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## Human Politics

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### 1 Background

The eyes of the entire world are on Space Station One; with possible war, unimagined technology, and a completely new civilization bringing who knows what complexities, the current political structure of the world can be turned on its head in the next few days. Since only the delegates who have reached the station can participate in these critical events, these are the countries that will be shaping the new world. You may assume that the rest of the world will fall roughly in line with the unfolding of political opinions here. Political Clout will determine how much influence various countries have during and post-game.

### 2 Clout

Clout is a stat which describes your political clout on the international stage. Only diplomats have Clout; although groups like the Vatican certainly have influence internationally, it takes the form of indirect influence over diplomats, not actual ability to horse-trade over treaties.

Diplomats will have an ability card listing their Clout. Clout can change either individually (reflecting a particular diplomat's standing) or for an entire country (representing their country's changing status on the world stage). Most journalists can increase a diplomat's Clout via positive reporting: they get 5 points of Clout that they can distribute per day, by publishing appropriate stories touting a diplomat's skill, their country's power, how influential someone is, etc. **Any given journalist can only distribute 2 points of Clout to a given person per day**; the same story can be used to distribute Clout to multiple people if it seems reasonable.

The most common way for Clout to decrease is through blackmail. Good publicity can increase an individual's Clout; the acquisition of certain technologies or resources can increase a country's.

Additionally, you may be able to purchase clout via military strength: purchasing weapons and other military equipment will increase your country's Clout (whether or not they are effective against the Aspects, they help impress other countries on Earth).

**Clout belongs to the diplomat, not the country.** Multiple PC diplomats from the same country may have different Clout. They can (and usually should) sign the same Edicts. (If both Hillary Clinton and David Petraeus went to the UN to present on a proposal, this would have more impact than if only one of them did.) As a side effect, this means that when "country enhancing" resources are acquired, the Clout from them goes to particular diplomats. If a resource is added to a given country (Note: all Clout-enhancers should specify which particular country within a region they are being built in, purchased for, etc.) while a single diplomat from that country assists, that diplomat gets the Clout. If multiple diplomats from a country are involved, or you're otherwise not sure, please make a note of that for the GMs.

**Whenever something happens that should change anyone's clout, drop a note in the "Clout" envelope in the Human Mechanics Room (4-253) detailing what happened.**

Current Clout totals will be listed on the board in the Human Mechanics Room (4-253), along with recent reasons that it has changed; this is, after all, a reflection of public opinion. Do NOT update the Clout totals yourself; the GMs will do so, so we can make sure we have a reliable log. Note that this does mean that things changing clout are, by definition, at least semi-public; the world will know that your country just had its clout increase from buying weapons, for example (though it won't know who you bought them from).

### 3 Minor Countries and Acquiring Diplomatic Status

There are a multitude of small (and not-so-small) countries in the world that were unable to afford to send anyone to the station, or who had too many logistical difficulties to get someone here in time. (We'll call these minor countries for game purposes because they have no PC representation, even though on a global scale India, for example, probably ranks well above certain PC countries.) These countries are not, however, uninterested in what happens here, or unwilling to get involved.

The most common way for minor countries to be involved in diplomatic negotiations is for someone with the Negotiation ability card to persuade them to sign their name to one side or another of an edict. (See "Edicts", below.) However, minor countries are potentially interested in more direct representation, if they can be persuaded that a PC really will work for their interests.

A human<sup>1</sup> PC who *does not* represent a country at game start can become the diplomat for a minor country by doing all of the following:

- Provide bribes and/or foreign aid in the form of 5 Money (tell the GMs)
- Be featured in journalistic coverage that positively associates you with the country. (For example, a feature on how Bob is advocating for the interests of Papa New Guinea, or an article on Jane's work on climate change prevention and how she's hoping to help the population of Bangladesh.) **The journalist must spend one of their daily Clout points to support you**, although you do not receive the resulting Clout.
- Spend 5 charges of Diplomacy must be spent on that country persuading them that you would be a good representative (not necessarily by you); note that a Superior Diplomacy charge would count for all 5.

Tell the GMs once you have completed all steps; note that acquiring official status may take some time, so if for some reason you are in a hurry, giving the GMs advanced notice may help.

Minor countries are willing to share diplomats (at least for the week, given the limited supply of representatives), just like they are often willing to share consulates; if you wish to become a diplomat for multiple minor countries, you can. Once a minor country has a diplomat, they can no longer be persuaded to vote by other PCs using the Negotiation ability.

Minor countries all have 10 Clout at game start<sup>2</sup>. This can increase or decrease based on large-scale development in the country. If the country acquires a diplomat, then the country's Clout becomes the diplomat's, and will be modified as any other nation's.

### 4 Signing Treaties with the Aspects

You have just discovered a new species; you have no experience to say whether diplomacy with Aspects will work the same way that diplomacy with humans does. You should feel free to draw up treaties, agreements, contracts, and so forth and see if you can get Aspects and other humans to sign them. You do not know how effective this will be in-game or post-game, however.

If any treaties are signed between Aspects and humans, provide the GMs with a copy. Treaties can be transmitted freely down to Earth for safekeeping; just tell the GMs you're doing so.

<sup>1</sup>Sorry, the masses aren't ready for alien representatives just yet.

<sup>2</sup>Yes, the GMs know England and India are more influential than Monaco or Swaziland. But this is simple and easy to remember, and does not require us to define diplomatic relations for every country in the world.

## 5 Edicts

There are a number of outstanding diplomatic issues that have been a matter of behind-the-scenes negotiations and public discussion (and sometimes of protest or even threats of war). These matters, if resolved, could have significant impacts on the immediate future. Edicts are proclamations which address some area of diplomatic debate, stating that signing countries stand behind a particular solution to the problem. Edicts are posted in the Human Mechanics Room (4-253).

Most edicts have two sides; there will be two columns, and people supporting one side of the edict simply sign (legibly) their character name in the column they wish to support. *Once you have signed an edict, you cannot un-sign it or move your signature to a different side.* There is one three-sided edict, and one special edict, to name the next secretary-general of the UN; it will have one column per person interested in the job; add a new column if you wish to support someone not yet listed. Most of the Clout in game will come from countries represented by PCs; however, NPC countries can also support edicts, if they are persuaded that it's a good idea. The Negotiation skill allows a PC to persuade an NPC country to sign their name to an edict. Each NPC country signing adds their Clout to the appropriate side. NPC countries may only sign any given edict once; the first person to use Negotiation on that country persuades it.<sup>3</sup> Any country that is not a PC country is an NPC country; feel free to just pick one if you're looking for an NPC.

Edicts have a **Victory Margin (VM)**: the amount of advantage, in Clout, that one side must have over the other for the edict to pass. An Edict with VM:50 would require one side to have at least 50 more Clout than the other(s) to pass. The secretary-general edict is special and does not have a victory margin; whoever is in the lead at the end of game wins.

The Victory Margin is not achieved instantaneously; diplomacy is slow and takes time. The GMs will evaluate which Edicts have passed their Victory Margins overnight. Thus, you cannot add new signatures to an edict between midnight and 6PM, because the GMs will be processing (or sleeping).

We will announce in the morning which (if any) edicts passed, and drop a note in the box to anyone who gained or lost resources as a result.

Edicts not on this list can be created by players. These edicts do not, however, have any in-game mechanical effect; their effects will be entirely post-game, simply because it will take weeks (or months, or years) for the lawyers to work out what their effects really are and the populaces of the any affected countries to decide what it means to them. Player-created edicts, for simplicity, all have VM 100.

The passage of any edict is newsworthy.

### 5.1 Disputed Territories

- **On the Status of Moldova (VM:150)**: Russia and the EU disagree about whether Moldova is part of Russia or an independent country.
- **On the Status of South Ossetia (VM:150)**: Russia and the EU disagree about whether South Ossetia is part of Russia or an independent country.
- **On the Daiyu/Senkaku Islands (VM:150)**: China and Japan disagree about which of them owns this island chain.
- **On the Tumen River Islands (VM:150)**: China and North Korea disagree about which of them own the islands in their border river.
- **On the Kuril Islands/Northern Territories Dispute (VM:150)**: Russia and Japan disagree about which of them own the set of three islands (and a few rocks) at the end of the Kuril Island chain.

<sup>3</sup>At game start, when all Clout is equal, this won't matter much. However, if improvements that add Clout start being built in NPC countries, there may start to be competition; and similarly, if you've been using Negotiation to sign a given NPC country to your agenda, you may wish to think about adding improvements to it.

- **On the Zhenbao/Damanskii Island Dispute (VM:150):** Russia and China disagree about which of them own this island in the Ussuri River on their border.
- **On the Liancourt Rocks (VM:150):** North Korea, South Korea, and Japan each claim these islets in the Sea of Japan (and the associated fishing rights)
- **On Caspian Sea usage rights (VM:150):** Russia and Iran both claim exclusive rights to shipping, oil, and water in the Caspian Sea. The EU has been attempting to broker a compromise, in which the two countries share rights via yearly third-party mediation; Russia and Iran reject this as inefficient and a relinquishing of their sovereign rights.

## 5.2 Trade Disputes

- **On Removing Sanctions on Iran (VM: 150):** Lifting the sanctions on Iran (imposed for their continuing nuclear experimentation, rejection of the existence of the state of Israel, and rejection of international authority) would improve Iran's economy, allow Iranians to buy international goods and financial products (including megacorp shares), and allow megacorps to freely operate in Iran
- **On Removing Sanctions on North Korea (VM:150):** Lifting the sanctions on North Korea (imposed for their continuing nuclear experimentation, repeated threats towards South Korea and Japan, violation of human rights of their populace, and rejection of international authority) would improve North Korea's economy, allow North Koreans to buy international goods and financial products (including megacorp shares), and allow megacorps to freely operate in North Korea
- **On Subsidies and Tariffs in Ethanol (VM:150):** Brazil accuses the US of starting a trade war with their tariffs on imported sugar; the US accuses Brazil of illegally subsidizing sugar production (and incidentally violating environmental treaties) by selling state-controlled rainforest land cheaply to turn into sugar plantations. This edict will transfer 10 Money from whichever country is ruled against to the other, in penalty.
- **On Intellectual Property Violations (VM:150):** A complex treaty involving disputes between China and the US, EU, and several megacorporations. China is accused of supporting both copyright pirates and industrial espionage, resulting in billions of dollars of lost trade value and intellectual property. It can resolve in one of two ways:
  - **Rule in favor of China:** China gains 5 Money and 10 Morale. The US loses 10 Money; EU loses 5 Money; Gentech, CyberCorp™ and Greene and Greene, Inc. each lose 3 tiers from their stock value.
  - **Rule in favor of the US, EU, and Megacorps:** China loses 15 Money and 10 Morale. The US gains 10 Money and 5 Morale. The EU gains 5 Money and 3 Morale. Gentech, CyberCorp™, and Greene and Greene, Inc. each gain 2 tiers in their stock value.
- **On Protected Geographical Status for Products (VM: 150):** The EU is seeking to protect the naming rights of a number of European products which originate in, and are named after, a particular place; Parmesan cheese must come from Parma, champagne from Champagne, etc. The US and China argue that these names have become generic, and should not be protected. It can resolve in one of two ways:
  - **Rule in favor of the EU:** The EU gains 8 Money and 2 Morale; the US and China both lose 5 Money.
  - **Rule in favor of the US and China:** The EU loses 5 Morale and 4 Money; China gains 4 Money and the US gains 3 Money and 2 Morale

## 5.3 Reprimands

- **Censuring Brazil over Rainforest Destruction (VM:225):** If passed, reprimands Brazil for extensive destruction of their rainforest and imposes severe economic penalties. On passage, Brazil loses 10 Money and 5 Morale
- **Extradition of Accused War Criminals from United States (VM:225):** If passed, the US must turn over accused war criminals to the International Criminal Court to stand trial. On passage, the US loses 10 Morale.

- **Censuring China over Human Rights Violations (VM:225):** If passed, reprimands China for extensive crackdowns on dissidents and violation of the rights of free speech and free assembly. On passage, China loses 5 Morale.
- **Censuring Russia over Human Rights Violations (VM:225):** If passed, reprimands Russia for increasing rates of unsolved journalistic murders and the extrajudicial imprisonment of enemies of the current regime. On passage, Russia loses 5 Morale.
- **Censuring Iran over Human Rights Violations (VM:225):** If passed, reprimands Iran for continuing violations of the religious rights of minorities and the political rights of women. On passage, Iran loses 2 Morale.<sup>4</sup>
- **Censuring North Korea over Human Rights Violations (VM:225):** If passed, reprimands North Korea for continuing violations of dissident's rights to free speech and assembly, and for continuing to refuse to return kidnapped citizens of other nations. On passage, North Korea ignores it, just like they did the last ten. . .

## 5.4 Other Edicts

- **Korean reunification (VM: 300):** North and South Korea are reunified into a single country under North Korean rule. North Korea gets 30 Morale, 20 Money, and 20 Workforce. Japan loses 20 Morale; the United States loses 15 Morale, the European Union loses 10 Morale.<sup>5</sup>
- **Forcible nuclear disarmament of Iran (VM:300):** International inspection teams, backed up by all necessary force, will enter the target country and remove all nuclear material, weapons plans, enrichment equipment, etc. If passed: the signatories must collectively provide 10 Money to pay costs; Iran loses 20 Morale.
- **Forcible nuclear disarmament of North Korea (VM:300):** International inspection teams, backed up by all necessary force, will enter the target country and remove all nuclear material, weapons plans, enrichment equipment, etc. If passed: the signatories must collectively provide 10 Money to pay costs; North Korea loses 20 Morale.
- **Comprehensive climate change reform (VM:300):** International binding treaties reducing greenhouse gas emissions and requiring investment in clean technologies over the course of the next twenty years. If passed: US loses 10 Money. EU loses 5 Money. Brazil loses 15 Money. China loses 20 Money and 5 Morale. Russia loses 5 Money and 5 Morale<sup>6</sup>.
- **Repeal the secondary status of sentient AIs (VM:300):** At present, intelligent AIs are considered property; they are banned from owning anything, signing contracts, etc.; killing (deleting) them is not considered murder. If passed, this edict repeals that status, and they will be considered the equal of adult humans. If passed, all countries lose 10% of their current morale.
- **Repeal the secondary status of sentient Aspects (VM:300):** At present, intelligent Aspects are considered property (this is a side-effect of treaties written when the first sentient AI went public, which established secondary status for all intelligent non-humans); they are banned from owning anything, signing contracts, etc.; killing them is not considered murder. If passed, this edict repeals that status, and they will be considered the equal of adult humans. If passed, all countries lose 10% of their current morale.
- **Repeal the secondary status of sentient non-human animals (VM:300):** At present, intelligent animals are considered property (this is a side-effect of treaties written when the first sentient AI went public, which established secondary status for all intelligent non-humans); they are banned from owning anything, signing contracts, etc.; killing them is not considered murder. If passed, this edict repeals that status, and they will be considered the equal of adult humans. If passed, all countries lose 10% of their current morale.
- **Elections for Secretary-General of the UN:** This is a special Edict: any name can be written on the sheet, and votes are tallied in a column underneath the name. The person with the most Clout supporting them at the end of game becomes the next Secretary-General.

<sup>4</sup>This is pretty routine for them by now.

<sup>5</sup>Why not under South Korean rule? Because North Korea submitted the edict for consideration. If South Korea wanted consideration, they should have sent up a diplomat.

<sup>6</sup>Russia has been very appreciative of global warming, as it has opened up the Arctic for investment and improved the growing climate in Siberia.

