LEGACIES!

A GGDM ‘civilization custodians’ Game

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The most fundamental function of civilization is the creation and control of its own reality. Nothing is more important.

By Charles W. Phillips (*Nemo/Necuno*)
A Tendentious Pedant

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"But I have never been custodian of my legacy. When I'm dead and gone, I'll either be sublimely happy or terribly unhappy." – U.S. Supreme Court Justice Anthony Scalia in 2013 interview.

Fitful Sleep

About 10:30 p.m. on December 31, 2020, I turned off the television from watching a men's college basketball game and dozed off sitting on the couch with two or three cats sleeping on my lap. I had a surreal dream about cubes (because aren't all dreams surreal?) and half-awake, I began composing a set of game rules about cubes in my mind. I woke up, dozed off, woke up, realized that I was making a set of game rules based on Gestalt Genesis/Day Million, my lifetime project that was published in May 2020, and dozed off again. Eventually I decided I should write it all down, and got up from the couch about 2 a.m., turned on my computer, and sat until around 5:30 a.m. tapping the first draft of CUBES! A GGDM 'dream shadow' Game.

CUBES! was finished by January 4, 2021 and was 'published' on that date as a 'pencil 'n eraser' game free to download and play. Because to keep what you have, you must give it away. Immediately, I conceived another game, SPHERES! A GGDM 'cosmic cultural crisis' Game, which used much different mechanics and was completed a week later on January 11, 2021. Then followed TURNS! A GGDM 'transcension unity reality node' Game that combined CUBES! and SPHERES! into a larger third game on January 18, 2021. And I thought I was done. Like God.

But like the twist ending of a movie that wants a sequel, it apparently wasn't really done yet. I woke up in the pre-dawn hour of January 22, 2021, it was still dark, so I dozed off, woke up, dozed off again, having a dream about 'divergence' and 'unities' and some sort of overhead lines godview of whatever I was dreaming about. Meanwhile, my conscious mind was trying to make sense of it and began assembling an idea that slowly churned in and through my increasing wakefulness as the sun rose. By the time I was fully awake, I had an idea for yet another shadow of some aspect of GGDM. The result was a weirdly-delicious, experimental mechanics game...

Prime Time

This game is played from the godview. Each player represents a 'custodian' over a civilization, supervising the civilization through three or more possible timelines as it grows, develops and interacts with other emerging interstellar civilizations in a region of space. At any time, each civilization will have one 'real' timeline, which is called the Prime Timeline (*à la* Star Trek) and the others are potentials, possibilities, side paths, parallel streets to which the custodian may re-rout the civilization from time to time by use of Interventions.

- LEGACIES! is in this sense a 'many worlds' game; a concept that is highly debatable in science, but popular in science fiction imagination because it somehow makes us feel a little less trapped. And it's great for storytelling. It is helpful to think of the player custodians in LEGACIES! as being like Isaac Asimov's robots in eternity[1] and the choices they make as being like the 'slipstream' drive concept in Andromeda television series.[2]

LEGACIES! is *not a time-travel game*, it is not built with time-travel mechanics. The player custodians are stuck with the same involuntary unidirectional push of time as their civilization as represented by turn cycling and cannot go back and alter past turns (which would cause game causality chaos). However, they are empowered with some ability, beyond that of normal mortal sapient volitionals, to see into the future along the timelines and the ability to switch tracks to manipulate their civilization's progress or avoid calamity (if

[1] The general idea I recall is that Isaac Asimov's robots, following the laws, realized that humans would never be happy in a universe populated with other intelligent alien species, and might come to great harm, and so eliminated all timelines where that would occur. Thus, there are no other technologically-advanced species in Asimov's stories.

[2] "At an intersection of pathways in slipstream space, both paths manifest the potentiality of being correct and incorrect. It's only when the pilot chooses a specific direction that this potentiality collapses and one path becomes right, and the other wrong. For reasons still not completely understood, organic beings tend to choose the correct paths, or more precisely, the very act of choosing makes the path they have chosen the correct one." – The Andromeda Wiki article, "Slipstream," captured May 28, 2018.

you get hit by a train, it was probably because you were on the tracks!). Sort of like uncovering tiles in a game of Mahjongg. And that will have to be good enough.

Every Door Out...

Every story begins with a set-up, sometimes it takes three seasons, sometimes it never ends, just cycles around. Setting up a game of LEGACIES! is simple, roll 1d6, divide by two, fractions rounded up. Then add two to the result, and that is the number of times 1d12 is rolled on the table below. For example, a 5 is rolled. Divide by 2, which is 2.5 or 3, and add 2 to it, for a final result of five rolls on the table below. On a result of 1, then, three rolls will be made below. *This is also how 'untested' lists are generated <u>each turn</u>.*

1d12=1: "Taxation"	1d12=5: "Construction"	1d12=9: "Combat"
1d12=2: "Census"	1d12=6: "Technology"	1d12=10: "Diplomacy"
1d12=3: "Culture"	1d12=7: "Movement"	1d12=11: "Commerce"
1d12=4: "Order"	1d12=8: "Expansion"	1d12=12: "Special Operations"

The results of the rolls must be recorded in the exact order they occurred. This process will be repeated *three times* during the set-up, each time represents a starting possible timeline. For example:

Timeline 1 1d6=1	**Timeline 2 1d6=4**	**Timeline 3 1d6=5**
1d12=4: "Order"	1d12=5: "Construction"	1d12=10: "Diplomacy"
1d12=1: "Taxation"	1d12=12: "Special Operations"	1d12=10: "Diplomacy"
1d12=8: "Expansion"	1d12=10: "Diplomacy"	1d12=6: "Technology"
	1d12=7: "Movement"	1d12=7: "Movement"
		1d12=3: "Culture"

Duplicate results are allowed in the same timeline (e.g., "Diplomacy" in Timeline 3 above) and in various timelines the same (e.g., "Movement" in Timelines 2 and 3, above). Each player will finish by ***secretly*** choosing one timeline as their starting Prime Timeline.

- Player timeline information and rolls are *always secret* unless otherwise stated. There is no mechanism for rerolling timeline rolls during set up. Civilization is inherited *in situ* and *erga providentiam*.

➢ ...*Is a Door In:* Each timeline is divided into segments called 'lists' of potential actions; the first 'list' in each of three timelines was generated by the set-up procedure above. *This procedure repeats every turn.* A timeline is a continuous line of generated lists, one after the other. This is an important game concept.

It Was the End of History

The game ends when only one player civilization remains. You saw this coming, with the Asimovian Robots reference? Naturally, that means everyone else has to be 'out of the game' ('outatime' as the license plate read), but that doesn't always mean extinction! There are two exit ramps from LEGACIES!: involuntary extinction (see Countdown to Extinction, below), and merger (a form of 'voluntary' extinction, see For Better or For Worse, below).

- Traditional position-building in LEGACIES! is like tacking against the wind. The only sure strength is an opponent's extinction and the kick in the behind that sends them there. All else are vagaries.

➢ *E-merge-nce:* A merger of two civilizations is a form of 'extinction' by both, but not an exit from the game. The two become one *fragile* proto-galactic civilization, which is important at the end of the game. A merger of two civilizations, if they are the last two remaining in the game, ends the game.

It was the Year Everything Changed

A player custodian turn consists of five parts:

1. Choose a Prime Timeline for the current turn from those available.

- If the chosen Prime Timeline is different from the one last turn, and Intervention must be used to change timelines. An Intervention must be available.

2. Determine 'major' value or 'minor' value of all actions on the 'untested' action list in the Prime Timeline (see Primetime Hair, below). These can be designated by 'm' and 'M' next to the actions.

3. Check status of actions on the 'untested' list of the Prime Timeline, either perform the action or advance the Doomsday Clock for each failure *as they occur*.

   - Each action on the 'untested' list is checked in the exact order it appears, and must be either performed or fail before the next action is checked. In no situation should all of the actions be checked first before performing the first action; it is important to the integrity of the game to execute actions and checks singly in the exact order generated.

4. Generate next list in the current Prime Timeline (see Generations, below).

5. Collect Intervention Potentials, up to the limit (see Ordeal by Fire, below).

Within these rules, 'value' is used only in reference to 'major' (M) or 'minor' (m) value of a potential or actual action (#2), and 'status' is shorthand for the 'status check' to determine success or failure and also the actual success or failed status of the action after being checked (#3). That is, every potential action has a 'value' and every action eventually has a 'status.' 'Status' and 'value' do not refer to whether or not a 'successful action' has been executed or to a die roll result.

Decoherence in Draughts

A player custodian begins with three possible timelines and must choose one of the available timelines to be the Prime Timeline for the first turn. If no timelines have been 'dead-ended' and no branch timelines added, there will be three to choose from each turn, choices may grow or shrink during the game due to actions and choices collectively by the player custodians.

- It costs one Intervention Potential per timeline jump when designating a new Prime Timeline. If a position has no or insufficient Intervention Potentials available, a new Prime Timeline cannot be designated and the civilization must continue on the previous turn's Prime Timeline, regardless of risk. In fact, they won't even know it.

➢ *Prime Time Hair:* Within any potential timeline is normally a list of three to five (but sometimes more) potential 'actions' in the exact order they were generated by d12 rolls. An action list can be thought of as a 'play-list' on your favorite music app (or album for old folks like me, or a concert set for a band) for the turn. Within this list, the potential actions are determined to be 'major' value or 'minor' value:

   - 'minor' (m) value actions are those whose 1d12 result comes *before the immediately preceding action in the timeline*. In other words, they are 'out of order' if the potential actions were placed in 1d12 order by die roll # above. Ties cannot therefore be 'minor' value actions.
   - 'major' (M) value actions are those that are not minor actions.[3]

   For example, a list of three actions 1d12=3: "Culture," 1d12=4: "Order," and 1d12=1: "Taxation." "Taxation" on this list is a 'minor' value action because "Taxation" (as 1d12=1) comes *before* "Order" (as 1d12=4), that is, 1 comes before 4, and the other two are 'major' value actions by default (since they are not 'minor actions,' not 'out of order'), 3 comes before 4. But maybe not the first one, <u>continuing</u>:

   - The 'immediately preceding action' for the first action on any list is the *last action* on the previous list in the same timeline (see Is a Door Out, above). Thus, in the preceding example, if the last action on the previous list was 1d12=12: "Special Operations," then 1d12=3: "Culture" would be a 'minor' value action at the top of the current list, because 3 comes before 12

[3] When everything must be divided into two distinct sets, the easiest approach is to define one set and then everything that doesn't fit that definition is by default, placed in the other set. Saves a lot of wordiness.

and they are 'out of order.' The only guaranteed 'major' value action is the very first action on each timeline generated during set up (see Every Door Out..., above) as there is no preceding list in the timelines, however, the player custodian *begins with no Intervention Potentials* until the first turn is completed, see Ordeal by Fire, below.

- *Ah, Let Me Check on That:* For each action on the current 'list,' the status is checked by rolling a 1d12.
    - Each action is checked in order from top to bottom, and immediately after an action is checked, it is executed, if the status check was successful. That is, all actions are not checked first, then executed after, rather, they must be taken one at a time with uncertainty as to future successful actions.

For this purpose, it is helpful to imagine the 1d12 as an analog clock face, with the numbers 1 through 12 going around, forming a complete circle (or just use military time). If the die roll result is within +/-1 of a 'major' value action, that action was successful (is a major historical event). If the die roll is within +/-3 of a 'minor' value action, the status check of the action is successful. So, a 'major' value Taxation action (#1) is successful on a roll of 12, 1 or 2 (3 of 12 possible results) while a 'minor' value Taxation action is successful on a roll of 10, 11, 12, 1, 2, 3, or 4 (7 of 12 possible results). If the action failed, the Doomsday Clock advances a few ticks *but* an Intervention Potential is generated at the end of the turn.

- 'major' value actions are obviously more potent, more important, than 'minor actions,' but have a greater chance of failure. That makes sense in our normal ways of thinking about risk-reward, but the whole thing seems completely random, which is kind of annoying. Fear not... custodians cannot be custodians if they are powerless to random forces ... that also is consistent with our normal scheme of the world – power and responsibility are linked. Player custodians have abilities to change or at least influence, outcomes, like parents, school teachers and good Samaritans, no result is guaranteed, but a gentle nudge in the right direction...

All successful and failed statuses are recorded by the player custodian, with highlights or ~~line-throughs~~ for failure, or with ☑ or ☒, for example. It is important to keep an accurate running in-game history.

Countdown to Extinction

There are two ways for a player civilization to become extinct in LEGACIES! The first and most direct means is by the Doomsday Clock striking midnight. The other way is by having all 'untested' lists on the civilization's timelines being deprecated ('erased') ***and*** insufficient Intervention Potentials available to create a divergent timeline with a newly-generated 'untested' list. A player custodian who has no 'untested' lists and insufficient Intervention Potentials is effectively extinct by having no turn; a timeline with no 'untested' list available is a dead end, there is no mechanism for adding an 'untested' list to a timeline that does not have one (or replacing the deprecated one). *A player custodian who missed a turn is considered extinct and cannot generate additional Intervention Potentials because they didn't fail any action status checks*

It would seem a simple matter to keep an Intervention in your pocket to avoid that emergency, however, there is a limit to the number of Interventions a player custodian may keep (see Ordeal by Fire, below), there are many imperatives (e.g., Technology action use of Interventions), and decisions regarding use of Interventions, the player custodian must navigate and avoid many traps, while keeping other custodians at bay.[4]

Doomsday Clock

The Doomsday Clock is a literal clock kept by each player custodian counting down to extinction. The clock begins the game at 12:00 p.m. (noon) for each player civilization and advances (mostly) during the game toward midnight due to failed action statuses on the current list of the Prime Timeline. Actions of other player

[4] "It is no longer enough to see as a man sees – even to the ends of the universe. It is not enough to hold nuclear energy in one's hand like a spear, as a man would hold it, or to see the lightning, or times past, or time to come, as a man would see it. If we continue to do this, the great brain – the human brain – will be only a new version of the old trap, and nature is full of traps for the beast that cannot learn." – Loren Eiseley, "The Hidden Teacher" (1969).

custodians toward the player civilization can also advance the clock. It can sometimes be rewound slightly staving off extinction for a short while.[5]

- Which list to 'test' and when to switch the Prime Timeline to another timeline are the most important decisions player custodians make in the game. More 'major' (M) value actions have a greater chance of advancing the clock but also greater power when successful. Playing into this calculus are also the dynamic chances of generating Intervention Potentials from failed action statuses – the tools of a player custodian's power – and the limits of accumulation and usage.

- *The Approaching Time Barrier:* The Doomsday Clock is advanced in minutes for each failed action status check on the current list. After each failed 'minor' (m) value action status, a d10 is rolled, and after each failed 'major' (M) value action status check, a d20 is rolled. The result is then multiplied by the number of preceding failed actions – *after the first* – of any value in the current list and the time is added.
    - On a list of three actions, the first and second action failures cannot hurt in terms of the multiplier because the first is ignored (for purposes of the multiplier only) and the second failure would only then count as 1 for the multiplier. The third consecutive failure though, could be painful. Player custodians may use Intervention Potentials to force re-rolls, and there is a choice then to accept the greater risk and potential of a list that has four or five potential actions, or limit the risk of advancing the clock by using Interventions to force three-action lists.

  When the Doomsday Clock strikes or passes midnight, the approaching time barrier arrives: The position is immediately extinct and out of the game. No further checks are made for any actions on the list if it is the player custodian's turn, if it is not the player custodian's turn (i.e. it occurred due to the actions of another), the player custodian will not get another turn. If only one player civilization remains (remember that merged civilizations are considered as one civilization), the game ends immediately. Bucky will *not* be back ... before you can say Blast Off! Or ever, and you won't know it.
    - It is very important that the Doomsday Clock be advanced immediately after each failed status. There are 720 minutes between noon and midnight. Game length can be adjusted, shorter games can begin at 6 or 9 p.m. Three failed 'majors' can advance 80 minutes (11%)!

Generations

After all player custodian actions have been completed or failed, the next 'list' is generated as an extension of the current Prime Timeline, *unless an 'untested' list already exists on that timeline* (see definition of 'untested list' in Changing the Track, below). The list is generated in exactly the same manner as the initial set up described on p. 2 (see Every Door Out..., above) *except* that only one list is generated and is added to the end of the current Prime Timeline (i.e. a new timeline is never started by list generation).

- Using an Intervention to change the Prime Timeline to another before generation of the new list occurs, will not allow a timeline to have two 'untested' lists. It will also leave a dead-end timeline.

Various effects of successful actions may cause movement to/from or up/down on or elimination of actions from 'untested' lists; these effects can never reduce an 'untested' list to zero actions – any effect that would remove the last action is ignored.

- Player custodians can prudently use Interventions to force rerolls, critically influencing both the size of the list and the actions on the list. Smaller or larger lists carry risks and rewards and control the

[5] "The Doomsday Clock is a symbol that represents the likelihood of a man-made global catastrophe. Maintained since 1947 by the members of the *Bulletin of the Atomic Scientists*, the Clock is a metaphor for threats to humanity from unchecked scientific and technical advances. The Clock represents the hypothetical global catastrophe as 'midnight' and the Bulletin's opinion on how close the world is to a global catastrophe as a number of 'minutes' or 'seconds' to midnight, assessed in January of each year. The main factors influencing the Clock are nuclear risk and global warming (climate change). The Bulletin's Science and Security Board also monitors new developments in the life sciences and technology that could inflict irrevocable harm to humanity." – from Wikipedia article, "Doomsday Clock," captured January 23, 2021.

limit of Intervention Potentials at the end of the turn. Certain potential actions may be less desirable than others and attract Interventions. Manipulation of 'major' value and 'minor' value actions is also possible, and it may be desirable to avoid having or cause the first action in the next list to be 'major' value or 'minor' value by manipulating the final action on the list (e.g., a Special Operations on the final action will 11 of 12 times, make the first action in the next list a 'minor' value action).

Ordeal by Fire

The mythic power of player custodians lies in their Interventions. Intervention Potentials are collected at the end of each turn, and when an Intervention is made, one or more Potentials are used and eliminated. One Intervention Potential is collected *at the end of each turn* for each failed 'minor' value action and one Intervention Potential Plus is collected for each failed 'major' value action on the current list. A custodian begins the game with no Intervention Potentials and may not have more Intervention Potentials than the number of actions on the current turn's list +1 if the player civilization has 3rd Era Technology and +2 for 4th Era Technology; unused Intervention Potentials carry over and exist indefinitely until used or until extinction, whichever comes first, but any in excess of the number of actions on the current list are lost at turn end. An *Intervention Potential Plus counts as two Intervention Potentials when used, but only count as one toward the limit*; if an Intervention Potential Plus is used when only an Intervention Potential is needed, it is considered used in whole and the extra potential is lost (i.e. stiffed by the vending machine, no change for your dollar!).

- From failure, opportunity – I am here writing this today because I didn't become the astronaut I thought I'd be in 3rd grade. No intervention could help that! To receive Intervention Potentials, a player civilization must fail actions and advance the Doomsday Clock. But using Interventions generally causes a civilization to succeed at actions or avoid bad or untimely results. To have many Intervention Potentials, a civilization needs a larger list each turn; having a larger list is greater risk of failure and of multiplying advancement of the clock.

Use of Interventions can be thought of as either changing the cars in the train or changing the track it rides. The following is a list of four normal uses of Intervention Potentials:

- *Changing the Cars:* An Intervention using either an Intervention Potential or Intervention Potential Plus, may be used to force any die reroll *after the die is rolled* (i.e. no pre-roll declaration is needed to Intervene). Each die roll may only be subject to one Intervention; after that, the result is history. An Intervention Potential Plus counts as only one Intervention.
    - Rerolls are better for avoiding bad, untimely results than obtaining good, timely results since the bad result is the *established* ***fact*** that requires the reroll. LEGACIES! is a game of controlling what you must do; once an action status is successful, the player custodian is *required* to do certain things, and that may or may not always be desirable. An Intervention can be used to *reroll a successful roll, even if adversarial*. A failure caused by rerolling a successful action status roll still goes against the Doom Clock; damned if you do, damned if you don't.

  Intervention can only be used on die rolls made by the player custodian, it cannot be applied to die rolls by other player custodians, even if adversarial; generally die rolls are made secretly unless otherwise required to be public, so no one knows the result (the game however could be played openly if all prefer, or for teaching purposes).[6] Use of an Intervention Potential allows one reroll and the result is final. If an Intervention Potential Plus is used the reroll may be rerolled and after that, the result is final.
    - The second reroll when using an Intervention Potential Plus is optional. If not used, it is lost, the result is final, and no change for the unused roll is received. There may be situations where a player custodian is forced to use an Intervention Potential Plus because nothing else remains and a reroll is deemed critical or is required by imperative action effects.

[6] Integrity is as important in player custodians as it is in the real world. The difference is that because this is a game – a recreational activity with no material reward – full transparency is neither possible nor desirable. Trust. Honor. *Semper Fidelis.*

- *Changing the Track:* An Intervention using either an Intervention Potential or Intervention Potential Plus, may be used to change the Prime Timeline to any other 'untested' list on another timeline ***before*** the status of the first action is checked (see Ah, Let Me Check That, above), that is, before the first d12 is rolled (is the band sober enough to play the concert set?) ***or after*** resolution of the last action.[7] The Prime Timeline may never be changed to a timeline that does not have an 'untested' list, *except* when using a 'unity' (see Tearing Up the Track, below); it cannot be accomplished by Changing the Track.
    - An 'untested' list is a list of actions (or segment of a timeline) for which a status check has never been rolled (not the same as generation!). There is no means to return to a previously-used or -tried list because LEGACIES! is not a time-travel game (see Prime Time, above).

  An Intervention Potential may be used to jump one timeline over, and an Intervention Potential may be used to jump two lines over. All non-deprecated timelines are extended indefinitely into the future *and past* (i.e. make a vertical pencil line up and down the page for each). A timeline with a deprecated 'untested' list is not a deprecated timeline, the 'dead-end' timeline still counts and must be jumped.

  Adjacency is measured by laying a ruler between the starting and ending segments and counting the extended non-deprecated timelines in between (including future and past pencil lines). Multiple Interventions may be used at once to accomplish a long jump. The relative advancement of the timelines in question is irrelevant; a civilization can jump from an advanced timeline (one with many segments) back to a timeline that has not advanced since set up – only the lines between that must be jumped over count. An Intervention Potential Plus may be used to jump to only the next line, no extra effect is received for the unused jump – no extra rerolls on the following status checks, no change back for your dollar!
    - Player civilizations should usually have a few 'untested' lists available, and the decision to change lists (and Prime Timelines) might be motivated by the desire to avoid or gain certain ends, the desirability of actions, or the Doomsday Clock advanced state. Having few or only one option(s) is a signpost on the railroad track to...
- *Laying New Track:* An Intervention using either an Intervention Potential or Intervention Potential Plus, may be used to create a new branch (a 'divergence') *from the current Prime Timeline* with a new list of actions. The branch flows off the Prime Timeline like a tree branch comes from a tree and runs parallel to the timeline into the future and past (the pencil line on the page) without ever crossing another.
    - At the moment a divergence is created, before the 'untested' list is generated, the player custodian may decide to also make it the Prime Timeline or to wait and use another Intervention later to make it the Prime Timeline after the 'untested' list is generated. However, if the position has no 'untested' lists remaining the divergence automatically becomes the new Prime Timeline to avoid extinction (this could be a result of a major combat defeat, for example).

  A divergence may be created at any time during a player custodian's turn that action status checks are not being rolled, that is, either before or after; thus a new branch and list could be created before deciding to change the Prime Timeline (if the custodian doesn't like the available choices) or after all rolls to avoid losing excess Intervention Potentials at the end of the turn. An Intervention Potential is needed to create a new branch and 'untested' list, an Intervention Potential Plus allows one reroll in generating the list. The list is generated in exactly the same way with the same rules as described in Generations, above.
    - Branches may be created from branches, *ad infinitum*, as long as your brain can handle it and there is space on your paper. However, as noted above, the farther a custodian goes down side paths, the harder it is to change the path their civilization is on.

[7] One amusing short story I read was about two knights who were waiting until midnight to fight a dragon who periodically roared out of a fog-shrouded ravine under a full moon. When the time approached, they mounted their steeds in full armor to fight the dragon – and were run over by a steam locomotive. Because they were on the tracks. The engineer and fireman looked at each other and commented about the strange *lunatics* who live in these parts and having to file another accident report. ☺

- *Tearing Up the Tracks:* An Intervention using either an Intervention Potential or Intervention Potential Plus, may be used to terminate a branch that is the player civilization's current Prime Timeline (a 'unity'). When 'unity' occurs, the branch and any 'untested' list on it becomes deprecated and is not counted for purposes of changing Prime Timelines ('changing tracks') when laying a ruler between starting and ending lists for the remainder of the game, but also may never again become a Prime Timeline. A 'unity' cannot deprecate one of the three main timelines that run directly back to the beginning of the game (that would be sorta paradoxical), it only works for trimming the branches.
    - Once a timeline or 'untested' list becomes deprecated, there is no reactivation.

  If an Intervention Potential is used to terminate a branch, an adjacent timeline must immediately become the new Prime Timeline (moving exactly one timeline over, as if Changing Timelines, above). If an Intervention Potential Plus is used, the new Prime Timeline may be two moves away (as if Changing Timelines, above) or one move away and the existing non-deprecated 'untested' list may optionally be scrapped entirely and regenerated as described previously (*Rota Fortunae*). If the option is not exercised (like maybe the 'untested' list was the reason for the move), the extra use of the Intervention Potential Plus ... is lost (you knew it already). In either case, a new list *must be generated* if an 'untested' list does not exist (deprecated lists still 'exist') on the new Primeline, regardless of Intervention Potential type.
    - There is no mechanism ... and it should never occur ... for a player civilization to have more than one 'untested' list at the end of any timeline. It is possible for an un-deprecated timeline to not have an 'untested' list at the end (a 'dead end'), if a player custodian changed the Prime Timeline before list generation, however, as noted above, this is of questionable practice because a new list is not generated if the Prime Timeline already has an 'untested' list. The only 'cure' for a 'dead-end timeline' is the 'unity' procedure described above, and arriving there requires a roundabout procedure of creating, then deprecating a branch!

On the Clock

Player custodians ***must*** execute the actions on the current turn's list that were successful per the rolls (and Intervention rerolls) described in Ah, Let Me Check on That, above (that is, those that did not advance the Doomsday Clock toward midnight!). They ***must*** be performed in the exact order they appear on the list, which may be important in some situations and immediately after the successful action status check.

- Discussion of actions was placed last because an understanding of the mechanics of the rest of the game is important first. Understand also that player actions are resolved before Generation of the next list and before Intervention Potentials are received.

- *Imperative Action Game:* LEGACIES is an 'imperative action game' because player custodians are required to execute externally-generated actions over which they have only some control (via Interventions). That is, when an action is successful, it is imperative on the player custodian and sometimes others. It is sort of like your team losing possession in basketball because the ball, which you were not handling or contesting, errantly bounced off your foot and went out of bounds.
    - This is different from what is normally called an 'imperative game' (as opposed to a 'declarative game' like Dwarf Fortress) in that in normal imperative games, the imperative is on the units of the game (ships, agents, wooden cubes, meeples, die cut counters, blocks, cards) to execute the commands of the players (that is, the players pick up and move them, roll them, discard them, play them, whatever, they have no volition, they are mere pawns, abilities).

  The imperative action concept is important to understanding LEGACIES and not unlike the cultural and historical, economic, biological and familial legacies of our real world and the list of events of our lives.[8]

[8] At this point, I *almost* wish I'd designed GGDM as an imperative action game – that would be truly interesting. I didn't have the concept in those years though, as explained in GGDM, GGDM exists in a bit of grey space between a true imperative game and a declarative game. Should I go back and rework GGDM as an imperative action game?

- It is important to 'interrogate the game.' The underlying principle of the effects of the imperative actions below is that in some cases, or maybe just more than half the situations, the effect is positive for the player position or not directly harmful anyway, but for each, there are pitfalls and times when the effect of an imperative action will be harmful, not helpful. Look for the Helpers!☺: "When Mr. Rogers told viewers of his beloved children's TV show to 'look for the helpers,' bonobos clearly weren't paying attention.... In humans, that preference starts young: babies as young as 3 months old have been shown to favor people who they witness helping others." – Amina Khan, "Humans may look for helpers, but bonobos prefer the troublemakers," Los Angeles Times, January 4, 2018.

Taxation: *"The art of taxation consists in so plucking the goose as to obtain the largest [number] of feathers with the least possible amount of hissing."* – Jean-Baptiste Colbert, Comptroller General of Finances, First Minister of State under Louis XIV of France (this may have originated with Count Wallenstein).

It is hard to argue with having resources! When Taxation is successful as a 'minor' value action, the range for a successful status check of subsequent attempts on the same turn expands to +/-5 for other 'minor actions.' If Taxation is successful as a major action, *an additional effect* is that the range for successful status check of subsequent 'major' value action attempts on the same turn expands to +/-3 (almost guaranteed). This reduces Doomsday Clock advance and Intervention Potential receipt, but provides more 'punch.'

Census: *"We are fighting for our right to live, to exist. ... We shall not go quietly into the night!"* – President Whitmore (a player custodian), Independence Day (1996).

Success of a 'minor' value Census status adds one action – it is not optional – to the next 'untested' list generated ('Youth Bulge' is historically a double-edged effect). When a 'major' value Census status is successful, *in addition to the previous effect*, the Doomsday Clock is rewound by a roll of 1d10 times the number of previous successful status checks in the same turn. If Census was listed first, the result is zero (0 x 0 = 0).

Culture: *"The illiterate of the 21st century will not be those who cannot read and write, but those who cannot learn, unlearn, and relearn."* – Alvin Toffler.

A successful status check for a 'minor' value Culture action *requires* the player civilization to eliminate ('unlearn') next potential (not status checked) action from the current turn's list, or if none remain, the first action from the next 'untested' list that is generated anywhere. An 'untested' list can never be completely depleted in any way, at least one action must remain on any untested list (like a single-issue political party!).

A successful 'major' value Culture action, *in addition to the above* 'minor' value effect, *requires* a player civilization to 'relearn' the last successful action from the previous list in the Prime Timeline and add it to the top of the next 'untested' list (essentially a 'generation skipping' effect: last, -1 current list, +1 next).

Order: *"Wherever is found what is called a paternal government, there is found state education. It has been found that the best way to insure implicit obedience is to commence tyranny in the nursery."*– Benjamin Disraeli, Prime Minister of the United Kingdom (twice! 1868, 1874).

Naturally, it is important that things happen in the 'right' order, said Maj. Disappointment. And what better way than a successful Order action? Successful status of a 'minor' value Order action *requires* the player custodian to move the second action up or down one rung on the next 'untested' list generated in the Prime Timeline at the end of the turn. Doing so may change value between 'minor' and 'major'.

A successful 'major' value Order action, additionally, *requires movement* of the third action on another 'untested' list that is not on the current Prime Timeline up one (unless there are no other 'untested' lists) bumping the previous action down one. All lists should have at least three actions when first generated.

Construction: [In the Führerbunker, April 1945, over a huge table model of Berlin] *"You know Speer, there is an advantage to these bombings. It's easier to clean up the debris than to demolish everything ourselves. When the war is over, reconstruction* [of Berlin] *will be quick."* – Adolf Hitler, Downfall (2004).

A successful status of a 'minor' value Construction action allows one optional reroll of any die roll in an *adversarial situation* before the beginning of the next turn (fortifications, facilities, industry, infrastructure); it can be used either later this turn, or between turns, however, the next time a 'minor' Construction action fails status check, the Doomsday Clock advance is increased by 50% for that failure only (i.e. maintenance costs on all that construction! Politics!). This effect occurs regardless of whether the option is exercised.

A 'major' value of Construction, by Major Worxxs, Mfg. and CEO Mr. Dique, requires that one 'minor' value effect of the next successful action in the same turn or next turn, be repeated once, even if it is part of a 'major' value effect. For example, if the next successful action was a 'major' Order action (on the next turn), the player custodian would be required to move the location of *the second action twice* on the next generated list (this may be beneficial, may be a wash, sometimes may be bad).

Technology: *"When a distinguished but elderly scientist states that something is possible, he is almost certainly right. When he states that something is impossible, he is very probably wrong."* – Arthur C. Clarke's First Law.

Technology, under Gen. Patent and Mr. Dique, is a force multiplier, that's really the core of modern arguments about the Second Amendment rights and reasonable restrictions.[9] When a 'minor' value Technology action is successful, the player custodian must choose one of the following two options, if a 'major' value Technology action occurs, both options must be accepted and executed:

1. Intervention ***must*** be used for any failed die roll if available (an 'Intervention Potential black hole') If an Intervention is used for any purpose and an Intervention Potential Plus is available, it must be used first, even if not advantageous. However, one effect is added to each Intervention (whatever normal type is used, if appropriate) for each Technology Era beyond the 1st Era, for example, extra timeline jumps or an Intervention Potential acting like an Intervention Plus for rerolls in the 2nd Era.
2. The player civilization ***must*** roll a 50% chance of ignoring one failed action status per Era beyond the 1st Era (that is, not advancing the Doomsday Clock, not receiving Intervention Potentials, not counting as a failed action status for other purposes) each turn, however, one extra action is also added the next time an 'untested' list is generated, regardless of the results (this can snowball...). This abrogation effect cannot be retroactively applied to failed status checks made in the current turn before the Technology action. The 50% chance roll can be subject to Intervention to force a reroll and in a 'major' value Technology action, that may mean use of an Intervention Potential Plus.

The shorthand version of the Era effect above is current Era minus 1. The effects of Technology action extend from one player turn to the beginning of the next where applicable.

- *Technology Eras:* All player civilizations begin at the 1st Era of technology; there is no benefit to the 1st Era of technology, but having achieved it is why they are in the game. The highest Technology Era is the 4th Era, player civilizations cannot advance beyond the 4th Era. Whenever the Technology action is successful (that is, whenever the above options are in play) – regardless of whether it is major or minor – there is a chance also to advance to the next Era. This advancement attempt ***must*** be resolved before the next action is taken. A player civilization may only advance *one Era per turn*, regardless of how many Technology activations were successful. Player civilizations may not skip Eras when advancing.
  - The limits on the number of Interventions a position may have are expanded in the 3rd and 4th Eras by 1 and 2 respectively.
- *1939 New York World Fair:* When attempting to advance from the 1st to the 2nd Era, 1d6 is rolled. The player custodian should count all current 'untested' lists and add one if Technology was successful in the immediately preceding list in the Prime Timeline (that may not be the preceding turn, if the position

[9] Application of technological force multiplication is not always beneficial: "Schliemann's excavation of nine levels of archaeological remains with dynamite has been criticized as destructive of significant historical artifacts, including the level that is believed to be the historical Troy." – from Wikipedia article, "Heinrich Schliemann."

Changed Tracks, above). If the total count is *greater than or equal to the die roll result*, the position advances to the 2nd Era. The same process is completed for advance from the 2nd to the 3rd Era, except 1d12 is used, and for advancement to the 4th Era, 1d20 is rolled. Interventions may be used to force rerolls.[10]

- Technology has proven to be an autocatalytic process.[11] Because Era advancement must be resolved first, before any other action, if the Intervention option is in play (Option 1, above), any failed roll will immediately eat an Intervention Potential Plus if available to force rerolls.

- *The Store of Worlds:* When a player civilization advances an Era an 'alternate reality' check is required – you know, all of those television shows where WWII ended differently, or WWIII happened in 1983, or where dirigibles remain the main form of air travel in 2010. A check is made for each 'untested' list available to the player civilization on its various timelines and branches; the test begins by counting the 'jumps' between the timeline and the closest main timeline (from the set-up) as if attempting to Change the Track using an Intervention (see Ordeal by Fire, above) and adding 4th Era minus the new Era (advance to 2nd Era adds 2, minimum 3). A d12 is rolled for ***each*** 'untested' list and if the result is less than or equal to the number generated, the 'untested' list is deprecated and that timeline is useless.
  - **Extinction Alert!** A civilization could become extinct by Era advancement (the bullet we dodged in avoiding global thermonuclear war – so far, for example); whether to chance an Intervention to reroll or save one to create a divergence to avoid extinction is a critical decision. It may not be a decision if the Technology action imperative requires use of an Intervention; the number of Intervention Potentials available may also be a factor. A player custodian could also seek to avoid Technology action altogether in some situations by forcing a successful action status check to be rerolled using an Intervention.
- *The Prize of Peril (4th Era):* Once per turn, either before the first action is 'tested' on the 'untested' list of the Prime Timeline or immediately after generation of an 'untested' list of the Prime Timeline (this includes by divergence, see Laying New Track, above), a player custodian whose civilization has achieved 4th Era Technology may attempt to 'erase' the 'untested' list and replace it with a newly-generated list. A d12 is rolled *publically* and if the result is a prime number (1, 2, 3, 5, 7 or 11),[12] the current 'untested' list is erased and replaced. If the result is not a prime number, the current 'untested' list is deprecated and that timeline is done. Interventions may be (and should be) used in case of failure; if Technology action was active in the turn before this option is attempted, Intervention use may be required anyway. Note that 'untested' list generation occurs before Intervention Potentials are collected.
  - *Keep an extra Intervention to switch timelines so that you have a turn!* 4th Era Technology cannot be used to replace a deprecated 'untested' list. Having 4th Era Technology does not make the player custodian's civilization either the First Cause or Prime Mover, all timelines in the game pre-existed the game, player custodians only create branches, the player civilizations can only jump between branches like monkeys in the tree that they could not have created.

Movement: *"The explanation you usually get on how the Alcubierre Drive works is that you contract space in front of you and expand it behind you, which moves you forward. That never made sense to you? Just among us, it never made sense to me either because, why would this allow you to break the speed-of-light barrier?"* – Sabine Hossenfelder, "Warp Drive News. Seriously!" YouTube Channel, November 21, 2020.

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[10] The 1939 World Fair in New York City is an intersection in times: It was the first World Fair to be future-themed, the title of the fair was "Building a Better Tomorrow" and the slogan was "Dawn of a New Day." It was the second most expensive World's Fair at that time in the United States. And World War II began four months into the exhibition. Of course.

[11] "Because technology begets more technology, the importance of an invention's diffusion potentially exceeds the importance of the original invention. Technology's history exemplifies what is termed an autocatalytic process: that is, one that speeds up at a rate that increases with time, because the process catalyzes itself." – Jared Diamond, Guns Germs and Steel: The Fates of Human Societies (1997).

[12] I could have said odd result, yes, even result, no, but using prime numbers was more fun. You can do odd-even if you like.

When the status check for a 'minor' value Movement action is successful ... you don't move anywhere [sound of warpdrive winding down...]. ☺ Instead, a player custodian is *required* to move an untried action on the current turn's list (if any remain) up or down one slot (this may change the target action's value). If Capt. Gridlock takes over – no actions remain on the current list – first action ***must*** be moved down on the next 'untested' list immediately after it is generated. Movement is bad if you liked the way things were...

A 'major' value Movement action, *in addition to* and before the 'minor' value action, requires the player civilization to immediately change Prime Timelines as if an Intervention Potential Plus was used to Change Tracks, above. The original list is then deprecated, the remaining potential actions on that list are abandoned; the original Prime Timeline is not deprecated, only the list. If no other 'untested' list exists, a divergence is created instead from the Prime Timeline. In either case, the Prime Timeline is switched mid-turn and the moving player custodian's turn continues on the next 'untested' list from the beginning of that list – with all successes and failures from *both lists* counting for the turn (e.g., snowballing Doomsday Clock advance for failed status checks, etc., but in 'major' Census cases, it is good to have more successes).

Expansion: *"No matter how long you live, Sanchez, there is something that will never change between us. I did it. You didn't."* – Christopher Columbus, 1492: Conquest of Paradise (1992).

Successful status of a 'minor' value Expansion action *requires* the player custodian to add one randomly-determined 'alternate' action (not to be confused with 2020's 'alternate facts' and 'alternate reality') next to the first action on the next available or generated 'untested' list. A successful 'major' value Expansion action adds two 'alterative' actions *in addition* to the action added by the 'minor' value Expansion action.

- The 'major' value or 'minor' value of alternative actions are determined independently of the main action, both are only measured against the immediately-preceding action in the timeline.

When an 'untested' list is tried, both the normal and 'alternative' actions must be rolled normally (per Ah, Let Me Check on That, above), with optional use of Interventions. If both actions are successful, the player custodian ***must*** choose one to execute and ignore the other, however, success or failure of both of them count equally toward the Doomsday Clock (e.g., The Approaching Time Barrier and 'major' Census action, above) and Intervention Potentials received, even if one success is not used. Double choices and double jeopardy.

- *First Contact:* The player civilizations, separated by time and/or space, are not initially in contact with each other at the beginning of the game, though the custodians may be aware of other impinging alien timelines. Player civilizations that are not in contact cannot interact.[13] Some think that's a good thing, stay in your prison cell!

  First Contact is the process, the event, whereby civilizations 'discover' they are not alone.[14] Whenever a player civilization has a successful Expansion action, the player custodian ***must*** choose one other player custodian whose civilization is not currently in contact, unless contact has been made with all other civilizations, and *the target has no choice*. The moving player custodian then reveals whether the Expansion action was a 'major' value or 'minor' value and the target player publically rolls an action status check, as if they were rolling to activate the Expansion action, applying all effects from the *last tested list* on their Prime Timeline – for example, if Taxation was successful on the previous list on that timeline. Interventions, if available, can be used to cause or avoid First Contact via rerolls as an adversarial roll; it's a decision (unless prior successful Technology action forces a reroll...).

  If the status check roll would be successful – it is made publically – both parties should record that they have had First Contact with each other. Successful First Contact only occurs once between each two player civilizations, reciprocation is not necessary, and cannot be undone. "Every door out is a door in." – Reichführer John Smith, The Man in the High Castle (multiverse map room scene, Season 4).

[13] Vasco de Gama's fleet and the Great Chinese Treasure Fleet missed each other by a mere 60 years...
[14] "First Contact! That's way above my paygrade." – astronaut in the DUST sci-fi short, "FTL" on YouTube.

Isometric Exercises

Invariably, all stories are about us; when aliens, gods, talking anthropomorphic animals, communicative spirits or malevolent supernaturals are involved, they are just an aspect of humanity that the author points out, they are just us in a different costume. Thus, stories are both instructive ('moral of the story is...') and comforting because it makes it seem that the rest of the universe is just like us. It is so in extraterrestrial sci-fi.

- In a game with randomly-generated imperative actions, what happens when externally-directed imperative actions are foisted upon a player civilization that does not yet have First Contact with another player civilization? The answer is human history. We are always pushing against nature, against ourselves, against each other; when an empire can no longer push outward, the forces pushing against each other inward intensify (i.e. 2016 to 2020), like a failing star.[15]

Combat: *"Alright you alien assholes! In the words of my generation, up yours!"* – Russell (a soon-to-be-extinct player custodian), Independence Day (1996).

All imperative Combat actions are fought against the target civilization's Prime Timeline. The target of a combat ***must*** be either another player civilization with whom the moving player civilization has had First Contact or against the player civilization resolving the combat. If the player civilization resolving the combat does not have First Contact with any other civilizations, then the combat target is automatically the moving player's civilization (the one resolving the Combat action) – this is a good reason to embrace Expansion actions; also, the player custodian may choose in any case to resolve the Combat action against their own player civilization (internecine warfare, civil war, you know...). Like Expansion First Contact, the target player civilization has no say in whether or not they are targeted for combat, they cannot refuse.

- First Contact, for game setting purposes, creates the presumption that the parties can engage in Combat, Commerce, and Special Operations. Also LARPing, filk singing, poo slinging...

The results below are not cumulative, a combatant who wins does not additionally inflict the lower results on the victim.

- *Power Grows from the Barrel of a Gun:* If the target of an imperative Combat action is the moving player civilization, 1d12 is publically rolled. This is not an 'adversarial' roll for any purposes.

	1d12 Result	Effect on Defender and Attacker
Category 1	1, 2, or 3	May change the Prime Timeline at the end of the turn as if an Intervention Potential Plus had been used (without actually using one).
Category 2	5 or 7	Intervention Potential Plus is received immediately which does not count against the limit at the end of the turn (this property only attaches to this Intervention Potential Plus and vanished if it is used).
Category 3	11	One Intervention Potential is received immediately (a wash result if one was used).

The Risk: Any other result on the 1d12 roll advances the Doomsday Clock in minutes by the die roll result times the number of failed action statuses for the *entire turn* – not just those before the Combat.

- *Saga of a Star World:* When the target of the Combat action imperative is another player civilization (the defender) with whom the moving player custodian's civilization (the attacker) has had First Contact, the situation is naturally adversarial. Each side publically rolls 1d20. The highest roll wins, the losing roll gets one opportunity to reroll using an Intervention; if the reroll is a winning roll, the other side gets a similar opportunity. Each side gets only one Intervention. Ties are rerolled once without need for using an Intervention, a second tie result is the final result (the combat ends in a tie, no effect, a 'false war').

[15] Robert Sheckley cleverly made this point in the 1953 short story, "Specialist" where an uncontacted 'Pusher' race (humanity on Earth) was discovered by a lost and crippled communal alien ship, leading humanity to a 'higher calling.' In the aftermath of WWII and the dawn of the nuclear-armed Cold War, this was a powerful sentiment.

- If a player civilization is attacking another, each may ask the other their current Era and the player custodians must answer honestly. The combatant with the higher Era may add or subtract up to the difference in Eras from the die roll (i.e. 3rd Era vs. 1st Era gets +/-1 or 2).

The effect of the Combat is determined by the final adjusted difference between the winning and losing die rolls, Gen. Percentages vs. Maj. Dieroller. If the attacker won the combat by a difference of:

	Attacker won by +	**Effect on Defender and Attacker**
Category 1	1, 2, or 3	Defender loses one Intervention Potential or Intervention Potential Plus if none are available and the attacker's Doomsday Clock is advanced by 1d6 minutes.
Category 2	5, 7, or 11	Defender's Doomsday Clock advances 1d20 minutes.
Category 3	13, 17 or 19	Defender's 'untested' list on Prime Timeline is deprecated. ○ This can be extinction. This is a reason why a divergence Intervention may be necessary.

If the defender won the combat by a difference of:

	Defender won by +	**Effect on Attacker and Defender**
Category 1	1, 2, or 3	Attacker automatically fails the next action whose status is checked (whether this turn or next) with attendant Doomsday Clock advance.
Category 2	5, 7, or 11	Attacker temporarily loses one from the Intervention limit at the end of this turn (see Ordeal by Fire, above).
Category 3	13, 17 or 19	Attacker loses one Intervention Potential Plus or two Intervention Potentials if no Pluses are available (or the next ones received if this latter cannot be satisfied) ***and*** the defender may immediately counterattack the attacker if desired – before the attacker moves to the next action – in a second Combat (now becoming the out-of-turn attacker, this can go back and forth).

Any other difference, except a tie, results in both sides advancing the Doomsday Clock by 1d12 minutes.

- *The Holy Lance of Antioch (4th Era)*: If a player civilization that is the target of its own Combat action has 4th Era technology, a result is shifted down one Category on the effect table, but advancement of the Doomsday Clock is doubled for failure.[16]

  If the winning combatant in an adversarial Combat action has 4th Era Technology and the other does not, the winning combatant may shift the results *up one Category* on the combat table.

  Finally, if either side fails to achieve a table effect result, and one has 4th Era Technology and the other does not, the Doomsday Clock advance is doubled for the side with the pre-4th Era technology.

  - All 4th Era effects from Combat actions are in addition to the table effect of the action resolution, above.

Diplomacy: *"Diplomats and bureaucrats may function differently, but they achieve exactly the same results."* – Spock [as acting captain of the USS Enterprise], "The Mark of Gideon" (ST:OS, 1969).

[16] "When the admirals of the Imperial Navy, nobles all, and entrusted with power enough to snuff out billions of lives committed their fleets to battle against other Imperial Fleets, they turned their backs on the proud service that gave meaning to their careers. They, better than any other humans, knew the appalling power of the Imperial fleets, knew the annihilation that would result if fleet were pitted against fleet. Only the Imperium, the Navy, and humanity would lose." – Dave Nilsen, "When Empires Fall," Challenge Magazine, Issue 64, September 1992.

If the Diplomacy action, whether 'major' value or 'minor,' occurs before First Contact is made with any other player civilization, an Expansion action is added to the end of the next 'untested' list that is generated by the player civilization (e.g., SETI, the Voyager Golden Record). Nothing else occurs immediately.

If the Diplomacy action succeeds after First Contact, the player custodian ***must*** announce it publically. All player civilizations with whom the custodian's civilization has had First Contact ***must*** simultaneously publically roll 1d12 applying *any applicable imperatives* (e.g., a Technology action) from their own immediately-preceding list in their current Prime Timeline. The other player custodians may apply an Intervention as normal to force their own rerolls to gain or avoid the effect of the Diplomacy action on their civilization.

The most 'perfect roll' receives the imperative effect of the Diplomacy action. 'Perfect roll' is defined as the roll that is precisely on or <u>closest to</u> 10, *as if on a clock*. Ties are rerolled without expending Interventions until one side prevails (whether they want to or not). For example, three player civilizations have had First Contact with the player custodian's civilization. Each rolls 1d12. The results are 10, 7, 7. The species that rolled 10 is the most 'perfect' roll, but doesn't want to be subject to the imperative effect, so uses an Intervention Potential to reroll, with a result of 4. That forces the two 7 results into a tie for the most perfect roll and they must each roll again without expending any Intervention Potentials until the issue is resolved.

- Ties do not have to be literally the same number, for example, results of 7 and 1 are both the same distance from 10, using an analog clock face, that is, 7, 8, 9, 10 or 10, 11, 12, 1 so would reroll.

When it is finally resolved which player(s) are closest to 10 on the rolls, the imperative effect of the Diplomacy action is that the 'winning' player of the roll-off and the player civilization of the Diplomacy action *may not target each other in Combat* until the beginning of the next turn of the player who executed the Diplomacy action. If the Diplomacy action was a 'major' value then two players, the two who were closest to 10, gain the imperative effect of immunity from Combat.

- Combat immunity does not apply to Special Operations, the two sides can target each other in Special Operations, and does not apply to anything peaceful, such as Commerce action. But the immunity does immediately apply to Combat action that might occur after Diplomacy on the current list.

<u>Commerce</u>: *"But Angus Deaton, the Nobel Prize-winning Princeton economist, prefers a different theory. In his book 'The Great Escape: Health, Wealth, and the Origins of Inequality,' he argues that the Chinese burned their boats (almost literally) in an attempt to control foreign trade. The Treasure Fleet was abandoned at the urging of the political elite inside the Emperor's civil service who had become alarmed at the rise of a newly rich merchant class."* – Jim Edwards, "500 years ago, China destroyed its world-dominating navy because its political elite was afraid of free trade," The Independent, March 5, 2017.

Upon a successful Commerce action status check, a die must be rolled to generate 'opportunities.' A d6 is rolled if the Commerce was 'minor' (m) value and a d12 is rolled if the Commerce was a 'major' (M). Interventions may be used to force reroll and all operating imperatives from previous successful actions are in effect *if applicable* (there is no 'failed roll' here). The final result is the number of opportunities generated.

The moving player custodian must then decide how many of the 'opportunities' to keep for the current turn and how many to give to (foist upon) other player civilizations with whom the moving player's civilization has had First Contact. The recipient *cannot refuse* the 'opportunities' and cannot influence the die roll generating the 'opportunities.' A recipient cannot be forced to accept more opportunities than the number of actions in the previous list in their current Prime Timeline, however, they may accept and even ask for more, there may be agreements in place. The recipient does not need to have a Commerce action on either the previous list or the next 'untested' list to receive 'opportunities.'

- *Enhanced Value:* Commerce is a risk-reward calculation. The bet is the number of imperative 'opportunities' vs. the number of failed action statuses in the current turn:
    - If the number of failed action statuses is greater than or equal to the number of 'opportunities' retained by the moving player custodian, one action is automatically added to all 'untested'

lists generated in the current Prime Timeline for the rest of the game (this, in addition to advancing the Doomsday Clock from failures). This property belongs to that particular timeline and does not follow the Prime Timeline if it changes to another timeline.

You don't want your failures to exceed your opportunities, this is true anywhere, any time. This is the reason why the moving player custodian may not choose to foist all imperative 'opportunities' off on other player civilizations. A player custodian may cause automatic failure by not keeping enough 'opportunities'; if the Commerce action occurs later in the turn list, there may already be known failures, if it occurs earlier in the list, a risk is being taken. It's all very situational, just like opportunities.

- It is again important that player custodians resolve each successful action status before checking the next action's status on the list. To do otherwise, would create an unfair foreknowledge of the number of 'opportunities' needed to avoid failure. Also, Intervention rerolls of failures do not automatically make failures into successes!

If the number of successful action statuses exceeds the number of 'opportunities' kept in a turn, Intervention Potentials are received (and the bad result is avoided). This is a way to have a 'successful' status check turn and still receive Intervention Potentials (but not Intervention Potential Plus).[17]

- One Intervention Potential is received for each successful action status that occurred before the Commerce action in the current turn. These count against the limit of Intervention Potentials (and are never Intervention Potential Pluses) and any in excess of the limit are lost (see Ordeal by Fire, above).
- For actions checked after the imperative Commerce action in the same turn, the number of successful action statuses is compared to failed action statuses. If the number of successes is greater, one Intervention Potential is received for each success after the Commerce action and that Intervention Potential *does not count against the limit* imposed in Ordeal by Fire, above; this ability only attaches to the particular Intervention Potential and vanishes when used.
- If the number of failed action statuses after the Commerce action are greater, the limit on the number of Intervention Potentials is *temporarily* reduced by one for each failure, at the end of the current turn. It is possible to both have more successes than opportunities for the turn and then have more failures than successes after the Commerce action in the same turn.

- *Economic Warfare:* Unlike the moving player custodian, other player custodians upon whom the 'opportunities' are foisted have no advance knowledge of successes and failures in their next 'untested' list (as it's not their turn), but must resolve on their next turn, the 'opportunities' received. All opportunities received from all other player custodians between turns are added together and not compared separately. A similar test is applied:
  - If the number of failed action statuses in the next turn is greater than (not greater than or equal to) the number of 'opportunities' to be resolved all 'untested' lists in their current Prime Timeline have one action added automatically for the remainder of the game. Like the preceding, the added action is a property of that timeline and does not move with the Prime Timeline if changed.
  - If the number of failed action statuses is equal (exactly) to the number of 'opportunities' to be resolved, nothing good or adverse happens.
  - If the number of successful action statuses is greater than the number of 'opportunities' the limit on the number of Interventions is *temporarily* increased by one for the end of that turn and one Intervention Potential Plus is received (a 'profit' if an Intervention Potential was used to reroll).

[17] The 'imperative' of real world commerce is wealth and resources. LEGACIES! is a game without 'traditional' resources; resources in LEGACIES! are Interventions and 'untested' lists mainly, and sometimes imperative abilities. To be meaningful in the game, Commerce must be expressed in those terms, rather than money, ships, colored wooden resource cubes, meeples, etc.

The extra actions permanently added may create possibilities, but may also create intolerable risks of failure which can accelerate the Doomsday Clock, both in die rolls and in multipliers (see The Approaching Time Barrier, above). Using a 'unity' to deprecate the afflicted timeline is risky because a player custodian with no 'untested' lists is extinct, so likely the Prime Timeline will simply shift away.

Special Operations: *"There are two ways to be fooled. One is to believe what is not true; the other is to refuse to believe what is true."* – Søren Kierkegaard, Works of Love (1847).

A game of cosmic chicken. Special Operations action, under Director Special Agent Badd Punn, is like the Combat action in that the moving player custodian ***must*** target either another player civilization with whom the player's civilization has had First Contact, or may target their own player civilization. And the target cannot refuse or avoid the imperative Special Operations action.

The moving and target player must both secretly ante a number of Intervention Potentials; an Intervention Potential Plus counts as two Intervention Potentials for this purpose. A player custodian cannot ante what they don't have currently, *they can ante zero*, even if attacking; a defending custodian *may* have an advantage in the ante since Interventions were added at the end of their previous turn and the moving player may have used some already in their turn. Write down the ante or use cubes, pennies, a die to hold the ante in a closed hand; then both players publically reveal their ante. There is room for bluffing, blustering.

The player who anted the most Intervention Potentials wins the Special Operations action and those Intervention Potentials are spent, used; the loser spends one Intervention Potential *unless they anted zero* (nothing is just ... nothingness, zero is zero!). The result of the Special Operation is determined by the *difference in Intervention Potentials spent* (if you ante any, you are spending at least one, but if you lose, you cannot spend more than one) and whether the attacker or defender won. The results below are not cumulative, an attacker who wins by +4 does not also inflict the +1, +2 and +3 results on the defender:

Amount Won By	Attacker Won	Defender Won
1	Defender loses one Intervention Potential or Intervention Potential Plus.	Attacker may not target defender in Special Operations action on attacker's next turn.
2	Defender loses one Intervention Potential or Intervention Potential Plus (defender's choice) and Defender's Doomsday Clock advances 1d6 minutes.	One action is added to the attacker's next generated 'untested' list (could be good for attacker, but also increases magnitude of failure in advancing Doomsday Clock).
3	Defender temporarily loses one from the Intervention Potentials Limit for two turns (this makes things difficult!).	The first action on the next 'untested' list used by the attacker automatically fails the status check (Doomsday Clock advances) and the attacker adds one action to the next 'untested' list generated.
4+	Defender's Doomsday Clock advances 1d20 minutes ('nuff said!).	Attacker must reveal to defender their number of 'untested' lists and cannot target defender in Combat or Special Operations on their next turn(but may for the rest of this turn); does not apply to Commerce targeting.

- *Toxic Self-Dealing:* A player custodian cannot ante against themselves.... so when a player custodian targets their own civilization; instead, after their ante is publically revealed, a d6 is publically rolled for the other ante (representing the 'anti-custodian' known as Stupid Crap Happens) and is treated exactly as if another player had anted, and *is considered a roll by another player*, thus no Intervention can be used.

  One is *added to the player custodian ante* for each successful action status earlier in the same turn, to a maximum of two; this does not cost extra Intervention Potentials, only adds bonus value, however, the bonus is not received if zero is anted (because nothing is still nothing!). One is *subtracted from the anti-custodian roll* if no other Special Operations or Combat actions preceded the current Special Operation in

the same turn, and one is subtracted if the player custodian's civilization was not attacked using either a Combat or Special Operations action between the preceding and current turns. Adjusted die rolls can go to zero or negative 1 in this case making it possible for the player custodian to gain +6 differential.

A player custodian who targets their own civilization must spend at least one Intervention Potential even if they lose, if at least one Intervention Potential was anted. *If zero is anted*, the moving player custodian automatically loses by the die roll amount. It is possible to have a zero or negative one differential, in which case, nothing occurs. The results below are not cumulative, an anti-custodian who wins by 4 does not also inflict the +1-2 and +3 results on the player custodian's civilization:

Amount Won By	Custodian Won	Anti-Custodian Won (Stupid Crap Happens)
-1 or 0	**Nothing happens, no effect.**	
1-2	Gain one Intervention Potential, counts against limits (see Ordeal by Fire, above).	Lose one Intervention Potential Plus if available, if not lose an Intervention Potential.
3	Custodian **must** remove the next action from the current or the next 'untested' list if none are available on the current list.	Doomsday Clock advances 1d6 minutes at the end of the turn for each failed Expansion, Combat, Commerce and Special Operations status this turn (this is in addition to normal).
4-5	The next Special Operations action added to an 'untested' list by generation becomes two consecutive Special Operations actions the first of which must target the custodian's civilization if status check is successful (police state).	The next Combat action added to an 'untested' list by generation becomes two consecutive Combat actions, the first must target the custodian's civilization if status check is successful. *This is an extra action added.*
6+	Custodian **must** change to a new Prime Timeline at the end of this turn, if none are available, a branch is created as if by divergence, for at no cost (this could be good or bad, depending on...).	A Combat action is added to the end of the current turn's list, and the Combat must target the player custodian's civilization if status check is successful (started a civil war)

- *Fiersig (4th Era): After* resolving an adversarial Special Operations action, the participants may ask whether the other player has 4th Era Technology (this may not be asked, for example, during the ante as it may affect the ante – but could be volunteered!). The participants must publically answer honestly, yes or no (holding up four fingers during the ante, they could be bluffing because honesty is not required until the proper time arrives to '*pop the question*'☺). They do not reveal their technology Era other than whether or not their civilization has 4th Era Technology. A player custodian who targeted their own civilization *does not reveal* publically whether they have 4th Era Technology.[18]
    - All 4th Era effects from Special Operations actions are in addition to the table effect of the action resolution, above.

  In an adversarial Special Operations action, if one player custodian's civilization has 4th Era Technology and the other does not – regardless of who won the ante – the other player civilization must use one extra Intervention Potential for any normal purpose described in Ordeal by Fire, *et seq.*, above (e.g., rerolling die rolls, changing tracks, but not to ante) between turns, and on their next turn. Each player civilization may only be subject to one 4th Era 'interference' effect at a time from Special Operations.

  If the target of the Special Operations action was the player custodian's own civilization, *and the player custodian won the ante* and has 4th Era Technology, the player custodian may also opt to change the Prime Timeline, immediately after the next list is generated on the current Prime Timeline. This 'change

[18] "But jaded by years of experience and by the effects of the *fiersigs* – fields of energy which sweep randomly over the planet causing abrupt emotional changes – the other rifters feel differently." – Inside dust jacket cover of Where Time Winds Blow (1981) by Robert Holdstock – a book I read almost 40 years ago.

tracks' occurs *as if* the player custodian had spent one Intervention Potential (the track must already exist); additional Intervention Potentials may be spent to move farther as part of the same timeline change.

For Better or for Worse

The most likely reason that two civilizations will merge concerns probable extinction; peace and love occur when the sides can see no better option. Two merged civilizations are controlled by two players as 'co-custodians' and if that civilization wins the game, then they are co-winners. That may not suit some players, each must decide if they prefer survival or extinction.[19]

- *Emperor Turhan:* Two player civilizations must have had First Contact before merging. Merger begins with a proposal ... a player custodian who has just completed their turn may publically propose a merger with another player civilization against whom they have not directed a Combat or Special Operations action on the just completed turn, or on their preceding turn. The player custodian toward whose civilization the merger proposal must either publically accept or decline the merger proposal *at the end of their next turn*, and can only accept if no Combat or Special Operations actions were directed by them against the proposed partner during their turn.
    - The ultimate anti-merger is extinction ... 'til death do us part! This process provides opportunity for reaction by other player custodians. If only two player civilizations remain in the game, they would need to target themselves in imperative, randomly-generated Combat and Special Operations actions to make the merger work. Sacrifice, effort.

  Merger of two civilizations can end the game if they are the last two, because both are considered 'extinct' and the newly-merged civilization would be the last remaining in the game.
    - Merged civilizations can merge with others – other player civilizations and other merged civilizations. Over rubble or rubles, it happens always... Huns, modernity, Silk Road.
- *Neural Handshake:* Merged player civilizations share one Prime Timeline, all other constituent timelines and untested lists become deprecated including the three original timelines; divergences should be created quickly so as to have multiple 'untested' lists. At the moment of merger, the two 'untested' lists on the Prime Timelines are secretly merged, duplicates of the same actions are removed; the merged position plays the remainder of the game with a shared 'untested' list generated at the end of each turn. The merged player civilization plays as one, taking a turn just as each did before the merger; the players will need to work out who controls what, who does the dirty work (merger may be an excuse for one player to bail out). A single list civilization is vulnerable though, and should create divergences immediately.
- *Drift Compatible:* Oh, the details! All other player civilizations with whom the constituent civilizations have had First Contact, automatically have First Contact with the merged civilization, and vice versa.
    - Intervention Potentials are pooled, but must obey the limit at the end of the first turn.
    - The merged civilization begins at the lowest Technological Era of the constituent civilizations and automatically gains one Era at the end of each turn, after the turn of the merger, until the merged civilization reaches the highest Era of the constituent civilizations. The best technological situation is for two 4th Era civilizations to merge.
- *Henry Bemis Said...:* "And the best thing, the very best thing of all, is there's time now... there's all the time I need and all the time I want. Time, time, time. There's time enough at last." – The Twilight Zone, "Time Enough At Last," (1959). At the time of merger, the Doomsday Clocks of the constituent civilizations are averaged to make the new clock of the merged civilization. The new Doomsday Clock is then rewound by 1d20 minutes publically rolled by one player, or by 1d12 minutes publically rolled by each player totaled in the merged civilization. Interventions from the new pool may be used to force rerolls.

[19] Historically examined, most 'martyrs' – including the most famous of all – chose their path and at the last moment, could have chosen to be elsewhere: Martyrs need extinction to be martyrs and survivors need the threat of extinction to be survivors.

Imperative Action Table

#	Imperative Action	Successful Action Summary
1	Taxation	**Minor:** Subsequent status checks for all other 'minor' actions are +/-5 on same turn. **Major:** Subsequent status checks for all other 'major' actions are +/-3 on same turn.
2	Census	**Minor:** Adds one action to the next 'untested' list generated. **Major:** *In addition to the minor effect*, the Doomsday clock is rewound by a roll of 1d10 times the number of previous successful status checks in the same turn.
3	Culture	**Minor:** Eliminate the next potential action from the current 'untested' list or if none remain, the first action from the next 'untested' list generated. **Major:** *In addition to the minor effect*, add the last successful action from the previous list on the Prime Timeline to the top of the next list generated.
4	Order	**Minor:** Move the second potential action up or down one rung on the next 'untested' list generated on the Prime Timeline; this may change the value of target action. **Major:** *In addition to the minor effect*, move third potential action up one rung on another 'untested' list generated; this may change the value of target action.
5	Construction	**Minor:** May reroll one die in an adversarial situation on same turn or between turns, however, 50% is added to the Doomsday Clock advance for next 'minor' Construction action status check failure (regardless of whether optional roll is used). **Major:** *Not in addition to the minor effect*, the minor effect of the next successful action in the current or next turn is repeated once immediately, even if it is part of a major value effect.
6	Technology (see also, Era advancement and 4th Era list 'eraser' gambit) *** (3rd Era=+1 to Intervention Potential Limit, 4th Era=+2 to Intervention Potential Limit)	**Minor:** Must choose one of two effect options; this is the effect. **Major:** Both effect options automatically selected and are in effect. **Options:** 1. Intervention ***must*** be used for any failed die roll if available. If an Intervention is used for any purpose and an Intervention Potential Plus is available, it must be used first, even if not advantageous. However, one effect is added to the Intervention (whatever type is used) for each Technology Era beyond the 1st Era. 2. The player civilization ***must*** roll a 50% chance of ignoring one failed action status per Era beyond the 1st Era (that is, not advancing the Doomsday clock) each turn, however, one extra action is added the next time an actions list is generated, *regardless of the results* (this can snowball...). This abrogation effect cannot be retroactively applied to failed status checks made in the current turn before the Technology action. The 50% chance roll can be subject to Intervention to force a reroll and in a 'major' value Technology action and if used, that may mean use of an Intervention Potential Plus.
7	Movement	**Minor:** Move 'untried' potential action on the current list up or down one slot, if none remain, first action on next generated list must be moved down one (can change value of potential action). **Major:** *In addition to and before the minor effect*, switch Prime Timeline to another untested list mid-turn and continue checking and executing actions on new 'untested' list, all failures and successes from both lists count; a divergence is created if no other untested list exists, original list is deprecated, original Prime Timeline is not.
8	Expansion	**Minor:** Add one 'alternate' action to the first action on the next generated 'untested' list.

	(see also, First Contact)	**Major:** *In addition to the minor effect*, add one 'alternate' action to two actions on the next generated 'untested' list (that is, first three actions will have alternates). Both potential actions are checked and success/failure of *both count equally*. If both are successful, player custodian picks one to execute, ignores other.
9	Combat	**Target:** Either another player civilization or the player custodian's own civilization. Minor/Major Values are still used for Status Check, but not for action effect. Target cannot refuse or avoid the imperative Combat Action. **Self-Target:** Roll 1d12, consult **Internecine Warfare Combat Table.** Any result not on the table advances the Doomsday Clock by die roll result x # failed actions for the entire turn (not just before the Combat action). Interventions can force rerolls. **Alien Target:** Each side publically rolls 1d20. Highest roll wins. Effect is determined by differential between the die rolls on either the **Combat Attacker Wins Table** or the **Combat, Defender Wins Table.** Any difference not on the tables advanced each side's Doomsday Clock by 1d12 minutes. *Era Difference:* Higher Era combatant may add or subtract Era difference from their die roll. Players must honestly state their Technology Era. **4th Era Technology:** *Internecine War:* Table Result is shifted down one Category, but Doomsday Clock advance is doubled for failure. *Alien War:* If the winning combatant has 4th Era Technology and the other does not, the winning combatant may shift the table results up one Category. Doomsday Clock advance is doubled for losing side if neither side obtains a result on the Combat Table, if one side does not have 4th Era Technology and the other does.
10	Diplomacy	**Pre-First Contact:** If Diplomacy action occurs before First Contact with *any other civilization*, Expansion action is added to the end of the next generated 'untested' list. **Post-First Contact:** All civilizations with whom the player civilization have had First Contact roll 1d12. **Minor:** Player civilization that had die roll result closest to 10, as if on a clock, gains mutual non-aggression in Combat action (but not Special Operations action) with moving player's civilization until the moving player's next turn. **Major:** Two opposing civilizations closest to 10 gain the aggression immunity.
11	Commerce	**Minor:** Roll 1d6 for 'opportunities.' Interventions may be used to force reroll, operating imperatives of previous actions are in effect. **Major:** Roll 1d12 for 'opportunities.' Interventions may be used to force reroll, operating imperatives of previous actions are in effect. **Foisting:** 'Opportunities' can be foisted on other player civilizations with whom First Contact has occurred, up to the number of actions on previous list on their Prime Timeline. Recipient cannot refuse 'opportunities' but can accept more than the limit. **Resolution:** *Enhanced Value:* **1)** If the number of failed action statuses is greater than or equal to the number of 'opportunities' retained, one action is automatically added to all 'untested' lists generated in the current Prime Timeline for the rest of the game (in addition to advancing the Doomsday Clock from failures). This property belongs to the timeline and does not follow the Prime Timeline if it changes to another timeline. **2)** If the number of successful action statuses exceeds the number of opportunities kept in a turn, Intervention Potentials are received. *Economic Warfare:* At the end of each receiving player's turn, all opportunities from all sources are checked: **1)** If the number of failed action statuses in the next turn is

		greater than (not greater than or equal to) the number of 'opportunities' to be resolved all 'untested' lists in their current Prime Timeline have one action added automatically for the remainder of the game. The added action is a property of that timeline and does not move with the Prime Timeline if changed. **2)** If the number of failed action statuses is equal (exactly) to the number of 'opportunities' to be resolved, nothing good or adverse happens. **3)** If the number of successful action statuses is greater than the number of 'opportunities,' the limit on the number of Interventions is *temporarily* increased by one for the end of the turn and one Intervention Potential is received.
12	Special Operations	**Target:** Either another player civilization or the player custodian's own civilization. Target cannot refuse or avoid the imperative Combat Action. **Self-Target:** Player custodian antes Interventions, 1d6 is publically rolled for anti-custodian's 'ante.' Player custodian adds one to ante for each prior successful action in the same turn, to a maximum of 2, this does not cost extra Intervention Potentials, but the bonus is not received if zero is anted. One is subtracted from anti-custodian roll if no prior Combat or Special Operations actions preceded on current turn list; one is subtracted if player civilization was not attacked between turns. Higher adjusted ante or die roll wins, effect is the difference on the **Special Operations Self-Dealing Table.** If player custodian 'wins,' anted Intervention Potentials are spent, if player custodian loses, one Intervention Potential is used, unless zero were anted. **Alien Target:** Each player custodian antes Intervention Potentials. Biggest ante wins, those Intervention Potentials are spent. Effect is the difference between antes on the **Special Operations Adversarial Results Table.** Loser spends one Intervention Potential unless zero were anted. **4th Era Technology:** Adversarial opponents reveal *only* whether they have 4th Era technology; 4th Era effects are *in addition to others*, regardless of winning or losing. *Self-Target*: If player custodian won and has 4th Era, may change Prime Timelines immediately after the next list is generated on the current Prime Timeline. *Alien Target*: If one civilization has 4th Era and other does not, non-4th Era civilization must use one extra Intervention Potential for any *normal* (see Ordeal by Fire, but not to ante) purpose between turns, and on its next turn. Each civilization may only be subject to one 4th Era 'interference' effect at a time, no cumulative 4th Era interference.

Internecine Warfare Combat Table (higher results are not cumulative)

	1d12 Result	Effect on Defender and Attacker
Category 1	1, 2, or 3	May change the Prime Timeline at the end of the turn as if an Intervention Potential Plus had been used (without actually using one).
Category 2	5 or 7	Intervention Potential Plus is received immediately which does not count against the limit at the end of the turn (this property only attaches to this Intervention Potential Plus and vanished if it is used).
Category 3	11	One Intervention Potential is received immediately (a wash result if one was used).

Combat, Attacker Wins Table (higher results are not cumulative)

	Attacker won by +	Effect on Defender and Attacker
Category 1	1, 2, or 3	Defender loses one Intervention Potential or Intervention Potential Plus if none are available and the attacker's Doomsday Clock is advanced by 1d6 minutes.
Category 2	5, 7, or 11	Defender's Doomsday Clock advances 1d20 minutes.
Category 3	13, 17 or 19	Defender's 'untested' list on Prime Timeline is deprecated.

		○ This can be extinction. This is a reason why a divergence Intervention may be necessary.

Combat, Defender Wins Table (higher results are not cumulative)

	Defender won by +	Effect on Attacker and Defender
Category 1	1, 2, or 3	Attacker automatically fails the next action whose status is checked (whether this turn or next) with attendant Doomsday Clock advance.
Category 2	5, 7, or 11	Attacker temporarily loses one from the Intervention limit at the end of this turn (see Ordeal by Fire, above).
Category 3	13, 17 or 19	Attacker loses one Intervention Potential Plus or two Intervention Potentials if no Pluses are available (or the next ones received if this latter cannot be satisfied) ***and*** the defender may immediately counterattack the attacker if desired – before the attacker moves to the next action – in a second Combat (now becoming the out-of-turn attacker, this can go back and forth).

Special Operations Self-Dealing Table (higher results are not cumulative)

Won By	Custodian Won	Anti-Custodian Won
-1 or 0	**Nothing happens, no effect.**	
1-2	Gain one Intervention Potential, counts against limits (see Ordeal by Fire, above).	Lose one Intervention Potential Plus if available, if not lose an Intervention Potential.
3	Custodian **must** remove the next action from the current or the next 'untested' list if none are available on the current list.	Doomsday Clock advances 1d6 minutes at the end of the turn for each failed Expansion, Combat, Commerce and Special Operations status this turn (this is in addition to normal).
4-5	The next Special Operations action added to an 'untested' list by generation becomes two consecutive Special Operations actions the first of which must target the custodian's civilization if status check is successful (police state!).	The next Combat action added to an 'untested' list by generation becomes two consecutive Combat actions, the first must target the custodian's civilization if status check is successful. *This is an extra action added.*
6+	Custodian **must** change to a new Prime Timeline at the end of this turn, if none are available, a branch is created as if by divergence, for at no cost (this could be good or bad, depending on...).	A Combat action is added to the end of the current turn's list, and the Combat must target the player custodian's civilization if status check is successful (started a civil war!).

Special Operations Adversarial Results Table (higher results are not cumulative)

Won By	Attacker Won	Defender Won
1	Defender loses one Intervention Potential or Intervention Potential Plus.	Attacker may not target defender in Special Operations action on attacker's next turn.
2	Defender loses one Intervention Potential or Intervention Potential Plus (defender's choice) and Defender's Doomsday Clock advances 1d6 minutes.	One action is added to the attacker's next generated 'untested' list (could be good for attacker, but also increases magnitude of failure in advancing Doomsday Clock).
3	Defender temporarily loses one from the Intervention Potentials Limit for two turns (this makes things difficult!).	The first action on the next 'untested' list used by the attacker automatically fails the status check (Doomsday Clock advances) and the attacker adds one action to the next 'untested' list generated.
4+	Defender's Doomsday Clock advances 1d20 minutes ('nuff said!).	Attacker must reveal to defender their number of 'untested' lists and cannot target defender in Combat or Special Operations on their next turn(but may for the rest of this turn); does not apply to Commerce targeting.

"*Perhaps they would share their findings assembling some vast repository of the knowledge of countless worlds. They might compile an Encyclopedia Galactica.*" – Carl Sagan, Cosmos, Episode 12 ☺