

Appendix PUBS – Expansion of Public Space Selected Summary

From 4 Writs, p. 452: [By Looking Inward]

- **Edge of Reality:** After the Exposé´ is posted, there is a 5% chance that each Fact in the Exposé will add one Monad to the Public or Diplomatic Spaces (see Diplomatic Spaces, 2 Diplomacy, p. 1116, *infra*) of the issuing position and a 3% chance that each Fact will allow one Monad in the issuer’s Public or Diplomatic Spaces to be moved to a new location in the other space (that is, from Public to Diplomatic, *vice versa*).
 - ✓ A separate die roll is made for each fact for both possibilities. So one die roll is made for each Fact for the possibility of adding a new Monad, and one die roll is made for each Fact for the possibility of moving one Monad.
 - ✓ The chances are not added together, each roll to add a new Monad has a separate 5% chance and each roll to be allowed to move a Monad has a separate 3% chance of success. If you had 5 Facts in the Exposé´, the chances *would not be* 25% and 15% for each Fact; they would be 5% and 3% for each of the five rolls.
 - ✓ Adding or moving Monads allows the issuing position to slightly reshape their reality and/or slightly expand their reality that is represented by the Public Space. It is the choice of the issuing position where the Monads are moved or added and whether on the Public Space or on a Diplomatic Space.
 - ✓ New Monads can be placed adjacent to any Monad on any “edge” of the Public or Diplomatic Space and any Monads to be moved must currently be empty and maybe moved to any “edge” location on the Public or Diplomatic Space.

As the edges of the Public Space and Diplomatic Spaces wrap around to meet as discussed above, see also Over the Edge, 1 The Sidereal Stage, p. 108, *supra*, players should be cognizant that they are actually just inserting Monads into a circle at the locations that appear to be edges when seen in a flat top-down projection. Thus, they may inadvertently push things on the Public or Diplomatic Space out of adjacency.

- ✓ See discussions, Shared Spaces, 2 Diplomacy, p. 1118, and Mental Space, 3 Reformation, p. 1402, *infra*. Exposé´, colony Conversion and Naturalization (4 Order), Technological Era advancement (1 Eras), and Reformation (3 Reformation) are the only means to add Monads to the Public Space.

The chance of being able to receive new Monads is nominal in any case. Don’t bet your grocery money on those odds! Thus the possibility of adding or moving Monads should not enter into the Concierge’s judgment about the balance of the Exposé´. When it happens, it’s a bonus. Positions may use Enlightenment for rerolls in this case (see 2 Colleges generally, *infra*).

From 4 Order, p. 574: [By Hegemony]

In Spite of Ourselves: At the end of any Regular Turn in which a position Converted a Conquered Colony, there is a 1% chance, plus 2% per Converted Colony and 3% per Naturalized Colony owned by the position that a Monad will be added to the position’s Public Space adjacent to the location of the colony. A Monad may also be gained each time a colony is Naturalized as above, but the base chance increases to 3% plus modifiers. Additionally, 1% is added to either for every three units currently in *apostasy*. This is an intentional ‘snowballing’ mechanic.

As the edges of the Public Space wrap around to meet, see *Edge of Reality*, 4 Writs, p 452, *supra*, players should be cognizant that they are actually just inserting Monads into a circle rather than expanding a flat plane. Thus, they may inadvertently push things on the Public or Diplomatic Space out of adjacency; Pathways may need adjusted, pieces moved or removed. This is the cost of empire.

From 1 Eras, p. 760: [By Understanding]

- All Things Are in Motion: Upon advancing to the next Era, a roll is made for each Patent completed in the Era to see if a new Monad is added to the position's Public Space. There is a 10% chance x the level of the new Era for each Patent to result in an added Monad, e.g., there are 17 Existential Patents in the 1st Era, each of which has a 20% chance to add a Monad to the position's Public Space (average result would be 3-4 added Monads). The new Monads are randomly inserted into the Public Space. As described in *Over the Edge*, 1 The Sidereal Stage, p. 108 and *Edge of Reality*, 4 Writs, p. 452, *supra*, inserting Monads in the Public Space can push existing pieces out of adjacency and just generally mess things up.

From 3 Reformation, pp. 1401-1402: [By Living Outward]

- Built Spaces: The Reformation process, an Exposé' News Event (see *Edge of Reality*, 4 Writs, p. 451, *supra*), hegemony (see *In Spite of Ourselves*, 4 Order, p. 554, *supra*) and Era progression (see *All Things are in Motion*, 1 Eras, p. 760, *supra*) are the only means in the game to expand the Public Space *directly*; the Diplomatic Space (see *Fourth Direction*, 2 Diplomacy, p. 1117, *supra*) is also an expansion, but is shared with another and traces to the Public Space only through the Capital Colony. After the Reformation is resolved, in addition to the new restrictions of the Collage, the target position may receive additional Monads on the Public Space determined by a yes/no die roll (i.e. 50%) for each Intervention used in the Reformation resolution. Thus, the more Interventions used, the more Monads that can be gained (small consolation...). Enlightenment cannot be applied to this roll because there is no Power Activation involved.
- Mental Space: Because random insertion of new Monads into an active and full Public Space could destroy adjacencies and formations, and distances of colonies from Government Titles, it should/might/will probably be done manually by the Concierge; however, Reformations (Era Progressions and Exposé') do tend to upset existing arrangements and connections, therefore, random insertion by the computer assistant would not be entirely improper. The Concierge should decide initially how this will be handled and be consistent through the game, but knowing human predilections, it is likely that insertions will be done randomly by the computer assistant. As with Diplomatic Spaces (see *Shared Spaces*, 2 Diplomacy, p. 1118, *supra*), insertion of Monads will simply displace everything a space because the edges of the Public Space are considered to wrap around, such that things on the edge may be considered adjacent to things on the other edge.

From 2 Diplomacy, p. 1117: [By Expanding Possibilities]

- Fourth Direction: Diplomatic Spaces are the fifth way to expand the Public Space during the game, the other ways are by Era progression (see *All Things Are in Motion*, 1 Eras, p. 760, *supra*), Reformations (see *Built Spaces and Mental Spaces*, 3 Reformation, pp. 1401-1402, *infra*), hegemony (see *In Spite of Ourselves*, 4 Order, p. 554, *supra*) and an Exposé' News Event (see *Edge of Reality*, 4 Writs, p. 452, *supra*). As mentioned previously, the Public

Space of a position can become somewhat congested and crowded during the game. Diplomatic Spaces are the easiest way to expand the space available for pieces of civilization, but there's a catch....

✓ See also discussion of Monad Imperialism, 3 Order, p. 561, *supra*.

There is a sense in which the Diplomatic Space functions like the fourth direction in a hypercube; in the existence of the sort-of two-dimensional Public Space of civilization, the Diplomatic Space exists in the other direction to which we cannot point due to our limited dimensional existence. Very much like Edwin Abbott's Flatlanders and the interdimensional diplomat who wanted to say Hi! (*see* Carl Sagan's explanation, The Flatlanders excerpt, in Temporal Technology, *supra*). The point that destroys this rough analogy is the game necessary that the Diplomatic Space connect to the Public Space only through the Capital Colony – maybe like a black hole? – which, incidentally, makes the Capital Colony the densest center point of its civilization, which seems appropriate; it would be chaotic to the game to allow true congruity between all points of the Public and Diplomatic Spaces.