article, "Charles VII of France," captured October 21, 2019.9

Page | 268

And then the Concierge used an Intervention Potential and Joan of Arc arrived in Chinon.

- ➤ Inherent Failure: A question to ponder. Would we have survived the Cold War if the Soviet Union had not *collapsed*? Would we have survived the Cold War if Western strategist had not seen that the Soviet system would eventually fail (and as George Kennan pointed out, the Soviets were in no hurry as they believed their triumph inevitable) and designed a plan of containment of Soviet expansion until that time?
  - ✓ The Soviets began at a huge disadvantage. The allies controlled three of the four major industrial centers at the end of WWII: Japan, The United States, and Western Europe along with the oil in the Middle East and naval superiority along with probable air superiority. The Soviets spent more of their GDP supporting a huge army and supported a navy, air and missile forces sufficient to give NATO short term problems in case of war, but they were never able to convert that into gains. Over time, the industrial and technological disparity with the West more than offset their ground force.

How do you think the Cold War plays out if the Soviets had worked out a better system or if the West were not an economic-industrial-technological-military bulwark? Would the world have survived the Cold War if there were no Sino-Soviet split? It seems that we may have survived the Cold War *because of the failure and inequity of our systems* and the marginal foresight and restraint of our leaders. We survived the Cold War in spite of ourselves, not because of ourselves. This simple realization is the first step. It started with breaking the historical feedback cycle in October 1962.

✓ "Self-preservation is not a bad foundation for victory..." – Lynn Montross, <u>War</u> Through the Ages (3<sup>rd</sup> Ed., 1960), p. 454.

"A society has collapsed when it displays a rapid, significant loss of an established level of sociopolitical complexity."

- Joseph Tainter, <u>The Collapse of Complex Societies</u> (1988), p. 17

Page | 269

<u>Diminishing Returns</u>: Dr. Joseph Tainter is a professor at Utah State University and is the pioneer of General Systems Collapse Theory, of which societal complexity, problem solving, and diminishing returns for the energy expended are the main culprits of societal collapse. *GGDM may be Exhibit A for your inspection*: every aspect of civilization simulated, every problem or issue solved in the pursuit of simulation, plus the years of living and exposure to new ideas, has produced a macrosocial game that pushes the absolute bounds of complexity in simulations, and has probably reached the point of diminishing returns for both the designer and players.

✓ If GGDM were ever considered a social theory or even a set of social generalizations, Thorngate's Postulate would have something similar to say about it: "It is impossible for a theory of social behaviour to be simultaneously general, simple or parsimonious, and accurate." See also Time After Time, 2 Information, p. 1351, *infra*.

**Why Not?:** "Why not" is the most important question civilization must answer to keep order from top to bottom, from personal and informal relationships, etiquette to formal legal, government, and business proceedings. It is functionally equivalent *to Camus' question about suicide*.

✓ For example, in 1867-1868, there was a widely disruptive, social/political movement in Japan called *ee ja nai ka* — which translates as "why not," "what the hell," or "who cares"? In a country then very strictly governed by defined social order, fatalistic codes of honor (e.g., 47 Ronin), oppressive etiquette, customs, from top to bottom, birth to death, and ruled by a failing xenophobic, isolationist, militaristic feudal government (shogunate), the youth asking *ee ja nai ka* of their elders was the ultimate protest. Reputedly, they danced, drank, sang, partied, had promiscuous sex, cross dressed, went naked in the streets, and eventually turned to mob violence, practically abandoning their former daily lives from the summer of 1867 to the spring of 1868. Eventually, the youth sort of discovered the answer to "why not" on their own, and order was restored by the new Meiji government. Does any of this sound familiar?

The answers to the Why Not question are what causes many people to feel imprisoned by civilization; e.g., why not do whatever I feel like, why not go back to sleep, why not get a college degree in Tudor Era Scottish Literature instead of Computer Programming, why not steal, why not murder, why not grow long hair, why not move to another country, why not insult whomever offends me, why not hit my mother if she says something I don't like? Why Not? is the question of counterculture and political instability, the more repressed a culture, the more explosively it bursts forth into the daylight whenever there is a crack in The Wall. Fortunately, Why Not is a much easier question to answer than "why" (though it sometimes takes awhile); when Why Not? can be answered and the answer is accepted, there is order in civilization, when it cannot, there is counterculture and cultural-political anarchy.

✓ If you ask me why I am awake, I cannot say, my answer would probably address why I am not asleep. I can't get to sleep, I have already slept, or I am not tired; all answers to why I am not asleep. The question works even less when you ask, why do I exist? Not why am I alive, but why do I exist. "Screams of no reply..." – Aerosmith.

The Why Not question significantly overlaps with what are called Ethics, whether they be Confucian or Greek or Judeo-Christian or Hindu – all are ancient and enduring – but I don't think of the Why Not question is being exactly the same, exactly on the same level. Perhaps it is the sociological equivalent of ethical questions?

- Fed Up Friends: The Why Not question is the force for change in social outlook and behaviors. To the extent that we feel that people now are less polite, rude, inconsiderate of others, uncouth, low-brow, impatient, shallow, materialistic, frustrated, obscene, etc. on social media or in life, it is because they have not answered the question Why Not be that way or have answered it differently than in times past. The answer evolves slightly this way or that, pushed along by experiences and changing attitudes. Consider the differences in mannerisms:
  - √ "[Jack] Barsky [alias, born Albrecht Dittrich] discovered that the people who trained him did not have an authentic understanding of Americans, and he struggled at first with his assignment. ... He also learned that while his English was excellent, he was very pushy and argumentative when dealing with people. He was shocked when he was confronted with this fact by a fed-up friend. He realized that he was essentially too East German to fit in." from Wikipedia article, "Jack Barskey," June 29, 2019.

That was in 1978-1979, before the anonymity of the internet, before social media and a whole lot of other things that happened. Before the world got 'connected.' The question is, would the same be true today? In eastern Germany or in the United States? The Jack Barsky types, cloaked in anonymity, rule the internet and social media, but personal mannerisms, face to face are usually not the same – most people would get punched in the mouth if they acted the same in person as they do online.

"There is unrest in the forest,
There is trouble with the trees,
For the maples want more sunlight,
And the oaks ignore their pleas ...
Now there's no more oak oppression,
For they passed a noble law,
And the trees are all kept equal,
By hatchet, axe, and saw."

- Rush, "The Trees" (1978)

<u>Trouble in the Trees:</u> When a Social or Estate Government Title fails all Conflict Checks, it has lost legitimacy (see Foreclosure of a Dream, 3 Government Titles, p. 615, *infra*). The Government Title then becomes disrupted and no longer functions for the position. Failure of Legitimacy is considered a Disruption Event that will cost the position an Intervention Potential Plus.

✓ "Traditionally, presidencies see declining levels of talent as they age. The most talented appointees burn out (and cash in) and are replaced by the B team. But the administration started in a worse place than many of its predecessors. Many Republicans who would normally have been eager to serve under a Republican president hung back when Trump took office. Nothing that has happened since Trump has been in office has made people more willing to serve. More Republicans are sorry they accepted an opportunity to work for Trump than are sorry they turned one

Page | 270

down." – Ramesh Ponnuru, "Trump's Vow to Hire the 'Best People' Isn't Panning Out," Bloomberg, February 14, 2018.

➤ Changing of the Gardner: Each Regular Turn that a Social or Estate Title is disrupted generates an Intervention Potential Plus attached to that position. Further, each turn in which a voluntary or involuntary change of Government Titles occurs or is in process, an Intervention Potential Plus attaches to that position. Participants *may choose* to limit this to one per turn.

Page | 271

"When in the course of human Events, it becomes necessary for one People to dissolve the Political Bands which have connected them with another, and to assume among the Powers of the Earth, the separate and equal Station to which the Laws of Nature and of Nature's God entitle them, a decent Respect to the Opinions of Mankind requires that they should declare the causes which impel them to the Separation."

- United States Declaration of Independence, July 4, 1776

**Religious Recitals:** Lessons such as the story of Abraham or the preamble to the Declaration of Independence (recited like a religious passage<sup>10</sup>) become bland and lose meaning by repetition generation after generation (see CHILDREN'S GOD, 4 Fallen to Earth, p. 1562, *infra*); there is an insult hidden in the Declaration (i.e. the entire second paragraph) which is missed because it is taught without intellectual context (see self-evident discussion, 1 Beginnings, p. 24, *supra*).

And herein lies the conundrum of modern primary education; that is, that facts are shoved into preadolescent minds and that the measure of educational value at that level is the ability to test well on memorization of facts (e.g., think of the tests you took in school for history class, etc.) rather than understanding (understanding has an emotional element in terms of engagement with the subject). What makes this the Gordian knot is that a basis of facts are required for later understanding, and that preadolescent minds are best at facts and slow to understand. It is thus that each generation must have new writings and new expressions of their own understandings, citing in part to works of previous generations.

What is old is no longer new, enculturation makes ideas, words and phrases like year-old bread. Great success quickly wears away the sharp wit of the new, this is not limited to words alone, consider the following:

✓ "All the talentless impersonators and appalling black velvet paintings on display can
make him seem little more than a perverse and distant memory. But before Elvis was
camp, he was its opposite: a genuine cultural force.... Elvis's breakthroughs are underappreciated because in this rock-and-roll age, his hard-rocking music and sultry
style have triumphed so completely." – New York Times Archives, "Long Live the
King," August 16, 2002 (article is now hidden behind a subscription wall).

**Rousing the Rabble:** Unsurprisingly, the main source of Disruption Events is population. Disruption Events in GGDM are only normally caused by or applied population on colonies (and Government Titles). A Disruption Event occurs:

✓ Whenever population is removed from or added to an existing colony (either voluntarily or involuntarily, excluding the initial Landing of Colony Ships to establish the colony, see Sardine Tins, 3 Expansion, p. 911, et. seq., infra) or colonized planet,

- ✓ Whenever population is alarmed or in fear for their lives,
- ✓ Whenever population is lost by any destructive or non-destructive means (for example, population lost due to exceeding the Maximum Habitability of the colony planet, see Dayworld, 3 Taxation & Census, p. 315, *infra*), and/or
- ✓ Whenever a colony or colony ships are captured or destroyed (see Planet Narn, 3 Taxation & Census, p. 316, and Combat generally, *infra*).

Page | 272

Any of these Disruption Events may result in inactivation of Constructural Elements (that is, it is considered a Disruption Event regardless of whether any Constructural Elements are inactivated as a result), plus secondary effects, and generation of a single Intervention Potential Plus (IP+) for the event. Each Disruption Event can only occur at each colony once per Turn Cycle (see definition in Buzzing Lightyears, 4 The Streams of Time, p. 101, *supra*); that is, the time from the owner's last Regular Turn to the end of the owner's current Regular Turn.

✓ For the effects of inactivation of Constructural Elements, see 2 Constructural Elements, pp. 190, 193, *supra*.

A Besieged Colony's Constructural Elements cannot be effected by the blockading warships during a Turn Cycle where the colony began besieged (see Besieged Colonies, 3 The Sidereal Stage, p. 124, *supra*), however, the besieged colony can suffer a *Disruption Event* as a result of the loss of a Ship to Ship combat on the same Regular Turn it becomes besieged; additionally, a colony that begins the Turn Cycle besieged may be affected by *other Disruption Events* resulting in the loss of population, industry and such from Raids/Strikes (see World in Flames, 4 Carriers & Fighters, pp. 1083-1088, *infra*), Special Operations Black-ops (see 2 Special Operations, p. 1297, *infra*) and so forth. A colony that has a current, ongoing Ground Combat situation is not a besieged colony. A Besieged Colony can also be affected by Concierge use of Interventions (in fact, that's half the fun of it!©).

- ➤ <u>Interesting Times</u>: Whenever a Disruption Event occurs at a colony, at the moment of the Disruption, one check is made for <u>each active Epistemological</u>, <u>Symbolic and Ideological Constructural Element</u> (Temporal Constructural Elements are not checked). The check is always made in the form of a percentage chance that each *active* Constructural Element will become *inactive* at the site of the Disruption Event (sorry, it never works the other way!).
  - ✓ The percentage is calculated as a base percentage ('chance'), which varies by situation, plus 3% per Government Title over three (that is, plus 3% for four Titles and plus 6% for five Titles) regardless of the Title's current status.
  - ✓ Additionally, 5% is added per currently disrupted Government Title.
  - ✓ Finally, 2% is added if the position had any Disruption Event the previous Turn Cycle and 8% is added if the same colony had a Disruption Event the previous Turn Cycle.

Constructural Elements may also be inactivated by adverse News Events, which is not a Disruption Event. This is, as mentioned previously in Keep the Sand in the Sandbox, 2 Dreamtime, p. 147, supra, self-policing, in that if positions constantly target Constructural Elements as the effects of adverse News Events, the game will grind to a halt or will suffer creeping paralysis, lurching and stopping, because of Power Activation failures and positions spending their actions and resources Cohering (see 5 Culture, p. 421, infra) every Regular Turn.

➤ <u>Highschool Friends</u>: On any Regular Turn in which at least one population factor is Loaded from a colony to Colony Ships (see Sardine Tins, 3 Expansion, p. 911, *infra*), the base

chance of disruption is 2%. This applies no matter how much population are Loaded to Colony Ships. Additionally, population Loaded to Colony Ships carry with them the current activated Constructural Elements of their origin world.

The New Neighbors: On any Regular Turn in which population is Unloaded onto an existing colony of the same Native Population Type (see Opening the Can Of..., 3 Expansion, p. 914, *infra*), the base chance of disruption is 5%. This check is made only for the largest population group, which is either the population of the existing colony before the Unloading or the population of the Colony Ships. The final active Constructural Elements of the largest population group will become the active Constructural Elements of the final combined colony population.

Page | 273

- ✓ For historical discussion, see The Great Drama, 1 Expansion, p. 880, infra.
- Forced Balkanization: Any time population is Landed from Colony Ships onto a planet which has an existing colony of a different Native Population Type (see Balkanized Colony Planets, 2 Order, p. 541 and Survival & Ethical Dilemmas, 4 Expansion, p. 923, *infra*), no matter who owns the preexisting colony(s), a check must be made for each colony on the planet and for the newly-landed colony.
  - ✓ The Diaspora, The Exodus to Palestine, the English Protestant colonization of Northern Ireland are some historical examples of the many hundreds of forced colonizations and forced or unforced mass emigrations (such as the arrival of the Huns in Western Europe). All have led to 'troubles' for decades or centuries afterward.
    - See The Great Drama, 1 Expansion, p., 880, *infra*, for additional discussion of the Hunnic migration.

This becomes a Disruption Event for all positions that own colonies on the planet (thus forcing IP+ assessments against others). If the other positions gave permission for the Landing beforehand (this should have been communicated to the Concierge previous to the Landing), the base chance of disruption is 4%; if the Landing is *hostile* (like your dad when you 'barrow' his car without asking) the base chance of disruption is 8%. Afterward, the separate colonies *do not share or combine* active Constructural Elements; to each his own grumbles.

Forced Balkanization only applies to Landing colony ships on the surface of the planet; moving alien population from into Orbital Cities does not trigger a Disruption Event.

- Peaches for Mad Molly: On any turn in which a Census occurs and population growth is lost at a sovereign colony *on the planet surface* as a result of the population exceeding the colony planet's current Maximum Habitability, the base chance of disruption is 3%.
  - ✓ In any instance in which population on the surface colony is lost due to reduction in the planet's Maximum Habitability *without* a reduction in Habitability Class, the base chance of disruption is 5%.
  - ✓ In any instance in which a reduction of Habitability Class occurred *with or without* a reduction in Maximum Habitability, the base chance of disruption is 8%.
  - ✓ If both occurred at same time, the base chance is 15%.

The cause of the Disruption Event here is irrelevant, but *multiple Disruption Event checks of different kinds can occur* if the reduction was a result of hostile actions.

- ✓ "Peaches for Mad Molly" is the classic 1988 sci-fi story of global overpopulation by Steve Gould.
- ✓ "Relatively few observers pinpointed the inherent dangers of dramatic population growth until English economist and social critic Thomas Malthus (1766-1834) published his Essay on Populations in 1798. Malthus was among the first to make a mathematical correlation between food supply and demographic expansion.... Nineteenth century so-called progressive theoreticians built their own implications on to Malthus' findings. They believed that the best way to avoid future universal calamity was by keeping the poor at subsistence levels. Let nature take its course and seize the weak. Between 1715 and 1789, however, a few west-European regions seem to have taken voluntary steps to avoid the Malthusian peril. The Dutch Netherlands were commercially rich and urban; Denmark was agriculturally rich and rural....

Page | 274

Within larger states, certain well-to-do provinces grew less rapidly than others. The reasons were neither high mortality nor fears of catastrophe. These regions had no agricultural frontier and were not industrializing rapidly. While opportunities were limited, residents lived well enough. They appear to have instituted family planning in order to keep things that way." – Raymond Birn, <u>Crisis, Absolutism, Revolution:</u> <u>Europe 1648 to 1789</u> (2<sup>nd</sup> Ed., 1992), p. 205.

- ➤ <u>Vesta and Tellus</u>: In each instance in which populations perish due to the destruction of Colony Ships by any means (excluding Landing), a Disruption Check is made at the colony from whence the population *originated*. 'Instance' is always at the judgment of the Concierge...
  - ✓ The base chance of disruption is 2% if the cause of the destruction is unknown at the time of the Disruption Event, or 4% if the colonist are known to have been destroyed by aliens (the Concierge may have to make a determination on this).
  - ✓ Additionally, if an Orbital City or Orbital Shipyard is destroyed, each colony on the planet below must make a Disruption Check with a base chance of 3% if the population type of the Orbital Platform was not the same as the population type of the colony, or 10% if the population type was the same as the population type of the colony on the planet below. Shipyards have the population type of their owner.
- Mars Bombing Run: Each time surface population of a colony is killed /destroyed by hostile action (including Special Operations Black-ops and Looting), a Disruption Check must be made on that colony. In Orbital Bombardment one check is made for each ship.
  - ✓ The base chance of disruption is 15% or the percentage of the colony's total population (as of the start of the turn) that was destroyed that instance, whichever is greater. If ten population factors were killed out of a starting population of 20, the base chance of disruption of each active Constructural Element would be 50% (collapse).

This scenario could easily generate multiple Disruption Events on a single colony in a situation if, for example, the colony planet also lost Habitability Class as well.

In situations where the entire colony is in Orbital Cities, or where the population in Orbital Cities greatly exceeds the population on the surface, the Concierge may find this a more appropriate disruption check for loss of orbital population than the one detailed in the Vesta and Tellus section, *ut supra*.

- ✓ [Calvin screaming] "Ahhhhhhhhhhhhh!" [then calmly] "This has been a test of the Emergency Broadcast System. Had this been an actual emergency, we would have fled in terror and you would not have been informed." Calvin & Hobbs (comic).
- ➤ The Burning Sky: The base chance of disruption of Constructural Elements in any instance in which the owner of the colony retreated from or was eliminated in Ship Combat (including non-warships, except Scouts) in the system where the colony is located, is 10%.

Page | 275

- ✓ If all colony Defense Bases were eliminated in Colony Combat or if alien warships arrived recently and the colony has no Defense Bases, the base chance of inactivation of each Constructural Element is 20%.
- ✓ If the Ship or Colony Combat was a First Contact (see Bump in the Night, 1 Diplomacy, p. 1099, *infra*), 5% is added to the base.

In either situation, the enemy is left in control – whether or not they remain present – of the system space and/or orbital space around the colony. It is possible that a single colony may be subjected to both sorts of Disruption Events if the owner lost both a Ship Combat and Colony Combat in the same Turn Cycle (see Panic Bells, It's Red Alert, 2 Combat, p. 960, *in-fra*). Additionally, other Disruption events may affect the colony if Ground Combat was fought, populations were killed or industry destroyed in the same Turn Cycle.

- ✓ Probing defense does not count as a Ship Combat, regardless of results, and thus cannot cause a Disruption Event at the target colony (see Alien Probes, 2 Information, p. 1346, *infra*).
- ➤ <u>Downfall</u>: The base chance for inactivation of each Constructural Element *at the end of* any Regular Turn in which there is an ongoing Ground Combat at the colony, is 20%.
  - ✓ If at the end of the turn processing, the enemy/invader force is larger than the defending ground forces (i.e. 'we're losing'), 5% is added to each chance of disruption.
  - ✓ If the total RP value of the invading forces (including fighters) exceeds one-third of the RPs that the colony would generate in Taxation as of the end of the turn, an additional 8% modifier is added to the base chance; both modifiers could apply to the same check in the same Regular Turn.
  - ✓ If any industry or a technological device was destroyed during the Ground Combat since the previous Regular Turn, add 10% to the base chance of disruption.
  - ✓ If the defending ground force is larger than the invaders and/or if the owner of the colony controls the orbital space (i.e. no attacking warships present, or is besieged), 2% is subtracted from the chance of inactivation for each Constructural Element.
  - ✓ If the Ground Combat is solely between two population types that previously held colonies on a Balkanized planet and/or if other alien ground forces are assisting the defenders, 3% is subtracted from the overall chance of inactivation.<sup>11</sup>
    - "The downfall of any powerful nation is a tragic spectacle but few observers were moved to pity for Germany." Lynn Montross, War Through the Ages (3<sup>rd</sup> Ed., 1960), p. 956.<sup>12</sup>
- Extinguishing the Light: Constructural Element inactivation rolls relating to Colleges or Corporate/MegaCorporate Headquarters are only made for the Host Colony, but are made for at the end of the Regular Turn after the event plus two to four turns afterward.

- ✓ The base chance of inactivation of Constructural Elements on a colony Hosting a College following the destruction, removal or dissolution of the College is 10%.
- ✓ On each turn in which the College has no Endowment, the base chance is 5%.
- ✓ In the event of a removal, dissolution or destruction of a Corporate or MegaCorporate Headquarters, the Host colony's deactivation rolls are at 5%.

Page | 276

- Barrowing the Future: On any Regular Turn in which Taxation of the colony takes more than is allowed by the base rules (that is, dipping into the domestic subsistence of the colony), there is a 10% chance of deactivation of each Constructural Element at the colony. Generally speaking this should not be allowed to be abrogated by the Writ authorizing the excessive taxation of the colony (but this is left to the judgment of the Concierge).
  - ✓ "The deal would, indeed, do some good. And Senate leaders deserve credit for talking to one another and dealing in good faith, a model the House and the White House have resisted. Too bad it all had to come at the cost of more debt, confirming yet again that the only time Washington's leaders appear able to shake hands on big deals is when both sides agree to run up the national tab....
    - All of these things are good. Congress should have agreed on them months ago. But they are what used to be considered the easy part. Instead of raising revenue or reforming big entitlement programs or, ideally, both to pay fully for government operations, senators would add billions more to the debt. Though they would offset some of the proposal's cost, they would not come close to covering all of it....

The deal reconfirms that there is a lot of agreement about what the government should be doing and, therefore, roughly how large it will remain. Lawmakers differ only in their degrees of denial about how much it costs to provide the services Americans expect. One month, Republicans pass a massive tax cut that will add more than \$1 trillion to the debt; next, Democrats join them on a budget plan that hikes spending. The result is a big, unsustainable gap between revenue and outlays – just as the nation should be husbanding its resources for the next economic crisis and preparing to pay for the baby boomers' retirement." – Editorial Board, "McConnell and Schumer celebrate a budget deal that denies reality," Washington Post, February 7, 2018.

- 'Til We Meet Again: Any Constructural Element inactivation rolls applying to a colony at the time it is captured (or reverted) are applied before transfer of sovereignty. The Constructural Elements of a Conquered Colony are aligned with those of either their former owner or of the position representing their Native Population Type (this is a judgment call for the Concierge), and thus, the Conquered or Converted Colony doesn't automatically assume the ideology, symbolism or epistemology of the new owners; even if captured (or liberated) by the previous owners or the position representing their Native Population type, the colonist outlook will be different, especially if a long period has passed since the last capture and/or the colony has been significantly altered.
- The Way of the Dodo: A colony whose population *is completely destroyed* by hostile action or environmental (habitability class) failure still generates an Intervention Potential Plus (IP+) attached to the former colony's owner and the position representing the Native Population Type (one IP+ if same), but obviously loses all of its Constructural Elements, including the Temporal Constructural Element and thus there is no necessity for deactivation rolls.

There is some potential hair splitting that invites the interventional judgment of the Concierge. For example, if populations remain in Orbital Cities, but the surface population has been eliminated by hostile act or environmental failure, has the colony been destroyed or do the Orbital Populations suffer the Disruption Checks? What difference is there if the Orbital Populations are not the same Native Population Type as the surface populations, or whether they are Naturalized Populations or not? This is a situation that is probably more appropriately resolved by use of Intervention Potentials by the Concierge to 'shape' the situation rather than by dicey rolls.

Page | 277

"Taking the socio-spatial dialectic seriously means that we recognize that the geographies in which we live can have negative as well as positive consequences on practically everything we do. Foucault captured this by showing how the intersection of space, knowledge, and power can be both oppressive and enabling."

- Edward Soja, "The City and Spatial Justice," JSSJ, January 2009

<u>Immoral History</u>: Before getting wrapped around a moral axle about Forced Balkanization (which is addressed several times throughout GGDM), participants should realize that 'resettlement' has been *the* driving force of human history. Sometimes it is a result of catastrophic depopulation due to disease, famine or war, sometimes it is the result of seemingly spontaneous mass migration, and more often than not, it is a result of coercion (e.g., ethnic cleansing).

✓ It is very difficult to morally repudiate with seriousness the history that put you here. For example, if Philip of Macedon's guard captain had been doing his job at the royal wedding, we would not have Kickstarter campaigns in 2019 for board games such as Successors or Cleopatra and the Society of Architects! ©

The Germans were much maligned for their plan to resettle German population into eastern areas that they conquered (subordinating, eliminating or displacing the existing non-Germanic occupants), but the Roman and ancient Chinese empires got there first, and Germany's own ancestors followed suit in the twilight of the Western Roman Empire. The Romans were particularly diligent at resettling Italian populations into Noricum, Pannonia, North Africa, Gaul, Britain, and Romanizing or Hellenizing existing indigenous population through contact.

The spread of humans across the Earth is a result of resettlement after resettlement (e.g., drought and migration causing the Hittite-Egyptian Late Bronze Age collapse) and the same concept is inherent in space science-fiction and much post-apocalyptic science fiction trope regardless of whether alien races are involved or not. No one is defending immoral conduct, I would not stand up and defend the displacement of the Native Americans (where the very same process was at work before the arrival of the Europeans, e.g., the history of the Mexica), but it is history and it would be difficult for us to repudiate the processes and results that led to you reading this now.

There are historical processes in humanity (and in all lifeforms) that both predates and trumps the concept of morality in most respects, and the development of morality is just another one of those competing historical processes of sapience. Morality is not usually a concept applied to gravity or to a lynx catching a field mouse in the snow (a scene in Carnuntum – Metropolis in the Land of the Barbarians (documentary, 2006) though I strongly suspected the scene was a setup and not chance nature filming, was it immoral?).

**Expatriation:** Below are special circumstances that adds to the Base Percentage of or triggers additional Disruption Event for those populations. For Naturalized Population, this acts as an additional Disruption Event to whatever other events may affect them. One Intervention Potential is assessed against the current 'owner' (sovereign) of the populations *and* one Intervention Potential Plus against the position representing the Native Population type.

Page | 278

- Eviction Notice: On any Regular Turn in which population is removed from a Conquered or Converted Colony, the base chance of disruption of current active Constructural Elements is increased by 5% (see Highschool Friends, *ut supra*, p. 272). This applies no matter how much population is Loaded to Colony Ships. Additionally, population Loaded to Colony Ships carry with them the current activated Constructural Elements of their source world.
- ➤ <u>Hagar's Faucet</u>: On any Regular Turn in which a Conquered Colony is Looted (see 3 Commerce, p. 1210, *infra*), there is a 25% chance of deactivation of any remaining active Constructural Elements at the colony on that Regular Turn, in addition to all other checks.
  - ✓ In one of my favorite cartoons, Hagar the Horrible returns from raiding Paris with a present for his wife, a faucet he looted in Paris. The faucet doesn't work absent the plumbing it was attached to, and he says, 'I don't understand, it worked in Paris!'
- Trail of Tears: In the case of Minor Races, the Concierge may make a judgment call regarding assessing the IP+ against any position. Example, if a Major Position has placed the Minor Race under its protection; an Intervention Potential Plus may be assessed against that position due to loss of prestige from allowing the Minor Race to be forcibly removed from their Homeworld. In other situations, if the removal is repugnant to the position making the eviction, an IP+ might be assessed against that position. In many cases, where the Minor Race has no relationship to anyone, the Concierge may instead generate Intervention Potentials.
  - ✓ A strong sense of collective guilt and remorse regarding the Native Americans swept over America after the Wounded Knee Massacre and the closing of the Western Frontier in 1896, which played into the early 20<sup>th</sup> Century Temperance and Pacifist Movements; renewed and amplified by the revealed horrors of the Jewish Holocaust and the atomic bombing of Japan, became an important element of the counterculture, modern Feminist, Civil Rights, and anti-Vietnam protests and movements (e.g., Paul Revere & The Raiders' song "Indian Reservation" (1971)), eventually fading away in the afterglow of the end of the Cold War in 1989-1992.

"There's something happening here
What it is ain't exactly clear
There's a man with a gun over there
Telling me I got to beware

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Paranoia strikes deep Into your life it will creep It starts when you're always afraid You step out of line, the man come and take you away"

- Buffalo Springfield, "For What It's Worth"

Endnotes.

<sup>1</sup> <u>Citation</u>: "People thought in '09, '10, '11, that the country couldn't be divided more. And you go back to Obama's campaign in 2008, you know, he was talking about the divide and healing the country and all of that. And some would argue on the right that he did more to divide the country than to unite it. I kind of reject that notion.' Why is that? 'Because it wasn't him!' Boehner replies. 'It was modern-day media, and social media, that kept pushing people further right and further left. People started to figure out ... they could choose where to get their news. And so what do people do? They choose places they agree with, reinforcing the divide." – Tina Nguyen, "Idiots,' 'Anarchists,' and 'Assholes': John Boehner Unloads on Republicans in Post-Retirement Interview," Vanity Fair, October 30, 2017.

Page | 279

<sup>5</sup> <u>Citation</u>: "An intriguing variation on this last theme has been developed by Phillips (1979). In a statement reminiscent of Gibbon's views on the Roman Empire, Phillips suggests that 'In a sense, the problem is not that states collapse (for this happens constantly), but rather that some states last so long...' (1979: 138). Phillips' argument is that it takes time for a newly dominant state to use all its resources efficiently, which he defines as '...high output or return per unit investment' (1979: 140). Efficiency ... though, leads to inflexibility in resource allocation. The mechanism is this: a newly dominant state controls a large territorial base, but has not yet developed (or come to depend on) complex institutions that will derive a significant return for this resource base. In such situations, a large proportion of the new resources will always be used in non-critical or low return ways (such as monumental architecture).

This has the consequence of creating a hidden resource reserve that can be used for emergencies, for such non-critical activities are suspendable in a crisis. But through time social and political institutions emerge that use this resource base more fully (in Phillips' terminology, 'efficiently'). Eventually, most resources are allocated to support of 'efficient' institutions (political offices and the like), leaving no reserves or flexibility in resource allocation. The dominant center is then left susceptible to disruptions, so that '...historical accident alone is sufficient to touch off major failures' (Phillips 1979: 142). A crisis like a revolt, which a newly dominant state would easily control, becomes an insurmountable problem for a more 'efficient' society that lacks reserves. Although formulated in regard to Mesoamerica, this argument has applicability elsewhere. The later Roman Empire, for example, succumbed to catastrophes the like of which had been overcome by the early Republic." – Joseph Tainter, <u>The Collapse of Complex Societies</u> (1988), p. 55.

<sup>6</sup> <u>Commentary</u>: In my senior year of undergrad at Point Park College, I proposed a research term paper on the Congo for the first three to six months following independence from Belgium. As I worked, it was clear that the project I had set out was too big for the term paper (I am sure books have been written on the subject). My term paper ended up focusing on the first three weeks following independence, with some events extending to three months. It was during this time that I first conceived and understood the concept of 'remote acceptance of authority' which became a major part of the paper. The name of the term paper was "Little Orphan Congo." I do not have it now; it was an undergrad college paper and not particularly important. "We didn't start the fire..." (Billy Joel (1989)).

<sup>7</sup> <u>Citation & Commentary</u>: "The Civil War, there's a great compromise as it's called. It consists of Southerners admitting freely it's probably best that the Union wasn't divided. And the North admits, rather freely, that the South fought bravely for a cause in which it believed. That is a great compromise, we live with that, and that works for us." – Shelby Foote interview, Book TV C-Span 2, July 26, 1994 (video on YouTube).

<sup>8</sup> Commentary: The DVD has a copyright of 2003, but I have the VCR tape which I found in a bargain bin at K-Mart in the late 1980s. This song is on both, so it was recorded sometime in the 1980s, and though the VCR tape and DVD have the same title, the songs on the DVD are different as is the reenactment footage. It seems that they tried to soften the DVD which has less military songs but adds a live performance by Susan Jackson and an instrumental piece by Mike Lynch that were not on the VCR tape. The CD which is much longer contains the missing songs from the original VCR tape that were not included on the DVD, but not all the songs that are on the DVD!

<sup>&</sup>lt;sup>2</sup> <u>Commentary & Citation</u>: Compare the last line to the less apocalyptic feature quote by Bertrand Russel in 2 Constructural Elements, p. 195, *supra*.

<sup>&</sup>lt;sup>3</sup> <u>Commentary</u>: Loss of sovereignty does not automatically equate to or trigger complete societal collapse. It can be a factor, a disruption and certainly erodes the subjugated society, for example, any occupied country during WWII.

<sup>&</sup>lt;sup>4</sup> <u>Commentary</u>: For example, the Khmer Rouge, in the pursuit of ideological goals (an extension of the xenophobic, anti-Western fervor of Maoism), caused the partial collapse of Cambodian society in only four years, killing or driving into exile nearly 1/3 of the population and decapitating the intelligentsia, collapsing the economy, and creating a local disaster. I recommend watching The Killing Fields (1985). Invasion by Vietnam ended the nightmare in 1978.

<sup>9</sup> <u>Commentary</u>: Charles VI really screwed the pooch – from the French point of view – by signing or even entertaining the Treaty of Troyes. It's hard to imagine such a 'blunder' from a mentally competent ruler, even in the aftermath of the disastrous French losses at Agincourt in 1415. There certainly were other incidents which called into question the sanity of Charles VI, so it was easy to make the argument that mental incompetence voided the treaty.

- Page | 280
- ✓ On the other side of the coin, the Burgundians had always been cool about the whole dispute, except when it came to the Armagnacs. The Burgundians contributed marginal military forces when called upon by the King of France to defend against the English; the Burgundians controlled Flanders which depended on imports of English wool. So the Burgundians tried to play both sides, until Louis, Duke of Orleans was assasinated in Paris in 1407, at which time, the Burgundians went over to the English side because the Armagnacs controlled the French court. The Burgundians handed Joan of Arc over to the English in 1430.
- "The war's causes were rooted in the reign of Charles VI of France (Charles V's eldest son and successor) and a confrontation between two different economic, social and religious systems. On the one hand was France, very strong in agriculture, with a strong feudal and religious system, and on the other was England, a country whose rainy climate favoured pasture and sheep farming and where artisans, the middle classes and cities were important. The Burgundians were in favour of the English model (the more so since the County of Flanders, whose cloth merchants were the main market for English wool, belonged to the Duke of Burgundy), while the Armagnacs defended the French model. In the same way, the Western Schism induced the election of an Armagnac-backed antipope based at Avignon, Pope Clement VII, opposed by the English-backed pope of Rome, Pope Urban VI." from Wikipedia article, "Armagnac–Burgundian Civil War," captured October 21, 2019.

Neither of the faction leaders were direct heirs to the French throne (though both were closely related to the King), so this was not initially a succession dispute. But it became a succession dispute when Charles VI disinherited his son and signed the Treaty of Troyes in 1420 transferring the crown to the English through his daughter's marriage to and issue by Henry V of England. Then it became really complicated, especially with the horrendous loss of knights suffered by France in two generations of war with English invaders (e.g., Crecy, Poitiers, Agincourt).

✓ It took an event like Joan of Arc to essentially cancel the Treaty of Troyes and resolve the succession dispute, while turning the tide against the invaders.

Oh, and there was also the Black Death still raging through Europe while all this was happening, see 1 Disruption, p. 252, *supra*. And completely beyond anything imagined by the participants at that time, the Reformation started on the other side of the border in Germany of the Holy Roman Empire, less than a century after the English victory at Agincourt, and eventually spread west along the *fault lines already established by the Hundred Years War*.

- <sup>10</sup> Commentary & Citation: This was used to great (if corny) effect in the Star Trek OS episode, "Omega Glory," where the post-apocalyptic savage natives venerated the American flag and Constitution as objects of religious worship, and recited the Pledge of Allegiance and the Preamble to the Constitution in distorted, garbled, stylized Latinese, holy words without meaning, like a prayer or invocation. Despite implausibility, this remains a classic.
- <sup>11</sup> Commentary: Alien ground invasion stories have been a staple of mostly bad science-fiction literature for the last century, anyone who has seen Independence Day, Pacific Rim, Ender's Game, Edge of Tomorrow, Battle for Los Angeles, Skyline, or any of thousands of other movies, video games, and television series can picture the devastation and shock Hollywood is very good at that part of an alien ground invasion (especially a certain minor race Humanity). But it all started with The War of the Worlds in 1898; imagine for a moment how novel, how genius, and how telling was the concept of an extraterrestrial invasion of Earth, in 1898? Since most people at that time had heard of and believed that there were enormous artificially constructed canals on Mars, it followed naturally that said canals must have been built by a possibly desperate, but sapient and technologically advanced extraterrestrial (by definition) species. Mr. Wells simply imputed European colonialism onto extraterrestrial sapients. The ending was a clever extension of the havoc wrought by diseases as a result of African colonization and Columbian Exchange.
- <sup>12</sup> Commentary: "Downfall" is one of those curious terms in our language; it suggests something slightly more epic than "falling down".... you know, like when you skinned your knee falling off your bike in first grade, you thought it was an epic event at that moment. It's something slight more than that!<sup>©</sup>