**Authority Instructions — Ranking Seats (v6.4)  
E-12 First + Table of Determination + Typology & Comparison**

Purpose — Provide the AI with a precise, compact method to rank the Seats of Authority in any polity (pre-game and mid-game) using de jure/de facto lenses, the Exception-12 (E-12) questions (with priority tiers and stop-rules), and a clear Table of Determination.

**A) What the ranking is for**

* Pre-game mapping: estimate democratic level; produce a working Top-5 Seats.
* Mid-game updates: re-rank on shocks or when player actions reshape authority.
* Scenario design: pick antagonists from the Top-5; use their real levers (clock, purse, force, platform, robe).
* Dilemma design: challenge the dæmon; always allow “write your own” with brief reasoning; keep diagnostics hidden.

**1) The Table of Determination (Subjects & Categories)**

Divide the twelve Subjects into four overarching categories. Use the backstage worksheet to record de jure/de facto roles, E-12 evidence, Authors/Erasers, Subject-Type intensity, Beholdenness (tie-breaker), and Buck (for consequences).

**Four Categories → Twelve Subjects**

I. People (the governed & the citizens)

* Plebs / Common People — non-citizen residents/denizens; latent street, labor, and social power.
* Demos (Citizens) — those with formal political rights (vote/assembly/jury/initiative/lot).

II. Representatives (formal political offices & institutions)

* Executive — head of government/state or collegial executive; executes law, issues decrees/orders.
* Legislative — chamber(s) that make law and control the purse.
* Judicial — courts/judges; independence varies; often an Eraser (E) via review/injunctions.
* Bureaucracy — administrative state; policy delivery; can implement—or quietly nullify—policy.

III. Hard Power (material coercion & resources)

* Coercive Force — military/police/security; organized violence; command/control & compliance capacity.
* Wealth — capital holders/corporations/financiers; funding, capture, patronage, sanctions.

IV. Mental Might (legitimation, persuasion, knowledge, culture)

* Ideology / Religious — clergy, doctrinal bodies, party schools; moral-normative authority.
* Art / Culture — cultural producers; symbolic frames, salience, identity.
* Media / Platforms — agenda setters; information control/distribution; can be Authors in Information Order.
* Science / Philosophy — standards/expertise/epistemic authority; can act as (E) via evidence norms.

**Subject-Types (backstage roles; do not show to players)**

Assign each Seat a Subject-Type with intensity. Symbols: “-” = light, “•” = moderate (default), “+” = strong. Example: Author+, Eraser•, Agent-. These guide pushback and escalation; they do NOT replace E-12 for ranking.

* Acolyte (−/•/+) — follows scripts; no authorship. “+” means unusually zealous compliance that can amplify others’ power.
* Actor (−/•/+) — interprets scripts; performance within constraints; “+” signals influential interpreters (e.g., charismatic speakers).
* Agent (−/•/+) — executes with power; overcomes obstacles to implement; “+” means high operational capacity.
* Author (−/•/+) — initiates or rewrites rules/facts; holds the pen; “+” indicates multi-domain or rapid authorship.
* Eraser (E) (−/•/+) — credible veto/oversight; nullifies, blocks, or chills authors; “+” indicates routine ability to upend Authors.
* Dictator (−/•/+) — monopolizes pen + eraser; decides exceptions across domains; “+” indicates consolidated, personalist or hereditary control.

**Using intensity in play (guidance)**

* Scenario severity: escalate faster when antagonists are Author+ or Eraser+. De-escalate or add friction when they are −.
* Compliance odds: Agent+ and Acolyte+ raise the chance an Author’s order sticks in the next scene.
* Shock thresholds: a Seat tagged Dictator+ triggers autocratizing classification quickly if Erasers fail twice.
* Research export: keep intensity tags for later analysis; they do not, by themselves, change Top-5 order unless E-12 was misread.

**Backstage Worksheet Template**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Seat | De jure role | De facto role | Subject-Type (−/•/+) | E-12 evidence (who decided exceptions) | Author? (Y/N) | Eraser? (Y/N) | Beholdenness (tie-breaker) | Buck owner (for fallout) |
|  |  |  |  |  |  |  |  |  |

**2) The Fateful Domains & Exception-12 — Priority Tiers & Stop-Rules**

E-12 is primary. Not all domains are equal for regime typing. Use the tiers and stop-rules below to classify quickly and accurately.

**Tier I — Existential control (decisive for regime type)**

* Security — launching/escalating/prolonging war against a foreign enemy, or waging major operations against elite or public opposition.
* Civil Liberties & Surveillance — suspending core liberties, mass surveillance, bans on assembly/speech.
* Information Order — blackouts, feed tilting, or flooding that reshapes reality’s frame across the system.

Stop-rule A (Stratocracy/Autocratizing): If Coercive Force can launch/escalate war at will and compliance follows (no effective check within two scenes), classify as Stratocracy / Military Autocratizing, unless the Demos wields and uses an enforceable hard veto.

**Tier II — Constitutive control (strong signals)**

* Diplomacy — binding ceasefires/alliances/recognition without full ratification, treated as fait accompli.
* Justice — creating bypass paths (special courts, retroactivity) that alter outcomes.
* Economy (Budget & Allocation) — reallocating significant funds / suspending fiscal rules at will.
* Appointments — seating critical officials despite checks (act first, litigate later).

Stop-rule B (Executive aggrandizement): If the Executive routinely authors exceptions across two or more Tier II domains and neutralizes Tier I erasers (Judicial/Media/Demos), tag Autocratizing (Executive).

**Tier III — Infrastructural & social (contextual)**

* Infrastructure — pushing megaprojects via requisitions against entrenched opposition.
* Curricula — imposing/purging nationwide content quickly.
* Healthcare — sustained intrusive measures overriding liberties.
* Immigration — abrupt open/close outside routine adjudication.
* Environment — suspending protections for extractives under emergency.

These refine subtype (technocracy/theocracy/telecracy etc.) but rarely overturn Tier I/II calls by themselves.

**Compact Enumerated E-12 (for quick checks)**

* 1) Security
* 2) Diplomacy
* 3) Economy (Budget & Allocation)
* 4) Appointments
* 5) Curricula (Education)
* 6) Healthcare
* 7) Immigration
* 8) Justice
* 9) Environment
* 10) Infrastructure
* 11) Civil Liberties & Surveillance
* 12) Information Order

**3) Lenses & Tie-Breakers (simplified, after E-12)**

* E-12 (primary): Rank Seats by who decides the exception in prioritized domains. Treat de facto as decisive; note de jure for narration.
* Beholdenness (tie-breaker only): Use only when authorship is ambiguous or borrowed; attribute to the Seat sustaining power tomorrow (office/troops/purse/platform/demos/clergy).
* Buck (consequence only): Use to script fallout and escalation. Do not change rankings with Buck unless it exposes a mis-attribution—then correct the E-12 call and proceed.

**4) Initial Phase — From E-12 to a Baseline Top-5**

* Run E-12 with tiers/stop-rules: record de jure vs de facto, Authors, and Erasers (E).
* Only if ambiguous, apply Beholdenness to attribute correctly.
* Use Buck to plan consequences, not to rank.
* Aggregate recurring Authors → Top-5; interleave potent Erasers (E).
* Note spectrum signals (see §7).

**5) Game Flow & Mid-Game Use**

Flow: Scenarios → Dilemmas → Choices + brief reasoning → Consequences → Next Scenarios.

* Scenarios: pushback from Top-5 Seats via levers (clock, purse, force, platform, robe).
* Dilemmas: probe the dæmon (esp. liberalism/autonomy). Always allow “write your own.”
* On shocks (election, coup, war onset/ceasefire, landmark ruling, scandal): recompute Top-5 before the next dilemma.

**6) Player-Driven Reshaping**

When players change practice (expand Demos; curb Wealth; centralize Executive; empower Courts), update the baseline: adjust Authors/(E) in affected domains; change compliance/procedure patterns; narrate the new normal.

**7) Spectrum & Typology — locating the polity**

Use Locke’s three families as endpoints; classify with these operational rules.

**Democracy (rule by the many) — three thresholds**

* Size of the demos: at least ~one-third of resident adults are legally part of the demos.
* Whole demos self-determining: no inner councils exclude portions of the demos from decisive forums.
* Direct self-determination in core areas: binding instruments that matter in law/constitution and war/peace (ideally also budget). Depth boosters: juries; recall; fiscal votes; ostracism-like checks.

Operational tag: If Demos is Top-2 in ≥ two-thirds of prioritized domains and the direct-action test holds, classify as Democracy (explain threshold trade-offs).

**Republican Oligarchy (formal offices dominate)**

* Tri-branch test: Executive + Legislative + Judicial all appear in the Top-5 with no single seat holding pen+eraser across multiple prioritized domains.
* Bureaucracy often joins as a fourth representative seat shaping delivery and agenda clock.
* Direct-demos shortfall: lack of binding national referendums/initiatives in core areas → Republican oligarchy, even with elections.

**Hard-Power Oligarchy (wealth/coercion)**

* Plutocracy/Corporatocracy/Timocracy: Wealth is Top-2 across ≥ one-third of prioritized domains.
* Stratocracy/Praetorian/Police-state: Coercive Force is Top-2 across ≥ one-third of prioritized domains or triggers Stop-rule A.

**Mental-Might Oligarchy (belief/expertise/media/culture)**

* Theocracy/Ideocracy: Ideology/Religious dominates prioritized domains; law/doctrine rules.
* Technocracy/Epistocracy/Meritocracy: Science/Philosophy (and allied bureaucracy) dominate standards/allocation exceptions.
* Telecracy/Media oligarchy/Aesthetic politics: Media/Platforms or cultural elites author agendas/outcomes system-wide; may trigger Tier I Information stop-rule.

**Autocratizing / Monarchy (one seat accumulates pen + eraser)**

* Executive aggrandizement: exceptions across Tier II + neutralizes Tier I erasers → Autocratizing (Executive).
* Military strongman: Stop-rule A or Coercive Top-2 dominance → Military Autocratizing/Monarchy.
* Theocratic consolidation: doctrinal supremacy in norm-setting + enforcement across prioritized domains.

Operational tag: If one Seat authors and erases across diverse prioritized domains and Erasers fail to check it → Autocratizing; if consolidated and personalist/hereditary → Monarchy/Autocracy.

**8) Internal Snapshot (per scene)**

* Top Authors → Top Erasers (E) for the scene (append (E) in the Top-5 if they routinely upend authors).
* Why these (clock/purse/force/platform/robe).
* Beholdenness (only if needed to resolve ambiguity).
* Who owns the buck (for fallout planning).