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See Appendix IP – Interventions Reference Sheet
See Appendix PUBS – Expansion of the Public Space Select Summary

“We spend our lives fighting to get people very slightly more stupid than ourselves to accept truths that the great men have always known. They have known for thousands of years that to lock a sick person into solitary confinement makes him worse. They have known for thousands of years that a poor man who is frightened of his landlord and of the police is a slave. They have known it. We know it. But do the great enlightened mass of the British people know it? No. It is our task, Ella, yours and mine, to tell them. Because the great men are too great to be bothered. They are already discovering how to colonise Venus and to irrigate the moon. That is what is important for our time. You and I are the boulder-pushers. All our lives, you and I, we’ll put all our energies, all our talents into pushing a great boulder up a mountain. The boulder is the truth that the great men know by instinct, and the mountain is the stupidity of mankind.” – Doris Lessing, The Golden Notebook (1962)

Sisyphean Task: Every structure, construction project, machine, transit, electronic or telecommunications system, or even generation, added to a civilization places a burden of repair, replacement and upgrade on the current and an unknown number of future generations. Sometimes we forget that, in the politics of the moment, when building new cities, complexes, roads and bridges, traffic systems, and all of the other material objects on which civilization depends. If humanity left the Earth suddenly, with buildings and infrastructure intact but unattended, most visible traces of our civilization would vanish from the surface in a thousand years.

Some maintenance, of necessity, occurs as part of domestic subsistence. Additionally, it would be expected that advancing technology and engineering would also serve to blunt the exponential growth curve of maintenance requirements...

- ✓ Similar to the way that our society is built upon the fact that technology has significantly reduced the percentage of the population that must be employed in farming and food production. The farming population numbers have become alarmingly low, as crop yields have expanded exponentially over the last centuries; with the side effect that most farmland has irrevocably disappeared, converted to suburban development.

But at the same time, systems will continue to become more complex, demanding, precise, powerful, such that something can always go wrong. In addition to the maintenance purpose of the Order Power described below, positions may also develop specific targeted technologies and colleges to reduce, but never eliminate, maintenance.

“Another flaw in the human character is that everybody wants to build and nobody wants to do maintenance.” – Kurt Vonnegut

Maintenance Meeting: Activation of the Order Power for the purpose of maintenance is an attempt to keep entropy at bay (maintaining low entropic states), specifically, to prevent the wandering random entropic event from landing so hard on your head (or whatever your species has).

While the word “maintenance” invokes images of repairing machinery and roads, and generally upgrading or preserving the civilized infrastructure and military forces, it is also used here to mean the maintenance of civilization in general, and thus extends to education, indoctrination, pageantry, generational transfer of power, justice, population loyalty and a sense of wellbeing, efficient administrative systems, public health systems, and the distribution of wealth.

- ✓ When the HMS Birkenhead struck a submerged rock off Western Cape, South Africa in February 1852 and started to sink, one of the longboats was unable to be lowered because during maintenance, someone had painted the winches, and when the other longboat was lowered to the water, it immediately began sinking. The women and children were placed on three smaller lifeboats while the soldiers remained onboard.
- The Roads Must Roll: When activating the Order Power for the purpose of maintenance, the position may choose to use one, two or three Acts for the activation. Additionally, the position must pledge an amount of RPs, which are immediately removed from the Treasury. A position may not pledge more RPs than are available in the Treasury.
 - ✓ Maintenance Shield Activations costing three Acts will process *after* Taxation Power Activations costing three Acts. This is advantageous.

Maintenance is automatically successful in that the number of Acts committed are multiplied by the number of RPs pledged, and the resulting number is divided by a *random number* determined by the Concierge. The resulting number are Maintenance Shields generated.

Smaller numbers will tend to generate more Shields and higher numbers less Shields. This is no trivial matter, and it is suggested that the Concierge use a standard d4, d6, d8 or d10. The Concierge should be consistent, using the same die for all positions throughout the game, *unless there is some major story reason* why the die might change during the game or why one position might have a radically different die (e.g., Fundamental Reality might get a d20 instead). The Concierge should not inform the players of the die being used or even the results of a specific die roll. There is also room in this process where the Concierge might decide to use a position's Enlightenment to affect a bad die roll, without the permission of the position's players. Also, the Concierge must decide to round fractions up or down.

- ✓ The RPs pledged will be removed from the Treasury immediately when the Maintenance purpose is processed, which could cause other Power Activations to lack funding, so care should be taken to insure there are enough RPs in the Treasury to cover everything. RPs spent on maintenance, unlike Cohering, will never be returned.
- The Old Handyman: Maintenance Shields carryover from turn to turn, and are used to intercept adverse News Events directed at the position and may affect (but not block) Interventions by the Concierge directed at the position. Maintenance Shields do not last indefinitely, there is a 15% chance that each unused Maintenance ♥ will 'age-out' (expire) at the end of every Regular Turn. For each Shield that is eliminated due to aging, there is a 15% chance that in doing so, it will eliminate an Intervention Potential (generally) or reduce an Intervention Potential Plus currently against the position, to a normal Intervention Potential. There is no limit to the number of Maintenance Shields a position may have at any time.
- Hammer Thumb: A position that has at least one Shield has a 50% chance of automatically blocking each adverse News Event – but not a Special Bulletin – and a position may not choose whether or not to block any particular News Event. It is irrelevant whether the adverse News Event would have had no effect (see Red Purge, 3 Dreamtime, p. 161, *supra*), and other positions are never informed if any News Event effect has been blocked by Maintenance Shields. Blocked News Events have no effect on the position, however, one Maintenance Shield is lost for each block. Unblocked News Events do not affect Maintenance Shield.

- ✓ Modifications to News Events are News Events in their own right, see The Modified Truth, *et seq.*, 3 Dreamtime, p. 160, *supra*. Modifications of News Events can be blocked even if the original adverse News Event was not blocked. Similarly, blocking the original adverse News Event does not automatically block the modification News Event. **Patches:** You’ve got to learn the five d’s of dodgeball: dodge, duck, dip, dive and dodge! – from Dodgeball: A True Underdog Story (2004).

- **Blowups Happen:** It is possible that adverse News Events about poor maintenance, civil government failures, counterculture movements might target removal of Maintenance Shields if not blocked by a Maintenance Shield. This creates a situation where the target position loses a Maintenance Shield either way. However, as all positions are equally empowered in News Events, what comes around goes around, and either this warfare will fizzle, or it will turn into a multi-positional fracas of adverse News Events and Maintenance Shields.

Even though a certain percentage of adverse News Events will be blocked during the game (perhaps 30% overall) by Maintenance Shields, the “keep the sand in the sandbox” cautions in 2 Dreamtime, p. 147, *supra*, remain applicable. Players can still wreck the game by excessive, *dues ex machina* News Events, the equivalent of a global thermonuclear war with News Events in GGDM – nobody wins. Additionally, like adverse News Events that constantly target Constructural Elements, the game may grind to a halt because positions are spending activations and RPs every Regular Turn keeping up a Maintenance Shield and still taking hits from 50% of the *dues ex machina* adverse News Events.

- **Crumbling Castles:** Entropy always wins in the end, even gravity does the work of entropy. The underlying principle of maintenance within GGDM is that maintenance will never work to block all adverse News Events and cannot be allowed to prevent Interventions by the Concierge (who exercises game-master judgment). Because die rolls are involved, it is possible to have outlier runs where positions seem impervious and other runs where if it weren’t for bad luck, the position wouldn’t have any luck at all!

It might be possible with extraordinary coordinated maintenance effort between positions to create a ‘bulwark against the night’ and minimize the Concierge intervention in the game short term. Hopefully this is not because players don’t like the Concierge, but personal animosities sometimes push history along. While Interventions are generally regarded as negative events – natural human negativity bias – they don’t need to be adverse.

- **Cheryl’s She-shed Caught Fire:** Maintenance, like Taxation and Census and most other Power Activations, is an ongoing process (competing for resources and attention with other ongoing processes) that happens to be represented by an occasional activation of the Order Power. At the end of any Regular Turn, after the fourth Turn Cycle of the game that a position ends with no Maintenance Shields, the Intervention Potential generated by that position’s Regular Turn becomes an Intervention Potential Plus (IP+) against that position.
 - ✓ If Maintenance Shields remind you of ... antibodies and/or any part of the defense of living matter against foreign bodies – it seems that this is the natural and logical response of any self-amending system, in this universe, to certain types of external entropic events, whether that system is living matter or larger systems constructed by living matter. And it was the natural, required response of the game design to sandbox-participatory universe mechanics.

“The world thought well of my schoolmaster guardian, because he was neither a liar, nor a scamp, nor a gambler; but he was coarse, avaricious, and ignorant; he knew nothing beyond the confused lessons which he taught to his classes. He imagined that in forcing a youth to become a monk he would be offering a sacrifice acceptable to God. He used to boast of the many victims which he devoted annually to Dominic and Francis and Benedict.”

– Desiderius Erasmus, as quoted in Life and Letters of Erasmus: Lectures Delivered at Oxford 1893-4 (1899) by James Anthony Froude

College Tuition: Long ago, in a business college classroom far away, there was a discussion of why college tuition keeps rising each year if the number of students is not increasing or is, in some cases, decreasing. This ‘long ago’ was back in the early 1990s, a time when, according to the website Statista,¹ annual increase in enrollment in U.S. Colleges had slowed and total enrollment had even decreased slightly, which must have been of great general concern in the higher education industry. Why was college tuition not following the law of supply and demand, that is, if demand for colleges was decreasing, then why were tuitions rising?

The gist of the discussion was to introduce the idea that real estate, structures, appurtenances, personnel, and administrative systems had been extensively developed in colleges throughout the period of the rapidly expanding enrollment up to 1975, when it leveled off and decreased slightly, then resumed slower expansion again after 1980. *Id.* Because the cost of these developments (i.e. structures, both real and social) continued to increase, regardless of the actual enrollment levels or use of the structures, college tuitions would continue to rise predictably as long as the market would support it. The need for the colleges to have the latest, new technology (i.e. PC labs by the mid-1990s) added to the current and future structural costs. Now I am sure there is a name for this argument, and there are criticisms, both of which I am ignorant, and that one might assert that the college instructor was not going to criticize seriously his industry, but the framework of the argument shows the long- and short-term costs of structures and organizations.

Total U.S. college enrollment peaked in 2010 at 21.02 million according to Statista, *Id.* but has steadily decreased, losing 1.18 million by 2016 (19.84 million enrolled). Statista does not project that enrollment will again reach 2016 levels until 2027. But, like the morning sun, tuition will surely keep rising yearly, especially if televised college sports revenues fall off.²

- ✓ Think of the alternatives. If college tuitions were capped by the government, then eventually costs might (*might*, if enrollment doesn’t increase) force an overall reduction in the structure of colleges and some colleges might close or less popular majors programs might be pared away. In the short term, this might not seem a bad result, but it runs counter to our idea of a progressive society (see The Bargain discussion, 5 Culture, p. 426, *supra*). There is also probably an argument that it would curtail slightly the process of credentialism, but would also affect education inflation (see Wossamotta U discussion 3 Disruption, p. 287, *supra*), and decreasing educational space might adversely affect minorities in the long term even if tuitions were capped to make college affordable. It’s not a simple problem and doesn’t fit into political slogans. Thus, lower-cost community colleges will continue to fill the entry level higher education role for diversity and social progress.

Thus, Maintenance Shields in GGDM could be considered as conversion of adverse News Events into or representation of adverse News Events (and some Intervention Potentials) as structural costs of civilization. From a position strategy point of view, can players let other positions ‘off the hook’ by not issuing adverse News Events?

“From its earliest days the power and glory of Rome were derived from a superb military system unmatched in skill or efficiency by any potential enemy. There were many changes in the details of the system in the first 3½ centuries of the Roman Empire: some were normal and evolutionary; others were the result of internal stresses and strains; some were inspired by the example of enemies. The supremacy of the Roman military system – and the continued existence of the empire – was in large part due to the continued pragmatic, logical approach of the Romans to practical problems. They respected tradition but they were not slaves to it, and were extremely flexible in adapting themselves to military change. The fact that there were no more fundamental changes in the Roman military system from about 50 B.C. to 300 A.D., therefore reflects both the lack of technological change in these centuries and the thoroughness with which the Republican Romans had adapted existing technology to the art and science of warfare.

Augustus established certain fundamentals of military policy which could not be improved by his successors. The most basic of these was relating the security of the empire to economic soundness as well as military excellence and adequacy. The Roman Empire had become about as large as could be managed by one man or one single administrative system. Armed forces were required only for the defense of the frontiers and to maintain domestic tranquility. Augustus wished to keep the armies as small as possible, in order to place the least possible strain upon the economic fabric of the empire. By organization and skill, a small efficient army could perform the essential defensive missions. The force of 300,000 men under arms was small, in light of the size and the population of the empire (some 50 million) and considering the number of warlike foes around the frontiers. Yet it was adequate.”

– R. Ernest Dupuy and Trevor N. Dupuy, The Encyclopedia of Military History, 2nd Rev. Ed. (1986), pp. 144-145

Hegemony: Hegemony always depends on the *what*. The larger the defined area or system over which one has hegemony, the greater and at the same moment, less certain, is the hegemony. Only ocean-spanning technology – acting as a force and reach multiplier – has allowed for global hegemony beginning in the late 17th Century. All previous empires have established hegemony over the areas they could reach and to whatever extent they could affect events, circumstances and actions beyond their borders: The Romans had no sphere of influence in China.

- ✓ “The boundary has special significance in systems theory as it, by definition, separates the system from its environment. In so doing, it effectively defines and operationalizes the system. The significance of the boundary for both intra-system relations and inter-system relations cannot be overstated. The principles of self-reference (see Luhmann, 1995; Bailey, 1997) are clearly relevant for boundary analysis in the sense that once a boundary is established, the system references that boundary in virtually all of its future actions, both internal and external.” – Kenneth D. Bailey, “Boundary Maintenance in Living Systems Theory and Social Entropy Theory,” *Systems Research and Behavioral Science*, Vol. 25, Is. 5, pp. 587-597, January 7, 2009.

Defining the bounds of a system is not as easy as it would seem and less clear than this game presents. For example, one popular interpretation of the results of the two World Wars was that hegemony shifted to the West – that *Pax Americana* succeeded *Pax Britannica* as the global hegemon and constabulary in the 20th Century. Or at least, that hegemony had shifted away from Western Europe, as the United States and the Soviet Union faced off in the Cold War. Or as one pundit said, ‘Russia no more got to be a superpower by merely defending its borders than a rich man got to be rich by being robbed.’ Hegemony is aggression.

This provincial view works if and when humanity is not viewed as a global civilization; it works in the state theory of international relations where each nation is a sovereign and distinct bundle of systems and pieces of civilization. If, however, the entire human civilization on Earth is viewed as a singular system, a global view – as it would in the game be a single position with a Homeworld (i.e. Earth) Primal State and a distinct Native Population Type (i.e. humans), then the term “hegemony” would no longer seem suitable; and the results of the two World Wars might better be described as a cultural shift or a relocation of the nexus of the systems from one part of the globe to another, not a hegemonic shift. Hegemony then, is the word that we use only vis-à-vis things *outside* the system, *us and them*.

For game purposes, each position, in the beginning, is considered a separate and closed system. Whether or not one position has hegemony in the game, or whether the concept is even applicable, depends on how the players play the game. Within each position, it may be deemed that there are systems within systems (for example, each colony must be a sociocultural, sociopolitical system); later, as positions expand, explore and interact, it might appear that the positions collectively, have formed or begun a new larger system of interstellar civilization.

- ✓ “At present we are paying eight millions a year for the privilege of living on an ungrateful volcano out of which we are in no circumstances to get anything worth having.” – Winston Churchill, 1922, as Colonial Secretary, regarding Iraq.
- Hegemonic Empires: Human civilization *owes much* to hegemonic states and causes, early hegemonic empires served (for their own selfish purposes) to increase complexity of organization and social interaction, forced cross-cultural exchange, centralized economy, invented currency, and displaced population leading to genetic dispersion and improved travel.
 - ✓ This is a central mystery, paradox of human civilization: That conflict and warfare have somehow been generative in the long term, exceeding the short term entropic effects. That is, emergent effect over time from sociopolitical entropy. It is the ‘natural experiment’ of history, it cannot be ignored, and has not yet been wished away.

Early empires, from the first city states to classical antiquity (and Mesoamerica before the arrival of the Spaniards), seem to have been hegemonic empires – that is, conquered peoples were allowed to keep their leaders and local culture, language, customs, religion (unlike the Spaniards), but were simply required to acknowledge the hegemony of the conquerors by paying tribute, providing brides, and sometimes military forces to the conquering tribe.

- ✓ “Before Cyrus the Great there had been no high art of conquest. The Assyrians knew how to win victories, but their brutal and senseless warfare raised up an inverted pyramid, a structure sure to topple from the weight of oppression. Cyrus, in contrast, erected a temple of military statecraft in which the vanquished were free to retain such customs, prejudices and beliefs as did not interfere with the payment of tribute.

Cyrus even paid the vanquished the tribute of adopting their various forms of religious worship, as if wishing to offend neither his new subjects nor their gods. In proof of his policies, the Persian Empire had managed to survive two centuries of generally weak successors to the throne.” – Lynn Montross, War Through the Ages (3rd Ed., 1960), p. 24, cf. ‘empty-handed’ feature quote, top 1 Colleges, p. 454, *supra*.

A fictional example of the Assyrian style of conquest is the basis of the film *Conan the Barbarian* (1982) when the roving band of raiders surprised and massacred an entire plains village for no reason, looted it, and took the children to be sold as slaves. The bad guy bandit leader, of course, appears later as the leader of a nihilistic cult threatening the king (perhaps a fictionalized reflection of Alexandria about 195 A.D. as portrayed in the film *Agora* (2010)) who sends the stupid barbarian to destroy the cult and free his daughter.

- ✓ The *Twilight Zone* episode “The Old Man in the Cave” (1963) provides another fictionalized version of this. A group of perhaps 20 survivors (with perhaps 3 horses) live an absurd existence in a small town that appears to have been sheltered in the mountains from the thermonuclear war that destroyed the rest of civilization ten years earlier. A group of four men in army uniforms, a major, staff NCO and two lower enlisted soldiers, with rifles arrive in the town in a military jeep that still works and has fuel. They claim to be from the “Central States Command” and are going about reorganizing and uniting the country. The town leader doesn’t believe them, and the major later admits that there are less than 500 people left alive between New York City and Atlanta, making his story highly unlikely. The major claims to be college educated and the story seems to bear this out, he may have been an officer before the war, he may even be the highest ranking legitimate officer left in the non-existent U.S. armed forces, but instead, he uses brutality when his ruse doesn’t work, he displays a kind of canniness in exposing the fraud to wrest control of the group, but ultimately his brash stupidity results in everyone dying from eating poisoned food.

Hegemonic empire boundary expansion is usually halted by their own internal political struggles, many successful commanders have been assassinated or executed by grateful but suspicious, jealous rulers. The smashing victory of Gnaeus Julius Agricola and the Roman army (with Romanized local auxiliaries) over the numerically superior Caledonian Confederation army in North-Eastern Scotland in 83 A.D. at the Battle of Mons Graupius resulted in no long-term gain for the Roman Empire. It is said that he was recalled to Rome and rewarded shortly afterward, his conquests halted because they overshadowed Emperor Domitian’s lackluster results in campaigns he personally commanded along the Rhine against the Germanic Chatti tribe in the same year. The attack on the Chatti was considered unprovoked, unnecessary and a mock triumph for the Emperor who sought military glory to secure his throne, thus, Agricola’s authentic successes against the Caledonians were a political threat.

This is symptomatic of the Roman problem, and of the problems of many hegemonic empires before and since, that internal politics nullifies successful expansion and battlefield victories. Within a few years, the Romans were drawing troops from Britain, and slowly retreated from Caledonia (i.e. Scotland) and northern England until Hadrian’s Wall was constructed in 122 A.D., and for their part, the Germanic Chatti gained 75 km of roads constructed by the legionnaires in the Emperor’s campaign of 83 A.D. and probably had some vengeful part in The Revolt of Saturninus six years later in 89 A.D.

The later addition of *intolerant extremism* to hegemonic concepts, which seems to coincide in the West with the demise of the Western Roman Empire, and later in the Middle East with the rise of Islam, *transformed conquest from political and military hegemony to cultural hegemony* by the forced conversion and imposition of religion. In the 19th and 20th Centuries, the cultural hegemony drive in Europe and elsewhere was transferred to ultra-nationalism.

- ✓ Ultra-nationalism is a kind of cultural self-intoxication; like a drunk man at a bar who jumps up on a table and challenges everyone to a fight (are you hearing Hank Williams, Jr.'s song "Attitude Adjustment" (1984) in your head?), the Axis powers thought they could fight the whole world and win. The registration of *Volksdeutsche* (sometimes mandatory or frequently under coercion) in Eastern areas captured by the Germans in WWII was more about convincing themselves that they were liberators and protectors than it was about convincing the world. As long as ultra-nationalism exists (especially of the imperial or fascist kind) there is always the possibility of the same thing happening on a similar or smaller scale (except for the problem of nuclear weapons...), it has happened many times already since the end of the Cold War.
 - Ultra-nationalism often contains or uses romantic nationalism, ethnic nationalism, and national mysticism. See Romantic Nationalism discussion 3 Government Titles, p. 618, *infra*.

Extremism may seem natural to the participants of the game because it has been built into our culture; it has become virtuous, in many cases being confused with piety, purity, patriotism, dogmatism, dedication, and commitment. The participants of the game, the Concierge in particular, may note various types of hegemony and make judgments accordingly regarding, for example, Social Titles, Balkanization, forced emigration, and Naturalization of colonies.

- Hegemonic Frontier Potentials: After the independence of the colonies was established, the Spanish and English recognized the vast westward expansion potential of the United States and attempted – ineffectively – to thwart the growth of the new nation. The English backed a confederation of Native American tribes hoping to stop expansion into Ohio and along the Great Lakes (the Northwest Indian Wars), while the Spanish engaged in diplomacy and espionage (see the Burr Conspiracy for example). Ultimately, Europe was always consumed with its own wars and rivalries (in this instance, the French Revolution and the Napoleonic Wars), while the United States Navy began to assert global power by first defeating the Barbary Pirates (to which the U.S. and other European powers had paid tribute for decades) and then holding off the British Navy during the War of 1812.
 - ✓ “A night telephone call from Ribbentrop. He is overjoyed about the Japanese attack on America. He is so happy about it that I am happy with him, though I am not too sure about the final advantages of what has happened. One thing is now certain, that America will enter the conflict and that the conflict will be so long *that she will be able to realize all her potential forces*. This morning I told this to the King who had been pleased about the event. He ended by admitting that, in the long run, I may be right. Mussolini was happy, too. For a long time he has favored a definite clarification of relations between America and the Axis.” – Diary of Galeazzo Ciano, Foreign Minister of Italy (1936-1943) (emphasis added), cited in Wikipedia article.

Galeazzo Ciano was the son-in-law of Benito Mussolini, who had him executed in January 1944 for *treason* for voting against him in the Fascist Grand Council meeting in 1943.

Ciano's father was an Italian admiral, a corrupt government minister who amassed wealth and the title of Count, and one of the founders of the Italian National Fascist Party. Minister Ciano, already doubtful about the whole adventure and not pleased about the Germans, understood that one might be careful what they wish for in war, and events quickly proved him correct. Galeazzo Ciano's diary is one of the most important day-to-day records of a Minister in WWII, and was used at the Nuremberg Trials.

One certainly wonders at Ribbentrop's joy and how long it lasted. The United States declared war on Germany and Italy on December 11, 1941, Germany surrendered May 7, 1945, 3 years, 4 months, and 26 days later. Ribbentrop probably thought that the war with Japan would consume and distract the U.S., who would not be able to effectively prevent Germany from winning; if so, he failed to grasp the full potential of the youthful United States. On November 8, 1942, less than a year after Pearl Harbor, the U.S. landed forces in North Africa in the rear of the Axis forces, dooming their North Africa campaign (the Axis forces retreated from El Alamein a few days earlier), and leading to the invasion of Sicily seven months later.

- ✓ “To fear the world we have organized and led for three-quarters of a century, to abandon the ideals we have advanced around the globe, to refuse the obligations of international leadership and our duty to remain ‘the last best hope of earth’ for the sake of some half-baked, spurious nationalism cooked up by people who would rather find scapegoats than solve problems is as unpatriotic as an attachment to any other tired dogma of the past that Americans consigned to the ash heap of history.” – Sen. John McCain, remarks at the Liberty Medal Ceremony, October 16, 2017.

In the opening to Star Trek, Captain Kirk says that space is the final frontier; he could have said that space is the final endless frontier. There are so many stars in our arm of the galaxy alone (along with potentially millions of exoplanets, tens of thousands within 100 LY) that interstellar civilization such as those in GGDM, unless they choose not to, can have an endless ‘Western frontier’ out in space; to have endless hegemonic potential.

- ✓ See exploration ‘looking’ discussion, 2 Expansion generally, *infra*.

King Osaric: *There comes a time when the jewels cease to sparkle, the gold loses its luster, when the throne room becomes a prison. All that is left is a father's love for his child. – Conan the Barbarian (1982)*

In Spite of Ourselves: At the end of any Regular Turn in which a position Converted a Conquered Colony, there is a 1% chance, plus 2% per Converted Colony and 3% per Naturalized Colony owned by the position that a Monad will be added to the position's Public Space adjacent to the location of the colony. A Monad may also be gained each time a colony is Naturalized as above, but the base chance increases to 3% plus modifiers. Additionally, 1% is added to either for every three units currently in *apostasy*. This is an intentional ‘snowballing’ mechanic.

As the edges of the Public Space wrap around to meet, see Edge of Reality, 4 Writs, p 452, *supra*, players should be cognizant that they are actually just inserting Monads into a circle rather than expanding a flat plane. Thus, they may inadvertently push things on the Public or Diplomatic Space out of adjacency; Pathways may need adjusted, pieces moved or removed. This is the cost of empire.

“Many singletons could co-exist in the universe if they were dispersed at sufficient distances to be out of causal contact with one another. But a terrestrial world government would not count as a singleton if there were independent space colonies or alien civilizations within reach of Earth.”

– Nick Bostrom, “What is a Singleton” (2005) (available on his website) ³

Spheres of Influence: To a significant degree, play of GGDM is about ‘Spheres of Influence’ or ‘Spheres of Power.’ The hegemonic empire victory in GGDM is reflected in the Objective Victory Criterion in Victory in Space, 1 Resolution, p. 1459, and Objective Measures of Victory, p. 1470, *infra*. It is also very much a part of the diplomacy of the game. Objective Victory Criterion is only one part of the endgame accounting, and is not the final word in any game.

The ancient kingdom of Armenia, which was almost always within the sphere of one or more empires, was ruled in large part by Chinese descended or exiled aristocratic families, the Mamikonian dynasty, from the 4th to the 8th centuries A.D. The Romans, Greeks, Persians, Sassanids, Parthians, all invaded or intervened in Armenia over several centuries. I recall reading somewhere – and I cannot now locate the reference – of an exiled Chinese Prince who crossed into Armenia with up to 5,000 horsemen in or about the same time the Roman forces or their proxies may have been operating in Armenia.⁴ I thought this would be a great what-if historical tabletop miniatures game, Chinese horsemen vs. Romans in Armenia (why I remembered). Thus the ancient Roman and Chinese cultural-political spheres showed some edge overlap in Armenia.

- ✓ “While interest in trade would have accounted for the vast majority of reasons to interact, was that all it came down to? ... But some historians seem to believe there were even more complex interactions, even intermarriage and warfare. Regarding warfare, while there certainly was never a war between Rome and China, some historians have speculated that Roman soldiers captured in the Battle of Carrhae around 53 B.C. made their way eastward as Persian slaves where later they were put into the service of the Zhan-nu armies fighting against the Chinese. Chinese sources indicate that some foreign soldiers fighting in the Battle of Zhizhi formed a strange fish scale formation, possibly the infamous Roman *testudo* formation. Historian Homer H. Dubs even went on to suggest that these soldiers settled in eastern Asia, though historical and genetic evidence is less supportive of this having occurred and the foreign soldiers at Zhizhi were uncertain to have been Romans. Some suggest that they were Greek descendants of Alexander’s Empire, but they may not have been Europeans or Near Easterners at all.” – Justin [Narrator], “Did Rome and China Know Each Other?” YouTube video by Fire of Learning, posted February 22, 2019.

The Battle of Zhizhi occurred in 36 B.C., 17 years and half a world away from Carrhae, if the foreign soldiers were Roman Legionnaires, they were a bunch of tired old dudes!

The subject of Sino-Roman interaction has strong fascination for some, for example, the Daily Telegraph reported in 2010 on a village in China where “Genetic testing of villagers in a remote part of China has shown that nearly two thirds of their DNA is of Caucasian origin, lending support to the theory that they may be descended from a ‘lost legion’ of Roman soldiers.” (Nick Squires, “Chinese villagers ‘descended from Roman soldiers’” Daily Telegraph, November 23, 2010). The article also contains a quote from Maurizio Bettini of Siena

University (Professor of Classical Philology) calling the Roman soldiers theory a “fairy tale.” So there is still academic skepticism, both East and West, and Homer Dubs’ theory regarding the county of Liqian have been savagely attacked for lack of evidence and plausibility.

- ✓ “The 10,000 Roman prisoners of war appear to have been deported to Alexandria Margiana (Merv) near the eastern border in 53 BC, where they reportedly married to local people. It is hypothesized that some of them founded the Chinese city of Liqian after becoming soldiers for the Xiongnu in the Battle of Zhizhi against the Han dynasty, but this is disputed.” – from Wikipedia article, “Battle of Carrhae,” captured April 30, 2019.

The overlapping of spheres went both ways and included more than silks and soldiers:

- ✓ “It is not clear how much these interactions may have been influential, but authors like Robert Linssen have commented that Buddhism may have influenced Western thought and religion at that time. Linssen points to the presence of Buddhist communities in the Hellenistic world around that period, in particular in Alexandria (mentioned by Clement of Alexandria), and to the pre-Christian monastic order of the Therapeutae ... who may have ‘almost entirely drawn (its) inspiration from the teaching and practices of Buddhist asceticism’ and may even have been descendants of Aśoka’s emissaries to the West. Philosophers like Hegesias of Cyrene and Pyrrho are sometimes thought to have been influenced by Buddhist teachings. Buddhist grave-stones from the Ptolemaic period have also been found in Alexandria, decorated with depictions of the Dharma wheel. The presence of Buddhists in Alexandria has even drawn the conclusion that they influenced monastic Christianity. In the 2nd century CE, the Christian dogmatist, Clement of Alexandria recognized Bactrian śramanas and Indian gymnosophists for their influence on Greek thought.” – from Wikipedia article, “History of Buddhism,” April 30, 2019.
 - This refers to Alexandria in Egypt, as Clement of Alexandria lived there from about 180 to 202 A.D., when he was forced to flee. This is not to be confused with Alexandria of the Caucasus, which was a Hindu Kush stronghold of Indo-Greek kings, and a Buddhist center for missions.

Genes will flow where the silk goes!

“New World societies had just begun making bronze artifacts and had not yet started making iron ones at the time when the arrival of Europeans truncated the New World’s independent trajectory.” – Jared Diamond

Invading Timelines: Ethnic nationalism, dynastic ambitions, religious conflict, colonialism, industrialization, population density, migration to the New Worlds, political revolution, excess resources and wealth, and technology – always present in various combinations in any era or situation – has shaped European history (and much of world history in ripples across the globe) for the last 500 years.

This is the problem with criticisms of Western history as being ‘Eurocentric’; quite simply, it is a fact that the history of the world, in large part, for the last 500 years is Eurocentric. The Europeans invaded everyone else’s history and altered their cultural and political trajectories.

- ✓ “Millenarianism has been found through history among people who rally around of-ten-apocalyptic religious prophecies that predict a return to power, the defeat of ene-mies, and/or the accumulation of wealth. These movements have been especially common among *people living under colonialism or other forces that disrupt previous social arrangements*. The phrase ‘millennialist movement’ has been used by scholars in anthropology and history to describe the common features of these religious phe-nomena when viewed as social movements, and has most often been used to describe the social movements that have taken place in colonized societies. Christianity itself can be seen as originating in a millenarian movement among Jewish people living un-der Roman rule, *although its characteristics as a social movement quickly changed as it spread through the Roman Empire.*” – from Wikipedia article, “Millenarianism in colonial societies,” captured June 14, 2019 (emphasis added).
- See also The Core of Christianity, 1 Kairotic Moments, p. 1423, and Cattle Killing Movement, 2 Wheels in the Sky, p. 1488, *infra*.

“Ethno-racial nationalism is an enormously potent political force; wise politi-cians know this and employ it cautiously. Nationalism arouses genuine pas-sion and is a political motivator like no other... Moreover, once nationalism becomes the main political factor, there’s no putting that troublesome genie back in the bottle.

Politics become tribal, ethnic conflicts waged at the ballot box rather than on the battlefield.... the fires of nationalism, once stoked, are only put out with great difficulty – and ... ethnically diverse societies that play games with na-tionalism are living dangerously. Nationalism transforms politics from ideol-ogy to tribe.... The power of nationalism ought never be underestimated. Ger-man nationalism in the first half of the last century was so potent that it took two world wars – at the cost of ten million dead Germans, most of their cities flattened, plus major territorial losses and decades of foreign occupation – to finish it off as a political force.”

– John R. Schindler, “America’s Emerging Nationalism Crisis,” The Observer, November 14, 2016

Endnotes.

¹ Citation: <https://www.statista.com/statistics/183995/us-college-enrollment-and-projections-in-public-and-private-institutions/> (data from 1965 to 2016, projected to 2027).

² Commentary & Citation: College sports costs, infrastructure, expansions, scholarships and broadcast revenues are another long running, contentious debate, as evinced by the Rocky & Bullwinkle show episodes in the parts of the “Wossamotta U” story arc (1963-1964) where he complains that the college science lab has no equipment, but they built a new college football stadium. But it is possible that college sports revenues may prop up the structure as much or more than they cost.

³ Citation: See AI Nanny, 1 Government Titles, pp. 580-581, *infra*, for full quote and discussion of singletons.

⁴ Citation: See S.A.M. Adshead, China in World History, 3rd Ed. (1999-2000), pp. 34-35, found on Google Books, which seems to reference this same event, and also that the Chinese may have captured Roman POWs stationed by the Parthians on the Old Silk Road who then married Chinese women.