

# Judgment Day

Ripple 1: On all colonies of this position's Native Population Type, regardless of current ownership, 15% of the population vanishes (fractions truncated). This does not affect the Habitability Class or Maximum Habitability of the planet, there is no loss to either.

Ripple 2: For three random Aspects currently on the position's Aspect List, 50% is added to the number of Turn Cycle wins in the game (rounded up).

- ✓ Note: A Type 5 Fundamental Reality represents a pre-game alternate reality that leaks into the game, partially overwriting the present for the position's population. When a 'leak' event occurs, each of the preceding Ripples has a 50% chance of instantly affecting the position and the position's Native Population Type. Because of the chance, one or the other or both could occur in a turn. The population will not be aware of the changes, but the position players will.<sup>1</sup>

Ramifications:

- Loss of population factors – this time likely the result of people never being born – is generally not viewed favorably. However, it might not be horrible if several colonies are at or near Maximum Habitability and loss of population due to overcrowding would be a Disruption Event at the colonies or bad for the Government Titles. Loss of population due to this Type 5 Fundamental Reality is not a Disruption Event because they never existed. It might also be a rude surprise for any conqueror when subjects suddenly disappears.
- Ripple 2 could cause or accelerate Kairotic Moments for this position and for any others who share the same Aspect. Fifty percent added to nothing is nothing, so it is possible that Ripple 2 will have no effect.
- Thus, this Type 5 Fundamental Reality is capable of affecting other positions directly and indirectly.
- Both Ripples are capable of being triggered multiple times during the game and must be checked each turn throughout the entire game whenever the Fundamental Reality is triggered. By operation of the percentages, they are more likely to occur in the mid- to late game where their effects will be more devastating in terms of numbers.

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# Neurotic Paradox

**Ripple 1:** One to three population factors (amount randomly determined) times the current Era are lost from each colony of the position's Native Population Type each Regular Turn regardless of sovereignty.

**Ripple 2:** Five to ten RPs per turn (amount randomly determined) times the current Era are subtracted from the Treasury *before* the processing of each Regular Turn.

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Ramifications:

- Ripple 1 perhaps represents some ritual human religious sacrifice or ritualistic local warfare; it is by definition neurotic because despite being deplorable and damaging the civilization, it must continue and is perpetrated through generations. This is not considered a Disruption Event at each colony affected. Alien overlords whose culture and psychology does not fully embrace the practice may find ways to suppress it after understanding (as part of Naturalization).
- Ripple 1 has an interesting double edge. Absent Census Power activations, some native colonies may destroy themselves, it also makes small colonies problematic. On the other thumb, it might sometimes postpone loss of population growth due to Maximum Habitability and avoid that Disruption Event. Aliens who share a Balkanized Planet might also be pleased to have more room to expand...
- Ripple 2 easily represents the socio-economic cost of neurotic social behaviors on the civilization. In our current world, it should not be too difficult to imagine what this might represent – it is whatever crisis, habit, addiction, or activity is in the news with an annual monetary cost estimate in lost man-hours, taxes, social medical costs, etc. yet is a problem that is not going away or if it does, is replaced by something seemingly worse.
- The key to this Type 5 Fundamental Reality is the current Era multiplier, which suggests that the problem is inherent and will never be solved short of rewriting the universe (this is a Fundamental Reality that did 'rewrite' the universe!). It would be like uninventing the atomic bomb by rewriting the universe – we wouldn't be here.
- The effects of both Ripples are permanent once it occurs, however, checks need to be made each time for any un-triggered Ripple until both have been triggered.

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# Night Capps

**Ripple 1:** The position's total native population is reduced to and capped at 300 factors on sovereign colonies.

**Ripple 2:** All expiring Corporations are automatically renewed for the next three turns, regardless of the position's wishes, but without need for power activations, but one random currently passing Conflict Check fails each of those Regular Turns.

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Ramifications:

- Ripple 1 creates a 'maximum habitability' in Galactic Space for the species when it happens. The inability to grow beyond 300 populations on sovereign colonies in the Galactic Space is not a Disruption Event, and does not affect the Maximum Habitability of any sovereign Friendly Colonies.
- The key term for Ripple 1 is 'sovereign' – population can grow, if allowed, on non-sovereign colonies, thus the survival of the species may depend on non-sovereign population. Ripple 1 may also cause the position to become militant and aggressive, conquering **alien colonies** in order to grow once the limit has been reached.
- The cosmic reason for Ripple 1's effects are unknown. As are the alternate historical connection, if any, between Ripples 1 and 2.
- Ripple 2 perhaps represents a period where the Corporations control the government. It may be good or bad, depending on timing, saving Fuzzy Groups and related Power Activations but also making the position unable to change, sort of rigid, perhaps being forced to continue a process that is currently extraneous. In some cases, it may have no effect at all.
- The effect of Ripple 1 is permanent once triggered, however, Ripple 2 is capable of being triggered multiple times in a game and must be checked each turn throughout the entire game whenever the Fundamental Reality is triggered, even after Ripple 1 is triggered. By operation of the percentages, they are more likely to occur in the mid- to late game where their effects will be more devastating in terms of numbers.

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# Permutations

**Ripple 1:** Position gains 15 extra COMs (Counter Operations Missions) which must be assigned immediately at the position's largest sovereign native colony, however, 1-3 randomly determined, currently passing Conflict Checks fail this turn.

**Ripple 2:** Each planet with a native colony of the position (whether sovereign or not) gains or loses (50% chance) one habitability class in relation to that species (in other words, the species changed the planet did not).

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Ramifications:

- Ripple 1 represents some sort of increased diligence or paranoia as a result of something that happened in the alternate reality that leaked into this one. Increased diligence leads to discovery of government corruption altering the course of the species future history. Like all Ripples, there is story potential ...
- Ripple 2 represents a situation where the species changed physically and globally; imagine if humans suddenly needed higher oxygen levels to survive on Earth due to some biological mutation in the distant past? This is why Habitability Class for other Native Population Types is not affected, only Habitability Class as to the Native Population Type of this position changes. In borderline cases, this could be catastrophic if the change requires Controlled Environment Technology to survive the new Habitability Class.
- Because these are Ripple effects, no one will notice except the players; though in cases where a whole colony suddenly dies, it may be a mystery of how they got there, and why (unless you interpret it as they were never there because they would have never been there).
- How these two Ripples might be related to a single incident in the past is the stuff of science-fiction imagination. But no one has invented it yet in this reality.
- Both Ripples are capable of being triggered multiple times during the game and must be checked each turn throughout the entire game whenever the Fundamental Reality is triggered. By operation of the percentages, they are more likely to occur in the mid- to late game where their effects will be more devastating in terms of numbers.

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# Ripple Reformation

Ripple 1: The Foresight (pool of potential Social and Estate Titles) is completely discarded and redrawn.

Ripple 2: The value assigned to all Thesis Statements lodged against the position is doubled.

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Ramifications:

- The Foresight is a group of ten randomly generated Social and Estate Titles from which the position chooses Government Titles during set-up and whenever needed during play. It may be replenished by the Concierge if necessary during play if it becomes exhausted, though this should not happen often. Thus, discarding the Foresight is essentially wiping the slate, some ripple effect from an alternate history changes the potential Social and Estate Titles of a future civilization (e.g., if Athens had never been a democracy or Rome a republic). This Ripple may or may not matter to the position depending on circumstances such as other Fundamental Realities requirements and/or the situation in the game. Like all such things, a good draw can make everything feel better.
- Thesis Statements are lodged against the position by other positions and represent internal dissent. The second Ripple creates a situation making the dissent in the present louder, more organized, more compelling. This Ripple might trigger an in-game Reformation of the position; whether this is good or bad or otherwise, is a matter of circumstances, views and how it comes out in the end. Some positions may welcome a Reformation.
- Both Ripples are capable of being triggered multiple times during the game and must be checked each turn throughout the entire game whenever the Fundamental Reality is triggered. By operation of the percentages, they are more likely to occur in the mid- to late game.

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# Rock the Boat

Ripple 1: All sovereign Colony Defense Eras are upgraded to the current Era, however, all colony based Fighters and Ground Units *currently on colonies* vanish. Population in Ground Units is returned to the colony and resumes as if they never enlisted.

Ripple 2: All sovereign warships below the current Era are eliminated, vanishing as if they never existed (never mind the paradoxes).

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Ramifications:

- Overall, this Type 5 Fundamental Reality posits an extremist position with regard to defense and technology.
- Ripple 1 appears to stress a complete faith in defense bases such that no one thinks Fighters and Ground Units are necessary for defense (sort of like the post WWII argument for elimination of conventional forces to depend entirely on nuclear deterrence). The effects apply to *any* sovereign colony, which could be bad if the position has been out conquering aliens.
- Ripple 1 does not preclude building Fighters and Ground Units on colonies, only creates the risk they will be arbitrarily eliminated by the ripple.
- Ripple 2 is the most problematic, of course. Ships engaged in combat when the Regular Turn is processed and the 'leak' event triggers, will simply vanish as if they were never there (never mind the paradoxes – déjà vu), even if they have affected the combat before the 'leak' event caused them to vanish. The vanishing ships may also liberate Conquered Colonies and/or end an ongoing siege.
- Some 'greater intelligence' must be in operation to choose only warships, instead of all ships of a lower Era.
- First Era positions will be unaffected by this 'leak' event; there is no 'lower' Era. Like the people on the ground, they need never know it happened.
- Both Ripples are capable of being triggered multiple times during the game and must be checked each turn throughout the entire game whenever the Fundamental Reality is triggered. By operation of the percentages, they are more likely to occur in the mid- to late game where their effects will be more devastating in terms of numbers.

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# 6565

Ripple 1: Population no longer grows by Census Power activations, instead, population is constructed by activation of the Construction Power for the purpose of Colony Enhancement at 1 RP per population.

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Ramifications:

- Perfect population control, there will be no more Disruption Events due to exceeding Maximum Habitability! However, population growth now costs RPs and is subject to possible failures of the Construction Power activation.
- Population growth is now a consuming effort, gathering RPs and multiple Construction Power activations across the colonies.
- This Ripple is permanent once it occurs and there is no further need to check.

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# Half-Life of Fruit Flies

Ripple 1: All native colonies, whether sovereign or not, experience a 5% loss of population at the end of each Regular Turn processed by this position. This also affects population on Orbital Cities, but not on Colony Ships. Fractions are rounded down.

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Ramifications:

- Solves the Maximum Habitability problem. However, because of the constant loss, without frequent Census Power activations, the species will disappear (mostly).
- Because fractions are rounded down, the last population factor of a colony will never be lost.
- As this affects all population, it will be seen by any aliens co-habiting with or controlling colonies of this position's Native Population Type.
- This Ripple is permanent once it occurs and there is no further need to check.

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# News You Can Use

Ripple 1: Each time this ripple occurs, the position must publish an Expose' News Event on the next Regular Turn.

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Ramifications:

- Expose' News Events are intended to be mutually beneficial to the game as a whole. This may or may not cause an extra one or two during the game. This is only a 'problem' for positions whose players tend to be secretive. By taking this Fundamental Reality, position players are affirming that they do not disagree with publishing an Expose' News Event.
- This Ripple is capable of occurring multiple times in a game and will need to be checked each Regular Turn throughout the game; it could happen consecutively turn after turn (a 'leaky position' ☺). It is more likely to happen mid- to late-game than earlier in the game by operation of the percentages.

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# The Big Crunch

Ripple: Your star never formed from the galactic dust, game over... just kidding! Any time that the position would gain Monads on the Public Space, instead one Monad is lost from the Public Space and all Diplomatic Spaces that have more than a First Space.

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Ramifications:

- When triggered, this removes any chance of gain of Monads on the Public Space and may affect other positions by removing a Monad from each Diplomatic Space. Loss in each Diplomatic Space as well negates any attempt to overcome this effect on the Public Space.
- The position doesn't have to worry about things getting farther apart on the Public Space...
- This Ripple is permanent once it occurs and there is no further need to check.

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# Uber Check

**Ripple 1:** The following Conflict Check is added to each of the position's Social and Estate Government Titles, including those in the Foresight and those which may be generated later. The Title fails if and only if this Conflict Check and at least one other Conflict Check are failing.

**Estate Titles (F):** The position has not Conquered, Looted, or Converted an **alien colony** or Landed a new colony in the last Regular Turn.

**Social Titles: (T):** Position owns no Friendly colonies on Balkanized planets with unconquered (i.e. non-sovereign) **alien colonies**, **and** has Landed a new colony in the last two turns **or** has Converted or Naturalized a colony in the last two turns (the first and one of the last two must be true for this Conflict Check to pass).

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**Ramifications:**

- The new Conflict Checks require aggressive expansion every Regular Turn, the Landing option is only available because there may not be conquerable **alien colonies** within reach (especially very early in the game).
- The new Conflict Check is uber because it is outsized in importance, the Government Title cannot fail, no matter what, as long as it is passing. Keeping up this effort however, is arduous in terms of Power Activations and RPs constantly required, it is a singular focus of the position above all else.
- If this Conflict Check is failing however, all other Conflict Checks must be passing in order to keep a Title from becoming Disrupted. And that is difficult too.
- Whatever happened in the alternate reality that leaked into the position's game reality has caused the position to become hyper-expansive, this is the classic aggressive position.
- This Ripple is permanent once it occurs and there is no further need to check.

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# Falling Away

Ripple 1: All Shared Meanings in which this position participates cease to exist with loss of associated Monads gained on the Diplomatic Space.

Ripple 2: Kairotic Moments are triggered keyed to the two Aspects with the highest number of Turn Cycle wins currently.

Ripple 3: Aging of resources in the Treasuries of *all positions* is suspended on their next Regular Turn.

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Ramifications:

- Of all the Type 5 Fundamental Realities, this one will have the widest effect on other positions in the game, it will be hard to ignore.
- The loss of Diplomatic Spaces on both sides in Ripple 1 may be significant, depending on how the game has developed. Only Shared Meanings in which this position is a partner are affected, so all others are safe. The Diplomatic Spaces vanish as if they never existed; this may necessitate the Concierge moving things back to each position's Public Spaces.
- Ripple 2 does not necessarily imply that this position will be affected by a Kairotic Moment, it causes the premature triggering of Kairotic Moments across the Galactic Space. This position is only affected if it has one of those two Aspects on the Aspect List.
- No one is going to complain about Ripple 3, and may simply wonder how it happened, if Ripple 2 is not also triggered.
- All three Ripples are capable of being triggered multiple times during the game and must be checked each turn throughout the entire game whenever the Fundamental Reality is triggered. By operation of the percentages, they are more likely to occur in the mid- to late game.

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# Kodachrome

Ripple 1: All Research Pieces currently on the Public Space are removed.

Ripple 2: All ‘aging’ – Aspects, RPs in the Treasury, Faculties, Special Operations Missions and Counter Operations Missions is suspended for the next Regular Turn.

Ripple 3: The Taxation Power may not be activated for two Regular Turns.

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Ramifications:

- Ripple 1, research undone, never happened. It likely will hurt, it’s just a matter of luck and timing in how much it hurts. The strategy would be to turnover Research Groups as quickly as possible (which is the strategy anyway). On the bright side, there will be some newly opened Monads on the Public Space...
- Ripple 2 represents a sort of stasis effect, a living memory loop; the world keeps moving forward, but the position is dragging its claws in the spinning hypersphere for a turn, being pulled sideways by some alternate history. The effect could be quite impressive overall on the following Regular Turn.
- The third Ripple may be related or unrelated, no explanation is provided. If the position just taxed, three turns is not too much to wait, but if the Treasury is getting down to gold dust on the floor, it may be a problem.
- All three Ripples are capable of being triggered multiple times during the game and must be checked each turn throughout the entire game whenever the Fundamental Reality is triggered. By operation of the percentages, they are more likely to occur in the mid- to late game.

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# The Great Vowel Shift

**Ripple 1:** All Government Titles, excluding those in the Foresight, lose one random association (if being used) or one random current undisrupted Government Title immediately fails one Conflict Check they are currently passing (regardless of circumstances).

**Ripple 2:** The current endowment **and** class of the oldest College is moved to the next oldest College.

**Ripple 3:** The position cannot be affected by adverse News Events for the next three turns but cannot activate the Combat Power in the next turn.

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## Ramifications:

- It is more likely that two of the three Ripples will happen.
- Vital Power Associations to Government Titles are optional, but if in play, they may make some Power Activations more expensive, changing the sequence of processing and cost dynamics. The other option of Ripple 1 could cause a Government Title to become Disrupted regardless of whether the optional associations are in play and rarely would that be considered good (unless change is needed).
- Ripple 2 causes the first ('oldest') College to become sort of 'unfounded' though it will still exist if not re-endowed for a few turns and can be re-endowed. Endowments and Faculties are preserved by moving them to the second College. This is just weirdness, it may or may not matter, other than the re-endowment emergency.
- If Ripple 3 is in effect, Maintenance Shields will still age out. The other positions will not be informed of the immunity to adverse News Events. Being unable to activate the Combat Power (a media magnet) may or may not be important.
- Nothing in this Type 5 Fundamental Reality will likely be noticed or seen by other positions.
- All three Ripples are capable of being triggered multiple times during the game and must be checked each turn throughout the entire game whenever the Fundamental Reality is triggered. By operation of the percentages, they are more likely to occur in the mid- to late game.

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# Three Witches

Ripple 1: The chance of Power Activation failures in the next two Regular Turns is increased by 10%.

Ripple 2: All inactive Epistemological Constructural Elements (including those in *apostasy*) become active and an equal number of randomly determined other Constructural Elements become inactive. This affects Constructural Elements that are currently in *apostasy*; it affects Constructural Elements whether on ships and colonies.

Ripple 3: The Order Power cannot be activated for three Regular Turns.

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Ramifications:

- Resistance, Clarity, Confusion. Which two are you? Or is it all a bigger cycle?
- Ripple 1 and Ripple 2 will have variable effect depending on the current state of inactive Constructural Elements across the position.
- Ripple 3, 'land of confusion,' is another sort of stasis of the position, possibly caused by competing multi-world timelines pulling. It could be devastating, it could cause the collapse of the position, or a Capital emergency, or it could be a nothing.
- All three Ripples are capable of being triggered multiple times during the game and must be checked each turn throughout the entire game whenever the Fundamental Reality is triggered. By operation of the percentages, they are more likely to occur in the mid- to late game.

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