

Axiom of Responsibility

“In economics, moral hazard occurs when someone increases their exposure to risk when insured, especially when a person takes more risks because someone else bears the cost of those risks. A moral hazard may occur where the actions of one party may change to the detriment of another after a financial transaction has taken place.”

– from Wikipedia article, “Moral hazard”¹

Major: Responsibility (social, civic, legal, moral and personal duty and accountability) can never be achieved while the intellectual development of adult members of society remains so widely variable. Failure of responsibility or irresponsible behavior² on all levels is toxic to civilization.

Minor: Responsibility (social, civic, legal, moral and personal duty and accountability) can never be achieved while the intellectual development of adult members of society remains so widely variable. Failure of responsibility or irresponsible behavior on all levels is toxic to civilization.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same, the difference is in how seriously you take your responsibilities!
- ✓ Note: Responsibility is a form of boundary control, establishing bounds beyond which certain behaviors are unacceptable (e.g., ethics, duty, customs) and formal division of areas of responsibility (roles, departments, expectations, licensing, warrants, charters, contracts). Education has long been tied to responsibility, with criminal laws enforcing it externally.

Supra-Legitimacy *sine qua non*:³

- Maintenance to minimize the effects of entropy
- Custom Proficiency, Education Proficiency, Integrity Proficiency, Police Proficiency
- Enlightenment
- Education College and Institutes and education-based Writs

¹ The most fun can be had when spending someone else’s money.

² Blame sits at the intersection of Causation and Morality.

³ *Sine qua non* is an essential and indispensable condition, action or part. Actions, or failure to act, or events and circumstances opposite of those listed above, are violations of this Fundamental Reality.

Birthright

“Although proud of their Arab heritage and ancestry, the Palestinians considered themselves to be descended not only from Arab conquerors of the seventh century but also from indigenous peoples who had lived in the country since time immemorial, including the ancient Hebrews and the Canaanites before them. Acutely aware of the distinctiveness of Palestinian history, the Palestinians saw themselves as the heirs of its rich associations.”

– Walid Khalidi, *Before Their Diaspora: A Photographic History of the Palestinians, 1876–1948* (1984)

Major: Birthright, promised lands, manifest destiny, your species’ *a priori* claim to the stars. Your people have a right to expand and a right to the resources that are out there. What are we willing to do, how far will we go? Warrior princes, philosopher kings striding across the stars, or slavers and tramp traders struggling from one starport to the next? How will this cycle end?

Minor: Birthright, promised lands, manifest destiny, your species’ a-priori claim to the stars. Your people have a right to expand and a right to the resources that are out there. What are we willing to do, how far will we go? Warrior princes, philosopher kings striding across the stars, or slavers and tramp traders struggling from one starport to the next? How will this cycle end?

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

Supra-Legitimacy *sine qua non*:¹

- Regular, endless expansion of the colonial footprint in Galactic Space
- Continuous expansion of the population on colonies
- Technological Development, especially in weapons
- Protection of sovereignty above all else

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Born Pregnant

“A baby born in Hong Kong was pregnant with her own siblings at the time of her birth, according to a new report of the infant’s case. The baby’s condition, known as fetus-in-fetu, is incredibly rare, occurring in only about 1 in every 500,000 births. It’s not clear exactly why it happens.”

– Tia Ghose, “Baby Born Pregnant with Her Own Twins,” LiveScience.com, February 10, 2015

Major: Thank goodness you invented computers; the Census never ends! Your population-obsessed species multiplies and matures very quickly; one of the main tasks appointed to the government is simply to determine how many of you there are at any given time. In the words of a famous alien doctor, your species is ‘born pregnant.’

The Census problem started when your ancestors gained enough intelligence to drive all native predators into extinction. Efforts to curb population growth have met with intense social resistance (even in the face of food shortages); further complicated by the fact that gestation is tied to most vital biological functions including digestion, circulation, and respiration, i.e. contraceptive attempts are ineffective unless they also cause death.

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Supra-Legitimacy *sine qua non*:¹

- Very large total Native Population in the Galactic Space, the vast majority of which is under the sovereignty of this position (the Concierge could set a measuring stick such as # Regular Turns processed times X population factors = total population target for that stage in the game).
- Available Maximum Habitability room on Friendly Colonies both locally and globally (can be expressed in percentages locally and multiples of the current population globally).
- Frequent Census Power Activations with no loss due to Maximum Habitability (the Concierge must define what is considered frequent, but doesn’t need to inform the position players – a little paranoia!).
- No excessively frequent taxations (RPs are needed to raise the young!).

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Broken Windows

“Social psychologists and police officers tend to agree that if a window in a building is broken and is left unrepaired, all the rest of the windows will soon be broken.”

– James Q. Wilson and George L. Kelling, “Broken Windows,” orig. pub in *The Atlantic*, 1982 (now available free online in PDF)

Major: Litter, vandalism, broken windows, lack of maintenance lead to the perception of public disorder. Public disorder leads to fear and more public disorder. A broken window not punished today leads to greater criminal acts later. Fear overwhelms, paralyzes, strains and tears at the fabric of society, incivility prevails. Trust is lost in the government who cannot pick up the litter.

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- ✓ Note: This is the ‘broken windows theory’ of policing blown up to a Fundamental Reality. Fundamental Realities are axiomatic; the population considers this not a theory, but an axiom. Order is an obsession.
- ✓ Note: The Major and Minor forms of the Fundamental Reality are the same; the difference is the strength with which they will be applied.

Supra-Legitimacy *sine qua non*:¹

- Constant police presence, maybe even a police state (i.e. Police Proficiencies, Police College, Police Institutes, Order Power-based Writs) is required to keep petty crime from becoming major crime.
- Expectation of a pristine civilization (i.e. Maintenance Shields), if the government can’t even pick up the litter...
- Deviant thought is mental litter of civilization that must be cleaned up by the government – e.g., frequent activation of the Culture Power for the purpose of Cohering and Special Operations Power activations for Counter-Operations, even if unnecessary – it is the appearance that is important, it’s a numbers measure, control public primary school education, political correctness, thought police).
- Stern, solid, stable (e.g., probable Unitary Structural Title, no disrupted Titles or changes in government, no Thesis Statements, etc.).

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Common Wealth of Systems

*“A commonwealth is a traditional English term for a political community founded for the common good. Historically it has sometimes been synonymous with ‘republic.’ The noun ‘commonwealth,’ meaning ‘public welfare general good or advantage,’ dates from the 15th century. Originally a phrase (... echoed in the modern synonym ‘public wealth’) it comes from the old meaning of ‘wealth,’ which is ‘well-being,’ and is itself a loose translation of the Latin *res publica* (republic). The term literally meant ‘common well-being.’ In the 17th century, the definition of ‘commonwealth’ expanded from its original sense of ‘public welfare’ or ‘commonweal’ to mean ‘a state in which the supreme power is vested in the people; a republic or democratic state.’” – from Wikipedia article, “Commonwealth”*

Major: An expectation exists that the taxes collected represent the wealth of the people and that the wealth of the people should be carefully managed and that a budget surplus is evidence of success. Therefore the Treasury is carefully watched and a surplus must be maintained for legitimacy.

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- ✓ Note: The Major and Minor forms of the Fundamental Reality are the same; the difference is the strength with which they will be applied.
- ✓ Note: This ‘spreadsheet position’ Fundamental Reality makes the Treasury somewhat more literal than it is in the regular game rules. The Concierge will have to establish a level of expectation, it will probably be a ratio of current treasury to taxation, but other measures are possible. RPs will still age and disappear, making this a tricky balancing act of legitimacy.

Supra-Legitimacy *sine qua non*:¹

- Minimum loss of RPs due to aging, expressed as a percentage of total theoretical taxation set by the Concierge.
- RPs in Treasury at the end of each Regular Turn equal to a percentage of total theoretical taxation set by the Concierge.
- Increase in RPs received on each activation of the Taxation Power expressed as a minimum percentage set by the Concierge (no exceptions are made here for Power Activation failures due to inactive Constructural Elements).
- Total theoretical industry output in RPs if taxed increases at least every two Regular Turns (minimum of 1 RP increase).

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Community Builders

“Of course it is, for the simple reason that no one else would’ve ever built a place like this. Humans share one unique quality. They build communities. If the Narns or the Centauri or any other race built a station like this, it would be used only by their own people, but everywhere humans go, they create communities out of diverse and sometimes hostile populations. It is a great gift and a terrible responsibility, one that cannot be abandoned.”

– Delenn, Babylon 5, “And Now for a Word” (1995)

Major: Your species builds communities, taking the lost, the diverse, integrating them into the whole, developing the community strength through diversity. This may seem to imply that there have been no wars in your history, but that is not the case. Much of community building, cross cultural exchange and development of administrative systems is owed to the empires of history and to waves of mass migration.

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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 are applied.
- ✓ Note: Xeno-phobic Fundamental Realities and Government Titles would seem to be at odds with this Fundamental Reality. Contradiction is allowed in a position.

Supra-Legitimacy *sine qua non*:¹

- Population expects to quickly Naturalize aliens, who must easily see the purity of our great intent (regardless of the conquest) and that we have the best intentions.
- Destruction of Colony Ships – which is quite un-neighborly, even to prevent Landing – is abhorrent.
- We love alien commerce (bring your juke box money!), commerce builds communities, shrinks distance. MegaCorporation memberships may also be considered positive community building.
- Community building requires mixing it up, like socializing at a party, so everyone pile in the car (i.e. Colony Ships), it’s as big as a whale! And it’s about to set sail for the place out in the wild (Love Shack, Baby!) where we can Land or Unload. We are a people on the move, checking on our friends who moved onto different worlds (i.e. circulation of population helps build communities by connecting).

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Dirty Laundry

“We got our dirty little fingers in everybody’s pie.”

– Don Henley, “Dirty Laundry” (1982)

Major: Your civilization keeps a secret. If I told you what it was, it wouldn’t be a secret, unless I killed you right afterward.¹ This secret is of such a compelling nature that it cannot simply be forgotten by the passage of generations. Prior to the start of the game, those who knew this secret determined that aliens could never be allowed to learn this secret and that revelation to aliens would be catastrophic to your posterity. The danger of this secret may even justify mass murder and cause the fall of governments.

Minor: Your civilization keeps a secret which predates the beginning of the game. This secret is of such a compelling nature (in the mind of your species) that it has not been lost by the passage of generations. Prior to the start of the game, those who knew this secret determined that aliens could never be allowed to learn this secret.

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- ✓ Note: The ‘secret’ is always kept at the current Capital Colony, where the government can best protect it. If it is ever revealed, the Concierge will determine what it is, how it fits into the story. Until then, there is no need to specify.

Supra-Legitimacy *sine qua non*:²

- The Secret must be protected from discovery; i.e. Counter-Operations Missions (*missions* – plural, that is, two or more) target protecting ‘the Secret’ (i.e., this Fundamental Reality) around the clock on the Capital Colony (watch for ‘aging-out’ of the COMs) after the first-First Contact.
- Aliens are not welcome at the Capital Colony, any alien contact is a risk (e.g., Load/Unload RPs, MegaCorporations, Combat), they can do their business at the other colonies.
- The Secret cannot be voluntarily erased or destroyed (can’t solve the problem by changing the definition): The Capital Colony must never be Conquered (this would be a catastrophic failure for both the Major and Minor of this Fundamental Reality). If this ever happens, or it is ever destroyed, the Concierge will need to determine how this affects the position population. Orbital Bombardment of the Capital Colony or Raid/Strike against it should not be assumed to automatically destroy the Secret.
- Any mention of the Secret by other positions (e.g., in News Events, Thesis Statements), even if they are just guessing, causes instant paranoia and consternation (i.e. an Intervention Potential Plus), because you never know if they know.

¹ Old military joke, “I’d tell ya, but then I’d have to kill you!”

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Empty Nest, Empty Shell

“Oh peachy! A new form of primitive life leaving the nest.”

– Marvin the Martian watching an Earth rocket launch (Looney Tunes)

Major: Leaving the nest, leaving the shell, is one of the strongest and most basic urges of your species (related to and stronger than the mating urge). Where humans have romance novels, your species has the equivalent empty nest literature. Throughout history, the leaving the nest urge has resulted in regular sweeping migrations across the Homeworld. It is so ingrained that the ultimate goal of your species is to leave the Homeworld and return it to a natural, pristine state. Any sapient species that has the ability to leave the Homeworld, but remains, even with a small population, is considered immature and unworthy.

Minor: Leaving the nest, leaving the shell, is one of the strongest and most basic urges of your species (related to the mating urge). Where humans have romance novels, your species has the equivalent empty nest literature. Throughout history, the leaving the nest urge has resulted in regular sweeping migrations across the Homeworld. It is believed that the ultimate destiny of your species is to leave the Homeworld. If even a small population remains on the Homeworld, we are to be considered immature and unworthy.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: This Fundamental Reality is only available to Homeworld positions.
- ✓ Note: There are some other Fundamental Realities that would directly contradict this one, e.g., some with damaged Homeworld conditions to start the game, contradiction in Fundamental Realities is not prohibited, but it would be a hard climb to make it work, but a greater impetus and glory.

Supra-Legitimacy *sine qua non*:¹

- Cultural expectation of progressive depopulation, deindustrialization of the surface of the Homeworld during the course of the game (judgment of the pace of this is at the discretion of the Concierge, one measure might be whether the population is less after each Census, but the frequency of Census activations is controlled by the position players). Population in Orbital Cities may remain.
- Prejudice against or disdain for any species (other than Minor Races) known to still inhabit their Homeworld (i.e. a preference for Outposters and Invader Primal State positions, minimum Diplomatic Spaces with others).
- Homeworld must returned to nature in the best possible condition.
- The Homeworld should not be the Capital Colony after the first interstellar colony is established and meets the minimum criteria (the Concierge will determine if the Capital Colony transfer has not occurred with sufficient expediency).

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First Cause

“There is no case known (neither is it, indeed, possible) in which a thing is found to be the efficient cause of itself; for so it would be prior to itself, which is impossible. Now in efficient causes it is not possible to go on to infinity, because in all efficient causes following in order, the first is the cause of the intermediate cause, and the intermediate is the cause of the ultimate cause, whether the intermediate cause be several, or only one. Now to take away the cause is to take away the effect. Therefore, if there be no first cause among efficient causes, there will be no ultimate, nor any intermediate cause. But if in efficient causes it is possible to go on to infinity, there will be no first efficient cause, neither will there be an ultimate effect, nor any intermediate efficient causes; all of which is plainly false. Therefore it is necessary to admit a first efficient cause, to which everyone gives the name of God.”

– Thomas Aquinas, *Summa Theologica*, 1 Q2.3

Major: The soul of your species is an obsession with finding the First Cause and Unmoved Mover of everything. Every scientific and philosophical theory or argument seems to run head first into the Unmoved Mover.

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- ✓ Note: This Fundamental Reality is not available to a Truly Alien Primal State.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same, the difference is in the strength of application.
- ✓ Note: This Fundamental Reality might be characterized by some as a literal search for ‘God’ but ‘God’ is only a theoretical construct of the First Cause and Unmoved Mover. The question of this Fundamental Reality is what would a civilization with the means to interstellar travel and on a literal quest for the First Cause do?

Supra-Legitimacy *sine qua non*:¹

- Quest to reach the Big Bang (the Concierge will determine direction), the position continuously explores and expands in that direction.
- Quest to reach a super-massive black hole – there probably aren’t any in the Galactic Space because that would be rather catastrophic to the game – one discovered in 2012 was 17 billion solar masses (there is a ‘small’ 4-million solar masses black hole in the center of our galaxy).
- Quest to reach the entry point of a Truly Alien position if one exists in the game.

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Hallowed Homeworld

“Fleeing from the Cylon tyranny, the last Battlestar Galactica leads a rag-tag fugitive fleet on a lonely quest... a shining planet known as Earth.”

– Commander Adama, Battlestar Galactica (1978)

Major: The utopian legend of Homeworld has become part of the literature, myth, and lore of your population. A distant, shining place of pre-space history, a gleaming gem in the sky that was lost as part of a moral fall and/or exodus of your people. The location of the Homeworld is unknown, but it is assumed to still exist, peopled with the enlightened descendants of the ancients, waiting for the return of the lost. The moral authority of the government descends allegedly from the code of the ancients; legitimacy of the government continues to rely on those ancient codes.

Minor: The utopian legend of Homeworld has become part of the literature, myth, and lore of your population. It is a distant, shining place of pre-space history, a gleaming gem in the sky that was destroyed as part of a moral fall and/or exodus of your people. The moral authority of the government descends from the code of the ancients; legitimacy of the government continues to rely on appeal to those ancient codes.

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- ✓ Note: This Fundamental Reality is only available to non-Homeworld Primal States.
- ✓ Note: The Hallowed Homeworld is not located in Galactic Space and will never be found during the game. The government, however, may be required to make efforts to locate it, to maintain legitimacy.

Supra-Legitimacy *sine qua non*:¹

- Species seeks to *recreate* the lost Homeworld on every Friendly Colony; selectivity in colonization, environmental preservation and even terraforming efforts may be required.
- The original Homeworld was crowned with a halo of glittering Orbital Cities.
- The original Homeworld is Terra Sancta and every Friendly Colony seeks to *emulate*.
- It is a clear catastrophic violation if a Friendly Colony’s Maximum Habitability or Habitability Class is damaged in Combat or by Special Operations Black-op.
- The original Homeworld is thought to be enlightened and diverse, its inhabitants something above mortal stature in understanding and moral reasoning (but this rather contradicts the mythic loss... but few take serious notice because it makes their loss even more mythic).

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Haussmannization

“Haussmann’s renovation of Paris was a vast public works program commissioned by Emperor Napoléon III and directed by his prefect of Seine, Georges-Eugène Haussmann, between 1853 and 1870.”

– from Wikipedia article, “Haussmann’s renovation of Paris.”

Major: The urban centers of the old world(s) demand major remodeling, and the materials for this will have to arrive from the outer colonies. This drive to renew goes beyond merely replacing the old and unmaintained with the new, no sir, the urban centers shall be transformed into shining jewels of perfection and extravagant art peopled by wealthy citizens.

This goes beyond the normal process of the flow of resources from the outer areas to urban centers and the flow of civilization outward from the urban centers; rather, the urban rebuilding will require more than the outer areas are willing to give and they may not receive much benefit in return. Failure to produce the desired situation, by any means necessary, will bring the legitimacy of the Government into question. Oh, and some unfortunates will have to be displaced to make room for the new construction...

Minor: The urban centers of the old world(s) need major remodeling, and the materials for this will have to arrive from the outer colonies. There is a strong expectation that the outer colonies will produce resources to enhance the older worlds. Failure to produce the desired situation will bring the legitimacy of the Government into question. Oh, and some unfortunates will have to be displaced to make room for the new construction...

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Supra-Legitimacy *sine qua non*:¹

- Get with the long term program: Urbanization Proficiency, College, Writs.
- Space to live! Overcrowded colonies are unhealthy, unclean (like Paris in the 19th Century). Friendly colonies should not pass 80% of Maximum Habitability; being on a Balkanized planet makes no difference in this. Orbital Cities should not be a pigsty – the same concept applies as that of a surface colony (*ut supra*).
- Any outbreak of disease on a Friendly Colony is a violation of this Fundamental Reality. This applies mainly to plagues and epidemics caused by other positions (whether or not they know about this Fundamental Reality is irrelevant), however, depending on the game, the Concierge may be the cause.
- Domestic subsistence should never be invaded or impaired by the interstellar government, doing so causes urban decay.
- A healthy maintenance level (i.e. Maintenance Shields), is required so that civilization does not return to its previous, horrific state.

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Horror Vacui

“The concept of horror vacui, named as such, appears to have arisen during the Victorian era. It was first used as a criticism of interior design in architecture and wasn’t considered to be any kind of compliment. However, the term has Latin roots, and the concept turned up in the time of Aristotle.”

– Mads Soegaard, “Horror Vacui: The Fear of Emptiness,” Interaction Design Foundation, 2019

Major: A primal drive of your species is to fill all living spaces. A colonized planet with lots of empty space is terrifying. A sense of fullness, of details in every space permeates the works of your species from the ancient times. Civilized and arranged fully urban spaces, crowds, are satisfying and a vital component to the legitimacy of the authorities.

Minor: A primal drive of your species is to fill all living spaces. A colonized planet with lots of empty space is terrifying. A sense of fullness, of details in every space permeates the works of your species from the most times. Civilized and arranged fully urban spaces, crowds, are satisfying and a vital component to the legitimacy of the authorities.

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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: New colonies must reach maximum habitability as quickly as possible; loading populations from established colonies makes them less full, unsatisfying and the government less legitimate. The population may act out of fear, disorder.

Supra-Legitimacy *sine qua non*:¹

- Every available planet in a colonized system should have a Friendly Colony (this may mean war, it’s a straightforward idea).
- Planetary surface frontiers are abhorred (e.g., unfilled Maximum Habitability represents ‘frontier’ space at a Friendly Colony).
- Orbital Cities are not favored (but not forbidden), each Orbital City is a small mark against the legitimacy of the government. Why fill Orbital Cities instead of unfilled planets?
- Loading population from existing colonies decreases the legitimacy of the government (i.e. empty houses, ghost towns,) however, it may be balanced by population growth and Unloading population to other unfilled colonies.
- Aliens do not understand... any un-colonized planets and/or unfilled **alien colony** planets *can be improved with the addition of a Friendly Colony (!)*, whether the aliens approve or not. They can be made to understand, eventually...

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If You Have Face

“Let the other person save face.” – Dale Carnegie

“While you are saving face, you are losing your ass.”

– Lyndon B. Johnson

Major: Your species would be described as ‘prideful’ in the extreme (whether they actually have prides or not...). The concept of pride, for which there are 999 different variations and sub-variations in your language (including one that sounds suspiciously like ‘U2’ when translated), is so deeply rooted in your culture and pre-Starflight history that it affects the legitimacy of Governments and Institutions above and beyond the mundane daily politics. It would be called Face...if your species has one...and no legitimate Government would lose Face to aliens.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: Don’t tread on me! Loss of face is to be avoided at almost all costs, short of a potentially worse loss of face situation later, but it happens. When it happens, it must be restored shortly and decisively. Protecting against loss of face is a requirement of government legitimacy, a government that cannot keep face cannot protect the people or itself.

Supra-Legitimacy *sine qua non*:¹

- Never lose a combat, never turn and run (this is in addition to any Disruption Events and loss of active Constructural Elements that may result), loss or flight is *disgrace*.
- Inability to break a colony siege is a *loss of face* for the government.
- Power Activation failures are an *affront* to the government and the people (i.e. a violation of this Fundamental Reality), rebels maybe be tolerated, even respected somewhat, but not allowed to interfere.
- A broken Shared Meaning is an *insult* (i.e. a violation of this Fundamental Reality).
- Destruction of any sovereign ship or harm to any Friendly Colony is a *grave offense*.
- Offenses, insults, affronts, disgrace are redeemed by punishment and extreme action; extreme action goes beyond merely reestablishing *status quo ante* or evening up the score, it requires a great success to restore honor, prestige and esteem.

¹ *Sine qua non* is an essential and indispensable condition, action or part. Actions, or failure to act, or events and circumstances opposite of those listed above, are violations of this Fundamental Reality.

Kayfabe

Major: Be Fake. Politics for entertainment. A significant part of the legitimacy of your government is the provision of a constant stream of kayfabe; staged political feuds, rhetoric, fights, elections, and rivalries portrayed as real and important, but that are really a media circus act. All matters are actually decided beforehand and the kayfabe distracts the public and lends credibility to the process where the outcome is predetermined. Occasionally, there must be a tragedy to keep it ‘real.’

Minor: Be Fake. Politics for entertainment. A significant part of the legitimacy of your government is the provision of a constant stream of kayfabe; staged political feuds, rhetoric, fights, elections, and rivalries portrayed as real and important, but that are really a media circus act. All matters are actually decided beforehand and the kayfabe distracts the public and lends credibility to the process where the outcome is predetermined. Occasionally, there must be a tragedy to keep it ‘real.’

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same; the difference is in the strength with which they are applied.

Supra-Legitimacy *sine qua non*:¹

- Heels & Faces: Pageantry and broadcast media (i.e. Spirit and Communications Proficiencies).
- ‘Drama queen’ and soap-opera like News Events (a little like a Type 4 Fundamental Reality), and symbolic acts in-game.
- The population must be especially attuned to symbolic acts, and ideological symbolism (i.e. mostly active Symbolic and Ideological Constructural Elements) for political theatre to be sufficiently entertaining (like if you have to explain it, it’s not as dramatic or funny).
- Population conditioned to accept formulaic and repetitive melodrama and hyperbole, an expectation of constant entertainment, to which education and sophistication of worldview are antithetical (this may harm the position by preventing use of Enlightenment),² allowing people to see through smoke & mirrors.

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² WWE fans are not going to like the suggestion behind this, but the last time I watched the WWF, I and my best friends were about 9 to 11 years old and we, like most boys of the age, thought it was real (and I believe the beer-drinking, cigarette-smoking, brain-donation-returned-by-science adult men who watched it with us also thought it was real, if they gave it any thought at all). Taxation does wonders: When New Jersey sought to tax WWF events as a competitive sport, it was finally admitted in public hearings in 1989 by the WWF owner that pro-wrestling was fake, scripted, choreographed and therefore, more akin to a circus act or movie stunting than a sport – to avoid taxation! They also lost a lawsuit against the World Wildlife Fund (the real WWF) and had to change WWF to World Wrestling Entertainment (WWE).

Krewl-T

“Xenophobia, a frustrated desire to join the imperialist ‘club’ dominated by the Western powers, plus perceived British and American racism coalesced in Japan with nationalist ideologies: racial superiority; domination of an ‘inferior’ China as a holy war; a belief that Japan was destined to rule the world; a distorted bushido code; a young, disaffected officer corps seething with Imperial Way and Toseiha ideology; and the powerful message that the emperor was an infallible living god. All these elements blended in an ideological witch’s brew that had a direct bearing on the treatment of Japan’s enemies.”

– Mark Felton, “A Culture of Cruelty,” Military History, January 2011

Major: Your culture comes into the game with a very strict militaristic hierarchical system where order is enforced by violence, infliction of pain, economic sanctions, and an ancient codified worldview and belief system. While some aliens might find the conditions of your society shocking and cruel, they are just aliens, outsiders, at the bottom of the order.

Within your society, the system is considered the normal, natural, and right state of relations, that serves a greater purpose, and is not questioned by anyone who matters. The ultimate legitimacy of any government is the ability to apply force to maintain its position, above all lesser issues.

Minor: Your culture comes into the game with a very strictly enforced hierarchial system supported by an ancient codified worldview and belief system. Within your society, the system is considered the normal, natural, and right state of relations, that serves a greater purpose, and is not questioned by anyone who matters. Aliens can never become part of the system, and cannot be expected to understand.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: The Major version of this Fundamental Reality basically implies an oppressive empire and cultural ideological superiority, the Minor version may permit empire building, but is basically just more culturally xenophobic.

Supra-Legitimacy *sine qua non*:¹

- Sovereignty over significant alien populations.
- Pacification Combat is preferred method of Conversion, followed a close second by Orbital Bombardment (especially in the Major form).
- Long time to Naturalization of **alien colonies**.
- Looting is acceptable, and expected in many cases.
- Not in favor of Balkanization, other colony on planet will probably need to be conquered eventually.

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Malevolence

“Some people are in such utter darkness that they will burn you just to see a light. Try not to take it personally.” – Kamand Kojouri

Major: Your people believe that in ancient times, their ancestors ‘crossed over’ and inadvertently (or foolishly, naively) brought back malevolence (perhaps what humans call ‘evil’). Malevolence comes in many shades and does not always mean instant death, but is hard to grasp or contain. The most important task of government is to defeat the malevolence and return your people to the ideal state.

Minor: Your people believe that in ancient times, their ancestors ‘crossed over’ and inadvertently (or foolishly, naively) brought back malevolence (perhaps what humans call ‘evil’). Malevolence comes in many shades and does not always mean instant death, but is hard to grasp or contain. The most important task of government is to defeat the malevolence and return your people to the ideal state.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ 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: This is your species version of ‘The Fall.’ The story may or may not be true, depending on the direction the Concierge wants to take the game. It is important however that the majority of the population believe that malevolence lurks around every corner, waiting to corrupt and infiltrate society, want to believe it, and will continue to do so after leaving the Homeworld. The legitimacy of the government is largely dependent on the expectation that it is protecting society from the malevolence. The ‘factual truth’ of it doesn’t matter to your people.
- ✓ Note: Aliens may be regarded as agents of the malevolence...

Supra-Legitimacy *sine qua non*:¹

- Government Legitimacy is strengthened by alien Special Operations after First Contact, and by successful or at least regular, Counter-Operations at Friendly Colonies. **Alien colonies** on your planets are a malevolence threat. *En garde!*
- Government Legitimacy is weakened somewhat by Thesis Statements (dissidents are agents of malevolence), especially if they linger for a long time. Alien trade and contact is a guarded necessity.
- Inactive Constructural Elements represent those who have been corrupted by the malevolence, especially those in **Apostasy**. Cultural change is malevolence.
- Strong Police, Security, Spirit, Nationhood, Integrity Proficiencies and related Colleges and Writs, along with a Combat College to keep alien malevolence away.

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Migration Urge

“Plunder, trade rivalry, migration, conquest, religious fanaticism – every compelling motive of war lent moral force to invaders pressing in from all sides.” – Lynn Montross, War Through the Ages (3rd Ed., 1960), p. 116

Major: Your species has the strongest migration impulse ever. It is the essence of your pre-space age history, but instead of vast migrations east to west or north to south on your Homeworld, the migration is into space and away from home in all directions. Governments naturally need to control something – resources, population, defined areas – while the uncontrolled migration urge left your species history littered with failed governments, emptied cities and barren areas. This is not seen as a ‘problem’ but rather the natural ‘process’ of your history; technology has not curbed migration.

Minor: Your species has a very strong migration impulse, which from time to time triggers massive population movements, followed by significant periods of settlement. It is the essence of your pre-space age history, but instead of vast migrations east to west or north to south on your Homeworld, the migration is into space and away from home in all directions. The development of civilization and governmental institutions in your pre-Starflight history was an attempt to channel and control the migration urges.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.

Supra-Legitimacy *sine qua non*:¹

- Barely controlled orgy of interstellar colonization over periods of time, the government loses some legitimacy by trying to control or restrain the process (i.e. by going a number of Regular Turns without expansion activities). Population growth on planets with space is a short-term substitute in lieu of expansion.
- Expansion activities do not always require activation of the Expansion Power, other possible interpretations might include building an Orbital Shipyard, building Scout and Colony Ships, to a lesser degree, building Cargo Ships and warships. The buildup, countdown, getting ready to launch again angle may satisfy in the short-term.
- The migration urge is defense; when conflict threatened, pre-stardrive ancestors simply moved to another place. Thus, standard defense preparation is antithetical.
- Uniformity of culture is important to both avoid conflicts and to insure that migrants shortly ‘fit into’ any place they may go, and are interchangeable enough to leave when other migrants take their place. Cultural isolation and variation is abhorrent, exceptional individuals are both suspect for being different, and highly sought after for migration from place to place.

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Never Again

“There are humans for whom the words ‘never again’ carry special meaning.” – G-Kar, Babylon 5 TV Series

Major: In the ‘modern’ pre-Starflight history of your species, an event occurred that was so shocking and catastrophic, and so affected the collective self-image of your civilizations, that the world acknowledged that such an event can never be allowed to happen again. Governments tremble and tread carefully when addressing these event(s), the perpetrators of these events are vilified in mythology, and any circumstance or series of events that seems to be leading to the same or similar events produces negative public and political reactions.

Minor: In the ‘modern’ pre-Starflight history of your species, a shocking or catastrophic event or series of events occurred that affected the collective self-image of your species. But while the events are roundly reviled publically, condemnation is not universal. There exists a strong minority view that perhaps we should have gone even further, and underground and fringe groups have developed along the fault lines.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: You know already what historical Earth event may be the basis of this Fundamental Reality, however, there are many other possibilities to explore. The historical event does not need to be named or specified unless the Concierge and participants think it needs to be part of the game story.
- ✓ Note: The event is well known and well discussed in your civilization, is not a secret and not intended to be kept secret from aliens if they happen to notice. It is core, it is both pride and pragmatic shame to the worldview of your civilization.

Supra-Legitimacy *sine qua non*:¹

- Disruption of the Structural Government Title and/or Social or Estate Titles, anything that appears like the collapse of government, will seem to the population like a ‘Fall’ or a prelude to a repeat of the same events. Legitimacy then depends on the strong, stable government to make sure it doesn’t happen again.
- Inactive Constructural Elements rouse suspicion that some of the population has forgotten, drifted away in a way that may lead to a repeat of the events, especially those who have left the Homeworld, mingled with aliens.
- Education is paramount to make sure it never happens again; Enlightenment represents understanding and foresight necessary to prevent a recurrence.
- Estates played a major part in the horrific event(s) and are always suspect.

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Nothulhu

“It’s the end of the world as we know it ... and I feel fine!” – R.E.M.

Minor: The end of the world came and went – according to ancient religious prophecies – before the start of the game, and nothing bad happened. Nothing at all happened. Sometimes people are disappointed when nothing bad happens. Vigorous re-interpretation and researches have not shown that anything at all happened at the end of the world. The entire structure of your civilization, and legitimacy, exists because nothing at all happened that day. Nothing should be disturbed.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: This species is holding their breath and ‘hiding’ and from what they thought might have happened, from the ‘predator’ that passed them by but isn’t quite gone yet. Don’t breathe, don’t make a sound, don’t peek.
- ✓ Note: Another way to think of this species is to analogize them to the characters in *The Wonderful Wizard of Oz* (1900); the Wizard could not give the Cowardly Lion courage, or the Tin Man a heart, or the Scarecrow a brain.

Supra-Legitimacy *sine qua non*:¹

- Nothing should be disturbed. What that ‘nothing’ is and what constitutes ‘disturbing’ it is a matter for interpretation during the game. Something is being disturbed merely by leaving the homeworld after the end of the world passed. But probably rapid changes would be disturbing to the population of this position.
- The fundamental desire of the population is stasis or at the least, very slow change. It could be said that this population lacks or has been scared out of an expectation of forward progress and that an enculturation of that has occurred. Historically, some careful comparison might be made to Middle Ages Europe where Christianity and the promise of the afterlife was the ‘forward expectation’ of the population (however, there were other socio-economic-political factors as well, which is why one needs to be careful in this analogy). However, in other cultures, a similar phenomenon has happened, where the expectation of progress became the perfection of a peasantry and skilled tradesmen class and social order that mirrored the ideals of the local religious philosophy (e.g., Confucianism, Buddhism, Hinduism, etc.).

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Open Secret

“After a while, I lost my intimacy with Tiwa. As she grew up, she gave up her playthings.” – Human character, Fantastic Planet (1973).

Major: While it never will be officially acknowledged, it is an open secret among your population that your species was ‘bred’ and served another species as non-working pets kept for companionship and comfort. There is even rumored to be a ‘pet cemetery planet’ somewhere in the Galactic Space containing the remains of your ancestors. The government fears that a return of the kind Masters will destroy their legitimacy as loyalty naturally shifts back to the Masters, and second the reaction of the other races when they learn the secret. So, plausible denials are put into place, alternate explanations are advanced by ‘independent’ experts and intellectuals.

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- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: There is a Listopia on Goodreads with 381 books or stories where humans are treated as animals – pets, food, beasts of burden, prey for sport, etc.
- ✓ Note: The ‘alien masters’ will never be another Major Race in the game. This Fundamental Reality, by implication, introduces to the game universe the idea that there is an ancient, vastly superior alien species lurking beyond the bounds of Galactic Space or our current dimension, with unknown motives and abilities.

Supra-Legitimacy *sine qua non*:¹

- The alien masters do not seem to have been unkind or malicious, so that is not the issue; rather, the issue is whether the fear of return of the kind masters is selfishness disguised as legitimacy concerns on the part of the ruling class or whether it is truly a species or universal yearning for freedom as far as their existential situation will allow? There is significant story-generation space in this question.
- The government of this position will jealously guard their legitimacy and fight any perception that it is slipping. It may also be that the ancient alien masters are the subject of religious veneration, philosophies, and pseudo-religions.²

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² If you look at the creation story at the bottom of the Abrahamic religions, weren’t humans just pets in the garden? Who were scolded for getting into something and chased out into the wild?

Outreach

“I said brothers (Hallelujah) Now you got yourself two good hands (Halle-hallelujah) And when your brother is troubled, You gotta reach out your one hand for him (Hallelujah) ‘Cause that’s what it’s there for (Halle-hallelujah) And when your heart is troubled, You gotta reach out your other hand (Hallelujah) Reach it out to the man up there (Halle-hallelujah) ‘Cause that’s what he’s there for!”

– Neil Diamond, “Brother Love’s Travelling Salvation Show” (1969)

Major: A transcendent obligation of legitimacy is the moral obligation to help in by outreach programs, usually aimed at the ignorant, disadvantaged masses. A pregame encounter with some unfortunate aliens has convinced your people that the galaxy is in need of zealous outreach programs ... ¹

Minor: A transcendent obligation of legitimacy is the moral obligation to help by outreach programs, usually aimed at the ignorant, disadvantaged masses.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: Outreach programs carry with them an implication and a sense of moral and social superiority that is not always appreciated by the recipients (e.g., Appalachian Autumn (1969)). Receipt of assistance may be considered shameful.
- ✓ Note: What if you have to conquer them to help them? ... like capturing feral kittens. Outreach programs may also be considered to be or applied in a manner that is wasteful, condescending, misguided, bureaucratic, and ineffective. They are often ripe for corruption and abuse of power.

Supra-Legitimacy *sine qua non*:²

- The species has found its mission. The mission (like those of a religion to a far-off land) is what fills the existential void of the species, helped along by FTL travel technology (like sailing ships for Christian missionaries). Failure to vigorously pursue this mission leaves emptiness, idleness, frustration at not achieving the ideal goal over the practical reality (*à la* Arnold Toynbee).
- The mission is what makes you superior, all others are just running from one thing to another, fighting for no reason, or wandering aimlessly about the Galactic Space. They need help, why wouldn’t we go to help them? We might hurt them, but they need our help.
- There remains an internal outreach obligation as well, not just directed toward aliens. With regard to other positions, Outreach may also seem to be a Type 4 Fundamental Reality.

¹ Outreach in this instance is used in the noun form, Merriam-Webster: Outreach (n) at 3: the extending of services or assistance beyond current or usual limits <*an outreach program*>; also : the extent of such services or assistance.

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Ozymandias

“And on the pedestal these words appear: ‘My name is Ozymandias, king of kings: Look on my works, ye Mighty, and despair!’ Nothing beside remains.” – Percy Shelly, “Ozymandias” (1818)

Major: Deep in your species mental make-up is the drive and need to overawe, to demonstrate, to build bigger and better, especially monuments, enigmas, and impractically large versions of current technological objects. Planning, supporting and constructing such objects is part of the legitimacy of any government, institution or movement; a necessary demonstration of power, authority, or perhaps, just cultural mental satisfaction. The more pointless and impractical, the more seemingly satisfying the project.

Minor: Deep in your species mental make-up is the desire to build monuments (which frequently do not serve any other purpose), enigmas, and impractically large versions of current technological objects. Planning, supporting and constructing such objects is a necessary cultural mental satisfaction.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: Tsar Bomba, Tsar Pushka.... We have been so far in awe of what our ancient ancestors built without modern power that nowhere have I seen their monuments effort called neurotic or a neurotic paradox, though it might well qualify!

Supra-Legitimacy *sine qua non*:¹

- Those who are overawed will not dare attack you... must worship you... must fear you... must remember you. If you are attacked, forgotten, or not worshipped... ?
- What passes for monument-building in a science-fiction, space-opera setting? Carving a planet-sized face? Probably enigmas and Technological Devices, especially of the enormous, opulent, resource hogging, and nearly useless kind.²
- Monument building is a legacy battle, not only to dominate your time, but also to overawe even later generations, a battle against time and entropy. The monument remains when all else falls to dust or is forgotten; it guarantees you will not be forgotten.³ It would be a supra-legitimacy failure if this doesn’t seem likely to happen.

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² In the late 1980s, I passed through a permanent transient settlement called Slab City on the way to military training at Chocolate Mountain, across the bridge over the ‘canal’ waterway. It’s a place you don’t forget if you saw it in the 1980s ... anyway, one of the religious fanatic residents had carved “JESUS” into the side of a mound or small hill facing the road, a distance off to the left as we approached.

³ Though less famous and later retitled, the final lines of Horace Smith’s competing poem – written also in 1818 – presages modern post-apocalyptic far future fiction, picturing a future, savage wolf-fur-clad hunter discovering the ruins of London and wondering what unknown great race created that city?

Prester John

“All Prester John ever was king of, was Wishful Thinking.”

– Frank Jacobs, “The Kingdom of Prester John, Christianity’s Imaginary Ally,”
bigthink.com, July 23, 2010

Major: There is an (unfounded) belief among your people that another civilization of your Native Population Type exists out there, among the stars. They must be located and joined with your people to complete some important historical epoch. Some legends hold that they are trying to come and help, others hold that your people must go rescue them, as they are surrounded by hostile aliens. The story changes and varies with the teller’s intent and circumstances, but never goes away and never loses seriousness. Members of your government claim to believe it, the people demand it.

Minor: There is an (unfounded) belief among your people that another civilization of your Native Population Type exists out there, among the stars. They must be located and joined with your people to complete some important historical epoch. Some legends hold that they are trying to come and help, others hold that your people must go rescue them, as they are surrounded by hostile aliens. The story changes and varies with the teller’s intent and circumstances, but never goes away and never loses seriousness. Members of your government claim to believe it, the people demand it

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: Prester John is the underlying science-fictionized concept of the original Battlestar Galactica series (1977).
- ✓ Note: This Fundamental Reality does not make this position a Lost Colonist of any other position and vice versa. The ‘place’ is assumed to somewhere beyond the starting Galactic Space, but *probably* will not be found in the game.

Supra-Legitimacy *sine qua non*:¹

- The government must maintain at least a façade of trying to find this other place. That this requires expansion and exploration (and exploitation) is a side benefit.
- Likely, this ‘story’ or concept has been idealized to the extreme, it is probably part of a religion, the violation of the supra-legitimacy requirement occur when impatience over inaction or lack of results overtakes reason and restraint; when the population believes that the government is just giving it lip service.
- The eagerness (and glory) of discovering the mythic place may assist in or push the position involuntarily into certain Power Activations. Even if the senior leadership doesn’t believe in fairy-tales, imagine the historical glory in being behind the discovery? Like those who sponsored Lope de Aguirre or Juan Ponce de León in their mythic searches.

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Space Race¹

Major: Your species was born in hell. The dark Galactic Space is not anywhere near the Galactic Core, it is way out on a spiral arm (or perhaps in a Globular Cluster). There is a bright light in the Core, something is waiting there for you. You just have to get there. At First Contact, it is assumed that all species are moving toward the Core.

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- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same; the difference is in the glaring brightness with which they are applied.
- ✓ Note: The Concierge will randomly determine the general direction to the Core before the game begins. The Core should not/will never be reached during the course of the game.

Supra-Legitimacy *sine qua non*:²

- Species is very much attracted to light, like a bug around a porch light, the galactic core calls. The government must move the species toward it, or will not be supra-legitimate; this may even override the universal security supra-legitimacy.
- Attraction to light probably permeates the entire species psychology, finding expression in literature, fear/terror, industry, mining, cities and infrastructure, language, political symbols and myths. Early scientific leadership of the species were fine astronomers, who are also pseudo-religions icons. The species will not willingly go into dark places, thus must go from star to star inside brightly lit ships with no windows (probably). If there was ever convict punishment and slavery in the history of the species, it was for the purpose of mineral mining underground (incidentally, this means that the preferred mining method of the species is probably surface open pit or strip mining).
- Impatience to reach the light is mitigated by speed and range improvements and whatever this implies in the game. Perhaps by the time we reach the galactic core, we will have to power to jump directly to other galactic cores?
- Each settlement placed in the divine direction is a step toward the light that your children may see someday that you cared for them. Going the other direction shows the opposite, misguided parents who didn’t care for their children.

¹ “Space Race” is a painting by Charles Lynn Bragg, which I have had as a framed poster since the 1990s. His art has appeared on magazine covers, postage stamps and in art galleries.

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Spectacle

“Pollice verso or verso pollice is a Latin phrase, meaning ‘with a turned thumb,’ that is used in the context of gladiatorial combat. It refers to the hand gesture or thumb signal used by Ancient Roman crowds to pass judgment on a defeated gladiator.” – from Wikipedia article, “Pollice verso”

Major: Bread & Circuses, Bread & Bulls, Pageantry, Televised Sports, Video Binging, Virtual Reality, Amusing Ourselves to Death. The public wants spectacle. Escape. Entertainment. Distractions. From the daily existence. From the void. The fleeting vicarious experience of drama and greatness that is not in themselves. To say we were there, we saw it happen.

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- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are equally damning; the difference is the strength with which they are applied.
- ✓ Note: This Fundamental Reality works against what is normally considered positive for society. Especially, it works against Enlightenment. However, this Fundamental Reality is not what is best for society, but government legitimacy.

Supra-Legitimacy *sine qua non*:¹

- The parade of ceremonial spectacle may become overwrought, politicized, pointless, grandstanding, but it will continue because it is expected (like the Pointless spectacle of the Super Bowl Half-Time Shows).
- Supra-legitimacy and legitimacy are whatever is expected, even if only in appearances (e.g., suit and tie in business, vestments, intonation and hand gestures by the priesthood, a certain look of professional hockey players, top hat, white gloves and a bowtie for stage magicians, glasses and beard on writers, college professors and classic political ideological intellectuals²).
- Ceremonial spectacle is the rhythm of the seasons, the rhythm of generations, and must be provided on schedule – a disruption of the schedule signals something is wrong and no government wants the people think something is wrong.
- Ceremonial spectacle reinforces existing meanings, the meanings cannot be changed without rendering the ceremonial spectacle meaningless. Thus, everyone must have the same meanings (i.e. worldview) that the spectacle have value.

¹ *Sine qua non* is an essential and indispensable condition, action or part. Actions, or failure to act, or events and circumstances opposite of those listed above, are violations of this Fundamental Reality.

² “The parting on the left is now a parting on the right and the beards have all grown longer overnight.” – The Who, “Won’t Get Fooled Again” (1971).

State of War

“To secure peace is to prepare for war.”

– Metallica, “Don’t Tread on Me” (1992)

Major: The state is expected to be ready for war at any moment, to respond forcefully to any provocation. The show of force and capability without provocation, the state of quasi-war during peace keeps enemies at a distance and the people strong and resolute. Declaration of war is just a diplomatic nicety, any state that waits for a formal declaration of war is weak and will be punished.

Minor: The state is expected to be ready for war at any moment, to respond forcefully to any provocation. The show of force and capability keeps enemies at a distance and the people strong and resolute. However, force that is never needed is the best investment for peace and security.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: Think of World War 2, think of North Korea, think of the Cold War... “Political power grows out of the barrel of a gun” - Mao Zedong.

Supra-Legitimacy *sine qua non*:¹

- The universal security supra-legitimacy taken to Type A-1 extremes. Since a high military level has been established, why not use it to push the aliens and enemies ever farther away?² Pretext, provocation, *causa belli* to the native population.
- Risk and reward. Obviously, any harm or destruction of native population and places is antithetical to this Fundamental Reality (i.e. a violation of the supra-legitimacy), but also serves as a boost to effort, as long as the material means remain to do anything effective.
- Military glory and political power: The road to political power is paved with dead enemies (in the case of Julius Caesar, dead Gauls and Celts). When a state is in constant high military alert, the military has the power and the aspiring go into the military service.³

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² “There remained only one further step, since it is an adage of history that no perfect military instrument has ever been suffered to rust from disuse. And in line with ancient precedent, Louvois soon began to suggest to his sovereign the advantages to be gained from aggression.” – Lynn Montross, *War Through the Ages* (3rd Ed., 1960), p. 322.

³ In *The Man in the High Castle* series, the Crown Prince of Japan feared that the generals were using the throne as a shield to gain power, wealth, and prestige. In this dialogue was expressed the simple truth of Japanese governance from feudal times to the 20th Century invasions of Manchuria and Korea. In the West, this connection between military glory and political power has long been noted as a factor leading from the Roman Republic to the Roman Empire (i.e. Julius Caesar).

Terra Australis

“The name given to the great and unknown southern continent required by the classical Greek geographers, who knew that the earth was spherical, to balance the land mass which was known to exist north of the equator. For a period in the Middle Ages the Church’s insistence that the earth was flat led to the complete eradication of all belief in a southern continent, but the great years of exploration by sea in the 15th and early 16th centuries confirmed the approximately spherical shape of the earth.”

– from Oxford Reference article, “Terra Australias Incognita”

Major: A supreme sense of expected geometric balance in the cosmos. Balance must be achieved in all things in a civilization to be in harmony. A civilization in harmony with the cosmos will last long and prosper.

Minor: A supreme sense of expected geometric balance in the universe, reflected in our civilization, which is itself, a balance to something else in the universe.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: Participants may need to decide what, if anything, is the difference between ‘cosmos’ and ‘universe’; if they are considered the same, then there is (mainly) no difference between the major and minor versions of this Fundamental Reality. There are numerous discussions on the internet (Quora, Stack Exchange, university astronomy departments) about the two terms.
- ✓ Note: Terra Australis is the source of the name of Australia. It comes from a time when the educated believed that the cosmos consisted of perfect spheres on which the stars resided.

Supra-Legitimacy *sine qua non*:¹

- The essence of this is balance; it is the operative keyword in both Public Space and Galactic Space for this position’s supra-legitimacy.
- In Galactic Space, it may be expressed by expansion in all directions, arrangement of colonies in relation to the Homeworld (if it is in the Galactic Space), etc.
- In the Public Space, it may also be arrangement related, but could also extend to other areas, such as even and opposing development of colleges and technological development. Would opportunities be ignored if they lead to imbalance?
- It might also be expressed in balance of Government Titles, symmetry of Conflict Checks. Or in numbers of Cultural Pieces on the Public Space.
- Balance means both patience (because sometimes it takes time for the cycle to complete) and impatience with that which is sticking out (the nail that sticks up the most gets hammered down the hardest). Balance might also require and justify despotic tyranny and acts of war to maintain or restore.

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Tutelary

“You have often heard me speak of an oracle or sign which comes to me This sign I have had ever since I was a child. The sign is a voice which comes to me and always forbids me to do something which I am going to do, but never commands me to do anything, and this is what stands in the way of my being a politician.” – Socrates in Plato, [Apology of Socrates](#)

Major: The received traditions and ancient codes, and the expectations of your native populations place the government in an especially (or heightened) tutelary position. It is expected that the wisest shall govern (which is far more often not the case), and the population is their protectorate. The protected and the guardians legitimize each other until something fails.

Minor: The received traditions and ancient codes, and the expectations of your native populations place the government in an especially (or heightened) tutelary position. It is expected that the wisest shall govern (which is far more often not the case), and the population is their protectorate. The protected and the guardians legitimize each other until something fails. The expectations would likely transfer to any new alien rulers...

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same.

Supra-Legitimacy *sine qua non*:¹

- Tutelary as a supra-legitimacy is parental instead of attack guard dog. Thus, foresight is one of the most valued attributes, the government is expected to exercise generational foresight (which governments rarely do) instead of vote-getting politics of the moment. And foresight requires a rare, profound level of understanding. Thus, Tutelary can be expressed in this sense as ‘good government.’
- Failure as a tutelary is easy to define – entropy events, loss of population and industry, colonization failure – harm, stagnation – but participants should also focus on, and discover, the less obvious proactive tutelary steps.
- To stay within the bounds of this Fundamental Reality will require the position players to act as most of us wish our government would, act in a way that would generate genuine respect for elected representatives and bureaucratic servants. Thus, the position players should simply read the news; you already easily know what you think is wrong, now figure out what is right and how to accentuate it.
- This Fundamental Reality embraces a cagy sort of forward expectation.
- The ‘God-view’ inherent in GGDM makes this task easier than in the real world, so any failure should be considered a gross violation. Echoes and ramifications.

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Tyranny of Threes

“The rule of three is a writing principle that suggests that a trio of events or characters is more humorous, satisfying, or effective than other numbers.”

– from Wikipedia article, “Rule of Threes”

Major: Threes rule your civilization; your species might even be tri-sexual. Or perhaps bi-sexual with an encultured one child per-couple limit due to crowding and resource depletion. Whatever it is, when your people see two (either in a pair or opposites), they look for an emergent third.

Minor: Threes rule your civilization; your species might even be tri-sexual. Or perhaps bi-sexual with an encultured one child per-couple limit due to crowd-ing and resource depletion. Whatever it is, when your people see two (either in a pair or opposites), they look an emergent third.

- ✓ Note: A Type 3 Fundamental Reality imposes a ‘supra-legitimacy’ requirement on the position, above and beyond any Government Titles; an Intervention Potential Plus (IP+) may be assessed for violation at the discretion of the Concierge.
- ✓ Note: The Major and Minor forms of this Fundamental Reality are the same, the difference is in whether it’s a tyrant or enlightened despot.

Supra-Legitimacy *sine qua non*:¹

- The fundamental of this Fundamental Reality is the expectation of threes, the shaping of the worldview in threes, the expectation of threes occurring throughout the universe, if we just know where to look for them. Compare this to human understanding based on opposites and unity of opposites; the base understanding of this species is both less stark and more complex at the same time.
- The understanding in threes has little or no relationship to good or bad; each thing in the three might be either or neither.
- The Tyranny of Threes Fundamental Reality is an extreme version of the Rule of Three (no longer just a rule of thumb, but an existential threat that is tyranny). The, or a, Rule of Three exists in many different areas (statistics, Wicca, fictional writing, etc.), and any of them could be applicable to satisfy this Fundamental Reality requirement. The position players may need to ‘defend’ a little by showing the Concierge which Rule of Three they are using to satisfy the Fundamental Reality.
- Visual evidence of this Fundamental Reality might also express in the way that objects are arranged on the Public Space, the organization of ships into fleets, the types of Government Titles and Power Activations, and so forth.
- Of the Type 3 Fundamental Realities, this might be the most challenging to determine if or if not a violation occurred. Perhaps if a pair of something was done by the position, the third could be the Intervention Potential Plus?

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