Table of Contents

"A true victory is to make your enemy see they were wrong to oppose you in the first place. To force them to acknowledge your greatness."

– Gul Dukat, Cardassian Hero who resisted the imperialist Federation, ST DS9

"Institutions get the behaviors they reward."

– Gen. Jim Mattis (USMC Ret.) op-ed, "Jim Mattis: Duty, Democracy and the Threat of Tribalism," Wall Street Journal, August 28, 2019

Objective Measures of Victory: The question in designing victory conditions for GGDM or for any other game, is what behaviors does the game reward? In the objective criterion of victory in GGDM, the reward is for the biggest, bestest position in objectively measurable terms. So, who has the biggest and best interstellar civilizations? And how many worlds were destroyed getting there?

✓ "What was it all for, I wonder? What was any of it for?" – Vir Cotto, Babylon 5, "The Long Night" (1997) as the Narn celebrate the Centauri withdrawal.

The following are the thirteen Measures of Victory used in determining the objective victory criterion described in the Lords Temporal section (see Lords Temporal, *et seq.*, 1 Resolution, pp. 1465-1466, *supra*). Two or more positions can be tied for a Measure of Victory, in case of a tie, both are considered to win that Measure. The first seven measures chosen by the position votes and Concierge will be checked to see if any position wins the majority (even if tied) of Measures. For example, if two positions were tied at two wins each and three other positions had each won one, the next Measure of Victory will be randomly selected and checked until either a position wins the majority of <u>Lords Temporal</u> Measures of Victory or they are exhausted.

➢ Population Measure: It all starts with the people, your population. The Population Measure of Victory counts the *total population* on all colonies controlled by the position.

  ✓ The value of Native Population factors of the position counts as double.

  ✓ Naturalized alien population factors count as base value.

  ✓ Population factors on Converted and Conquered colonies count as half value.

  ✓ Population on Colony Ships at the end of the game counts as their political status.

  Whichever position has the greatest total 'population value,' wins this "**Alien Hoarding**" Measure of Victory. Note that this measure does not address population density or distance.

➢ Resource Production Measure: The position (i.e. industrial power) with the greatest income (in RPs), if the Taxation Power were activated right now (without the use of any Writs or Enlightenment) and all sovereign colonies obeyed the Taxation Power Activation (regardless of the colony's current state of Constructural Elements), is the winner of this "Scrooge McDuck" Measure of Victory.

  ✓ This measures theoretical output, meaning that a position which has poor Cohering (significant inactive Constructural Elements, see When the Lights Are On, 2 Constructural Elements, p. 190 and Interesting Times, 2 Disruption, p. 272, *supra*) can still win in 'measure of wealth.'

- ✓ This Measure does not count RPs in the Treasury currently. Those will age out (see Aging Resources, 2 Taxation & Census, p. 304, *supra*) and will likely not be inherited by the next generation.
- ✓ Note that Conquered Colonies do not produce RPs (and do not have GDP for Construction Power activations), see The Taxman Cometh, 2 Taxation & Census, p. 306, *infra*. Thus, endgame conquest may not be helpful for this Measure.

➤ Technology Measure: The Measure of Victory in technology is calculated as the number of the position's current Era (i.e. 1st Era, 2nd Era, 3rd Era, etc.) *times* the total number of Patents of any operational type, *including Existential Patents*, held by the position. The position with the greatest technology value, or 'tech level' wins this 'geeky' Measure of Victory.

- ✓ Population, resources ... and technology. Technology is what sets the interstellar setting apart from medieval fantasy, population and resources are found in just about any pre-technological or fantasy setting.
- ✓ This Measure tends to emphasize Era progression due to the multiplier effect, but having lots of Patents isn't a bad thing either. There is a dynamic between the two, see The Progress of Eras, 1 Eras, p. 759, *supra*).
- ✓ This Measure also tends to favor COT Patents (see 2 Patents, p. 739, *supra*) as they are the easiest and cheapest. However, Era Progression requires that new Enhancement (EP) and Physical Item Patents (PIT) will be required each in the 2nd and 3rd Eras, e.g., 2nd Era Warship, 2nd Era Carriers, Fighter and Ship Missiles (see Era Warships, 2 Combat, p. 951, and Next Generation Fighters and Carriers, 1 Carriers & Fighters, pp. 1048-1049, and Torpedoes at Trafalgar, 4 Carriers & Fighters, p. 1079, *supra*). Thus, the utility of most COT Patents fades outside of their Era.
- ✓ Research Pieces, Research Groups and Applications on the Matrix count for naught.

➤ Faculty Check Measure: The current Classes of all of the Colleges (whether active or not) are totaled and *multiplied by* the total number of Institutes currently on planets controlled by the position. The position with the greatest 'Faculty value' wisely wins this Measure of Victory.

- ✓ Note that a game should always end after a completed Turn Cycle if possible, so all positions with operating Colleges will have an equal chance.
- ✓ The operation of Institutes using Faculties (see 3 Colleges, p. 487, *supra*) or ongoing combat(s) using Enlightenment for rerolls will adversely affect the position's chances of winning this Measure. Institutes thus are both good and bad for this Measure. Still, Faculties may be lost to aging if not used during the Regular Turn (see Tuition & Tenure, 2 Colleges, p. 474, *supra*) so ongoing use in Institutes and Enlightenment rerolls is expected.
- ✓ Non-Specific Faculties (NSFs, see The First is Last, 3 Colleges, p. 493, *supra*) do not count for this Measure.

➤ Fleet Size Measure: The construction value in RPs of *all starships* plus *all* Supplies, enhancements (including Fighters and Ship Missiles) and cargo currently on ships is calculated, and the position with the greatest fleet value wins this "Big Stick" Measure of Victory. An interstellar culture without starships is not much of an interstellar culture.

✓ The value of System Boats (see 3 Construction, p. 677, *supra*) and anything on them does not count unless they are currently attached to a Tender Starship.

✓ Ships that *might perish* for being beyond their supply limit if the game went one more Regular Turn (see Death Ship and The Cold Equations, 3 Movement, pp. 856, 864, *supra*) will be counted (their swan song).

✓ Population currently on Colony Ships has no effect on this Measure, nor does population in Orbital Cities.

✓ Obsolete ships which have not been Scrapped (see Junkyard Blues, 3 Construction, p. 682, *supra*) have value in this Measure of Victory. This might be a game strategy.

➢ Exploration Measure: The Exploration Measure of Victory counts the number of starsystems explored by each position (see Then Never Comes and Dead Before the Opening Credits, 3 Expansion, pp. 907, 910, *supra*) and the number of new stars 'discovered' (via the Looking Rules, see Horkeimer's Rule, *et seq.*, 2 Expansion, p. 899, *supra*) by each position.

✓ Exploration means that the position has visited the system (regardless of the circumstances) and has full orbital information for the system, including maximum habitability and habitability class for the planets; only one visit during the game is required.

✓ Discovering a new star via Looking and then exploring that star counts for both.

The two are added together, and the position with the greatest 'exploration value' wins this "Cartographer" Measure of Victory. The Truly Alien position has a head-start on this measure.

➢ Vitality Measure: The vitality of a position is measured by *multiplying* the number of undisrupted Government Titles currently held by a position:

✓ Times the current number of unexpired (i.e. current) Corporations operated by the position and MegaCorporations of which the position is a member (see 1 and 2 Corporations generally, *supra*),

✓ Times the number of all possible Fuzzy Groups and Zeitrice formations (see Fuzzy Groups, 4 Culture, p. 404, and 4 Writs, p. 447, *supra*) currently on the position's Public Space at the end of the game. Fuzzy Groups can overlap and share some of the same pieces, which may make counting tricky (like a picture where they ask how many triangles are in this picture).

The position with the greatest final 'vitality value' wins "The Roar" Measure of Victory.

✓ Fuzzy Groups on the Public Space suggests a position is ready to activate a number of Writs each Regular Turn, but this Measure does not count the number of currently active Writs or Special Writs of a position.

➢ Diplomatic Prowess Measure: The total number of Monads in Diplomatic Spaces currently between the position and all other positions is counted (see First Space, 2 Diplomacy, p. 1116, *supra*) and then *multiplied* by the number of First Contacts (see Bump in the Night, 1 Diplomacy, p. 1099, *supra*) the position has had during the game. The position with the greatest total 'diplomatic value' wins this "Mister Rogers Neighborhood" Measure.

✓ This Measure counts the position's own First Spaces (see 2 Diplomacy, *Id.*), *but not First Spaces of other positions* in the Diplomatic Spaces. The maximum possible

number of First Spaces a position can have equals the number of other positions in the game (plus possibly some Minor Races).

- ✓ Consistent with the 'joint venture' concept of diplomacy in GGDM, two positions are both scoring equally off of their shared Diplomatic Spaces.
- ✓ A position which has only a couple of First Contacts, and one really good ally with a large Diplomatic Space is probably at a disadvantage in this Measure of Victory unless all positions have cloistered with one or two allies and not made many First Contacts or cultivated many relationships.

➢ Meanings Measure: The total number of <u>Meanings and Shared Meanings</u> (see Between Mars and Venus and The Commonality, 3 Diplomacy, pp. 1126, 1131, *supra*) held by each position is counted and *multiplied* by one plus the number of <u>Expose´ News Events</u> (see Diary of a Madman, 4 Writs, p. 449, *supra*) a position issued during the game. The position with the greatest 'meaning value' wins this "Babylon 5" Measure of Victory, as having done the most to (probably non-violently) shape the meanings of the relationships in the game.

- ✓ Regular News Events and Diplomatic Protests (see No Noose is Good News and Diplomatic Protest, 2 Dreamtime, pp. 143, 148 respectively, *supra*) do not count for any objective Measure of Victory. They are just the regular part of the game, News is the default Interpretation for Power Activations.
- ✓ It is important to remember that Expose´ News Events are approved by the Concierge, and that Shared Meanings take two to tango. Meanings are unitary, but can be easily destroyed by unknowing violation. All three do take significant effort and risk by the position to create; so with all else going on in the game, it is unlikely that a position will abuse them just to win this objective Measure of Victory.
- ✓ For an isolated or warlike position this will be a 'meaningless measure.'☺

➢ State of Readiness Measure: For each position, the number of Acts currently on the Power Strip and the number of Scenes currently on their Public Space are counted and totaled. The position with the greatest number of total Acts and Scenes at the end of the game wins this "DefCON1" Measure of Victory when invoked.

- ✓ This Measure demonstrates ability to act, readiness to spring into action, and also strategic planning in terms of marshaling Acts and placing Scenes.
- ✓ Positions in higher Eras may receive more Acts and Scenes, but not Power Activations, and thus Era progression is important to this optional measure (see Player Piano, *et seq.*, 2 Eras, p. 770, *supra*).
- ✓ Note that a Scene can appear on more than one Public Space (thus allowing Scene Snitching), so can be counted multiple times for different positions. This could be slightly manipulated on the final turns of the game.

➢ Technological Devices Measure: The construction value in RPs of all currently owned by the position Technological Devices is tabulated and the position with the greatest RP value in Technological Devices wins this "Dr. Watchstop" Measure of Victory.

- ✓ Technological Device Patents are described in 2 Patents, p. 741, *supra*.
- ✓ This Measure does not count the number of Technological Device Patents a position holds, but rather, actual Technological Device enhancements and units controlled by

the position (i.e. on their colonies or ships) *whether or not they built it*. Thus, the ability to operate the Technological Device is irrelevant.

➢ Seeding Space Measure: The total number of *colonies* of the position's Native Population Type (see 5 Beginnings, p. 51, *supra*) currently in the Galactic Space. Sovereignty and Balkanization are irrelevant as is the *size* of the colonies for this purpose.

This is about presence, thus, populations in Orbital Cities ("one colony rule," Lebensraum, 3 Taxation & Census, p. 321, *supra*) over **alien colonies** would be considered a colony at that location. The position with the largest number of colonies of their Native Population Type wins this "Genesis Mandate" Measure of Victory.

- ✓ Because this Measure specifies colonies (i.e. colony units), population on Colony Ships at the end of the game does not count as a colony.
- ✓ This is an odd Measure of Victory that a *Politically Extinct* position could win (see Countdown to Extinction, 1 Resolution, p. 1462, *supra*).

➢ Cohering Measure: Checking the rust on the underside of the bridge. Will your Reich last a thousand Regular Turn Cycles? This Measure of Victory multiplies the number of <u>active</u> Epistemological, Symbolic and Ideological <u>Constructural Elements</u> on sovereign colonies, ships, boats, and Ground Units *by* the number of currently *passing* <u>Conflict Checks</u> (see Starch & Parchment, *et seq.*, 3 Government Titles, p. 613, *supra*) in the position's current Government Titles to arrive at a 'stability' value or Cohering Value. The position with the highest wins this "Don't Rock the Boat" Measure of Victory.

- ✓ Temporal Constructural Elements are not counted.
- ✓ This Measure may favor big positions that have more ships, system boats and colonies meaning more potential active Constructural Elements. A large position may actually be in poor condition in terms of inactive Constructural Elements, but passing most of its Conflict Checks, and still win this Measure.
- ✓ This Measure does not favor the 'sit-n-spin' strategy (see 2 Taxation & Census, p. 309, *supra*), unless the position has a lot of ships and system boats, but the sit-n-spin position could do well in other Measures. Sit-n-spin positions can be the 'bestest' at many things, but very rarely will be the biggest.
- ✓ End game conquest may saddle a big position with Conquered Colonies that have inactive Constructural Elements as result, which is not helpful for this Measure, unless doing so helps pass Conflict Checks.

"The Islamic State was soon described by U.S. officials as being more dangerous than al-Qaeda. Yet despite being named caliph of an actual territory, Baghdadi never reached bin Laden's status within the global jihadist movement, and is unlikely ever to do so. Baghdadi's greatest achievement was the capture of physical territory he dubbed the Islamic State, but with that mostly gone, so goes his legacy. Bin Laden, on the other hand, will always be known as the man who took violent radical Islam and spread it across the world."

– Rick Noack, "Osama bin Laden still matters. Islamic State leader Baghdadi not so much," Washington Post, November 2, 2017

Lords Spiritual: In the same email where each *position* indicates to the Concierge whether they desire to win (subjective victory criterion) and their vote for the Measure to be used in the objective victory criterion (Lords Temporal), the position should also *vote for which position they think should win the Lords Spiritual* (group victory criterion) in this game.

The position receiving the most votes will win this criterion. Sort of like the Hugo Award and Nebula Award:

- ✓ "They are by nature determined by an electoral process. All electoral processes have a political component, and the outcome is determined by some form of numerical tabulation. So even in the best of worlds, the Hugos and Nebulas cannot be other than literal popularity contests, measurements of the numerical popularity of works among the paying members of a science fiction convention on the one hand, and the creators of those works on the other. Not surprising then that both of them are indiscriminately awarded to masterpieces and trivia, pace-setting works and cult-objects, as popular trends come and go." – Norman Spinrad, <u>Science Fiction in the Real World</u>, p. 17.

This vote will be taken before the players are informed which position won the Objective or Lords Temporal victory in the game. Players may have an idea who probably will win the Lords Temporal, but will not know for certain when voting for Lords Spiritual, so the two are not necessarily linked. It is not impossible that the Lords Temporal position was also the best in whatever the Lords Spiritual vote measures, but it's not guaranteed or necessarily so.

- ✓ Each position gets one vote; thus it is a vote of the positions and not a direct polling of the players.

- ✓ Every position (except the Concierge) must vote. This burden is imposed on the participants for completeness of the endgame resolution, representing the voices of all.

  - ▪ Unfortunately, it is possible that some positions may not respond, even if they won the Lords Temporal criterion; they may have stopped responding, don't care who won anything, and not sent in the email with their votes and choices. They could still win if the group votes for them in Lords Spiritual and they won the Lords Temporal.

  - ▪ Political and Total Extinction positions can still vote, and should still vote because they could win the game if they desired to win, and the group voted for them in Lords Spiritual.

- ✓ Positions may vote for themselves. They may in fact be schizophrenic about it, voting for themselves in Lord Spiritual while declaring that they do not desire to win the subjective criterion. The two are not related except by interpretation.

Because there are three victory criterion, participants should endeavor to determine a winner for Lords Spiritual. If two or more positions are tied in votes, the first tiebreaker will be the position controlling the greatest number of planets that have been *Terra Sancta* to a Kairotic Moment (see 1 Kairotic Moments, p. 1420 *supra*). The second tiebreaker will be the position with currently the least number of <u>un-Coalesced Thesis Statements</u> lodged against the position (see Disputation, 2 Reformation, p. 1391 and A Soul from Purgatory Springs, 3 Reformation, p. 1401, *supra*), which makes endgame Reformations favorable.

✓ It is irrelevant whether the colony on the *Terra Sancta* planet was subsequently destroyed or whether it relates to any Kairotic Moment experienced by the position during the game. In short, having someone else's 'holy place' – even if just the ruins – is useful (e.g., the Dome of the Rock and the Al-Aqsa Mosque).

✓ The relative lack of Thesis Statements lodged against a position may be attributable to either a position that has been lucky to avoid Thesis Statements, or a game that has not featured a lot of barb trading (i.e. everything is peachy!) or that the position may have undergone a Reformation near the end of the game. It is somewhat a matter of luck and is thus the second tiebreaker after something that is more controllable.

✓ Only the number of un-Coalesced Thesis Statements is counted, not their assigned Ontic Number.

If after two tiebreakers the winner of this criterion cannot be determined (a very rare event) the Concierge may either call for a new vote, after a period of discussion on the forums, or may determine the winner by a die roll, depending on the Concierge's sense of how much the players actually care about who wins. Any position, *excepting extinct positions who fail to participate in the end game voting*, may win this criterion and this criterion is the only opportunity for an extinct position to win the game.

✓ From a design perspective in creating a holistic victory determination, there should be some way in which the Reformations and Kairotic Moments – the true inheritance of the next generation – play a part in the process, and Lords Spiritual was the most appropriate venue.

➢ Peer-to-Peer Learning: In this sense, GGDM is like a peer-to-peer learning experience or program, like the one operated by Xavier Neil's "42 program," except that GGDM is peer-to-peer learning in humanity. In this, everyone who participates wins!

✓ "You're missing the point. Enlightenment was not the diamond. Enlightenment was the choice." – Dr. Who, "Enlightenment, Part 4" (1983).

I have from time to time vaguely considered how GGDM might be used in a peer-to-peer learning program, but I have no specific ideas. A project-based learning system like the "42 program" would not work because GGDM is not objective, task-oriented like computer programming, additionally, playing GGDM will not contribute directly to getting a job or career in anything. And there would need to be enough interest to justify it, which goes back to the whole working-to-get-a-job angle of the "42 program" which GGDM cannot offer. Further, the "42 program" has no instructors or professors, whereas, in a peer-to-peer GGDM based program, it is likely that the Concierge would become an instructor *de facto*. So, it would have to be something different.

✓ See also discussion of GGDM as andragogy, 3 The Big Bang, p. 12, *supra*.

But if there were a Lords Spiritual victory for GGDM as a literary game, it might be measured in some sort of permanent peer-to-peer learning community.

✓ "Learning by doing, peer-to-peer teaching, and computer simulation are all part of the same equation." – Nicholas Negroponte.

➢ <u>Pure Postgame Politics</u>: Unlike the Objective or <u>Lords Temporal</u> criterion, the game does not predefine elements or criteria for voting for any position in the <u>Lords Spiritual</u>. That is up to the position players to determine what they will vote for and why.

There are many basis on which a position might decide who to vote for the Lord Spiritual criterion. Of course, each position might simply vote for themselves – resulting in a tiebreaker process – but it is hoped that some intellectual honesty will prevail upon the players of each position to vote for the team that really deserves to win this group victory criterion.

Some of the basis upon which players and positions might decide to vote in this group history criterion might be, for example, which position 'played the best game,' which position 'role-played the best,' which position's play exemplified the spirit of the game (this may or may not be the same as the 'biggest, bestest'), which position's play was central to the story arc of the game, which position's play controlled the 'reality' of the game, or even, which position 'went down fighting' the hardest, resisting heroically 'to the end.'

It might also be possible that players of a position might decide to rally ♟ for a particular player in the game by voting for that player's position. To the extent that this occurs, players should be aware that following the game, there is ample opportunity to give individual player honors separate from the positional victory criterion.

➢ <u>Postgame Wrap-up</u>: Ideally, the final determination of victory and honor should be completed within a week of the end of the game. The final determination will not be unduly delayed waiting for player responses, unless it becomes utterly impossible to proceed due to lack of player participation. In that case, the Concierge may eventually determine that there is no game winner and/or no honors, due to lack of interest, after a reasonable time has passed for player responses.

"Act well your part; there all the honour lies."

– Alexander Pope, "An Essay on Man" (1732)

All Honor Lies: Honor is an estranged word, a tangled mass of social-linguistic history that now often comes out sounding rather hollow. Honor in some senses, refers to admirable character traits and internal aspects of personality which either no one can give you, or which society intentionally or unintentionally teaches the young through circumstance and education (it is notable that in many cases, literary characters have honor when no one around them does, and that they maintain such honor even when punished for it). Honor in other senses, refers to social praise and esteem, and fame or reverence which is earned and bestowed upon persons possessing and displaying honor in the first sense.

The third sense of the word "honor" refers to the dignity of office which flows from the sovereign office giver to the office holder, which reflects the respect or honor given to the sovereign power (in the second sense) which is conferred on the officers of the sovereign (typically now used to refer to judges). Theoretically, it should also reflect the honor of the office holder in the first and second senses, but not always; as military personnel quickly learn, there is a difference between respect for the rank or position and respect for the person holding the rank or position. Finally, in the fourth sense, honor can mean honor (in the second sense) which belongs to the

group, and which flows from the family or group to the individual members of the group independent of whether they are worthy of such honor.

In the fourth sense, such honor is usually tied to hereditary titles and feudal systems of nobility (and especially primogenitor – one of the most catastrophic ideas in human history, which is filled with bad ideas), and socio-centric societies in general (including tribal honor, clan honor), which sense has slowly disappeared in the transition of Western society to an egocentric society empowered by technological advances and industrialization, where individuality and individual empowerment are esteemed.

"Squint against the grandeur!" – from the movie Hail Caesar (2016)

Honors, Laurels, and Victory Points: Players like to keep running scores, and it is likely at some point after the first game finishes that there will be a 'scores page' on the game website, which will be kept current by the Concierge. All of the players who belong to a position that wins either the Lords Temporal or Lords Spiritual criterion of victory will receive one Laurel.

All of the players in a position that wins the game (even if they are co-winners) receives one Victory Point in the standings. Finally, each player that receives a postgame honor, in the following section, will receive one Honor.

➢ Players of a Position: As indicated back in the beginning of the rules, this game is based on positions and not on players, and it is encouraged that players form teams to play positions in the game. Some players may belong to more than one position during the course of the game ("defectors?") and position-teams are subject to all of the shifts, turns, and vagaries of human relations. That being said, the Concierge will award laurels and victory points to the players of record for the position at the end of the game. Of course, the Concierge will know the players who regularly submit Patents, Writs, Regular Turn Actions, or otherwise send emails and post to the forums. However, it is not necessary for all players of each position to constantly communicate with the Concierge, so the participation level of some players and the extent of their contribution to their positions will be unknown to the Concierge.

At any point in the game, players of a position may inform the Concierge that some other player of the position is no longer playing or no longer responding. The Concierge will send that player an email and if the email is undeliverable, or that player does not respond in a reasonable period of time, the player may be removed from the team list. But generally, the task of managing which players are listed as members of each position-team is up to the players. The Concierge will not engage in micromanaging players or positions or refereeing player disputes or intra-position politics unless absolutely necessary to insure the game continues for the remaining players who still want to play.

"You are what your record says you are." – Bill Parcells

Player Honors: After the winner of the game is determined, the Concierge will solicit player votes for the three Player Honors in the postgame.

The Player Honors process requires **individual players** to submit votes, it is not counted by position votes. Votes for Player Honors *should not be submitted with* the position's votes for the victory criterion above. And it follows that the Player Honors are for individual players and not for

positions or teams. The player receiving the most votes for each of the three Player Honors wins the Honor and receives an Honor on the standings or scores page. If two or more players are tied for an Honor, the players share the Honor, and each receives the full Honor on the standings or scores page. It is the intent of the game designer and Concierge that this process not turn into a bitter, protracted argument. If no one can agree on the winner of an Honor or no one votes, then no one will win the Honor.

➢ Creator/Newsmaker: The Creator/Newsmaker Player Honor should go to the player who has shown the greatest or best creativity in the Interpretations during the game. Remember that the *player-generated* Interpretations are News Events, Writs, Patents, Meanings and Shared Meanings. Therefore, the player who wins this Honor might be the 'propaganda master' or the 'patent king' or the 'writ lawyer' of the game. As most of the Interpretations are kept secret during the game (at least by the Concierge), the overall impression of players as to the winner of this Honor relies heavily on News Events, and postgame show & tell time.

  ✓ "These preliminary moves were as much a part of the blitzkrieg as the final climactic dash of the tanks across the frontier. After the economic phase the Germans made their appeal to the prejudices which men esteem only second to their purses. With democracy weathering a crisis, every nation had its factions of malcontents who found relief from personal frustrations in such doctrines as Anglophobia, anti-Semitism and totalitarianism. By means of rewards and subsidies the invaders made allies out of the leaders – the Quislings, Henleins and De la Rocques who were to be used as local *Gauleiters*. Once the political breakthrough had been accomplished, Nazi propagandists attacked from the flanks and rear in an effort to create a minority large enough to call for 'protection.'" – Lynn Montross, War Through the Ages (3rd Ed., 1960), p. 785 (emphasis in original).

➢ Leader/Commander: The Player Honor for Leader/Commander should be awarded to the player who was the best overall leader in the game in the sense of being the best 'team leader,' 'position politician,' 'military commander,' and/or 'position manager.' A brilliant military victory might be the key, or building a good alliance might garner the votes. Perhaps foresight of exploration outside the main area, which leads to the survival of the position's native population type against all odds might be considered the ultimate in leadership. Winning makes (almost) everyone happy, and it is likely (though not necessary) that the winner of this Player Honor (or any player honor) will be tied to the positions that won the game.

  ✓ "The leaders of the democratic nations, to be sure, did not have the advantage of hindsight, which constitutes the wisdom of historians. Nor did they appear to be any better endowed with foresight..." – Lynn Montross, War Through the Ages (3rd Ed., 1960), p. 786.

➢ Hero/Bad Guy: The Hero/Bad Guy Player Honor reflects mostly the best and most consistent role-playing effort of the game, or perhaps the 'best actor' award.

  This may be awarded both for individual role-playing and also for a player whose vision and leadership in the position-team helps to create a unique and consistent racial or species identity for the position's Native Population Type. Or it might be awarded to the 'best low-life' of the game; as for every hero there must be a bad guy or evil empire. A large portion of this award then, will be related to communications and diplomacy, the player who wins this award might be considered the 'master diplomat' of the game.

✓ "But the Nazi propagandist had not been idle even in these last strongholds of parliamentary rule. Each had its surly little factions which took advantage of free speech to avow Fascist principles. Each had its larger groups of isolationists who could be taught to parrot such slogans as 'England is ready to fight to the last Frenchman!' or 'England expects that every American will do his duty!' Each had it still more numerous elements of the population which were honestly bewildered." – Lynn Montross, <u>War Through the Ages</u> (3rd Ed., 1960), p. 787.

"You're not happy with the way things turned out, I'm sorry to hear that...
Personally, I like things the way they are. No more saving the world, just a
nice pond with no pesky fish in it. And the single most pressing issue in my life
is whether or not to get a dog... There're a lot of pros and cons to consider..."

– Col. Jack O'Neill, Stargate SG-1 television series

Went to a Garden Party: Someone always complains about an ending, no matter what. Players complained about how the Traveller RPG civil war ended with no winner, the virus taking over known space; I thought it was a fitting and perfect ending, the story was about how Lucan and Dulinor destroyed the Imperium with their ambitions (instead, my criticism is of the beginning: Dulinor's assassination plan never made any sense, was this to prove he was a madman?).[1]

People complained about the ending of the reimagined Battlestar Galactica series, whereas others applauded it for a series that actually had an ending (many never do, they are dropped mid- or end-of-a-season, or are just trying to set up a spin-off to keep going). Sometimes, it is difficult to separate criticism of the ending from other issues, were the Battlestar Galactica fans mad that there was not going to be a fifth season? Were the Traveller RPG fans upset more about the new post-civil war, virus infested, long night setting?

Babylon 5 did some different things with the ending of the series in the fifth season, instead of a dramatic ending, the main characters all slowly wandered off to new lives, new adventures, with the final episode jumping 20 years into the future for the final departure of the main character, John Sheridan. The ending of Babylon 5 was a soft landing. How will yours end?

✓ There was a Stargate before SG-1. When I was in about 9th or 10th grade, I read Pauline Gedge's novel, <u>Stargate</u> (1982) – you know, instead of what I was supposed to be reading for school – liked it very much and remembered it to this day. The two are nothing alike, of course, except that Pauline Gedge might be happy with all of the ancient Egyptian stuff in SG-1. Ms. Gedge's book was republished in 2016 as a "rediscovered classic." Similarly, in the winter of 2017, there is a box office movie Geostorm about a weather control satellite system that becomes a weapon. It reminded me of Ingo Swann's book, <u>Star Fire</u> (1978) that I read about the same time I read <u>Star Gate</u>. I had no idea in 1983 who Ingo Swann was, but his novel would probably have made a much more interesting movie with the same general idea as Geostorm.

"But I have never been custodian of my legacy. When I'm dead and gone, I'll
either be sublimely happy or terribly unhappy."

– U.S. Supreme Court Justice Anthony Scalia in 2013

Constitutional Originalism: Constitutional Originalism is at its root, a distinct distrust of youth and future generations to maintain a narrow vision of Federalism and exercise good judgment.

Certain brands of Constitutional Originalism approach judicial Salafism, assigning to our founders a divinely-inspired level of wisdom that is not to be disturbed by the lesser generations that follow, no matter how tempting. This is a similar aliment to Scholasticism as described by Loren Eiseley in <u>A Modern Dilemma</u> (1957) (see discussion WHEN THE WORLD WAS NEW, WHEN THE WORLD WAS OLD, 1 Fallen to Earth, p. 1497, *infra*).

- ✓ Revisiting this issue a couple of years later, Star Trek 2009, of which I have criticized in various parts of GGDM, might be an example of why founding intellects distrust later generations with their legacy. As pointed out by Roger Ebert in his review of Star Trek 2009, the movie has little to do with Roddenberry's vision and a lot to do with the way franchise movies are made and sold now (see quote, 3 Expansion, EN 1, pp. 918-919, *supra*). *Still, what choice do we have*? Someone might make GGDM into something I would not approve or envision (as the Nazis cherry-picked Friedrich Nietzsche, see Cartoon World discussion at the end of 1 Diplomacy, p. 1106, *supra* or how religious groups, like ISIL, cherry-pick their holy books) but I have to trust that some redeeming value will eventually emerge, even if just a lesson in what not to do. That is as close as I come to faith in humanity or anything in this asinine universe.

"As with all creative ventures, there comes a time to pull the plug before things get stale. All great shows – Mash, Seinfeld, Boston Legal, Game of Thrones, Big Bang Theory, Prairie Home Companion – come to their appointed end, hopefully before they run out of steam and descend into self-absorbed tedium."

– Rev. Craig Donofrio and Rev. Bill Cwirla ("The Manly Doctors of Divinity"), from godwhisperers.org

GGDM is long past that road marker: GGDM is a self-absorbed tedium and my self-indulgent fantasy that a game design can have redeeming intellectual value

Endnotes.

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[1] Commentary: Dulinor and Lucan, the main antagonists in the Imperium Civil War (Traveller RPG) were essentially Roman characters; historians have identified as central to early Roman success (and virtue) in the Punic Wars and Gallic Wars, an unusual willingness by Roman commanders and politicians to gamble all for victory. This set Rome apart from its opponents in a time when Rome was not the massive power it became later, when Rome did not yet have great material advantages over the opposition. A corrupted continuation of this Roman 'virtue' can be seen in the constant and spiraling internal strife and power struggles in the Empire as generals and politicians gambled all to wear the purple (and usually died in battle, were executed, or assassinated). Dulinor in particular, but also Lucan, gambled all to become the Emperor of the Third Imperium and the Imperium was destroyed as a result.