

## Crack Up

*“Someone in your shape shouldn’t be driving, Someone in your shape shouldn't be doing anything at all!”*

– Huey Lewis & The News, “You Crack Me Up” (1983)

You are a mess, the transition of dimensions has left your species psyche in tatters. An Aspect List is not generated for this Truly Alien position at the beginning of the game, rather, when Exposing Aspects, the Aspects received are randomly generated from other position’s Aspect Lists. There is a good chance that each Aspect received will be added to an Aspect List for the Truly Alien position until the list is filled. However, your people are attracted to sacred places, and the Truly Alien position will know the location of every Terra Sancta in the Galactic Space as soon as the Kairotic Moment process is triggered. The Truly Alien position wins a special, exclusive objective victory condition during game Resolution if they have native colonies on the majority of known Terra Sancta planets; sovereignty is not required.

- ✓ Note: All Truly Alien Fundamental Realities are treated as Major. Of necessity, the Truly Alien Fundamental Realities will need to create and act as mini-rules or special rules in the game. Truly Alien FRs break the rules of the game, rather than simply acting as operational guidelines and liabilities. However, the ‘no advantage gained’ rule remains generally true as each introduces possible advantages and disadvantages of being in this universe from somewhere else.

Possible Ramifications:

- Because of the link between Aspects Exposed and Kairotic Moments, this Truly Alien position may inadvertently contribute to triggering Kairotic Moments in the game for both the Truly Alien position and other positions.
- The special exclusive objective victory criterion is not known to the other positions in the game and may result in winning the Objective Victory Criteria without resorting to either a tiebreaker or a shared victory. It may not be easy however, to have a native colony on the majority of Terra Sancta planets – sort of a Zeno’s Paradox-like situation.
- Not having an initial Aspect List may hamper the position in other areas, such as Writs, in the early game, may cause the position to overexpose Aspects early in the game to quickly generate the Aspect List, if it is important to do so. This also may link to rapid colonization since Aspects must be placed adjacent to Friendly and Naturalized Colonies (and at least one adjacency is already taken by the required Pathways for Government Titles).
- This position may have Aspects Exposed early in the game that are never added to their Aspect List, which is an unusual situation, like being a genius for five minutes and then suddenly forgetting it (did you take your smart pills today?).<sup>1</sup>

<sup>1</sup> This phrase, like “eat your Wheaties,” I heard much in my youth. It was thus popular at least in the last third of the 20<sup>th</sup> Century and refers to nootropic substances and not to digital pills or capsule endoscopy.

# Frequency

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*“Another hypothesis ... is that wind going around Kholat Syakal created a Kármán vortex street, which can produce infrasound capable of inducing panic attacks in humans. According to Eichar’s theory, the infrasound generated by the wind as it passed over the top of the Holatchahl mountain was responsible for causing physical discomfort and mental distress in the hikers. Eichar claims that, because of their panic, the hikers were driven to leave the tent by whatever means necessary, and fled down the slope.”*

– from Wikipedia article, “Dyatlov Pass Incident,” captured December 17, 2019

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Conquered Colonies populated by your Native Population Type may never be Converted, but may only be Naturalized (thus, the path is directly from Conquered Colony to Naturalized Colony). Conquerors will not be informed of this initially, and may waste multiple attempts to Convert (including Pacification Combats); may even conclude that the Truly Alien Conquered Colony can never be converted. Conversely, your species can never Convert or Naturalize a Conquered Colony in this universe.

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Possible Ramifications:

- In a game where there is little or no conflict or colony conquests, this Truly Alien Fundamental Reality will have little effect. If so, it’s (almost) free Inheritance Points.
- Regardless of force, bribes, die roll modifiers, the Concierge knows that this Truly Alien Native Population Type can never be converted; this is a case of acute alterity.
- Repeated failure to convert may lead to Looting and Orbital Bombardment.
- Naturalization of this Truly Alien Native Population Type is the process of finding and understanding the correct receptive frequencies. As discussed in the rules, understanding and acceptance are keys to Naturalization and it is a judgment of the Concierge whether the position has met this burden and if the target colony is ready to accept Naturalization. However, it is also possible that the frequencies may change suddenly and be lost to the alien sovereigns.
- On the flip side, the inability to convert Conquered Colonies of other races in this universe means that this Truly Alien position will likely either be non-militant or genocidal, either of which may leave it diplomatically isolated in some games.

# One Channel

*“...there are some distinct advantages to mono sound in certain situations. For example, musicians such as the Beatles would focus on the mono mixes of their songs rather than the stereo mixes, as AM radio stations preferred the sound of mono for hit singles. Stereo was considered a new technology and was thus generally ignored by many great early rock musicians. Since performers intended for their music to be heard in mono, earlier recordings can sound more powerful and dynamic in mono. Additionally, mono is a better format for public speeches, where the clarity of a single amplified voice is the focus of the sound mix.”*

– Ben Firke, “Mono Vs. Stereo Audio,” TechWalla, undated article

The home stereo has become mono on the AM car radio. This Truly Alien position may activate only one Vital Power per Regular Turn but may do so as many times as it has Power Activation and Acts, Scenes and RPs to pay for it. Each Power Activation costs one less Act, but never less than one Act. Power Activation checks are still made for each instance where normally necessary.

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Possible Ramifications:

- This one Vital Power activation per Regular Turn activation restriction applies only to Vital Powers; the single Vital Power may be activated for different purposes in the same Regular Turn.
- This does not abrogate the limit of one Taxation and one Census Power Activation per Regular Turn. Planning and allocating are key to managing this.
- The shifting of Power Activation costs by one Act can have a significant effect on the sequence in which Power Activations are resolved during the Regular Turn.
- If Government Titles are associated with Power Activations (see Associates & Acquaintances, 1 Government Titles, p. 580, an optional rule), the subtraction of one Act from activation cost would offset the addition of one act for Vital Powers not associated with a currently undisrupted Government Title of the Truly Alien position.
- Being able to activate only one Vital Power per Regular Turn will certainly change the feel of the position; it will be an all or nothing type position, less responsive in an emergency perhaps, but can rocket off in one direction or another making huge progress in a single area in a Regular Turn.

# Ripples

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*“A kind of a redneck lookin' joint called the Dew Drop Inn...”*

– Charlie Daniels Band, “Uneasy Rider” (1983)

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A ripple, whether or not it is a collapsing wave function, is entropic to something in the pond or mud puddle. Your species’ drop into the Galactic Space is a ripple in the cosmic ocean. One Intervention Potential Plus or two Intervention Potentials (randomly determined) are generated each time your position’s Regular Turn is processed; additionally, strange things, bad and good, tend to happen when your ships and colonies are present. Other positions may eventually detect the ‘waves of entropy’ emanating from wherever the Truly Alien position exists, however, these same waves act as one Maintenance Shield for each adverse News Event directed at the Truly Alien position. This is an inexhaustible supply of Maintenance Shields at one per adverse News Event.

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Possible Ramifications:

- As these Maintenance Shields only exist when an adverse News Event is directed at the Truly Alien position, they do not age out, and therefore cannot eliminate or reduce Intervention Potentials and Intervention Potential Pluses. To do this, the position will need to create its own Maintenance Shields in the normal way.
- The extra Interventions or Intervention Potential Plus generated, plus the very strangely good and bad things that happen in this position’s presence gives extra license to the Concierge for creative Interventions in the game. As discussed in the rules, this is not for evening up or leveling up or leveling the playing field...

# Truly Generic

*“Ripley, she doesn’t have bad dreams because she’s a doll.”*

– Newt, *Aliens* (1986)

Generic Stardrive is the only type of Stardrive that your species can use in this universe. When your species reaches the end of the 1<sup>st</sup> Era (i.e., the 1st Era Matrix is filled), a wait time of 1-3 Regular Turns is required before the Current Era becomes the 2<sup>nd</sup> Era. On the other paw, ships of your species are never affected by Disturbance Modifiers during interstellar movement.

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Possible Ramifications:

- Transport of your population by any other stardrive results in death of the population. This will likely be quite a surprise to other positions when attempting forced emigration from Conquered, Converted, or Naturalized Colonies of Truly Alien Native Population Type.
- This will also be true in situations where alien sovereigns who are not using GSD and obtain crew and Carrier Fighter RPs from Conquered, Converted, or Naturalized Colonies of your Native Population Type.
- In a game where other positions continue to use GSD, this effect may never be noticed.
- The lack of Disturbance Modifiers on the Truly Alien position’s ships may or may not be noticed by others. But it sure will save a lot of time and distance over the course of the game.
- Depending on the situation, the wait time to progress at the end of an Era could be a real problem (e.g., an arms race, colony defense Era upgrades), or a nothingness. Advanced research, at great expense, and still be conducted during the ‘stagnation’ period. Further, the Concierge may not tell the position players how long the stagnation period will last, but should inform them when it ends.