

**Emergent Government Titles**  
**Social Government Title Themes 1 – Liberty, Equality, Fraternity**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has not conquered any colonies while this Title has been active *and* has allowed all previously Conquered and Converted Colonies (not Naturalized Colonies) to revert (note, the second part only applies if position had those colonies when Title became active; both parts must be true to pass).
2. (T) Position has had an undisrupted Confederation Structural Title *and* no undisrupted Estate Titles for less than eight consecutive turns (note, both must be true to pass).
3. (T) Position has had an undisrupted Dualistic Structural Title for less than ten turns *and* has never conquered a colony while this Title has been active (note, both must be true to pass, either condition is a permanent fail when breached).
4. (T) Position does not share Diplomatic Spaces, other than the First Space, with any position that controls colonies not of their Native Population Type.
5. (T) Position has had an equal number of undisrupted Social and Estate Titles for five or less turns without a change in Titles.
6. (T) Position has Naturalized all Converted Colonies, owns no Conquered Colonies, *and* the last successful Naturalization occurred within the last three turns (note, all parts must be true to pass, or else it is a false statement).
7. (T) Total population of non-sovereign colonies composed of the position’s Native Population Type (not counting related Lost Colonist population) is approximately equal (+/- 10%) to the total population of sovereign **alien colonies** (of any political status).
8. (T) Position has not damaged the population or installations of any **alien colony** planet *and* no alien power has damaged the population or industry of any sovereign colony while this Title has been active (note, both must be true to pass, permanent fail if breached).
9. (T) Position maintains sovereign colonies on at least three Balkanized Planets which are at 90% or more habitability *and* are equally occupied by all Native Population Types present (within +/- 5%) (note, both must be true to pass).
10. (T) Position has not Orbital Bombarded any colony and no Friendly or previously Naturalized colony (to this position) has been Orbital Bombarded while this title has been active (note, permanent fail once breached).

(Themes: late 18<sup>th</sup> and 19<sup>th</sup> Century revolutionary ideas often find their way into science-fiction literature, thus science-fiction genre has been called leftist, liberal; viva la République française!)

**Emergent Government Titles**  
**Social Government Title Themes 2 – Conservative & Reactionary Forces**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position currently has a disrupted Government Title that has been disrupted for three turns or less (note, this applies to any kind of Title).
2. (T) Position has Restored a disrupted Social or Estate Title in the last three turns.
3. (T) Position has not abandoned any disrupted Government Titles while this Title has been active (note, this is a permanent fail once breached).
4. (T) Position has not added two new Government Titles while this Title has been active (note, this is a permanent fail once breached).
5. (T) The last added Social or Estate Title has remained undisrupted for 3 or less consecutive turns.
6. (T) Position’s Capital Colony was moved within the last five turns.
7. (T) Position’s Capital Colony has been moved back to any previous location within the last five turns.
8. (T) Homeworld is the position’s Capital Colony (reroll if position is not either a Homeworld or Lost Colonist).
9. (T) Position does not currently have Stardrive Technology (i.e. a completed Stardrive Patent).
10. (T) Position has completed 80% or more of the Applications in the current Era have been completed (not counting connections) *and* the position has not either successfully developed any advanced Applications or prosecuted any Advanced Patents in the next Era, *and* has not developed any new Applications or Prosecuted any new Patents while this Title has been active (note, all three conditions must be true for this statement to be true, the last condition is permanently failed upon being breached).

(Themes: Restoration of previous government titles, return to past glories, back to the old ways, *status quo* preservation, Napoleon III of France, counter-revolution, majesty of the past, Londo Mollari, Avignon Papacy, Rassilon, execution of Mary I Queen of Scots, holding back change in times or worldviews)

**Emergent Government Titles**  
**Social Government Title Themes 3 – Temperance**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) This Title has been active for three or less turns (note, this is a permanent fail after the third turn).
2. (T) Position has one more Police Proficiency piece on the Public Space than last turn **and** this Title has been active for four or less turns (note, both must be true to pass).
3. (T) Position currently has less Aspects on the Public Space than undisrupted Government Titles.
4. (T) Position currently has less than half as many Aspects on the Public Space as Proficiency pieces on the Public Space.
5. (T) This Title replaced an Estate Title **and** has been active for three or less turns (note, this is a permanent fail after the third turn).
6. (T) A Social Title has not been replaced by an Estate Title while this Title has been active **and** this Title has been active for four or less turns.
7. (T) Position currently has twice as many Maintenance Shields as undisrupted Government Titles **and** no Government Title (of any kind) has become disrupted while this Title has been active (note, both must be true to pass, the latter is a permanent fail).
8. (T) Position has activated the Culture Power for the purpose of Cohering, the Order Power for the purpose of Maintenance **and** has not activated the Combat or Technology Power in the last turn (note, all must be true to pass).
9. (T) Position has not generated an Intervention Potential Plus and a Thesis has not be lodged against the position in the last two turns.
10. (T) Position has more Spirit Proficiency pieces and more Rhetoric Proficiency pieces (both individually) than Aspects or undisrupted Government Titles (whichever is greater) on the Public Space **and** the Combat Power has not been activated for any purpose in the last two turns.

(Themes: moderation in action, thought, indulgence and passions, note that Conflict Checks from this Social Title Theme imply that the position’s population is capable of excess and extremes, moderation can be an extremism, Mr. Spock)

**Emergent Government Titles**  
**Social Government Title Themes 4 – Militarism**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has conquered a colony in the last turn **and** has not lost a Combat since while this title has been active (note, both must be true, the last is a permanent fail).
2. (T) All **alien colonies** within two turn’s movement of the Capital Colony at best ship speed have been Conquered, Converted, or Naturalized, **and** Ship Speed has increased in the last two turns (note, both must be true).
3. (T) Position has only Police, Rhetoric and Spirit Cultural Proficiency pieces on the Public Space, the Police Proficiencies outnumber the other two combined, and the Combat Power has been activated in the last turn (note, all three must be true to pass).
4. (T) Position has no other undisrupted Social Titles **and** has not lost a Combat while this title has been active (note, both must be true, the latter is a permanent fail if breached).
5. (T) Position has less Thesis statements lodged against it than undisrupted Government Titles **and** this title has not been active longer than any other undisrupted Social Title.
6. (T) Position is currently engaged in three or more ongoing combats, **and** has activated the Combat Power every turn this Title has been active.
7. (T) At least a third of the population of every Friendly colony is in Ground Units **and** no Native Population Factors of the position are under alien control.
8. (T) Position is engaged in Combat with three different positions currently **and** has activated a Writ related to the Combat Power in the last two turns.
9. (T) The Endowment of the Combat College is currently at least twice that of any other College.
10. (T) The Construction Power has been activated at a Friendly Colony for the purpose of Colony Defense Upgrade and the Census Power has been activated, both within the last turn.

(Themes: Sparta, Assyria, militant nationalism, Fascism, take instead of producing, aggressive society, ultra-nationalism, bootcamp at Parris Island, willingness to sacrifice, generational war, great crusade – but rather than an estate, it is a sociopolitical movement)

### Emergent Government Titles

#### Social Government Title Themes 5 – Imperialism & Colonialism

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has had an undisrupted Unitarian Structural Government Title *and* two or more undisrupted Estate Titles while this Title has been active (note, permanent failure if either of these conditions is breached).
2. (T) Position has fought either a Pacification Combat or loaded RPs to a Cargo Ship at a sovereign colony (either alien or friendly) every turn this Title has been active (note, permanent failure if breached)
3. (T) All RPs unloaded from Cargo Ships while this Title has been active have been unloaded at the Capital Colony or largest Friendly Colony (they may not be the same).
4. (T) All Symbolic and Ideological Constructural Elements are active at Friendly Colonies and on all Ships, *and* this Conflict Check has never failed (i.e. self-sealing).
5. (T) During the last activation of the Taxation Power, at least half of the RPs were collected from sovereign **alien colonies** or Friendly colonies of 20 population or less.
6. (T) Capital Colony is the largest Friendly Colony in population *and* no **alien colony**, whether sovereign or not, within two turns ship movement at best speed, is more than half as populous (note, both must be true to pass).
7. (T) No sovereign **alien colony** has reverted *and* no sovereign colony has been conquered or destroyed while this Title has been active (note, permanent failure once breached).
8. (T) All sovereign colonies have at least one Counter-Operations mission *and* one Police Cultural Proficiency adjacent on the Public Space (note, both must be true to pass).
9. (T) All sovereign **alien colonies** are Balkanized with a Friendly Colony that has a Ground Unit.
10. (T) No Social or Estate Titles have failed any Conflict Checks currently *or* this Title has been active for less than six turns (note, if either is false, the statement is not true).

(Themes: popular support for imperialism and colonialism,<sup>1</sup> pacification theory, material gain, emigration to colonies, conquest of colonies, right to survival and comfort above all others, extension of power, return to the stars, sphere of control, authoritarian government<sup>2</sup>)

<sup>1</sup> Commentary: Note that there are two types of “colonialism” depicted in science-fiction: 1) Seeding Space, which is primarily the colonization of unoccupied worlds for resources and living space and 2) Imperial Colonialism, which the world knows well as foundation of colonies in areas occupied by indigenous peoples (e.g., minor races in GGDM) and/or establishment of military and cultural hegemony over other peoples for commercial exploitation.

<sup>2</sup> Commentary & Citation: The term Imperialism is used mainly in the classic sense of governmental and military domination, less so the modern cultural-economic sense. See Merriam-Webster online dictionary at *imperialism*.

**Emergent Government Titles**  
**Social Government Title Themes 6 – Mysticism**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has successfully prosecuted a new Stardrive Patent or increased Ship Speed in the last three turns, *but* has not yet obtained the fifth Stardrive Patent (note, both must be true to pass, the Generic Stardrive counts as a Stardrive).
2. (T) Position has successfully created a Research Group on the Public Space for Matter, Energy, Life, Information (in that order only, one per turn), each turn this Title has been active (note, this is a permanent fail once breached).
3. (T) Position has exactly as many Aspects on the Public Space as Proficiency pieces.
4. (T) Position has successfully reverse engineered an alien stardrive in the last ten turns.
5. (T) Position has activated the Expansion Power for the purpose of Scouting for five consecutive turns.
6. (T) Position has had a First Contact in the last three turns.
7. (T) Position *either* has exactly three undisrupted Government Titles (any kind) and no disrupted Titles *or* all Social and Estate Titles have exactly three Conflict Checks that are currently passing (note, if either is true, the Conflict Check passes).
8. (T) Position has suffered a Disruption Event each turn for the last six consecutive turns.
9. (T) Each Research Group on the Public Space is currently adjacent to a Spirit Proficiency piece *and* the position has five undisrupted Government Titles currently (note, both must be true to pass).
10. (T) Each Aspect on the Public Space is adjacent to a Spirit Proficiency.

(Themes: mysticism has been a frequent dinner guest at science-fiction tables in the form of exotic technologies, FTL travel, exploration of the universe, alien first contact, enlightened alien civilizations, but not generally as a Social Title (ideally, a union of the species or civilization with ultimate reality, divinity, “pilot of the storm that leaves no trace,” etc.), but rather as the historically continuous human thing that refuses to be banished by reason or lack of evidence)



**Emergent Government Titles**  
**Social Government Title Themes 7 – Isolationism**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has had an undisrupted Unitarian Structural Title *and* no Thesis have been lodged against the position while this Title has been active (note, both must be true to pass, failure is permanent).
2. (T) All alien Cargo Ships have unloaded at a single Friendly Colony *and* the position has no membership in MegaCorporations while this Title has been active (note, both must be true to pass, failure is permanent).
3. (T) Position has not activated the Expansion Power for any purpose and has had no First Contacts in the last three turns.
4. (T) The number of Thesis lodged against the position is not more than twice the number of undisrupted Government Titles.
5. (T) No Reformation has occurred while this Title has been active (note, this is a permanent fail once breached).
6. (T) Position has no colonies on Balkanized Planets *and* owns no colonies of alien population (note, both must be true to pass).
7. (T) Position has had either one or no First Contact with other Major Races (note, this is a permanent fail once breached).
8. (T) Position has Landed 50 or less Native Population Factors (not counting subsequent Census activations) during the game (note, this is a permanent fail once breached).
9. (T) No ship owned by the position currently is in *apostasy* (i.e. inactive Constructural Elements) due to contact with an *alien colony* (see Aliency Apostasy, 3 Disruption, p. 283), and no ship or colony owned by the position has ever been in *apostasy* as a result of contact with an alien position experiencing a Kairotic Moment while this title has been active (note both must be true to pass, failure of the second is permanent once breached).
10. (T) No Aspects have been converted due to contact with an alien position experiencing a Kairotic Moment (Aspects eliminated as a result do not count), while this Title has been active (note, this is a permanent fail once breached).

(Themes: isolationism as a form of widespread sociopolitical- and cultural-xenophobia, extremism in self-determination, *Sakoku*, Closed Country Edict of 1635, Exclusion of the Portuguese Edict of 1639, hands-off, long-term stability, The Galaxy Being)

**Emergent Government Titles**  
**Social Government Title Themes 8 – Proselytism**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position currently has two or more conquered colonies *and* every colony conquered by this position while this Title has been active has been Naturalized within 5 turns or less of the conquest turn (note, both must be true to pass).
2. (T) The position has not failed a Naturalization attempt while this Title has been active *and* a Naturalization attempt has been made in the last turn (note, both must be true).
3. (T) Position has used faculties from either a Naturalization College or Conversion College in a Combat in the last two turns.
4. (T) Position has lost a sovereign colony *and* conquered an **alien colony** in the last three turns (both must be true to pass).
5. (T) An Institution has been either constructed or operated on every sovereign **alien colony** each turn this Title has been active (note, permanent fail once breached).
6. (T) A Colony Ship has Loaded, Unloaded, Transported or Landed alien population factors each turn this Title has been active (note, permanent fail once breached).
7. (T) A Cargo Ship has Loaded or Unloaded at an **alien colony** (whether sovereign or not) each turn this Title has been active (note, permanent fail once breached).
8. (T) One or more **alien ships** or **colonies** are currently in *apostasy* (i.e. inactive Constructural Elements) due to contact with colonies owned by this position (see 3 Disruption and 2 Kairotic Moments).
9. (T) No alien population colonies controlled by this position have failed to obey a Power Activation in the last three turns.
10. (T) Position has issued at least one Thesis Statement that has been accepted by the Concierge, in the last two turns against another position (that is, issuing against your own position does not count).

(Themes: militant interstellar proselytism, missionary position, stirring the pot, cultural hegemony, our culture is superior, we possess the one truth, smugness in dogma; proselytism frequently appears in science-fiction stories, usually to tragicomic effect and/or for criticism)



**Emergent Government Titles**  
**Social Government Title Themes 9 – Modernity – Prosperity**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has RPs in the Treasury equal or greater than the number of passing Conflict Checks times the number of sovereign colonies.
2. (T) More than half of the position’s population (friendly and alien) live on colonies that have maximum possible industry.
3. (T) All sovereign colonies have obeyed the Taxation Power for the last five consecutive times it has been activated.
4. (T) During a Taxation Power activation in the last three turns, the position produced at least twice as many RPs from Industry as the position’s total population at that time (note, this has a time limit requiring regular activation of the Taxation Power).
5. (T) RPs received from Taxation were greater than those received from the previous Taxation for the last three consecutive activations of the Taxation Power (note, failure to obey Taxation Power activations can cause this to fail).
6. (T) During the last activation of the Taxation Power, every sovereign colony had more industry than it did during the previous activation of the Taxation Power *and* every Friendly Colony also had more population than during the previous activation of the Taxation Power (note, both must be true to pass).
7. (T) The Census Power has been activated in the last two turns.
8. (T) Position has Landed a new Friendly Colony in the last three turns.
9. (T) Position owns more ships (including those in Corporations or MegaCorporation) than any other position (e.g., the three car garage syndrome).<sup>1</sup>
10. (T) Position owns a number of ships greater than the number of Government Titles (incl. disrupted) times the number of sovereign colonies doubled.

(Themes: four pillars of the modern Western state: *prosperity*, technology, nationalism and acceptance of remote authority)

<sup>1</sup> Admittedly, as long as this Conflict Check passes, it constitutes a bit of free – but marginal utility – intelligence. And it can be affected by other positions and can fail due to combat losses. It’s also a small risk in taking it initially because a position almost can never be sure the Conflict Check won’t fail instantly.

**Emergent Government Titles**  
**Social Government Title Themes 10 – Modernity – Technology**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has activated the Technology Power for any purpose for five consecutive turns.
2. (T) Position has successfully prosecuted a number of Patents in the last ten turns equal to the current number of undisrupted Government Titles (note, oddly, having disrupted Titles can cause this Conflict Check to pass...maybe discouraging restoration).
3. (T) Position has not encountered a ship of a higher Era (than the position’s current Era) or has not had to defend a colony in combat while this Title has been active (note, permanent fail once breached).
4. (T) A sovereign colony has not been attacked by ships of a higher Era than the colony’s defenses while this Title has been active (note, permanent fail once breached).
5. (T) Position has not encountered **alien colony** defenses of a higher Era (than the position’s current Era) in the last three turns.
6. (T) Position has improved Ship Speed, Operational Flight Limitation and Operational Supply Limitation within the last five turns.
7. (T) Position has improved Industrial Technology within the last three turns.
8. (T) Position has constructed a Technological Device in the last five turns.
9. (T) Position has either improved the Maximum Habitability of a planet (e.g., terraforming) or constructed Orbital Cities at a Friendly Colony in the last three turns.
10. (T) Position has an active, endowed Technology College *and* has operated a related Institution in the last turn.

(Themes: four pillars of the modern Western state: prosperity, *technology*, nationalism and acceptance of remote authority, Dr. Who, “I just walked into the highest security office in the United States [Oval Office], parked a big blue box on the rug, you think you can just shoot me?”)

**Emergent Government Titles**  
**Social Government Title Themes 11 – Modernity – Nationalism**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has Landed a new colony or Naturalized a Converted **alien colony** each turn for three consecutive turns.
2. (T) Position has added a Nationhood and Rhetoric or Urbanization Proficiency piece to the Public Space each turn for the last three consecutive turns.
3. (T) Position has not encountered a ship of a higher Era (than the position’s current Era) **or** has not had to defend a colony in combat while this Title has been active (note, permanent fail once breached).
4. (T) No Friendly population factors reside on Balkanized Planet surfaces **and** 75% of Symbolic and Ideological Constructural Elements are active on colonies and ships (note, both must be true to pass).
5. (T) At least 40% of the position’s Friendly Population Factors live on Optimal Habitability Class planets (watch out for pollution and entropy!).
6. (T) No Friendly Population Factors (except those belonging to related Lost Colony positions) are controlled by alien governments and no Friendly Colony has failed to obey a Power Activation in the last three turns (note, both must be true to pass).
7. (T) Total Friendly Population Factors owned by the position have grown for three or more consecutive Census Power activations **and** the Census Power has been activated within the last two turns (note, both must be true to pass).
8. (T) There are currently no failing Conflict Checks (note, if there are, this one fails too!).
9. (T) The Capital Colony has always been located on a Friendly Colony, and not on a Balkanized Planet, **and** the Capital Colony is the largest colony by population in the game (note, all must be true to pass, “Say, could you please remove some Vulcans from Vulcan?”).
10. (T) Position has more active, endowed Colleges than any other position in the game (note, this could be expensive, like an arms race, or maybe you just get lucky?).

(Themes: four pillars of the modern Western state: prosperity, technology, **nationalism** and acceptance of remote authority, nationalism vs. globalism, 19<sup>th</sup> and 20<sup>th</sup> Century history, identity, self-determination, solidarity)

**Emergent Government Titles**  
**Social Government Title Themes 12 – Modernity – Remote Authority**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has had eight or more consecutive successful Power Activations requiring a Scene or Scenes; i.e. no failure due to Constructural Elements or any other purpose.
2. (T) All Ships have obeyed all actions issued during the last ten Regular Turns.
3. (T) All sovereign colonies have obeyed the Taxation Power for the last five consecutive times it has been activated.
4. (T) No warship has failed to obey an order to initiate combat (including Combat Movement) while this Title has been active (note, permanent failure once breached).
5. (T) The position’s current Structural Title has never been disrupted *and* has at least two undisrupted and no disrupted Estate Titles (note, all must be true to pass, the first can cause immediate, permanent failure).
6. (T) The position’s Structural Title has never been disrupted while this Title has been active *and* neither the Capital Colony nor any ships or units located at the Capital Colony have failed to obey any Power Activation in the last five turns (note, both must be true to pass, permanent failure once the first part breached).
7. (T) Position has activated the Expansion Power for the purpose of Loading Population in the last two turns, *and* has not failed before Loading at least one population in any such activation while this Title has been active (note, both must be true to pass, failure of the second is permanent).
8. (T) Position has activated the Expansion Power for the purpose of Unloading Population in the last two turns, *and* has not failed before Unloading at least one population or for any other reason, in any such activation while this Title has been active (note, both must be true to pass, failure of the second is permanent).
9. (T) The Capital Status of the Capital Colony has never been disrupted while this Title has been active *and* the position has used at least nine Power Activations in the last three turns (note, both must be true to pass, the first is a permanent fail if breached).
10. (T) Position has a Unitary Structural Title and no Social Titles, and everything is just peachy ... no, that’s not it ... *and* the position has activated a Writ in the last two turns (note, both must be true to pass).

(Themes: four pillars of the modern Western state: prosperity, technology, nationalism and *acceptance of remote authority*, Congo Crisis 1960-1965, herding cats, Treaty of Athis-sur-Orge)

### Emergent Government Titles Social Government Title Themes 13 – History

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) This Conflict Check is part of a Title which has been restored, has more than one Conflict Check, **and** which is passing all other Conflict Checks currently (note, all must be true to pass, this could cause a chain reaction failure disruption).
2. (T) This Conflict Check is part of a Title which was previously *abandoned* **and** all other Conflict Checks on this Title and other Titles, are currently passing.
3. (T) Position has suffered three Disruption Events or is involved in two ongoing combats in the last turn (note, when nothing happens, there is no history).
4. (T) Position currently has Restored a disrupted Government Title in the last three turns.
5. (T) Position has an active, endowed History College and at least two non-suspended Writs associated with it, **and** have activated one of the associated Writs in the last three turns (note, all must be true to pass).
6. (T) Position has an active, endowed History College **and** has operated related Institutions on at least three Friendly Colonies with adjacent Customs Proficiency piece on the Public Space within the last three turns (note, both must be true to pass).
7. (T) Position has two unrestored (but not abandoned) Government Titles currently (note, this requires the position to have two disrupted Social or Estate Titles at the end of the turn...).
8. (T) Position has published an Expose’ **or** has posted modifications to *every adverse News Event* in the last three turns (including their own, which can only be done after some other position posts a modification).
9. (T) All Epistemological Constructural Elements on ships and Friendly or Naturalized Colonies are currently active **and** there is at least one Information Research Group currently on the Public Space (note, both must be true to pass).
10. (T) Position currently holds all of its original pre-game Government Titles, even if currently disrupted (i.e. no Titles have been replaced or abandoned during the game) **and** at least fifteen Regular Turns have been processed by the position in the game.

(Themes: all peoples have kept some history; history provides context, relationship, instruction; where there is no history there is Void; the Renaissance was driven by rediscovery of historical writings lost to the West; oral pre-empirical history was part of history and legitimacy of rulers; history has been embraced, rejected, rewritten, distorted; history is one of the ancient humanities)

**Emergent Government Titles**  
**Social Government Title Themes 14 – Music**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has had a First Contact in the last two turns *and* it occurred while this Title has been active and undisrupted (note, both must be true to pass).
2. (T) Position has posted one poetic or lyrical (non-adversarial) News Event each turn this Title has been active *and* both Aspects and Expression Proficiencies on the Public Space outnumber currently undisrupted Government Titles (note, both must be true).
3. (T) Position has a Type 4 Fundamental Reality *and* Aspects outnumber Proficiency Pieces on the Public Space by at least two to one (note, both must be true to pass).
4. (T) Position has Exposed Aspects every turn this Title has been active (even if disrupted).
5. (T) Position has activated two Writs that require Expression Proficiencies in the last three turns.
6. (T) The Culture Power has been activated for the purpose of Exposing Aspects twice as many times as the Census Power has been activated while this Title has been active (note, no expiration, but does limit activation of the Census Power).
7. (T) Each activation of the Census Power has occurred on the same turn that Express and Regeneration Proficiencies (one or more of each) have been placed on the Public Space while this Title has been active.
8. (T) The position has experienced a Kairotic Moment in the last five turns whose Key Aspect was on the Public Space on the turn cycle when the Kairotic Moment was triggered (see 3 Kairotic Moments).
9. (T) Position has undergone a Reformation and experienced a Kairotic Moment within the last eight turns (note, both must be true to pass).
10. (T) “Hail to the Chief” plays every time you walk into a room with President Nixon (add one to your die roll, and move onto the next Conflict Check, you have 5 minutes).
11. (T) Position has repeated in exact order, the previous five Power Activations (for any purpose, Solfège scale hand gestures are optional).

(Themes: prehistoric humans made flutes; Close Encounters; music expresses emotion and meaning that sapient mind craves but of which our physical form is incapable; music is part of a creative and symbolic continuum; babies recognized music played to them while in the womb)



**Emergent Government Titles**  
**Social Government Title Themes 15 – Social Complexity**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has activated five or more Writs in the last three turns.
2. (T) All endowed, active Colleges operated at least one Institution last turn *and* the position had at least five endowed, active Colleges (note, both must be true to pass).
3. (T) Position has used 90% of RPs in the Treasury over each of the last three turns *and* has not added any new colonies (i.e. the system is near peak efficiency).
4. (T) Total of all College per turn endowments equals or exceeds RPs in Treasury at the end of the turn.
5. (T) Position currently owns 30 or more colonies *and* initiated movement of 15 or more starships last turn.
6. (T) Position has owned 20 or more colonies *and* 50 or more starships for the last three turns.
7. (T) Position has initiated interstellar movement of starships to at least ten different destinations in the last turn (note that a single Power Activation can move multiple starships from one origin to a number of different destinations).
8. (T) Position has at least one Shared Meaning with every species with which it has had First Contact (note, Shared Meanings depend on both parties to act accordingly).
9. (T) Position currently has five undisrupted Government Titles with a total of more than 12 Conflict Checks (note, this fails if any of the titles becomes disrupted).
10. (T) Position currently owns colonies of six or more different Native Population Types *and* has at least three Naturalized colonies, each of a different Native Population Type *and* has added a new Native Population Type to the position’s population in the last ten turns (note, all must be true to pass).

(Themes: Joseph Tainter, societies add complexity and specializations to solve problems; collapse occurs due to diminishing returns on investment in complexity; interstellar civilization is a complexity added to solve Homeworld problems; all human civilizations have evolved toward complexity; complexity is life, evolution and civilization, “It’s ... um ... complicated”)

**Emergent Government Titles**  
**Social Government Title Themes 16 – Urbanization**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has activated the Construction Power for the purpose of Colony Enhancement for three consecutive turns at sovereign colonies each representing less than 10% of the position’s total population.
2. (T) More than half of the position’s sovereign population lives on colonies of 50 or more population factors.
3. (T) All RPs Unloaded from Cargo Ships while this Title has been active, have been Unloaded at sovereign colonies with less than 30 population factors (note, this is a permanent fail once breached).
4. (T) Position’s current Capital Colony was Landed less than ten turns ago, or if the colony is pre-game, the game has processed less than 10 turns (note, at some point this statement cannot be true unless the Capital Colony is moved regularly).
5. (T) Position has Unloaded population of a different Native Population Type onto the surface of a planet that already has a colony within the last three turns (i.e. created or added new aliens to a Balkanized Planet).
6. (T) Position has Loaded or Unloaded, in any combination, 20 population factors of any Native Population Type from established colonies in the last two turns.
7. (T) Position has over half of its colony planets (by number, rounded down) with any Native Population Types (including Balkanized Planets) at 80% or greater Maximum Habitability *and* the position has lost no sovereign population growth to exceeding Maximum Habitability while this Title has been active (note, both must be true to pass, permanent fail if second condition is breached).
8. (T) Capital Colony planet is at 95% Maximum Habitability or more, *and* has not lost any population growth due to exceeding Maximum Habitability while this Title has been active (note, both must be true to pass, permanent fail if second condition is breached).
9. (T) At least one non-Capital Colony planet is at 90% Maximum Habitability or more, *and* has not lost any population growth due to exceeding Maximum Habitability in the last three turns (note, both must be true to pass).
10. (T) Industry installations have been added to colonies comprising of at least half of the position’s sovereign population in the last three turns.

(Themes: all post-hunter gatherer civilizations have tended toward urbanization; agriculture & population explosion propelled urbanization; urbanization produced complexity, specialization & emergence in ripples through history; to be urban is to be political, cultured & urbane)

**Emergent Government Titles**  
**Social Government Title Themes 17 – Remorse**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position initiated Orbital Bombardment Combat at any prior time in the game, *and* has not initiated Orbital Bombardment Combat while this Title has been active (note, both must be true to pass, permanent failure if breached, crocodile tears).
2. (T) Position has violated a Shared Meaning in the past, *and* has not violated a Shared Meaning in the last ten turns (note, both must be true to pass).
3. (T) Position has initiated Combat during a First Contact Situation in the past *and* has not done so again while this Title has been active (note, both must be true to pass, permanent failure if breached, crocodile tears).
4. (T) Position destroyed Colony Ships in Combat in the past *and* has not done so again while this Title has been active (note, both must be true to pass, permanent failure if breached, crocodile tears).
5. (T) A Conflict Check containing the word Combat is currently failing on another Government Title *and* its Title is not currently disrupted (note, both must be true to pass)
6. (T) An Estate Title has been replaced by a Social Title or a Social Title has been replaced by an Estate Title in the last three turns (note, this title can be counted in the Title change to make this statement true, but you only have three turns of passing).
7. (T) Position lost a Combat in the last two turns that lasted two or more Combat Rounds *and* did not use any Faculties during the Combat (note, both must be true to pass).
8. (T) A colony of the position’s Native Population Type was attacked by Orbital Bombardment in the last three turns (note, destruction of the colony is not required)
9. (T) The position holding this Title has been Politically Extinct for eight or less turns (note, this mandate will expire eventually...).
10. (T) A Major or Minor Race has become extinct within the last five turns (note, either political or total extinction will make this statement true).

(Themes: collective guilt or regrets as a social movement, generational remorse, post war apologies, memorials; Angela Merkel’s immigration decision; lingering suspicions of false remorse; literary people love remorse, but the dead are still dead; the main argument of pacifism is remorse; note: bad things happened to make this Theme and this is gonna be weird)

**Emergent Government Titles****Social Government Title Themes 18 – Cultural Narcissism**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) All of the position’s Colleges are Hosted on the Homeworld or Capital Colony *and* are active and endowed for five turns minimum (note, both must be true to pass).
2. (T) Position has an active, endowed College named after the position’s name (e.g., the Humanities), *and* it is the largest College in terms of current endowment and per turn endowment (note, both must be true to pass).
3. (T) No active, endowed alien College is located within two turns’ ship movement at maximum speed from the Capital Colony or Homeworld of the position (note, “I am going to have to ask you to move that College...”).
4. (T) Position’s Homeworld or Capital Colony is the largest colony (in terms of population factors, including Orbital Cities) within the original area of the Galactic Space (note, “I am going to have to ask you to move that colony...”).
5. (T) Position controls over half of the total population factors (friendly and alien) within the original area of the Galactic Space *or* has not either lost a Combat or had a colony revert within the last ten turns (note, one must be true to pass).
6. (T) Position has never had any Shared Meanings or memberships in MegaCorporations during the game, *and* no College has become inactive and no Government Title has become disrupted while this Title has been active (note, both must be true to pass, permanent failure upon breach of the second condition).
7. (T) Position has been the target of two or more Diplomatic Protests in the last three turns.
8. (T) Either no Thesis Statements are currently lodged against the position *or* one or more Thesis Statements were lodged against the position within the last turn (note that if either is true, the Conflict Check passes).
9. (T) No alien races have experienced a Kairotic Moment during this game (note, permanent fail if breached, it is not required that this position experience one).
10. (T) Position is currently undergoing a Reformation or experiencing a Kairotic Moment (if either is true, the Conflict Check passes).

(Themes: clinical diagnosis; all civilizations must love their own culture first and foremost or that culture must change; Existential Void; Caravaggio, dark triad, collective narcissism<sup>1</sup>)

<sup>1</sup> Commentary: Note that there is a sense in which this Social Title Theme resembles a Type 4 Fundamental Reality.

**Emergent Government Titles**  
**Social Government Title Themes 19 – Conformity**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has at least three Friendly and/or Naturalized Colonies and the smallest Friendly Colony is no more than 10% less population than the largest Friendly and/or Naturalized Colony.
2. (T) Position has 90% or more of the Ideological and Symbolic Constructural Elements active on colonies and ships.
3. (T) Position has 90% of Epistemological Constructural Elements active on colonies and ships, *and* less Thesis lodged against the position than it has active Colleges (note, both must be true to pass).
4. (T) Position has more Maintenance Shields than undisrupted Government Titles and Colleges combined *and* has activated the Order Power for the purpose of Maintenance in the last two turns (note, both must be true to pass).
5. (T) All Friendly and/or Naturalized Colonies have Defense Bases and all are of the same Era, *and* the position progressed to a new Era less than eight turns ago (note, all must be true to pass, the latter condition will eventually expire).
6. (T) Position has not activated the Technology Power for any purpose for three or more turns (note, standardization is easiest to achieve when the situation is static).
7. (T) Position has more Proficiency Pieces on the Public Space than Aspects and Government Titles combined *and* half or more of those Proficiencies are Customs Proficiency pieces (note, both must be true to pass).
8. (T) Position has had no changes in Government Titles in ten or more turns.
9. (T) Position owns three or more **alien colonies** *and* all are of the same political status (note, both must be true to pass).
10. (T) Position has lodged a Thesis against itself for every Thesis lodged against it by another position *and* has not been the target of any adverse News Events or issued any Expose´ News Events in the last turn (note, all must be true to pass).

(Themes: standardization, homogenization, “right thinking” peopl, fall into line, *Homo abnegus*, customs and social behavior, oppression, thought police, The Wall, self-censorship, greater good, don’t rock the boat, “Earth doesn’t have homeless people”)

**Emergent Government Titles**  
**Social Government Title Themes 20 – Radicals, Revolution, Reformation**

“What ideals or concepts prevail in this society to which standards the government will be held in the test of legitimacy, and what sorts of conditions and circumstances would ideally represent the beliefs of the people?”

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

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

1. (T) Position has abandoned two Social or Estate Titles in the last four turns (note, this has a natural time limit unless the position is churning Titles).
2. (T) Position has more disrupted Government Titles than undisrupted Government Titles (ironically, this Conflict Check being true may prevent total loss of government power).
3. (T) Position has issued three Expose’ News Events in the last five turns.
4. (T) Position has more than twice as many Thesis lodged against it as undisrupted Government Titles plus sovereign colonies (note, a position may lodge Thesis against itself).
5. (T) Position has had a Reformation in the last five turns (note, this has a natural expiration unless the position is constantly Reforming).
6. (T) Position has had three colonies either revert to or from the position in the last five turns.
7. (T) Position has changed Structural Title from either Unitarian to Dualistic or Dualistic to Confederation within the last five turns.
8. (T) Position has experienced (triggered) a Kairotic Moment within the last three turns, or has a ship or colony currently in *apostasy* from contact with an alien Kairotic Moment (if either is true, the conflict check passes).
9. (T) Position has successfully Converted three Conquered Colonies by Orbital Bombardment in the last eight turns.
10. (T) All alien populations within two turns’ ship movement at best speed of the Capital Colony have been destroyed in the last eight turns (note, increases in Ship Speed can cause this to fail).

(Themes: crack in the Wall, factionalization, fragmentation, rapid change, We Won’t Get Fooled Again, note, these Conflict Checks are not sustainable unless you thrive on chaos)