**Solar Conflict Game Master’s Guide**  
  
 Being a Game Master is an incredible responsibility. You’re in charge of all of the player’s fun and happiness for a few hours, so it’s vital that you keep an interesting and (mostly) fair experience up and running. You have to provide events, anomalies, moderate discussions and decisions, and arbiter the rules.   
 So here are a few things to remember while you play.  
  
Section One: Science  
 You’re ultimately responsible for anomalies. You have all the freedom in the world to do whatever you want-- but whatever you do, do not provide direct upgrades through anomalies. You can, for example, allow a player to acquire a Warrior Class ship early on through lots of Resources and Manpower as a one-time deal, but you may not give a permanent damage or health buffs to ships, for instance. In other words, any direct benefit has to have lots of costs, and be exclusive. Otherwise, stick to indirect buffs.  
  
Section Two: Events  
 Keep in mind the political state of all the different player’s nations. Make sure to constantly provide events for players during their Commerce and Administration phase to keep things interesting. Also note, that these events do *not* have to be positive. In fact, things get very interesting very quickly if you provide *negative* events. Below is a list of suggested events for different ideologies:  
Capitalism:

* Party Scandal
* Tax Evasion with the RIch
* Lobbyists Pushing their Agendas during Elections
* Peace Protests
* A Particular Policy (Taxes, Borders, Service) Becomes Controversial
* Union Strike
* Race Fighting
* Shootings
* Market Bubble, Crash, Boom, etc.
* Capitalists take Industry to Other Nations
* Industrial Tycoons Try to Buy You Off
* Demands for Industrial Deregulation or Regulation
* Demands for Colonial Regulations
* Demands for Nationalization of Certain Industries

Anarchism:

* Industrial Union Demands a Factory Expansion
* Ecological Union Demands Pollution Cleanups (at High Pollution Levels)
* Colonial Union Demands Colonization
* Debate Between Two Unions
* Question Over Whether Capitalistic Minorities Should be Tolerated
* Anti-Fascist Rallies
* Accusations of Tyranny on the Anarchist Federation
* Workers Demand the End of Alliances with Capitalists, Fascists, or Communists
* Worker Unitarianism Calls for Alliance with Communists
* Workers Demand the Disbandment of Militaries
* Workers Demand Higher Standard of Living
* Workers and Union Conflict over Representation
* Union Scandal
* Union Strike
* Union Outrage Over Tech Choice

Communism:

* Revisionists Try and Organize Protests
* Revisionist Activism, Hunger Strikes, etc,
* Revisionist Coup
* Revisionist Influence in a Certain Industry
* Death of Orthodox or Revisionist Leader Allows for Political Fallout
* Unionized Industry Calls for More Representation
* Gulag Rebellions
* Privatized Industries (Kulaks, Namely) Try and Cripple the Nation
* Calls for Unitarianism, and Alliances with Anarchists
* Calls for Sectarianism, and Breaking Alliances with Anarchists
* Policy Disputes (Borders, Generally)
* Disputes over Working With Capitalists, or Actively Fighting Capitalists

Fascism:

* Racial Minorities Rebel
* Capitalist Sympathies Among Corporations
* Corporations Make Demands
* Corporation Scandal
* Union Tries to Arise in a Corporation
* Corporation Rebellion
* Minsters make Demands
* Minister Becomes Paranoid
* Ministers Start Disputing with Each Other
* Minister makes a Plots for a Coup

Section Three: End Game Crises  
 An End-Game Crisis is a good way for player to become unified and fight a common threat. However, don’t create an End-Game Crisis if the players are all involved in a giant war (because congrats, they already *made* an end game crisis for themselves!), because it distracts from the current political theatre. However, if nothing is going on a Crisis can be a great way to make a game interesting. Also, go all out. Don’t be afraid to really strike fear into the players.  
  
Section Four: Rules  
 As the Game Master, you *must* know the rules. If you don’t… it makes you look bad. So be sure to read up on the rules, and good luck on your game!