

**Appendix KM – Kairotic Moment Example:**

We have fed our sea for a thousand years  
 And she calls us, still unfed,  
 Though there's never a wave of all her waves  
 But marks our English dead:  
 We have strawed our best to the weed's unrest  
 To the shark and the sheering gull.  
 If blood be the price of admiralty,  
 Lord God, we ha' paid in full!

There's never a flood goes shoreward now  
 But lifts a keel we manned;  
 There's never an ebb goes seaward now  
 But drops our dead on the sand—  
 But slinks our dead on the sands forlore,  
 From the Ducies to the Swin.  
 If blood be the price of admiralty,  
 If blood be the price of admiralty,  
 Lord God, we ha' paid it in!

We must feed our sea for a thousand years,  
 For that is our doom and pride,  
 As it was when they sailed with the Golden Hind,  
 Or the wreck that struck last tide—  
 Or the wreck that lies on the spouting reef  
 Where the ghastly blue-lights flare.  
 If blood be the price of admiralty,  
 If blood be the price of admiralty,  
 If blood be the price of admiralty,  
 Lord God, we ha' bought it fair!

- Runyard Kipling, “The Song of the Dead” (1893)<sup>1</sup>

On the 21<sup>st</sup> Turn Cycle of a crazy game, a Kairotic Moment was triggered by five Turn Cycle ‘wins’ of the Aspect ‘sacrifice.’ Two positions, The Lesser Evil and The Greater Good, who had done much sacrificing to their own egos in their mutual hostility had exposed the Aspect repeatedly fueling Writs powered by Fuzzy Group activations. See Critical Mass, 3 Kairotic Moments, p. 1438. Thus, both positions will simultaneously experience a Kairotic Moment.

The obvious *Terra Sancta* for each Kairotic Moment is the starsystem where both long have native colonies and both of which, conveniently, have Sacrifice Aspects in an adjacent Monad on

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<sup>1</sup> “The Enemy Stars was originally published in Astounding Science Fiction under the title We Have Fed Our Sea. That title refers to the first stanza of the second part of Rudyard Kipling's poem ‘The Song of the Dead,’ which Anderson quoted at the end of his story. The poem refers to the British sailors who have died at sea in their efforts to give England mastery of Earth's oceans, and [Poul] Anderson discerned an analogous sacrifice that will be made by Terrans in their efforts to reach the stars.” – from Wikipedia article, “The Enemy Stars,” January 3, 2020.

✓ Stanley Kubrick, speaking about the title of 2001: A Space Odyssey said, “[i]t occurred to us that for the Greeks the vast stretches of the sea must have had the same sort of mystery and remoteness that space has for our generation.” – Jerome Agel, The Making of Kubrick's 2001.

their respective owner’s Public Spaces. Thus, the opposing frontier colonies both become permanent *Terra Sancta* for the rest of the game, which might be important in many other matters in the game, e.g., *Terra Sancta* planets are the first tiebreaker for Objective Victory (see Lords Spiritual, 2 Resolution, p. 1474) or some Truly Alien player might find them truly interesting (see the Crack Up Truly Alien Fundamental Reality). They may also be the subject of News Events, Writs, Colleges, and other developments in the game. They are certainly part of the story arc of the game.

The Kairotic Moment cannot fail due to inactive Constructural Elements at each colony (which have both suffered many Disruption Events) because it is not a Power Activation. See Terra Sancta, 1 Kairotic Moments, p. 1420.

The Concierge, perhaps short on anything creative to say in the moment, issues a Special Bulletin using an Intervention Potential, providing the Key Aspect (‘sacrifice’) and perhaps a stanza from the final part of Runyard Kipling’s “Song of the Dead.” See Biblical Blurbs, 1 Kairotic Moments, p. 1421.

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*“She said ‘I’ll turn you on sonny to something strong,  
play the song with the funky break!’”*

– Manfred Mann’s Earth Band, “Blinded by the Light” (1976)

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As soon as the *Terra Sancta* are designated, a blue dot appears on each Terra Sancta, and a red dot appears on the Capital colony of each position. The ‘color dots’ have no ‘effect’ and simply act as a timing mechanism for the Kairotic Moment (like a rhythmic drum beat). See Sojourn, 2 Kairotic Moments, p. 1429. However, there is dismay at the Capital of the Greater Good when a large red dot appears in the sky with no explanation, while consternation is experienced in the Lesser Evil’s capital when a large red dot appears there with equally no explanation.

The color dots in each of the four locations will proceed, as subsequent Regular Turns are processed by each position, along the Monads forming the Pathway connecting each Terra Sancta and Capital Colony to a Government Title on the Public Spaces, passing through the Government Title as if it were one Monad. *Id.* After passing through the Government Title, the red dot from the Capital Colony will move up the Pathway toward the Terra Sancta, and the blue dot from the Terra Sancta will move up the Pathway toward the Capital Colony. *Id.*

The speed at which the dots proceed is determined by the current Intensity Level of the Kairotic Moment, which is set and controlled by the Concierge. In this case, the Concierge decided that The Greater Good would start at a high intensity level of 3 and slowly wind down to 1, while the Lesser Evil does the opposite. See Intensiteit, 2 Kairotic Moments, p. 1430.

After reaching the Capital Colony, the dot passes into each First Space adjacent to the Capital Colony and thence, directly to the opposing First Space, then to each alien Capital Colony where it will remain for one more Regular Turn before disappearing. This has no effect, but symbolically represents the final stages of the timing mechanism about which point the intensity level of the Kairotic Moment should have reached its final stages, either ending in a crescendo or whimper. See Convictions, 2 Kairotic Moments, p. 1430. The Concierge should be able to count the Monads and time the intensity changes so that the ends occur roughly even.

*“Mama always told me not to look into the eyes of the sun  
But mama, that’s where the fun is!”*

– Manfred Mann’s Earth Band, “Blinded by the Light” (1976)

At the end of each Regular Turn during the Kairotic Moment, one of three types of Constructural Elements are chosen (Epistemological, Ideological, Symbolic) and a check is made to see if it becomes inactive as a result of the Kairotic Moment. The check will be made at 5% for Intensity Level 1, 10% for 2, and 15% for Intensity 3. If positions have not Cohered well, have a large number of inactive Constructural Elements, the process will be quick: When a Constructural Element is 25% active or less after testing, all of that Constructural Element will be made active, and cannot be made inactive by *any means* (including testing) for one Regular Turn. See Undecidabilities, *et seq.*, 2 Kairotic Moments, p. 1431.

This process ends when all three of the Constructural Elements (the Temporal Constructural Element is never tested) have passed through the fire. An unlucky Constructural Element that previously passed the ordeal by fire may be subjected to testing again after its immunity expires.

*Fight or flight* is the choice for the authorities before a Kairotic Moment, inactive Constructural Elements can be restored by normal Cohering (see 5 Culture, p. 421), which prolongs the process, but also may be necessary to avoid ‘blackout’ Power Activation failures or getting pounded by hostile positions. *And the rock cried out...*

*“Some brimstone baritone anticyclone rolling stone preacher from the east  
Says, ‘Dethrone the dictaphone  
Hit it in its funny bone, that’s where they expect it least’”*

– Manfred Mann’s Earth Band, “Blinded by the Light” (1976)

*Water leak or tsunami?* The current Intensity Level of the Kairotic Moment is added to the normal chance of *apostasy* (see Alieneity Apostasy, 3 Disruption, p. 283 and Wave Motion, 2 Kairotic Moments, p. 1433) for alien ships interacting with any Friendly or Naturalized colony undergoing a Kairotic Moment. Further, the Kairotic Moment position’s ships carry the message to the stars (the stars are not listening, but aliens might be...) possibly bringing *apostasy* to **alien colonies** with which they interact (the colonies are treated as ships for this *apostasy* purpose), turning the Constructural Elements of entire colony worlds inactive. See A Total ‘Gurgler,’ 2 Kairotic Moments, p. 1433.

It may be that the ships were already *en route* when the Kairotic Moment was triggered. It may be they went there out of ignorance. In any event, the glowing green radioactive inactive Constructural Elements cannot be returned to active status (via normal Cohering, see 5 Culture, p. 421), until the Census Power has been activated by their owner (see The Apostasy, 3 Disruption, p. 284). The Census Power *cannot fail* due to inactive Constructural Elements (see Tax Revolt and Revolting Taxes, 1 Taxation & Census, p. 297), but there are losses incurred in the form of Cultural Proficiencies (see And the Cradle Will Rock, 3 Culture, p. 382) for example. See also Don’t Hand Me No Lines & Keep Your Hands to Yourself!, 3 Disruption, p. 284.

*Apostasy* is ecstasy!<sup>1</sup>

*“And some new-mown chaperone  
Was standin’ in the corner, watching the young girls dance  
And some fresh-sown moonstone  
Was messin’ with his frozen zone, reminding him of romance”*  
– Manfred Mann’s Earth Band, “Blinded by the Light” (1976)

*The calliope crashed to the ground!* In addition to the Constructural Elements tests and apostasies, Aspects can be affected by a Kairotic Moment. Aspects on the Public Space belonging to the position undergoing a Kairotic Moment are checked, there is a 25% chance that they will be immediately replaced on their Monad by the Key Aspect of the Kairotic Moment. See *Nine Landings*, 3 Kairotic Moments, p. 1442. This check is made only once immediately when the Kairotic Moment is triggered, so it is probably the only truly momentary part of this mechanic.

Afterward, while the Kairotic Moment is in force, there is a chance (Intensity level x 10%) that newly Exposed Aspects will be the Key Aspect instead of what was intended (see *A Bustle in Your Hedgerow*, 2 Culture, pp. 365-366, and *Rose of the Winds*, 3 Kairotic Moments, p. 1442).

Further ... wait for it ... other position’s Aspects may also be affected if they share a Balkanized colony planet, share the same colony system, are members of the same MegaCorporations, or ships returning with *apostasy* from contact with another position’s Kairotic Moment! Oh, this is gonna be fun like making waves on a full waterbed! The Greater Good and the Lesser Evil share the same starsystem and can affect each other, and potentially, many other positions.

The effects occur both during the initial trigger and during subsequent Regular Turns, the same as for the position undergoing the Kairotic Moment, but at lesser strength. There is a 15% chance that any Aspect next to a Balkanized colony or shared colony system on their owner’s Public Space may be converted to the Key Aspect of the alien Kairotic Moment, or randomly changed to something else or eliminated. And newly Exposed Aspects may also be affected if placed in Monads adjacent to those locations (Intensity Level x 5%) may also fail or convert. And if the alien location is the *Terra Sancta* of the Kairotic Moment, 20% is added ... both *Terra Sancta* of The Greater Good and The Lesser Evil are in the same starsystem! See *Frontier Outpost of Syene*, 3 Kairotic Moments, p. 1443.

Ships returning in *apostasy*, may affect Aspects adjacent to their own colonies by interacting, regardless of location (see *Ship of Fools*, 3 Kairotic Moments, p. 1444), each adjacent Aspect having a 25% chance of changing or being eliminated. Note that the state of *apostasy* is based on inactive Constructural Elements, but the effect on the colony is against adjacent Aspects.

Though it is unlikely that The Greater Good and The Lesser Evil belong to the same MegaCorporation ... that would be funny ... any shared MegaCorporate relationship adds 10% to *any* chance of changing or eliminating Aspects due to contact with the alien Kairotic Moment. See *Diplomacy in the Hive of Scum & Villainy*, 3 Kairotic Moments, p. 1445.

In any event, the involuntary change of any Aspect could destroy Fuzzy Groups, could lead to disruption of Government Titles, but on the other hand, Aspects do ‘age-out’ quickly (see *Between the Candle and the Stars*, 2 Culture, p. 366) and are generally less troublesome than inactive Constructural Elements.

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*“She got down but she never got tired, She’s gonna make it through the night”*

– Manfred Mann’s Earth Band, “Blinded by the Light” (1976)

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Finally, weary of revolution, at the end of it all, after the Kairotic Moment has run its course, Aspect Lists of the position’s undergoing the Kairotic Moment (moment of insanity) may be changed, see *After the Fall*, 3 Kairotic Moments, p. 1445. Only positions that had the Key Aspect on their Aspect List are affected. No other position’s Aspect List is affected, regardless of how much of their population was ‘converted’ ... uh, how many Aspects and Constructural Elements suffered *apostasy* as a result of the alien Kairotic Moment.

The chance of change is related to the length of the Kairotic Moment measured in Regular Turn Cycles (3% per Regular Turn Cycle) and each Aspect on the Aspect List is checked to see if it changed to something else. This includes the Key Aspect whose repeated exposure started it all, so the ‘sacrifice’ Aspect for either or both The Greater Good and The Lesser Evil *may* disappear (or they may be at it again!). This change in Aspect Lists can have the effect of short-circuiting other possible Kairotic Moments or adding yet another position exposing an Aspect that is near the ‘critical mass’ to trigger another Kairotic Moment.

- ✓ The Kairotic Moment is the only direct mechanic in the game that can change Aspect Lists (it is possible for an Expose’ News Event to do this also, see *The Little Secret*, 4 Writs, p. 450).
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*“With a boulder on my shoulder, feelin’ kinda older,  
I tripped the merry-go-round.”*

– Manfred Mann’s Earth Band, “Blinded by the Light” (1976)

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This appendix describes the step-by-step game-mechanical process of the Kairotic Moment trigger, resolution and effects in GGDM. It lacks specific references to die rolls, permutations, population factors, industry, defenses, named ships, etc. – only vaguely specifying how two hostile positions (both extremes of Graded Absolutism), who have colonies occupying the same system, unknowingly triggered the Kairotic Moment because they had the same Aspect on their secret Aspect Lists, which they repeatedly exposed. Also lacking is any description of the meaning of the Kairotic Moment to the players or to the populations on the ground, or to any characters who may have been involved.

All of this depends entirely on the story circumstances of the game, each game is unique in that regard. To have provided those details would have required creating an ever expanding sphere of game detail and game universe history. This is the color that is filled in by the players and by the story, to the extent they wish to look.

Many people might automatically assume that the end result of a Kairotic Moment whose Key Aspect is ‘sacrifice’ would be some compelling universal peace movement morphing into a religion. And that the two hostiles would stop fighting, maybe take the third alternative. Do you think that happened in this game?

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<sup>1</sup> Commentary & Citation: This is a joke based on the title of paintings by Belli and Caravaggio of St. Francis.