

ADJUDICATION SPACE

GOVERNMENT

In Cantor, the home system for our *Airlock* campaign, *Adjudication Space*, people live in a Holacracy.

WHAT IS A HOLACRACY?

A Holacracy is an organizational structure that groups people into “cells” according to their roles and responsibilities. Several smaller cells can make up a supercell (the way neighborhoods make up a city or town).

Typically, each cell makes all of its own decisions for whatever roles and responsibilities it has. For example, if there was a cell that made dinner for everyone, that cell might make all the decisions about dinner.

From time to time, a Holacracy wants to change the roles and responsibilities that a cell has or to change one of its internal policies. Special decision-making or governance cells would change those roles, responsibilities, and rules. For example, let’s say our dinner cell keeps making disgusting meals that no one likes. A special decision-making cell or governance cell might take the responsibility for picking meals away from the dinner cell and give it to a new cell dedicated to picking yummy dinners. The dinner cell would still make all the decisions about dinner (like ordering ingredients, picking dinnerware, pairing drinks, etc.) except for picking the meals they make.

Each cell in a Holacracy understands exactly what it needs from other cells and exactly what they have to give other cells. In *Adjudication Space*, different types of local cells understand the parts of life they govern, as well as what they depend on from the other cells. For example, a culture cell knows its needs a trade cell to maintain indigenous people’s quality of life and a security and law enforcement cell to keep them safe from violence and exploitation. A trade cell knows its needs workers and a safe space to operate. A security and law enforcement cell knows it needs to good will of its local population to keep the peace and generate the good will that keeps their home communities safe (because an angry populace will call its indigenous security and law enforcement agents home and leave their new communities defenseless if they need to).

WHAT KINDS OF CELLS ARE IN THE GAME?

Our game will have **local**, **regional**, **planetary**, and **system** cells.

In Adjudication space, there are 3 kinds of **local cells**:

1. **Culture cells:** These cells make the rules for daily life, customs, and cultural preservation at the local level. They are run by indigenous people.
2. **Trade cells:** These cells run business and trade at the local level. They decide what to produce and give people roles and responsibilities in whatever trades they practice. The cells are run by local people and representatives of the trading companies or guilds that operate locally. They are run by locals and they may include indigenous people.
3. **Security and law-enforcement cells:** These cells keep the peace and make rules that we would consider laws. They are made up of security and law enforcement personnel who are brought in from other places. The big idea is that any security or law enforcement officials will do a good job wherever they are because they need to trust that the people serving their home communities will do the same.

Regional cells are made up of representatives from local cells and make decisions about culture, trade, and security and law enforcement for areas that we might think of as states, provinces, or even countries. Their decisions are ratified and adopted at the local level.

Planetary cells are made up of representatives from regional cells. They make decisions about how culture, trade, and security and law enforcement work planet-wide. They also make decisions about how the planet interacts with other planets under Cantor's system-wide treaties. Their decisions are ratified and adopted by regional cells.

A single **system cell** makes treaties between planets and decides on Cantor's broad approaches to culture, trade, and security and law enforcement. The system cell is made up of representatives from each planetary cell. Their decisions are ratified and adopted by planetary cells.

HOW DO CELLS AND TREATIES INTERACT?

Local cells check regional cells. Regional cells check planetary cells. The planetary cells check the system cell. Each cell wants its decisions ratified and adopted as part of Cantor's system-wide treaties, so the supercells tend to listen to their representatives and work towards consensus and compromise as a rule.

However, when things get heated, a majority vote in any cell can pass a treaty or ratify it. When people resist those enforced treaties, you, the Adjudicators, are called in to set things right. Your job is to uphold the treaties no matter what, though you are not bound by them. You can break the rules to preserve them. Different schools of adjudication have different ideas about how far you can go or how much you can change something locally, so you travel and rule in groups of 3 to 5 adjudicators each to ensure diversity of thought and outcomes that are less likely to favor one approach or another over time.