

Table of Contents

Third Culture	447
Zeitrice	447
➤ In a Trice.....	448
➤ Reification	448
Dear Diary	449
Diary of a Madman	449
➤ Spinning Top.....	450
➤ The Little Secret	450
➤ Edge of Reality	451
➤ Point of Know Return	452
Endnotes.....	453

See Appendix PUBS – Expansion of the Public Space Selected Summary

“Third culture kids have a unique place in any society to which they belong. Theirs is a confusing and quite often debilitating condition. They are confronted with cultural walls or pitfalls at every turn. Unable to completely relate to their parent’s culture and yet at the same time labelled as ‘different’ from the mainstream culture they are encouraged to belong to, they are basically cut adrift and left to float in a sort of ‘twilight zone’ state. They form a cultural hybrid, a blend of cultures that can be interesting, but also confusing and frustrating to them. This condition is exacerbated growing up in a country like Canada.” – Nick Voci, The Vancouver Sun, April 22, 1994 ¹

Third Culture: The Merriam-Webster online dictionary article, “What is a Third Culture Kid,” defines a third culture kid as “a child who grows up in a culture different from the one in which his or her parents grew up.” The concept seems to fall somewhere between an emergence and a cultural xenogenesis. This term, for example, could have been used to describe the first and second generations of Native Americans who grew up on Tribal Reservations and went to government-run English-speaking public schools (à la Frank Waters’ The Man Who Killed the Deer (1942)). The term could apply to largescale future shock, culture shock, or more mundane situations, such as orphans adopted to another country, immigrants whose parents arrived from Old Europe, people who moved to different parts of the world with their parents during their youth, or children with multicultural parents.

“Third Culture” is a term that is used in many unrelated contexts, and thus you may have heard it before; “Third Culture Kids” is however, a specific usage enough to be defined by Merriam-Webster dictionary. Another use of ‘Third Culture’ is provided by Edge, to wit:

- ✓ “The third culture consists of those scientists and other thinkers in the empirical world who, through their work and expository writing, are taking the place of the traditional intellectual in rendering visible the deeper meanings of our lives, redefining who and what we are. It is a large enough umbrella to also include the ‘digerati,’ the doers, thinkers, and writers, connected in ways they may not even appreciate, who have tremendous influence on the emerging communication revolution surrounding the growth of the Internet and the Web.” – from Edge.com “About” page, <https://www.edge.org/about-edgeorg>, captured October 31, 2018.²

Bernays’ digital ‘invisible hands’ but impliedly, the humanities ‘non-empirical thinkers’ – religious, philosophical and literary intellects – are excluded and to be replaced. In all cases, ‘third’ is a term intended to differentiate whateveritis from whateveritwas, e.g., the people of the Renaissance might just have called themselves the ‘Third Age of Mankind’ (a tag line from the television show, Babylon 5) instead of Renaissance, if they had the mind to do so. Instead they went with classical ages (the old world), middle (the Middle Ages) and new spring (the Renaissance).

Zeitrice: A Zeitrice (“zeit-trice”) is an inside out or reversed Fuzzy Group consisting of *three Aspects and one Proficiency* having the same triangular arrangement as described previously for Fuzzy Groups (see Fuzzy Formations, 4 Culture, p. 405, *supra*), but instead, a Symbolic Constructural Element is required on an adjacent Friendly or Naturalized Colony plus one active Ideological or Epistemological Constructural Element.

There is only one form of the Zeitric formation; a Zeitric *cannot be formed* by use of two Aspects and two Proficiencies. Using three legally-placed Aspects, a Zeitric may be somewhat more difficult to form than a regular Fuzzy Group. A Zeitric represents potential profundity.

- ✓ “Zeitric” is a nonsense word formed from “zeit”—German for time, era (invoking Zeitgeist), and “trice” an obsolete English noun meaning, “brief instant” (as a transitive verb, “hoist, pull” a sail), imported into English from Dutch in the 15th Century. See Merriam-Webster online dictionary at *trice*. One favorite made up game word is Scott Pardee’s game title “Chebache” which is **C**hess, **B**ackgammon and **C**heckers. It’s a good game.
 - ✓ Merriam-Webster online dictionary at *profound*: **1a**: having intellectual depth and insight, **2b**: coming from, reaching to, or situated at a depth, **3a**: characterized by intensity of feeling or quality.
- In a Trice: The ‘actualization’ of a Zeitric is by the process of Reification. Reification is the process by which something abstract becomes concrete and real (e.g., Frank Elwell, “a reification of method over substance”).
- ✓ Merriam-Webster online dictionary defines *reify* as: to consider or represent (something abstract) as a material or concrete thing; to give definite content and form to (a concept or idea).

Reification, the process of *reifying*, is a word primarily encountered in psychology. Probably the best psychology examples of the process of reification are paranoia and phobias. Fear, especially irrational fear, is the world’s best reification agent. This is the operating principle of tyranny, terrorism, criminal extortion, politics, and psychological warfare.

Reification does not require a Power Activation. Whenever a Zeitric is Reified, all of the pieces forming the Zeitric are removed from the Public Space and a special type of News Event called an Exposé’ (“ex-pos-say” not to be confused with Exposing “ex-pos-ing” Aspects or exhibitionism³) is posted. The Exposé’ does not require and is not related to any Power Activation, *may not be used* to satisfy the Interpretation requirement of any Power Activation, as it is not a direct result of a Power Activation, but is still an official Interpretation as a News Event. An Exposé’ is always a non-adverse News Event – it cannot directly affect any position except the issuer. The Exposé’, like a Special Bulletin, *is static*, it cannot be modified by any position after it is issued.

A Reification, game mechanically, is a fusion of a Fuzzy Group and News Event. One of the primary differences between an Exposé’ and a News Event is that the former costs the position pieces from the Public Space, like an Actualization.

- Reification: Whenever a position desires to Reify a Zeitric, a proposed Exposé’ News Event must be sent with the position’s Actions. The Exposé’ will not be posted, and will not take effect, until **after** the Concierge has processed the position’s Regular Turn actions (therefore may require some guessing and prediction). Each position may Reify one Zeitric per Regular Turn, but will likely only do it a few times during the game, or possibly not at all. There is no requirement that any position submit an Exposé’ during the game, rather, it should come as a natural result of thinking about the game, in the game.

Religion (or at least Christianity) as it is practiced today, is really about reification of the mystical, divine spiritual – the challenge of making the abstract concepts of divinity ‘real’ in

the daily lives of ‘the flock.’ This is quite the opposite of pre-Judeo-Christian mythopoeic religions (Greek, Roman, Egyptian, Mesopotamian mythologies) which projected (deified) the natural world, and the worst and sometimes best of human behavior and family relationships onto pantheons of deities, in order to exemplify and justify their existence.

- ✓ See More Than a Feeling, 1 Temporal Technology, p. 808 *et seq.*, *infra*, for further discussion of mythopoeic thought.

*“Diary of a madman
Walk the line again today
Entries of confusion
Dear diary, I’m here to stay.”*

– Ozzy Osbourne, “Diary of a Madman” (1981)

Dear Diary: Diaries and daily journals (and private letters) are the Exposé’ of history up to the late 20th Century, e.g., Joseph Stilwell, Samuel Pepys, Erasmus, Albert Einstein, Anne Frank.

- ✓ “This apparently inconsequential diary by a child, this ‘*de profundis*’ stammered out in a child’s voice, embodies all the hideousness of fascism, more so than all the evidence of Nuremberg put together.” – Jan Romein in his article “Children’s Voice” on *Het Parool*, April 3, 1946.

The habit of personal daily journalism has fallen off in recent decades; what will in the future tell historians about our private, personal thoughts? Where will we tell our personal stories for posterity, after all of the characters have gone home?

“The unexamined life is not worth living.” – Socrates

Diary of a Madman: The Exposé’ News Event is the deep think or deep blue statement by the position during the course of the game. Like a Writ, an Exposé’ must have specific form and parts:

- ✓ *The Place*, the Exposé’ must begin with a list of the Aspects and Proficiencies to be used in Reification (using coordinate locations on the Public Space).
- ✓ *The Facts*, nothing but the Facts (e.g., *Dragnet* (1951-1959)). The Exposé’ must contain an enumerated list of current facts about the position which are to be exposed. The Exposé’ must reasonably relate to one or more **Fundamental Realities**, in addition to any other game facts, however, the ‘reasonably related’ qualifier is a liberal judgment call by the Concierge. The facts should be written in simple sentences, in the present tense, without qualification (‘no ifs, ands or butts’). These facts must be verifiable by the Concierge looking at the issuing position’s information and Public and Diplomatic Space (see *Diplomatic Spaces*, 2 *Diplomacy*, p. 1116, *infra*); the facts can only relate to the internal information of the position. Reference may be made to Galactic Space if absolutely necessary, but the Exposé’ is entirely an internal matter.
- ✓ *The Dirt*, the Exposé’ must include a blurb for publication as the News Event. The blurb should be written in a faux investigative reporting style if possible and must expose the facts in the previous section, which, when published, will become public

knowledge. The section can be written in a slightly tabloid style if desired, it can have a headline, it can be written in character if that works, be creative and fun with it, but not deceptive and useless.

There is some artistic license to dressing up the facts for the Exposé' blurb but not such as to obscure the facts for the audience – the other positions – who do not have access to the internal information of the issuer. The blurb cannot be used by the issuer to dodge or mitigate the exposure of facts required by the process of Reification.

- **Spinning Top:** The Facts presented in the Exposé' must be Absolutely True for game purposes and must also be literally true. Within this, there is room for maneuver, however.
 - ✓ For example, the statement, 'The Three Eyes *does not have four Government Titles.*' The Concierge can look and verify this as objectively true at that moment. But as a statement in the game it is not very informative, because it still means that the position must have one, two or three Government Titles; it does not mean however that the position has five Government Titles because if it has five Titles, then it has four Titles as well. See Crack in the Temple, 1 Beginnings, p. 27, *supra*.
 - That is, if I have five one-dollar bills, then it is both true that I have one dollar bills and that I have four one-dollar bills. It may also be true that I have six one-dollar bills, but that is uncertain, and not indicated by the statement (however, in GGDM, a position may not have six Government Titles by operation of the rules).

The point of an Exposé' in the real world is to publically expose objective facts – usually facts that someone wants to remain hidden – and to draw conclusions therefrom – which process is intended to lead to positive change. If it turns out that there is nothing there, then the investigative journalist moves on to something else; thus in GGDM play, the Exposé' should involve minimum gamesmanship with the facts, which would be a form of bad faith (or even fraudulent) toward the game.

Because the Concierge verified the facts in the Exposé', players can take them as true (at least at the moment of publication) and thus the Exposé' constitutes 'free intelligence' to the other positions in the game. However, the Exposé' should – most importantly – also enhance play of the game overall by providing facts to work with in making the story; as mentioned in Red Purge, 3 Dreamtime, p. 161, *supra*, an adverse News Event (affecting another position) can be and is frequently a 'shot in the dark.'

- **The Little Secret:** The final part of the Exposé' is an effect that the position desires from the Reification. This part *will not be published*, it is between the position and the Concierge only. The Reification must contain a single, restricted, one-time effect that is *reasonably related* to the effort and cost of the Reification, the Aspects and Proficiencies used, and especially the Facts that were exposed in the News Event. The effect should apply only to the position that issued the Exposé'; it cannot be used to *directly affect* another position.
 - ✓ **However**, acts done by every position every turn indirectly affect other positions (e.g., see the James D. Fearon "Security Dilemma" feature quote, 2 Combat, top p. 964, *infra*). Thus, the Exposé' may and probably will indirectly affect other positions by the resulting change to the issuing position.

Each Expose' is a singular, one-off, non-repeatable event, unlike a Writ which can be activated any number of times during the game. Thus the effect of the Reification can be a little more or a little different than the scope of the Writ, but should not be abused.

- ✓ For example, suppose that the Warren Commission investigation had come to the conclusion that Soviet leader Nikita Khrushchev had initiated or been somehow involved in the assassination of U.S. President John F. Kennedy? *If* that were thought to be true, what choices follow? *If* the government thought that a foreign power had been involved in the assassination of the President of the United States, what could they do? They can either expose it publically or hide it. *If* the information were made public, a situation would be created where the Soviets would be called out on account which may very well lead to war, as one would expect if the leader of one country is assassinated by the services of another. Thus, the truth had to be suppressed to avoid confrontation and possible war. The truth of one murder would be hidden so that everyone else, and future generations, could live. The generational war cycle would be broken; this was the second act of the Cuban Missile Crisis (with the Bay of Pigs being the opening prelude). A drama is three acts.

If humanity is considered one position in GGDM terms, and issued the Expose' (representing the 'real' conclusion reached by the Warren Commission), then the sudden removal of Nikita Khrushchev on October 12, 1964 (i.e. the removal of a Government Title without disruption) might be the secret Reification effect of the Expose'.

- Khrushchev was ousted less than 11 months after the assassination of President Kennedy, plotting had begun in March 1964, about the time that his possible involvement might have become known to the West. Or maybe it's just a historical coincidence, like the Protestant Coincidence.
- Calling out the Soviets in 1964 would have been counterproductive to the containment strategy:
 - "But I would like to record my conviction that problem is within our power to solve – and that without recourse to any general military conflict.... Soviet power, unlike that of Hitlerite Germany, is neither schematic nor adventunstic. [sic] It does not work by fixed plans. It does not take unnecessary risks. Impervious to logic of reason, and it is highly sensitive to logic of force. For this reason it can easily withdraw – and usually does when strong resistance is encountered at any point. Thus, if the adversary has sufficient force and makes clear his readiness to use it, he rarely has to do so. If situations are properly handled there need be no prestige-engaging showdowns.... For those reasons I think we may approach calmly and with good heart problem of how to deal with Russia." – George Kennan, U.S. Ambassador to the Soviet Union, Long Telegram, February 22, 1946.⁴
- Edge of Reality: After the Expose' is posted, there is a 5% chance that each Fact in the Expose will add one Monad to the Public or Diplomatic Spaces (see Diplomatic Spaces, 2 Diplomacy, p. 1116, *infra*) of the issuing position and a 3% chance that each Fact will allow

one Monad in the issuer's Public or Diplomatic Spaces to be swapped to a new location in the other space (that is, from Public to Diplomatic, *vice versa*).

- ✓ A separate die roll is made for each fact for both possibilities. So one die roll is made for each Fact for the possibility of adding a new Monad, and one die roll is made for each Fact for the possibility of moving one Monad.
- ✓ The chances are not added together, each roll to add a new Monad has a separate 5% chance and each roll to be allowed to move a Monad has a separate 3% chance of success. If you had 5 Facts in the Exposé', the chances *would not be* 25% and 15% for each Fact; they would be 5% and 3% for each of the five rolls.
- ✓ Adding or moving Monads allows the issuing position to slightly reshape their reality and/or slightly expand their reality that is represented by the Public Space. It is the choice of the issuing position where the Monads are moved or added and whether on the Public Space or on a Diplomatic Space.
- ✓ New Monads can be placed adjacent to any Monad on any 'edge' of the Public or Diplomatic Space and any Monads to be moved must currently be empty and maybe moved to any 'edge' location on the Public or Diplomatic Space.

As the edges of the Public Space and Diplomatic Spaces wrap around to meet as discussed above, see also *Over the Edge*, 1 *The Sidereal Stage*, p. 108, *supra*, players should be cognizant that they are actually just inserting Monads into a circle at the locations that appear to be edges when seen in a flat top-down projection. Thus, they may inadvertently push things on the Public or Diplomatic Space out of adjacency.

- ✓ See discussions, *Shared Spaces*, 2 *Diplomacy*, p. 1118, and *Mental Space*, 3 *Reformation*, p. 1402, *infra*. Exposé', colony Conversion and Naturalization (4 Order), Technological Era advancement (1 Eras), and Reformation (3 Reformation) are the only means to add Monads to the Public Space.

The chance of being able to receive new Monads is nominal in any case. Don't bet your grocery money on those odds! Thus the possibility of adding or moving Monads should not enter into the Concierge's judgment about the balance of the Exposé'. When it happens, it's a bonus. Positions may use Enlightenment for rerolls in this case (see 2 *Colleges* generally, *infra*).

- **Point of Know Return:** The entire Exposé' will be subject to approval by the Concierge, however, the standards of approval by the Concierge will be liberal because this sandbox, this story is for the players. Like other News Events, posted Exposé' form a history, standard or *stare decisis* against which later Exposé' (and position actions) may be judged. Like Special Bulletins posted by the Concierge, Exposé' may not be subsequently altered by follow-up News Events posted by other positions, nor may it be subject to Diplomatic Protests.
 - ✓ The Exposé' represents the argument that some normally secret game position information must be sometimes made public for the purpose of cohering the game story. The carrot is what the position may gain by doing so, and what the game may gain in enjoyment. An Exposé' can function in a manner similar to an Aspect, except on the scale of the game story. The Concierge may sometimes – carefully – accomplish the a similar end with creative Prose Interventions Special Bulletins.

- ✓ Within the design process of GGDM, the Expose' is a strange creature feature; unlike much of the rest of GGDM, the Expose' was not directly intended to simulate something in civilization, instead, *it is a creature solely of the game mechanics*. Simply, one day 10 or 15 years ago, I thought, what if I reversed the Fuzzy Group? The development then became a sort of Writ, sort of News Event called the Expose'.⁵ The name, Expose', does suggest that something related to the real world is being simulated, but with a unique GGDM cant. There are probably some examples of real world Expose' in GGDM; I am no journalism student, but perhaps the 1991 Peter Marin feature quote at the bottom of 2 Culture, p. 374, *supra*, is an example.

“Is man at heart any different from the spider, I wonder: man thoughts, as limited as spider thoughts, contemplating now the nearest star with the threat of bringing with him the fungus rot from earth, wars, violence, the burden of a population he refuses to control, cherishing again his dream of the Adamic Eden he had pursued and lost in the green forests of America...”

– Loren Eiseley, “The Hidden Teacher” (1969)⁶

Endnotes.

¹ Citation: Quoted in Merriam-Webster online dictionary article, “What Is A ‘Third Culture Kid?’”

² Commentary: In 2018, I sent Edge.com an email asking what they considered the “second culture” so that I could understand their systemic basis for the “third culture” claim. I received no response. Of course. From this, I might conclude that they have no basis and that it’s just a sexy hollow term for the claims they are trying to make.

³ Commentary: Or as the old saying goes, ‘about as accidental as an exhibitionist’ fly being open’!

⁴ Commentary: The Long Telegram is one of the most important, original historical documents available to the public without blackouts. It is well worth reading in its entirety, we need to read it again and think about it. The document is available free online from the National Security Archives. General Patton, one of the main proponents of attacking the Soviets – who insisted that he could have captured Berlin and Prague before the Soviets, had died in December 1945 under circumstances that conspiratorial types consider suspicious. The British had gone as far as to begin operational planning (“Operation Unthinkable”) for an attack on the Soviets on July 1, 1945. By early 1946, cooler heads had prevailed, and the containment began: “To speak of possibility of intervention against USSR today, after elimination of Germany and Japan and after example of recent war, is sheerest nonsense. If not provoked by forces of intolerance and subversion ‘capitalist’ world of today is quite capable of living at peace with itself and with Russia.” – George Kennan, U.S. Ambassador to the Soviet Union, “Long Telegram,” February 22, 1946.

✓ “Self-preservation is not a bad foundation for victory...” – Lynn Montross, War Through the Ages (3rd Ed., 1960), p. 454.

⁵ Commentary: The Expose' was rewritten and repurposed in 2018 and moved from 4 Culture to 4 Writs. Originally, an Expose' was vaguely a part of the process of Reformations and Kairotic Moments, both of which were also completely rewritten in 2018. The original Expose' did not fit into the rewritten Reformation rules.

⁶ Citation & Commentary: **Doctor Who**: Exactly. The forest. It’s in all the stories that kept you awake at night. The forest is mankind’s nightmare. – Dr. Who, “In the Forest of the Night” (2014).

✓ Picture Pandora, the lush habitable moon of a gas giant orbiting Alpha Centauri in the movie Avatar (2009). Loren Eiseley may have had influence on it... testing, testing for echoes. Echoes. Echoes.