

### Appendix UA – Uber Alles

- An Uber Alles is generated for the 2<sup>nd</sup> and 3<sup>rd</sup> Eras each when the first position progresses to the Era of technology. They may also be pre-generated during setup and kept secret.
- Positions are officially informed of and granted access to the Uber Alles for the Era when they progress, not through advanced research or advanced patent prosecution.
- Uber Alles for the Era apply to all positions that reach the Era, they are not subjective, they are objective, though each position may find unique applications for it by prosecuting Patents in the new Era to take advantage of the abilities.
- An Uber Alles is generated by choosing (randomly or consciously, intentionally) one item each from the Technology Uber Alles and the Cultural Uber Alles, forming a pair. There are 100 possible combinations.
- Uber Alles are intended explicitly to create an advantage, to reward technological advance and progress in the game; they are thus unlike Fundamental Realities and Titles.

#### Technology Uber Alles

1. Information research pieces can be substituted for one Matter or Energy research piece to form Matter and Energy Research Groups, but during Patent Prosecution, each Matter or Energy Application must be paired with and connected to an Information application.
  - This represents the ultimate triumph of information as the underlying ‘constructural element’ of the physical universe.
2. All Patents in this Era may be successful with one unconnected application (does not provide an automatic connection) on the Matrix. No advanced research or development into the next Era is allowed.
  - This is the level at which the physical laws and technology become intuitive to the species, that Patents can be prosecuted without firm knowledge of all of the facts (remember that GGDM Patents are different than real-world patents). It is the intuitive leap, the quantum tunneling. It does not, however, allow automatic Era progression by connecting unconnected dots on the Matrix, you still have to do the work.
3. Interstellar and interplanetary movement of population, cargo, supplies and enhancements is possible without a starship.
  - To the sci-fi fan, this suggests stargates, wormhole travel and beaming. But only if we insist on physical movement, only if we insist that the thing arriving at the other end isn’t some advance virtual copy of what was sent. What if your mind could travel the stars while your body remains on Earth? Be creative with this in new Era Patents and see how the game develops.
4. The rule of physical exclusivity of space (i.e. that two things cannot occupy the same space at the same time) is not quite the rule it used to be.
  - ‘Crowding’ technology; the Fundamental Reality that uses this naturally is only one of many possible ideas. Science-fiction stories have suggested that two things can occupy the same space if they are in parallel universes and the universes overlap at a point. Participants will need to decide how literally to apply this Uber Alles, are we

- casually creating parallel pocket universes to have this effect, or is something different at work in our own singular universe that allows exceptions to the classic rule?
5. Death is not what it was thought to be...sort of, kind of, not exactly.
    - This is one to use if participants want the game to take an occult turn; it does not automatically imply and is not meant to imply zombies or other undead in the game. Be a little more creative, toss the clichés.
  6. An extra Monad is added to all current Diplomatic Spaces next to the First Space upon progression to this Era and can never be lost.
    - This is a one-time effect, and likely will not be useable in Patents in the new Era. The effect depends directly upon the number of First Contacts a position has at the time of progression. It only affects current Diplomatic Spaces. It represents expansion of common reality through increasing knowledge of the universe.
  7. It is physically possible to be in two places at once, regardless of distance.
    - Have fun with this one, everyone has experienced the need to be in two places at once. There are some possible ways to develop these technologies in the game, it might be an Enhancement (permanent or expendable), in any event there should be a cost to obtain and use this ability in advanced Eras. The main question is what happens to one if the other is damaged or destroyed (are they quantum entangled)?
  8. In limited circumstances, something can be made from nothing, but something cannot be made into nothing.
    - The likely application of this, overall, is to resources and manufacturing. It might solve a host of problems, for example, ship supply. It will be a question of cost-benefit analysis and how far it can be pushed with new Era Patent prosecution. It does not, however, allow things to just disappear from the game, like being born, once you are in this universe, you are stuck here until dismissed.
  9. If a position is of a higher current Era than the other in a combat, they execute a second round of combat between the first and second rounds of combat by the other side(s). That is, the highest Era participants will execute the extra round of combat before the combat proceeds to what would normally be the second round; if the two sides are the same current Era, there is no effect. This *includes* Orbital Bombardment and Raid/Strike.
    - Being able to execute twice before the other side gets their second execution is ... Trafalgar. Much of civilization owes to empires founded by military might. The technological reasons for this Uber Alles have already been explored in sci-fi – it could range from local time control to faster power cycling to gravitational control.
  10. 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.
    - Perhaps technology of this Era has moved the native population type up just a tick on the Galactic Shelf? Strictly as a technology, this is probably genetic modification, the classic making of a new race from children superior to their parents in attributes. Or maybe quantum mechanics became intuitive?

**Culture Uber Alles**

1. Activation of the Census Power also includes activation of the Taxation Power at any location that does not currently have a starship in the system, and activation of the Taxation Power also includes an activation of the Census Power in any system where there is not currently a starship. Ownership of the starship is irrelevant, only the presence of a star-drive is important.
  - This is admittedly strange. It makes the presence of any starship a sort of siege condition without combat, but only affecting Census & Taxation. Whatever it is, must have something to do with stardrive, but is not solvable by technological progress during the game. If this occurs in the 2<sup>nd</sup> Era, however, the Concierge may decide that progression to the 3<sup>rd</sup> Era negates this effect. There are some interesting twists to this regarding warships guarding colonies and colonies at Maximum Habitability.
2. There is a cumulative 7% chance for each ship in the 2<sup>nd</sup> Era and an 3% chance for each ship in the 3<sup>rd</sup> Era at the end of each prime number Regular Turn (i.e. 1, 2, 3, 5, 7, 11, 13, 17, 19, 23, etc.) that something catastrophic will happen in a system where the ships are located. Destroyed ships have a 10% chance of continuing to exert an influence infinitely after their destruction. Only one check is made per prime numbered Regular Turn per system occupied by starships (keels do not count) and the Concierge must decide the nature of the catastrophic event.
  - This is sort of a Luddite ‘Godsfire event’ from stardrives mentioned in 2 Patents, EN 8, p. 745. It is intended to effect mainly the middle part of the game, but the effect may be even if the number of ships in the game continues to increase into the 3<sup>rd</sup> Era. The potential for catastrophe is great due to the likely number of ships in the game, the check is for each ship. Participants could try to mitigate the effect by having ships in interstellar flight on the turns when the event might happen, but that changes the game just as much by causing positions to do what they would not normally.
3. During each Regular Turn, there is a 50% chance that either the Census Power or Taxation Power will be automatically and randomly activated at no cost in Acts or Scenes and no Power Activation, however, the position cannot now willfully activate either Power.
  - This represents a sort of self-actualizing civilization. Giving up control of Taxation and Census Power activations for a potential gift in extra Power Activations. And of course, this could lead to Disruption Events and other consequences as much as it could be advantageous. It certainly will change how the game is played.
4. Each time the Commerce Power is attempted to be activated, 1-3 RPs are added to the position’s Treasury.
  - This occurs even if the Power Activation fails; the Commerce Power is capable of being activated multiple times in a Regular Turn. This Uber Alles is intended to represent, generally, an exponential generativity from ‘removal of distance’ which should be occurring by the 2<sup>nd</sup> and 3<sup>rd</sup> Eras of the game. The effect could also possibly be construed to represent other processes, such as AI-aided human activity or things we cannot yet imagine.
5. ‘Cosmic Music’ is added to the Aspect List and can never be removed.

- This one is less mechanical, it is what the participants make of it in the game.
6. Each Regular Turn, activation of the Culture Power for Exposing Aspects allows an Aspect to be removed and replaced on the Aspect List instead of the normal exposing new Aspects.
    - This mimics somewhat the effect of Kairotic Moments in GGDM, and may become bound up with them if participants use it to cause or avoid triggering Kairotic Moments. But using this Uber Alles also places yet another burden on the Culture Power activations.
  7. Social and Estate Government Titles only fail if two Government Titles are failing at the same time.
    - This represents increased stability as interstellar civilization settles into an established period or plateau, however, ironically, it does not apply to Structural Titles. As noted in *It was the End of History*, 1 Resolution, pp. 1456-1457, stability of Government Titles may eventually signal the end of the game.
  8. A sixth Government Title may be added if no Government Titles have failed for six consecutive turns, a seventh Title may be added after that if no Government Titles have failed for seven consecutive turns.
    - This represents increasing complexity of interstellar civilization, in a Joseph Tainter sort of way. The more Social and Estate Titles a position has, however, the more difficult it will be to satisfy the Conflict Checks. On the other side of it are the added Power Activations and possibly more Acts and Scenes (see *Player Piano*, 2 Eras, p. 770).
  9. A ‘pocket space’ of 3 Monads becomes available adjacent to certain large colonies of the Native Population Type as long as they are controlled by the sovereign position of their Native Population Type.
    - The Concierge will need to determine the threshold for which colonies receive this benefit and when. The threshold may be population, installations, institutes, Colleges, Corporations, or some combination. The pocket space functions exactly as the Diplomatic Space as a ‘table for one,’ the pocket space traces through the colony to the regular Public Space.
  10. An Enlightenment attaches to each Power Activation where applicable; it does not require a College, does not come from a College, does not return to a College if not used.
    - The logical and ultimate end of the print, knowledge and information revolutions. Since rerolls from Enlightenment are mostly localized (i.e. at colonies or specific ships), this might be envisioned by the participants to mean AI computer assistance, global mind networks, or something else from science-fiction trope. However, it also implies a bit of autocratic, coercive, conformity-laden society when the rerolls are applied to Power Activation failure due to inactive Constructural Elements.