

Emergent Government Titles
Estate Government Title Themes 1 – First Estate – The Legitimizers

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) An Estate Title has been replaced by a Social Title while this Title has been active (note, this is a permanent failure once breached).
2. (F) A Title has become disrupted while this Title has been active (note, this is a permanent failure once breached).
3. (F) The position does not have an active, endowed Legitimacy College.
4. (F) One or more other Social or Estate Titles have at least one failed Conflict Check.
5. (F) Friendly population factors (including related Lost Colonist population) are under the control of alien sovereigns (i.e. other Major Positions).
6. (F) The position has suffered effects from adverse News Events in the last two turns (note, loss of Maintenance Shields is not an adverse effect for this purpose).
7. (F) The position lost Maintenance Shields to causes other than aging last turn *and* has not added new Maintenance Shields in the last turn.
8. (F) The position currently has an undisrupted Social Title.
9. (F) The position has lost a colony to alien conquest within the last three turns.
10. (F) The position has no Naturalized Colonies *and* a Reformation has occurred while this Title has been active (note that the latter fails permanently once breached).

(Themes: absolute stability, tyranny in the nursery, being true to purpose, sovereignty over all Friendly populations [great defender, the one and only true leadership, etc.], Naturalized Colonies as a form or reinforcement of legitimacy, no Reformations)

Emergent Government Titles
Estate Government Title Themes 2 – Second Estate – The Rulers

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (F) Position has more than one Social Government Title whether disrupted or undisrupted.
2. (F) Position has more than three undisrupted Government Titles and either a undisrupted Confederation or Dualistic Structural Title.
3. (F) Position has a Confederation or Dualistic Structural Title and less than half of the Cultural Proficiencies are either Police or Security Proficiency pieces.
4. (F) There are sovereign colonies without a Ground Unit and at least 10 RPs of Fighters.
5. (F) Position has more Friendly Colonies than Conquered or Converted Colonies.
6. (F) Position has no Titles with a Conflict Check from EGT1 that is currently passing *and* has not failed for the last three turns.
7. (F) Position has more than one Fuzzy Group on the Public Space.
8. (F) Position does not have more than the First Space in more than half of the Diplomatic Spaces with other species with which it has had First Contact.
9. (F) Position has at least two other Friendly Colonies which have the same or more population than the Capital Colony.
10. (F) Position has not activated the Order Power within the last two turns and has not activated the Combat Power within the last three turns.

(Themes: isolationism, conquest of aliens insures loyalty of friendlies, imperialism, gain of wealth through power, no competing friendly power centers, police state, security, stagnation/no change/no social movements that can upset the balance, support of legitimizers)

Emergent Government Titles
Estate Government Title Themes 3 – Third Estate – The Commoners

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) A Friendly or Naturalized Colony has not been Orbital Bombarded while this Title has been active (note, this is a permanent fail once breached).
2. (F) A colony with Friendly Population, whether sovereign or non-sovereign, has not been Orbital Bombarded while this Title has been active (note, this is a permanent fail once breached)
3. (F) A Friendly or Naturalized Colony has not been involved in a Ground Combat while this Title has been active (note, this is a permanent fail once breached).
4. (F) A Friendly or Naturalized Colony has not been reduced in either Maximum Habitability or Habitability Class in the last eight turns.
5. (F) A Friendly or Naturalized Colony has not been the target of a Raid in the last eight turns.
6. (F) The Taxation Power has been activated within the last three Turns.
7. (F) The Taxation Power has been activated twice since the last activation of the Census Power.
8. (F) No Friendly Population factors on Colony Ships or Orbital Cities have been destroyed while this Title has been active (note, this is a permanent fail once breached).
9. (F) Less than seventy-five percent of the combined Epistemological, Symbolic and Ideological Constructural Elements on Friendly and Naturalized colonies are active (note, the percentage is not per type of Constructural Elements, but in total).
10. (F) A Friendly or Naturalized Colony has suffered a Disruption Event in the last turn.

(Themes: the base of the structure, the mass of humanity, without whom there would be no civilizations and nothing to rule; security, peace, prosperity, propagation, meaning, the makers and the consumers, note that there an unusual number of permanent fails in this Theme)

Emergent Government Titles
Estate Government Title Themes 4 – Forth Estate – The Press

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Position does not have any Conflict Checks on any other Social or Estate Titles that are currently failing.
2. (F) Position currently does not have any disrupted Social or Estate Titles.
3. (F) Position has not added or restored a Government Title in the last three turns.
4. (F) Position does not currently have a Communication Cultural Proficiency adjacent to every sovereign colony on the Public Space.
5. (F) Total of Intelligentsia, Nationhood, and Powers Proficiency pieces is not more than 50% of the Cultural Proficiency pieces on the Public Space.
6. (F) Position has not successfully prosecuted a Patent in the last three turns that required multiple Information Applications.
7. (F) Position has not issued a Thesis Statement (see Reformatations) in the last three turns (note, not required to be issued against another position but will still cost a Power Activation).
8. (F) Position has not issued an Expose’ News Event within the last five turns.
9. (F) Position has not issued any adverse News Events in the last turn.
10. (F) A Diplomatic Protest has been lodged against the position in the last two turns.

(Themes: knowledge economy, information age, social and political criticism, news, public intellectuals)

Emergent Government Titles
Estate Government Title Themes 5 – The Producers – Industrialist

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Population has been loaded to Colony Ships from a Friendly Colony that was at less than 90% Maximum Habitability in the last three turns.
2. (F) The Construction Power has not been activated for the purpose of Colony Enhancement on three different Friendly or Naturalized Colonies in the last three turns.
3. (F) An Estate Title, other than this one, has been disrupted in the last five turns.
4. (F) Position has more undisrupted Social Titles than undisrupted Estate Titles.
5. (F) A Writ requiring a Fuzzy Group containing either a Police or Security Proficiency piece has not been activated in the last three turns.
6. (F) A sovereign colony has doubled in size due to Unloading Population from Colony Ships in the last five turns (this can occur over multiple turns, not just in one turn).
7. (F) Position has not established a new Corporation within the last three turns.
8. (F) Position has not unloaded RPs from more than one Cargo Ship *and* has not Loaded RPs to more than one Cargo Ship in the last turn (note, both must be false to pass).
9. (F) Position has not spent 20% of RPs in each of the last two turns building Industry at Friendly colonies.
10. (F) Position has not successfully prosecuted a Patent requiring both Industry and Matter or Energy Applications in the last three turns.

(Themes: Urbanized industrialization, consumer economy, big government spending, energetic commerce, demand for goods, profit profit profit, influence over government regulation, spending, economic measures, suppression of worker power, protection of wealth and property accumulation, industrial technology)

Emergent Government Titles
Estate Government Title Themes 6 – The Producers – Workers

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Position does not have the Planetary Government Estate Title as a current undisrupted Government Title.
2. (F) Position has an undisrupted Unitarian Structural Title.
3. (F) Position does not have an active, endowed Medical College *and* does not have Institutions connected to the Medical College on all Friendly Colonies (note, both must be true or this statement is false).
4. (F) Position has a Police or Security Proficiency piece adjacent to any Friendly Colony on the Public Space.
5. (F) All Friendly and Naturalized Colonies obeyed the last Taxation Power activation.
6. (F) No other Estate Titles have been disrupted in the last five turns.
7. (F) Position does not have a Spirit Proficiency piece adjacent to each Friendly Colony on the Public Space *or* has not activated a Writ requiring the Spirit Proficiency in the last three turns (note, if either is true, the statement is not false).
8. (F) Position has had a Social Title disrupted in the last five turns.
9. (F) A Friendly or Naturalized Colony has suffered a disruption event in the last three turns.
10. (F) RPs from alien Cargo Ships have been unloaded at any Friendly or Naturalized Colony while this title has been active (note, this is a permanent fail once breached).

(Themes: *Secessio plebis*, conflict of the orders, collective power of workers focused through representative organizations as a form of estate, trade protectionism, government that embraces dualistic powers, provision of social welfare, safety net, no bondage)

Emergent Government Titles
Estate Government Title Themes 7 – The Reproducers

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Position has not activated the Census Power in the last three turns.
2. (F) Position does not have one Customs and one Regeneration Proficiency adjacent to each Friendly Colony on the Public Space.
3. (F) One or more colonies, whether sovereign or non-sovereign, with Friendly Population Factors on the planet surface has been subjected to either Orbital Bombardment or attacked in Ground Combat while this Title has been active (note, this is a permanent fail if it is ever true).
4. (F) Friendly Population Factors in Orbital Cities at sovereign colonies have been destroyed while this Title has been active (note, this is a permanent fail if it is ever true)
5. (F) A Friendly Colony with 20 or less population factors was either Conquered or destroyed by aliens in the last two turns.
6. (F) More than 10 Friendly population factors were on Colony Ships when the Census Power was activated in the last five turns (note, this can only be true if the Census Power was activated in the last five turns).
7. (F) The position does not have five active, endowed Colleges.
8. (F) The position has an active, endowed Combat College.
9. (F) The position does not have an active, endowed Medical College *and* at least two other active, endowed Colleges, neither of which is a Combat College (note, all elements of this must be false to pass).
10. (F) At least one other Social or Estate Title is either disrupted *or* failing two or more Conflict Checks (i.e. failure of other Social or Estate Titles will cause this to fail).

(Themes: the power of parents, social power, parental government, regeneration of the species, parental protectionism, legitimacy of the civilization)

Emergent Government Titles
Estate Government Title Themes 8 – The Military

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Position has more than one undisrupted Estate Title.
2. (F) This Title did not replace another Title *and* the position does not have an active, endowed Combat College.
3. (F) Position does not have a Warship, Ground Unit (on the colony) and Fighters (on the colony or on a ship) and Ground and Orbital Defense Base at every Friendly or Converted Colony.
4. (F) Position has Naturalized population *and* 70% or more of Cultural Proficiencies are not Police or Security Proficiencies (note, having Naturalized Population is auto-fail)
5. (F) Position has two or more active endowed Colleges.
6. (F) Position has Equity, Expression, Integrity, or Intelligentsia Proficiencies on the Public Space (note, one piece of any of these Proficiencies is sufficient to fail) *or* any other Title has failed two or more Conflict Checks currently (note, if either is true, the Conflict Check fails).
7. (F) Position has not successfully prosecuted a Patent that includes a Weapons or Defenses Application within the last two turns.
8. (F) Position does not have the current Era Warship Patent, all three Defense Base Patents, and half of the position’s warships are not of the current Era.
9. (F) Position has fought a combat against a Warship or Defense Bases of a higher Era during the time this Title has been active (note, this is a permanent failure once breached)
10. (F) Position has not initiated interstellar movement with any Warships in the last two turns *or* has not initiated any Combat or Seized the Initiative within the last three turns (note, if either is true, the Conflict Check fails).

(Themes: dictatorship, martial glory, military ownership of society and the economy, security, police state, politics of the gun, arms race)

Emergent Government Titles
Estate Government Title Themes 9 – Military Industrial Complex

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Position has spent less than 35% of total RPs on construction of Warships, Carriers, Fighters, Defense Bases, or Ground Units in the last two turns, not counting upgrades or other enhancement technologies.
2. (F) Position has not purchased Ship Missiles or Fighters at two or more Friendly Colonies in the last two turns.
3. (F) Position has not completed any Colony Defense Era upgrades in the last two turns.
4. (F) Position has not lost any Warships, Logistical Ships, Bases, or Fighters or fired any Ship Missiles in Combat in the last two turns (in order to lose something in combat, you have to be involved in a combat...).
5. (F) Position has not successfully prosecuted any Patents that contain Weapons, Defense or Industry Applications in the last three turns.
6. (F) Position has not been successful in Advanced Research or Development in Weapons, Development or Industry in the last three turns.
7. (F) Position has not improved its Orbital Bombardment capability in the last five turns.
8. (F) Position has not won a Combat in the last three turns.
9. (F) Position has not scrapped any Warships in the last three turns.
10. (F) Position has not built at least three new Warships or Logistical Ships in the last three turns.

(Themes: arms race, defense spending, profit from military losses, profit from military expansion, obsolescence of military equipment...they want you to buy weapons and go to war)

Emergent Government Titles
Estate Government Title Themes 10 – Starship Captains

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Any sovereign colony has a System or Orbital Defense Base or Fighters.
2. (F) Position has initiated no interstellar movements in the last turn *or* any sovereign colony has a System or Orbital Defense Base (note, if either of these is true, the statement is not false)
3. (F) Position does not have active, endowed Ship, Commerce and Stardrive Colleges.
4. (F) A sovereign starship has been destroyed or lost (by any means) in the last two turns *and* no sovereign colonies are currently under attack or siege (note, if either is true, the statement is not false).
5. (F) Position has not Landed any new colonies or transported population (activation of the Expansion Power for that purpose) in the last three turns.
6. (F) Position does not have a number of supporting colonies within Short Movement of another supporting colony, equal to half the turns elapsed in the game so far (note this is dependent on Ship Speed and number of supporting colonies)
7. (F) Position does not currently have either a number of starships equal to the number of undisrupted Government Titles or sovereign colonies (whichever is greater) cubed, *or* a number of Warships equal to the number of undisrupted Government Titles or sovereign colonies (whichever is greater) squared (note, cannot be false if either is true)
8. (F) Position has not either increased Ship Speed in at least one Stardrive Patent, or successfully prosecuted any Patent with either Stardrive or Ship Applications within the last two turns.
9. (F) Position currently has more than half of the Constructural Elements on ships inactive, *or* has one third or more of Ideological Constructural Elements on ships inactive (note, if either of these are true, the statement is not false).
10. (F) Position has not improved either Operational Flight Duration (OFL) or Operational Supply Limitations (OFL) in the last two turns.

(Themes: power of starship captains over connectedness of civilization, control of ships, inability of colonies to resist starship captains, expanding colony networks, ship technology)

Emergent Government Titles
Estate Government Title Themes 11 – Intellectual Elite

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Position does not have a Fuzzy Group adjacent to each colony hosting a College, for each College hosted there.
2. (F) Position does not have at least one other Social or Estate Title that is not currently failing a conflict check.
3. (F) Position has not operated Institutions on every Friendly and Naturalized colony in the last turn.
4. (F) Position has not spent at least half of its Faculties operating Institutions in the last three turns *or* has not operated an Institution on a Converted Colony in the last turn, if the position has at least one Converted Colony currently (note, if either is true, the statement cannot be false).
5. (F) Position does not have five active, endowed Colleges *and* a total number of Communication and Rhetoric Proficiency pieces on the Public Space equal to either the number of undisrupted Government Titles or active Colleges, whichever is greater (note, both must be true for this statement to not be false).
6. (F) Intelligentsia Cultural Proficiencies do not currently amount to 25% of Cultural Proficiency pieces on the Public Space.
7. (F) Position has not activated the Technology Power for any purpose in the last two turns.
8. (F) Position has an active, endowed College hosted on the Capital Colony.
9. (F) Position has not founded a new College *or* issued a new Land Grant Writ in the last three turns (note, if either is true, the statement cannot be false).
10. (F) Position has more active Colleges than inactive or suspended Colleges.

(Themes: intelligentsia as either a force for social change or for legitimizing the current scheme, knowledge based economy, connectivity or lack of connectivity between society and intelligentsia (e.g., ancient Library of Alexandria), anti-intellectual forces, pretentiousness)

Emergent Government Titles
Estate Government Title Themes 12 – Oligarchic Drift

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Position has not unloaded RPs from Cargo Ship(s) at the position’s largest Friendly Colony equal to at least half of that colony’s GDP in the last three turns.
2. (F) Position has loaded RPs to Cargo Ship(s) from a sovereign colony that is in the top one-third of colonies by GDP in the last two turns.
3. (F) Position has unloaded RPs from Cargo Ship(s) at a sovereign colony that is in the bottom one-third of colonies by GDP in the last three turns.
4. (F) Position has more sovereign colonies above the average GDP of sovereign colonies than colonies below the average GDP.
5. (F) Position has a College, Corporation or MegaCorporation hosted on a sovereign colony that is in the bottom three-quarters of GDPs of sovereign colonies.
6. (F) Position does not have three sovereign colonies of 20 or less population for each sovereign colony of population 60 or more (note that Census Power can affect this).
7. (F) Position has a Friendly or Naturalized Colony of 50 or greater population located on a planet that is neither Optimal nor Hospitable Habitability Class to any resident population (note that pollution and entropy can affect this).
8. (F) No alien Cargo Ships have Unloaded RPs at any sovereign colony in the top half of GDPs of sovereign colonies in the last five turns.
9. (F) More than half of the top half of sovereign colonies by GDP are at 80% or greater Maximum Habitability (note, fractions rounded down).
10. (F) The Commerce Power has not been activated for any reason in the last two turns *or* the position has at least one colony of 30 or less population that has a greater GDP than a sovereign colony of 60 or more population (note, if either is true, the statement is not false).

(Themes: Oligarchic drift in this instance is the tendency of big colonies to get bigger and wealthier by their power at the expense of smaller colonies, and is not in GGDM terms, individual wealth accumulation, but generational and locational wealth accumulation; it is inequality and wealth gap as an identifiable estate in civilization)

Emergent Government Titles
Estate Government Title Themes 13 – Planetary Governments

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

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If the following statements are true, the Conflict Check has failed:

1. (F) Position does not have a Confederation Structural Title.
2. (F) Position has a Confederation or Unitary Structural Title *and* the total Friendly and Naturalized Population on sovereign colonies, excluding the Capital Colony, do not outnumber the population of the Capital Colony 10 to 1 (note, both must be false to pass)
3. (F) The number of sovereign warships exceeds the number of sovereign Friendly or Naturalized Colonies in any one starsystem where these colonies exist.
4. (F) RPs exceeding half of a sovereign colony’s GDP were loaded or unloaded at any sovereign colony in the last turn.
5. (F) All Friendly and Naturalized Colonies do not have an Orbital Shipyard.
6. (F) All Friendly and Naturalized Colonies do not have both Orbital Defense and System Defense Bases and Fighters on the colony as well.
7. (F) All Friendly Colonies are not in a system with another Friendly or Naturalized Colony.
8. (F) The Taxation Power has been activated within the last five turns.
9. (F) During the last activation of the Taxation Power, all colonies obeyed (i.e. none failed to pay taxes due to inactive Constructural Elements).
10. (F) The position has used all available Power Activations on any turn within the last three turns.

(Themes: fierce local independence, suspicion of interstellar government, suspicion of warships, grudging acceptance of the minimum benefits of centralized civilization, planetary survival, local urbanization)

Emergent Government Titles
Estate Government Title Themes 14 – Down Below

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

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If the following statements are true, the Conflict Check has failed:

1. (F) Position has not generated an Intervention Potential Plus in the last three turns *or* currently has more than two Maintenance Shields (note, if either of these are true, the statement is not false).
2. (F) Position has no Medical or Spirit Cultural Proficiency Pieces on the Public Space.
3. (F) Position does not have a Confederation Structural Title *or* has Police or Security Proficiency pieces on the Public Space currently (note, if either of these are true, the statement is not false).
4. (F) Position has more Police, Security, and Integrity Proficiency Pieces on the Public Space, combined, than undisrupted Government Titles.
5. (F) Position has Police, Security or Integrity Proficiency Pieces adjacent to the Capital Colony on the Public Space (remember, all First Spaces in Diplomatic Space are adjacent to the Capital Colony on the Public Space).
6. (F) Position does not have any disrupted Government Titles.
7. (F) Position is currently unable to activate any Writs (due to either lack of Writs or matching Fuzzy Groups), or does not have any Writs established.
8. (F) Position has published an Expose’ News Event within the last 20 turns *or* has a Zeitrice currently on the Public Space (note that a Zeitrice can be formed inadvertently).
9. (F) Position has less than three Corporations currently *or* owns any colony with a Ground Unit present (even if on a ship or Orbital City) (note, if either of these are true, the statement is not false).
10. (F) At least half of the position’s colonies are not at 20 or less population factors and the position has no Conquered or Converted Colonies.

(Themes: *laissez faire*, permissiveness, non-conformity, weak central government, pro-business, low or weak policing and security presence, little regulatory oversight, expanding economy, vice and addiction, inconsistent enforcement, government corruption, illegitimate power, Cpt. Stern)

Emergent Government Titles
Estate Government Title Themes 15 – Sovereign Aliens

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) At least one Conquered or Naturalized **alien colony** did not obey the last activation of the Taxation Power (i.e. due to inactive Constructural Elements).
2. (F) At least one attempt to Convert or Pacify a conquered **alien colony** failed in the last three turns *or* no Conversion attempts have been made or Pacification Combats initiated in the last three turns (note, if either is true, this statement is not false).
3. (F) No sovereign alien population factors have been loaded to Colony Ships in the last three turns.
4. (F) One or more sovereign **alien colonies** have reverted while this Title has been active (note, if this ever true, this is a permanent fail).
5. (F) A sovereign **alien colony** exists on a planet that is Optimal Habitability Class for the Native Population Type of your position.
6. (F) A sovereign **alien colony** has been Orbital Bombarded but not destroyed in one Combat Round while this Title has been active (note, if this is ever true, this is a permanent fail).
7. (F) A College, Corporation or MegaCorporation of which the position is a shareholder is hosted on a sovereign **alien colony or** a sovereign **alien colony** is currently the Capital Colony (note, if any are true, this statement is not false).
8. (F) Sovereign alien population is located on the surface of a planet controlled by the position (being under the surface of the planet still counts as being on the surface for this purpose).
9. (F) Sovereign alien population are located on a colony planet that is not either Hostile or Unpleasant Habitability Class to their species.
10. (F) Naturalized alien population failed to obey any Power Activation in the last three turns (i.e. due to inactive Constructural Elements).

(Themes: what to do with captured aliens, impact of sovereign alien colonies on position’s government, failure to keep the aliens “in line,” militant occupation of alien colonies, terror)

Emergent Government Titles
Estate Government Title Themes 16 – The Great Migration (Diaspora)

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) The Homeworld has more than 10% of the Maximum Habitability in Friendly population factors (note, reroll if the position is not a Homeworld or Lost Colonist).
2. (F) The Homeworld has not been reduced to zero Maximum Habitability or Hostile Habitability Class for your species (note, reroll if the position is not a Homeworld or Lost Colonist).
3. (F) Position does not own more Colony Ships than any other type of ship *or* position has not Landed a colony within the last three turns (note, fails if either is true)
4. (F) Position owns more non-Colony and non-Scout Ships than Colony and Scout Ships combined.
5. (F) Position has neither Loaded at least five Friendly Population factors to Colony Ships *nor* Landed a colony in the last turn.
6. (F) A sovereign **alien colony** exists on a planet surface whose Habitability Class is optimal for the position’s Native Population Type (note, alien orbital cities will not cause this statement to be true).
7. (F) Sovereign Friendly Colonies that are not special colonies, exist on planets that are Unpleasant or Hostile Habitability Class for the position’s Native Population Type.
8. (F) Non-sovereign **alien colonies** co-exist with sovereign Friendly population colonies on planets (i.e. Balkanized Planets) that are Optimal Habitability Class for the position’s Native Population Type.
9. (F) Position has not activated the Expansion Power (for any purpose) and/or Census Power for the last eight consecutive turns.
10. (F) A friendly population colony in Galactic Space, whether sovereign or non-sovereign, that is not the Capital Colony of some other position, exceeds the Friendly population of the position’s current Capital Colony.

(Themes: leaving the nest, fearless & land-grab expansionism, spreading out colonies for species survival, outward population pressure, optimal colony planets, slight xenophobia)

Emergent Government Titles
Estate Government Title Themes 17 – Cabals, Cartels & Syndicates

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Position is not currently passing Conflict Checks from both the Military and Military Industrial Complex Estate Themes.
2. (F) Position is not currently passing Conflict Checks from both the Military Industrial Complex and Producers: The Industrialist Estate Themes.
3. (F) Position is not currently passing Conflict Checks from both the First Estate: Legitimizers and Second Estate: Rulers Estate Themes.
4. (F) Position is not currently passing Conflict Checks from both The Great Migration and Youth Bulge Estate Themes.
5. (F) Position is not currently passing Conflict Checks from both Starship Captains and The Great Migration Estate Themes.
6. (F) Position is not currently passing Conflict Checks from both Third Estate: Commoners and Producers: The Workers Estate Themes.
7. (F) Position is not currently passing Conflict Checks from both Fourth Estate: The Press and Intellectual Elite Estate Themes.
8. (F) Position is not currently passing Conflict Checks from both Planetary Governments and Youth Bulge Estate Themes.
9. (F) Position is not currently passing Conflict Checks from both Producers: Industrialist and Starship Captains Estate Themes.
10. (F) Position is not currently passing Conflict Checks from both Oligarchic Drift and Down Below Estate Themes.

(Themes: Legitimacy through pairings of Conflict Checks from Estate Themes that share similar goals, interests; the Conflict Checks could appear together on one or on separate Estate Titles)

Emergent Government Titles
Estate Government Title Themes 18 – Great Builders

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Construction Power has not been activated for the purpose of Colony Enhancement at the Capital Colony in the last turn.
2. (F) Construction Power has not been activated for the purpose of Colony Enhancement at any one Friendly or Naturalized colony for three consecutive turns.
3. (F) An Estate Title has become disrupted while this Title has been active (note, this is a permanent fail once breached).
4. (F) No alien ship has arrived in either the Capital Colony or the largest Friendly Colony system within the last three turns (note, the Capital Colony and largest Friendly Colony may or may not be the same and Census Power activation may affect this).
5. (F) No new Orbital Cities have been constructed at any sovereign colony in the last two turns (note, this can be done even if planet is not at or near Maximum Habitability).
6. (F) Alien population factors have not been Unloaded at any planet with a sovereign colony on the same turn the Construction Power was activated for the purpose of Colony Enhancement within the last two turns (note, the alien population factors are not required to be or become sovereign).
7. (F) Cargo Ships have not unloaded RPs at any planet with a sovereign colony on the same turn the Construction Power was activated for the purpose of Colony Enhancement within the last two turns (note, the Cargo Ship can be alien).
8. (F) Seventy-five percent of Ideological Constructural Elements were not active at sovereign colonies the last time the Construction Power was activated for the purpose of Colony Enhancement at any sovereign colony.
9. (F) There is not currently an Engineering and Urbanization Proficiency adjacent to each Friendly or Naturalized Colony on the Public Space.
10. (F) The position does not have an active, endowed Engineering College or Urbanization College *and* more Engineering and Urbanization Proficiencies combined than undisrupted Government Titles

(Themes: The architects, builders and planners of great works, considered as an estate when they have behind them the power of government and wealth, and the prestige of civilization and their era, e.g., the unknown planners of the Valley of Kings, the plans for rebuilding London after the Great Fire of 1666, Haussmann’s rebuilding of Paris during the Second French Empire, Speer in Berlin, the ancient Roman aqueduct system, Edison and Tesla’s power systems, etc.)

Emergent Government Titles
Estate Government Title Themes 19 – Youth Bulge

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Position is currently not involved in any Ground Combats *or* has not fought a Pacification Combat within the last two turns.
2. (F) Position is not currently involved in more than one ongoing combat *and* has not fought combats at more than one system or planet within the last two turns.
3. (F) Position does not own three or more Friendly colonies with over 50 population factors.
4. (F) Position has not Raided or Looted any **alien colonies** within last two turns.
5. (F) Position has not activated the Census Power within the last two turns.
6. (F) Position currently does not have 50 Friendly population factors on Colony Ships.
7. (F) Position has not loaded 10 Friendly population factors to Colony Ships in the last turn.
8. (F) Position has not abandoned any disrupted Government Titles within the last three turns.
9. (F) Position does not have three or more Friendly Colonies currently at the planet’s Maximum Habitability
10. (F) Position does not have more Regeneration Proficiency pieces on the Public Space than undisrupted Government Titles.

(Themes: expansion, population pressure outward, conquest of aliens for elbow room, small colonies, population loading and population on colony ships, social revolution against the current regime)

Emergent Government Titles
Estate Government Title Themes 20 – Big Business

“What condition or circumstances must have existed in order for this group to become a ruling Estate, what needs do they serve, and what conditions or circumstances must continue in order for the Estate to continue ruling?”

Conflict Checks: True or false statements, *if true, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

If the following statements are true, the Conflict Check has failed:

1. (F) Position is not currently a member of eight MegaCorporations containing membership from at least five other positions, *and* at least six of which are not hosted on a sovereign colony (note, both must be false for this Conflict Check to pass).
2. (F) Position does not currently have one Cargo Ship for every 50 sovereign population factors before or on Turn 10 or for every 30 sovereign population after Turn 10 (note, a Census Power activation can ‘blow this up’).
3. (F) Position has not Loaded or Unloaded RPs from alien Cargo Ships at five sovereign colonies in the last three turns.
4. (F) Position has not Loaded or Unloaded RPs from five sovereign Cargo Ships in the last three turns.
5. (F) Position does not have access to a total number of Diplomatic Spaces, excluding First Spaces, equal to the number of Major Races with which it has had First Contact squared (note, Diplomatic Spaces with Minor Races count for this purpose) if more than three or cubed if three or less (note, a new First Contact can make this fail).
6. (F) New stars added to Galactic Space since the beginning of the game do not equal the number of turns elapsed plus the number of Corporations and MegaCorporate memberships of the position (note, this is something that may be beyond the control of the position, easily can become untenable in the long term).
7. (F) Position does not have sovereign colonies equal to the number of undisrupted Government Titles cubed (note, the math is brutal).
8. (F) RPs received from the most recent activation of the Taxation Power were not double what was received from the immediately previous activation of the Taxation Power.
9. (F) Sovereign population has not doubled in the last five turns or tripled in the last eight turns.
10. (F) Position’s ship speed has not doubled in the last three turns.

(Themes: think big business, too big to fail, economy of scale, proto-galactic consumerism as the backbone of a growing pan-stellar culture, brutal math, exponential potential)