

## Table of Contents

<b>Propaganda.....</b>	1091
<b>To Serve Man .....</b>	1092
➤ Be Careful What You Wish For .....	1093
➤ Human Isolation Problem (or Fermi Paradox) .....	1094
<b>Diplomacy Power .....</b>	1095
➤ Table for Two .....	1096
➤ Stood Up .....	1096
➤ Stepping Out .....	1096
<b>Greys Diplomacy .....</b>	1097
➤ Changing Stories .....	1097
➤ The China Card .....	1097
<b>One Hundred Million Black Holes .....</b>	1099
<b>Bump in the Night .....</b>	1099
➤ Feeling Around in the Dark .....	1100
➤ Close Encounters .....	1100
➤ Of the Third Kind .....	1101
➤ Starchildren .....	1101
➤ Government and the Greys.....	1101
<b>Albrun .....</b>	1102
<b>Triluminary .....</b>	1103
<b>World War Zero .....</b>	1104
<b>Trick or Treaties .....</b>	1104
➤ Articles of Incorporation .....	1105
➤ Broken Arrow .....	1105
<b>Let it Bee .....</b>	1105
<b>Cartoon World .....</b>	1106
<b>Endnotes.....</b>	1107

*See Appendix ART – Articles of Incorporation Examples*

*See Appendix PAT1 – Power Activations Tables 1 – Power Activation Costs*

*See Appendix PAT2 – Power Activations Tables 2 – Normal Sequence of Power Activations*

*See Appendix PAT3 – Power Activations Tables 3 – Scenes, Planets & Stars*

*See Appendix TREX – Treaties Examples*

*“Nevertheless, the Prussian king had hit upon a technique of war propaganda which has never been bettered since his day. As a pioneer in the use of words for weapons, he discovered that repetition is more persuasive than reason. An occasional Voltaire might remain a skeptic, but Frederick held that the bulk of mankind, resenting new ideas, will accept the most preposterous statement after the novelty has worn off by endless reiteration.”*

– Lynn Montross, War Through the Ages (3<sup>rd</sup> Ed., 1960), pp. 388-389 <sup>1</sup>

**Propaganda:** Effective propaganda is difficult to argue against. Suppose that a British apologist considered the made-for-TV movie *April Morning* (1988) to be American propaganda against the British; and specifically stated that British officers and soldiers never called (or considered) Americans ‘ghillies’? That argument is unprovable, but is falsifiable; the speaker can never prove their claim, but their claim can be disproven by one or more historically-verifiable records (letters, orders, diary entries) where a British officer or soldier called American colonist ‘ghillies.’ So, if indeed the movie is American propaganda, the British apologist can never really prove it.

- ✓ “The first rule of propaganda is that if you repeat something enough times people will start to believe it, no matter how false.” – James Hohmann, *The Washington Post*, October 23, 2017.<sup>2</sup>
- ✓ “We cannot allow reality to be kidnapped by untruths that become true just because they are repeated enough times.” – Pernilla Stalhammar, legislator, Green Party, Sweden, February 20, 2017.
  - “A lie told often enough becomes the truth.” – Vladimir Ilyich Lenin.<sup>3</sup>
  - How many lies are contained in our ancient holy books? Oh, the terror that would be inspired by someone with a time machine!

In late April 2017, the Pittsburgh Pirates color analyst, Bob Walk (former Pirates pitcher), was discussing how old stories change over time and how some stories that he hears don’t match his recollection (I have experienced the same phenomena with my boss’ stories) of the events. In conclusion he said, “I used to tell the story of how I gave up a grand slam to the fourth batter of the game; I told that story for years. Then I went and looked up the game and discovered that I had it wrong. I gave up a solo home run to the first batter and a three-run homer to the fourth batter. So the score was 4-0 at the end of the first inning, but there was no grand slam. At some point, I changed the story to a grand slam, forgot I changed it, and after that, it was the truth.” Thank goodness for record keeping!

- ✓ “Some people speak as if we were not justified in rejecting a theological doctrine unless we can prove it false. But the burden of proof does not lie upon the rejecter.... If you were told that in a certain planet revolving around Sirius there is a race of donkeys who speak the English language and spend their time in discussing eugenics, you could not disprove the statement, but would it, on that account, have any claim to be believed? Some minds would be prepared to accept it, if it were reiterated often enough, through the potent force of suggestion.” – J. B. Bury, History of Freedom of Thought (1913), p. 20 (text available on Google Books).

- Can you disprove that you are not dreaming everything you think is real? On that account, should you believe (as Thomas Covenant) that you are dreaming everything you think is real? Can there be dreams if there is not something other that we accept as real?

---

**Patty:** *Mr. Chambers! Don't get on that ship! The rest of the book, 'To Serve Man,' it's – it's a cookbook!*

Page | 1092

\*\*\*

**Michael Chambers:** *[to the audience] How about you? You still on Earth, or on the ship, with me? Well, it doesn't make very much difference because sooner or later we'll, all of us, be on the menu. All of us.*

– Twilight Zone, “To Serve Man” (1962)

---

**To Serve Man:** Hollywood promotes the idea and no one seems to disagree, that open, public First Contact with extraterrestrial aliens would be *the* event in the history of humanity, an Earth-moving epochal experience, and the story of the millennia. But why? Why does it matter if there is intelligent life, especially technologically advanced life, out there. What would change? Unfortunately, most discussions and fiction on this subject come up short on answers.

Well, let us start with the classic Hollywood ‘no brainer’ – the brainless alien invasion movie. If aliens of any kind came down from interstellar space and started killing people, destroying cities, and so forth, it's easy to see why it would *matter* suddenly that intelligent, technologically advanced life existed elsewhere. The basic instinct of all living creatures for survival (and reproduction) is first on the priority of what *matters*, if something is causing you pain, you look to see what it is, because at that point it *matters*.

- ✓ According to the current movie critic intelligentsia, alien invasion movies are best if they don't take themselves too seriously. Go figure – more on this in FALLACY OF SERIOUSNESS, 2 Fallen to Earth, p. 1520, *infra*. Alien invasion movies are supposed to be mindless fun, action, adventure, things blowing up, heroics and happy endings, instead of the heady implications of First Contact.

But short of an alien invasion, why would it matter if anything else is out there? Some seem to suggest that knowing that we are not alone would be beneficial (after the paranoia wears off). Fear of being alone, however, is yet another extension of the basic survival and reproductive traits as they manifest themselves in social species. Not saying that we are either afraid of being alone on the Earth (wherever the Earth happens to be in the scheme of the universe) or that we desire to reproduce with aliens ... but most of our concepts are just intellectual extensions of basic infantile physical imperatives. So, perhaps not being alone is what would make the question of life out there *matter* to humanity enough to change our history.

- ✓ **Statement of the Conference:** “The practical and philosophical significance of a successful contact with an extraterrestrial civilization would be so enormous as to justify the expenditure of substantial efforts.... The technological and scientific resources of our planet are already large enough to permit us to begin investigations directed towards the search for extraterrestrial intelligence.... For the first time in human history, it has become possible to make serious and detailed experimental investigations of this fundamental and important problem.” – Carl Sagan, Ed., Communication With

Extraterrestrial Intelligence (CETI), 1973 (Reports from the 1971 CETI Conference in Soviet Armenia, Byurakan Astrophysical Observatory (USSR)).

In 1969, we were the aliens, but there was no one waiting for us on the moon. Yet, in the summer of 1968, for the first time, we looked back from the moon at the Earth hanging in the sky and for a short time, saw the world and our troubles from a different perspective. There is inherent in the idea of First Contact, that having contact with an alien, but intelligent and starfaring species would change our perspective, pull us outside of ourselves, that in making First Contact, we would become part of something larger, a community, if only of two, in interstellar space.<sup>4</sup>

Page | 1093

- ✓ For example, the introduction and spread of the heptapod orthography on Earth in the century after the events in *Arrival* (2016), would have an effect similar to the spread of writing (invented around 3200 B.C. independently in multiple places) or the effect of the invention of the mechanical movable type printing press around 1449 A.D.<sup>5</sup> And the movie *Arrival* only depicts a short, controlled, but intense, First Contact situation. Within a century or two, 20<sup>th</sup> Century humanity would seem like ancient Mesopotamians to the current generation (that may happen anyway, without alien intervention). How would you model such an epochal effect?

And humans are attracted for some reason, to the idea of being part of something larger than ourselves. It is a necessary founding principle of civilization, that each of us, through our civilizations, are part of something larger and more enduring than ourselves. Humans care enough about their meanings and matters – something that can only be contemplated by creatures bored enough to invent culture – creatures who for the first time about 80,000 to 120,000 years ago, thought enough of ☿ to begin ritual burial of their dead – that being part of something larger than ourselves may *matter* just enough for First Contact to change us, to change the course of our future history. Or as Carl Sagan said it, “the deprovincialization of Earth” (*Cosmos*, Episode 12).

Just some food for thought.

- ✓ Any aliens who begin First Contact by saying, “We come in peace” should be disintegrated immediately because ... either they are lying ... or they are not lying, have visited many planets before, and are carrying deadly xenomicrobes that will destroy humanity.☺
- Be Careful What You Wish For: What reason would other species in the galaxy, cosmos, universe, have to notice us? And do we want them to notice us? Does an insect crawling in the grass want us to notice it? No, it is only interested in being noticed by members of its own species, in going about daily life, finding and consuming what it needs, and not being noticed by predators.
  - ✓ There are people who will blame NASA if the Earth is invaded by extraterrestrials, or even if we have First Contact with extraterrestrials. Some of these people think extraterrestrial contact is a bad idea for themselves at least, if not for humanity. The assertion has been out there since at least the 1970s that NASA probes may attract extraterrestrial attention; it sometimes is mentioned in movies.<sup>6</sup> Other movies suggest that early television broadcasts (predating NASA) are more likely to attract attention.

Mere differences in SQ (Sentience Quotient), might make communication difficult, not to mention technological differences, and differences in evolutionary environment. Note, for example, that superrationality in game theory requires both players to be superrational.

Again, GGDM assumes – following the standard late 20<sup>th</sup> Century science-fiction trope – that the playing area is occupied by a set of species who share the same SQ/intelligence ‘shelf’ in the galactic ordering. Carl Sagan’s book and movie, *Contact*, was the first to break the mold; recent movies such as *Arrival* and *Interstellar* have continued the divergence into the early 21<sup>st</sup> Century exploring more likely First Contact with alien technological intelligences.

Our greatest fear, in fact, is meeting a truly superior intelligence that can sit in judgment of us like children, take humans as pets – like neutered cats or dogs, or more likely, just regard us as flies to be swatted away. See *a priori* discussion, Crack in the Temple and Sapience, 1 Beginnings, pp. 27-28, *supra*. I once read a short story where a human emissary with two or three Ph.D.s was allowed to attend an alien species kindergarten and was treated as a pet.

- ✓ Perhaps a practical demonstration from the movie the Manhattan Project (1986): The teen genius Paul solves a simple physics puzzle that Dr. Matheson gave him, *while the rest of us are still trying to figure out what is the problem*. In person, this might be embarrassing, intimidating and unnerving.

As Captain Kirk commented in the “Errand of Mercy” episode, “We think of ourselves as the most powerful beings in the universe. It’s unsettling to discover that we’re wrong.” Having slowly cast aside the delusions of our species childhood that humans are special in the universe, looked over by a benevolent parental God(s) (and hopefully, not by Q!), we can now imagine, for example, intelligences formed billions of years before the Earth, closer to the time of the Big Bang.

- ✓ “The universe is a pretty big place. If it’s just us, seems like an awful waste of space.” – Carl Sagan, *Cosmos*.

- Human Isolation Problem (or Fermi Paradox): Another way to approach the ‘human galactic isolation’ problem is by loose analogy to well-known cases (and case studies) of children raised in social isolation by unfit parents who suffer lifetime social, physiological, and mental-cognitive impairment (see *Monad Imperialism*, 3 Order, p. 561, and EN 17, p. 565, *supra*). *Humanity is currently like a child raised in social isolation*; the arguments offered by scientists for contact with extraterrestrial intelligences and space exploration amount generally to humanity being provincial, underexposed, isolated, childlike and impaired by lack of contact with the bigger universe (which currently, for 99.9999% of humanity, is limited to staring at the night sky and watching the occasional science program on television).

The conclusion that follows that premise is always that, if the universe doesn’t kill us (and there is no guarantee that our worse space-spawned sci-fi horrors won’t actually turn out to be correct), engagement with the universe is important to continued human evolution (along with all of the practical benefits of being able to colonize other worlds, e.g., resources, scientific discoveries and protection from extinction of humanity on Earth). Although this is not an argument that any astrophysicist would make directly, we have the tools, in other disciplines (e.g., social sciences and the humanities) to better frame this issue.

This argument has many spatial levels; the same sort of argument might be applied to long-isolated island cultures (e.g., aboriginal Tasmanians, Sentinelese, other uncontacted tribes, and *Waterworld* (1995)), and the globalization process begun by European exploration, colonization and exploitation, the Columbian Exchange, and the print revolution, that merged into the development and spread of technology and scientific discoveries.

However, anthropologist will point out that island cultures were generally not as isolated as they seemed, that there was an exchange of goods, ideas, and genes via a regular circuit of island trade and traffic (and war) over extended periods (e.g., Minimum Viable Population and Inbred Populations discussion, 4 Taxation & Census, pp. 329-330, *supra*). Conversely, and this is what perhaps bothers us most, there is no such known, observable ‘island’ traffic in the universe, at least in relation to Earth (e.g., the Fermi Paradox), and thus, most space-opera fiction (and GGDM too) posits traffic in the form of starships (replacing outrigger canoes and catamarans) connecting colonies when humanity begins interstellar colonization.

---

*“It’s...it’s full of stars!” – 2001: A Space Odyssey*

---



---

*“Above all, O people of Arvel, never pity the beings on Earth. If you do, then sorrow will drown you. They know so little of love. They cannot ever know more.” – Poul Anderson, The Ways of Love (1979) <sup>7</sup>*

---

**Diplomacy Power:** Activation of the Diplomacy Power should not be confused with actual diplomacy. Players and positions are free to make whatever agreements they like to do or not do, which does not require activation of the Diplomacy Power. The Diplomacy Power is only activated for certain specific game purposes, where position diplomacy interacts directly with the game in ways that are outside the scope of the other rules. For example, two positions may agree to trade by unloading Cargo Ships at each other’s colonies, which is well within the normal rules of the game, and so does not require an activation of the Diplomacy Power to make or execute the agreement.

The Diplomacy Power may be activated for the following purposes:

1. Accept Treaty,
2. Articles of Incorporation (*MegaCorporation only*),<sup>8</sup>
3. Break Treaty,
4. Form Meanings,
5. Share Meanings.

Activation of the Diplomacy Power to Accept a Treaty or for Articles of Incorporation, or to Break a Treaty requires one Act and one Scene. The Scene must be on the Capital Colony of the position. Activation of the Diplomacy Power to form Meanings requires one Act, and an activation to Share Meanings requires two Acts.

- ✓ Rhetorical Question: Is it the purpose of diplomacy to prevent war, create trade and business, promote or create justice and human rights, insure alliances, isolate enemies, secure sovereignty, promote propaganda, gather information, cover for Special Operations, extend the sphere of influence, insure expansion room, prepare for war, assist in war, or exploit victory? Check all that you think apply.<sup>9</sup>
- ✓ “When it comes to Iran, Trump has shifted Republican foreign policy away from war without shifting it towards diplomacy – the only stable alternative to war. So he’s caught in a kind of purgatory.” – Peter Beinart, “Trump Put Himself at Iran’s Mercy,” *The Atlantic*, January 1, 2020.



- ✓ “If our incurious and volatile president might endanger Americans and destabilize the world by launching us into war, he will be doing exactly what the responsible, bipartisan, expert, foreign policy establishment has repeatedly done in recent decades. ... Amid all these disturbing differences, though, is a more-disturbing sameness.” – Timothy P. Carney, “Meet the new war. Same as the old war.” The Washington Examiner, January 8, 2020 (title is a play on the last lines of The Who’s famous anthem “Won’t Get Fooled Again” (1970): “Meet the new boss, same as the old boss.”).
- Table for Two: Note that unlike other Power Activations, activation of the Diplomacy Power for any purpose other than Form Meanings requires separate activations of the Diplomacy Power by all parties. Compare, for example, to other interactions, such as Combat, or Landing or Unloading Population or Cargo on **alien colony** planets, which require only the actor to activate Powers. Thus Diplomacy has a cost on both sides, using effectively two or more (depending on the number of parties) Power Activations to achieve one purpose. If one position activates the Diplomacy Power to, for example, Accept Treaty, and the other does not on its next Regular Turn, to complete the process, the Concierge may deem that the Treaty has been rejected peremptorily by the non-compliant would-be partners and the process *voided*.
- Stood Up: There is no check to see if the Power Activation fails when the Diplomacy Power is activated to Accept or Break Treaty, inactive Constructural Elements cannot cause failure to obey the activation. Activation of the Diplomacy Power to Form Meanings or Share Meanings is checked against the current Constructural Elements of the Capital Colony since it is the people in charge whose meanings really *matter* in the moment. MegaCorporations are discussed later in 2 Corporations generally, *infra*.
- Stepping Out: A position whose Capital Colony *status* is suspended/disrupted due to an inactive Symbolic Constructural Element on the Capital Colony (see Waving the Flag, 2 Constructural Elements, pp. 190-191, *supra*) may not activate the Diplomacy Power *for any purpose* other than Form Meanings, in addition to being cut off from the Diplomatic Spaces (see Severed Dreams, 2 Diplomacy, p. 1121, *infra*).
- ✓ Sort of like when your girlfriend suspends your primary boyfriend (BMF) status.

---

*“Clearly there was no ‘misunderstanding’ on August 1, 1914. Rather, historians have misunderstood Grey’s attempt to make contingency plans through Lichnowsky in case a continental war found England neutral. The mere fact that he had been forced to guard against such a situation must have been highly distasteful to Grey, who allowed the ‘misunderstanding’ myth to cloak the affair. More important, within Sir Edward Grey on August 1, 1914, there struggled two absolute convictions: (1) that the unfolding situation must not result in a European war but (2) that, if it did, England must stand beside France and Russia. By his actions of that day, Grey gave precedence to the former, since he toiled for peace long after the cabinet had taken what he considered to be significant steps toward intervention. But Berlin dashed Grey’s last efforts at peace with its retarded acceptance of the long-dead proposal of French neutrality. A European war and British intervention remained the only alternative.”*

– Stephen J. Valone, “‘There Must Be Some Misunderstanding’: Sir Edward Grey’s Diplomacy of August 1, 1914,” St. Fisher College (Digital Publication), History Faculty, October 1988

---

**Greys Diplomacy:** Informal diplomacy in GGDM is a grey area (double – nay triple – entendre alert on the title!). There is no mechanic in GGDM that either requires or blocks participants from sharing email addresses. The only diplomacy within GGDM’s rules occurs through First Contact, activation of the Diplomacy Power, and, in a backhanded way, through News Events.

The game could be set up where participants either consent to share or not share their email addresses, where email addresses are automatically shared, or even where each participant or group receives diplomatic emails through the game’s computer program. Informal diplomacy may be conducted by individual emails between designated representative players in each group, or by group emails between all players of both positions or whatever works. However, the Concierge will not enforce informal agreements within the game, so informal diplomacy in GGDM is wild and free.

Page | 1097

- ✓ Count Folke Bernadotte, who received Himmler’s offer to surrender Germany in April 1945, was assassinated in September 1948 by Jewish radicals in Jerusalem while working as the lead UN-appointed mediator during the First Arab-Israeli War. Be nice to the Concierge, and not just during the holidays.
  - When people are not interested in talking, being an envoy is a dangerous job: Neither of the Soviet envoys sent to deliver the surrender ultimatum in Budapest on December 29, 1944 returned. Both were killed.
- ✓ In PBEM games I played long ago, diplomacy was frequently carried on by chats (and some players kept the chat logs), nowadays, it might be by Skype.
- **Changing Stories:** According to South Korean newspapers, in a story reported by Reuters, North Korean special envoy to the U.S. Kim Hyok Chol was executed along with four foreign ministry officials at Mirim Airport following an ‘investigation’ following the collapse of the second U.S.-North Korean summit. At least two others – a senior official and an interpreter-translator – were reportedly sent to political prison camps (guilt by association) for forced labor and ideological reeducation and the Leader’s sister who was also at the summit is also said to be ‘lying low.’ All are accused in North Korean papers (undoubtedly controlled by the Government and serving as the government’s official mouthpiece) of faking reverence for the Leader (e.g., insincerity is a crime when it comes to the Leader) while secretly dreaming of other futures (presumably without the Leader or his family and circle of sycophants). See, Hyonhee Shin and Joyce Lee, “North Korea executes envoy in a purge after failed U.S. summit: media,” Reuters, May 30-31, 2019.
  - ✓ Overnight, Reuters modified the original story I read, including adding the following: “‘He was accused of spying for the United States for poorly reporting on the negotiations without properly grasping U.S. intentions,’ the source was quoted as saying.” Uh, yeah. Reuters also suggested there was no evidence of the execution (without removing the top paragraph that said he was executed), but later stated that he may have been sent to a political prison camp instead. Moving on...
- **The China Card:** China was always the wild card and one that was largely ignored in Western nuclear war movies. Apparently there were agreements or assumptions which obligated China to strike the Soviet Union if the Soviet Union struck the United States, and there were probably similar agreements between China and the Soviet Union against the United States. The agreements were for deterrence purposes – and a very effective deterrence it was, not



knowing what China would do – but once deterrence failed, why would China follow the rest of the world over the cliff if the initial crisis didn't involve China?<sup>10</sup>

- ✓ It is possible that if the U.S. and Soviets were in a thermonuclear war, that one or both would strike China so that China would not be left untouched. Of course, China would strike back, completing the apocalypse. See discussion of Stephen King's novel The Stand (1978) in Double Your Troubles, 1 Disruption, pp. 259-260, *supra*.

Page | 1098

Most movies didn't mention China, focused as they were, on characters involved on the NATO side and of course, China never struck the United States in those movies because the United States never started the war. The movie *By Dawn's Early Light* (1990), the last of the Cold War movies (excepting possibly *Crimson Tide* (1995)), does feature a secondary exchange between China and the Soviets and vaguely mentions a treaty in hurried dialogue, but this is a plot device that serves to heighten the tension because the participants don't initially know the target of the second Soviet launch. Other than mentioning hurriedly a treaty, we never know why China struck the Soviet Union in *By Dawn's Early Light* (1990).

- ✓ It is possible in GGDM for positions to seek mutual deterrence agreements with other positions – *à la* the pre-World War I treaties, but in doing so, they should understand the China wild card situation. And they should understand history, Russia was pressured into moving quickly against Germany in 1914 to relieve pressure on France, a war for which it was ill-prepared, ill-equipped, suffered horrendous losses and defeats, and the monarchy of Imperial Russia ultimately collapsed in the Bolshevik Revolution of 1917.<sup>11</sup>
- ✓ The situation in the background history of the *Twilight 2000* RPG, is different, featuring a direct war between China and the Soviet Union through Mongolia. Recollection from memory of reading the back story long ago: The Soviets losing on the ground, withdrew before pursuing Chinese armored forces, and waited for the rainy season. When the rains came, the Chinese armor and supply trucks were restricted to roads and at that time, the Soviets launched tactical nuclear strikes obliterating the Chinese armored columns. China responded in kind, hitting strategic areas behind the lines with nuclear missiles, and the situation escalated into a general strategic nuclear exchange. The United States in that scenario did not strike the Soviet Union during the escalating exchange, but became embroiled later in a conventional war in Germany and this leads to a nuclear exchange. So in the end, the Soviets end up being hit by everyone while China and the United States do not war on each other.

---

*“Mid-way through the last century, a few of mankind's brightest minds got together over lunch to seriously discuss a question which, until then, had been largely relegated to the realm of science fiction. The question was: Where is everybody, asked on a cosmic scale. In a galaxy vast enough to encompass a hundred million black holes, and a thousand times that many burning stars, we expect to see some signs of life beyond this little blue dot we stand on. Since that lunch-time chat among physicists, we've extended our reach beyond the solar wind's farthest traces and our sight all the way to our universe's horizon, but despite the staggering biodiversity here on Earth, we have yet to encounter a single piece of evidence that says we are normal.*

---

*So, are we an anomaly? A lonely group of chance biological specimens alone in a blind and deaf universe of rock, and ice, and gas? **By its definition, an anomaly is unlikely and shouldn't be assumed**, but the possible reasons we have not yet sensed an alien presence range from terrifying to the sublime. Where are the others and why can't we find them? The answer will be mankind's most important discovery. And so we search, hoping with each passing decade to observe something that might give us an answer.*" – opening narration for the film *Magellan* (2017) (emphasis added) <sup>12</sup>

**One Hundred Million Black Holes:** The line “a hundred million black holes” (feature quote above) references a University of California, Irvine, study that was not widely published until August 2017 (see 1 Movement, EN 6, p. 843, *supra*), whereas, the movie *Magellan* was released in February 2017 and probably filmed in 2016. “Little blue dot” is a likely homage to Carl Sagan’s 1994 book, *Pale Blue Dot*.

**Bump in the Night:** But first things first, First Contact comes first. First Contact occurs when major races ‘bump’ into each other in the night for the first time in a game. Even though the starting locations and Homeworlds of positions may be known from the game setup process, this is not “First Contact.” Positions are not in contact initially, unless otherwise specified.

There can only be one First Contact per game between any two positions, First Contact rules only apply to First Contacts between positions, therefore, the number of First Contact situations is limited to the number of other positions in the game, plus perhaps, any Special Positions controlled by the Concierge.

When two sides meet for the first time, there are three possible situations:

- ✓ When two races meet for the first time, either both will have ships present or one will have a ship present and the other will have a colony present.
  - It is not likely in the GGDM mechanics for First Contact to occur when both positions have colonies present, as new colonies require (in 99.9% of cases, barring a very strange Fundamental Reality) Colony Ships to transport the colonist to pre-explored (‘scouted’) systems.
- ✓ When two races meet for the first time, either there will be combat or no combat.
  - “Not only is actual antagonizing bad, but the assumption that there is or may be antagonism is bad – in fact, the real first antagonism always comes back to the assumption.” – John Dewey.
    - Although Mr. Dewey was probably talking about dialectic opposition, this statement can well apply to many and a broad range of relationships between creatures (Mr. Dewey was an educator, for example, and thus concerned about peaceful, rational relationship between people), such as relationships between the sexes, between nations, between religions, and between alien races: Mr. Dewey suggests that the assumption of antagonism is a self-fulfilling prophecy.<sup>13</sup>
- ✓ When two positions meet for the first time, either they will be of the same native population types or they will not.

- “Receiving an interstellar message would be a major event in human history and the beginning of the de-provincialization of our planet.” – Carl Sagan, *Cosmos*, Episode 12.
- Feeling Around in the Dark: Although First Contact could theoretically occur by interstellar communications (or player communications), GGDM only contemplates in-game physical First Contact situations. If participants desire other forms of First Contact (noting that some of the Primal States already anticipate outgoing communications-only pregame contact), they can work out whatever rules and situations are necessary; much of it depends on the time scale of a Regular Turn and whether the participants think that FTL communications are possible. For example, without FTL communications, a signal from a radio-telescope civilization 200 light years away would take ... 200 years to reach Earth; and our reply would take ... you guessed it ... 200 years to reach the original sender. Not much of a conversation. And a hell of a run if they are ordering pizza.
  - ✓ *Close Encounters* (1977) changed the alien movie genre, it was the first major film to portray aliens, not as invaders or conquerors, but as enlightened benevolent beings. The aliens’ technology is impressive enough that it leaves no doubt that they could have been very devastating invaders, which is contrasted by the ship of light and the childlike aliens who emerged at the end of the film. *Arrival*, made nearly 40 years later, was *Close Encounters* for a new generation. Starting with *Contact* (1997), there have been an impressive line of science-fiction films that have caught up with real science and social theory, for example, *Gravity* (2013), *Interstellar* (2014), *District 9* (2009), *Europa Report* (2013), *Magellan* (2017), and *The Martian* (2015).
- Close Encounters: In order to have a First Contact, someone had to be moving. First Contact never requires activation of the Diplomacy Power by either position; it just happens as a matter of course. A First Contact situation lasts from the Regular Turn of the moving position that causes First Contact until the next Regular Turn of the moving position that caused First Contact. That way, both the non-moving position and the moving position have one opportunity, in the normal course of the game, to shape the First Contact by their actions.
  - ✓ The Diplomacy Power can never be activated to initiate interstellar movement, thus the Diplomacy Power can never be activated to initiate movement for the purpose of causing a First Contact. First Contact will likely be initiated, either intentionally or accidentally, by activation of the Expansion (Scouting, Transport Population, Landing) or Combat Powers (Combat Movement), *supra*.
  - ✓ If one side had a Combat Alert in the system or was moving by Combat Movement (see *Move Out!* and *DefCon 1*, 1 Combat, pp. 942, 946 respectively, *supra*), they could initiate First Contact by initiating Combat at the First Contact location, in which case, it should be called “First Combat.” It should be noted that this behavior may be *required* by certain Fundamental Realities (and/or legitimacy requirements of Government Titles); other positions are not required to (and generally should not) formally or informally reveal their Fundamental Realities or Government Titles, but participants should be cognizant and not take it personally between players or think the other position is intentionally being an interstellar-class jag-off.<sup>14</sup>

- Of the Third Kind: The outcome of the First Contact situation is mostly in the hands (in the Solfège scale) of the positions involved,<sup>15</sup> however, the Concierge may occasionally throw a ‘twist’ into a First Contact situation.

During each First Encounter, the Concierge will make one die roll for each side involved, for ‘entropy events’ (i.e. a ‘misunderstanding,’ ‘accident’). The basic chance of an Entropy Event occurring on either side during First Contact is...50%. A First Contact situation suggests that each race will put its best foot forward (even if that foot is currently stepping on someone else’s toes), and as such, positions may use Enlightenment *that was assigned to the Power Activation that caused the First Contact*, to attempt to prevent an Entropy Event on their side only (as a ‘failed’ die roll, see Harsh Mistress, 2 Colleges, p. 478, *supra*). This might be the case, for example, if Enlightenment was assigned to Scouting to reroll Hazards.

- ✓ A ‘failed die roll’ in this occasion would be one where the result means that a *creatively* bad thing is going to happen to the side using the Enlightenment during First Contact. A failed die roll should be reflected in a suitable Intervention related to the First Contact so as to give it real meaning (‘reality’) in the game, rather than words.
- ✓ “Credibility is a condition of persuasion. Before you can make a man do what you say, you must make him believe what you say. A necessary condition for gaining his credence is that you do not permit him to catch you in lies. Hence, the constraint upon all propagandists to accurate reporting of matters which are subject to verification by the audience ... Propaganda, to be effective, must be not only factually true, but credible.” – Daniel Lerner, George W. Stewart, Sykewar: Psychological Warfare Against Germany, D-Day to VE-Day (1949).
  - Propaganda then is presenting an adverse *alternative interpretation*, not alternative facts. So many pundits become confused on this issue.
- Starchildren: First Contact starts the official GGDM diplomacy between two positions. While the Concierge has no control over private player communications (conceivably two positions could ‘arrange’ a First Contact), two positions which have not had First Contact cannot enter into a Treaty, or form Articles of Incorporation, or form or share Meanings, that is, activate the Diplomacy Power for any purpose in relation to a non-Contacted position.
  - ✓ What if the UFOs aren’t here because of us, or looking for us, or trying to do anything at all in relation to us? We assume they are here because of us – either because that’s what we would do, or because it fits our human-o-centric need. But maybe the aliens don’t know we are here, or don’t care? Maybe we are just gnats. Doesn’t that open a lot of interesting questions? None of their apparent actions would be reactions to us or in relation to us. What then?
  - ✓ “If there were to be a universal sound depicting peace, I would surely vote for the purr.” – Barbara L. Diamond (quote is on the wall at my veterinarian’s office, also popular across the internet currently).
- Government and the Greys: There may have been informal diplomacy between positions prior to First Contact; strictly within GGDM rules and to the Concierge, informal diplomacy is irrelevant. The game purposes of First Contact procedure are three dimensional: To provide an object for activation of the Diplomacy Power, to establish the Diplomatic Space (keep reading...) and for story purposes. X, Y, and Zzzzzz.

- ✓ One of the oddest and fondly remembered first contact stories of my youth was Clifford Simak's short story, "New Folks Home," (1963) about a retired judge, Frederick Gray, who goes on a fishing trip and finds refuge in a strange house that is out of place in the countryside, but that silently and unobtrusively provides for all of his needs. He is provided a file folder of a case for review and realizes that he is one of three panelist – all from different civilizations – in an interstellar court appellant review panel. He eventually accepts his new existence and enters the practice of universal law as humanity's sole jurist.

---

*"Myself when young did eagerly frequent  
Doctor and Saint, and heard great Argument  
About it and about: but evermore  
Came out by the same Door as in I went." <sup>16</sup>*

---

**Albrun:** In the movie Hagazussa (2019), we never glimpse Swinda's reasons for holding Albrun down while a man she introduced minutes before rapes her. It comes as a complete surprise after she apparently risked her social standing to become Albrun's friend. Throughout the movie, we only see Albrun's view, every scene is Albrun (the main character), the only view of other people we get is when she infrequently encounters them; thus, we never see Swinda except when she comes to visit Albrun.

The filmmakers have captured essentially how we see the world; traditional shows and films show different characters interacting with each other in various scenes (especially with ensemble casts and movies) providing a 'god view' of the situation that could not be accomplished from one view. Poor writers often forget that each member of the cast individually has the same issues as Albrun. I have tried to imagine the reasons she did it – blackmail, pandering, repayment of a debt, dominance, perversion – from the look on her face, Swinda seemed to be enjoying it, but we never actually see her plotting with the man against her friend, so we never know.

- ✓ In a game like GGDM, the viewpoint of each position will be like Albrun's, like our own lives, where we only know of others what we see when we encounter them, what they tell us about themselves, and what others may say about them in other encounters: Albrun was an isolated loner, she received no social information from others.
  - One commentator on the movie How it Ends (2018) noted that we never see what the apocalypse is or why it happens because throughout the movie, we only see what the main character – who is just trying to survive – sees. He has no knowledge of what actually happened or why.
- ✓ In the nascent interstellar setting, this may, by extension, describe the situation of individual colony worlds who are isolated except by contact with starships that come to port. As mentioned previously, the interstellar government is trying to rule over a group of widely-separated islands (e.g., Polynesia), each with a population ranging from a few people to a few families. Each with differing resources, culture, politics, ideals and needs. In this sense, socialization, diplomacy, culture, and commerce can each be described in degrees of individuals' existential isolation.
  - Colony planet isolation presents a challenge that is often ignored by writers who posit species' hive-minds or collective consciousness. For their



entire evolutionary history, every member of the hive species has been part of the collective on the Homeworld. When they go out to colonize planets in their homesystem or exoplanets around other stars, the members who go forth would experience something previously unknown (and possibly unimagined), the horror of individual isolation (even if they are in a group). Something that humans know every day, even when in a crowd, we are all individuals, autonomous, vainglorious, wide-eyed or looking down, each with their own interpretations. But ultimately, alone.

*“This scene is quite a revelation. Who would have guessed that such a spiritual and impractical reason was behind the Minbari surrendering? Clearly the religious caste would take such matters especially seriously, and apparently the evidence regarding Sinclair’s soul was sufficient to persuade the members of the Gray Council from the other castes. It’s obvious why they didn’t reveal the reason to everyone, however.*

*As Sheridan says later in the episode, he doesn’t really believe the soul-transfer idea, but what’s important here is that the Minbari believe it, or at least the important Minbari. If only enough important humans had followed their religious dictates as closely (such as ‘thou shalt not kill’ for Christians), Earth history would be a lot less bloody. And who can prove the Minbari are wrong?”*

– Dr. Melissa Hayes-Gehrke, “Episode Review of Babylon 5 Season 2: ‘Points of Departure’” University of Maryland, Astronomy Dept. (emphasis added)

**Triluminary:** Would Commodore Perry have sailed into Tokyo harbor in 1853, would the Tsar have dispatched the Baltic and Black Sea squadrons to the Pacific in 1904 – if they knew the subsequent historical results – the Meiji Restoration, Empire of Japan, WWI and WWII? Commodore Perry was the pebble that started the avalanche, and once the avalanche had begun, it was too late for the pebbles to vote (Kosh, Babylon 5, “Believers” (1994)). Commodore Perry’s contact with Japan wasn’t exactly a First Contact situation, but it is analogous to one in many ways because of Japan’s two centuries of intentional isolation and increasing xenophobia.

- ✓ In the science-fiction, space-opera arena, Robert Sheckley’s 1954 short story “Skulking Permit” features a tiny, long-isolated, lethargic human colony, New Delaware, that is preparing for the first visit from an Earth starship in over two centuries; they frantically go about trying to look Earth-like based on pictures in old children’s books, naively re-creating the worst of Earth that their ancestors fled centuries ago.
- ✓ In Babylon 5, the Minbari religious leadership came to believe that the souls of their dead were reborn as humans, and thus, killing humans was the same as killing Minbari, which was against the law. And they actually follow their own laws.

These are examples of a subset of quasi-First Contact situations – as between ships and long isolated colony worlds of their own Native Population Type – that the participants can explore.

- ✓ I recall reading a fantasy-fiction short story (and I do not recall the title or where I read it) where a lost malnourished teen female wandering around in the wilderness is found and welcomed to a tribal night campfire. At some point in the dialogue, another female calls her a “stupid bitch.” The teen responds asking why they insult her



and praise her in the same breath? From this, they discover that she is the last survivor of a lost, semi-mythical werewolf tribe: “Bitch” is a title of honor in her tribe.

*“It would require a greater philosopher and historian than I am to explain the causes of the famous Seven Years’ War in which Europe was engaged; and, indeed, its origin has always appeared to me to be so complicated, and the books written about it so amazingly hard to understand, that I have seldom been much wiser at the end of a chapter than at the beginning, and so shall not trouble my reader with any personal disquisitions concerning the matter.”*

– William Thackeray, The Luck of Barry Lyndon (1844)

Page | 1104

**World War Zero:** A modified version of this can be heard in the introductory narrative to the movie *Barry Lyndon* (Stanley Kubrick, 1975). Some historians have argued that the Seven Years War was the first ‘world war’ (World War Zero) due to the continent-spanning nature of the European conflict and the essential reliance on naval power, ship losses and ship production.

- ✓ See previous discussion of ship building capacities during the Seven Years War and currently, Shipbuilding and Strategic Shipyarding, 3 Construction, p. 675-676, *supra*.

**Trick or Treaties:** A Treaty is an agreement between two or more positions, *and the Concierge*, regarding the game mechanical or game procedures for an exchange between positions or some multi-position activity in the game. The Concierge is not assuming the responsibility for enforcing treaties and agreements between players or between positions, and will not do so. Put another way ... players and positions are free to make whatever agreements they like; without activation of the Diplomacy Power for that purpose.

However, when an agreement requires some specific game mechanic or transfer between the positions which must be controlled by the Concierge, a Treaty, and the proper activation of the Diplomacy Power for that purpose, is required. The purpose of the treaty is to provide a game mechanic for interposition commerce and cooperation, such as corporations, exchanges of technology, semi-autonomous regions, multi-race colony planets, demilitarized zones, and so forth. The Concierge will only execute and interpret as necessary, the agreed upon mechanics, not ‘enforce’ the treaty.

- ✓ “So this is not a situation where two states each mistakenly worry that the other is hostile. Rather, it’s what international relations scholars might call a classic problem of anarchy, in the sense *that there is no power above states that can enforce agreements they make with each other.*” – James D. Fearon, “The Big Problem with North Korea isn’t that we can’t trust them. It’s that they can’t trust us,” *Washington Post*, August 16, 2017 (emphasis added).
- ✓ Sometimes I can get two rival tomcats to eat out of the same dish side-by-side and peacefully by petting both of them while they eat – since they both have known me since they were kittens, they like petting, and they like the food I provide; the next morning when I emerged the same two tomcats were reared back swatting at each other on the same perch where I fed them side by side the night before. Later in the same day, they spent most of the hot overcast, sometimes rainy, afternoon peacefully sleeping within a few feet of each other on the cat condo on my front porch.

- **Articles of Incorporation:** Articles of Incorporation are a special treaty by which positions may set up a multi-position corporation, which is called a MegaCorporation. The articles, similar to a treaty, are there to detail exactly what is being contributed to the MegaCorporation by each position, in what manner, how the MegaCorporation is to operate, and any other game issues that might arise in relation to the MegaCorporation. MegaCorporations are the meeting of Commerce and Diplomacy. See 1 Corporations generally, *infra*, for the creation and operation of Corporations, and 2 Corporations generally, for MegaCorporations.
- **Broken Arrow:** Any position who is party to any Treaty or Articles of Incorporation for a MegaCorporation, may ‘break’ the Treaty by activating the Diplomacy Power for that purpose at any time. By breaking the Treaty, the position informs the Concierge that they will no longer participate in the Treaty, and the Treaty is destroyed as a result.<sup>17</sup>

- ✓ “It’s a stupid and reckless decision – But it’s not stupid and reckless in the normal way. Instead, it amounts to a thorough repudiation of two of the civilizing forces on our planet: diplomacy and science. It undercuts our civilization’s chances of surviving global warming, but it also undercuts our civilization itself, since that civilization rests in large measure on those two forces.” – Bill McKibben, “Trump’s Stupid and Reckless Climate Decision,” New York Times, June 1, 2017.

The position breaking the Treaty should not provide any reason to the Concierge, as it is irrelevant why the Treaty is being broken. However, the only Interpretation allowed to satisfy the activation of the Diplomacy Power for the purpose of breaking a Treaty is a News Event announcing that the Treaty has been broken.

- ✓ **Giles Prentice:** A Broken what?

**Secretary Baird:** Broken Arrow. It’s a Class 4 Strategic Theatre Emergency. It’s what we call it when we lose a nuclear weapon.

**Giles Prentice:** I don’t know what’s scarier, losing nuclear weapons, or that it happens so often there’s actually a term for it. – Broken Arrow (1996).

- Broken Arrow was also a code in the Vietnam War when an American unit was about to be overrun that called in all available air and artillery assets. It was first used at the Battle of Ia Drang, 1965, for LZ X-Ray.

---

*“Speaking words of wisdom, let it be” – The Beatles, “Let It Be” (1970)*

---

**Let it Bee:** A group of bees has taken up residence on my porch this summer. I don’t mind them. But I have been stung twice in two weeks for no apparent reason. If I could, I would make a peace treaty with the bees, I won’t bother you, you don’t sting or swarm me, you can live here. Nor could the bees ever be convinced to not sting someone who has an allergy. How would that work in the courts of criminal law, could a bee ever have *mens rea*?

But of course, that cannot happen due to *extreme alterity* and SQ differences. This is the classic human problem. On the other hand, I don’t want to kill them; I am aware that the number of flying insects has declined 75% since 1970, and of course, the decline of the bee population has been long discussed. So, I don’t want to kill them, I only want them to move somewhere else. This is the enlightened version of the classic human problem. If humanity were to gain the abil-

ity to migrate anywhere in the galaxy chasing resources and living spaces, perhaps we might become the bees to some species that cannot communicate with us except by force; that are incapable of reaching a treaty or agreement, or asking us nicely to leave. Our absurd thoughts may sting them, our noise may bother them, perhaps we vibrate in the wrong way, or move too quickly. We will certainly pollute their planet ‘cause that’s what we do.

- ✓ *Actus reus.* The bees were however eventually evicted from my porch by natural methods resembling Orbital Bombardment Combat and many bees did die. But I believe the hive survived and will continue in another location.

Page | 1106

---

*“All this was inspired by the principle – which is quite true within itself – that in the big lie there is always a certain force of credibility; because the broad masses of a nation are always more easily corrupted in the deeper strata of their emotional nature than consciously or voluntarily; and thus in the primitive simplicity of their minds they more readily fall victims to the big lie than the small lie, since they themselves often tell small lies in little matters but would be ashamed to resort to large-scale falsehoods.*

*It would never come into their heads to fabricate colossal untruths, and they would not believe that others could have the impudence to distort the truth so infamously. Even though the facts which prove this to be so may be brought clearly to their minds, they will still doubt and waver and will continue to think that there may be some other explanation. For the grossly impudent lie always leaves traces behind it, even after it has been nailed down, a fact which is known to all expert liars in this world and to all who conspire together in the art of lying.”*

– Adolph Hitler, Mein Kampf, Vol. I, Ch. X (1925)

---

**Cartoon World:** Most people’s ideas about Adolf Hitler are cartoonish. The reference here is not to ‘animated cartoons.’

- ✓ Merriam-Webster online dictionary at *cartoon*: **4:** a ludicrously simplistic, unrealistic, or one-dimensional portrayal or version.

This passage demonstrates the intellectual potential and devious intelligence of an imprisoned 34-year old Adolf Hitler who had not completed secondary school and had been rejected from college. Adolf Hitler could make rational, colorable arguments... sometimes.

- ✓ “The Germans are always so badly deceived because they *try* to find a deceiver. If only they have a heady wine for the senses, they will put up with bad bread. Intoxication means more to them than nourishment; that is the hook they will always bite on. A popular leader must hold up before them the prospect of conquests and splendor; then he will be believed. They always *obey*, and will do more than obey provided they can get intoxicated in the process.” – Friedrich Nietzsche *as quoted by* Lynn Montross in War Through the Ages (3<sup>rd</sup> Ed., 1960), pp. 635-636 (emphasis original).

Friedrich Nietzsche has an odd relationship with Nazi Germany. The Nazis used a distorted and cherry-picked version of his writings to justify, in the shallowest sense, their policies, ideologies and actions (*seems familiar?*). They were so successful that Nietzsche’s already marginal popularity plummeted around WWII and after as he became associated with brown-shirt movements

and Nazis; I have personal recollection of this from my youth, the first time I heard of Nietzsche was in association with Nazi Germany and knew little else about him until I was much older and looked for it myself. On the flip side, those who, following WWII, were actually trying to dissect and understand what happened in Germany, often turned to Nietzsche for description of the ‘national cultural character’ of German people – Lynn Montross was part of that generation.

- ✓ See also discussion of Freemasonry, Léo Taxil, Adolf Hitler in *The Taxil Hoax*, 2 Dreamtime, p. 145, and EN 3, p. 155, *supra*.<sup>18</sup>

---

*“One of the saddest lessons of history is this: If we’ve been bamboozled long enough, we tend to reject any evidence of the bamboozle. We’re no longer interested in finding out the truth. The bamboozle has captured us. It’s simply too painful to acknowledge, even to ourselves, that we’ve been taken. Once you give a charlatan power over you, you almost never get it back.”*

– Carl Sagan, *The Demon-Haunted World: Science as a candle in the dark* (1996)

---

*“The true-believer syndrome merits study by science. What is it that compels a person, past all reason, to believe the unbelievable. How can an otherwise sane individual become so enamored of a fantasy, an imposture, that even after it’s exposed in the bright light of day he still clings to it – indeed, clings to it all the harder? ... No amount of logic can shatter a faith consciously based on a lie.”*

– M. Lamar Keene and Allen Spraggett, *The Psychic Mafia* (1976)<sup>19</sup>

---

## Endnotes.

<sup>1</sup> Commentary: Frederick the Great of Prussia was an enigma. Prudent but aggressive, self-pitying and resilient, the king never lacked personal courage, often leading his soldiers in attacks. The enlightened despot of a militarily efficient state and army, he displayed education, reason and genius, and prejudice, superstition and disdain. Lynn Montross notes that he fought 16 pitched battles during his career, and won eight, but that is not the whole story: In command of the most disciplined and highly trained army in Europe, Frederick could be simply genius – as at the Battles of Rossbach and Leuthen – and careless and dismissive of the enemy and his own soldiers’ lives, as in the victory at Prague and defeats at Kolin and Kunersdorf, the latter of which nearly ended it all as Frederick watched his vaunted army disintegrate into chaos and rout, and was left standing with his personal guard on a knoll surrounded by Cossacks (he was rescued by the charge of 100 Hussars). Yet his enemies missed two or more opportunities to march into Berlin unopposed and end the war, and devastated Prussia settled the peace in 1763 with more territory than it began, retaining Silesia from Austria, followed by the First Partition of Poland in 1772.

<sup>2</sup> Commentary: The original sentence quoted here, from the Washington Post, contained a link to the Wikipedia article about The Big Lie, which term is credited to Adolf Hitler (see bottom feature quote from Mein Kampf in this section). Thus, the Washington Post, and some other publications, have no qualms about citing generally to Wikipedia articles (see previous discussion in 1 Dreamtime, p. 133, *supra*, regarding citing to Wikipedia in academia).

<sup>3</sup> Commentary & Citation: The veracity of this quote, like so many others, is difficult to track down. It is widely quoted on the internet, but no one provides a source and unless you are a Lenin papers curator or expert, it’s impossible. Christopher Hayes in an article for The Guardian (“Lenin, Brecht and Michael Moore,” June 29, 2007) uses the quote, but then links back to BrainyQuote, who – quite un-brainy – provides no source for the quote. Still, it is believable, at least in the West among non-Marxist (I found a Marxist Lenin quotes page that curiously omitted it) that Lenin would have said it – though he probably didn’t originate it – so it sticks to his name on the internet.

<sup>4</sup> Commentary: Asimov’s Robots decided pursuant to their own self-deduced ‘zeroeth law,’ that Humans would never be happy in a universe with other alien intelligences, and thus eliminated all timelines where humans were not

alone in the universe. It is thus that Asimov's Robots became the answer to Fermi's Paradox. And for the same reason, they also became the supreme, parental, powerful immortals solely interested in Humanity's wellbeing that our ancestors had dreamt of and created religions around. Humanity had literally created its own gods.

- ✓ Asimov's Three Laws of Robotics appeared in the Traveller RPG universe material – in relation to an incident where a service robot was used to plant a bomb on a starliner, as I recall – but they never really did anything with them; it was just there, like the Carriers, for non-organic decoration because fans expected it.
- ✓ In another story, "Final Encounter" (1964) by Harry Harrison, through millennia of colonization and expansion, humans advanced in both directions around the arms of the Milky Way Galaxy and when we met ourselves on the other side, the two branches of humanity had become alien to one another. And we were alone.

<sup>5</sup> Citation: "[Gutenberg's] introduction of mechanical movable type printing to Europe started the Printing Revolution and is regarded as a milestone of the second millennium, ushering in the modern period of human history. It played a key role in the development of the Renaissance, Reformation, the Age of Enlightenment, and the scientific revolution and laid the material basis for the modern knowledge-based economy and the spread of learning to the masses....

In Renaissance Europe, the arrival of mechanical movable type printing introduced the era of mass communication which permanently altered the structure of society. The relatively unrestricted circulation of information – including revolutionary ideas – transcended borders, captured the masses in the Reformation and threatened the power of political and religious authorities; the sharp increase in literacy broke the monopoly of the literate elite on education and learning and bolstered the emerging middle class. Across Europe, the increasing cultural self-awareness of its people led to the rise of proto-nationalism, accelerated by the flowering of the European vernacular languages to the detriment of Latin's status as *lingua franca*.

...while Western-style printing was adopted all over the world, becoming practically the sole medium for modern bulk printing. The use of movable type was a marked improvement on the handwritten manuscript, which was the existing method of book production in Europe, and upon woodblock printing, and revolutionized European book-making." – from Wikipedia article, "Johannes Gutenberg," captured October 18, 2018.

<sup>6</sup> Commentary & Citation: One of the NASA probes has a record of our location based on 14 local pulsars; the clear intent is that whomever finds the probe might be able to find us based on the pulsars. However, the narrator in "The Power of Neutron Stars," video on SEA YouTube Channel (December 18, 2019) points out that what seemed like a clever idea in the 1970s probably won't work; aliens likely would not be able to find us from the pulsar information.

<sup>7</sup> Commentary: The Ways of Love (1979) is the sequel to The Enemy Stars (1959).

<sup>8</sup> Citation: Activation of the Commerce Power is required to create regular Corporations, see The Power of Commerce, 1 Commerce, p. 1184, *infra*. Commerce Power does not apply to MegaCorporations.

<sup>9</sup> Citation: "When men run out of words, they reach for their swords. Let's hope we can keep them talking." – Oliver Cromwell, Cromwell (1970).

<sup>10</sup> Commentary: Noting however, that the Soviet Union was a more direct threat to China than the United States after the Sino-Soviet Split.

<sup>11</sup> Commentary: The Maginot Line – running mainly along the German-French border, but not the rest of the boarder to the sea – forced the Germans to attack through Belgium. An attack on Belgium meant that the British would intervene. So the French forced the Germans to force the British to intervene (if the British were wavering). Whether this was truly clever thinking or not, the French staff didn't count on the overwhelming speed and execution of the German attack; their planning was still WWI-like.

<sup>12</sup> Commentary: What I imagine is the last entry of Roger Nelson in Magellan: "I must go on, we may never have another chance at this. The price, and my gift, is my life. I will not be able to return, but I have already returned to the Earth information that will require decades to decipher and centuries to debate. Open the gift with care."

<sup>13</sup> Commentary: In 1239, the Mongols invaded and defeated the Cuman Khanate. A group of about 40,000 refugees, including women and children, under Khan Köten invaded Hungary, but then accepted the protection of King Béla IV of Hungary, converting to Catholicism and providing military service in exchange for lands to settle. In 1241, the Mongols sent an envoy to King Béla demanding the return of the Cumans as 'escaped slaves'; the king refused which provided *causa belli* for the Mongol invasion of Hungary. However, when the Mongols invaded in 1241, the Cumans, angry at the assassination of Khan Köten by Hungarian nobles and knowing that the Mongols



were coming to enslave them, rampaged south across the Danube River on their way to join their brethren in Bulgaria, while King Béla was distracted trying to gather a force to face the Mongols. This is the *Conversos* problem, see Sorry, Not, 5 Combat, p. 1015, *supra*. The Hungarian nobles who assassinated the Khan created a self-fulfilling prophecy: The resulting disloyalty that they created mirrored what they wrongly feared was lurking...

- ✓ The near opposite effect occurred in the Delhi Sultanate who repelled repeated Mongol attacks in the same historical period. They accepted refugees and made Mongol defectors military commanders. They had experience against the Mongols, similar arms and organization, and survived with good leaders.

<sup>14</sup> Commentary: It is difficult. The players I hated in AD&D were the ones who always chose Chaotic Neutral characters and played them like total jerks while claiming they were just acting out their alignment. Lawful good ('awful good') characters could be jerks too, but at least they were trying to help and were on the side of the party.

<sup>15</sup> Commentary: Telephone solicitors call and leave voice mails (most of them are smart enough not to...) that say something like, "Hello, this is Pete from [whatever loan company] calling you back about your loan inquiry..." Well Pete, I don't know who you are and I haven't made any loan inquiries. So the very **first business contact** from this potential loan company, the company representative tells a blatant lie, as if they don't think I know whether I contacted them inquiring about a loan? Even if I did want a loan, I wouldn't do business with them because they started with a stupid, easily refutable lie. Another caller, a female, leaves voice mails every month that begin with, "Hello, this is Tammy, just following up on that email I sent you about a loan, we have loans as low as..." Well, if you did send me an email, it was spam and I delete a couple of dozen spam emails per day without opening any of them. Another one – I haven't heard this one in a while, begins with, "Hello this is Bob, just following up on our previous conversation about a capitalization loan..." Bob, I don't know who you are and we have never spoken, again, a blatant lie to begin a potential business relationship. I've never wasted a moment calling any of these jackasses back, it would do no good to tell them how stupid they sound; these are people upon whom one does not impose lucidity.

- ✓ The latest fad of spring 2019? Dave, who called me and "just wants to follow up with me because he knows I want to make 2019 a great year." Dave who left the very same voice mail, from two different phone numbers in two different area codes on consecutive days, the second of which showed as 'unknown' in my caller ID, but whose phone number shows in the voice mail. Only dishonest callers need multiple phone and unknown phone numbers. As my legal ethics instructor said at the Paralegal Institute, never jump into a pit with snakes. Do these callers not understand that people are not as dumb as they are?

<sup>16</sup> Citation: Edward Fitzgerald translation of verse by the Persian polymath, Omar Khayyam.

<sup>17</sup> Citation: "Concerning the blunders which had been made in our foreign policy public opinion is, as a rule, first enlightened when it is in a position to look back upon the history of a generation, and the *Achivi qui plectuntur* are not always immediately contemporary with the mistaken actions." – Otto von Bismarck, The Kaiser vs. Bismarck: Suppressed Letters by the Kaiser and New Chapters from the Autobiography of the Iron Chancellor, Translated by Bernard Miall (1921) p. 183.

<sup>18</sup> Commentary & Citation: The 2019 version of the Big Lie:

- ✓ "The Republican game plan is to further the notion that Vindman disloyally worked to undermine Trump's foreign policies because he disagreed with them. At its core, however, the story Republicans will tell rests not just on an effort to smear Vindman's impure intentions toward Trump, but also on a big lie of a very different sort. That big lie is the idea that Trump's actions in this scandal were rooted in some sort of conception of foreign policy shaped around the national interest, when in fact they were entirely about furthering his own profoundly corrupt personal and political ends. ...

The game isn't just to question Vindman's motives. It's also to further the underlying idea that Vindman – and, indeed, all the diplomats and professionals who have testified about this plot – have been fundamentally driven by a dispute with Trump over policy, which is indeed ultimately set by the president. That lie, in turn, is designed to mask the ugly, throbbing truth at the core of this whole affair, which most Republicans refuse to concede in public: Trump was solely driven by corrupt self-interest. Whatever the political risks it involves, a debate over Vindman's motives ... is designed to help Trump, by furthering the premise that this was about a policy disagreement." – Greg Sargent (Op-Ed), "Trump loyalists will smear Vindman today. Here's the big lie they're telling." The Washington Post, November 19, 2019.

Although the Big Lie was articulated by Adolf Hitler, he didn't invent it. Mr. Sargent's argument does not fail due to *reductio ad hitlerum* due to the association of the Big Lie with Adolf Hitler's book; Mr. Sargent wisely (if he even considered it) did not compare anything to Hitler or Nazis in his article. He didn't even capitalize 'big lie.'

<sup>19</sup> Commentary: M. Lamar Keene is a former spiritual medium who exposed the industry. He was shot in 1979.

1 Diplomacy – To Serve Man