

# Ancien Régime

*“However, Louis XVI, his ministers, and the widespread French nobility had become immensely unpopular. This was a consequence of the fact that peasants and, to a lesser extent, the bourgeoisie, were burdened with ruinously high taxes levied to support wealthy aristocrats and their sumptuous lifestyles.” – from Wikipedia article, “Ancien Régime”*

*“Those who have not lived in the eighteenth century before the Revolution do not know the sweetness of living.”*

– Charles-Maurice de Talleyrand-Périgord (aka Talleyrand)

**Major:** The Ancien Régime has ruled your civilization for a significant period (many generations) prior to the beginning of the game; it is intertwined with most aspects of your culture. If this Fundamental Reality is drawn, you cannot discard it. The old regime is tottering, inefficient, corrupt, and ready to fall. It is not a government for the new times and will need to be replaced either peacefully or by force. There will, of course, be old loyalists who are nostalgic for the old days and not in agreement with the new times.

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- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same. The difference is in the strength with which they will be applied (i.e. the drama of the fall) during the course of the game.
- ✓ Note: A position taking this Fundamental Reality should not be too attached to their starting Social and Estate Government Title choices. This Fundamental Reality invites early Concierge Interventions targeted (hopefully with some creativity) at causing failed Conflict Checks and Government Title disruption. Players thus, should not complain when it happens and should embrace it as part of the early game story.
- ✓ Note: This Fundamental Reality is attached mostly to the beginning of the game (thus, early game Intervention may be heavy-handed) and its immediate effect will fade over the course of the game unless it is considered that any Government Title that has been in power for more than 3-5 turns is an Ancien Régime... which allows continued churning of this Fundamental Reality.
- ✓ Note: The long-term effect of this Fundamental Reality will be to expedite the exhaustion of the Foresight, which will eventually be replenished with new potential Social and Estate Titles. It is also implied that the position is not democratic.

Possible Effects:

- The centre cannot hold...
- Early legitimacy failure/change of Government Titles
- Churning
- Replenishment of the Foresight

# Ahistoricism

**Major: Historically, your civilization has embraced ahistoricalism, a lack of concern related to history, historical development, or tradition. Your civilization is generally of the view that history has no relevance or importance in the decision making of daily life. While there are some interesting arguments for ahistorical view, and certainly some situations where it would seem to be an advantage, historians suggest that it is not supported by historical analysis. But nobody listens to them. ‘Cuz they are historians.**

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- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same. The difference is in the strength with which they will be applied during the course of the game.

Possible Effects:

- Fundamental Realities
- Proficiencies
- Enlightenment
- Diplomacy
- Past News Events
- The Expose’

# Alien Nation

**Major:** Your civilization actually represents two intelligent, technologically advanced but distinct starfaring species (Major Native Population Types) that evolved in parallel on the same Homeworld. These two species are symbiotically dependent on each other but have not always peacefully co-existed. Absence of one or the other species from the population has historically had a devastating effect. The Public Space of your civilization represents both species together, but some attributes may be more attributable to one or the other.

**Minor:** Your civilization actually represents two intelligent, technologically advanced but distinct starfaring species (Native Population Types) that have learned peaceful co-existence and become politically and culturally united. The Public Space of your civilization represents both species together, but some specific parts may be more attributable to one or the other.

Possible Effects:

- Census
- Colonization
- Government Titles
- First Contact
- Johns and Mollys

# Alienation

**Major:** There is something about your species that is universally considered repulsive by every other intelligent (whether starfaring or not) species encountered. The degree of subliminal visceral repulsion seems to be directly related to the individual intelligence and sensory level of the opposing aliens. Proximity of large numbers of your species and/or intelligent individual aliens seems to multiply the problem. The type of sensory organs employed by the aliens is irrelevant, the repulsiveness goes beyond the sensory input and does not seem to wane in force.

**Minor:** There is something about your species that is universally considered repulsive by every other intelligent (whether starfaring or not) species encountered. The degree of subliminal visceral repulsion seems to be directly related to the individual intelligence and sensory level of the opposing aliens. Proximity of large numbers of your species and/or intelligent individual aliens seems to multiply the problem. While your species is repulsive in an extra-sensory way, continuous proximity does seem to gradually reduce the effect, that is, other species may grow to like your people or not notice the repulsion after continuous contact for long periods of time (like when you no longer notice a room smells bad after you have been there for awhile).

Possible Effects:

- First Contact
- Diplomacy
- Conversion/Naturalization
- Balkanized Planets
- Trade

# Antimicrobial Resistance

*“Antimicrobial resistance occurs when microorganisms such as bacteria, viruses, fungi and parasites change in ways that render the medications used to cure the infections they cause ineffective. When the microorganisms become resistant to most antimicrobials they are often referred to as ‘superbugs.’ This is a major concern because a resistant infection may kill, can spread to others, and imposes huge costs to individuals and society.”*

– from World Health Organization online Q&A, “What is antimicrobial resistance?” July 2017

**Major:** Microbes that infect your species have developed resistance to every drug treatment devised and always seem to be one evolutionary step ahead of the medical profession. Injected nanobot treatments have not always been effective. The microbes may be evolving into an intelligence of sorts. Periodically, antimicrobial resistant epidemics or outbreaks occur. Is there an intelligence behind it? Diaspora from the Homeworld was driven in part by a desire to escape the homeworld microbial environment, but may also bring woe to the galactic space.

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- ✓ Note: Most future interstellar science-fiction settings assume (for extremely convenient reasons) that science has defeated all microbial diseases (unless necessary for the plot). This helps to gloss over the troubling problems of reciprocal exposure to alien microbes (or a science-fiction repeat of the smallpox epidemic among Native Americans). Players are asked to assume the opposite with regard to this Fundamental Reality for this position in the game.

Possible Effects:

- Alien microbial infection
- Epidemic, Pandemic, Outbreaks
- Balkanized Planets
- Minor Races

# Aspirations of Godhood

*“Which leads to an obvious conclusion: We are the gods now.”*

– Peter Weyland, Prometheus (2012)

**Major:** The elite of your species aspire to godhood, often in the most literal sense. Their aspirations and actions are not always in the best interest of either the species or the current government. But, that’s godhood! As far as anyone knows, all have failed to attain the elusive ‘godhood,’ but have caused much destruction, mass misery and bad fortune, or at least, official embarrassment, by their actions. Occasionally, one of them achieves something ingenious or useful on their way to ‘godhood.’

**Minor:** The elite of your species aspire to godhood, often in the most literal sense. Their aspirations and actions are not always in the best interest of either the species or the current government. But that’s ‘godhood.’ As far as anyone knows, all have failed to attain the elusive ‘godhood,’ but have caused much destruction, mass misery and bad fortune, or at least, official embarrassment, by their actions. Occasionally, one of them achieves something ingenious or useful on their way to ‘godhood.’

- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same; the difference is the success of the government in keeping these elites in check.
- ✓ Note: ‘Godhood’ has a number of varying definitions; the use here is generally pejorative. This Fundamental Reality makes no comment on whether the position practices official deification or Imperial Cult.

Possible Effects:

- Entropy
- Colleges
- Technology
- Orbital Bombardment
- Conquest of Aliens (you know, the usual hegemonic stuff)
- Combat Retreats
- Doghood

# Balkanized Homeworld

**Major:** Your species has never achieved global government or even agreed on any global authority for system space and interstellar expansion. More so than most, your political system is a hodge-podge of competing traditional states, corporations, criminal syndicates, virtual realities, microstates and authorities. This position must choose the Confederation Structural Government Title to begin the game and likely will not be able to change it during the course of the game.

- ✓ Note: It is a generally unstated assumption of the game that positions enter the game with a globalized central political and military authority, even when choosing the Confederation Structural Title. This illusion is necessary for the way that Government Titles are presented; they must be seen as at least a unified central authority, though not monolithic. The government of this position will be treated the same as any other positions, but with more opportunity for entropy due to fiercely competing, independent factions.
- ✓ Note: This Fundamental Reality is only available to positions that begin the game in Galactic Space, that is, the Homeworld, Lost Colony, and Outposter Primal States. In the case of the Outposter Primal State.

Possible Effects:

- Entropic Effects
- Must choose Confederation Structural Title
- Unlikely to change Structural Title during game
- Constant low-level insurgency
- Policing and security
- Colony Drift
- Political paranoia

# Barbary

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*“In the 17<sup>th</sup> century piracy was just another part of diplomacy.”*

– The History Guy (Lance Geiger), “Jamestown Settlers versus Spanish Pirates,” YouTube Video, January 21, 2019

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Minor: Pirates, from your own Native Population Type, demand payment for tribute and protection, so that they can continue enjoying their ‘freedom’ from oppression. If they are not paid regularly, they may attack your colonies, shipping and orbital facilities. Further, it has been communicated to your government that any attempt to build warships will lead to an attack, sabotage or reprisals before the ships can be completed.

- ✓ Note: This Fundamental Reality is only available to positions that begin the game in the Galactic Space, that is, the Homeworld, Lost Colony and Outposter Primal States.
- ✓ Note: The piracy is controlled by the Concierge. Obviously, the pirates must be located in systems where the homeworld and/or colonies are located to start the game. The pirates probably do not have stardrive or starships, but that is up to the Concierge to determine, based on the story and starting positions.
- ✓ Note: The United States paid \$1 million per year tribute, ransom and protection money to the Barbary Pirates between 1786 and 1800 on the advice of European powers who could not defeat them. This ranged between one sixth and one tenth of the federal budget during those years, paid over to pirates! This ended with the Barbary War. Thus, this is a problem that may eventually ‘go away’ during the course of the game, as suits the story, or it may morph into something else (there are states on Earth ruled by criminal cartels).

Possible Effects:

- Early Piracy Interventions
- Payment of significant RPs as tribute
- Story hook
- Interstellar Law



# Better Part of Valor

**Major: Your species comes into space with no military or naval traditions (perhaps your world has no large bodies of liquid). This is not to say that discipline, or concepts of organization, command and control, or hierarchy don't exist, as those developed by other means, such as business, government, social and community organizations. Additionally, this does not indicate that violence and conflict are not known, or police or security forces. Rather, large scale violence, for any purpose, was never given the sanction of civilization or backed by the industrial and organizational might of nations. War is considered illegitimate.**

**Minor: Your species comes into space with no current military or naval traditions (perhaps your world has no large bodies of liquid) but does have a strong ongoing policing tradition. Discipline, and concepts organization, command and control, or hierarchy are developed by other means, such as business, government, social and community organizations. Largescale violence, for any purpose, was successfully banned in ancient times.**

Possible Effects:

- Combat Power Activations Second Checks
- Doctrinal Templates
- Combat related Existential Patents
- First Contact
- Combat College
- Shipbuilding

# Bucket List

**Major:** ‘Everything dies, everything turns to dust.’ Your species enters Galactic Space ‘knowing’ that they have only a limited time before physical extinction. What will you accomplish, what will be your legacy? What is on your ‘bucket list’? Will anyone care?

- ✓ Note: It is recommended that a position that takes this Fundamental Reality be limited to 100 Power Activations during the game. This is enough to last perhaps, 20 to 30 turns. Positions who take this Fundamental Reality are expected to refrain from ‘turtling’ during the game; this limited time is to be played with gusto!
- ✓ Note: Other players should not be aware of the limitation imposed by this Fundamental Reality.
- ✓ Note: Being limited to a set number of Power Activations is a very Major Operational limitation; therefore there is no Minor form. The Concierge can adjust to a shorter period if necessary.
- ✓ Note: The cause and nature of the physical extinction is unknown, and within the cosmic control of the Concierge, and should be a major story element in the game.

Possible Effects:

- Power Activations
- Everything the position does in the game
- Physical Extinction
- Bad Wolf

# Civilized Discrimination

**Major and Minor:** “Moved by the understanding that purity of Interstellar Civilization is the essential condition for the continued existence of the Star-belly Peoples, and inspired by the inflexible determination to ensure the existence of the Interstellar Civilization for all time, the Martian Reichstag has unanimously adopted the following law, which is promulgated herewith:

**No persons, firms, Corporations or Megacorporations, who or which furnish meals to passengers at Space Port restaurants or food dispensers, in times limited by common carriers of said passengers, shall furnish said meals to Star-bellies and Human passengers in the same room, or at the same table, or at the same counter.”<sup>1</sup>**

- ✓ Note: This Fundamental Reality departs from the normal presentation format. However, unless you have been living under a rock in Antarctica, you’ll get the point. *Both Major and Minor forms are available for this Fundamental Reality.*
- ✓ Note: This Fundamental Reality addresses long-standing, pre-game ‘irrational’ and systemic or institutional discrimination by the position’s native population against a significant portion of the population of the position’s own Native Population Type. It does not reflect legitimate discrimination such as determining the most qualified person for the job on merits, or legal discrimination against those who harm society by committing crimes or are a danger to themselves or others by virtue of mental deficiency or minor age.
- ✓ Note: The practical operational effect of discrimination is to marginalize and reduce or displace the economic, social and cultural contributions of the inferior group. Bluntly, a civilization where irrational discrimination exists is ‘not firing on all cylinders.’

Possible Effects:

- Reduced production
- Legitimacy
- Colony Capture and Conversion
- Diplomacy
- Entropy
- Pragmatic Ethics

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<sup>1</sup> Adapted from the high-handed preambles to the famous 1935 Nuremburg Laws and the famous South Carolina “lunch counter” Jim Crow Law.

# Crisis of Entitlement

**Major: The old world is out of resources. Through limited resource production, synthetics, and intense recycling, and using geothermal, wind, and other natural energy sources, your Homeworld produces just enough to support domestic subsistence at the levels where your population begins the game. Population growth threatens to strain the system; Taxation (as the term is used in the game) is necessary to go into space and find resources, but dips into the domestic subsistence (no Writ or Writ activation is required for this on the Homeworld only) without provision of external resources.**

Minor: The old world is out of resources. Through limited resource production, synthetics, and intense recycling, and using geothermal, wind, and other natural energy sources, your Homeworld produces slightly more than needed to support domestic subsistence at the levels where your population begins the game. Population growth threatens to consume this precious little excess; Taxation (as the term is used in the game) is necessary to go into space and find resources, yields little unless some is taken from the domestic subsistence.

Possible Effects:

- Cargo Ships
- Taxation
- Census
- Emigration
- Malthusian Catastrophe
- Soylent Green

# Dead Zone

**Major:** At some point in the past, your civilization took a radical turn. This turn blocked off or buried an entire area of species perception, awareness and historical memory such that the Public Space received for this Fundamental Reality is partially inaccessible during the game.

- ✓ Note: The Public Space represents the ‘shape of reality’ experienced by your species as well as a place of public discourse of civilization. The ‘missing’ Public Space is something your ancestors could see, but the current population of the species cannot. Literary examples might include uchronian histories, such as Hyborian Age or Middle Earth, fantasy settings where magic is fading from the world to be replaced by technology; or even radical science-fiction settings such as Dune. Except that the current species doesn’t even remember because the current perception of reality is all they know, like an amnesia story where the main character doesn’t know he has amnesia. What might have we forgotten?

Possible Effects:

- Reduced Public Space
- Reformation
- Kairotic Moment

# Dementia

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*“You forgot the last time. You remembered the fear and you put it into fairy stories. It’s a human superpower, forgetting. If you remembered how things felt, you’d have stopped having wars. And stopped having babies.” – Dr. Who, “In the Forest of the Night” (2014)*

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**Major:** The invention of Stardrive subtly changed some unknown quality in the universe that was important to your species. Your species has suffered from periods of collective dementia, directly traceable to the date of the invention, wherein your people ‘forget’ important parts of your Public Space for periods of time. This effect is not limited to those on starships, rather, it ‘runs through’ your civilization, including all Native Population Factors located on planets, the Homeworld, or wherever they may be in the universe.

**Minor:** The invention of Stardrive subtly changed something in the universe that was important to your species. Your species has suffered from periods of collective dementia, directly traceable to the times and proximity of any starship at any Native Colony. This effect is not limited to those on starships, rather, it ‘runs through’ all Native Population Factors located on planets where starships have visited recently.

Possible Effects:

- Constructural Elements
- Expanded Galactic Space, contracted Public Space
- Movement
- Taxation
- Order
- Diplomatic Space
- Reformation

# Desolate Places

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*“The English have a great hunger for desolate places...I think you are another of these desert-loving English...No Arab loves the desert. We love water and green trees. There is nothing in the desert. And no man needs nothing.” – Prince Faisal, Lawrence of Arabia (1962)*

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**Major:** Your species has an unusual ‘migration urge’ to colonize ‘desolate places,’ i.e. Hostile and Unpleasant Class Planets. Space, of course, is the ultimate desolation, but is somehow, not quite the same as colonizing a Hostile or Unpleasant planet. This urge is not limited to Hostile or Unpleasant Planets that are also Special Planets.

**Minor:** Your species has an unusual attraction or interest in colonizing ‘desolate places,’ i.e. Hostile and Unpleasant Class Planets. Space, of course, is the ultimate desolation, but is somehow, not quite the same as colonizing a Hostile or Unpleasant planet.

- ✓ Note: This Fundamental Reality implies that the position must make a special effort to colonize Hostile and Unpleasant Class Planets. This Fundamental Reality could also have been classed as a Type 3.

Possible Effects:

- Legitimacy
- Colonization
- Exploration
- Technology
- Census

# Deviation

**Major: Biological deviation of a few individuals is called mutation; deviation of entire populations is called evolution! Early in the age of colonization and exploration of the Homesystem, it was discovered that some Friendly Colonies had an unexpected capacity for significant and seemingly spontaneous population-level biological deviation when away from the Homeworld.**

**The mutated populations are not quite a new species, not quite alien, but not quite the same people as those left at home. Attempts to reintegrate mutant populations by mixing and reproducing with natural Homeworld populations proved disastrous, resulting in the fall of Governments. Medically reversing the mutations has similarly proven impractical.**

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Possible Effects:

- Colonization
- Expansion
- Reformation
- Public Spaces
- Entropy, discrimination
- Medical Proficiency
- Frontier Drift



# Discontinuity

**Major:** Can you imagine not being able to remember parts of your life? What if, in fact, they never existed and therefore, no one else could remember them for you? And then suddenly they did exist? Yeah, it's been that kind of day. From time to time, parts of your species being just 'disappears' from collective memory, or maybe just isn't there. Then it comes back. Further, wherever large numbers of your people are gathered (as in a colony), a slight temporal disturbance occurs in the system space, making entry into and exit from the system 'slowed,' as if near an event horizon.

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- ✓ Note: All Fundamental Realities should be active to begin the game. Discontinuity sometimes causes a Fundamental Reality to 'not exist' or become inactive for game purposes and applies best to Types 2, 3, and 4 Fundamental Realities; it should be used with care when applied to Types 1 and 5 Fundamental Realities. At some unpredictable point, the discontinuity 'snaps back' and the Fundamental Reality suddenly becomes active.
- ✓ Note: This Fundamental Reality could have Type 4 effects in the game, but is Type 1 because of its concrete operational effects on Fundamental Realities and Galactic Space.

Possible Effects:

- Fundamental Realities
- Public Space
- Schizophrenia
- Mayhem
- Non-permanent, transient Temporal Disturbance Modifiers

# District X

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*“Xenophobia and racism often overlap, but they also differ because the latter is based on physical characteristics while the former is based on the perception that the other is foreign to the community or nation or originated outside it.”*

– from Wikipedia article, “Xenophobia,” May 20, 2020

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**Major:** Your species has a xenophobic streak. There are broadly, two possible types of xenophobia, cultural and physical. Cultural xenophobia is a fear of contamination by foreign cultures and ideas, and is quite familiar to the history of humanity. Physical xenophobia toward alien forms has been an underlying assumption of most science-fiction xenophobia. Whatever the cause, both have the same effect: territory, resources and safety. Long term exposure to aliens, especially sapient, intelligent, organized, or technologically advanced aliens, makes the xenophobia worse, not better.

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- ✓ Note: This borders on a ‘Supra-Legitimacy’ Type 3 Fundamental Reality depending on interpretation. Is the xenophobia subliminal in the population or is it openly tied to government legitimacy through a paranoid-level security expectation?
- ✓ Note: It is possible to have ‘non-science-fiction xenophobia’ – so the distinction is historically valid. Physical xenophobia is closer to racism and speciesism, both blurring into a common feature in space-opera fiction.

Possible Effects:

- Balkanized Colonies
- Diplomatic Spaces
- Commerce with Aliens
- Technology
- Colony Conquest, Conversion and Naturalization
- Orbital Bombardment Combat
- Extinction

# Elan Vital

**Major:** The vital impetus to reproduction in your species is migration. The arrival of strangers, people from other places, who settle in the area (not just visitors), triggers reproductive activity. Conversely, isolated pockets of population, even if reproductively viable, will die off over time, or migrate elsewhere.

As the population of your homeworld grew and cultural exchange homogenized into a global culture, it was noted that the vital impetus diminished and less young were born to each generation. Eventually, it was feared, the species would perish entirely. Various methods were devised that attempted to reinvigorate the reproductive drive of the species, but were mostly unsatisfactory. The Census Power vanished slowly. The species gained new life when system colonies were established; suddenly, the arrival of new emigrants from Homeworld would trigger reproductive activity at the colonies. The future of the species was diaspora!

- ✓ Note: The normal Census Power activation only triggers population growth at large populous colonies (where migration can occur on the planet) and even there at a reduced rate. A Census Power activation is triggered locally (without extra costs) when Unloading new population onto an existing colony, at that colony only (an ‘emigration bonus’).
- ✓ Note: It is not allowed to Load and then Unload Population back to the same colony to trigger the population growth. That’s cheating.
- ✓ Note: The Concierge will determine the level of population required for a ‘large colony’ and the amount of reduction of growth from Census and the local Census effect of Unloading new population.
- ✓ Transfer of population to and from colony ships to orbital cities does not count.

Possible Effects:

- ‘Emigration Bonus’
- Unload Population
- Census
- Constant Stirring of the Gene Pool
- Stagnate Waters

# Elephant Envy

**Major:** Your species is ‘blessed’ with an extremely long gestation cycle. It seems to have increased since prehistoric times. The result is that population growth from activations of the Census Power appear 1-3 turns afterward. The Concierge will determine when to add the new population factors. This will be true regardless of who owns the colonies where your Native Population Type resides, as long as they can be affected by the current owner’s Census Power Activation.

**Minor:** Your species is ‘blessed’ with an extremely long gestation cycle. It seems to have increased with the advent of Stardrive. The result is that population growth from activations of the Census Power appear 0-2 turns afterward. The Concierge will determine when to add the new population factors. This will be true regardless of who owns the colonies where your Native Population Type resides, as long as they can be affected by the current owner’s Census Power Activation.

- ✓ Note: The variable time should be determined by a die roll. The die roll is necessary because of the indeterminate time passage represented by each Regular Turn of the game.
- ✓ Note: The Minor version of this Fundamental Reality only comes into effect after the species invents Stardrive. It offers an interesting pregame and early game choice for positions that begin without Stardrive.

Possible Effects:

- Census Power
- Taxation
- Conversion/Naturalization

# Endless Insurgency

**Major:** Your species has an endless insurgency; there has never been universal acceptance of any government, institution, arrangement, or solution to any problem, and the normal predictable recourse of the very dissatisfied is an insurgency in an attempt to destabilize the government by means illegal to that government. Change of governments always lead to more insurgency, because one man's terrorist is another man's freedom fighter. Insurgency lends impetus to factionalization and extremism, to a point where rebellion is for its own sake.<sup>1</sup> Weakened and distracted government control, and the supply needs of insurgents makes them bedfellows with organized crime. And when those aliens come and conquer the planet, there is already an organized, well trained insurgency waiting for them. Insurgencies hang around because they are useful.

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- ✓ Note: If you are trying to institute an insurgency, the government already considers you criminals. As 'criminals' the insurgents are somewhat freed from the restraints of their society and thus have a link to organized crime.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same, the difference is the strength with which they will be applied. For example, the Major form of this Fundamental Reality could be borderline civil war and/or almost full open rebellion; the minor form would represent terrorist attacks by extremist groups who are supported by some of the population.

Possible Effects:

- Special Operations
- Entropy
- Legitimacy
- Security/Police Proficiency
- Colony Conversion and Naturalization

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<sup>1</sup> If you are rebelling, you are not free. Because those who rebel must always be opposite of or nearly opposite of what they are rebelling against. Therefore, their course is set, they cannot be what they want to be or could be. Rebellion is the illusion of freedom. Rebellion becomes its own self-fulfilling purpose.

# Extremophiles

**Major:** The habitability requirements of your species is slightly narrower vis`-a-vis` the other species in the game. Generally, it will be very difficult to find Optimal Class planets and more difficult than average to find Hospitable and Habitable Class planets when exploring.

**Minor:** The habitability requirements of your species is slightly narrower vis`-a-vis` the other species in the game. Generally, Maximum Habitability for your species on newly discovered planets will be lower than expected.

- ✓ Note: This is physical and cannot be easily dodged. This Fundamental Reality requires a pre-game adjustment to the percentages for Habitability Class when exploring and is less subject to in-game Concierge Interventions than other Type 1 Fundamental Realities.

Possible Effects:

- Exploration
- Colonization
- Census
- Taxation
- Habitability Class
- Maximum Habitability
- Terraforming

# Face Cannibal

**Major:** Your species history is filled with episodes of planned and un-planned violent psychotic (by the standards of other sapient species, that is) unprovoked attacks. Your religion and literature explain, encode and exonerate this fundamental nature of your species. Unprovoked attacks can be made by states and groups against others (massacres) or by individuals randomly. A key element in these attacks is that there is nothing to be gained, so since no one is committing a crime to gain materially, it is not considered either immoral or unethical. The experience is considered by some to be holy; the attacks can be regarded as cosmic or divine interventions or punishments.

- ✓ Note: This Fundamental Reality does not require unprovoked ‘violent psychotic’ attacks on other positions every turn. The ‘just because’ and ‘holy revelation’ attacks can be timed for the story arc, but they should never be coordinated with other positions or for any immediate benefit.
- ✓ Note: Coincidental and collateral benefits from an attack on another position are not in violation of this Fundamental Reality. However, attacks for gain should not appear as a pattern.
- ✓ Note: In the periods before, after and between psychotic breaks, your populations appear to be normal, pleasant, peaceful, even enlightened, sapient beings. Unless paired with a xenophobic Fundamental Reality, the attacks are not a form of xenophobia.

Possible Effects:

- Combat
- Internal and External Entropy
- First Contact
- Balkanized Colony Planets

# Falling

**Major:** Your Homeworld has been ‘falling’ through various universes. It arrived in this universe a good long time ago and appears to have ‘come to a rest here.’ Finally, after horrific passages, your people have the hope that it has ended and they can go about colonizing and collecting resources in a new universe. But without knowing the reasons for the previous occurrences, there is no guarantee that those who leave for the colonies won’t be left behind if the Homeworld resumes ‘falling.’ It has happened before.

Minor: Your Homeworld has been ‘falling’ through various universes for a long time, dropping into a universe, staying for awhile, then suddenly disappearing and appearing in the next universe. Your scientists have finally developed an ‘anchor’ technology that will hold your Homeworld in place as long as it is maintained. After centuries of falling, your people now have a new universe where they can colonize and make a home.

- ✓ Note: When choosing this Fundamental Reality, the position must choose the Homeworld Primal State and may not choose another Fundamental Reality that requires a non-Homeworld Primal State.
- ✓ Note: The initial effect may be a difficulty in Loading populations to Colony Ships, the fear of being left behind in a strange universe. But in the analysis, it is really no different than other species colonization, if you leave home, you may never see it again. This is true also each day you leave for work and school.
- ✓ Note: If this position drops from the game, it can literally be ‘dropped’ from the game. Anyone who conquers the Homeworld may get an interesting surprise!

Possible Effects:

- Technology
- Colonization
- Technological Device (the Anchor)
- Loss of Homeworld during the game



# Famine, Pestilence & Death<sup>1</sup>

**Major:** Ancient embedded social customs, law and economics in your civilization mandate a system whereby members of a certain sex have an unnatural number of bound mates that results in others not being able to find, acquire, or afford a mate – in short, a certain percentage of the population that is unattached, resentful, frustrated, and not entirely supportive of the current social order.

**Minor:** Ancient embedded social customs, law and economics in your civilization mandate a system whereby members of a certain sex have an unnatural number of bound mates that results in others not being able to find, acquire, or afford a mate – in short, a certain percentage of the population that is unattached, resentful, frustrated, and not entirely supportive of the current social order.

- ✓ Note: This Fundamental Reality necessarily assumes that social custom has upset the ‘evolutionary stable strategy’ (ESS) with regard to reproductive pairings. It does not suggest in any way how many sexes the species has naturally, or what the natural ESS ratio might be for the species. Among humans, we have two sexes for reproduction, and an ESS ratio of 1:1 (Fisher Principle).
- ✓ Note: This Fundamental Reality does necessarily assume that there are in fact sexes in your species and that one or more of the sexes possesses a ‘sex drive’ for reproduction which can result in frustration and hostility. Thus, by looking (i.e., this Fundamental Reality), sexes and sex drive can be said to exist in the species.
- ✓ Note: This Fundamental Reality is probably most applicable to the Census and Order Power Activations. The gist of the Fundamental Reality is an endless source of ‘trouble’ caused by a population that cannot find suitable mates for reproduction; thus Intervention Potentials may be generated as part of the effect. This has been noted as a source of wars in pre-modern times.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same, however, the difference is how far and how widespread social custom has departed from the ESS with regard to reproduction.

Possible Effects:

- Order
- Census
- Intervention Potentials
- Entropy and Disruption
- Romantics

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<sup>1</sup> Famine, Pestilence and Death are Ambassador Londo’s pet names for his three spoiled, aristocratic wives in Babylon 5, all the while sarcastically extolling the virtues of polygamous marriage. Without Babylon 5, this Fundamental Reality would have been named ‘Poly-something.’ Londo doesn’t have any children and rarely goes home, his wives are also rarely home.

# Fiersig<sup>1</sup>

**Major:** ‘Fiersig’ is a term used by your species to describe the sudden, seemingly random emotional changes that sweep over your populations. This is not a case of one or two individuals being moody, but rather, abrupt changes in the mass feelings of the native population that was first noted when population began gathering. Like a school of color changing fish that move and change in unison, the change has little to do with rational conviction or intellect.

**Minor:** ‘Fiersig’ is a term used by your species to describe the sudden, seemingly random emotional changes that sweep over your populations. This is not a case of one or two individuals being moody, but rather, abrupt changes in the mass feelings of the native population, that was first noted when population began gathering. Like a school of color changing fish that move and change in unison, the change has little to do with rational conviction or intellect.

- ✓ Note: The most direct game device measuring the mood of the masses are Aspects in the Public Space. This Fundamental Reality may result in sweeping random changes in Aspects; some may be lost, or flipped over, or replaced. Native Populations not located in the Public Space may also be affected to the chagrin of their sovereign positions who have Naturalized colonies of this population type.
- ✓ The Concierge should control or randomly determine when Fiersig occurs. This should happen without explanation to any affected position.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same; the difference is the strength with which they are applied.

Possible Effects:

- Aspects
- Fuzzy Groups
- Zietrice
- Conversion/Naturalization

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<sup>1</sup> This term was appropriated from Robert Holdstock’s Where Time Winds Blow (1981) which I read in the early 1980s. I am using the term in a different context here.

# Flight

**Major:** Your species arrived in Galactic Space fleeing from an extreme existential threat. It was simply the most horrific encounter you could have imagined. Knowledge of the threat, and the reason for your flight, is widely spread through the population. Like an animal being stalked by lions, the slightest hint that the threat is present will cause panic and disorder among your Native Populations. The worse situation is to be trapped on a planet colony, and the government is expected to be on constant guard against the threat.

**Minor:** Your species arrived in Galactic Space fleeing from an extreme existential threat. It was simply the most horrific encounter you could have imagined. Knowledge of the threat, and the reason for your flight, is widely spread through the population. Like an animal being stalked by lions, the slightest hint that the threat is present will cause panic and disorder among your Native Populations. The worse situation is to be trapped on a planet colony, and the government is expected to be on constant guard against the threat.

- ✓ Note: This Fundamental Reality is only available to the Expedition Leader, Nomadic Warfleet, and Truly Alien Primal States.
- ✓ Note: A sharp loud thump or bang will send cats, especially semi-feral or feral cats, fleeing in different directions, especially when gathered to be fed; dishes and cat food go flying. Some form of this describes the panic of threat, above.
- ✓ Note: That from which you flee may, but probably won't, arrive in Galactic Space during the game; at the discretion of the Concierge and the story arc.
- ✓ Note: Other positions will not likely know this at the beginning of the game, but may eventually learn it through contact.
- ✓ Note: Existential threat does not equate to death or malicious intent. It also does not mean that your species will be automatically afraid of other species met in the game; compared to what you fled from, they are not much threat: Compared to a T-Rex or two or three, a pack of dogs is not much threat.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same; the difference is the strength with which they are applied.

Possible Effects:

- Entropy
- Migration
- Legitimacy
- Certain Aspects may be more prevalent

# Flirting with Aliens

**Major:** Your species relationship with aliens depends in large part on the alien's resemblance to one or another of the sexes of your species, especially sexual paedomorphism. Upon First Contact, it must be immediately determined, probably on a scale of 1-10, the degree to which the alien species resembles the favored sex of your species. The result should affect all relations with the aliens, including Diplomatic Spaces.

**Minor:** Your species relationship with aliens depends in large part on the alien's general resemblance to one or another of the mature sexes of your species. Upon physical First Contact, it must be immediately determined, probably on a scale of 1-10, the degree to which the alien species resembles the favored sex of your species. The result should affect all relations with the aliens, including Diplomatic Spaces.

- ✓ Note: As a concrete example, humans might view more favorably, aliens who resemble 'elf-like' pubescent female humans (e.g., the Abh in Banner of the Stars). Humans, of all sexes and ages, show a slight preference for computer voices and recorded messages with female voices.
- ✓ Note: The Concierge will need to determine exactly how the operational effects play out over the course of the game and what the numbers on the scale represent with regard to Diplomatic Spaces and other cooperation or diplomacy. The position should also try to act the part as much as possible in-game (so this is a bit like a Type-4 Fundamental Reality). Interposition diplomacy is an area of the game where the Concierge has less tangible input or effect than most other areas of the game but this definitely should have an effect on any Meanings and Shared Meanings authored by the position.
- ✓ Note: This Fundamental Reality implies (by the fact of existing in the game) that your species has two or more sexes, that one sex is 'favored,' and that your species perceives the world through the lens of sexuality. Sort of like humans.
- ✓ Note: The feeling certainly might not be mutual, so this is more of a one sided infatuation kind of thing...

Possible Effects:

- Diplomatic Spaces
- Meanings and Shared Meanings
- First Contact
- Commerce and Mega-Corporations
- Special Operations
- Conversion and Naturalization of Colonies

# Flower Children

**Major:** The vegetative-like reproductive cycle of your species involves an extended period during which the young are in a plant-like state, with roots extending into the soil, from which they grow into fully mobile adult individuals. This means that at any given time, a certain percentage of the population is immobile, as the young suffer trauma if moved during this time and must be cared for by adults in ‘gardens.’ The young tend to take on the ‘characteristics’ of the soil and place where they spend their planting period, and thus cultural and species deviation may develop, which is jealously guarded against by the adults. During the initial period of home-system exploration and colonization, a joyous discovery was made: There were others of your kind already on other planets. How they got there is a mystery, it seems they just blew there on the ‘cosmic wind.’

**Minor:** The vegetative-like reproductive cycle of your species involves an extended period during which the young are in a plant-like state, with roots extending into the soil, from which they grow into mobile adult individuals. This means that at any given time, a certain percentage of the population is immobile, as the young suffer trauma if moved during this time and must be cared for by adults in ‘gardens.’ In low population situations and/or if not properly cared for by adults, the young may reproduce pre-maturely during their planting period (an evolutionary safeguard) which is a known cause of species deviance.

- ✓ Note: This Native Population Type mirrors some Earth species that have classically been difficult to classify as either plant or animal, e.g., sea anemone, hydra, etc. of Phylum Cnidaria. The difference here is that this species has achieved advanced technological civilization and should not be automatically assumed to be a marine-like species, though they may prefer planets with ‘soupy’ atmospheres, e.g., science-fiction has imagined enormous jelly-fish like creatures in Jupiter.
- ✓ Note: A certain percentage of the population will be unavailable and may be deemed not taxable. It also means that a colony of this Native Population Type can never be fully evacuated.
- ✓ Note: All habitable planets of the Homesystem must begin the game colonized by the flower children who blew there on the cosmic wind. Whether this occurs in other systems once colonized is at the discretion of the Concierge.

Possible Effects:

- Colony Evacuation
- Low Population Colonies
- Census
- Expansion
- Taxation

# Food Drive

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*“How about you? You still on Earth, or on the ship with me? Really doesn’t make very much difference, because sooner or later, all of us will be on the menu... all of us.”*

– Mr. Chambers, Twilight Zone, “To Serve Man” (1962)

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**Major:** It is very difficult to be friends with something that thinks you are dinner. Beyond basic true omnivore behavior, your species has a ravenous appetite for evolved, biologically complex species, which frequently means, species of advanced intelligence. Further, your reproductive cycle requires living hosts, for which purposes domesticated animals previously served during your pre-Starflight history. The first question that must be answered in First Contact is whether the other species is food; however, not all aliens are edible.

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- ✓ Note: The Lion and the Mouse. Humans do not normally think of pets as food, or food animals as pets, though both are equally chattels under the law. There is some blurring of the line though, on small farms, the milk cow often gains the attachment of a kind of pet, especially to the children. And some humans keep food animals, e.g., pigs as pets. In Looney Toons’ predatory parodies, well-known characters (e.g., Road Runner) are sometimes seen as walking dinner.
- ✓ Note: That not all alien species (i.e. the Major and Minor Races in the game) are edible provides a practical out so that the position can have a few ‘friends’ in the game. Diplomatic Spaces, Meanings and Shared Meanings should all be heavily predicated upon this division.

Possible Effects:

- Conversion and Naturalization
- Balkanized Colony Worlds
- Diplomacy
- Colony Conquest
- First Contact (dinner is served!)

# Four Temperaments

**Major:** It is historically well noted that your species collectively displays four temperaments or ‘moods’ which phase from one to another, rotating in predictable order. The temperaments are sanguine (pleasure-seeking and sociable), choleric (ambitious and leader-like), melancholic (introverted and thoughtful), and phlegmatic (relaxed and quiet). During the period of each temperament, your civilization as a whole acts in the way of the prevailing temperament, no matter where they are located; they seem to ‘vibrate’ together to the same prevailing mood. The temperaments could be said to be the main or only Aspects of your species. Any change in the rotation order of the temperaments or interruption in the natural phasing of one to another has always been accompanied by upheaval and change.

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- ✓ Note: The Major and Minor form of this Fundamental Reality have identical wording; the difference is how strongly it will be applied to the position’s conduct in the game.
- ✓ The Four Temperaments are a medical-philosophical classification system developed in ancient times from Humorism. It is a proto-personality psychology worldview that dominated literature and plays for thousands of years.

Possible Effects:

- Aspects List
- Power Activations
- Writs
- Fuzzy Groups
- Expose’ News Events

# Future Shock

**Major:** The invention of Stardrive and the beginning of the First Era caught the majority of your population by complete surprise; Stardrive was developed with the utmost secrecy, after an unannounced breakthrough discovery, and the changes wrought by new technology and/or massive population emigration has left your society strained and disconnected. *Changes are just happening too fast...*and while your civilization will eventually transition and settle into a comfortable 1<sup>st</sup> Era interstellar civilization, it could happen again whenever technological change occurs too quickly or with the advent of a new Era. Your people don't like change; they prefer tradition, stability, repetition.

**Minor:** The invention of Stardrive and the beginning of the First Era caught the majority of your population by complete surprise; Stardrive was developed with the utmost secrecy, after an unannounced breakthrough discovery, and the changes wrought by new technology and/or massive population emigration has left your society strained and disconnected. *Changes are just happening too fast...*and while your civilization will eventually transition and settle into a comfortable 1<sup>st</sup> Era interstellar civilization, it could happen again whenever technological change occurs too quickly or with the advent of a new Era. Your people don't like change; they prefer tradition, stability, repetition.

- ✓ Note: Despite all of the discussion, Future Shock is still a vaguely defined and hard to pin down term. Discussing Future Shock in our current worldview is like trying to closely examine the back of your head using two mirrors and a flashlight.
- ✓ Note: The description of the Major and Minor forms of this Fundamental Reality are the same. The difference is in the strength with which they will be applied during the course of the game.
- ✓ Note: This Fundamental Reality is only available to positions which begin the game with the Homeworld or Lost Colony Primal State. 'Do Not Disturb' sign on the door handle.

## Possible Effects:

- Constructural Elements
- First Turns of the Game or any new Era
- Frequent Technology Power Activations
- Emigration (location change through colonization)
- Change in Government Titles



# Galactic Prisoner

**Major:** Those who are properly educated know that, of course, there is no Truly Alien entity that actually controls the government and businesses of your civilization. The Truly Alien Entity idea is just a fantasy spread by the unenlightened who want to detract from the achievements of your people and distract from the problems of the world. The government, however, refuses to admit or deny the allegations of extradimensional tampering...

- ✓ Note from the Unenlightened: From prehistoric times to the present, a Truly Alien entity has been trapped or imprisoned within your civilization. Its only desire is to escape; however, it has need to exert control from time to time over parts of your civilization for unknown reasons or ends. Sometimes, it has seemed that the intervention has served only to amuse it, other times, it seems to be working toward an escape plan. Development of FTL drive technology is surely part of the plan.
- ✓ Note: At a few various times during the game, the Concierge may place Acts and Scenes where they are not desired by the position players and may involuntarily activate a Vital Power (instead of one desired by the position players) that has sufficient Acts and Scenes. There must be some operational effect during the game for this to be considered a Type 1 Fundamental Reality and that responsibility rests on the Concierge.
- ✓ Note: The Truly Alien being rarely or never communicates nor does it intentionally give anything of value to the civilization. It doesn't care.
- ✓ Note: Stardrive will probably not allow the Truly Alien essence to escape back to its home dimension or parallel universe, it may not even know where it came from originally. Whether the entity moves between colonies or what it actually does, or how much it is part of the game storyline, is for the Concierge to decide.
- ✓ Note: This Fundamental Reality is not available to the Truly Alien Primal State and does not relate to or receive any Truly Alien Fundamental Realities.

Possible Effects:

- Involuntary placement of Acts and Scenes
- Involuntary Power Activations
- Interventions for unknown purposes

# GenDom

**Major:** A certain set of Cultural Traits, Power Activations, Fundamental Realities and/or Constructural Elements are closely associated with the dominant gender of your species and therefore, are disproportionately prominent and potent in your civilization. Likewise, a certain set of Cultural Traits, Power Activations, Fundamental Realities and/or Constructural Elements are closely associated with the least dominant gender of your species and are considered abhorrent and disgraceful even if occasionally necessary. Gender is not the same as sex, nor should it be assumed that your species has only two genders or biological sexes, or that the dominant gender is only associated with one sex in your species. The dominant gender and all things associated with it constitute the majority self-identity of your species.

**Minor:** A certain set of Cultural Traits and/or Constructural Elements are closely associated with the dominant gender of your species and therefore, are disproportionately prominent and potent in your civilization. Likewise, a certain set of Cultural Traits and/or Constructural Elements are closely associated with the least dominant gender of your species and are less frequently exercised. Gender is not the same as sex, nor should it be assumed that your species has only two genders or sexes, or that the dominant gender is only associated with one sex in your species. The dominant gender and all things associated with it constitute the majority self-identity of your species.

- ✓ Note: The classic historical examples of this range from warrior cults and war states (e.g., the classic perception of the Assyrians) to later male dominance hierarchies.
- ✓ Note: This Fundamental Reality implies that participants must determine which things 'belong' to the dominant gender and that those things must be truly dominant on the Public Space. The operational effect is to somewhat narrow options for Aspects and Proficiencies and the Writs, perhaps also certain types of technologies and Government Titles (e.g., Estate vs. Social, Unity vs. Confederation).

Possible Effects:

- Power Activations frequency
- Fundamental Realities strength
- Cultural Traits
- Government Titles
- Patents
- Constructural Elements

# In Our Puddle

**Major: The old planet is just not the same. Millennia of civilization or perhaps just a natural planetary aging progression have resulted in unstoppable catastrophic changes to the planet's former habitability glory. The origin planet is rapidly changing and will eventually become an Uninhabitable Class planet. Thus, your people must move out to space or find a technology to stop the change.**

Minor: The old planet is just not the same. Millennia of civilization or perhaps just a natural aging progression have resulted in unstoppable catastrophic changes to the planet's former habitability glory. The origin planet is slowly changing, losing Maximum Habitability, and may eventually lose Habitability Class as well. Thus, your people must move out to space or find a technology to stop the change.

- ✓ Note: This Fundamental Reality may only be taken by positions who chose Homeworld or Lost Colony Primal States.
- ✓ Note: The degradation of the Homeworld is not instant and catastrophic. The Concierge should set a schedule, or a probability of loss of Habitability Class each Regular Turn and apply when necessary. The degradation is, however, irreversible at least with 1<sup>st</sup> Era technology; whether it can be reversed and restored later is for the game story.
- ✓ Note: The operational liability of this Fundamental Reality is the forced exodus and eventual loss of the Homeworld, which is the center of the starting position. Imagine evacuating the entire human population of the Earth over the course of a century or two? Seven billion people, plus all of their descendants for five or ten generations, no child left behind. We may need to do that someday soon...

Possible Effects:

- Homeworld Maximum Habitability Loss
- Homeworld Habitability Class Loss
- Industry
- Census & Taxation
- Colonization
- Load Population

# Indifference of Ants

**Major: Your species displays a marked and complete indifference to other lifeforms as you go about expanding into the universe unless they are either a threat or food or resource. This indifference is neither from a lack of intelligence or arrogance, it is merely a task-oriented indifference (your entire population may be Asperger's candidates). Within your civilization, your species fully reacts to and interacts with other members of the species.**

**Minor: Your species displays a marked and selective indifference to other lifeforms as you go about expanding into the universe. That is, some lifeforms are disregarded and ignored while toward others, your species shows keen notice and interest. This indifference is neither from a lack of intelligence or arrogance, it is merely a task-oriented indifference. Within your civilization, your species fully reacts to and interacts with other members of the species.**

- ✓ Note: Like a combat medic who ignores enemy bullets and danger to rescue a wounded comrade....
- ✓ Note: This does not automatically imply that your Native Population Type are eusocial insects or mammals or anything else, zombies and robots in movies are portrayed often as being indifferent as described above, while also sometimes being highly intelligent.
- ✓ Note: Your species naturally displays the kind of one minded collective focus that it takes years to train in humans.

Possible Effects:

- First Contact
- Diplomacy
- Trade
- Mega-Corporations
- Exploration
- Colonization and Construction
- Combat

# Inertia

*“I am in fact a Hobbit (in all but size). I like gardens, trees and un-mechanized farmlands; I smoke a pipe, and like good plain food (unrefrigerated), but detest French cooking; I like and even dare to wear in these dull days, ornamental waistcoats. I am fond of mushrooms (out of a field); have a very simple sense of humour (which even my appreciative critics find tiresome); I go to bed late and get up late (when possible). I do not travel much.”*

– J.R.R. Tolkien, Letter to Deborah Webster (1958)

**Major:** Whether the cause is evolutionary, biological, historical, social or political, there is a lack of initiative generally among your people resulting in delays or uneven implementation of Vital Power Activations. Even combat and necessary survival (or other automatic actions) may seem to be done lethargically and haphazardly at times.

**Minor:** Whether the cause is evolutionary, biological, social or political, there is a lack of initiative generally among your people resulting in delays or uneven implementation of Vital Power Activations. Self-defense in combat, actions necessary for survival, and most local ‘automatic’ actions (such as exploration) are generally unaffected.

- ✓ Note: There is much room for play here. Some interpretations might lead to Power Activations occurring a turn later, it might also eliminate ‘Second Checks’ for Power Activations initiating interstellar flight. It might also affect technology if discoveries are not followed up on until much later. The position players are going to issue actions and do whatever they do, it is largely the Concierge’s decision on how to implement this.
- ✓ “For every species bar one, Medieval Stasis is how the world works. Changes in technology and society take hundreds of years, and any existing alien civilization or elf kingdom today looks more or less the same as it did a century ago – or will in a century more. For most races in the setting, slow change is the norm. The great exception are humans.” – TV Tropes.com article, “Humans Advance Swiftly.”
- ✓ Note: On the other hand, there is almost never a panic stricken reaction...

Possible Effects:

- Delayed Vital Power Activations
- Combat Initiative/Seize the Initiative
- Exploration
- Writs
- Enlightenment
- Power Activation Failures
- Technological Development

# Irrationality

*“When a man asks himself what is meant by action he proves that he isn’t a man of action. Action is a lack of balance. In order to act you must be somewhat insane. A reasonably sensible man is satisfied with thinking.” – James A. Baldwin*

**Major:** It was totally irrational to think that science and technology would surely lead to utopia and a rational citizenry. And neither will the invention of Stardrive. When finally confronted with the vastness of interstellar space and our insignificance, the response will range from art to madness.

**Minor:** It was slightly irrational to think that science and technology would surely lead to utopia and a rational citizenry. And neither will the invention of Stardrive. When finally confronted with the vastness of interstellar space and our insignificance, the response will range from art to madness.

- ✓ Note: This Fundamental Reality refers to a penchant for irrationality among the position’s Native Population Type. Irrationality comes in hundreds of flavors. The Concierge should determine a few forms of irrationality that universally afflict this particular population type, then determine how it affects the normal operation of the position and thereafter, apply them consistently and thoroughly throughout the game as circumstances dictate.
- ✓ Note: Is irrationality the same as being unreasonable? Participants will need to decide this in applying this Fundamental Reality to the game.
- ✓ Note: The term ‘irrational’ is usually viewed pejoratively in the modern world; however, there are some respected parts of our civilization who view it as least a necessary component of our being, and in many cases, a useful alternative to academic, enlightened and scientific society.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same; the difference is in the strength with which they are applied.

Possible Effects:

- Entropy
- Sudden course changes
- Pretty much anything in the game
- Insurgencies
- Murphy’s Law

# Itinerants

**Major:** Hawkers, peddlers, vegabonds, vegarants, tramps, thieves, raiders – the many names of the itinerant populations. Your people are on the move, to where, for why, no one knows for certain. Late to the interstellar Mesopotamia, your populations enter the Galactic Space after the second Turn Cycle, and progress in the game is measured by the passage of our people through the *original* Galactic Space, to completely evacuate and exit at a point approximately opposite the point of entry. Exit does not mean exit from the game, as continued exploration will provide new star destinations with the expanding Galactic Space.

**Minor:** Hawkers, peddlers, vagabonds, vagrants, tramps, thieves, raiders – the many names of the itinerant populations. Your people are on the move, to where, for why, no one knows for certain. Progress in the game is measured by the passage of our people through the *original* Galactic Space, to completely evacuate and exit at a point approximately opposite the point of entry. Exit does not mean exit from the game, as continued exploration will provide new star destinations.

- ✓ Note: The Roma arrived in Eastern Europe centuries after the Great Migration and shortly after (in historical time) the retreat of the Mongols back to Ukraine. The progress of the Roma across Europe is a story of disruption, prejudice, corruption, discrimination, as will be the progress of this position across Galactic Space.
- ✓ Note: Non-entry of population into the Galactic Space does not preclude other appropriate Power Activations during the first two turns, it does not cancel the position's first two Regular Turns.
- ✓ Note: This Fundamental Reality does not preclude colonization or other normal activities in the course of the game. However, it is not a 'seeding space' position, the exit requirement is no 'one left behind' in the original Galactic Space.
- ✓ Note: Enforcement of this migration is up to the Concierge and the story arc of the game. What does it mean if the position's Native Population Type does not completely exit the original Galactic Space? What does it mean if the position isn't moving in the right direction? Or moving at all? There has to be some genuine honor on the part of the position players as to the dictates of this Fundamental Reality in the game, as the normal urge is to establish big permanent colonies.
- ✓ Note: This Fundamental Reality is only available to 'invader' Primal States.

Possible Effects:

- Exploration
- Migration
- Movement
- Diplomacy

# Jynx-us

**Major:** If it wasn't for bad luck, we'd have no luck at all! As chance would have it, your species seems to run into more than your share of bad luck; the oddest strings of improbable events with ultimate bad endings. It is part of the caustic humor mindset of your species whose view is largely focused on the vagaries of life's chances and rolling the dice. Other Starfaring species with whom your species interacts will surely notice a 'bad vibe' around your people and note your cultural obsession with bad luck and chances.

**Minor:** If it wasn't for bad luck, we'd have no luck at all! As chance would have it, your species is prone to perhaps more than their share of odd strings of improbable events with ultimate bad endings. It is part of the caustic humor mindset of your species whose view is largely focused on the vagaries of life's chances and rolling the dice. Other starfaring species with whom your species interacts will surely notice your cultural obsession with bad luck and chances.

- ✓ Note: 'Stupidity' has open season your species. The operational effect of this Fundamental Reality must be numerous and tragic Concierge Interventions to create 'bad luck' in addition to normal bad luck in the course of the game.
- ✓ Note: There is some question as to whether this position can benefit from Enlightenment rerolls? Perhaps the extraordinary back luck can simply be explained by the lack of Enlightenment rerolls even when the position has Enlightenment?
- ✓ Note: This is capable of being played like a Type 4 Fundamental Reality, except that it has real operational effect in any situation involving a die roll or chance.

Possible Effects:

- Combat
- Enlightenment rerolls
- Exploration
- Colonization
- Diplomacy
- Any other events requiring a die roll
- Murphy's Law
- Just about any classic country song or trucker's song



# Kindred

**Major: In kindred we trust – as long as it's not important. Your species shares one Fundamental Reality with each other position starting the game, up to the limit of Fundamental Realities allowed. The Concierge will choose the Fundamental Realities and will not inform the players of this position which other positions have those Fundamental Realities. Contradictions are allowed, but the Concierge has full ability to assemble an interesting set of Fundamental Realities for this position.**

- ✓ Note: Type 2 and 5 Fundamental Realities should not be chosen by the Concierge unless necessary. Type 4 Fundamental Realities are still limited to one for this position.
- ✓ Note: If a position chooses this Fundamental Reality, no other Fundamental Realities are chosen by the position. All prerogatives are surrendered to the Concierge to shape the story arc.

Possible Effects:

- Diplomacy
- Diplomatic Space
- Xeno-cultural Intelligence

# Love

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*“What’s love got to do, got to do with it?  
What’s love but a second hand emotion.”*

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*“What’s love got to do, got to do with it?  
What’s love but a sweet old fashioned notion?”*

– Tina Turner, “What’s Love Got to Do With It” (1984)

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**Major: Love (or whatever you call it) is not associated with reproduction in your species - rather it is the opposite. There really is no concept of family as humans know it based on kinship of genetic relations and marriage. This is not to say there is no concept of love or bonding (even parental bonding), but it’s different. As such, reproduction times are the times of mass social entropy; damaging things tend to happen whenever the Census Power is activated.**

**Minor: Love (or whatever you call it) is not associated with reproduction in your species. There really is no concept of family as humans know it based on kinship of genetic relations and marriage. This is not to say there is no concept of love or bonding, but it’s different, rather platonic or paternalistic. As such, reproduction times are the times of social entropy; strange events tend to happen whenever the Census Power is activated.**

- ✓ Note: Expect some bad things to happen when the Census Power is activated by the position controlling your Native Population Type. What those are is up to the Concierge, but some pattern should be established.
- ✓ Note: The losses in relation to the Census are in addition to the loss of Proficiencies on the Public Space due to generational turnover.
- ✓ Note: Can a position afford not to activate the Census Power several times during the game? Additionally, inactive Constructural Elements due to *apostasy* require activation of the Census Power before Cohesion.

Possible Effects:

- Census
- Naturalization
- Chaos

# Metacommunication

**Major:** Your species evolved the ultimate metacommunications tool: telepathy. During person to person communication in any form, the communicators involuntarily broadcast and receive telepathic signals echoing and adding content to the communication. Nobody really thought anything of it or noticed it until the invention of Stardrive; prior to that, it was just ‘normal’ supra- or subliminal communication.

**Apparently, your species has been broadcasting massive uncontrolled telepathic content into space for its entire existence, and these broadcasts travel great interstellar distances, and may contain a temporal effect as well, allowing them to propagate at FTL. Any species that has achieved Stardrive is capable of intercepting and learning to understand these broadcasts, even if they cannot themselves broadcast.**

**Minor:** Your species only natural means of person to person communication is by actively signaling with limbs and tentacles using the native ‘sign language’ of body touching. Your species is ‘deaf’ and ‘blind’ to electromagnetic waves and sound waves (possibly your homeworld has thin air and low gravity) but does have ground vibration sensitivity and other means to determine their surroundings. After the invention of Stardrive, it was discovered that your species naturally broadcasts telepathically a ‘communal music’ (perhaps like a whale song) that communicates mood and other types of information about the state of the community. These broadcasts are supra- or subliminal stimuli to members of your species and the constant presence of the Muzick is required for social and mental well-being of individuals.

- ✓ Note: The Major form of this Fundamental Reality is only available to Homeworld and Lost Colony positions.
- ✓ Note: To develop a technical ability to read these ‘broadcasts’ the other species must have reason to suspect, or firm knowledge that they exist and the ability to experiment with them. How this comes about might be part of the story, and certainly requires some diligence by other positions and strong contact situations.
- ✓ Note: There are many possible effects for this metacommunication, and it must be given an effect on the game in order to be a Type 1 Fundamental Reality. The participants must choose a couple of possibilities and apply them consistently.

Possible Effects:

- Diplomacy
- Aspects
- Special Operations
- First Contact
- Surveillance and Information Operations
- Cohering

# Makers Fakers & Takers

**Major:** “No matter where or what, there are makers, fakers and takers.” – Robert Heinlein

- ✓ Note: It will be up to the Concierge and the position players to interpret and develop the meanings of “makers,” “fakers” and “takers” through the course of the game. The English-language dictionary is a good starting point; jot down some key words for each “aspect.”
- ✓ Note: A possible implementation of this Fundamental Reality would require the position to rotate through “makers,” “takers,” and “fakers” personas on a regular basis, operating accordingly during each period, regardless of outside events, Government Titles or other factors.
- ✓ Note: This Fundamental Reality has an operational effect because it requires or may require a position to play or act in a way that the players may not desire or find optimal in a given situation. By taking this Fundamental Reality, the players of a position understand and will honor the operational imposition.

Possible Effects:

- Make other positions really mad at your guys
- This could be fun ... sort of
- Smile politely while taking or faking

# Nationalist Rhetoric

**Major:** Ultra-nationalist, ethno-nationalist rhetoric, usually of the angry and manipulative sort, dominates the public conversation; it is something in the fundamental psychology of your species that probably cannot be changed. The government is not always the source, nor does the government always control the level of rhetoric. Frequently, the rhetoric is directed against the government by break-away groups. Tensions between groups are always high, frequently erupting into conflict until someone else restores order. No one is ever satisfied.

**Minor:** Nationalist and factionalist/party rhetoric, usually of the offensive sort, dominates the public conversation; it is something in the fundamental psychology of your species that probably cannot be changed. The government is not always the source, nor does the government always control the rhetoric. Frequently, the rhetoric is directed against the government by break-away groups. Relations between groups are always tense, sometimes erupting into conflict until someone else restores order. Peace may last for a generation.

- ✓ Note: The position taking this Fundamental Reality should be required to have the Confederation Structural Title and probably cannot change Structural Title during the course of the game.
- ✓ Note: A perpetually unhappy people filling their Void with angst and Balkanizing conflict never ending; perhaps an extreme fictional example is the Skeksis from *The Dark Crystal* (1982). What makes it fundamental is that it is an unchanging trait of the species; think about how much progress we have made in ridding humanity of violent conflict, prejudice and discrimination? And how long it has been going on? This Fundamental Reality is in the same vein.

Possible Effects:

- Confederation Structural Title
- Patriotism
- Entropy & material destruction
- Factionalized government
- Never a passive acceptance of government legitimacy

# Natural Sets

*“A pair of 45s made me open my eyes,  
My temperature started to rise!”*

– The Hollies, “Long Cool Woman in a Black Dress” (1971)

**Major:** Your species fully embraces the ideas of ‘human attachment theory’ (i.e. John Bowlby, et al.), especially in relationships with aliens. In addition, however, they also believe in balances (positive-negative) and that both sides are necessary. Thus, in relationships they see natural sets – for example, if they have a secure attachment with the first aliens they encounter, they must have an anxious attachment with the next alien race they encounter. Sets can come in two, three, or four – when all four (secure, anxious, avoidant, and anxious-avoidant) are in play, then the cycle starts again.

- ✓ Note: Play of this Fundamental Reality requires familiarity with human attachment theory in relationship and developmental psychology. To this is added a Terra Australis Incognito- or ying-yang- like sense of cosmic balance.
- ✓ Note: The problem with this Fundamental Reality – like most concepts in GGDM – is how to convert a larger abstract concept to something playable in the game, concepts need game mechanical expression to work. It would be difficult (but not impossible, might even be interesting) to impose this Fundamental Reality on the internal workings of a position, but aliens provide a convenient us-and-them foil that is fully congruent with the inherent us-and-them nature of human relationships (whether mother-child, peers, or as adults).
- ✓ Note: While positional relationships may shift during the game, this Fundamental Reality requires the position to immediately determine the relationship shortly after each First Contact and stick stubbornly to the attachment type chosen for as long as possible. The position may need to communicate the chosen attachment to the Concierge as a matter of record, so that the Concierge may exercise judgment as to whether the position is complying with this Fundamental Reality.

Possible Effects:

- Psycho-Therapy
- First Contact
- Official Diplomacy
- Diplomatic Spaces
- Shared Meanings

# Nearer My Light to Thee<sup>1</sup>

**Major:** The reason your species learned to fly using artificial mechanical means was to be nearer the sun; afterward they learned how to fly into space, to be nearer the sun, but the universe played a cruel trick, because space is vast, dark and cold and the sun is far away. Still, the stars beckon and there is a bright cluster of light at the center of the galaxy that beckons like a lodestone. Your species is attracted to, has a very strong affinity for light; your cities are well lit with artificial light, but there is always a bigger light out beyond and another beyond that. Naturally, your species is attracted most to light that resembles your own Homesystem star. The attraction of light is greater than the fear of dark and empty.

**Minor:** The reason your species learned to fly using artificial mechanical means was to be nearer the sun; afterward they learned how to fly into space, to be nearer the sun, but the universe played a cruel trick, because space is vast, dark and cold and the sun is far away. Still, the stars beckon and there is a bright cluster of light at the center of the galaxy that beckons. Your species is attracted to light; your cities are well lit with artificial light, but there is always a bigger light out beyond and another beyond that. Naturally, your species is attracted most to light that resembles your own Homesystem star.

- ✓ Note: The Concierge must generally determine a direction to the Galactic Core and this position is compelled to explore and expand generally in that direction. This will possibly be away from the core of the original Galactic Space or through it.
- ✓ Note: This position should dominate stars of the color of the home starsystem during the game, it might even be causa belli for war. The preference for light also might make this species easier to surveil and raid during the game.

Possible Effects:

- Exploration
- Emigration
- Observation
- Surveillance & Raids
- Stellar Class

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<sup>1</sup> Parody of “Nearer, my God, to Thee” by Sarah Flower Adams (1841).

# Née

Minor: Your species had another name previously. It may be known by a few who keep it secret or are dismissed as fringe lunatics, or it may not be known by anyone at the beginning of the game. Having another previous name may also not mean anything to your species until it is discovered to have meaning out there among the stars.

- ✓ Note: This Fundamental Reality doesn't fit well into any of the five types and so ends up here as a minor Type 1. It barely fits even that criteria as there is no immediate or permanent operational effect.
- ✓ Note: The implication here is that first, there is some sinister secret associated with the former name of your species, second, that the name will be known to, recognized by or eventually discovered by others, third, that your species has or is related to some pregame interstellar history (possibly a 'fall'), possibly involving other major species in the game, and forth, that it will have some effect operationally on this position later in the game. 'It's a secret, if I told you, I'd have to kill you.'
- ✓ Note: This Fundamental Reality is a story hook. By developing this angle, the Concierge will directly affect the position taking it.

Possible Effects:

- Story hook
- Sinister and mysterious implications
- Will affect position later in the game
- Discovery by aliens could cause the government to fail all Conflict Checks



# Noumenon

Minor: It has long been known, without any sensory or perceptive evidence (that is, noumenon), that others of your Native Population Type exist among the stars. Later, when the others are discovered to be another Major Position in the game, evolved independently on another Homeworld, your species becomes a recurring phenomenon of the galaxy.

- ✓ Note: Science (and this game) currently assumes that species evolved on different worlds will share only the most basic similarities of life, but will otherwise be incompatible. To have two technologically advanced, starfaring civilizations of the same species, which evolved – independently – on different worlds would be ... phenomenal!
- ✓ Note: The ‘others’ will share the same Native Population Type but will have their own Fundamental Realities. The ‘other’ position will not learn of this until First Contact and neither position will know the other’s identity until First Contact. The Concierge will randomly (or maybe not) determine which other position shares Native Population Type with this position. This is not the same as a Lost Colonist Primal State because the other position does not begin knowing they are ‘related’ to someone in the game and actually, in this case, there is no ‘relation’ between the two, rather independent parallel evolution.
- ✓ Note: Philosophers may quibble with the use of the term ‘noumenon’ here; that’s alright because it works for the game purposes and the game is intended to be educational, so go ahead and quibble. And grammarians and English teachers will rankle at how ‘alright’ was used as well.

Possible Effects:

- Native Population Types
- A surprise for another position in the game, a story hook.

# Nuclear Winter

**Major: Those Fools! Immediately prior to the start of the game, the major factions on your Homeworld mutually destroyed each other in a global total nuclear war featuring both counterforce and countervalue targeting. Nuclear war was their only remaining solution. Even those not participating in the war were affected by the aftermath. The planet suffered major damage and most species were extinguished in the following nuclear winter. Your starting population are the survivors who feel the need to leave the Homeworld.**

**Minor: Those Fools! Immediately prior to the start of the game, the major factions on your Homeworld engaged in a nuclear exchange with counterforce targeting. Eventually it stopped when the end result became apparent. Even those not participating in the war were affected by the aftermath. The planet suffered significant lasting damage and some urban centers near military targets were destroyed collaterally. Your starting population are the survivors who feel the need to leave the Homeworld.**

- ✓ Note: This is the equivalent of starting the game with a self-inflicted orbital bombardment combat against the Homeworld.<sup>1</sup> Orbital facilities are largely unaffected but could have been hit in the exchange.
- ✓ Note: The Concierge will determine the damage prior to the game. The choice for the population is the cold vacuum of space or the poisoned planet.
- ✓ Note: This Fundamental Reality may only be taken by positions who chose Homeworld or Lost Colony Primal States.

Possible Effects:

- Homeworld Maximum Habitability
- Homeworld Habitability Class
- Starting Population and Industry
- Load Population

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<sup>1</sup> “We’re off to outer space, to save the human race...” – Starblazers’ Theme Song.

# OCD

**Major: Prior to the game, the players of this position and the Concierge should choose a suitably major ‘OCD-like’ behavior for the position which will be repeated ritualistically throughout the game for no particular or rational purpose.**

- ✓ Note: This Fundamental Reality is not intended to trivialize Obsessive Compulsive Disorders. Rather, it is intended as a practical demonstration within the framework of the game. Whatever representative behavior is chosen by the position and the Concierge prior to the game should be compulsive, irrational, ritualistic, repetitive, and serve little or no purpose in the normal course of game activities. It might even be a neurotic paradox.
- ✓ Note: The behavior may change during the course of the game, especially if the previous behavior becomes impossible to repeat or too operationally trivial. The ‘OCD’ should never be ‘cured’ during the game unless it is the end point of a story arc. Otherwise, the behavior should demonstrate no rational purpose to any other position or observer.
- ✓ Note: This Fundamental Reality bears some similarity to a Type 4 Fundamental Reality except that it imposes useless activity as an operational requirement on the position.

Possible Effects:

- Therapy
- Repetitive ritualistic behavior<sup>1</sup>

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<sup>1</sup> Imagine playing Monopoly with someone who has to thoroughly examine the space under the table on their hands and knees for several minutes each time it’s their turn to roll the dice.

# Of Carnivores

**Major:** Your species comes into the game with a strong carnivore behavior that is only slightly checked by civilization and technology; dinner is domesticated prey served live; no substitutes allowed. Though most aliens are not suitable for food, nor does your species care for intelligent prey, this behavior shapes the overall worldview, cognitive schema, or ‘mindset’ of your species, which is carried into space with the advent of starflight. Your species descends from one of three types of primitive carnivores: Chasers, Pouncers, or Trappers, which will be determined before the game begins and will determine their behavior during the game.

**Minor:** Your species comes into the game with a strong carnivore behavior that is checked by civilization and technology; dinner is a ritual involving hunting in communal food parks, followed by solemn cooking and feasting and supplemented by synthetically produced substitutes. Though most aliens are not suitable for food, nor does your species care for intelligent prey, this behavior shapes the overall world view, cognitive schema, or ‘mindset’ of your species, which is carried into space with the advent of Starflight.

- ✓ Note: This Fundamental Reality could be considered ‘similar’ to a Type 4 Fundamental Reality except that it is operational.
- ✓ Note: This Fundamental Reality is more about how a position acts during the game toward other positions, Concierge intervention should be minimal.

Possible Effects:

- Combat
- Diplomacy
- Constructural Elements
- Aspects
- Expansion

# Opulence

**Major:** The modern technological period of your species prior to Stardrive was quite long and comfortable, perhaps even ‘utopian.’ Some actually re-sented the invention of Stardrive as disruptive. Life was pretty good, all things considered, if you were in the right group. Thus, the historical and cultural expectations of domestic subsistence are quite high, leaving less for Taxation (which is probably why it took so long to research Stardrive).

**Minor:** The modern technological period of your species prior to Stardrive was quite long and comfortable, perhaps even ‘utopian.’ Life was pretty good, all things considered, if you were in the right group. Thus, the historical and cultural expectations of domestic subsistence are quite high, leaving less for Taxation (which is probably why it took so long to research or reverse engineer Stardrive).

- ✓ Note: The description of the Major and Minor forms of this Fundamental Reality are the same. The difference is in the strength with which they will be applied during the course of the game.
- ✓ Note: Opulence implies materialism. There are a couple of possible ways to implement this: One way is to reduce the amount received from taxation by a set percentage, a second is to set a voluntary schedule of sparse Taxation Power activations. The position may then be forced into other means of obtaining RPs...

Possible Effects:

- Taxation
- Income from Native Population Factors
- Income from Industry on Native Colonies
- Income from the Homeworld
- Colonization
- Trade with Aliens
- Looting

# Outer Limits

Minor: At the outer limits of the galactic range for life is your species. Planets that others find awful, are your paradise. You don't have much of a galactic tourist industry. But your people also usually don't have difficulty finding uncolonized planets.

- ✓ Note: Generally, the Habitability Class for planets explored by this species should be the opposite of the best or worst Habitability Class for any other species that has explored the planet. For example, if this species explored the planet first, establishing a Habitability Class, the next species that explores (and all others) should have something approximately opposite for Habitability Class. If others have already explored the planet, then this species gets something of the opposite of their best Habitability Class after exploring the planet. Earth for us, Pluto for you.
- ✓ Note: This does not provide an advantage to this position. It is possible that some advantage might be gained by being there first, but due to random generation, any advantage is marginal at best.

Possible Effects:

- Habitability Class
- Colonization
- Conflict avoidance

# Pacific Rain

**Major:** Prior to First Contact, your species had no concept of war, weapons or military organization. Though the technological means was there prior to starflight, the concept of war simply never occurred to your pre-starflight ancestors. This is not the same as being a pacifist, because to be a pacifist, you must first know the concept of war. However, other species will view your people as pacifist to the extent that they yearn to avoid conflict.

**Minor:** Prior to First Contact, your species had banished war and achieved a historic and long-lasting global peace and unity. This required largescale disarmament, strong social conditioning and other safeguards, and a conversion of the military-industrial complex.

- ✓ Note: This position should avoid or be disallowed from military Existential Patents during the set-up, and thus should not take any Primal State that requires them. This does not bar development of those Patents in-game, but may put the position slightly behind the curve in achieving the 2<sup>nd</sup> Era. It is an operational constraint that may or may not matter depending on the game.
- ✓ Note: On the social side, the position may avoid for the first several Regular Turns, developing any Combat College, Doctrinal Templates and so forth; there should be a specific in-game event to trigger a sudden, rushed reversion to military proficiency. Until then, the position should be quite restrained by this Fundamental Reality.
- ✓ Note: This Fundamental Reality effectively precludes exploration with warships for most of the game. That would be considered among the possible violations.

Possible Effects:

- Set-up
- Combat
- Exploration
- Technological Development
- Combat College

# Passages

**Major:** Your Homeworld had a most peculiar orbit and during a regularly occurring part of that orbit, known as the Passage, your species collectively ‘loses its mind’ and a period of mayhem ensues. The exact cause and process by which this happens is well known and can be simulated, but, despite the consequences, the Passage is necessary to the psychological wellbeing of your population and cannot be avoided. The Passage has been occurring during your entire evolution, and is enshrined in recurring themes, ideas, and belief systems of your culture. Groups have reacted to the Passage in various ways; some have engaged in Donnybrook like wild festivities, others have locked themselves away or put themselves into sleep during this period, while other groups have been left with burning cities and scores of dead and injured from the Passage.

**Minor:** Your Homeworld had a most peculiar orbit and during a regularly occurring part of that orbit, known as the Passage, most of your species collectively ‘loses its mind’ and a period of mayhem ensues. The exact cause and process by which this happens is well known and thus it can be suppressed, but with long-term consequences. The Passage has been occurring during your species evolution, and is enshrined in recurring themes, ideas, and belief systems of your culture. Pre-technological cultures reacted to the Passage in various ways; some have engaged in Donnybrook like wild festivities, others have locked themselves away or put themselves into sleep during this period, while other groups have been left with burning cities and scores of dead and injured from the Passage. But you don’t have to do any of that...

- ✓ Note: One must assume that for the ‘psychological wellbeing’ of colonist, the effects of the Passage are artificially simulated. Would they go otherwise? The Passage can possibly be compared to someone who needs to have a good drunk every weekend to function during the week; there are people who don’t want to go to parties unless there is a keg. If cured, it should be part of the game story arc.
- ✓ Note: This Fundamental Reality will require the Concierge to intervene regularly to simulate the effects. The participants will need to agree on some regular schedule when it occurs. Perhaps the alternative to Concierge intervention is that the position voluntarily skips a turn every x number of Regular Turns, simulating the mayhem in the form of a lost turn and lost Combat Actions.

Possible Effects:

- Entropy
- Damage to installations and Technological Devices
- Constructural Elements
- Power Activations
- Balkanized Colonies



# Pendulum

*“So the pendulum swings, now violently, now slowly; and every institution not only carries within it the seeds of its own dissolution, but prepares the way for its most hated rival.”*

*– Dean William Ralph Inge, “Democracy and the Future,” Atlantic Monthly, Vol. 129, March 1922, p. 290*

**Major:** Your species population moves predictably and inevitably from one extreme viewpoint to another. For example, between militarism and pacifism, or art and anti-art, sheepish compliance and open rebellion, technology and esotericism, angry and lethargic, sanguine and melancholic. This process occurs in unison regardless of outside events, location, or which group is in power at the time and it deeply affects all parts of civilization.

- ✓ Note: There is only a major form for the Fundamental Reality; a minor strength form would be nearly meaningless in game terms.
- ✓ Note: Prior to game, the Concierge and position players should decide on two (approximately) opposite extremes that will be used throughout the game. It is suggested that the cycle of the pendulum be three turns, with one turn at each extreme and one turn in the middle transition. It must also be decided where in the process the position begins the game. The movements are in addition to any Light/Dark flipping of Aspects on the Public Space.
- ✓ Note: The most obvious play effect of this is the position is capable of satisfying a Conflict Check on a Government Title, but must let it fail by not taking action that would violate the current state of this Fundamental Reality. A position may refrain from activating certain Powers on turns when it would be a violation.
- ✓ Note: This is an Operational Fundamental Reality because it should affect regularly how the position plays the game and reacts to internal and external events. It is also capable of being role-played in News Events and other communications.

Possible Effects:

- Diplomacy
- Combat
- Power and Writs activations
- Corporations, Commerce, MegaCorporations
- Government Titles
- Aspects

# Phlegmatic

Minor: Your species is, on the whole, very calm and relatively unemotional; aliens you contact may notice. Emotion is tied to the human concept of intelligence, probably because human language is tied to emotion – there are no, or very few words, in any human language which can be said to be devoid of emotion. As soon as any emphasis is added to a communication of fact, a change of tone, an extra word (for example, ‘I have it’ and ‘I have it, now’), an emotion has been added to the communication. Phlegmatic does not mean emotionless or devoid of emotion, nor is it an emotionless word; it can rarely be expressed matter-of-factly.

- ✓ Note: The most notable operational effect of this Fundamental Reality is on those parts of the game that simulate the human group emotion in Public Space. This is borderline as a Fundamental Reality because participants will need to work out ways to operationally express it in the game, which is why it is only available in minor form.
- ✓ Note: This Fundamental Reality could have also been classed as a Type 4 Fundamental Reality (position persona). The difference in making it a Type 1 Fundamental Reality is that it must become an annoying operational liability of the Native Population Type in some way. It can still be part of the position’s persona if players desire it, without counting as a Type 4 Fundamental Reality.

Possible Effects:

- Entropy
- Aspects
- Zeitrice
- Fuzzy Groups
- Enlightenment

# Pleasure Principle

*“No. You have done no more than any wild animal would do. It always makes me laugh, but when men lose their self-restraint they say they’re natural. They are more natural than men who have nothing to restrain.” – Capt. Bligh, The Bounty (1984)*

**Major:** Your species’ decisions and behavior are strongly motivated by the instinctual desire of the id, arising in infancy, to experience pleasure and avoid pain. Any Government that forces the population to violate this principle would risk loss of legitimacy.

**Minor:** Your species decisions and behavior are strongly motivated by the instinctual desire of the id, arising in infancy, to experience pleasure and avoid pain. However, there is some recognition of the necessity of postponing pleasure for greater purposes.

- ✓ Note: More so than others (even lazy house cats), this species avoids unpleasant, dangerous and painful situations (combat, risky colonization, exploration Hazard Rolls) and seeks pleasure. Why would they leave home, unless compelled? This is in fact the image of the late Roman Empire urban population, especially those living in Italy (e.g., the alleged marriage ban by Roman Emperor Claudius Gothicus, who felt that marriage made his soldiers decadent and weak – this story is associated with the execution of St. Valentine).
- ✓ Note: It is certain that in play of the game, the position will regularly violate this Fundamental Reality. To make it mean anything, the Concierge must be the gatekeeper, representing the population’s reaction. It is also possible that the position may find creative ways to entice (‘sugar coat’) voluntary compliance, for which it should be rewarded.
- ✓ Note: This Fundamental Reality could have also been classed as a Type 3 Fundamental Reality (supra-legitimacy). It can still be part of legitimacy in the Major Form of this Fundamental Reality.

Possible Effects:

- Taxation
- Construction
- Commerce
- Combat
- Colonization of Unpleasant and Hostile Planets
- Load Population, Landing
- Corruption and criminal organizations
- Anything dangerous or unpleasant to the population
- A bit of immaturity

# Purblind

**Major:** Your population has purblind spots – as in lack of discernment or understanding. Enlightenment often falls on closed minds. The spots move from generation to generation, population to population. Cure the blindness over here, it crops up again the next generation over there. The purblind often end up in positions of authority, making matters worse. But as long as two thirds of your species reach concrete operational intelligence, you'll probably survive.

**Minor:** Your population has purblind spots – as in lack of discernment or understanding. Enlightenment often falls on deaf minds. The spots move from generation to generation, population to population. Cure the blindness over here, it crops up again the next generation over there. The purblind often end up in positions of authority, making matters worse. But as long as two thirds of your species reach concrete operational intelligence, you'll probably survive.

- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same; the difference is the strength with which they will be applied.
- ✓ Note: The most practical effect of this Fundamental Reality is that Enlightenment committed to a Power Activation will not be able to be used in event of a failed die roll. This should occur randomly, a die roll (to which Enlightenment cannot be applied) to see if the Enlightenment can be used, participants should set a percentage for the game. This may not apply to activities mainly involving population of Conquered, Converted or Naturalized Colonies.
- ✓ Note: The Concierge may find other creative ways to simulate this purblind state, possibly with neurotic paradoxes or an extra dose of incompetence here or there. It may also happen that attempts to found or re-endow Colleges may fail inexplicably.

Possible Effects:

- Colleges, anti-education, populist anti-intellectualism
- Enlightenment loss or failure
- Smoking, drinking and substance abuse

# Red Shift, Blue Shift

**Major:** Evolution has insured that your species prefers the light of a Red Giant (red) or Blue-White Dwarf (blue) star. The Concierge will choose which before the game. At the preferred star types (color), there is an enhanced chance of finding the best planets for your species to colonize; while the chance is less at other star types.

**Minor:** Evolution has insured that your species prefers the light of a Red Giant (red) or Blue-White Dwarf (blue) star. The Concierge will choose which before the game. At the preferred star types (color), there is an enhanced chance of finding the best planets for your species to colonize; while the chance is less at other star types.

- ✓ Note: The description of the Major and Minor forms of this Fundamental Reality are the same. The difference is in the strength with which they will be applied during the course of the game.
- ✓ Note: If this Fundamental Reality is taken by a Homeworld position, the home system star must be of the appropriate stellar class (i.e. color).
- ✓ Note: This may require some tinkering by the Concierge to set the enhanced percentages for the game.

Possible Effects:

- Exploration
- Habitability Class
- Maximum Habitability
- Colonization
- Conflict avoidance

# Red Space

**Major:** Your species has no concept of individual property ownership, all real property and chattels are communally held. Instead, your social order contains an ancient, sophisticated, comprehensive, refined, and nuanced code of conduct with regard to proper use of community resources, living spaces, possession of chattels, and production and distribution of same. This condition is not a result of a radical ideological revolution which displaced a human-style class and ownership system (a human-style class and ownership system would be a radical ideological revolution to your people). Rather, individual ownership just simply never occurred to your species and would have seemed silly and/or appalling if anyone suggested it; communal ownership and sharing is just the natural order.

**Minor:** Your species has no concept of individual real property ownership, all real property is communally held. Instead, your social order contains an ancient, sophisticated, comprehensive, refined, and nuanced code of conduct with regard to proper use of community resources, living spaces, and production and distribution of same. Individual real property ownership just simply never occurred to your species; communal ownership and sharing is just the natural order. Possession of chattels is recognized and it is also understood that aliens might have different property systems which should be respected.

- ✓ Note: Game operational effects of this Fundamental Reality will require some creativity. This position would certainly never think they ‘own’ a planet or starsystem, but on the other hand, aliens are not part of their culture and the same rules may not apply. First Contact or resistance to Landing on an alien colonized planet may shock this culture.
- ✓ Note: Internally, it is difficult to see how this might be simulated, since the ‘things’ of a position are considered in-game to be owned by the entire position (for game convenience) regardless of government type or political status. That is, the game only primarily enforces external boundaries of a position (i.e. sovereignty). However, this position will probably have a Confederation Structural Title, but it is not required.
- ✓ Note: Information is an interesting issue, because no one really owns information, it is not zero sum, one is not usually lessened – in the classic sense – by sharing information. So, perhaps this species will be less guarded than others about aliens obtaining information?

Possible Effects:

- Exploration
- Balkanized Colonies
- Minor Races
- Sovereignty
- Information

# Repression

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[Marcus has just cleared out a bar of thugs singlehandedly]

**Lennier:** *I see they trained you well back home.*

**Marcus Cole:** *Well, they said I was carrying around a lot of repressed anger.*

**Lennier:** *And?*

**Marcus Cole:** *I'm not repressed anymore!*

– Babylon 5, “Ceremonies of Light and Dark” (1996)

---

Minor: Within a civilization there is a certain percentage of the population whose primal urges are barely held in check by society. Within this group are two subgroups: Those who know it, and those who do not. Some become criminals, some live out their lives as repressed angry people, some become stand-up comedians.

- ✓ Note: Mainly this Fundamental Reality provides extra impetus for Concierge Interventions and insurgencies. By taking this Fundamental Reality, the position players should understand that; but there may also be some creative angles that can be used in other ways throughout the game.

Possible Effects:

- Entropy
- Anarchy
- Rebellion
- Angry Comedians
- Policing and Security Proficiencies
- Conversion of your Native Population Type by others
- Passive-aggressive behavior

# Resisting Nature<sup>1</sup>

**Major:** Your species has a history of or is regarded as having poor personal hygiene (and all other types of hygiene as well). Although your medical science is advanced enough to document and educate, and some progress has been made in that front in the last generations, there are still widespread lapses in personal hygiene and other health related habits that lead to widespread medical problems, loss of productivity and lifespan, pandemics and epidemics, and radical emergency solutions, such as the use of high-heat yield weapons. Further, your species seems to be especially vulnerable to microbes.

**Minor:** Your species has a history of or is regarded as having poor personal hygiene (and all other types of hygiene as well). Although your medical science is advanced enough to document and educate, and some progress has been made in that front in the last generations, there are still widespread lapses in personal hygiene and other health related habits that lead to widespread medical problems, loss of productivity and lifespan, pandemics and epidemics, and radical emergency solutions, such as the use of high-heat yield weapons.

- ✓ Note: One way to give this Fundamental Reality a game effect: On some Regular Turns during the game, the Concierge may choose to take an Intervention Potential Plus instead of an Intervention Potential when this position's Regular Turn is run.
- ✓ Note: The position should expect regular Interventions based on microbial outbreaks, or other population health-related issues. It will require a constant, game long, strong effort (which the Concierge should take into consideration) to hold this in check, and that is the operational effect of this Fundamental Reality on the position: Medical Proficiency College first instead of Combat College.
- ✓ Note: Until an alien position has had significant contact with your populations, this Fundamental Reality might not be immediately apparent, they may take sickly or unclean appearance as normal for your species.

Possible Effects:

- First Contact and Balkanization of Planets
- Major and minor outbreaks and health problems
- Shortened lifespan, loss of productivity (i.e. Taxation & Census)
- Galactic Quarantine
- Biological Warfare

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<sup>1</sup> 'Resisting nature' is a phrase found sometimes in older writings which refers to men who bathed regularly, shaved and cut their hair. They were 'resisting nature' before it became the social norm, centuries later, men who had long hair, were unshaven and – god forbid – didn't bathe often, were ridiculed as rebels. In 1778, John Wesley introduced "Cleanliness is next to godliness" in a sermon and it became the 'battle cry' of proper 19<sup>th</sup> and 20<sup>th</sup> century social manners and personal appearance (and was incorporated as justification into the White Man's Burden ideology). Until the 60s counter-revolution.



# Restoration

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*“Meet the new boss, same as the old boss.”*  
– The Who, “Won’t get fooled again” (1971)

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Minor: The historiography of your race is that there are really only three or four groups in society and that any change of government title is merely a “restoration” of a previous group to power.

- ✓ Note: Before the game, the Concierge will draw a group of seven Estate and Social Government Titles as the position’s Foresight. These titles will then be arranged into three or four groupings whose membership can overlap. These groupings are the only allowable arrangements of Government Titles for the position; any changes in Government Titles must be a change to one of the groupings.

Possible Effects:

- Limitations on Government Titles
- Government Title Changes
- “Refreshing” the Foresight means returning previously discarded Government Titles to the Pool

# Risk Takers

*“In the founding days of the Imperium, great men dreamed great dreams...and achieved them. In the last days of the Imperium, petty men dreamed petty dreams...and achieved them too.”*

– MegaTraveller RPG, [Rebellion Sourcebook](#) (1988)

**Major:** Glory to the risk-takers, gamblers, go-getters. Risk-taking is a major element of what your species regards as leadership; moral responsibility for others who might be affected, is less of a consideration. Send the Colony Ships instead of a Scout, make First Contact by landing on their colony planet, dispatch Cargo Ships to an **alien colony** without permission from the aliens. Crazy risks make crazy success or failure, glory or infamy. Those who fail, will be replaced by others willing to take the chance to be the leader.

**Minor:** Glory to the risk-takers, gamblers, go-getters. Risk-taking is a major element of what your species regards as leadership; moral responsibility for others who might be affected, is less of a consideration. Send the Colony Ships instead of a Scout, make First Contact by landing on their colony planet, dispatch Cargo Ships to an **alien colony** without permission from the aliens. Crazy risks make crazy success or failure, glory or infamy. Those who fail, will be replaced by others willing to take the chance to be the leader.

- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same; the difference is the strength with which they are applied: Crazy or crazy like a fox.
- ✓ Note: As a guideline, one Power Activation per turn should involve a gambit or significant risk factor. Play like a Roman, this is one reason why Fabian (Quintus Fabius Maximus Verrucosus) was so controversial in Rome. The Concierge will monitor to insure that the position substantially complies with the risk-taking requirement. Successful risk-taking becomes a feedback loop such that little monitoring should be required.
- ✓ Note: This Fundamental Reality could arguably have also been a Type 3; as a Type 1, it is intended to have a more direct operational effect.

Possible Effects:

- Exploration
- Combat
- Commerce
- Colonization
- Advanced Research & Development

# SDUI

*“Do illegal drugs, get a big chicken dinner”*

– U.S. Marines anti-drug poster, 1989 <sup>1</sup>

**Major: Stardriving Under the Influence. Movement from location to location at FTL (Faster than Light) speeds causes disorientation and diminished capacity in your species for a period after arrival.**

**Ticketed! The effect of the disorientation may be applied to actions taken on arrival, such as Combat and Exploration. It may also last until the following Regular Turn. If no actions are taken on arrival, the effect the following Regular Turn may be lessened.**

Minor: Stardriving Under the Influence. Movement from location to location at FTL (Faster than Light) speeds causes disorientation and diminished capacity in your species for a period after arrival.

Ticketed! The effect of the disorientation may be applied to actions taken on arrival, such as Combat and Exploration. It may also last until the following Regular Turn. If no actions are taken on arrival, the effect the following Regular Turn may be lessened.

- ✓ Note: Using a different FTL Stardrive will not diminish this effect. The problem is the FTL movement, no matter how accomplished.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same. The difference is in the strength with which they are applied.
- ✓ Note: There are variable ways of creating a game effect for this. For example, a position may voluntarily not initiate interstellar movement with ships that arrived the previous Regular Turn; this would be an operational hindrance, decreasing the efficiency of the position. The Concierge could also play with the percentages, or bar Enlightenment (or the position could voluntarily not use Enlightenment) the Regular Turn of arrival from FTL flight. And maybe one or two Pandorum-like Interventions.

Possible Effects:

- Movement
- Combat
- Exploration
- Commerce

<sup>1</sup> “Big Chicken Dinner” is Marine Corps slang for a Bad Conduct Discharge. I worked in a Substance Abuse Control Office (SACO) in 1989. Another read, “Denial is not a river in Egypt.”

# Senseless People

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*“And the people bowed and prayed  
To the neon god they made...”*

– Simon & Garfunkle, “The Sound of Silence” (1964)

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Minor: There are two types of people who do not partake of philosophy (and learning): Gods and Sages, because they are wise already; and senseless people because they think they are wise (when they are not). Your species is not godlike and has few Sages. That leaves most of your population in the latter category.

- ✓ Note: Sound like any sapient technologically advanced species you have encountered recently?
- ✓ Note: The implication of this Fundamental Reality is a permanent and widespread anti-intellectualism in this civilization, rooted in an anti-philosophy ideology. An intentional, proud sort of ignorance, those who called themselves Simpletons in Walter M. Miller, Jr.’s *A Canticle for Leibowitz*, in reaction to the “smart bastards” who started the global nuclear war. So, reaction to technological catastrophe is one instance where this may take root in the recovering civilization (and thus this Fundamental Reality might well pair with some others).
- ✓ Note: This Fundamental Reality might also imply a failure of public education and the print revolution, a lack of middle class in the civilization, and a wide gulf between the educated and the under-educated masses (e.g., the Carl Sagan version of the Library of Alexandria destruction). Whether any of these things can be cured during the course of the game is part of the story and should not be easy.
- ✓ Note: The Concierge will need to be creative in the use of Interventions to simulate the effects of this Fundamental Reality from time to time in the game. This could include civil disorder and destruction (e.g., of Institutes, etc.).

Possible Effects:

- Education Proficiency
- Colleges
- Enlightenment
- First Contact

# Smuggler's Blues<sup>1</sup>

*“It's a losing proposition  
But one you can't refuse.”*

– Glenn Frey, “Smuggler's Blues” (1984)

**Major:** They say they're gonna stop it, but it doesn't go away. The contraband trade is here to stay. The government either spends resources to fight it, or accepts the social and economic losses while it flourishes. It's a losing proposition, but one you can't refuse; it's the politics of contraband. It's the Smuggler's Blues.

**Minor:** They say they're gonna stop it, but it doesn't go away. The contraband trade is here to stay. The government either spends resources to fight it, or accepts the social and economic losses while it flourishes. It's a losing proposition, but one you can't refuse; it's the politics of contraband. It's the Smuggler's Blues.

- ✓ Note: Raise a tentacle if you've heard this before...
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same, the difference is how loudly your blues are played.
- ✓ Note: Taking this Fundamental Reality implies that the civilization has a major uncontrollable (near catastrophic) contraband problem reflective of our current world. Since the issue is well documented and well debated and well discussed ... it should not be difficult to imagine how it could be reflected in in-game events and Interventions. The Concierge might even need a few more Interventions.
- ✓ Note: That said... will the problem be solved in-game? Well, we've had a couple of centuries at it and it's only getting worse, not better. Whatever solution is devised in the game should be epic and literary. Will going into space and colonizing other planets make people stop using powerful, addictive recreational drugs to fill their Existential Void? Star Trek TNG seemed to think so without providing details. Is there a technological solution that can be forcibly implemented?

Possible Effects:

- Economic and cultural losses (RPs)
- Special Operations
- Police Proficiency
- Corruption
- Corporations and MegaCorporations

<sup>1</sup> Ode to Glenn Fry (1948-2016).

# Spontaneous Combustion

**Major:** During the pre-game history of your species, there are many recorded cases of Spontaneous Combustion whereby individuals are spontaneously consumed by fire. But not just individuals, later occurrences included entire groups, families, communities, usually under stress, spontaneously combusting. In one famous instance, ancient religious rebels fighting a powerful empire, besieged on a mountain top fortress, all died of spontaneous combustion as they were about to be captured. The cause remains unknown.

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- ✓ Note: Whether or not spontaneous combustion has happened is a real-world controversy; there are alleged isolated cases of Spontaneous Human Combustion and no good explanations. This Fundamental Reality blows the paranormal up into a larger than life verifiable phenomenon in the game. For the purposes of the game, unless it is part of the story arc, the cause should remain unknown.
- ✓ Note: The Major and Minor Forms of this Fundamental Reality are the same; the difference is the frequency with which it occurs and the damage done each time.
- ✓ Note: The meaning and operational effects are up to the participants, but mainly it seems to invite News Events and Concierge Intervention as the tools of implementation. As the description suggests, it could be regarded as a spontaneous form of mass suicide or of political protest (like the self-immolation of monks in south-east Asia or the fruit vendor, Mohamed Bouazizi in Tunisia in 2011 who started a revolution).
- ✓ Note: Spontaneous Combustion may also be taken as a metaphor for political and social movements that may suddenly sweep away the previous order, often destructively, even self-destructively. Thus, the position may see sudden internal changes.

Possible Effects:

- Random loss of population factors & RPs or Enlightenment
- Low population or Specialized Colonies vanishing
- Conquered and Converted Colonies (imagine...)
- Thesis Statements, Reformations, Kairotic Moments

# Stained Glass Stories

*“Fairy tales build churches.” – John, The Man from Earth (2007)*

**Major: A significant part of public perception of reality and public discourse of your civilization lies in semi-mythic stories that are primarily emotional but not factually instructive. These stories are untouchable, not to be disturbed or criticized, as they are part of the legacy of your ancestors. As a result, some Monads on the Public Spaces may only be used to place Aspects (inviolable even to Pathways).**

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- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same, the difference is the strength with which they will be applied.
- ✓ Note: It is suggested, for example, that the Major form affect no more than 10-10% of the Public Space reserved for Aspects only. Whether or not this is an operational hindrance or liability is a question of style of play, management of the Public Space. It certainly suggests an Aspect-heavy position with lots of turnover on the Public Space, but may hinder placement of Friendly or Naturalized Colonies and Research Groups, as well as Pathways.
- ✓ Note: Other possible concrete effects of this Fundamental Realities might be Symbolic Constructural Elements or situations involving a Kairotic Moment. This depends much on the story being told.

Possible Effects:

- Public Spaces
- Aspects Placement
- Fuzzy Groups Placement
- Zeitrice
- Colony Placement on Public Spaces
- Writs activation
- Symbolic Constructural Elements
- Terra Sancta

# Strange Sun

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*“Mama always told me not to look into the eyes of the sun  
But mama, that’s where the fun is!”*

– Manfred Mann’s Earth Band, “Blinded by the Light” (1976)

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Minor: The star around which your Homeworld orbits acts strangely. Until your people began closely observing other stars, and eventually visiting other stars, your sun was considered ‘normal’ because it has always been that way. Sophisticated observations with modern instrumentation has led to the conclusion that there is *something else* in your sun or at least *something very odd* going on in the heart of your homesystem sun. Some argue that whatever it is, is the cause of life on your Homeworld; others have different opinions.

- ✓ Note: This Fundamental Reality is only available to positions who chose the Homeworld or Lost Colony Primal State.
- ✓ Note: This Fundamental Reality is a ‘story hook’ for the Concierge to exploit if desired. What the in-game effects might be depend on what that *something* is... it is not intended to imply that the sun is about to go nova, so this is not an exodus type Fundamental Reality. The strength of this Fundamental Reality depends mostly on Concierge Intervention rather than position players though the players could creatively detail some of the beliefs surrounding the enigma.

Possible Effects:

- A mystery to solve
- Wait, are you telling me that stars are just other suns?!



# Sycophant

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*“Truth is in the streets, Stil, not in this parade of sycophants who flutter around this palace with their meaningless statistics and empty ritual.”*

– Maud’dib (aka Paul Atreides), Frank Herbert’s Children of Dune (miniseries, 2003)

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**Minor:** Your species has a strong, basic, primal sycophant drive. It was defined as normal behavior by social and mental health professionals, and evolutionary arguments were made to justify and explain it. No one thought it unusual until contact was made with alien species; all alien species who are in personal or social contact with your people for a time, will immediately recognize you as sycophants.

- ✓ Note: The Concierge is free to apply all of the various meanings of sycophant, for example, ‘false litigant, extortionist’ (ancient Greek), ‘informer’ (Modern Greek, French), ‘insincere flatterer’ (modern English, sycophancy). Note also that when laws are Draconian (and Capital Punishment is the main punishment), being a sycophant (in the sense of ‘informer’) can also become legal murder of another.
- ✓ Note: Concrete in-game effects might range from being unable to get rid of a failed Government Title, or on the positive side, a Government Title continuing undisrupted for a Regular Turn after it would have been disrupted. There might be resistance to changes in Shared Meanings, forced renewal of Corporations, or refusal to move the Capital Colony are examples of unreasonable dedication. Most of this depends on Concierge Intervention.
- ✓ Note: This Fundamental Reality has also a Type-4 possibility, sycophantic devotion to another position in the game, or even to a Minor Race.

Possible Effects:

- Entropy
- Special Operations
- Colony Conversion and Naturalization
- Groveling to authority
- Untrustworthy

# Under A Wavering Eye

**Major:** Your Homeworld star is unstable and has been for a long time. Stellar instability usually doesn't occur suddenly, rather, it is part of a process, so stellar instability is part of the long evolution and history of your species. But now it is accelerating; perhaps the invention of Stardrive triggered an acceleration of the process. It is certain that shortly and/or eventually, your Homeworld will soon catastrophically become Uninhabitable.

**Minor:** Your Homeworld star is unstable and has been for a long time. Stellar instability usually doesn't occur suddenly, rather, it is part of a process, so stellar instability is part of the long evolution and history of your species and probably contributed to your species evolution. Thus, your Homeworld star was dying even as it was giving birth to life.

- ✓ Note: This Fundamental Reality is only available to positions who chose the Homeworld or Lost Colony Primal State.
- ✓ Note: It's a fascinating question what effect stellar instability would have on evolution of a sapient species on their native world. What exactly is stellar instability anyway? It's a fascinating question, but the suggestion here is that it has something to do with brightness and temperature variation of a rapidly cooling, shrinking sun. It does not imply that the sun will go nova, as that will take tens of millions or billions of years, beyond the scope of the game.
- ✓ For a fascinating look at this subject, look up Snowball Earth theories that try to explain the "Great Unconformity" in the Grand Canyon and other places around the Earth where a billion years of rock strata seems to be missing.<sup>1</sup> Some theories posit glaciation to the equator as a result of dimming of the sun.
- ✓ Note: For game purposes, the Concierge will need to determine the game effect of whatever is happening with the star. It could be a schedule of loss of Habitability Class and Maximum Habitability (in the vein of modern cl-fi classics such as *Snowpiercer* (2013) and *The Day After Tomorrow* (2004)) with some small possibility of temporary reversals. It could be Interventions affecting Orbital Platforms, ships at the Homeworld, or population and industry on the ground. On the other side, of course, are the imperatives to legitimacy that form the operational liability of this Fundamental Reality on the position taking it.

Possible Effects:

- Homeworld Habitability
- Colonization
- Aspects
- Order
- Cosmic Entropy

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<sup>1</sup> Snowball Earth ideas might have been the inspiration for Arthur C. Clarke's 1949 short story, "History Lesson."

# Universal Predator

**Major:** It is a cold comfort that no one would want to invade your Homeworld! Your people have awakened a universal predator on your Homeworld that only preys on sapient populations and Stardrive was invented to escape. Thus far, this predator has not been defeated by technology. It was originally thought the predators would not be able to follow your people into space, but the predators seem to appear wherever your people go.

**Minor:** It is a cold comfort that no one would want to invade your homeworld! Your people have awakened a universal predator on your homeworld that only preys on sapient populations and Stardrive was invented to escape. Thus far, this predator has not been defeated by technology. The predators cannot follow your people into space, but the predators seem poised to overwhelm the Homeworld soon.

- ✓ Note: This Fundamental Reality may only be taken by Homeworld, and Lost Colony positions.
- ✓ Note: The Major form of this Fundamental Reality acts somewhat like an Uber Alle, if the Concierge allows other positions Native Populations to also be affected by the spread of the predators. The position taking this Fundamental Reality in Major Form may be making the choice to impose another Uber Alle on the game.
- ✓ Note: It should be assumed that the predators will not be defeated by technology for most of the game, or perhaps, never. Their exact nature is not detailed here, but seem paranormal. There are non-technical ways of improving survival odds, but these require considerable diligence and sustained effort on each colony (e.g., security forces, police, fortifications, paranoia, medicine).
- ✓ Note: The effect of the predators is progressive, the more population they consume, the more of them there are (that is, they reproduce); Census Power activations on extremely infected colonies may result in negative population growth. In less infected places, population growth is slowed. Assume the normal effects of food supply and demand, the predators would die off if all their prey are removed or as the food supply diminishes.
- ✓ Note: This is an exception to the assumption that the Major Races are or were the top of the food chain on their native world. In fact, the predators thrive on sapient, technologically advanced, industrialized populations as prey, but do not otherwise affect the biosphere: They are never found dead and do not emit waste products, nor do they seem to breathe the air and have little energy effect.

Possible Effects:

- Census
- Taxation
- Colonization/Balkanization
- Diplomacy

# The Why Files

**Major:** For the past couple of generations, your Homeworld (or Capital or major colony) has been under unconventional low intensity subversive attack from an unknown source and for an unknown reason and purpose. For some time, the population was unaware of these attacks or attempts, and the secret was kept closely by the governments. Now, such attacks might be considered an ‘open secret’ and have grown in scale and destructive intent. Still, there is no invasion, nothing to fight, no enemies to kill in battles. And the government still has no clue how the attacks are originating.

**Minor:** For the past couple of generations, your Homeworld (or Capital or major colony) has been under unconventional low intensity subversive attack from an unknown source and for an unknown reason and purpose. For some time, the population was unaware of these attacks or attempts, and the secret was kept closely by the governments. Now, such attacks might be considered an ‘open secret’ and have grown in scale and destructive intent. Still, there is no invasion, nothing to fight, no enemies to kill in battles. And the government still has no clue how the attacks are originating.

- ✓ Note: This Fundamental Reality is available to positions that begin the game within the Galactic Space, that is, the Homeworld, Lost Colony and Outposter Primal States.
- ✓ Note: The Concierge will control the attacking forces. Whatever their methods are, where they get knowledge and support, and purpose or lack of purpose, is part of the game story. It is implied that the effect is limited to a major starting colony (Homeworlds are considered colonies in GGDM), but the Concierge can decide whether or not the attacks migrate to other colonies.
- ✓ Note: The Major and Minor Forms of this Fundamental Reality are the same, the difference is the frequency and intensity of the attacks.

Possible Effects:

- Counter-Operations on Capital, Homeworld, or major colony
- Security and Police Proficiencies

# Winkle

**Major:** At regular intervals in the Homeworld’s orbit when the sun’s glare faded, your species collectively and communally, retreated to shelters for a long, deep hibernation period that may last the equivalent of years on other species’ Homeworlds. While technology may have made this physically unnecessary, it is still culturally and mentally necessary (like sleep for humans) and a very important part of the communal culture. History, lifetimes, and recollection of times are measured by Winkle periods.

**Minor:** At regular intervals in the Homeworld’s orbit when the sun’s glare brightened the sky to periwinkle, the child bearing of your species entered a collective torpor. The torpor was a vital part of gestation during which the child-bearers could not be disturbed or moved and must be protected by the rest of the community. This process has not been disturbed by technology, for to change how we are born is to change who we are; thus it follows your species to the stars as important part of your collective view and identity.

- ✓ Note: In short, entire populations of your species go to sleep for extended periods of time. The position can either go with it or fight it, the implication is that it probably can’t be changed (we have not yet defeated sleep, but there is plentiful scientific investigation and science-fiction imagination about the problem). The participants must decide whether the entire species is affected at once, regardless of location, or whether it happens on different colonies at different times. In the former, the position might be required to voluntarily periodically miss a Regular Turn and not respond to Combat Actions or News Events (like arguing with someone who is passed out) during that period (which could be fatally inconvenient). In the latter, it may mean no Power Activations can affect randomly determined<sup>1</sup> specific colonies (who also would not act as Supporting Colonies, no second checks) for a Regular Turn or two at a time (like a sleeping holiday) – which may or may not be important depending on circumstances and events.

Possible Effects:

- Combat
- Power Activations at Colonies
- Regular Turns missed
- May be unaffected by adverse News Events during a Winkle

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<sup>1</sup> Hologram Universe: “The halting problem is an example: there is no algorithm that correctly determines whether arbitrary programs eventually halt when run.” – from Wikipedia article, “Undecidable problem,” January 27, 2019.