

Appendix COM – Trading with Scene-snitching Aliens Example

State of the System

Ziggy Stardust arrived first in the starsystem early in the game and established a colony on an Unpleasant Planet with a Maximum Habitability of 60 (see 3 Taxation & Census, pp. 315-317). The planet is a ‘special planet’ (see 2 Taxation & Census, p. 307) and the colony has grown to significant size with additional offloading of population (see 3 Expansion, pp. 914-915).

The second arrival was Generativity, Inc. (a position name, not a Corporation or MegaCorporation¹) who established a colony on a Hostile planet with 13 Maximum Habitability which the position named Martian Spider 1. The colony on the surface is currently very small, only 2 population factors, while most of the colonist occupy an Orbital Condo (a smaller variation of the Orbital City Existential Patent, see 2 Construction, p. 667) holding 10 population factors. The colony also has 4 Industry (maximum industry).

There has been peace in the system, there are no other colonies in the system, and the colonies are lightly defended. Generativity Inc., is a 2nd Era position while all of the others in this story are late 1st Era positions (see 1 Eras, pp. 756-757). The *Uber Alles* (see 2 Eras, p. 767) for the 2nd Era are:

- a. Technology: Resources received from population during Taxation Power activations increases to 1 per 4 population factors on sovereign native colonies that are currently at 90% or more Maximum Habitability. This also improves the planet’s GDP.
- b. Culture: Each time the Commerce Power is attempted to be activated, 1-3 RPs are added to the position’s Treasury.
 - See Appendix UA – The Uber Alles

THE PLAN

Generativity, Inc. has just secretly perfected a Technological Device Patent which allows it to build Terraformers (see 2 Patents, p. 741). Terraformers (built via this specific Patent) are one-use Technological Devices specific to the planet on which they are constructed thus must remain on the planet where they are built to keep the planet stable after terraforming. Generativity has selected Martian Spider 1 as the target of the first Terraforming attempt.

The Terraformer requires activation of the Construction Power for the purpose of Colony Enhancement for two consecutive Regular Turns and costs 20 RPs per turn.² Even with the Uber Alles, the planet’s current population is only producing 5 RPs during taxation (3 RPs from 12 population at 1 RP per 4 factors due to the Uber Alles because the colony is over 90% Maximum

¹ Just like certain dishonest businesses in the real world that give themselves business names that sound like official government agencies. We used to have one that called our office and acted like they were a state agency; I also receive weekly spam e-mails from another who uses “qualification department” as part of their business name.

² It appears that the Concierge set the cost at 1 RP per Maximum Habitability, thus Martian Spider 1 is a prime candidate being a very small planet. Technology can almost always be improved later to reduce such costs to manageable levels. These details apply only to this particular TD Patent in this particular game for the purpose of example; the operational details, arrangements and requirements could vary from game to game depending on the participants.

Habitability,³ plus .5 per Industry for 4 Industry) and thus the planet's GDP is 5 RPs (see 1 Construction, p. 662), which it draws from the position Treasury. Thus, additional RPs will be needed from outside sources to have the ability to spend 20 RPs per turn on the colony. And further, 20 RPs will all need to be present *at the same time* for two consecutive turns!

This is gonna be a project! Time for some trade diplomacy!

Keep on Truck'n

Ziggy Stardust agrees to a reciprocal Trucking Transaction (see 4 Commerce, p. 1225) with Generativity between their colonies in the system. Ziggy happens to have a Cargo Ship (or ships) currently in the system which the parties agree will serve as the conduit for the transaction and that Ziggy will not move the ship away (see Planet Caravan, 4 Commerce, p. 1226).

- ✓ Since Generativity, Inc. is going first, they must provide the *Scene* for the Transaction. *Id.*

The parties agree to each send 10 RPs to the other through the Ziggy Cargo Ship during the Trucking Transaction.⁴ For Generativity, Inc. this is the maximum that the planet can send because its GDP is 5 RPs and Trucking RPs only count as half against the planet's GDP, thus it can send 10 GDP if it does nothing else for the turn. *Id.* p. 1226.

- ✓ The Ziggy Stardust colony must also have the capacity to send 10 RPs, this could be from its own GDP (e.g., 50 population factors or less plus industry, at normal taxation rates because Ziggy is not 2nd Era yet) drawn from Ziggy's Treasury or from expected Unloading of the Cargo Ship in the same Regular Turn that the Trucking Transaction RPs are sent away.⁵
- ✓ The Ziggy Stardust Cargo Ship must also have capacity sufficient for the RPs each is sending. *Id.* p. 1226. A basic Cargo Ship can carry 15 RPs (see Cargo Ships, 1 Commerce, p. 1186), which would be sufficient for the 10 RPs being sent each way.

So Generativity goes first. On their Regular Turn, actions are submitted activating the Commerce Power for the purpose of Trucking Transaction at the colony, costing an Act, specifying 10 RPs to be sent to the Ziggy colony where everything zags, and using a Scene at the Generativity colony (the Scene must have been placed there on a previous Regular Turn). Trucking Transactions are subject to Power Activation failures (see Shanzhai Products, 4 Commerce, p. 1225), but all Constructural Elements are active at the Generativity Colony (everything is just peachy, leaving only a 5% chance of failure, see Power Off, 2 Constructural Elements, p. 193), and the Power Activation in this case does not fail.⁶

³ The surface population and the population in orbit form one colony for game purposes (see Lebensraum, 3 Taxation & Census, p. 321), and 12 is 92% of the 13 Maximum Habitability.

⁴ Both are being equally inconvenienced. One is using a Scene, the other is providing a Cargo Ship conduit, both are spending an Act and a Power Activation. There are a myriad of possible factors in each deal; e.g., if one partner was providing both, or someone was Scene snitching from a third party, or if they are allies in a great war, etc.

⁵ One might assume, envisioning this, that all or part the cargo of the Cargo Ship is simply diverted to be unloaded (possibly by interplanetary shuttle craft) at the Generativity Colony instead of the Ziggy colony (instead of envisioning tedious loading and unloading and interplanetary movement).

⁶ Because it didn't fail, it is not necessary to 'look' to see whether an Enlightenment was committed to the Power Activation, but it probably isn't a bad idea to do so if possible just to avoid bad appearances to aliens. Unused Enlightenment would be returned to the College, see Vampire Suicide, 2 Colleges, p. 478. On the flip side of it, it is probably unwise to use 'compromised colonies' for Trucking Transactions: Get your own house in order first!

- ✓ Had the Power Activation failed, the Commerce Power would not have been activated and the 10 RPs would not have been subtracted from Generativity’s Treasury (see *But Nobody is Home...*, 2 Constructural Elements, p. 194) and the Scene not used. It would have also been kind to inform Ziggy either way.

To continue execution of THE PLAN, Generativity probably may also need to place a Scene on the colony in anticipation of the next turn’s Power Activations at the colony.⁷ Finally, Generativity just happens to have a partially-loaded Cargo Ship in short hop (i.e. Short Movement, see *Space Hop*, 2 Movement, p. 850) range of the colony (what a coincidence!) which is sent in interstellar flight on the same Regular Turn that the Trucking Transaction is activated so as to Unload RPs to make up the difference for the needed 20 RPs on the first Terraforming turn.

- ✓ At the beginning of Ziggy’s Regular Turn, they will receive the 10 RPs sent plus enhanced value of 5-8%, plus ½ RP for each previous time the same two colonies have sent RPs via Trucking Transaction (see *Fairies Wear Boots*, 4 Commerce, p. 1227). Ten RPs plus 5-8% is a range of 10.5 to 10.8 RPs. Plus the two colonies have previously made the same reciprocal trade twice previously (i.e. two rounds, four Trucking Transactions) which adds 2 RPs to the value received, for a range of 12.5 to 12.8 RPs received by Ziggy, which rounded up, is 13 RPs received.
- ✓ Additionally, Ziggy may also receive a free Cultural Traits piece (30% chance) adjacent to their colony if there is an empty Monad to place it, and a 15% chance that an Intervention Potential or IP+ will either be generated or eliminated as a result. *Id.* This is an important side consideration to Trucking Transactions, but irrelevant to this example, so we will not look to see what happened.

On Ziggy Stardust’s next Regular Turn, they activate the Commerce Power twice at their colony, once for the purpose of Unloading RPs from the Cargo Ship and once for the purpose of Trucking Transaction using the Cargo Ship. The Construction Power is also activated that turn to use the RPs downloaded, and the Construction Power and Commerce Power activations can share the same Scene on the colony in the same turn (see *Material Handling*, 1 Construction, p. 664). Ziggy is getting the most zag for the buck in this Regular Turn.

Ziggy specifies in the Trucking Transaction that 10 RPs will be sent and that the Generativity colony is the target. Things aren’t quite as peachy with Ziggy’s people (more like lemony) and thus Enlightenment is dedicated to each of the three Power Activations to insure no failures. Whether they are used or not is irrelevant to this example, we must assume that at least the Commerce Power activations occurred as scheduled.

- ✓ Generativity was taking a chance in going first, but Ziggy provided the Cargo Ship conduit and has been an honorable fellow and no-nose neighbor. See *Fairies Wear Boots*, 4 Commerce, pp. 1227-1228.

On Generativity’s next Regular Turn, the Martian Spider 1 colony receives the 10 RPs sent plus 5-8%, for a range of 10.5 to 10.8 RPs as previously discussed. However, there have now been five transactions between the colonies (Ziggy’s previous doesn’t count, but Generativity’s does, see *Fairies Wear Boots*, 4 Commerce, pp. 1227-1228), so the RP value of previous Trucking

⁷ However, Generativity could also have built up a number of Scenes on the colony in advance, there is no limit to the number of Scenes that can be at a star or colonized planet, see 3 *The Sidereal Stage*, p. 121.

Transactions between these colonies is 2.5 RPs, yielding a range of 13 to 13.3 RPs. With rounding up, Generativity will receive either 13 or 14 RPs back in the reciprocal; this is perhaps some small benefit to going first. In any event, Generativity's Cargo Ship arrived at the end of the previous turn by Short Movement and is available to Unload RPs to Martian Spider 1 to insure that 20 RPs are available for the first stage of terraforming. Generativity's Cargo Ship will only Unload enough RPs to cover the needs of the colony on that turn, preventing wastage, see Downloading, 2 Commerce, p. 1202.

- ✓ So the first turn terraforming cost of 20 is covered by: 5 RPs from the colony GDP drawn from the Treasury via activation of the Construction Power for the purpose of Colony Enhancement, plus 13 or 14 RPs received via the Trucking Transaction, plus 1 or 2 RPs Unloaded from the Cargo Ship (which was previously taken from the Treasury during Loading at another colony).
- ✓ Like Ziggy Stardust, Generativity will also have a chance to receive a Cultural Traits piece at Martian Spider 1 as a side benefit, and either generate or eliminate an Intervention Potential or IP+.

Eminence Front

It's a put on. Well, sometimes anyway.

Through a previous Marketing activation of the Commerce Power, Eminence Front had determined that the RPs on his partially loaded Cargo Ship had an enhanced value of 13 RPs at the Generativity colony (see Marketing, 2 Commerce, p. 1193). It was not the best bargain, being only a 30% enhancement in value on 10 RPs, but Generativity, Inc. called in an IOU and one who maintains an Eminence Front without paying their debts is a vivid Glamor Boy and a Guess Who.

Thus, the Cargo Ship departed on a Trade Mission (see Green Goods, 1 Commerce, p. 1188) for the Generativity colony and will arrive at the beginning of the Eminence Front Regular Turn (via Long Movement, see Long Jump, 2 Movement, p. 851) following the first turn of the terraforming build by Generativity, Inc. The Cargo Ship Unloads RPs onto the Generativity colony on the Eminence Front Regular Turn (using a Scene on Generativity's colony, see Load & Unload Activations, 1 Commerce, p. 1185) in which it arrives (see Downloading, 2 Commerce, p. 1202) and taking a chance – because Eminence Front has no knowledge of the current state of the system – the Cargo Ship is ordered to return to an Eminence Front supporting colony via Movement Power Activation after Unload RPs.

- ✓ In the normal processing sequence of Power Activations, Movement Power activations occur before Unload RPs Commerce Power activation (see Appendix PAT2 – Normal Sequence of Power Activations), however, Eminence Front does not have an undisrupted Government Title associated with the Movement Power (see Associates & Acquaintances, 1 Government Titles, p. 580), so the Movement Power costs one more Act and processes well after the Unload RPs Commerce Power activation.⁸ In this case, the extra cost of Movement Power activations is actually a *boon* for Eminence Front, allowing the Cargo Ship to drop, dump and run (see Downloading, 2 Commerce, p. 1202).

⁸ Eminence Front does have an undisrupted Government Title associated with the Commerce Power, so it processed in the normal sequence.

It is fortunate for Eminence Front that Ziggy Stardust had placed a Scene on the star of the system at the end of their previous turn in anticipation of being able to move the Cargo Ship (the same one used as the conduit for the Trucking Transaction) away on Ziggy's next Regular Turn. Eminence Front's Movement Power activation snitches the Scene (see Scene Snitching, , leaving Ziggy unable to move the Cargo Ship away on their next turn.⁹ If there had not been a Scene on the star, Eminence Front's Cargo Ship would have remained and a Power Activation would have been wasted (but the Act would not have been used, see Power Off, 2 Constructural Elements, p. 193).

- ✓ As a result, and Eminence Front reporting that the Unload RPs was successful, Generativity knows that 13 RPs are waiting on the terraforming colony for the next Regular Turn actions. See Cha-Ching!, 2 Commerce, p. 1203.
- ✓ Eminence Front's Cargo Ship unloading to the Generativity colony may have suffered *apostasy*, see Alienev Apostasy, 3 Disruption, p. 283.

On Generativity's next Regular Turn, the Construction Power is activated at the colony again, in conjunction with the Commerce Power for the purpose of Unload RPs from the Cargo Ship, to complete the terraforming of the planet. In anticipation of the Eminence Front unload, Generativity must have had at least two Scenes on the colony so that the terraforming could be completed, had a second Scene not been on the colony, Eminence Front would have been able to Unload RPs during their turn, but Generativity would have missed the second consecutive turn requirement for terraforming.

Terraforming Martian Spiders

Terraforming a planet is an inherently generative activity – the question is for who? Any position that has previously explored the system may note, if they enter the system again, a change to the planet where the Generativity, Inc. colony is located (see Xenobiology Section, 1 Information, p. 1333). Terraforming will likely change the Habitability Class at least in relation to every position in the game – a little extra chlorine gas in the atmosphere will do that...

The average cynical observer will assume – if it is noticed – that the planet was terraformed to be more habitable for Generativity, Inc.'s Native Population Type. More astute observers may note that the planet is still Hostile Habitability Class for Generativity's Native Population Type so either it failed, or that wasn't the purpose. Perhaps Generativity was making a new home for someone else? Perhaps a bargain with another position, perhaps an evacuation planet for a minor race they discovered?

⁹ If Ziggy is really mad about it, they might query Generativity, Inc. and Generativity Inc. might volunteer that Eminence Front was here, or might not say anything. Ziggy will then have to decide whether or not they believe Generativity's response, however, the Generativity Cargo Ship was the only other ship in the system on Ziggy's last Regular Turn results and is still present, so didn't use the Act. Diplomacy and the information game.

- ✓ Eminence Front may have also placed a Scene there at the end of their Regular Turn so that the Cargo Ship could move away on the next Regular Turn if the current turn's Movement Power activation failed for lack of a Scene. In that case – a Scene is a Scene is a Scene – Ziggy Stardust would have never known that their Scene was snitched by Eminence Front for a Movement Power activation.
- ✓ However, since the Cargo Ship was successful in moving away from the system, that means the Scene that Eminence Front may have tried to place on the system (so that the Cargo Ship was not stuck there) was not placed because the system is not on the Public Space at the end of the Regular Turn (as Eminence Front had no presence there). That Scene would have been lost, see Lost Scenes, 3 The Sidereal Stage, p. 123.