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"Oh very young
What will you leave us this time
There'll never be a better chance to change your mind
And if you want this world to see a better day
Will you carry the words of love with you
Will you ride the great white bird into heaven
And though you want to last forever
You know you never will
You know you never will
And the goodbye makes the journey harder still!"

– Cat Stevens, "Oh Very Young" (1974)

The Million Year Panic: The Universe will probably end, but we mere mortals don't have that long. And we probably wouldn't want to be there to see it anyway. Gestalt Genesis-Day Million is a science-fiction sandbox, a vision of civilization, a model of historical and cultural process, but it is also a game and to be a game, there must be an objective end, a form of victory determination. Ideally, Gestalt Genesis-Day Million should continue until the players have 'completed the story arc' or, alternatively, until the players mutually agree that the game has been played to a satisfactory conclusion and/or the civilizations developed to a suitable end (or until the players have exhausted their collective creativity). As likely, the game will end because (this being the internet) players simply disappear or quit playing or quit responding or submitting Actions.

I would guess the attrition rate will approximate or exceed the attrition rate for law schools. The classic law school orientation adage goes: "Look to your left. Look to your right. One of these two people will not be graduating with you." There is no career waiting for you when you graduate from GGDM. And no student loan bills either. Or Bar Exams.

➤ What is a Game: A game can be usefully defined as 'a contest between two or more forces, within a set of rules and bounds, for a prize that only one can win.' This definition I learned 30 years ago (while doing a college paper) adequately covers most things called a game.[1]

Compare this with the concept of a puzzle, the terms puzzle and game are casually, carelessly used interchangeably; my favorite pastimes, FreeCell and Mahjongg on my computer are actually puzzles and likely not games. I do not know where I found this *probably academic* definition of a game, but I used it in a school paper long ago (around 1990). I memorized it then and it has been my framework definition of a game for the last 30 years. I have found it to be precisely on point in every instance where I have thought about games, even cooperative board games fit the definition as there is no requirement that the 'forces' be sapient or sentient or living, they can be game mechanical or even computer.

Cooperative board games have become popular because they seem to reflect our relationship to the universe; who can say that the universe is not a set of game mechanics designed to insure our individual (life) and collective (group) failure if we don't timely solve the problem (or even if we do, actually)? But is the *game board or layout a 'force'* within the definition, like game mechanics in a cooperative board game? If it is, then FreeCell and Mahjongg may be games, and all similar board deconstruction puzzles (but not construction puzzles, e.g. jigsaw puzzles) may be games.

1 Resolution – Lords Temporal

A good test of this definition of a game is the 1990s fad POGs; is POGs a game under this definition?   For a thin slice of humanity, POGs is a fond childhood or adolescent memory from 1993-1994; it was such a fad in the U.S. that game store owners reluctantly bought cases of POGs to cash in, only to be stuck with thousands of worthless cardboard bits when the fad dissipated in a flash. The question of whether POGs is a game will not be answered here, but many concerned adults characterized it as a form of gambling that required no skill (like a slot machine or the state lottery), and it was banned in many schools for that reason. This then leads to the question, when is gambling a game under this definition?

➢ Teleological Exercises: Stories, especially time travel stories, but any sort of fiction or historical dramatization as well, are a teleological exercise, the purpose of every event, every character, every object, every piece of dialogue, is the end of the story. Every event in a story can be described by the goal, objective, end purpose of the story – teleologically. This had to happen so that the end of the story could be thus, the purpose of this event is so that the story can end this way. It is hard to imagine a story otherwise; the author knows the end of the story at some point during its creation. Odysseus had to offend the gods...

I think it is difficult to be a pacifist and truly study history, because at some point you realize this is the way of history that the fate of nations and cultures hangs in the balance on the battlefield. For example, few Western people watching the movie about the Siege of Vienna in 1683 (the "Day of the Siege," 2012) or listening to Sabaton's "When the Winged Hussars Arrive" are rooting for Europe of our ancestors to be subjugated to the Ottoman Turks.

✓ If you were an Islamic time-traveler, you might go back and assassinate Polish King Jan III Sobieski in 1682? All time-travel stories are culturally subjective; like heaven.

This gives the historical student a vested interest in the known outcome of the engagement, as it led directly to their world and the world of their time, and it would be hard to imagine anything otherwise. So the pacifist studying history is forced to accept and embrace war as the way of human history, while being repulsed by this realization, and has sparse examples to look to about how it could have been different or otherwise without war.

✓ There is a very old theatre saying, nothing should be on the stage in the first act that is not used by the end of the third act. The Man in the High Castle series does this very effectively, I have not seen anything said, introduced, or done that did not have some later part in the story, did not resurface again, sometimes unexpectedly.

Londo Mollari: *It was a new age.*
Stephen Franklin: *It was the end of history.*
Susan Ivanova: *It was the year everything changed.*
– Part of the opening monologue to Babylon 5, Season 4

It was the End of History: When the game ends is mostly determined by the players. The game ends when one of the following events occur:

✓ There is only one position left in the game (for whatever reason).

✓ The majority of positions inform the Concierge that they wish to end the game.

✓ The Concierge ends the game for lack of player participation.

1 Resolution – Lords Temporal

✓ The Concierge may also end the game due to extraordinary events, such as massive data loss, illness, and other entropy, like an alien invasion, disrupting the game.

The maximum shelf-life of a GGDM game is about 40-60 turns. I have played in free turn-based, strategic PBEM games that lasted over a year, about 30+ turns processing a turn every two weeks (e.g., Darkness of Silverfall, Empire Forge, Diplomacy, etc.). Epic wars were fought in those games; many wanted them to end after mid-game when they could no longer win.

✓ In life there are few opportunities to reset and start over; and most of those come at a high price. Most people want a reset and start over at or before halfway through life, feeling they can no longer win.

After 40 to 60 turns, various flaws in the simulation may assert themselves,[2] the participants may be fatigued, positions may have become too large or the Major Races may have drifted apart, out of contact as they expand outward from the initial Galactic Space, Government Title configurations may have become too stable, undisruptable, and/or the participants may want a reset, just want it to end (like too many Star Wars movies). Many PBEM players just dropped, vanished.

✓ Classically, any story can be told in three acts: Act 1 introduction, Act 2 crisis, Act 3 resolution. This is true of even extended television series as long as they have a story arc: Babylon 5 and Battlestar Galactica Season 1 was the Act 1 introduction, Seasons 2 and 3 in both series were Act 2, the growing crisis, and Season 4 in both series was Act 3, the resolution, the final conflict, the final confrontation. Season 5 of Babylon 5 (which Battlestar Galactica declined, and Earth the Final Conflict unwisely attempted) served as an extended final resolution and a good-bye as characters left.

✓ If participants think that a game of GGDM will probably last 45-60 turns, the game could be structured in the classical three-act format still used by television series and moviemakers, with the first and last 15-20 turns serving as Acts 1 and 3.

➢ Closure: Ideally, the game should end at the completion of a Turn Cycle – that is, the first position that submitted Regular Turn actions has processed a turn, and all other positions afterward have processed turns, until it is time for the first position to submit Regular Turn actions again. This closure may be important in any measure of victory that counts ship building or Colleges for example. This provides full closure of the game instead of foreclosure.

✓ Free Play-by-email (PBEM) games and I suppose any sort of anonymous play online game, even free ones, is subject to inbuilt human imbalances. The game begins full, or with the minimum threshold of 'enthusiastic' players, but within the first few turns, many stop responding, stop submitting orders; they drop quietly because they don't like the game, or there is too much drama in their lives, they don't have time to play and enjoy it, or they get mad at someone else in the game. Experienced players know to look for dropped positions early in the game, exploiting their lack of activity and this certainly may happen in GGDM. Dropped positions thus provide uneven opportunities for other positions to grow unnaturally large and powerful early in the game. Short of locking all the players in a jail cell and only giving them food and water when they submit turns – an amusing, appealing idea that occurs to every game designer – there is nothing that can be done about this internet-created phenomenon.

➢ Historical Cycles: A possible play variation of GGDM: The participants could see how many civilizations they can buildup to collapse in the course of say, 40 Turn Cycles. Or who

can complete the biggest interstellar civilization collapse of ENRON, Roman Empire, global thermonuclear war apocalyptic proportions. Sadistic I know, but true.

- ✓ I think I intended to run games of GGDM back in the beginning. In fact I am sure of it, because much of the early 'behind the screen' parts of the rules, I intended to work out while actually running the game. Much of the final edit was a process of writing out the rules *so that a programmer, participants and any future Concierge could understand the concepts and what was intended in the game rules (even if I doubt that anyone will ever actually play GGDM).*

    - ▪ In the language of writers, I had to sense my own mortality, I had to learn legacy. That happens when you are about 50. I had to write with the idea that I will not be here to modify, clarify, explain, expound, answer questions. There will be no Dragon magazine for GGDM, in endless need of articles to publish.

    That is, GGDM divorced me. Thinking that I was going to run GGDM games and work out details (e.g., the flow of "Entropy Points" back when they were part of the game) was a huge conceptual error (like getting married), similar to when the monks in <u>A Canticle for Leibowitz</u> (1959) discovered how much ink and effort they had wasted for a millennia in slavishly manually reproducing the irrelevant and incidental blue background on old blueprints they had preserved. And I was a terrible GM when I was young, as well. As the years have passed and I have changed, I think now that I should not be the one to run this game, I no longer have the temperament for it. I know now that I would not hire me to do that job, I would not marry me.

    - ▪ If a programmer is reading this, I suggest consulting the copious Appendices.

"The chapter has ended, swept away by the whirlwind. One door has closed, but another has opened and on the other side, our future."

– Ghanima Atreides, Children of Dune (miniseries, 2004)

Training Ground for the Faithful: There are three types or criterion of victory: subjective victory, objective victory, and group victory. Objective victory is determined by the process described in the Lords Temporal section; and group victory is determined by the process described in the Lords Spiritual section.

- ✓ As mentioned in Macrosocial Simulation, 3 The Big Bang, p. 17, *supra*, GGDM is more of a simulation than a game, and thus, winning is not the point of playing GGDM exactly. Still, there must be an end point and a satisfactory conclusion.

- ➢ <u>Victory in the Desert</u>: The first criteria of victory, however, is subjective.[3] Within three days of the end of the game, each position must send a message to the Concierge indicating whether the position desires to win the game. In the vast majority of cases, it is expected that players of the position will indicate that the position desires to win the game. However, there may be some instances where a position decides, for whatever reason, that it should not or does not desire to win the game, and if so, this criteria gives the position players the opportunity to so indicate to the Concierge. The information provided to the Concierge regarding the first criterion will be kept <u>secret</u> until the final determination of victory is completed, and then will only be revealed *if necessary* to explain the final results.

In other games, when players feel that they should not win the game or do not desire to win the game, such players will usually subordinate their interests to their allies or to whomever they think should win the game, and oftentimes, such games will witness strange 'give away' and 'cave in' behaviors and unrealistic endgame strategies. Such endings do not act well, and in them no honor lies. With subjective victory as the first criterion here (and a game ending not determined by artificial rules or Victory Point ceilings), such odd behaviors and endgame moves are not necessary, as the position can simply indicate in the end that they do not desire to win the game. Positions can act with honor to the end of the story.

- ✓ Here is my vote: There should be no rejoicing or mourning; in the end, I am a half-educated jackass – with head in space and feet shackled to my house – who made it his life purpose to write a game that turned into a philosophical work that no one will either read, play or care about; that is destined to settle to the sludge bottom of the ocean of media washing over our planetary civilization and be forgotten. Not even the prawn will be interested.[4]

- ➢ Victory in Space: Positions win victory in this game, victory does not go to individual players, but rather to 'teams' represented by the positions. A position that wins either the objective victory (Lords Temporal) **or** group victory (Lords Spiritual) *and* also has indicated to the Concierge that they desire to win the game, 'wins' the game.

  - ✓ It is possible in this system, if different positions win each of the criterion, for there to be co-winners of the game, if both positions have indicated to the Concierge that they desire to win the game.

  - ✓ It is also possible, though probably rare, for a position that indicated that they do not desire to win the game, to win the game anyway, by virtue of winning both the objective victory and group victory criterion.

So it is possible to win the game when the group votes against you (subjective victory plus objective victory) and it is possible to win the game even if you choose not to (win group victory and objective victory). It is possible to not win the game even if you have the biggest, baddest interstellar empire in the universe and Palpatine is your emperor and Darth Vader your loyal servant.[5] It is also possible to be extinct (or nearly so) and win the game if the group votes for you (win group victory plus subjective victory) in which case, the story arc of the game is the story of your race's extinction.

- ✓ This system does not directly violate the previous definition of a game and does not void the argument that GGDM is a game. But I sure made it complicated.☺

"Germany's army officers, with their aristocratic pretensions, were the victims during the late 1930s of a delusion that they could control the former corporal after he had served their purposes as a rabble-rouser. France could have cooked his goose when he took responsibility for occupying the Rhineland. But the bluff succeeded. And as success followed success, the officers of the General Staff found themselves under Hitler's thumb. They dared not overthrow a leader whose seeming ability to win bloodless victories by sheer intuition made him adored by the German people."

– Lynn Montross, War Through the Ages (3rd Ed., 1960), p. 784

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1 Resolution – Lords Temporal

<u>Night at the Kroll Opera House:</u> Nazi Germany is a good historical example of various complex criterions of victory.

Bloodless victories are the weak spot of any military establishment, they gain the most glory when military victories are relatively bloodless (on their side at least), and can offer nothing comparable in promise (especially in view of the horrendous German losses in WWI) if those victories are gained politically and by clever economic aggression and propaganda manipulation instead. In this view, Hitler had retrieved German honor and gained far more than Germany had ever hoped in August 1914:

> ✓ "In less than three years, without firing a shot, Hitler had expanded the area of Germany from 181,500 square miles to 259,000, and increased the population from 60,000,000 to 80,000,000. Only one great hope, guided by wishful thinking, remained to comfort the radio listeners of democratic nations. They reassured themselves that the Third Reich and Soviet Russia must inevitably collide in the near future and fight it out to mutual destruction. This pleasing prospect was dashed on August 23, 1939, by the stunning announcement that Hitler and Stalin had signed a treaty of nonaggression! The shock would have been even more sickening had it been known that the two dictators also signed a secret protocol dividing Poland between them." – Lynn Montross, <u>War Through the Ages</u> (3rd Ed., 1960), p. 787.

France surrendered on June 22, 1940:

> ✓ "As Hitler glanced at the rows of stiffly seated middle-aged men in dress uniforms, their chests blazing with decorations, he had no illusions about the opinion these military aristocrats had once held of the 'Austrian guttersnipe.' They had scarcely concealed their disdain for the World War I corporal when they thought they could use him as a rabble-rouser and cast him aside after he had served their purposes. Even as late as the Polish triumph they still retained enough authority to block his first plans for an attack on France and Britain. But now, less than a year later, it was another story. Hitler's cheaply bought victories in Norway and France had established him with Germany's industrial leaders and people beyond any prospect of the Wehrmacht officers daring to oppose him. ... Although Hitler had already acquired a retinue of sycophants, there were still Prussian officers of the old school who resented his debasing of military rank. They could do nothing but hide their feelings, for the servant of 1936 had become the master of 1940. The German officer corps had lost its honor in Poland, and it lost its pride on that July night in the Kroll Opera House." – Lynn Montross, <u>War Through the Ages</u> (3rd Ed., 1960), pp. 816-817.[6]

These sections do not appear in the 2nd Edition of <u>War Through the Ages</u> (1946), but were added to the 3rd Edition (1960) demonstrating the level of understanding that had evolved in the previous decades of prosecutions at Nuremburg and intense study of the Nazi rise to power in Germany. People wondered, how did this happen, can it happen again, to us? Many books had been published in the 1950s, including <u>Hitler's Table Talk</u> (1951) and it is notable that Shirer's <u>The Rise and Fall of the Third Reich</u> was also published in 1960, the same year as the final edition of <u>War Through the Ages</u> with its extensively rewritten and extended chapters on World War II.

I was however, generally acquainted with this theory of Hitler's rise to power prior to reading Lynn Montross' *opus* because my mother discussed it with me several times in my youth in the 1970s and early 80s, stressing particularly how certain people in Germany thought they could

control Hitler and use him (like the time in 3rd Grade that I thought I could take the St. Bernard for a walk, she walked me wherever she wanted to go, and I could only try to hang onto the leash). The Nazi rise was one of my mother's favorite historical subjects and its grave importance for the future of the world was imprinted on my youthful mind.

I do not think this is the version of Hitler's rise that is taught in public schools, I don't recall hearing it in school, but instead, only from conversations with my mother. This version of Hitler is problematic – it means that he was dangerously clever and outsmarted many men more educated and powerful than he was – it doesn't fit well with the cartoonish insane image of Hitler (see discussion, Cartoon World, 1 Diplomacy, p. 1106, *supra*) held by most of the population educated in public schools.

This is a dangerous educational omission. A false sense of security.

> **General Lefcourt**: *We've heard that certain elements of their government want a meeting to discuss finding a way out of this war that doesn't involve the annihilation of Earth.*
>
> **G'Kar**: *Most progressive of them.*
>
> – Babylon 5, "In The Beginning" (1998)

The Unicorn Song: Extinction of humanity in the universe is one of the few conditions that would render Ludwig von Mises' axiom of human action refutable, as humans then would be like unicorns. And thanks to "The Unicorn Song" (1968), we know what happened to unicorns!

- ✓ "In his book Reasons and Persons, philosopher Derek Parfit posed the following question: Compare three outcomes: (1) Peace. (2) A nuclear war that kills 99% of the world's existing population. (3) A nuclear war that kills 100%. (2) would be worse than (1), and (3) would be worse than (2). Which is the greater of these two differences? He continues that 'Most people believe that the greater difference is between (1) and (2). I believe that the difference between (2) and (3) is very much greater.' Thus, he argues, even if it would be bad if massive numbers of humans died, human extinction would itself be much worse because it prevents the existence of all future generations. And given the magnitude of the calamity were the human race to become extinct, Nick Bostrom argues that there is an overwhelming moral imperative to reduce even small risks of human extinction." – from Wikipedia article, "Nuclear Holocaust," captured January 26, 2019.

I am not sure about the calamity part. Nick Bostrom, a professor at Oxford University, appears elsewhere in GGDM, on the subject of whether we live in a holographic simulation. In short, he publishes lots of work and was named a top global thinker by Foreign Policy Magazine.

- ✓ It seems that sci-fi shorts on YouTube have been more willing to directly imagine the total extinction of humanity (e.g., "Welcome to Earth," and "The Last Day of War"), whereas the television I watched growing up in the Cold War only addressed significant catastrophic reduction of humanity, and sometimes near extinction (e.g., Battlestar Galactica (1976), Ark II (1976), Twilight Zone, "The Old Man in the Cave" (1963), "Two" (1961), or "Time Enough at Last" (1959)).

"Are we on? This is... this is the President. I have just been informed that the midrange military bases at Beta Durani and Proxima 3 have fallen to the Minbari advance. We've lost contact with Io and must conclude that they too have fallen to an advance force. Our Military Intelligence believes that the Minbari intend to bypass Mars and hit Earth directly and the attack could come at any time. We have continued to broadcast our surrender and a plea for mercy and they have not responded.

Therefore we can only conclude that we stand at the twilight of the human race. In order to buy time for our evacuation transports to leave Earth, we ask for the support of every ship capable of fighting to take part in a last defense of our home world. We will not lie to you, we do not believe that survival is a possibility. We believe that anyone who joins this battle will never come home. But for every ten minutes we can delay the military advance, several hundred more civilians may have a chance to escape to neutral territory.

Though Earth may fall, the human race must have a chance to continue elsewhere. No greater sacrifice has ever been asked of a people. But I ask you now to step forward one last time, one last battle to hold the line against the night. May God go with you all."

– Babylon 5, In The Beginning (1998)

Countdown to Extinction: Extinction occurs whenever a position 1) no longer controls any colonies, or 2) when there are no remaining population factors of the position's native population type and that position controls no colonies in the Galactic Space (i.e. 99% or 100%, *ut supra*). The former condition – when a position no longer controls any colonies or Homeworlds, is called *Political Extinction* (or more properly, Polity Extinction). The latter condition – when there are no remaining factors of the position's native population type in the game[7] (i.e. the Galactic Space) and the position controls no colonies or Homeworlds, is called *Total Extinction*. It is possible for a position to have no remaining population factors of its Native Population Type left in the game – even under the control of other positions – and still control colonies and/or Homeworlds filled with native populations of other positions; this would not be considered an extinction condition.

- ✓ "Most states, however badly the fortunes of war may turn against them, manage at least to retain their national existence." – Lynn Montross, <u>War Through the Ages</u> (3rd Ed., 1960), p. 203.

    - ▪ This would be an interesting area for modern study and refinement. How many states have survived no matter what? Much would depend upon whether a polity is a state or when the former becomes the latter, because the great migration is filled with polities that were assimilated (e.g., the Huns, the Avars, the Pechenegs, the Cumans and vanished from history).

    - ▪ It would also be a tricky question because all states end eventually (including the United States of America) and it usually involves war, so the criteria would need to be established very carefully.

    - ▪ It is however, fairly certain from history that the original states (polities?) based on the personality of a local king, warlord, chieftain, likely did perish upon the death of that person. There was then, in prehistory, likely a constant churning of tribes and identities based on the rise, success, charisma and wealth of certain leaders and migrations, e.g., the Late Bronze Age collapse in

the Middle East and Eastern Mediterranean. Sovereignty, discussed much throughout GGDM, must be a matter of legacy, it must have become independent of the legitimacy and lifetime of individual rulers, it must have had a basis established beyond the sovereign person of the local ruler, and that basis was either the people (and their culture) or divine sanction, which was controlled by the priests and could be made to suit whatever current purposes were necessary.

- ✓ "As week after week passed without an allied blow to end the war, Frederick [the Great] realized that foes who could not profit from a Kunersdorf would never be able to defeat a resolute opponent.... Frederick had learned from despair that craft is a substitute for numbers, and endurance the strength of the weak." – Lynn Montross, War Through the Ages (3rd Ed., 1960), pp. 401-402.

➢ Into The Wastebasket of History: A position that is Totally Extinct has no vote in determination of the Lords Temporal and Lords Spiritual victory criterion, but may still inform the Concierge whether or not that position desires to win the game. A totally extinct position could still win the game.

- ✓ "In one of the countless billions of galaxies in the universe, lies a medium-sized star, and one of its satellites, a green and insignificant planet, is now dead." – Ending Narration, Beneath the Planet of the Apes (1970).

➢ Captive Honor: A position that is politically extinct from the game obviously will not be able to either vote for or compete in the Lords Temporal victory criterion, but may still vote for determination of the Lord Spiritual criterion. And, of course, the politically extinct position must still inform the Concierge whether they desire to win the game.

- ✓ "Never bear more than one kind of trouble at a time. Some people bear three kinds; all they have had, all they have now, and all they expect to have." – Edward Everett Hale.[8]

➢ Passive Extinction: It is possible, and unfortunate, that some positions may choose not to participate in the endgame/postgame voting (for example, the players of the position cannot agree on anything). An existing position which fails to timely send an email to the Concierge indicating that they either desire to win the game, or desire to not win the game, will be assumed to desire to win the game. An eligible position which fails to ♟ in the Lords Temporal or Lords Spiritual criterions of victory will be ignored and assumed to have 'passed.' An extinct position which fails to vote will simply be ignored and will not be able to win the game, though they may still win laurels and honors. In order for an extinct position to win the game or have any chance of winning the game, the position must at least 'raise a hand' and let the Concierge know that at least one player in the position is still interested in the outcome of the game.

- ✓ "If we are superior, why are we extinct?" – Dalek Leader, Dr. Who.

➢ Da Vinci Cycle: It is possible, especially if it serves the overall purpose of the game's story arc, and if players are still enthusiastic about the game, that some players from extinct or nearly extinct positions could find another role in the game, or could start a 'new' position, perhaps from a Minor Race, beginning the next generation of the game. This was the basis of the excellent and out-of-print game called Vinci (1999), were empires and civilizations

lasted only a couple of turns each, and thus play of the game was a progression of civilizations and players changing positions as new civilizations arose and old ones stagnated and faded. Vinci (and Union Pacific/Imperial) is the only game I have ever seen that approaches the "cline gaming" concept described in the next rules section.

- ✓ "Only a handful of sequels in cinema history have managed to live up to, let alone surpass, the quality of the first film in a prospective franchise. We all know the parameters of this debate – and also the examples – very well: The Empire Strikes Back (1980), Aliens (1986), The Godfather Part II (1972), and perhaps The Road Warrior (1982)." – John Kenneth Muir, "Cult Movie Review: Beneath the Planet of the Apes (1970)," July 27, 2011.

- ✓ History came full circle for the Romans when the Vandals captured Carthage in 439 C.E. (becoming *Vandalus Regnum*); the Vandals crossed the water and sacked Rome just 15 years later. Likewise, the Earth First Empire teetered on the brink of collapse in 2439 after the MAC (Modified Accessorized Cat) Fleet captured the RAD (Romanticized Aromatic Dogs) colony at Alpha Centauri. Thereafter, *Felis Boxes Regnum* ("Kingdom of Cat Boxes") reigned supreme.

"The most dangerous creation of any society is the man who has nothing to lose."

– James Baldwin, <u>The Fire Next Time</u> (1963) **9**

"The point is, to die irreconciled and not of one's own accord."

– Albert Camus

<u>Checking Out of Hotel Earth</u>: Most of us are too stupid or cowardly to just take ourselves out of here (personal extinction). Life scientists talk about 'survival instinct,' and literaries talk about romance, adventure, life and procreation. But only humans commit suicide. So we make up minimalist excuses to either keep going year to year, putting it off until we can die and blame someone else for our death, or find reasons to die for a noble cause. And we have this thing called culture to provide meanings against which those excuses work. My made-up excuses for still being here are that it is somehow important that I finish this project, about which no one but me will care – that is, even my excuses are pointless – but it's the only thing I will leave behind, and I must take care of my cats (a proxy for children), for whom I am solely responsible for bringing into my home, during their entire lives or for as long as I live. And that will do.**10**

- ✓ "So you are asking me as a psychologist. ... Then as a psychologist, I'd say you are confusing suicide with self-destruction. Almost none of us commit suicide, and almost all of us self-destruct. In some way, in some part of our lives. We drink, or we smoke. We destabilize the good job or the happy marriage. But these aren't decisions, they're ... They're impulses. In fact, you are probably better equipped to explain this than I am. ... You are a biologist. Isn't self-destruction coded into us? Programmed into each cell?" – Dr. Ventress, Annihilation (2018).

- ▪ "So, when the day comes to settle down, Who's to blame if you're not around? You took the long way home." – Supertramp, "Take the Long Way Home" (1979).

➢ Soto & Diego: The original animated movie Ice Age (2002) had a bit of an edge to it that was toned down in the second film in favor of slapstick comedy:

- ✓ **Soto:** Aw, look at the cute little baby, Diego. Isn't it nice that he'll be joining us for breakfast? **Diego:** It wouldn't be breakfast without him. **Soto:** Especially after his daddy wiped out half our pack. And wears our skin to keep warm. An eye for an eye, don't you think? **Diego:** We'll show that human what happens when he messes with sabers. **Soto:** Alert the troops. We attack at dawn. And Diego: bring me the baby, alive. If I'm going to enjoy my revenge, I want it to be fresh. *Id.*

- ✓ **Diego:** Maybe we shouldn't do this. **Sid:** Why not? **Diego:** If we save it he will grow up to be a hunter and who do you think he will hunt? **Sid:** Maybe because we saved him he won't hunt us? **Diego:** And maybe it will grow fur and a long skinny neck and call you mommy! *Id.*

Now, what if the situation were reversed? Who's the bad guy here? Can you blame Soto? Did you notice that all of the members of Soto's pack of sabre-tooth tigers are adult males? That is not natural. The Neanderthal tribe may have killed all of the females and cubs; Soto certainly suggests this is true. Sand through the hourglass, countdown to extinction.

"What, Sir, would the people of the earth be without woman? They would be scarce, sir, almighty scarce!" – Mark Twain, Speech, January 11, 1868 [11]

"After all these years, I see that I was mistaken about Eve in the beginning; it is better to live outside the Garden with her than inside it without her."

– Mark Twain, "Adam's Diary" (1904) [12]

Lords Temporal: Many years ago when describing my nascent game design to an attorney for whom I worked, he said to me, "So, it's a science-fiction wargame?" I replied, "Well…no, I don't quite think of it that way." The attorney said, "Well, what is the object of the game?" I replied, "To build the biggest and best interstellar civilization, I guess." The attorney replied, "So, it is a science-fiction wargame." Well, I suppose he had a point there. So, that being established as at least one truth of this game, the objective criterion of victory determination is a calculation of who has the "biggest and best interstellar civilization."

Temporal power is secular power, the power in the here and now. Not to be confused with time travel. This distinction is necessary only because this is a science-fiction game. Pre-20th Century people would not be confused by the term, which dates from the late medieval period.

➢ 13: The Lords Temporal, objective criterion of victory is determined by 'measures' of the objective quantifiable power, qualities and achievements of each position. There are thirteen Measures of Victory, detailed in the following section, of which some, most, or all might be used in determining objective victory in this game.

➢ 7: At the same time that each position indicates to the Concierge whether or not they desire to win the game, each position should also secretly vote for one of the thirteen Measures of Victory detailed below. A position might vote for a Measure of Victory which they think they can win, or they might vote for a Measure of Victory which they think their ally might win. *Each position*, excluding extinct positions, *gets one vote only*. Of the thirteen Measures, seven will be used initially. Duplicate votes for the same Measure will be disregarded; alliances of positions might consider coordinating their votes.

If there are more than seven different measures voted for (as might occur in a game where more than seven positions finish the game), the first seven received by the Concierge will be counted. If, through duplicate vote elimination and/or less than seven positions finishing the game, there are initially less than seven Measures chosen, the Concierge will choose the remaining Measures by a random means, until seven Measures have been chosen from the list.

➢ 1: The position which wins the majority of the first seven Measures, wins the objective victory. If no position wins the majority of the first seven Measures, the Concierge will randomly add one Measure at a time and determine who wins the Measure, until such a time as a position has won the majority of the Measures. The position that wins the majority of the Measures, wins the Lord Temporal criterion of victory.

<div align="center">

"Of the Avars, there's not much to find:
One more empire that ravished mankind.
Then the Bulgars and Franks
Led attacks on their flanks
And they vanished – left little behind."

By Atticus Vere [13]

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Of Huns and Avars: The Huns suffered the same fate a few centuries earlier in essentially the same area of Europe (the Pannonian Basin aka the Hungarian Plains); after the ☠ of Attila on his wedding night in 453 A.D., revolts and infighting wiped the Hun polity off the map in two years. We know little about the Huns' language and culture, history, genetics, traditions, ethnicity; they 'vanished' and were absorbed. No one knows what Attila looked like or where he is buried. They landed in the "wastebasket of history" – favorite line of military historian, Lynn Montross.

It appears that among contemporaries, the Avars were associated with (or confused with) the Huns, or at least, that the two may represent only a modern distinction:

✓ "Each year, the Huns [Avars] came to the Slavs, to spend the winter with them; then they took the wives and daughters of the Slavs and slept with them, and among the other mistreatments [already mentioned] the Slavs were also forced to pay levies to the Huns. But the sons of the Huns, who were [then] raised with the wives and daughters of these Wends could not finally endure this oppression anymore and refused obedience to the Huns and began, as already mentioned, a rebellion. When now the Wendish army went against the Huns, the [aforementioned] merchant Samo accompanied the same. And so the Samo's bravery proved itself in wonderful ways and a huge mass of Huns fell to the sword of the Wends." – Chronicle of Fredegar, Book IV, Section 48, written circa 642, quoted in Wikipedia article, "Pannonian Avars." [Samo is the founder of Samo's Empire, the first Slavic polity, 631-658]

But the Avars left behind them the legend of the Ring:

- ✓ "Charlemagne's last expeditions brought about the annihilation of the Avars who had terrorized eastern Europe for two centuries. An Asiatic people, probably of Turkish origin, they had settled along the Danube in 'rings,' or great enclosures defended by earthworks, the largest of which has been described as 38 miles in circumference. Nevertheless, the Avars were a spent power at this time, having suffered severe defeats from the armies of Constantinople. The Franks merely completed the work of destruction, and after the capture of their chief ring the mounted raiders disappeared so dramatically that 'to vanish like the Avars' is still a Slavic proverb." – Lynn Montross, War Through the Ages (3rd Ed., 1960), pp. 97-98.

- ✓ "The gradual decline of Avar power accelerated to a rapid fall within a decade. A series of Frankish campaigns in the 790s, beginning in 791, ended with the conquest of the Avar realm after eight years. The 791 campaign ended successfully, although no pitched battle was fought. Avars had fled before the Carolingian army arriving by the Danube, while disease left most of the Avar horses dead. Tribal infighting began, showing the weakness of the khaganate. The Franks had been supported by Slavs, who established polities on former Avar territory. One of Charlemagne's sons captured a large, fortified encampment known as 'the Ring,' which contained much of the spoils from earlier Avar campaigns. The campaign against the Avars again gathered momentum. It would take two massive hammer-blows, two major musters of the host, drawing upon levies from every part of the now great kingdom, before the robbers' nest was exterminated. And at last, in the year 796, five years after the war began, the Avars cracked and lay utterly at the king's mercy." – from Wikipedia article, "Pannonian Avars."

- ✓ "Although we know of no grave inventory from the Avar Empire of the 8th Century that, in terms of the quantity and quality, can compare to that of Kunbábony, we do know definitely that – at least in the Avar centre of power – there were fabulous treasures. In 791, Charlemagne began a large-scale pagan crusade against the Avars, whose primary goal was probably the reconquest of the former Roman Pannonia. But the mighty army was apparently quite cumbersome. It was supposedly Dux Eric of Friuli who had the idea, in 795, of using a raiding party under the leadership of 'the Slaves' of Woynimir to penetrate and plunder the Avars' centre of power, the 'Hring.' He captured gold, silver, silken robes and weapons which, according to the Northrumbian Annals, were transported to Aachen in 15 waggons, each drawn by four oxen.

  A second coup was achieved the very next year, this time under the leadership of Charlemagne's son, Pippen and Eric of Friuli. The valuables taken from the 'Avar Ring' also came to the palace at Aachen. Einhard, the biographer of Charlemagne, regarded the Avar wars as the most successful ever waged by the mighty Franks. 'All the money and treasure that had been years amassing was seized, and no war in which the brave Franks ever engaged within the memory of man brought them such riches and such booty. Up to that time the Huns had passed for poor people, but so much gold and silver was found in the Khan's palace, and so much valuable spoil taken in battle, the one may well think that the Franks took justly from the Huns what the Huns had formerly taken unjustly from other nations." – Falko Daim, "The Gold of

the Avars. Three Case Studies," trans. by Carola Murray-Seegert, <u>Dalle Steppe Al Mediterraneo Popoli, Culture, Integrazione</u> (2017), pp. 416-417.**14**

- ▪ Again, in the preceding quote by Einhard (b. 775 A.D., d. 840 A.D.), it appears that the Avars were considered Huns and had thus inherited the Western kingdoms' revulsion against the Huns.

- ▪ As discussed in 2 Taxation & Census, p. 303, *supra*, position Treasuries are not location specific and thus cannot be captured or looted. Treasuries in GGDM are the opposite of the great Avar Ring.

The demise of the Avars in the 790s precedes the first recorded Viking raid in 799 A.D. Historical whac-a-mole. But only for the ones who survived, in this case, the Franks. For the Avars, the first Slavish-Frankish raid on the main Ring from a lightly guarded frontier was the historical accident (*à la* Tainter) from which they could not recover.

- ✓ "Byzantine records, including the '*Notitia episcopatuumî*,' the '*Additio patriarchicorum thronorumî*' by Neilos Doxopatres, the '*Chronica*' by Petrus Alexandrinus and the '*Notitia patriarchatuum*' mention the 9th century Avars as an existing Christian population. The Avars had already been mixing with the more numerous Slavs for generations, and they later came under the rule of external polities, such as the Franks, Bulgaria, and Great Moravia. The Avars in the region known as *solitudo avarorum* – currently called the Alföld – vanished in an arc of three generations. They slowly merged with the Slavs to create a bilingual Turkic-Slavic-speaking people who were subjected to Frankish domination; the invading Magyars found this composite people in the late 9th century. The *De Administrando Imperio*, written around 950, clearly states the presence of an Avar population in the region of modern-day Croatia." – from Wikipedia article, "Pannonian Avars."

"Our first glimpse of the legendary Vedrans answers a few questions and poses a lot more. Now we know for sure that the Vedrans made a choice to remove their world from the slipstream – and from contact with the rest of the Commonwealth – thus protecting their own people, but allowing the Nietzscheans and the Magog to kill millions elsewhere. On the positive side, they've been able to advance as a culture and their tesseract technology may ultimately enable the new Commonwealth to defend itself against a possible invasion. On the negative side, they seem to care more about a nature preserve than all the member worlds they chose not to cloak from the slipstream and the ravages of the post-Commonwealth galaxy. I assume there's more going on at Ral Parthia than strip-mining – and I like the implications that the Kalderans are a more dangerous threat – but I still think the Vedrans have a lot of explaining to do, and probably some apologizing."

– Michelle Erica Green, review of Andromeda episode, "The Fair Unknown," littlereview.com, April 14, 2002

Endnotes.

[1] Citation: "The English Oxford Dictionary defines a game as 'an activity that one engages in for amusement or fun; a form of competitive activity or sport played according to rules.' While often depicting epic battles and legendary military campaigns, block wargames do so without foregoing a basic tenet of gaming: they should be fun. But since block games are also great representations of historic conflicts, there is still a necessary level of complexity inherent in any simulation of war." – "How Block Games Get the Balance Right," Wargame Blockhead (blog), February 11, 2020.

[2] Commentary & Citation: As noted in 3 Taxation & Census, EN 6, p. 324, *supra*, about 20 years ago, I played in a PBEM game called World of Kaomaris whose flawed over-simplicity was becoming apparent to the participants (in fairness, this was 20 years ago, and as noted, the game evolved and changed, it is still running). In WOK and other games, thus, I have seen situations where the flaws of the game (or shortcomings, perhaps) become apparent with play (it can happen to any game). The flaws of GGDM will not be that it is over-simplistic and boring.

[3] Commentary: Happy endings are relative and come in different flavors.

[4] Commentary & Citation: When it takes too long to solve a FreeCell board – and I have a very good idea by now how long it should take to finish a FreeCell game – I do not take that as a sign of my problem solving prowess, having just solved a difficult board, that yay, I solved the problem; rather, I take it as a sign of my stupidity and human inadequacy that I was not smart enough, fast enough, or good enough to solve the problem within an acceptable time (see Mediocrity for Most, 3 Colleges, p. 498, *supra*).

[5] Commentary: Oddly, I have personal memory of the approximate time period in which I thought of this three part system – I remember sitting at my mother's dining room table in summertime, probably 1993 or 1994, talking to her about subjective and objective victory as she moved around the kitchen and dining room doing tasks (she probably didn't really know what I was talking about though) – but I don't know the historical or background inspiration or precise reason I thought of this system, only that I was trying to create a system to defeat certain short term, unrealistic endgame behaviors I had observed in board games.

[6] Commentary: In other words ... moving parts alert ... what would have happened if the invasion of Norway had bogged down in ice, snow and allied resistance? No 1940 invasion of Belgium and France? Perhaps a coup d'état?

[7] Citation: "The secrets of evolution are time and death. Time for the slow accumulation of favorable mutations and death to make room for new species." – Carl Sagan, Cosmos, Episode 2.

[8] Commentary: *Inge Process*: Like most men, he wrote things in his time that would be distasteful to moderns; according to Wikipedia, he wrote in 1852 that Irish immigrants should be welcome because they are inferior and will raise Americans up by taking over menial labor. He was also a dichotomy (like most men): While writing this about immigrants, he also campaigned to abolish slavery! Thus, quotes of his writings are cherry-picked.

[9] Citation: [Narrator] "A wanted man labelled as a rebel, with no Chieftaincy to defend and without the backing of [King] Dinuzulu, Bhambatha has only one option... To launch the impi alone." – from Bhambatha: War Of The Heads (documentary, 2009).

[10] Commentary: Before you go indignant, I am inviting you to a sort of dialectic. What in the preceding section is not factually true or is demonstratively false? It is possible that other animals (e.g., whales) commit suicide, but we don't know. Without factual dispute, you are left with disputing my interpretation – opinion if you like. Opinions are facts in the third and fourth order of natural phenomenon. Am I to be blamed for expressing angst in a literary simulation game about human civilizations? Is not angst pretty much synonymous with literary?

[11] Citation: "God's great cosmic joke on the human race was requiring that men and women live together in marriage." – Mark Twain.

[12] Commentary: "Women" by Def Leppard is the late 20th Century musical successor to Mark Twain. Of course, it is not politically correct now, and YouTube music won't play the song – it will play all of the other Def Leppard songs – *unless you specifically search for it*. Do you think that the algorithm isn't engaged in some censorship?

[13] Citation: "Vanished like the Avars" (an old Balkan proverb) by Atticus Vere (Larry Landsman), The Omnificent English Dictionary In Limerick Form (oedilf.com), May 27, 2011.

[14] Citation: Previous German-language version of this article was published in 2016.