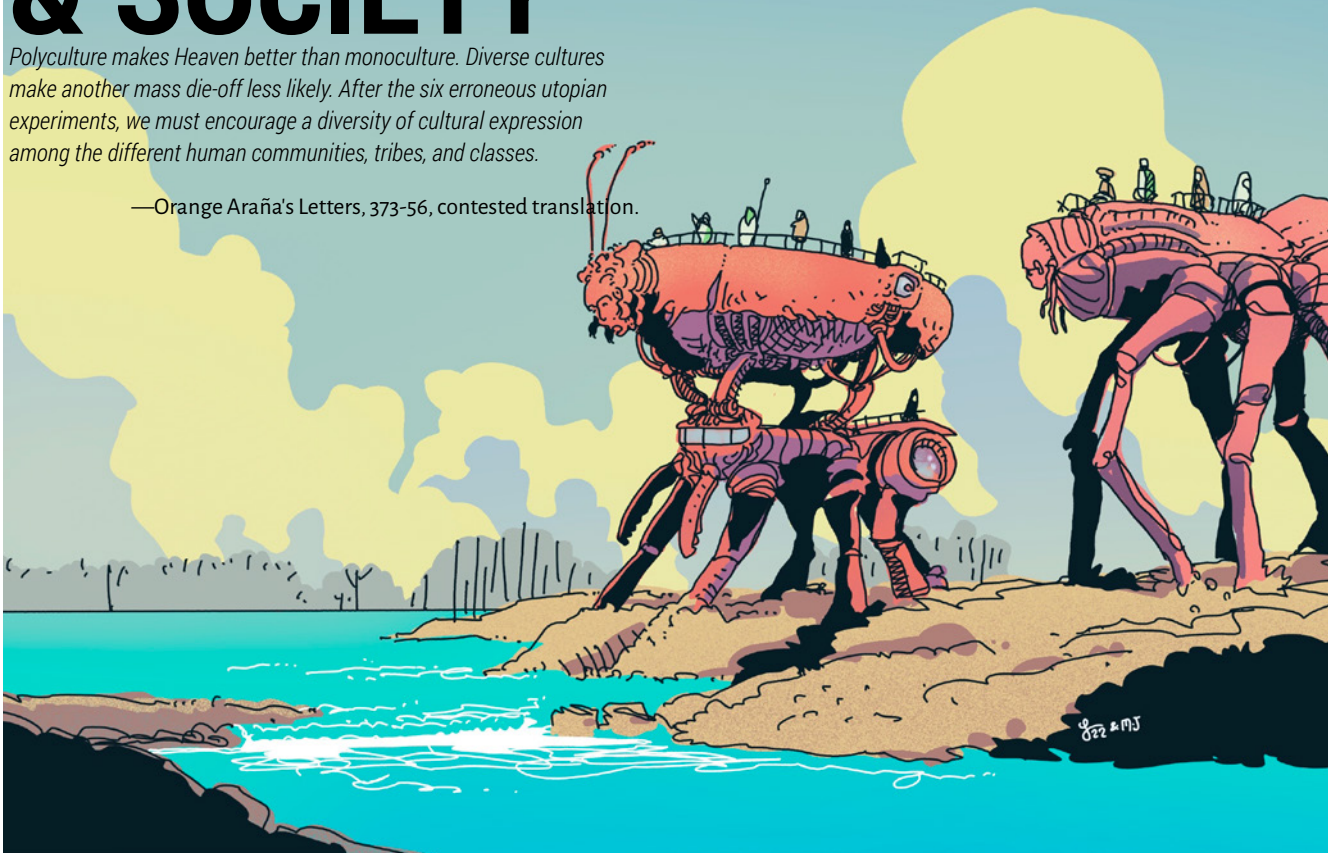


CULTURE & SOCIETY

Polyculture makes Heaven better than monoculture. Diverse cultures make another mass die-off less likely. After the six erroneous utopian experiments, we must encourage a diversity of cultural expression among the different human communities, tribes, and classes.

—Orange Araña's Letters, 373-56, contested translation.



WILL AND TESTAMENT

The council of elders met in the primary room. Everlamps lit the old plastic walls and the stackable injection molded chairs squeaked as they shifted on the standardstone floor.

“Thank you,” sang the synthetic voice of Demoiselle Urlaia, comptroller of commerce, as her bulky steel exo-body slid into position at the levitating tabletop.

“Of course, always a pleasure to accommodate one so ... fortunately ascended,” murmured Elga fin Telle, the necromancer of laws, her pause perfectly modulated to imply but not confirm sarcasm.

The Demoiselle's gelatinous features slid about her cartilaginous skull as she floated closer to her exo-body's forward porthole. It could have been a smile.

“Ladies. Fellow elders,” grumbled Peton the biopriest, a post-human adonis in its latest flesh suit, “Leave the old grudge. We meet to address the departure of a *founder*.”

“Been a year and good riddance,” sang the Demoiselle.

“There's no ghost in the noosphere ... calling for relife,” murmured Elga.

“And no idego copy registered with the Dream,” added lestry, the luminous medium of the canopy.

“Fine. Let's declare the bastard dead, render unto Garden what is heaven's, and divy up the rest,” concluded the Demoiselle.

“Things are not so simple, Comptroller. There is a heavy will,” pronounced Peton, tapping the table and summoning a holoform of the missing Sieur X.

“What can his heavy will do? Under heaven, it's obvious he's gone and fogged out into the wilds. The law of the Garden is clear.”

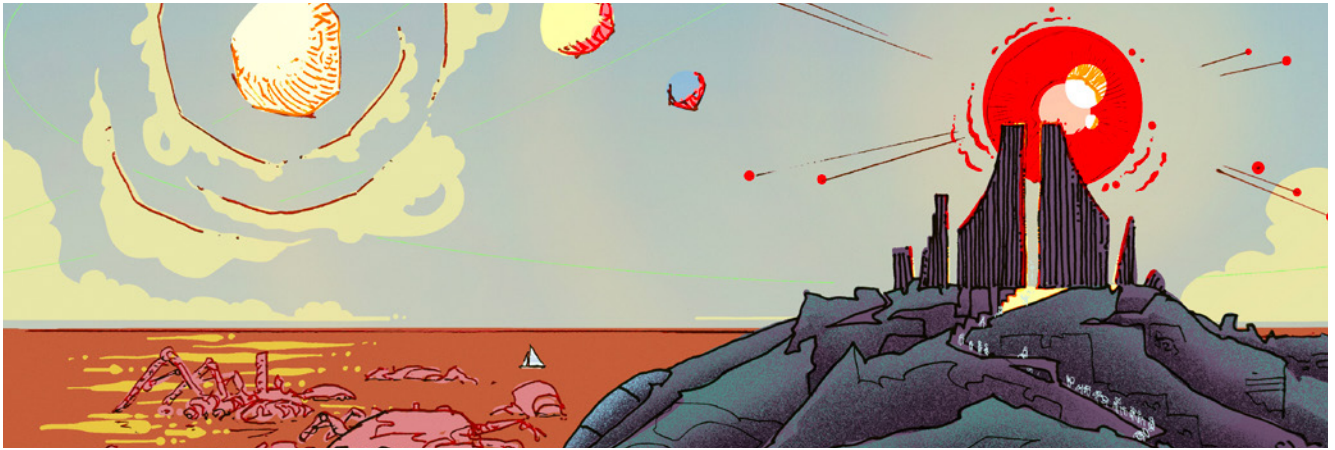
Peton nodded, then tapped the table again, his jewel activating the holoform. Motes of air coalesced into a lifelike simulacrum of the ageless X. It looked around the assembled abmortals and some secret joke played in its eyes.

“Dear assembled, old friends. By consequence of service, by dispensation of Red Rubra, this heavy will is weighted to exceed the common law of the Garden,” the holoform paused, “which will doubtless dismay some.”

“The arrogant fool,” whistled the Demoiselle.

“Yet correct,” murmured glow-skinned letry, “The phylakes confirmed for me, even an angel confirmed it, the missing Sieur found favor with a Dream Lord.”

“And now, even in his absence, we are condemned ... to his tune,” sighed the necromancer of laws, “Truly, he remains the puppet master of this town.”



VARIATION ENGINE

All happy towns are alike; each unhappy town is unhappy in its own way.

—Qara Hana, *Observations on Utopia*.

Call no city happy until it is no more.

—Samotar Endbringer, *Consolations of Metahistory*.

Why is there such diversity among humans? Why do the people of each settlement cling so to their local folkways? Why are there so many languages? Why does each community have its own strange taboos and queer customs?

In a world seeded with big divine objects and incomprehensible aberracts, a human mind easily jumps to fantastical conclusions. The truth is likely more prosaic: time, technology, and cultural evolution. Still, can one ever be sure that is all?

TECHNOSOCIAL DETERMINISM

Academics argue vociferously, but some arguments for the diversity of cultures keep cropping up.

1. **Algorithmically generated content.** Each settlement has access to daemons that create amusements tailored to local demands. This makes local cultures diverge rapidly and unpredictably.
2. **Babel daemons.** Most humans can afford an amulet with a trapped babel daemon that offers real-time translation so there is little pressure to learn other languages. Each community thus develops its own cant.
3. **Knowledge corruption.** It is a physical law that any information stored in the noosphere will mutate and accumulate errors. The need for hard records makes it hard to maintain a single knowledge culture.
4. **Lack of war.** The grand phylakes make empires and centralized polities nearly impossible so local political solutions proliferate.
5. **Local oldtech.** Many communities have some ancient magical infrastructure providing basic necessities, reducing the need for trade with outsiders.
6. **Travel problems.** Portals and other public transport can be unreliable, the bureaucracy and algorithmic daemons are unpredictable. It is more comfortable to just stay put—and many people do just that.

THE SECRET ELDER ISLAND PROTOCOLS

Heresiarchs claim to have reconstructed a series of six historical protocols the gods used to interact with humans and manipulate our societies in the so-called Garden Era. They argue that many modern traditions derive from these "divine" decrees.

1. Technological travel with vehicles, public transportation, and travel gates was restricted to licensed agents. Most humans were restricted to foot and bicycle travel. The riding of other sentient beings was frowned upon.
2. Technological communication was similarly restricted. Only educated agents had access to radio-video links, while settlements received urgent audio advice directly from the gods and their agents. News was delivered on vidys by approved postal agents.
3. Noosphere access was restricted to select biolineages, which explains why so few can access the old networks today. Only mentally-augmented agents could visit the noöspheric Moorlands and Tentlands. Settlements provided algorithmically generated content and walled garden noöspheres for the rest.
4. Research was restricted. Only sage agents could perform experiments and develop new technologies. The Lords also implemented a "discovery jubilee" for settlements who accumulated "excess knowledge". Their local archives were purged so they could experience the excitement of rediscovering how to build and maintain a technological society without any records. This is why modern wizards swear by physical records. Especially clay tablets. Those things are amazing and never fail when the ambient energy field collapses.
5. Games, literature, arts, and social event prompts were algorithmically generated for each settlement independently by the Canopy and delivered by gate transport once a year at the Fête of Novelty.
6. All dissatisfied humans were eligible for a one-way gate pass to the discovery and excitement camps of the heliodor, amber, and ruby zones. Return travel, in the direction of the emerald zones, was forbidden. The heresiarchs are unable to fully explain what a "discovery and excitement camp" actually did.

It is easily shown that the *Secret Elder Island Protocols* are a recent forgery designed to attack a number of cosmopolitan communities living around the Circle Sea as the "agents" of malevolent ancient deities.

THESE LOCALS

The hundred thousand generations since the builders programmed and decreed the many ways that humans could and would live have resulted in this, the Garden, the perfect human lifeway. Who could doubt that this is the eden of humanity?

—Pathon's *Apology for the Gods*, 4:14.



"Though this tome purports to convey the variety of six lands and four regions and more, it cannot encompass all that lies under the eggshell sky."

Thus opened the *Ensiklopedia Perimaritima* of the great world-wanderer Satišpe, apologizing for the author's inability to detail all the towns and cities of the known world. Indeed, by the time the seventh and final volume was censored, edited, politically corrected, proofread, and published, over 100 settlements described in the first volume had disappeared.

How could one expect a more comprehensive account from a mere game book? Only with the aid of that oracle, the random die. When travelers hear of a town in the lands round the Circle Sea, a single rumored trait will be enough to define it. Up close, travelers will encounter three types of human settlements.

METROPOLEIS

The great cities, from Red End to Violet City. These hives of activity are the great urban engines of the lands; clockwork bureaucracies, the flowering of social machinery, every human a cog in a greater destiny. Humans come seeking meaning and betterment, but those seeking a contented mind do not stay. Each such city is described with its own random tables in its own Land.

PLURIPOLEIS

The many towns. After 374 social experiments dissecting human individuals and communities across 2,430 parameters, the science is settled. A self-governing autonomous polis, town, of several kilohumans and a like number of non-human sentients and resident non-citizen humans creates an optimal long-term communal vehicle for the transmission of culture with minimal human wastage over the observed period. A perfectly utilitarian arrangement.

So claim some traditionalist sects. However, the smaller towns of the Rainbowlands are too numerous to describe, thus we may oracle a town into existence as follows:

1. Generate two socio-cultural traits that allegedly define the polis.
2. Generate a third trait that secretly defines the polis.
3. Generate two traits the polis opposes. One they attribute to neighbors, the other to a minority.
4. Generate a different trait that actually defines the neighbors and the minority.

These seven traits are random seeds to generate conflicts and adventure hooks in this town.

COMMUNES

A weik or village; a sub-authorized human community existing outside the strictly beneficial authority structures and prone to going feral. Humans should be wary of the temptations of village life, as they may lead to an unacceptable decline in their level of civilization. Villages may be smaller and stranger than towns.

1. Identify a socio-cultural trait that defines the commune, and then exaggerate it
2. And a trait they oppose. Assign it to their neighbors.

These seeds will suffice for conflicts in a small place.

LAZYPLACES

A little-known settlement of any size.

Generate one random socio-cultural trait. That is the one and only thing that defines it. Everyone from that lazyplace conforms to the same stereotype.

Please do not actually visit such a place. It may turn out the stereotype was incorrect.

SOCIO-CULTURAL TRAITS

Ethnographers observe the quaint ways of different settlements with great interest, collecting them as birdwatchers do different beasts of the air, from the air jelly to the sky whale.

The rulers of each polis argue that in its form their polis represents the perfect tradeoff between individual freedom and communal competence. The ethnographer, or the traveler familiar with a city or two, may well doubt this argument.

To generate a random trait, roll **a die 50-sided** for the trait category, then **a die six-sided** for the specific trait.

Warning. Many of these traits are weird and dystopian. Exercise discretion in how you use them at the table.

1. ARCHITECTURE

What do these human settlements look like?

1. Collective hives to promote groupthink and groupmind.
2. Crude and functional, for the true world is the noösphere.
3. Baroque and organic, grown not built.
4. The accretion of adapted styles has created a tell town.
5. Traditional subterranean tunnel town.
6. Brutalist paradise of biomechanical posthuman ruins.

2. ART

What kind of art these humans make.

1. Vigorous dance festivals.
2. Synthetic generative visual arts.
3. Elaborate ceramic decoration.
4. Deep-coded musical traditions.
5. Illuminated sculptural schools.
6. Bloody gladiatorial trials.

3. BIRTH, ADVANCED

How they make new humans.

1. Natural neonates born eight at a time from the Village Womb®.
2. Well-behaved matrix-baked mesonates, between the apparent ages of 3 and 5, delivered to approved parent humans by storklings.
3. Full-grown orimonates decanted from living matrices.
4. Synthetic humans of an appropriate age category stitched together in vitro by mother machines.
5. Uplifted through biomechanical intervention from pre-selected domesticated animal or ling lineages.
6. Recycled from captured ferals.

4. BIRTH, TRADITIONAL

How they still produce new humans.

1. Single mothers select optimized fetuses and carry them to term as part of their civil service.
2. Mothering sisterhoods maintain the reproductive mysteries.
3. Synthetic midwives assist nuclear family units.
4. Carried to term by parents in marsupial pouches.
5. Birther is a respected traditional lower class profession.
6. Grandmothers and medicals assist in the ancient process.

5. CARE, THE WEAK

How the helpless and infirm are cared for.

1. Care is available to anyone who can pay for it. The poor are encouraged to perform feats of gratitude to earn handouts.
2. The helpless are encouraged to visit the recycling facilities.
3. Free re-body facilities are available in exchange for a three-year community service contract.
4. All citizens must volunteer their time at the local care complex.
5. The carer clan are tasked with providing help and support.
6. Golems and synthetics run pleasure hospices, with full end-of-life synthetic heaven for their patients.

6. CARE, THE YOUNG

How babes and children are provided for.

1. Creches with basic indoctrination protocols ensure happy well-adjusted children.
2. Extended families provide free labor.
3. Vidys and magical tablets are used as substitute carers.
4. Ancestors, ghosts, and holograms help biological parents.
5. Pavlovian training implants let them care for themselves.
6. Each child is assigned a personal daemon to care for them.

7. CLASS

How their property relations divide them.

1. The concept of class is taboo. Even the cruelest of differences are strictly ignored.
2. Rigid caste structure to preserve guild domains.
3. Celebrate meritocratic privilege and the benefits of greed.
4. Regular jubilees to cancel debts and obligations.
5. Idealistic egalitarianism supported by strict religio-economic doctrines.
6. Mandatory equality through cloning, empathic indoctrination, and psychosurgical intervention to remove individual differences.

8. COURTESY

What is good manners for these humans?

1. The 13-fold handshake shows friendship, status, and respect.
2. To show the face is to offer your soul for theft.
3. Only a scoundrel would be unwilling to duel.
4. One only talks directly to objects, not people.
5. You cannot have a meaningful relationship if strict records of napkins and kerchiefs are not kept.
6. Swearing shows you're honest. Polite people will trick you.

9. CRIME

What is a crime? How is it perceived?

1. To breach etiquette is to summon the manacle man.
2. Borrowing another's words or ideas is theft.
3. Citizens have relationships with every object in their domain. Touching or moving an object in a relationship with a citizen is a vile act.
4. Property is theft. Those who own things are criminals.
5. To treat an outlander like an inlander is treachery.
6. Refusing to pay a bribe is grounds for re-education.

10. DEATH

How they deal with death.

1. Final mulching into the local herbal matrix.
2. Destructive recycling into new humans.
3. Elite abmortality through restricted anti-senescence medication.
4. General abmortality through biomechanical intervention.
5. Post-mortality via canopic jewel.
6. Noöspheric post-mortality.

11. DEMOGRAPHICS

How many humans here reside.

1. None. It's all natural ghosts, the echoes of a lost past.
2. Barely any. It's mostly falšers, soulless biological machine replicas of humans.
3. Few. It's mostly synthetic or undead servitors.
4. Smattering of abmortals cling on as new humans build a new culture.
5. Plenty. A vibrant culture, full of hope, ideas, and delusions.
6. Overcrowded behavioral sink breeding strange beliefs.

12. DWELLINGS

What kind of nests do these humans live in?

1. Dormipods for the lowly, glass palaces for the good.
2. Mass-produced identikit biomechanical homes.
3. Freetech wood, brick, and plaster homes. Made by humans for humans.
4. Repurposed grand buildings from long-ago subdivided in hovels, homes, and manors.
5. Landcoral cottages and bungalows grown from seed.
6. Habitation engines fabricated according to the divine templates. Quite safe. Low risk of essential corruption.

13. EMOTION

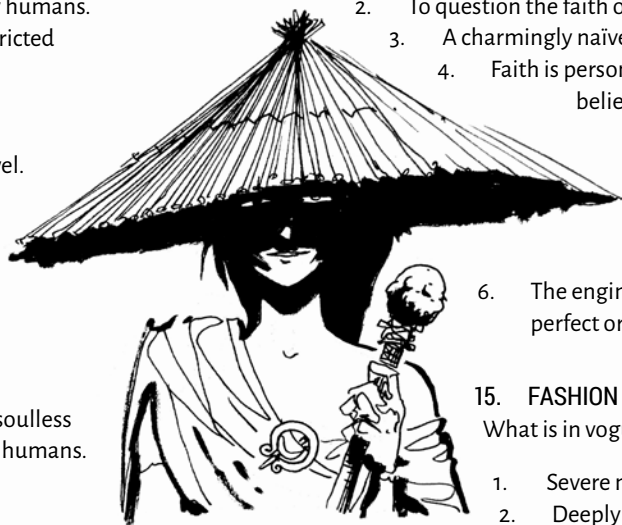
How do these humans feel?

1. Emotions are irrational. That's why they replace their meat brains with full-metal at age 5.
2. Negative emotions are bad. Everyone smiles all the time.
3. Expressing happiness invites bad luck.
4. Loud emotions after the age of 11 are bestial and punished.
5. Their language uses emotion markers to avoid confusion. A statement that does not carry a clear emotional label is impossible.
6. Creatures of pure emotion and intuition, reason must always come second. To repress is a sin.

14. FAITH

How these humans believe.

1. Cannot believe. Their edited brains are fully rational.
2. To question the faith of the elders is mandatory.
3. A charmingly naïve faith in the scientific gods.
4. Faith is personal and individual. To share beliefs once is a terrible faux pas. Twice: an ostracism.
5. Unbelievable beliefs must be loudly and publicly affirmed to signal group loyalty.
6. The engines of faith implant perfect orthodoxy.



15. FASHION

What is in vogue with these humans.

1. Severe monochromatic uniforms.
2. Deeply understated class-based dress system.
3. Ostentatiously useless ornaments and decorations indicate taste and status.
4. Universal undifferentiated bathrobe styles.
5. Ritual naturalism to discretely flaunt biomechanical modifications.
6. Bioideological lineage-based sartorial combat based on the pseudo-evolutionary concept of the five pneumas.

16. FOOD, ORDINARY

What these humans eat of an ordinary day.

1. Formulated pellets from a dispenser. With chondrin for joint support, additives for glossy hair, and a mild sedative flavor.
2. Slime from a tap. Comes in seventeen different colors and flavors.
3. Eternal stew, dispensed thrice daily from the village autocanteen.
4. Sugar-dusted cereal flakes mixed with one of five beverages.
5. Healthy mix of vegetables and pulses from local polyculture gardens.
6. Wide and varied buffet, a feast for all the senses, different each day.

17. FOOD, SPECIAL

What is eaten on special days.

1. Chocolate. Actual chocolate.
2. Warm slurry. Heated food is as good as chocolate.
3. Recycled ancestors to commune with the infinite chain of humanity.
4. Meat from the local sacrificial beasts.
5. Foods decorated with inert metals like gold, platinum, and uranium.
6. Synthesized foods of extravagant shapes and textures.

18. FREEDOM

How they handle their liberty under the Maker.

1. Flat denial and retreat into rigid communal dogma.
2. Fatalistic resignation and refusal to acknowledge choices.
3. Simplistic assertion of individual freedoms without social or cosmic responsibilities.
4. Delusions of grandiosity and assertion of self-creation.
5. Loose melange of pragmatic pro-social and creative individual needs.
6. Courageous acceptance of the burden of freedom as the duty of bearing witness to the Given World.

19. FRIENDSHIP

How humans relate to others.

1. Laissez-faire. Anything goes. High mortality expected.
2. Genetic relatives prioritized.
3. Chemical bonding for intra-group cohesion.
4. Rituals of stress and trauma to create permanent connections.
5. Machine friends assigned at birth.
6. A life alone is a life well-lived, for every human is an island.

20. GENDER

How they sort themselves and their roles.

1. Strictly disgendered, masks and robes to disguise forms.
2. Loosely binary, with some ambiguity.
3. Traditional trinary division into ladies, leits, and lords.
4. Six- or seven-colored depending on cultural roles.
5. Closely correlated to biomechanical source and structure.
6. The concept is incomprehensible to this culture.

21. KILLING

How these humans kill.

1. By killing, a beast becomes a person. A human must kill.
2. Life is struggle. To kill an enemy is to become a warrior.
3. Human life is sacred. A killer ceases to be human.
4. A tragedy, a weakness. Those who kill must be purified.
5. All life is sacred. Killing is an abomination unless the victim is willing. Only the meat of the willing may be eaten.
6. Taboo. All who kill are unclean. To eat that which once lived is to be sullied. The most pure replace their organic digestion systems with electromagical batteries so they no longer need to consume life.

22. KINSHIP

How individuals become relatives.

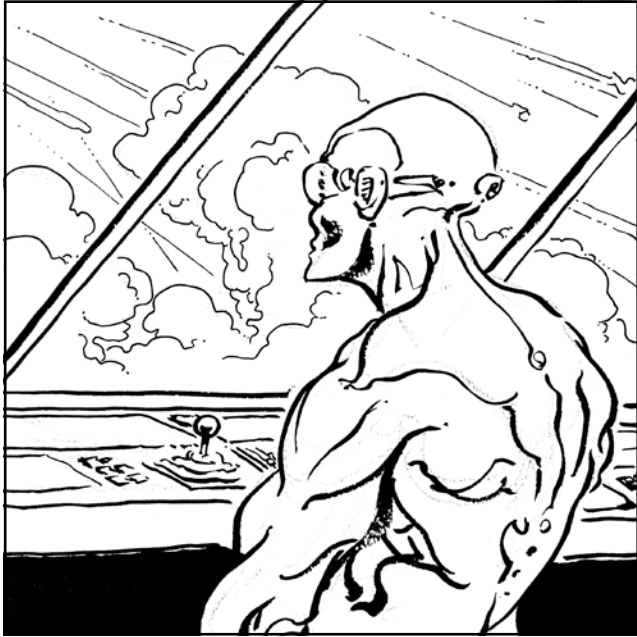
1. Completely determined by biology: mother, mother's brother, sister's child, and so on.
2. Biology and a smattering of nudge, nudge, wink, wink. Mother, husband, postman, child, and so on.
3. Sortition. Assigned by the stochastic kinship engine at birth.
4. Resortion. Remixed every twenty years by the lotto council.
5. Found. Left to individuals to figure out. May take years.
6. Psycho-optimized using deep preference analysis and dream reading engines.

23. KNOWLEDGE

How human curiosity is satisfied.

1. The pursuit of knowledge for the sake of knowledge. Natural scientists proliferate. Discovery jubilees occur often and scientists perform mystery rites to preserve their lore.
2. Memorization of randomly generated sacred texts.
3. Construction of memory stone complexes.
4. Duplication of key humans in the noosphere.
5. Hive mind protocols.
6. Curiosity decay due to excess hedonism.





24. LAW

How do these humans decide what is right and what is not?

1. Law codes regenerated daily by the obelisk of ordination.
2. Oral traditions of honor, debt, and blood-feud.
3. Perfect laws laid down by semi-divine progenitor long ago.
4. Codified rules refined by undead lawyers.
5. Common law derived through the accretion of decisions by democratic anarchist councils.
6. No law. Each citizen is wired into the communicodex through a psycho-empathetic link. Each new ruling is decided by popular subconscious referendum.

25. LEADERS, POWER OF

The relationship between the big and the common humans.

1. The leaders are infallible. To question them is grounds for personality formatting.
2. Fed on blood and pneuma, the leaders are harder, better, faster, and stronger than the rest.
3. They are the best of us. So they tell us.
4. They are the best of us. It is proven by their ritual standardized administration exam scores.
5. Random people put into positions of excruciating difficulty, forged and refined through trial and error.
6. Fools, chosen as figureheads. The leaders are sacrificed to the gods when things go wrong.

26. LITERATURE

What are the books of these humans?

1. Jumbled communal histories, myths, operating manuals, legends, and prayers with traditional spiral bindings.
2. Violent poetry and gentle oral horror tales.
3. Surprisingly deep cat-girl and bunny-boy folk fictions.
4. Baroque, recursive novels used as bricks.
5. Parables of self-improvement and guru hagiographies.
6. A unique canon, sifted from the decamillennial labors of ten thousand electric simians.

27. MAGIC

How do these humans view fantascience and other powers?

1. All magic is corruption. Burn every which witch!
2. Everyone needs to take out supernatural insurance.
3. Delusional magic denial.
4. Appreciate the scientific underpinnings of fantascience.
5. Ascribe all occult knowledge to the gods and builders.
6. Power-hungry desire to master the dark arts. Shame no such thing as 'dark arts' exists.

28. MEANING

How these humans deal with the presence of oldtech and buildertech far surpassing their powers and abilities.

1. Drugs and shutdown to avoid their unimportance.
2. Cult of strenuous physical activity. Tiredness defeats despair.
3. Self-delusion and myths of local importance.
4. Denial of the existence of the builders and the gods.
5. Local trials require them to strive to survive.
6. Unaware of the existence of oldtech and buildertech thanks to specific local conditions. Please do not disturb these neoprimitives.

29. MEDICINE

How are damaged humans repaired?

1. They are not. They are replaced with replicas.
2. Don't all humans regenerate? Just wait for it to grow back.
3. Each house has a vivi-coffin™ to rebuild its citizen.
4. Prayers to the autodoctor at the mechaclinic often work.
5. Herbs, chanting, and a telewitchdoctor appointment.
6. Daemons are summoned to possess a local worthy, filling them with medical knowledge as required.

30. MEMORY

How these humans deal with memory.

1. Memories are surgically removed.
2. Altered to maximize well-being.
3. Synthetic memories to remove all frustration.
4. Stored in souvenirs for regular analysis.
5. Shared in group storytelling rituals.
6. Recorded with personality forks for later interrogation.

31. MONEY

What are the universal fungible things of this community?

1. Mutual obligations, remembered by the infallible mechanical debtmaster.
2. Great immovable coins of stone.
3. The shells of the levi-cowries, harvested with great nets.
4. Beasts. Inhuman living things. The more inhumans one owns, the wealthier one is.
5. Memories, crystalized in the perfect vidymax format.
6. Relics. Polished bits of the town's ancestors.

32. POLITICS

How humans decide what matters here.

1. Mechanical laws governed by the engine of authority. To the citizens, the laws of politics are like the laws of physics.
2. Unspoken norms and taboos structure politics.
3. Factional power struggles and public blood sports.
4. Traditional conservative hierarchical methods proven resilient over millennia. Also, shock collars.
5. Electoral snout-couting rituals ensure a peaceful rotation of career overseers.
6. Sortition and lottery with algorithmic ancestors as a depository of institutional wisdom.

33. POPULATION

What kind of humans are these?

1. Perfect baseliners, devoted anti-modificationists.
2. Pragmatic biomechanical long-term optimizers.
3. Mad expansionists, devoted to constant viral growth, even at the cost of their own souls.
4. Modified specialists diversifying into a new generalism.
5. Tailored human castes, creating a homeostatic hierarchical clockwork society.
6. Polymorphic changelings, modifying their own body templates till some many are unrecognizable.

34. PROPERTY

How do these humans maintain the idea of ownership?

1. Communal property enforced through surveillance. Money controlled by hereditarily pure chosen caste.
2. Collective property continuously redistributed by stochastic ownership daemon routines.
3. Private property strictly regulated by tradition and taste.
4. Individual property ownership is requisite for citizenship.
5. Property held by sole sovereign citizen or traditional benevolent oligarchy, while remaining residents gratefully live on universal basic subsistence and absolutely never rebel. Honest.
6. Property is mandatory. Those without property *are* property.

35. PUNISHMENT

Who is punished? How? Why?

1. Punishment is random. Anyone might have breached a law, so it doesn't matter who is punished.
2. Harsh, spectacular, theatrical, deterrent.
3. Re-education or hard labor. Learn faster.
4. Bodily suspension while the mind is run through an accelerated purgatory simulation.
5. Body becomes a town slave to work off its sentence, while the mind is suspended.
6. Implanted mind shackles punish bad thoughts.

36. REBIRTH

How re-humans are dealt with.

1. Personality copies inscribed into newborns.
2. Life experiences chopped up and remixed to offer a quickstart to newborns.
3. Souls released back into the greater cosmic sphere.
4. Personalities trapped in memory matrices for later access.
5. Condemned souls sold or milled for energy.
6. Souls are transferred between shells to maintain the continuity of the local divine spark, while the personalities are allowed to fade back into the noösphere.

37. RECREATION

How do these humans consume their leisure time?

1. Approved mass-food-consumption competitions.
2. A pre-cosmic ball game, said to be invented by the gods.
3. Skipping lozenges on a pond.
4. Biomechanical horror combat.
5. Vigorous extended rhythmic physical exertion with loud thumping music.
6. Body-hopping and races through forested ruins.

38. RESOURCE, AIR

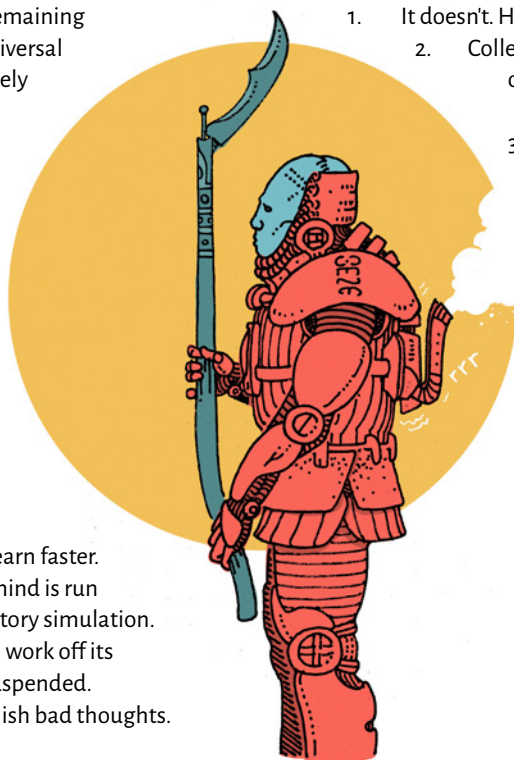
A polis without air becomes a necropolis.

1. Void. Local humans carry portable air tanks.
2. Private. Even if abundant, breathing rights cost €5 per week.
3. Synthetic. Piped into homes, full of happy smells.
4. Natural. Abundant and ignored.
5. Polluted. Local or distant facilities fill it with dust and ash.
6. Thick. Glitters or shimmers with local symbioflora or spores.

39. RESOURCE, FOOD

Where their food comes from.

1. It doesn't. Humans use tinned food. Or each other.
 2. Collective. All food is private property of the monopoly collective LLC and eating costs €5 per week.
3. NutriSlurry™. Piped from the automatic food factory into homes, full of jolly molly.
4. Natural. Hunted and gathered in the surrounding parklands.
5. Traditional. Grown locally by the sweat of brows and processed night soil.
6. Cornucopia. Produced in abundance by grickles and the local bio-engineered food plants.



40. RESOURCE, ELECTRICITY

Humans were made to harness lightning.

1. None. What is this, Electric City?
2. Private. All energy belongs to the Mother Electric. Power costs €5 per week.
3. Rationed. Wires bring enough power for constant entertainment.
4. Natural. Solar fields, wind mills, and frond-like rectennas harvest ambient ka energy and convert it into power for human games.
5. Reliable. A standard radiothermal egg produces a standard amount of power, sufficient for all normal human needs as stated in the Human Needs Manual 94-gertrude.
6. Omnipresent. A great sub-reality field envelops the polis, providing near limitless power to any device or human equipped with a zero-access plug.

41. RESOURCE, WATER

Water is the gift of sky to earth.

1. Barren. Carried in portable bottles. Corpses are drained.
2. Private. Drinking rights cost €5 per week.
3. SuperClear™. Piped into homes, full of good vibrations.
4. Natural. Cold and pure.
5. Filthy. Either the local sewage system failed or was never built.
6. Living. Refreshingly full of semi-sentient colony plankton.

42. RESPONSIBILITY

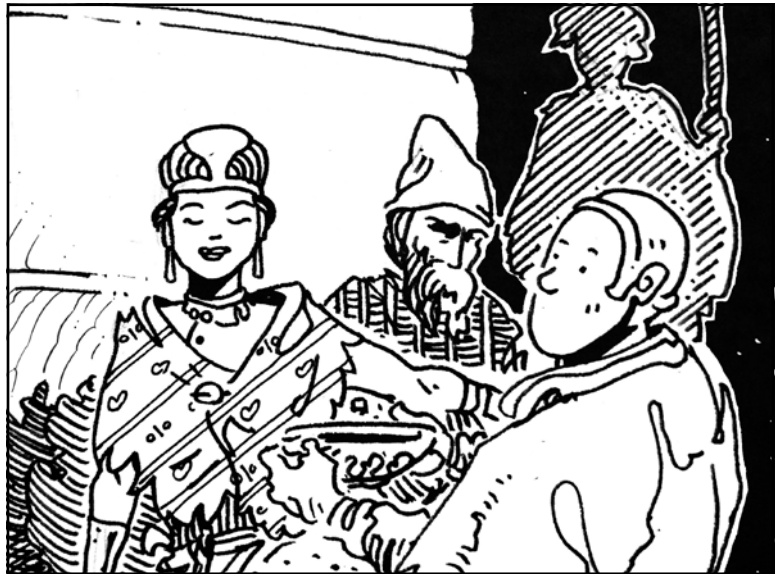
How they handle their duties to cosmos, society, and self.

1. Submission to the id and the basic bodily drives.
2. Rational, utilitarian calculation with the help of implanted ethical subroutine jewels.
3. A treadmill of guilts and desires keeps the society on an even keel, like a whizzing gyroscope.
4. A pervasive socio-empathic field ensures compliance.
5. The spiritually and socially elect guide, lecture, and hector in exchange for controlling the redistribution matrices.
6. Evolved traditions of asceticism, friendship, honor, reciprocity, and ultraviolence ensure fairness.

43. RITUAL

What rituals have they developed to tame the vast?

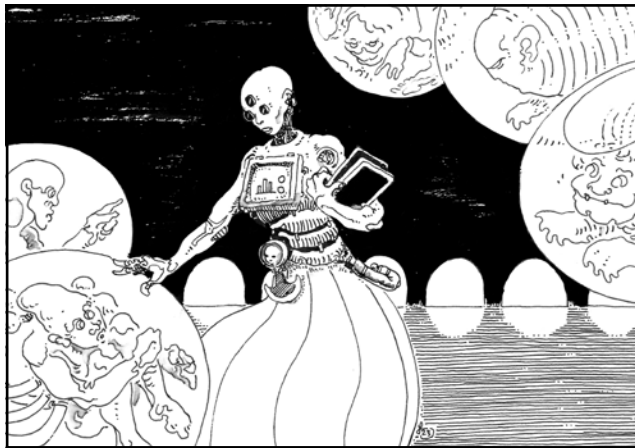
1. Ritual arrhythmia. Live without rhythm so you don't summon the void worm.
2. Oldtech knowledge coded as ritual, but the great machine is dead ... for now.
3. Regular purification with fragrant machine oils.
4. Mandatory sacrifices to insure against the gods' wrath.
5. Beautiful festivals hide dark soul-burning horrors that keep the community fertile.
6. Simple void navy protocols become symbols of status.



44. SOCIALIZATION

How humans learn to be humans in their settlement.

1. Born preloaded with an algorithmically generated variation of a standard social protocol.
2. Trial-and-error based on their preset general information acquisition protocols.
3. Taught by approved parent humans in accordance with tradition.
4. Trial of survival in peer-group packs.
5. Instruction through rote mechanical learning rituals.
6. Trained as members of class-defined mentor cooperatives.



45. STATUS

What say they is best in life?

1. Aesthetic perfection and visual supremacy.
2. Physical and mental health for ever. Abmortality. Lichdom.
3. Retreat from the wheel of suffering, a life contemplative.
4. Rational refinement and cruel wit.
5. Gold. If this be a golden age, gold is where it's at.
6. To see one's enemies crushed, et cetera. But in a civil way.

46. TECHNOLOGY

How do these humans approach oldtech and modern tech?

1. Man was not made for technology. Only women may use these sorceries.
2. Technologies corrupt. All who use them must ritually purify themselves if they wish to rejoin the community.
3. What a human can make, a human can use.
4. Oldtech is dangerous. Beware the greedy who dabble in it.
5. Technology is power and all humans have a will to power.
6. Technology is the hidden god. To use it is to worship the true maker of this world.

47. TRADE

What is it to truck and barter?

1. Only the weak buy. The strong take.
2. Trade outside the group is impure. Autarky is purity.
3. Only a special caste is allowed to trade.
4. One group may only buy, another only sell. Among one other, they must ritually gift.
5. Every child must buy and sell to become an adult.
6. To trade and trick is the highest virtue.

48. TRAVEL

What do these humans think of travel? How do they do it?

1. Travel is against the garden protocols. Travelers are taboo.
2. Reluctant to travel due to well-founded fears of the dangers of oldtech. Feet, bicycles, and beasts are best.
3. To travel for business is acceptable. Frivolous travel is a sin.
4. The rich and good must travel to better protect the community, the poor should stay put for their own good.
5. To travel is to be human. Extra points for traveling in luxury and sharing vidys to show how well you traveled.
6. Everyone must be a nomad at some point and the perfect house is a mobile home.

49. UNDEATH

How these humans deal with undeath.

1. The final tax. Everyone gets to be a plantation zombie.
2. Undying computers. The best and the brightest, filed and stored for consultation.
3. Protected by unquiet ancestors. The dead guard the living.
4. Buried under the floorboards, the ghosts of the ancestors ward the homes of their children.
5. Taboo. One must not speak of them, lest they come calling.
6. Abhorrent. All undead are destroyed on sight.

50. WORK

What do humans do that they must do?

1. Fully-automated luxury. No work required. High futility expected.
2. Manual labor opportunities provided to occupy all members of society.
3. Social status games dominate, service tasks proliferate.
4. Free-market mixed economy simulation uses starvation risk as a motivation for labor participation.
5. Cargo cult of work prioritizes productivity as a spiritual practice.
6. Meditative and religious art dominates human efforts. Some automation required to prevent population collapse.

