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See Appendix CON – Writ & Construction Example
See Appendix WR – Writ Examples, Land Grant Writ, Naturalization

“A book is made from a tree. It is an assemblage of flat, flexible parts (still called ‘leaves’) imprinted with dark pigmented squiggles. One glance at it and you hear the voice of another person, perhaps someone dead for thousands of years. Across the millennia, the author is speaking, clearly and silently, inside your head, directly to you. Writing is perhaps the greatest of human inventions, binding together people, citizens of distant epochs, who never knew one another. Books break the shackles of time – proof that humans can work magic.” – Carl Sagan

“The older I grow, the more I am convinced that there is no education which one can get from books and costly apparatus that is equal to that which can be gotten from contact with great men and women” – Booker T. Washington

My Voice In Your Head: Since it is impossible for us to have contact with the great persons of history, the voice in our head from reading the book must suffice. It is somewhat sad that our primary public education relies on politically correct secondary sources (called ‘textbooks’) and that reading the actual works, and having as instructors some people who are actually writing the next works, is reserved now for college and especially, graduate school.

- ✓ As for me, my ears ring more than half the time. I wish all those voices in my head would slow down so I can comprehend; it sounds like music played at hyper-speed.

Writ of Error: A Writ is not a ‘quick fix’ for a problem in the game. A Writ may not be activated on the Regular Turn it is issued, even if the Power listed in the Writ is the Culture Power or the Power listed on the Writ is otherwise activated. One activation of the Culture Power may not be used to both introduce Writs and activate a Writ whose listed Power is the Culture Power; those are two separate actions. It is not necessary that the Power listed on the Writ be activated in the Regular Turn it is introduced, the only required Power Activation is the Culture Power, to introduce the Writ.

- **Writ of Extent:** A Writ may not be used as an Interpretation to satisfy the Interpretation requirement of any Power Activation on the Regular Turn it is introduced. Thereafter, the proper activation of the Writ (by actualization of the Fuzzy Group) may satisfy the Interpretation requirement for *any one* activation of the Power to which the Writ is tied, on the Regular Turn that they are activated together. If the Writ cannot be activated because the conditions precedent are not met, then the issuing position will have to use a News Event to satisfy the Interpretation requirement for the Power Activation. One should be provided just in case.
- ✓ Use of Writs from time to time has an additional effect of defeating ‘card-counting’ players who may be using News Events to track other position’s Power Activations.

“A reader lives a thousand lives before he dies, said Jojen. The man who never reads lives only one.”

– George R.R. Martin, *A Dance with Dragons* (2011)

Writ of Prohibition: A Writ, emulating from the sovereign power of the nation-state (i.e. position), necessarily only applies to the native and naturalized alien population factors of the position issuing the Writ at the time of the activation. Writs will never *beneficially* apply to Conquered or Converted populations (but can be used to their local detriment), however, it is possible that Writs may beneficially apply to Naturalized populations, depending on circumstances.

- A Writness to History: Writs never expire in the sense that once they are created, they are permanently part of the game and part of the history of the issuing position; however, it may be that the conditions precedent for the Writ become impossible, or that the Writ becomes no longer useful for whatever reason.
 - ✓ For example, no one would claim the right of *jus primae noctis* (a likely fiction in any case) but it is remembered here and there, most recently in the movie Braveheart (1995). And *tithe* to the Church is now voluntary, whereas in the past, it was collected as a tax. You do pay taxes either way, it's just a matter of to whom?
 - ✓ The exception to this rule is Articles of Incorporation, which is a Special Writ used to create Corporations and MegaCorporations. Those Special Writs do expire like a Royal Charter, see 1 Corporations generally, *infra*.

Writs, once accepted, are unchangeable, and also cannot be copied or 'stolen' by others (since they are secret, and since they apply to a particular issuing nation-state). Unlike Patents, there are no 'pregame' or 'existential' Writs allowed.

- A Cultural Writness: Writs are primarily an Interpretation of the cultural identity of the civilization represented by the sovereign power of the position. As such, the effect of Writs should be primarily cultural and internal to the position, and can only apply to the eligible populations controlled by the position when the Writ is activated.

Therefore, Writs may not be used to instantly create new colonies where none existed previously, or to create instant huge warfleets (or ships, defenses, or Technological Devices), and may not be used to create new technologies, which are the sole province of the Patent process. Writs cannot be used to change the natural laws of the universe and may not be made to act like or substitute for another type of Interpretation (which is like using a wish to get more wishes, it would tear a hole in the universe). Writs are not *dues ex machina*, see Keep the Sand in the Sandbox, *et seq.*, 2 Dreamtime, p. 147, *supra*, for guidance. The Concierge will immediately reject, or at least look very sternly upon (and you don't want that...!), any attempt to 'abuse' the Writs Interpretations in these ways.

- An Unbearable Writness of Being: The effects of Writ activation on the previous turn may be used in some circumstances to satisfy a legitimacy requirement of a Government Title (meaning that the government must continue to support the Writ to remain legitimate). A well-crafted Writ may be used to increase RPs and/or population over the long term; while Writs that create instant wealth and population will be suspect and *may not* be accepted.

But there are some historical precedents, most notably the Expulsion of the Jews from Spain in 1492 via the Alhambra Decree which accomplished one of the greatest robberies in history by forcing the Jewish population to leave Spain, prohibiting them from taking with them any gold, silver, or minted money, or other items of high value. The expelled population was forced to sell land and anything they couldn't carry away at very cheap prices or just leave it behind to be taken by the locals, the Church, and the government. But Spain paid a deep and

lasting price for this in loss of skilled workers and population; the Sultan of the Ottoman Empire was so delighted that the Ottoman Navy was sent to transport the exiles to Greece.

Similarly disastrous was the French Edict of Fontainebleau in 1685 which caused the flight of the large French Protestant (Huguenots) population to England, Prussia and the Low Countries, who benefited from the influx of human capital. Conversely, situations such as the Nazi Plunder of Europe are more appropriately covered in the Looting rules (see, Looting, 3 Commerce, p. 1210, *infra*).

“I find television very educating. Every time somebody turns on the set, I go into the other room and read a book.” – Groucho Marx

Alternate Writs: There are many valid views of nearly any subject; all views contain a version of or a part of the truth. Technologies and special abilities allow players to ‘break’ the basic rules of the game. Most modern games consist of a set of baseline rules, where special abilities and/or technologies (or skills or spells) can be developed (or acquired) by players at a cost (hence the strategy is making the right choices); the eventual acquisition of which gives players a ‘special ability’ which amounts to an exception to the rules. Another way to think of Writs, then, in a game-mechanical view, is that they allow positions to ‘grant’ to themselves a (secret) special ability (with the necessary consent and oversight of the Concierge, at a cost) which they design, create, invent, and customize.¹ The constant against which all Writs are measured is a standard *cost*, in the form of a Power Activation required (a Power Activation shouldn’t be for the sole purpose of using the Writ, which is wasteful), a Fuzzy Group actualization, and some RPs.

“It is what you read when you don’t have to that determines what you will be when you can’t help it.” – Oscar Wilde

The Print Revolution: The print revolution is so fundamental to the current state of human civilization that players must undoubtedly assume that some similar process has occurred in the pre-history of any Major Race before the game. Again, it may be possible to construct a situation where technology developed absent widespread literacy, consumerism, and availability of information; but the base assumption must be that a print and information revolution preceded the 1st Era of the game (see Childhood’s End, 1 Eras, p. 754, *infra*).

✓ If you skipped it, you should read The Printing Revolution excerpts, this section.

“The books that the world calls immoral are books that show the world its own shame.” – Oscar Wilde, [The Picture of Dorian Gray](#) (1890)

Endnotes.

¹ **Commentary:** There’s usually a way around anything... On the September 15, 2017 edition of MSNBC’s 11th Hour, linguistics Prof. John McWhorter of Columbia University extensively discussed President Trump’s ‘oddly adolescent’ language habits. In the process, he essentially did what psychiatrists have been ethically forbidden to do since the infamous Barry Goldwater campaign, which resulted in the ‘Goldwater Rule’ prohibiting them to offer a professional psychiatric opinion unless they have examined the person and permission has been given. He is not ethically bound by the professional rules of psychiatrists, of course, and no one would mistake his for a professional psychiatric opinion, but still...