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See Appendix EPAT1 – The Existential Patents
See Appendix EPAT2 – Existential Patents Quick Summary
See Appendix TECH – Technology Progress

“One by one, the amber ready points lit up before me as Mori scurried along the bank of monitors rimming the curving front wall of the bridge. As she scrambled back and forth before the chest-high monitors, her eyes fixed on her instruments as she chanted her part in the ritual, I understood for the first time ... that these consoles had been so arranged as a piece of psychic engineering. After all, they could more conveniently have been heaped up around the Man Jack’s chaise; there was no purely functional need to string them out along the curve of the bridge’s ‘bow’ like a retaining wall. Indeed, this was an inefficient arrangement that forced the poor Man Jack to hop about from one to the other like a slavey.

But without this curved retaining wall of instruments, this fence between us and the lip of the abyss, this foredeck railing, if you will, the three of us would have been vertiginously planted on the bridge deck surrounded by a sea of stars with nothing to keep a random breeze or a fumblefooted stumble from spilling us over the edge into the infinite void. Naturellement, in reality the starry sea was but a colour-corrected tele image; we were not on an open deck but in an enclosed capsule, and there were no galactic breezes or waves about to sweep us away. The mind understood this, but now, close on to the first Jump, with no projected manoeuvring grid to fracture the totality of the illusion, the spirit could begin to wonder.”

– Norman Spinrad, *The Void Captain’s Tale* (1982), pp. 59-61

Generic Stardrive (GSD): The Generic Stardrive is the **only** interstellar propulsion system available as an Existential Patent.¹ Positions are not required to purchase the GSD during set up, *unless required by their chosen Primal State*, but in most cases, it would be a very wise choice, not the least, because ships (even Scout Ships) cannot be built without it.

- ✓ “The Centauris didn’t exactly invent jump gate technology either. None of the current races did. They found the gates when they got out into space, took them apart and put them back together again. No one even knows who built the first gate.” – Bill Morishi, *Babylon 5, Thirdspace* (1998).

GGDM assumes generally that all of the Major Races independently invented Stardrive technology, however, since all positions begin with Generic Stardrive Existential Patent, it is possible that all of the Major Races received or found alien technology before the game. This is a possible interesting starting point for a story, a mystery for the game to resolve.

- ✓ See Event Horizon, 1 Eras, p. 760, *supra*, regarding requirements to exit the 1st Era of Technology.
- **Dynamic Interactions:** The choice of Primal State is very strongly related to the GSD. This is a place where the min-max approach of Euro board gaming is most useful in GGDM. Participants can determine how many Inheritance Points (IPs) will be received from their Fundamental Reality choices and then calculate various combinations based on the six Primal States available, taking into account the cost of GSD and other requirements, the Government Titles they have chosen, and their preferred style of play. This is spreadsheet country.
 - ✓ Ship Speed has a dynamic interaction with several other parts of the game, e.g., colonization, defense, commerce, Operational Flight Limitations (OFL) and Operational Supply Limitations (OSL) (see 3 Movement, pp. 855-856, *infra*), and some Conflict

Checks for Government Titles (see Starch & Parchment, 3 Government Titles, p. 613, *supra*). Maybe GSD stands for Game Systems Dynamics?

- Dog Star: The GSD is the prototype Stardrive Patent. The base speed for GSD is a painfully slow two per Regular Turn, with movement distance being calculated as indicated on the Stardrive Patent. This is what is referred to in the game as “ship speed,” the maximum speed at which ships move between coordinates (see FTL Missile, 2 Movement, p. 849, *infra*). The GSD ship speed may be increased in *increments of one* by use of COT (Continuous Operational Technology) Patents based on the GSD Stardrive Patent. A maximum increase of one ship speed is allowed per COT Patent of the GSD.

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Like Stardrive Patent prosecution (*ut infra*²), the COT Patents (and ET Patents) based on the GSD Stardrive Patent do not require the listing of Applications or the establishment of connections on the current Era Matrix, rather, the success of each prosecution of a COT Patent to improve the Ship Speed of the GSD Drive will be determined by a single ten sided die roll, whose result must be *less than or equal to* the absolute value of current Ship Speed minus ten to be successful. A die roll result of ‘0’ is interpreted as 0 and not 10, so that the range of numbers is 0-9.

- ✓ For example, the current Ship Speed for the GSD is 2 per turn, a ten sided die is rolled for a COT Patent to improve Ship Speed. Any result of 8 (2 minus 10 = -8, the absolute value of which is 8) or less will be a successful prosecution of the COT Patent to increase Ship Speed by one increment to 3. Increases in Ship Speed for the GSD Patent will become more difficult as Ship Speed increases, until finally, at Ship Speed 10, it can only be increased on a roll result of 0 (i.e. less than or equal to 0).

The use of absolute value in this equation makes an interesting flip situation when GSD Ship Speed reaches 11, as the absolute value of 11 minus 10 is 1 and each increment thereafter gets easier. But that requires a large number of Power Activations (roughly, I’d estimate about 20-25, late middle to end game) due to the maximum increase of one Ship Speed increment per COT and each increment after 11, even when nearly guaranteed of success, still uses a precious Power Activation each turn. The maximum Ship Speed of GSD is infinite, requiring at some later point, only a Power Activation to increase speed (plus the energy content of an entire universe!), unless the Concierge wants to cap the top speed.

These rules specifically and only apply to increasing Ship Speed of the Generic Stardrive Patent and are a general guideline for other subsequent Stardrive Patents. However, the game is not bound by these rules beyond the GSD and the participants are free to experiment; for example, a new Stardrive might be developed that has a good initial ship speed that can never be increased until late in the 3rd Era. There are many other possibilities.

- ✓ There are many different ways the GSD equation could be formatted that will change the way the game plays (e.g., *greater than or equal to* ten minus the current Ship Speed), making progression harder in the beginning and easier later.
- Spindizzy: While Generic Stardrive is an Existential Patent, the COT to increase Ship Speed is not (extensions of Existential Patents are not Existential Patents), therefore there is no requirement to increase Ship Speed of GSD to progress from the 1st Era.
 - ✓ Positions could continue to use GSD during the entire game, as it satisfies the 1st Era Progression requirement (see 1 Eras, *supra*), as long as they do not desire to progress

to the 3rd Era. GSD COT ship speed Patents could contribute greatly to Advanced Patent prosecution by increasing the number of completed Patents in an Era. Of course, there are tradeoffs to this way.

The underlying assumption in the use of COT to increase Ship Speed for the GSD is that the process of increasing Ship Speed is something like fine tuning (e.g., extending the known value of π into trillions of numbers past the decimal or increasing the efficiency of quantum entanglement transfer in decimals beyond 99% in quantum computers) and/or adding greater energy input/throughput to the drive (or maybe something like the explosive progression of bus and clock speed in PCs). The Concierge is free to require permanent upgrade Enhancement Technology Patents (ETs) or temporary, expendable booster ETs instead to increase Ship Speed and impose a per jump or per increase cost per ship. This would serve to limit the number of ships a position would build knowing that increase in Ship Speed comes at great RP cost across the fleet.

- ✓ “The Dillon-Wagoner Graviton Polarity Generator, known colloquially as the spindizzy, is a fictitious anti-gravity device imagined by James Blish for his series *Cities in Flight*. ... According to the stories, the spindizzy is based on principles contained in an equation coined by P.M.S. Blackett, a British physicist of the mid-20th century. ... Blackett’s original formula was an attempt to correlate the known magnetic fields of large rotating bodies, such as the Sun, Earth, and a star in Cygnus whose field had been measured indirectly. It was unusual in that it brought Isaac Newton’s gravitational constant and Coulomb’s constant together, the one governing forces between masses, the other governing forces between electric charges. ... Blish’s extrapolation was that if rotation combined with mass produces magnetism via gravity, then rotation and magnetism could produce anti-gravity. The field created by a spindizzy is described as altering the magnetic moment of any atom within its influence.” – from Wikipedia article, “Spindizzy,” captured September 20, 2019.
- **Brown Star:** Positions that chose not to, or are unable to acquire the GSD Stardrive Patent during the game set up, have three options: try to develop the GSD Stardrive early in the game, try to develop a new Stardrive Patent, or stay home. In-game prosecution of the GSD Stardrive Patent is processed in the same way as the prosecution of any other Stardrive Patent (*ut infra*). The GSD is only available as an Existential Patent either during set up or in the 1st Era (by operation of the rules for Era progression, see Event Horizon, 1 Eras, p. 760, *supra*).

“‘Please do not be alarmed,’ it said, ‘by anything you see or hear around you... We are now cruising at a level of two to the power of two hundred and seventy-six thousand to one against and falling, and we will be restoring normality just as soon as we are sure what is normal anyway. Thank you...’

Ford was wildly excited. ‘Arthur!’ he said, ‘this is fantastic! We’ve been picked up by a ship powered by the Infinite Improbability Drive!’”

– Douglas Adams, the [Hitchhiker’s Guide to the Galaxy](#) (1979)

Starrider: A Stardrive Patent is constructed differently than a normal Patent; most importantly, a Stardrive Patent does not depend directly upon and does not list specific Applications. However, like other Patents, the Stardrive Patent must contain sufficient information so as to be playable and balanced within the game. A Stardrive Patent must have the following parts:

- What's in a Name: A Stardrive type must have a name (e.g., warp drive, wave engine, shaft drive, put-putt drive, etc.) that is somehow related to or indicative of its operational theory. The GSD ('generic') drive is so named because it lacks an operational principle; it could have been called the Dumb Drive, but GSD sounded better.
 - ✓ "Shaft Drive" is the opening hard-edged electric guitar theme from the sci-fi anime series *Gene Shaft* (2001). Guitar aficionados should treat themselves to this shred feast by Akira Takasaki and Ji-Zo.
- How it Moves: The Stardrive must contain a section with information sufficient for the Concierge to be able to calculate the movement rate (i.e. speed, distance) for ships using the new Stardrive (see *FTL Missile, 2 Movement, p. 849, infra*) Any formulas must be repeatable and understandable by all involved, and may require the functions of a regular calculator.
 - ✓ For example, the Andromeda Wiki article, "Slipstream" gives the following: "Simple formula for slipstream navigation: $i=1-(\Omega^2/r^3)$." That's not simple to me, the math simpleton, and I haven't the slightest idea what it does or means. I also have no idea if it has a connection to the real world or is made up gibberish.
 - ✓ I once played in a free PBEM game called *Darkness of Silverfall* where the entire playing area was being sucked into a black hole; planets and ships would move a certain distance toward the black hole each turn. Some math-smart players had a formula to determine the end X, Y, Z coordinates of any object after pull toward the black hole. I didn't understand the math, but I could work the formula on a calculator and it was demonstratively correct. Stardrive movement formulas are limited by the math understanding and calculators of the participants.

Remember that GGDM does not entertain any specific measure of time or distance in real terms, but that all distance and movement in this game are considered only in three-dimensional coordinates of start and destination stars, and turns required to travel between the stars (i.e. fourth dimension).

Distance is therefore, really time measure; distance in space is both mind-boggling and meaningless at the same instant. Ship speed in GGDM, in which the time represented by a Regular Turn is indeterminate (see *4 The Streams of Time, p. 101, supra*) necessarily includes and assumes time for deceleration and in-system maneuvering – details that the game does not look at – such that the result is a single, simple game number called Ship Speed.

- Blurry Hurry!: Based on the formulas given in the previous section, the Stardrive Patent must establish an initial speed for ships using this Stardrive system. Of course, ship speed may be improved gradually through the use of COT or ET Patents based on the Stardrive Patent. The initial base ship speed should be painfully slow for 1st Era Stardrive Patents, somewhat faster for 2nd Era Stardrive Patents, and perhaps moderate for 3rd Era Stardrive Patents. Unless it would be interesting to do otherwise...

- ✓ Stardrive Patent prosecution in the 2nd and 3rd Eras *may* be able to take advantage of the Uber Alles for those Eras if constructed properly, giving them unimagined powers. See 2 Eras generally, *supra*.
- Operational Characteristics Wanted: This section should contain any additional operational characteristics not found in the previous sections, and especially, those describing limitations on the performance or operation of this particular Stardrive (e.g., “Disturbulence Modifiers,” 2 Movement, p. 846, *infra*). As a matter of balancing principle, a Stardrive Patent will not be allowed that doesn’t describe some reasonable limitations on the operation of the Stardrive and/or some unique characteristics of the Stardrive system. Stardrives should not be allowed which are capable of instant unlimited speeds (unless it would be interesting and costly...).
 - ✓ Google search reveals that the question of continuous or infinite acceleration of spaceships is a common topic of discussion. Newton’s Laws and what we call common sense suggests that there is no limit to acceleration as long as thrust is supplied and nothing impedes it; but then there is Special Relativity and all the modern, complex discussions that suggest a spaceship cannot have infinite acceleration and that it will never reach the speed of light in any case. Well, the necessary assumption of FTL drives has already tossed that latter point aside; who knows what physics rule the Stardrives in GGDM? Thus they can only be described in game operational terms.
- User Manual: Stop me if you’ve read this before.... As with other Patents, there will be a section for the Concierge to insert rulings and operational notes on the Stardrive Patent as the game progresses and those rulings become necessary. As before, rulings will only be made when necessary, leaving all else undefined until a situation arises where the Concierge must decide, and no advance rulings will be given.
- Stimmung: Stimmung is a German word that translates as “mood.”³ The Stardrive Patent should contain a loose statement indicating the spirit and/or worldview symbolizing or identifying with the operational principles of the Stardrive. This is more in the spirit of good science-fiction literature than game requirement, and players should not regard this as an adversarial situation where the Concierge is going to ‘use’ this statement ‘against’ the position. The *stimmung* is also not an official Interpretation and cannot be used for that purpose.

“Yes but we can’t repair the Wave Motion Gun. It was too badly damaged when we rammed into Desslok’s ship. It will take weeks to get it repaired properly.” – Sandor, Star Blazers (animated series)

“Ready Wave Motion Engines. As soon as we surface – we attack!”

– Derek Wildstar, Star Blazers (animated series)⁴

The Cool Ship: When the Queen of Iscandar provided plans for the Wave Motion Engine so that we could voyage to their planet, they never expected humans to engineer it into a massive beam weapon.

- ✓ **Space-Opera Alert**: Alien interstellar, technological civilization with two biological sexes, fully human appearance, and a *monarch*. See discussions of governments in space opera, see Kings, Queens, and Guillotines, 3 Government Titles, p. 612, *supra*.

This is the only instance I know of *where the operational principles of the stardrive system have been utilized in a weapon*; e.g., the phasers and photon torpedoes of Star Trek do not seem to be and I have never heard that they were, related to the Warp Drive technology; the Warp Drive technology was a completely peaceful invention. Nor are the weapons in Andromeda directly related to Slip Stream, the weapons in Banner of the Stars are not related to Planespace, and the big gun on the Battlestar Pegasus is not seemingly related to whatever it is FTL drive they are using. But why not? Nuclear fission reactors use the same science as the first atomic bombs. It's only a degree of careful control that differentiates peaceful energy from destructive weapons.

- ✓ “The Cool Ship needs an equally cool weapon. If it’s a sufficiently humongous Cool Ship, it will be equipped with a Laser Beam on steroids: the Wave Motion Gun – an enormous Ray Gun that fires a massive energy beam capable of blowing away an enemy ship (in the ‘blow a battleship in half’ sense), sometimes an entire fleet, with one shot, and maybe even blowing up an entire planet. It doesn’t necessarily have to even hit; if you’re too close, the sheer energy bleeding off from the beam can be deadly. And don’t even think about trying to waste your time with puny Deflector Shields — it’ll just punch right through ‘em.” – TV Tropes (tvtropes.org), “Wave Motion Gun,” December 19, 2018 (“If the bad guys have one, it’s a Death Ray. Can lead to Wave Motion Fun [n. you might call that a Wave Motion Pun]”⁵ *Id.*).

Actually the whole thing was silly to start; other than the need to create a premise for the adventures of the Space Battleship Yamato, why couldn’t the Princess deliver the information on the Cosmo DNA at the same time as she delivered the specs for the Wave Motion Engine? The humans, of course, left a path of destruction 148,000 light years long across the galaxy. Because that’s our thing, what we do.

- ✓ The Forest Through the Trees: In an action adventure program aimed at adolescent males, a beautiful princess from a distant planet brings the ‘wave motion’ to a bunch of young male action adventure heroes... who set off across the galaxy to find her mother. Who probably has a Queen-sized water bed with a full wave mattress.
 - “Stacy’s mom has got it goin’ on...” – Fountains of Wayne, “Stacy’s Mom” (2003).

“The Answer to the Great Question... Of Life, the Universe, and Everything... Is... Forty-two, ’ said Deep Thought, with infinite majesty and calm.”

– Douglas Adams, The Hitchhiker’s Guide to the Galaxy (1979)

Stardrive Patent Prosecution: Unlike the other Patents, Stardrive Patent prosecution does not rest upon establishing connections between specific Applications; rather, Stardrive Patents rely upon the overall status of the Applications and Connections on the current Era Matrix at the time of prosecution.

The chance of successful prosecution of the Stardrive Patent is the average of the percentage of Applications complete on the current Era Matrix and the percentage of all possible *connections* completed on the current Era Matrix.

- ✓ For example, in the 1st Era, there are sixteen spaces for Applications and forty-two possible connections (count them!) between Applications. If the position prosecuting

the Stardrive Patent had six Applications (37.5%) and six connections made (14.2%), the chance of successful prosecution of the Stardrive Patent would be 25% (fractions truncated). Successful prosecution of the Stardrive Patent does not – unlike Patents – create any connections between Applications on the current Era Matrix.

Due to Existential Patents purchased during set up, most positions could begin with significant numbers of Applications and some Connections in the 1st Era, so prosecuting the GSD Patent could be accomplished. This could be a strategy, to load up on other Existential Patents during set up and pick up GSD in the first turns of the game. The tradeoff is that you must choose a Primal State that does not require GSD, take many Fundamental Realities (for Inheritance Points), and cannot begin the game with any ships.

- ✓ Finding an alien ship could be helpful... a position could receive a one-time concurrent bonus to prosecuting a new Stardrive if the position also successfully reverse engineers an ‘Alien Stardrive’ (see Flying Saucers, 3 Technology, p. 718, *supra*). All you need to do is get the forward arrow pointing backwards!
- Need for Speed: As with the GSD, COT Patents are used to increase the base speed of an original Stardrive Patent (*ut supra*). ET Patents may be used to give Stardrive Patents other capabilities. Subsequent COT and ET Patents based on the Stardrive Patent are prosecuted in the same way as the original Stardrive Patent.

“‘Pilot’ is an ironic misnomer. Far from the mastery of the ship and vector that the word implies, a Pilot is merely the psycho-organic resistor in the Jump Circuit, a living module of circuitry in a far larger mechanism. The Primer induces a specific configuration of psychosomic orgasm in the nervous system of the Pilot. The vrai Jump Drive, the actual propulsion system, is entirely a mass-energy device, which enmeshes the ship in the psychoelectronic matrix of the Pilot’s psychic reference state, the fields synergized by conventional inorganic circuitry. Once this synergy is achieved, the Jump ‘begins.’ At the other side of quite literally immeasurable temporal discontinuity, the ship ‘comes out’ of the Jump an average of 3.8 light years away and most often roughly along the desired vector.

For what happens within this timeless moment, not for any romance of the spaceways or altruistic desire to serve the species, Pilots surrender all. ...Pilots claim that the interval of the Jump is both timeless and eternal, like the orgasm itself, that all else is shadow, that true union with the Atman is achieved, und so weiter.”

– Norman Spinrad, *The Void Captain’s Tale* (1982) ⁶

Honored Passengers: Behind the grandness of the Second Starfaring Age lies an ugly truth.

The Void Pilots, who would be today’s sex and drug addicts perhaps, are increasingly disheveled pariahs in the polite and high culture of both the Honored Passengers and trans-stellar society as a whole. They are the critical component to the Jump Circuit – unlike most sci-fi tech, the stardrive is not completely mechanical – and they allow themselves to be used and shunned. Each jump is a near-death experience for the Void Pilot, during whence they claim to meet the One and Only and timelessness; back in our world, everything is but a shadow. The time between

jumps is mainly the time for medical recovery of the pilot. After several jumps – many or a few repeated near death experiences, there is no coming back and they die from the physical toll of the Jump Circuit.

✓ *To Jump, someone physically suffers near death or dies.*

The entire Second Starfaring Age resides on this condition of mutual disgust and abuse attainment of the Void Pilots. This is the secret and mask of many societies and civilizations, more or less, which have considered themselves advanced or culturally superior to others or to those that came before; there is always something or someone who pays the price, someone who is expendable and untouchable.

The ‘sin’ of the Void Captain Genro Kane Gupta was being romantically attracted to a Void Pilot as a human; it begins with a casual conversation, to wit:

✓ “...he engaged in an unwholesome exchange of name tales on the sky ferry to the ship with the Void Pilot Dominique Alia Wu. On the day of the first Jump, he conversed with her at unnatural length afterwards. After the third Jump, they performed a sexual act.” – The Void Captain’s Tale, p. 7.

He speaks of himself in the third person, as if he was not there.

“As with all artifice, ‘The Void Captain’s Tale’ depends on the cooperation of the audience for its effects. Norman Spinrad, like his characters, takes great risks; the rewards for readers willing to meet him halfway are commensurate.”

– Gerald Jonas, “Inside Elsewhere,” New York Times Archives,
May 22, 1983 ⁷[Full Quote]

Endnotes.

¹ Commentary: The Generic Stardrive (GSD) was originally called the NDSD, “Non-Descript Star Drive” back around 2000. In the final edit process in June 2018, I found one remaining reference to NDSD in 2 Expansion. I do not know when I changed the name of the basic stardrive.

² Commentary: *Ut infra* is always an acknowledgement or confession by the author that information is being presented slightly out of order. The same is not true of *ut supra*.

³ Commentary: In various German phrases, it can mean mood, atmosphere, feeling, spirit, disposition, temper, morale, opinion, vein and humor.

⁴ Commentary & Citation: I fondly remember going to my friend’s house after school in 8th grade to watch the first season of Star Blazers on TV. I later bought the pilot episode on VCR tape in the late 1980s. I have only seen bits of the other animated seasons and of the live action movie on YouTube. My first exposure to *anime* (TV tropes calls it “Heavily Macekred” anime) was Battle of the Planets (aka G-Force) on Saturday morning cartoons in 6th grade.

⁵ Citation: “Puns are little plays on words that a certain breed of person loves to spring on you and then look at you in a certain self-satisfied way to indicate that he thinks that you must think that he is by far the cleverest person on Earth now that Benjamin Franklin is dead, when in fact what you are thinking is that if this person ever ends up in a lifeboat, the other passengers will hurl him overboard by the end of the first day even if they have plenty of food and water.” – Dave Barry (humor columnist, author).

⁶ Commentary: Connecting the dots... Human telepaths served a very similar function in Shadow Ships in Babylon 5, which aired in the mid-1990s. Except that there was no escape from the ship and no ‘honored passengers.’

⁷ **Citation:** “THE title of Norman Spinrad’s latest novel is a tip-off. This is science fiction as self-conscious art – perhaps ‘artifice’ would be a better word. On Mr. Spinrad’s *Void Ships*, interstellar travelers are kept alive by artifice – not just physically by life-support systems but also psychologically. A never-ending round of esthetic, intellectual and sexual divertissements guards both passengers and crew from a mind-shattering encounter with the reality of the Void through which they are passing. Only one person on board actually confronts the Void: the Void Pilot, a woman whose nervous system is plugged directly into the ship’s circuits. Each time the ship jumps instantaneously through light-years of space, the Void Pilot experiences an orgasm beside which normal fleshly delights pale. Like all such pleasures, it ends too soon – but under certain circumstances, so the rumor goes, the Pilot’s orgasm can become literally endless.

The Pilot in ‘The Void Captain’s Tale’ seduces the Captain into betraying his trust with what might be described as the ultimate indecent proposal: pleasure everlasting. Mr. Spinrad does not shrink from the passages of sexual evocation his plot demands. Yet he never descends to the merely pornographic. Having established that his characters speak a futuristic language in which words and concepts from many 20th-century cultures are blended – they say things like ‘Vraiment, meine kleine’ and ‘Racial seppuku may be an aesthetically pleasing fini’ – he has available an erotic vocabulary that is neither too explicit nor too private.

As with all artifice, ‘The Void Captain’s Tale’ depends on the cooperation of the audience for its effects. Norman Spinrad, like his characters, takes great risks; the rewards for readers willing to meet him halfway are commensurate.” – Gerald Jonas, “Inside Elsewhere,” *New York Times*, May 22, 1983 (archives, available free online).

- ✓ GGDM might also be thus described as self-conscious (whether it is art or not is another matter) or extremely meta-conscious, artifice, never quite descending to the merely pornographic (see adult table discussion, *Encounter Suit*, 3 *The Big Bang*, p. 15, *supra*), takes risks and rewards readers who meet the work halfway.
- ✓ The concept of the Existential Void and artifice by which humanity shields itself, discussed throughout GGDM, is not particularly original, but subconsciously, I must have absorbed the idea (as described above) from *The Void Captain’s Tale*, but having internalized it, I believe – perhaps in a way similar to believers of religions and UFO conspiracy theories – that it is true and representative of the relationship of humanity and the universe currently. And perhaps, as G.K. Chesterton suggests (see feature quote, 4 *Government Titles*, p. 634, *supra*), having been completely convinced by it, I have difficulty justifying my belief to others. *Und so weiter.*