

# Aggressive Greenery

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*“You must return here with a shrubbery or else you will never pass through this wood alive!”*

– Head of the Knights of Ni, “Monty Python and the Holy Grail” (1975)

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Your Homeworld and all colonies and places where your people live is covered by an aggressive, fast growing, lush, and possibly intelligent greenery. Your population has a special and important relationship with this greenery from the Homeworld; it takes root in any place where they live regardless of whether it is intentionally introduced. The greenery is also very hardy and adaptable to alien soil. Unfortunately, other species don't find the greenery so attractive; any planet colonized by your Native Population Type (even if they have all died or departed) is reduced in Habitability Class and possibly Maximum Habitability for most alien species.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: The ‘advantage’ of this Fundamental Reality is basically free terraforming (intentional damage to the preexisting biosphere of the planet, if any), very likely to the detriment of other Major Races in the game. This does not promise that Habitability Class and Maximum Habitability will be improved for your species, but that it will be reduced at that location for others.

Possible Effects:

- Habitability Class and Maximum Habitability for aliens
- Ground Combat
- Balkanized Planets could be a problem
- It's just a harmless plant, right?

# Artifact

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*“Lunar expedition discovers ‘artifact’ ... U.S. technicians attacked by Russian force.... scientists confirm ‘artifact’ is ‘alien’ ... laser armed Rovers fight for control... film at 11:00.”*

*– back of box for Metagaming’s “Artifact” (1980)*

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An artifact of alien origin was found on one of your moons by an expeditionary team. The team had to fight a group of aliens (not related to any species in this game) to get it. No one knows what it is for or what it does or who the aliens were. It’s a mystery. But it seemed important to them.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: You get a goodie, a gift to unwrap or Pandora’s Box to open. This artifact will be located in the beginning of the game on the Homeworld or Lost Colony, or largest colony, or on a ship if no colony is available. It will be dropped on the first colony. It can be moved, captured, and used by others if they can figure it out.
- ✓ Note: The details of the artifact will be determined by the Concierge. It might just be some child’s toy and the parents didn’t want you taking their kid’s toy because it’s going to be a long ride back to the Betelgeuse if the little (brat) prince doesn’t have his favorite toy!

Possible Effects:

- A mystery to solve, a story hook
- Capture and use by other players
- Alien technology from outside the Galactic Space
- Unknown effects, might do nothing at all
- The previous owners might want it back and come looking for it

# Baby Boomers

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*“The 1,700-ton Sinpo class (also called the Gorae) ... is the smallest ballistic missile submarine today and, aside from China’s Type 032 test boat, the only one that is diesel-powered. Only one submarine has been observed in service. The boat features one launch silo in the conning tower. The KN-11 ballistic missiles is estimated to have a range between 745 and 1,550 miles.”*

– Dimitrios Mitsopoulos, “All the Nuclear Missile Submarines in the World in One Chart,” *Popular Mechanics*, June 8, 2018

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There is a well-documented relationship between combat and reproduction in your species. Birth rates and population growth following violent conflict spike, regardless of the ability of the resources or environment to support it. Which then leads to more conflict between groups... It is thought to be an evolutionary adaptation that helped your ancestors survive, to replace losses. Very few think there is anything wrong with it and to change it would be to change who you are as a species.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: The Baby Boom effect can be strongly localized to the point of conflict or generalized to all colonies. The Concierge will determine the level of overall and how widespread is the stress your native populations feel after conflict. To gain an advantage from this Fundamental Reality, the position must commit to regular Combats – actual combats, not just Combat Power activations – or expect to be attacked frequently if they are pacifists in a hostile Galactic Space.

Possible Effects:

- Combat
- Census, baby!

# Cliché

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*“... When the books have gone and the histories have been burned every world will look back to learn what went before. And they will turn to us, and we will be there...keepers of the past, the present and the future.”*

– Vindrizi parasite speaking through its human host, Babylon 5, “Exogenesis” (1996)

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Unknown to the rest of the universe and perhaps, to the majority of your own native host population, your real native population type is a species of ultimately adaptable, stealthy, intelligent parasites, who live inside the ‘host species’ that the aliens think is your actual Native Population Type upon First Contact. To insure survival, the parasite population is always less than the host population. Whether or not the parasite population is native to the host population’s Homeworld or an invader or hitcher, and when they arrived, is unknown to the few hosts who know of their existence.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: **Every** space-opera setting has a hitchhiking parasite form...sometimes sapient.
- ✓ Note: The potential for Colony Conversion and Naturalization, and Special Operations by controlling intelligent universal parasites is well-developed science-fiction trope (every other television sci-fi show has an intelligent parasite, even if just for a throw-away episode). The Concierge will determine the characteristics of your species in that regard and regulate use.
- ✓ Note: To gain an advantage from this Fundamental Reality, the position probably must either engage in or be the victim of colony conquest; take-over in Balkanization is also possible. And it must be kept secret for as long as possible.

Possible Effects:

- Conversion
- Easy Naturalization
- Unguarded Converted Colonies may not revert automatically
- Special Operations

# Contact

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*“If the government is covering up knowledge of aliens, they are doing a better job of it than they do at anything else.” – Stephen Hawking*

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First Contact with aliens occurred a significant time before the start of the game. It was very strange. The Contact happened only once and has been enshrined in religion and literature for generations. The aliens have not returned and have not communicated further. It is thus that the concept of stardrive and existence of intelligent, technologically advanced alien life was not a theory or fiction in pre-game civilization, but was instead, an accepted fact and it was only a matter of time before your species got there. The discovery of stardrive was not a surprise and caused minimal disruption; First Contact with aliens was doctrinalized and practiced.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: The First Contact did not occur with any position in the game.
- ✓ Note: To gain an advantage from this Fundamental Reality beyond First Contact situation will require aggressive creativity by the position players. Possible other advantages may include trade at **alien colonies**, understanding **alien biology** and culture, and perhaps consideration in Naturalization attempts.

Possible Effects:

- Superior First Contact Results
- Possible advantages in Reverse Engineering, Xeno-culture and Xeno-biology

# Crowding

*“Phonebooth stuffing was a fad that involved a number of people consecutively entering a phonebooth, until the point where the phonebooth would accommodate no more, or there were no more individuals available.” – from Wikipedia article, “Phonebooth Stuffing”*

In most places, two objects cannot occupy the same space at the same time. For most species in the universe, this is axiomatic. I think you can see where this is going... your species is notable for being able to greatly exceed the Maximum Habitability of any colony planet or colony ship. The ability to co-occupy space by co-mingling bodies (called Crowding) only becomes apparent when crowds gather and/or habitability crowding occurs; and only affects living biological population factors of your Native Population Type (that is, industry installations etc. do not have the ability to co-occupy space). In fact, the ancient survival and battlefield tactics of your ancestors was a struggle for massing based on Crowding principles (better than an overlapping shield wall!).

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: The Concierge will have to determine the percentage by which your Native Population can exceed Maximum Habitability. And any effects such as resource depletion and pollution. Maximum Habitability probably should not be doubled.
- ✓ Note: How many college kids can fit into a phone booth? And why does Superman need his own phone booth when there are so many college kids without one? It is not recommended that Crowding be available in Colony Ships due to the issue of limited consumable resources.
- ✓ Note: Some think that your species ancestors must have been Truly Alien. This Fundamental Reality does not make this species a Lost Colony of any Truly Alien position in the game.

Possible Effects:

- Exceed Maximum Habitability
- Higher losses from Orbital Bombardment
- Possible advantage in Ground Combat?

# Dereliction

*“The Syria Planum Incident covers the events of March 2253 which begin with the excavation of a Shadow Vessel on Syria Planum by IPX...” – from Babylon 5 Wiki article, “Syria Planum Incident”*

An ancient derelict alien ship was found on your Homeworld or one of your starting colonies. The technology of the ship was nearly beyond anything that your pre-Stardrive culture could have imagined. Vast sums were spent just to make this ship operational and able to be controlled in flight (in a rudimentary way) by your scientists and technicians. While the ship excited the popular imagination, and offered a potential shortcut to starflight, this expenditure was not without critics or resistance (or conspiracy theorists, there is always a conspiracy theory), who argued that the project was spending their grandchildren’s inheritance.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: This Fundamental Reality is only available to Homeworld, Lost Colonist or Outposter Primal States.
- ✓ Note: Taking this Fundamental Reality in any form does not grant the Stardrive Existential Patent which must still be obtained through regular means.
- ✓ Note: With this Fundamental Reality, you get an alien ship of unknown origin to start the game. This ship does not belong to any of the positions in the game, which immediately suggest that there are (or were) intelligent, technologically advanced aliens that are not any of the current positions in the game. The description also implies (in a Thesis Statement-like way) that there was dissent, conspiracies, disinformation, and possibly violent resistance to the project before the game.
- ✓ Note: What the ship is or does, or how well it can be operated is determined by the Concierge.

## Potential Effects:

- Get an alien ship to start the game
- Start with a possibly violent resistance movement
- Spend your grandchildren’s inheritance for it!

# Gemini Dream

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*“There’s a place a Gemini dream, There’s no escaping from the love we have seen.” – Moody Blues, “Gemini Dream” (1981)*

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Romulus and Remus. Two species evolved on different Homeworlds in the same system, from a common ancestor. These species appear outwardly as two distinctly different Native Population Types, but share the same Fundamental Realities, Public Space, and Government Titles. However, they alternate Regular Turns during the game.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: This Fundamental Reality is only available to Homeworld positions.
- ✓ Note: This Fundamental Reality creates two Homeworlds in the same Homesystem. The position must meet the Homeworld Primal State requirements for both Homeworlds prior to the start of the game.
- ✓ Note: You get to play two culturally closely related, but biologically distinct positions, with two Native Population Types, alternating Regular Turns (e.g., for Census Power Activations, etc.), but with one government, Public Space, and sharing Fundamental Realities, Era Matrix.

Possible Effects:

- Alien Confusion
- Self-Balkanization
- Two Optimal Habitability Class Homeworlds in one system
- Potential for crafty deviousness in relation to other positions

# Holodead

*“Pepper’s ghost is an illusion technique used in the theatre, amusement parks, museums, television, and concerts. It is named after the English scientist John Henry Pepper (1821–1900) who popularized the effect in a demonstration in 1862. Examples of the illusion are the Girl-to-Gorilla trick found in old carnival sideshows and the appearance of ‘Ghosts’ at the Haunted Mansion and the ‘Blue Fairy’ in Pinocchio’s Daring Journey at the Disneyland park in California. ... The technique was used by Digital Domain for the appearance of Tupac Shakur onstage with Dr. Dre and Snoop Dogg at the 2012 Coachella Music and Arts Festival and Michael Jackson at the 2014 Billboard Music Awards.” – from Wikipedia article, “Pepper’s Ghost”*

Your species has always had a ‘ghost problem’; it seems that dead isn’t really quite dead on your Homeworld (or Lost Colony). Reports of ‘ghosts’ of your species dear departed began in ancient times and slowly increased in substantiality and frequency over time, and the level and quality of interaction with the living seemed to increase as well.

Ghosts showed an apparent keen interest in the development of video, 3D and virtual reality technologies, until an event occurred where a ghost merged with and ‘took over’ an experimental 3D holographic projection and was able to then move independently of the projector. Afterward, the ghost seemed to have a permanent holo-body and the process was then refined and repeated until the insubstantial Holodead became a ubiquitous sight on your Homeworld, interacting regularly with the living. The Holodead process only works on the Homeworld as no ghosts of your species departed have been observed off-world and even the Holodead don’t last forever; they have been observed fading or dissipating over time until they are finally gone for good.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: Your Homeworld is like a thin spot between dimensions...
- ✓ Note: Imagine the effects of 1) being able to converse with ghosts in the real time of our world (imagine what we might learn, imagine the effects on crime, science, technology, history) and 2) knowing that when you die, you will continue as a holodead (this would make some sublimely happy, others would be horrified, but at least multi-life term convicts would serve out their full sentences!).
- ✓ Note: The practical effect of the Holodead might be an increase in the Maximum Habitability of the Homeworld (and resource value), depending on the physical characteristics of the holodead (e.g., non-exclusive space, do they need to live somewhere?). They may also ‘grow’ with the Census (i.e. the newly departed).

Possible Effects:

- Creeping other positions out if they ever see your homeworld
- Homeworld Maximum Habitability
- Homeworld Taxation
- Colonization (who wants to leave? Those who are horrified!)

# Hostage Situation

*“The powerful, if they carry oppression beyond a certain point, necessarily end by making themselves adored by their slaves. For the thought of being under absolute compulsion, the plaything of another, is unendurable for a human being. Hence, if every way of escape from the constraint is taken from him, there is nothing left for him to do but to persuade himself that he does the things he is forced to do willingly, that is to say, to substitute devotion for obedience. ... It is by this twist that slavery debases the soul: this devotion is in fact based on a lie, since the reasons for it cannot bear investigation. ... Moreover, the master is deceived too by the fallacy of devotion.”*

– Simone Weil, Gravity and Grace (1972), pp. 142-143

Your position starts the game with a hostage situation of cosmic proportions. An extra-dimensional race plucked the population of entire cities from your planet and are holding them in a wormhole whose opening is near the planet(s) where the taking occurred. They will return your population in exchange for resources (RPs) sent into the wormhole. You do not have the technology to enter the wormhole and rescue on that scale is impossible. Further, the wormhole is becoming more unstable by the turn, and may eventually close, taking any unredeemed population *before* the fifth turn of the game.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: This Fundamental Reality is only available to Homeworld and Lost Colonist Positions.
- ✓ Note: Effectively, this Fundamental Reality allows a position to ‘buy’ population after the beginning of the game, for a limited time. If you are not going to pay the ransom, there is no point in taking the Fundamental Reality.
- ✓ Note: The Fundamental Reality impliedly introduces a wormhole-controlling, immoral, immensely powerful aliens that may appear elsewhere in the Galactic Space during the game. Why did they need the resources? Will they come back again? Why couldn’t they just take the resources instead of millions of people?
- ✓ Note: The population being held hostage counts against the planet’s Maximum Habitability and also as population for purposes of satisfying the Primal State. Players do not have to purchase this population with IPs before the beginning of the game, but will have to redeem them later for RPs at a price set by the Concierge. This may work to some advantage if the position can get technologies and industry with IPs that would have been spent on pre-game population.

Possible Effects:

- Culture shock
- Helplessness and powerlessness among the population, fear of a recurrence of the same events, failure of supra-legitimacy
- RPs drain early in the game
- A mystery for the game, a story hook

# Late Bloomer

*“Hence the classic late bloomer is Grandma Moses whose painting career began in her seventies after abandoning a career in embroidery because of arthritis.” – from Wikipedia article, “Late Bloomer”*

The pre-Stardrive history of your species is long; longer than any other species. Long after your people should have been starbound, they remained planetbound, obsessed with the problems of their own world. Now that we’ve finally got it straightened out, we can move out to the stars, together. That’s the official line. Perhaps as a result of having learned lessons on the ground, your position begins the game with extra Public Space as if this Fundamental Reality was a Major Fundamental Reality.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: This Fundamental Reality assumes that being a ‘late bloomer’ is not considered a detriment.
- ✓ Note: The amount of extra Public Spaces received depends on what is normal for a Major Fundamental Reality in that particular game – it may vary from game to game depending in the Concierge and the type of game desired.
- ✓ Note: Why would a position take this instead of a Major Fundamental Reality where it would also receive 100 Inheritance Points? It probably depends on the luck of the draw, the Fundamental Realities they have to choose from, maybe the players don’t like the available choices, maybe they want to avoid Major Fundamental Realities if possible. Or maybe there aren’t any other Majors available? This could also sit well beside a Type 5 ‘Double Major’ Fundamental Reality.

Possible Effects:

- Public Spaces – Max Headroom, man!

# Libraries

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*“We have already seen the Ptolemies’ efforts in Alexandria, but others of the period included Pella, Antioch, and at Pergamon, created by the Attalids (282-133 BCE), said to have had 200,000 scrolls.”*

– Mark Cartwright, “Libraries of the Ancient World,” Ancient History Encyclopedia, July 23, 2019

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The vast and nearly complete contents of several ancient libraries long thought completely lost in antiquity have been discovered in a most unusual and unexpected place, near perfectly preserved inside a carefully protected area. It will take considerable time and effort to fully examine and understand this cultural historical treasure trove of lost works and knowledge and the effect will certainly change your species perception of its own culture and history. Who knows what you might find? Some people might not like it.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: This Fundamental Reality is open to all Primal States; imagine how odd it would be to find the lost contents of ancient Earth libraries perfectly preserved in another starsystem? Like they knew we were going to be there. This would be the case with the Outposter and Invader Primal States taking this Fundamental Reality.
- ✓ Note: Intrigued? This Fundamental Reality is very open to creative development and interpretation. Participants will have to work for it in the game to make it into any concrete effect or part of the story. It is implied that by taking this Primal State, the position intends to do that, otherwise, there is little or no benefit.
- ✓ Note: Initially, it’s a secret, but may be discovered by aliens who may be very interested as well. It is not certain from the description whether this discovery is public knowledge, an ‘open secret’ or well known on your Homeworld or colonies.

Possible Effects:

- Special Mission College
- Culture
- Proficiencies
- Counter-Operations
- Mystery Prize?

# Looking in the Mirror

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*“Suite Madame Blue, gaze in your looking glass  
You’re not a child anymore  
Suite Madame Blue, the future is all but past...”*  
– Styx, “Suite Madame Blue” (1975)

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One of the central themes of your culture coming into the 1<sup>st</sup> Era is looking to see whom you can become. A fierce drive toward universal (and legitimate) higher education has produced a culture of very educated individuals (and many Ph.D. frauds) such that your species begins the game with Education and Intelligencia Proficiencies and an Education College on one of your starting worlds.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: Trading Inheritance Points for starting Proficiencies and a College. The participants will need to work out the College Endowment and provide RPs within the first two Regular Turns. There are some weights and balances to consider and the Concierge will need to judge what is appropriate compensation. The position players will also need to determine how to best gain from this Fundamental Reality choice.

Possible Effects:

- Proficiencies
- Colleges
- Enlightenment
- Legitimacy
- Endowment

# Lost World

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*“There is a possibility that legends regarding Kuhikugu may have influenced the British explorer Lieutenant Colonel Percy Fawcett to go on his ill-fated last expedition in 1925, looking through the Amazon rainforest for what he called ‘City Z.’”*

– from Wikipedia article, “Kuhikugu”

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Extant records hint at a world related to your Homeworld and its approximate location in the *starting Galactic Space*. Beyond that, the myths and legends are a jumbled fantasy, likely containing few useful facts.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: This does not relate to or create a Lost Colony Primal State. That is, it does not make any other position in the game related to this position as a Lost Colony and it does not make this position a Lost Colony of any other position, independent of choosing the Lost Colony Primal State.
- ✓ Note: The Concierge will determine any details regarding this alleged world. It may or may not be inhabited, it may or may not be another Homeworld. This is a story hook and the story hook works best if the position actually searches for it.

Possible Effects:

- Exploration
- Maybe a good place to colonize or maybe someone else got there first?
- Story hook

# Mirror Race

*“Minor Human Races are distinguished from major human races by the assertion that minor human races didn’t discover jump drive on their own, while major races have. ... A Minor Human Race is a human population whose ancestors were believed to have been planted on a world of their own ... and who developed separately from other human-inhabited worlds until it was eventually contacted by a star-faring society.”*

– from Traveller RPG Wiki article, “Minor Human Races”

A minor race is discovered on one of the planets in the system where your fleets enter the Galactic Space. They are your people, they are in all respects, population factors of your Native Population Type. Yet there is something different about them, something slightly disturbing. And they don’t know how or when they arrived there; it seems they have been there for many generations. They have a well-established planetary civilization, a good population base, and complex pre-stardrive civilization. An image of your civilization before the 1<sup>st</sup> Era, before the Exodus. And your arrival ruins it for them.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: This Fundamental Reality is only available to Expedition Leader, Nomadic Warfleet and Truly Alien Primal States.
- ✓ Note: The Concierge will determine all information regarding the sovereign Minor Race in question; the Concierge represents all Minor Races in the game. How will they react?

Possible Effects:

- Sub-species of your Native Population Type
- Integration of minor race
- What makes them different? How did they get there?
- One planet in starting system is occupied by Minor Race

# Old Rusty

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*“In a typical television commercial of 1979, the animated character rode on the roof of a car while saying, ‘Hi, I’m Rusty Jones, and you know what? I’m the one new car option you can buy that’ll appreciate in value. That’s right, cause I’ll stay with your new car as long as you own it. Winter and summer, day ‘n night, not even a coffee break. Workin’ to save your car from rust. And a rust-free car is worth more. So at new car time, insist on Rusty Jones rustproofing.’”*

– from Wikipedia article, “Rusty Jones”

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Legend says that Old Rusty was first assembled in orbit as an International Space Station, then new modules were added later, then propulsion and control, and it became an enormous patchwork emergency cargo boat to haul supplies to the new in-system colonies. Many events have happened, the computer has gone insane, and a few have died serving on the storied Old Rusty cargo boat. Some say ghosts roam the corridors; some cargo tends to get lost from time to time as well. Someday it will be permanently docked at the shipyard and used as a museum or tourist attraction if the ghosts or insane computer doesn’t scare away the paying customers!

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: This position starts the game with a ‘cargo boat’ in one of their starting systems. A cargo boat is a Cargo Ship without stardrive. Probably, a stardrive cannot be added to the current vessel; it would be cheaper to build a new Cargo Ship than to modify the ramshackle Cargo Boat. But it serves for Carting RPs between colonies in system.
- ✓ Note: And what about the bonus ghosts and the insane computer? The Concierge will determine the RP capacity of the ‘cargo boat’ and any other necessary details.

Possible Effects:

- ‘Free’ Cargo Boat
- Ability to transport RPs between in-system colonies early in the game

# Planet Mother

*“Mother please forgive them, For they know not what they do.”*

– Ozzy Osbourne, “Revelation (Mother Earth)” (1980)

There is a special sacred individual of your species who is thought to be nearly immortal. This person, called the Planet Mother, has been alive for a significant part of your species history. The Planet Mother is not part of any Government, it has lived to see the passage of many thousands of Governments. Rather, the Planet Mother is a living symbol of the life of your species, prosperity, and of good works and good fortune. Wherever the Planet Mother resides, people are empowered and unusual (usually good) events sometimes happen.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: The Planet Mother will begin on the Homeworld, Lost Colony or an Outpost Colony if those Primal States are chosen. For all other Primal States, the Planet Mother begins on a ship. The Planet Mother is initially unknown to all other positions, but may be discovered, the Planet Mother proceeds with pomp and ceremony, and it is difficult to hide her presence from the media.
- ✓ Note: The Planet Mother can be killed or captured. The Planet Mother can travel to any place where your people reside, via normal starship movement. There is no cost for the Planet Mother to move between a planet and ship. The death of the Planet Mother would be culturally devastating.
- ✓ Note: The Concierge will determine from time to time the boon granted by the Planet Mother’s presence or the effect of her demise (a cataclysmic failure of supra-legitimacy). The Planet Mother must be protected at all costs.

Possible Effects:

- Acts and Scenes
- Involuntary Power Activations
- Proficiencies
- Aspects
- College Endowment
- Research Pieces

# Prude

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*“Her name is derived from Mrs. Grundy, a name that has been used to refer to a prudish woman since the early nineteenth century.”*

– from Wikipedia article, “Miss Grundy”

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Miss Grundy would consider your people a race of prudes! Historians of future ages will remember your species as being so embarrassed by bodily functions that they learned how not to breathe. The first thing your species wants to know upon First Contact is whether or not the aliens wear suitable clothing and conceal their bodily functions. It is thus that whenever the Census Power is activated, this position is not required to (and may not choose to) issue a News Event or any other form of interpretation.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: The Power Activation for each News Event is not published on the forums to avoid giving away unnecessary intelligence. However, smart players may notice the number of News Events published when each position’s Regular Turn is run; not being required to publish a News Event when the Census Power is activated can be deceptive (along with other Power Activations that use non-News Event Interpretations), card-counters may think this position is hoarding Acts and Scenes or has less Government Titles. How much effect this has throughout the game depends on how often the Census Power is activated. But there are cons to frequent Census Power activations – Maximum Habitability, loss of Proficiencies.

Possible Effects:

- Census
- News Events
- Card Counting

# Refugee Crisis

*“Meanwhile, the remnants of the Ostrogoths reached the Danube, and appealed for refuge in the empire. When this was refused, they crossed the river anyway, since the Romans were too busy trying to look after the Visigoths – and their women – to pay much attention....”*

–R. Ernest Dupuy and Trevor N. Dupuy, The Encyclopedia of Military History, 2<sup>nd</sup> Rev. Ed. (1986), p. 156

Congratulations, you just inherited a refugee crisis. Immediately prior to the beginning of the game, Colony Transports loaded with population factors of your Native Population Type arrived at one of your starting colonies or Homeworld. Medical examination confirms that they are your people, cultural and social observation confirms that they are culturally and linguistically related but show cultural and language drift. The occupants don't know where they came from, or why they left, or how they arrived in the Galactic Space. The colony ships are in emergency condition and will need to be Unloaded. Yet, there are doubts about these people, some might be undesirable.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: Can you do better than the Roman Empire did at the Danube River in 376 A.D.? Can you do better than the EU today? This Fundamental Reality necessitates Unloading the refugee population on the first two Regular Turns or they will die. If the population dies, what is the point in taking this Fundamental Reality?
- ✓ Note: This Fundamental Reality is only available to positions that begin in the Galactic Space, that is, Homeworld, Lost Colony and Outposter Primal States. The refugee population cannot be used to satisfy population requirements of the Primal State before the game.
- ✓ Note: A position that begins with this Fundamental Reality must begin the game with Colony Transport and Stardrive existential technologies.
- ✓ Note: This Fundamental Reality is a story hook for the players and Concierge in the early game. The Concierge will determine the number of refugee population but it should not cause the receiving world to exceed Maximum Habitability. Unloading the refugee population is not a Disruption Event (a one-time special dispensation form higher up) and the Colony Transports must be Scrapped.

Possible Effects:

- Maximum Habitability
- Extra Population Growth

# Second World

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*“There has always been, for me, this other world, this second world to fall back on – a more reliable world in so far as it does not hide that its premise is illusion.” – Graham Swift*

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It was discovered in the Space Age, that a second world in your Homesystem bore life, in particular, a species of intelligent sapient technologically capable life. The other species has not achieved Stardrive and is in fact, still technologically primitive by your standards; they became a Minor Race the moment your people invented Stardrive. What will you do? No direct contact has yet been made with the others. They do not seem to be aware of you yet.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: The Concierge will create and provide the details of the Minor Race as necessary. This Minor Race is not in any way related to your Native Population Type.
- ✓ Note: When choosing this Fundamental Reality, the position players will determine that having a minor race in the Homesystem is beneficial. If that determination cannot be made, then there is no point in taking this Fundamental Reality unless just for the story potential.

Possible Effects:

- First Contact
- Minor Race
- One planet in the Home System is occupied by a Minor Race, not available for *pre-game* colonization

# Space Hulk

*“Von Braun described a majestic, 250-foot-wide wheel that would orbit 1,075 miles above Earth and rotate to provide artificial gravity. Von Braun’s ideas and an artist concept by Chesley Bonestell inspired the station in the movie 2001: A Space Odyssey. In von Braun’s grand scheme, a station would have been built before human voyages to the moon – a plan he outlined in a subsequent Collier’s article. He described the station as ‘the ever-watchful guardian of the peace’ and continued on to say, ‘the station will provide the springboard for one of the greatest scientific advances in history: the lunar journey men have dreamed of for centuries.’ His station of the 1950s resembled a combination fortress and research lab capable of housing eighty men. He and other experts featured in Collier’s predicted the station could be built by 1967 for a cost of \$4 billion (in 1952 dollars) and called it ‘the next long step in space,’ to be followed by lunar missions by 1977.”*

– Tracy McMahan, “From Dream to Reality: Marshall Space Flight Center’ Role in Developing Space Stations,” from nasa.gov, undated article

Got Shipyard? Check!

An ancient, remarkably well-preserved and still functioning Orbital Shipyard has been located in your starting system. And look, nobody’s home! And they left the keys in the door.

Now we just have to add industry and population.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: The Concierge will randomly determine the location of the Shipyard at a planet in the starting system. It is not required to be at a world that begins colonized or a Homeworld or at a planet that is desirable to colonize. However, the location where it is will likely begin the game colonized so that it can be used. For game purposes, it is a normal Orbital Shipyard.
- ✓ Note: This Fundamental Reality is available to any Primal State. It counts as having an Orbital Shipyard Existential Patent if one is required by the Primal State chosen (this is a one-time exception to the normal rules).
- ✓ Note: The position is not required to have Orbital Shipyard, Stardrive or any Ship Existential Patents to take this Fundamental Reality. This Fundamental Reality does not allow a position to build another copy or any other Orbital Shipyards before the Orbital Shipyard Existential Patent is completed.

Possible Effects:

- ‘Free’ Orbital Shipyard at start of game
- Random location
- Hope the owners don’t come back and serve an eviction notice

# Spiral Stairs

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*“I stand atop of spiral stairs  
An oracle confronts me there.”*

– Rush, “The Oracle” (1976)

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Your species has precognition. The first historically verifiable episodes of precognition occurred in relation to the events leading to the discovery of Stardrive; however, possible signs of precognition occur throughout your recorded history. Precognition is not the same as prediction; precognition reveals ‘unpredictable’ events or events that cannot be predicted by mortal intelligence based on what is known at the time of the precognition. Precognition is a sort of ‘looking’ (without seeing), it is not merely a possible future, the precognitive event has in a sense, ‘already happened.’ Attempts to prevent an event that has already happened from happening have always failed or possibly led to disaster, as have many attempts to exploit precognitive knowledge. S

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: Twenty years ago, I witnessed a chain-reaction fender bender on the Smithfield Street Bridge. I could see the driver was talking on the phone and going too fast across the bridge (which has a hump), I could see he couldn’t stop in time, but there was nothing I could do except call 911 afterward. This is not a case of precognition; it is a case of prediction based on what I observed moments before the accident. Precognition would have required that I know, before reaching the bridge that an accident would happen.
- ✓ Note: For this to be an advantage, the position will need to develop specific concepts in-game. If not, it simply becomes latent.

Possible Effects:

- Anything
- A Walking Causality Violation
- Predestiny? vs. Freewill?

# The Undoo

*“...the story of our lives that we would write if we had our fingers on the Keyboard in the Sky...”*

– Norman Spinrad, Science Fiction in the Real World (1990)

Your race possesses a powerful, ancient, alien artifact called The Undo Butt-un, which is said to be able to reverse time once. It is held in secret, unknown to the majority of the population, lest someone try to use it for personal gain or to relieve personal pain.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: This artifact will be located in the beginning of the game on the Home-world or Lost Colony, or largest colony, or on a ship if no colony is available. It will be dropped on the first colony. It can be moved, captured, and used by others. The original owners may come looking for it.
- ✓ Note: It’s just a story, it might not actually work. Or not quite work as expected. Whatever science is behind the alleged effects of this artifact might as well be magic.
- ✓ Note: When activated – if it actually works – the Undoo erases the previous Regular Turn Cycle, or Combat Round involving the position and resets all affected positions to where they were, *status quo ante*. The Undoo can only be used once and its use may attract unwanted attention from outside the Galactic Space... or not.
- ✓ Note: The Concierge must be able to restore the game data from backup files when the Undoo is used.

Possible Effects:

- Undo Previous Turn – is this the ultimate Enlightenment?
- Capture and use by other players
- Déjà vu and Yogi Barra
- Unknown side effects
- The previous owners might want it back and come looking for it

# UFO-ology

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*“Now, there are all kinds of ideas that would be fun to believe in: mental telepathy, time travel, immortality, even Santa Claus. Now I know it’s no fun to go home and say: ‘Guess what happened! I was in a shopping center. There was this tremendously bright light, and I rushed outside, and it was an airplane.’ ... You know, for fifteen years I’ve been looking for these damn silly lights in the night sky. I’ve never found any. I’d like to, because I believe in life elsewhere.”*

– from *Close Encounters of the Third Kind* (1977)

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Mysterious lights pass in the night sky. Your commanders have knowledge of three previously explored starsystems before entering the Galactic Space. Your fleet can only reach one. You must choose wisely.

- ✓ Note: Type 2 Fundamental Realities receive no Inheritance Points and have no Major or Minor Forms.
- ✓ Note: This Fundamental Reality is only available to Expedition Leader and Nomadic Warfleet Primal States.
- ✓ Note: The Concierge will provide exploration information on three random (but suitable) systems in the Galactic Space. Results are not guaranteed to please. Positions should choose quickly so as not to hold up the start of the game.<sup>1</sup>

Possible Effects:

- Pre-exploration of Galactic Space
- Superior initial colonization options

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<sup>1</sup> “The Beings of Light are a mysterious race that travel using the Ship of Lights. Called angels by the primitive people on Kobol, these creatures helped them develop the civilization that would become the Twelve Colonies (War of the Gods).” – Battlestar Wiki Clone article, “Beings of Light”

- ✓ “In the comic series, the Seraphs are responsible for providing Galactica and her Fleet a ‘warp system’ that permits them to reach Earth.” – Battlestar Wiki clone article, “Seraphs”