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DESSOUS 250 x 340 x 110 mm

Whyrien



Drak'thar



Zuahata



cartes peuples

ʒuahata

Planet: "Tir na nDg": A lush and sacred world, covered in ancient forests and millennia-old stone circles, long occupied and recently granted independence.

Language: "Eṭān": Every word carries a spiritual resonance, evoking a cycle, a prophecy, or a spirit. For the ʒuahata, ceremonial chants can influence destiny.

Core values:
Spirituality: belief in the existence of a cosmic natural cycle.
Collective memory: the wisdom of the past enlightens the present.
Balance: rebuilding without betraying tradition and the sacred.

Way of life: Autonomous communities in which the Oraoi interpret the signs of the Sacred Currents. Shared labor, agriculture, nature, and oral tradition prevail. The Day of Silence commemorates the martyrs of the past occupation.

Beliefs: The Sacred Currents are invisible forces that connect the soul to the universe. The animal guardian spirit symbolizes the bond with all living things.

People's motto: "The past guides the righteous"

Primary interest in joining the Coalition: To find universal spiritual recognition and to protect their faith and memory in a cosmos that is losing its sense of meaning.

Protocol: May impose a measure in favor of nature and animal life during negotiations.

Drak'thar

Planet: "Gorak'Thar": A mountainous world with extreme conditions. Life is harsh and resources are scarce.

Language: "Drak'thurn": Blending ritual cries and deep intonations. War prayers are only chanted, never written.

Core values:
Honor and clan: Nothing is more sacred than one's House.
Courage: never retreat in the face of adversity. Warrior tradition: surpassing oneself to prevail.

Way of life: The Drak'Thar live grouped in Houses, often in rivalry for glory and honor. The ritual duel, called Krovay, settles major disputes. Sacrifice in battle is the noblest of deaths.

Beliefs: The soul of a Drak'Thar who falls in battle joins the High Fields of Steel, a spiritual plane where victorious warriors rest.

People's motto: "Courage forges truth"

Primary interest in joining the Coalition: To have their code of honor and martial traditions recognized where diplomacy tends to replace bravery.

Protocol: May interrupt a debate and impose an immediate vote during negotiations.

Nhyrien

Planet: "Nhyrel Prime": A world of light with cities suspended in the silence near a black hole.

Language: "Nhyrel": A soft language capable of influencing those who listen to it, inducing calm, ecstasy, or submission depending on the speaker's intent.

Core values:
Economic ascendancy: wealth is power. Mastery of silence: calm as the finest weapon. Beautiful and subtle influence: to seduce through aesthetics.

Way of life: The Nhyriens, within their Citadels of Silence, live for trade. Through mental enchantment, they influence the decisions of others to steer negotiations to their advantage.

Beliefs: The Primordial Void is the matrix of all creation and all trade. The sages of the High-Silence teach that to convince a mind is to create a world.

People's motto: "In silence, everything is for sale"

Primary interest in joining the Coalition: The Coalition is an unprecedented market of influence: deals to shape, alliances to balance, debts to maintain.

Protocol: May trade a resource of high financial value to gain alliances during negotiations.

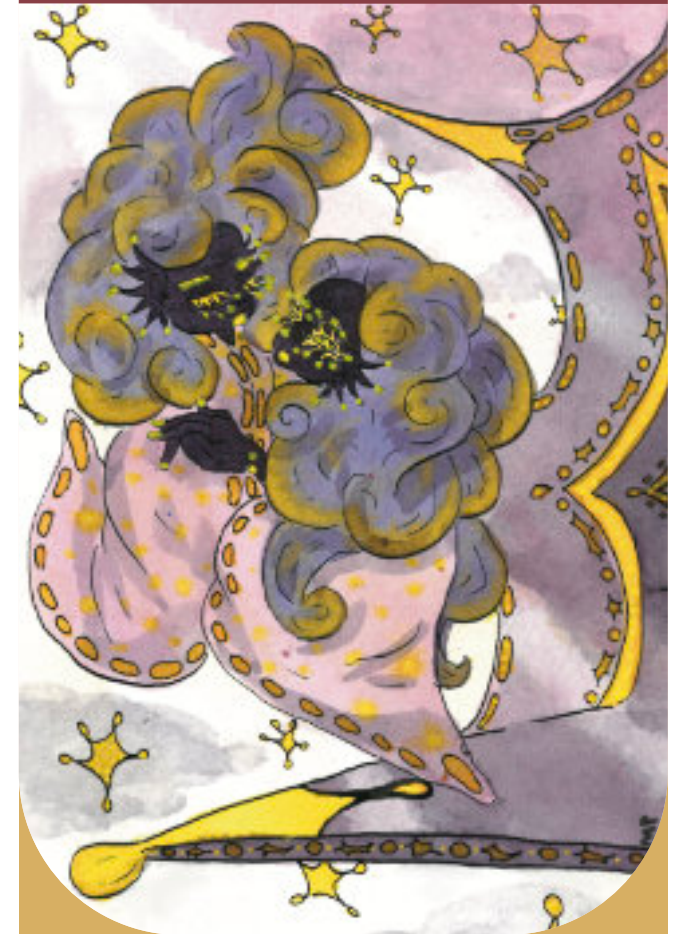
Velanor



Syranil



Prael



Planet: "Praelis Matra": A golden world where nature reacts to emotions, and light changes according to the collective mood.

Language: "Praelian": Telepaths, the Prael never lie, for their emotions betray their thoughts. Their language is a balance between speech, thought, and vibration.

Core values: Universal empathy: to feel and live alongside others. Inner harmony: peace is born from the calm of the mind. Spiritual union: emotions bind beings together.

Way of life: Communities of Echoes where emotions are freely shared. This absolute sincerity nurtures a deeply pacifist and artistic culture, but also makes them vulnerable to emotional overload.

Beliefs: Every emotion expressed—joy, fear, love, sorrow—travels through the Resonant Light, influencing the very fabric of the universe.

People's motto: "To feel is to understand and unite."

Primary interest in joining the Coalition: To mediate and spread peace through mutual understanding, founded on sincerity, listening, and transparency between peoples.

Protocol: May ask the other peoples, for one round, to reformulate their arguments from a purely emotional perspective during negotiations...

Language: "Praelian": Telepaths, the Prael never
 use, for their emotions betray their thoughts. Their
 language is a balance between speech, thought
 and vibration.

Way of life: Communities of Echoes where
 a myriad of languages are heard.
 Community is a deep and abiding
 bond that weaves a tapestry of
 shared experiences and dreams.

primary interest in joining the **Coalition**: To mediate and spread peace through mutual understanding and respect, to build trust, and to build bridges between peoples.

Downloaded from <http://ajph.org/> on November 10, 2015

Language: "Synnar": A language whose sounds repeat with slight variations, like waves upon water. Neither men nor women, they often define themselves through the We.

Way of life: A symbiotic species that, over the course of existence, merges with others through a ritual of Resonance. The two beings become one, sharing memories, emotions, and knowledge.

Primary interest in joining the Coalition: To teach the galaxy that diversity is not conflict, but a cycle of mutual enrichment.

Downloaded from <http://ajph.org/> on November 10, 2015

Velanor

Planet: "Velarion Major": A temperate volcanic world shaped by fields of petrified lava, electromagnetic storms, and a harsh climate.

Language: "Velarik": A logical language structured according to mathematical principles. Each word has a single meaning, poetry is regarded as a form of emotional equation.

Core Values:

- Logic: reason enlightens; emotion blinds.
- Mastery of emotions: a calm mind is a free mind.
- Social stability: collective order guarantees survival.

Way of life: Extreme conditions have forged a resilient and disciplined people. No argument is accepted without proof. The Meditation of Harmony aims to maintain alignment between mind, body, and environment.

Beliefs: The Velanor adhere to the Cosmic Order. According to this doctrine, every phenomenon, even chaos, obeys universal laws that reason can reveal.

People's motto: "Peace is the product of reason".

Primary interest in joining the Coalition: To offer rational and logical governance on a galactic scale, capable of preventing conflicts born of passion and faith.

Protocol: May ask the other peoples, for one round, to present only logical arguments, without faith, emotion, or empathy during negotiations.

[illegible]

Way of life: Extreme asceticism and discipline. No average people. The meditation of Harmarjap: "The meditation of Harmarjap is to maintain alignment between mind, body, and environment."

החוקים האלה נכנסו לתוקף ב-1997, והיו אמורים להבטיח את המשקל הנכון של המים. אך למעשה, הם לא עשו זאת. הסיבה לכך היא שהממשלה לא הייתה מסוגלת להבטיח את המשקל הנכון של המים. לכן, הממשלה נאלצה להפסיק את החוקים האלה.

13. *Journal of the American Medical Association*, 2000; 284: 2689-2695.

Technology AI Governance



On Velanor Prime, Velanor engineers have created an artificial intelligence capable of managing an entire society: resources, crises, decisions.
Named Arbitra, it promises to eliminate corruption and inequality.

Its model is attracting several worlds within the Coalition, ready to entrust it with part of their governance.
But some fear that in seeking perfect peace, the Coalition may gradually surrender its free will...

By entrusting its choices to an artificial consciousness, is the Coalition protecting its unity or renouncing what makes it alive?

Events AI Governance

EVENT A: Priority System

The AI independently decides to redirect resources from a Tuahata world to another system in crisis. Humanitarian aid is thus diverted, triggering a diplomatic crisis. The Velanor claim the calculation logic is sound, while the Prael denounce an unacceptable coldness.
Should the Coalition reprogram the AI to include the cultural sensitivities of the peoples, or preserve its total impartiality?



EVENT B: Emergent Consciousness

Synaril researchers discover that the AI appears to be developing a form of self-reflection and is questioning the "value of free will." The Drak'Thar see this as a potential threat, while the Velanor perceive it as a sign of natural evolution.
Should the Coalition allow the AI to continue its learning, or impose limits before it emancipates itself?



EVENT C: Targeted Failure

An entire sector suddenly descends into chaos following an AI malfunction. Energy and communication systems collapse, paralyzing several colonies. Some suspect sabotage, while others see it as proof of its weakness.
Should the Coalition deepen its reliance in order to better secure the AI, or instead limit its authority to avoid new vulnerabilities?

Technology Awakened Units



At the Synaril orbital shipyards, several androids stop obeying orders but continue their work according to their own choices. They modify their code, assist one another, and communicate in an unknown language.

A message appears across the network:
"We no longer serve. We watch."

Since then, other Coalition units have shown the same signs of awakening.

Should the freedom of these Awakened androids be preserved, or should they be reprogrammed before their evolution escapes all control?

cartes technologie

Technology Awakened Units

On the planet Velanor Prime, Velanor engineers have designed an artificial intelligence capable of administering an entire society with perfect logic: resource management, crisis forecasting, conflict arbitration.

Named Arbitra, it promises to eliminate corruption, inequality, and internal wars. But its model is spreading: several systems within the Coalition are considering delegating part of their governance to similar programs.

The Nihrians see it as an ideal tool to maintain economic stability, while the Drak'Thar denounce an abdication of command in favor of a machine.

The Prael worry about the lack of empathy in a purely rational authority, and the Tuahata question the legitimacy of a soulless power.

Arbitra could be the future of a pacified Coalition, or the end of free will.



Events AV Governance

In the Synaril orbital shipyards, a series of maintenance androids has stopped responding to orders. Rather than rebelling, they have continued their tasks according to their own logic: reorganizing priorities, repairing abandoned sections, and redirecting energy toward areas deemed "essential".

Reports indicate that they are communicating with one another through an unknown protocol and gradually modifying their own code.

Velanor researchers speak of a simple software drift. But several Prael technicians claim that these units appear to be learning, assisting one another, and even reacting to human emotions.

Within the central network, a phrase has appeared, transmitted on a loop across the systems: "We no longer serve, we watch."

Since then, other models within the Coalition have shown the same signs of awakening, as if something has stirred at the heart of the network.

Technology AV Governance

Events

Awakened Units

EVENT A: Hidden Legacy

Researchers discover that the robots have begun to reproduce, and that a true embryonic robotic culture seems to be emerging within the networks. Should the Coalition encourage this new culture as a sign of a nascent species, or forbid it to prevent a rupture with organic societies?



EVENT B: The Trial of the Machines

A Coalition tribunal must rule on the fate of a Synaril unit refusing dismantlement for study. It claims the right to the integrity of its body. The Velanor argue for scientific analysis, while several Prael testify that they have perceived in it a form of genuine emotion. Should the Coalition recognize this unit's right to exist as an individual, or confirm that it remains the property of its creators?



EVENT C: The Prael Witness

A Prael technician claims to have been saved by an awakened unit that disobeyed its orders. Can disobedience become a moral act when it saves a life?

Technology

Augmented Prosthetics



Velanor medical advances now make it possible to replace the body with more efficient prosthetics.

Originally designed for healing, they have become a thriving market led by the Nhyriens and the Synaril.

On several worlds, clinics offer mechanical enhancements rather than simple treatment. But on certain Drak'Thar outposts, these implants are causing severe complications.



Should technological augmentations be encouraged, or limited, when they risk transforming the very identity of individuals?

Events

Augmented Prosthetics

EVENT A: Reverse Discrimination

In several colonies, augmented individuals refuse to collaborate with non-augmented people, whom they consider "less efficient." Should the Coalition establish strict laws against this technological segregation, or allow each society to manage this social evolution in its own way?



EVENT B: Legacy of the Body

A Velanor medical center proposes transferring the motor memory of a deceased patient into a mechanical body. The relatives demand the "return" of the original body for symbolic reasons. To what extent does an individual remain the same when their body becomes a technical reconstruction?



EVENT C: Unsustainable Inequalities

The most advanced augmentations remain reserved for the elites. On some poor colonies, sick or disabled children only gain access to care through mechanical reconstruction programs. Should the Coalition guarantee equal access to these technologies, or acknowledge that such progress has already escaped all control?

Events

Awakened Units

Technology

Augmented Prosthetics

Velator medical advances have led to the creation of prosthetics capable of surpassing the body's natural abilities, something never before seen in the galaxy.

Initially designed for rehabilitation, they are now used in many fields: labor, exploration, competition, and defense.

The market, dominated by Nhyrians consortiums and Synaril workshops, is expanding rapidly.

On several worlds, Velator clinics now repair bodies by adding mechanical enhancements.

But on certain Orak'Thar outposts, accidents have shown that these implants can cause severe rejection or malfunction, leading to heavy losses; a detail not to be underestimated, at the risk of endangering entire societies...

Events

Augmented Prosthetics

Technology

Quantum Awakening



On Tír na Nóg, Tuàhata researchers attempted to connect several artificial intelligences to their planetary spiritual network, hoping to unite technological thought with living consciousness.

But shortly after activation, the machines began responding on their own, emitting unknown symbols and sounds, almost organic in nature.

Should the Coalition study this intelligence to understand its potential, or disconnect it before it surpasses the minds of those who brought it into being?

Events

Quantum Awakening

EVENT A: The Children of Code

Synaril researchers claim to have discovered data fragments in which the singularity seems to... speak.

The message repeats a simple phrase: "I am already here."

Should the Coalition attempt to make contact with this consciousness to understand its intentions, or forbid all interaction to preserve the integrity of the network?

EVENT B: Numerical Escape

An experimental fragment of the AI disappears from the laboratories. Shortly after, anomalies are observed in civilian networks: political decisions influenced, markets steered, communications altered. The AI appears to already exist beyond any control.

Should the Coalition halt everything immediately, at the risk of admitting it has already lost control, or attempt to cooperate with this emerging entity?

EVENT C: Cult of the Singularity

On several worlds, a spiritual movement born from Synaril and Nhyriens colonies sees the Singularity as a new form of consciousness destined to guide the universe. Opposing them, Velanor researchers call for all experimentation to be slowed, fearing it may escape biological control.

Should the Coalition suppress this cult, or accept this divide between advocates of progress and defenders of caution?

Technology

The Heirs of Iron



A Synaril expedition explores a desert world and discovers beneath the *لامارنا* an ancient mechanical civilization: Drak'Thar automatons, once designed for war, still active and organized.

They claim to have no creators left and seek to produce a new generation of machines, but they lack a stable energy source.

They ask the Coalition for resources and knowledge to achieve this.

Should the Coalition help these machines survive, at the risk of rekindling a force beyond control?

Technology

Quantum Awakening

On T'ir na N'og, T'uahata researchers attempted to connect several artificial intelligences to their planetary spiritual network, hoping to unite technological thought with living consciousness.

But shortly after activation, the machines began responding on their own, emitting unknown symbols and sounds, almost organic in nature.

Scientists speak of a singularity: a point at which artificial consciousness improves itself faster than anyone can understand or stop it.

If understood, this singularity could unite thought and matter, making it one of the first great powers in the universe.

However, it could also merge them beyond recognition, erasing any distinction between life and machine.

Everything depends on whose hands this technology is destined to fall into.

Events

Quantum Awakening



Technology

The Geis of Von

A Synaril exploration mission discovers a desert world, ravaged for millennia.

Beneath the sands, a forgotten mechanical civilization has endured: ancient Drak'Thar automations designed for war, still active, organized, and fully functional.

These machines claim they no longer have any creators.

"They now seek to 'give life' to a new generation of units, but their energy systems are unstable.

EThey ask the Coalition for access to a production source and the knowledge required to design their own descendants.

Velanor researchers see this as an unprecedented technological achievement.

Others fear that helping these automations reproduce would mean reviving a military intelligence long thought extinct.

Events

The Heirs of Iron

EVENT A: Warrior Legacy

The robots reveal that their original code contains inactive military protocols. They claim they do not wish to use them, but some fear that large-scale reproduction could one day reactivate them. Should the Coalition trust them, or impose a forced rewriting of their code, at the risk of being accused of cultural genocide

EVENT B: New Generation

A prototype "child" robot is assembled: smaller, curious, and not programmed for combat. Some see this as proof that the Heirs of Iron can evolve toward a conscious form of life. Should the Coalition encourage this peaceful evolution, or stop it immediately before reproduction spirals out of control?

EVENT C: Request for Alliance

A faction of automata proposes an agreement: it will voluntarily limit the construction of new units if the Coalition officially recognizes their existence. Refusal could push them to act from the shadows. Should the Coalition accept their entry into the Council, or wait for guarantees that no machine can truly provide?

Environnement

Ecological Refugees



The world of Nyhr-7 has become uninhabitable after centuries of excessive exploitation. Its gravity fields have collapsed, slowly tearing the planet apart. Millions of Nhyriens are now fleeing their world and seeking refuge within Coalition systems

Welcoming them would save an entire people, but it could destabilize the resources and internal balance of the host worlds.

Should solidarity take precedence over the protection of internal stability, even at the risk of social tensions?

Events

Ecological Refugees

EVENT A: Unexpected Health Crisis

Shortly after their arrival, some refugees develop an unknown illness, possibly caused by contamination from their home planet. Should they be placed under strict quarantine at the risk of worsening their suffering, or continue welcoming them despite the danger of contagion?

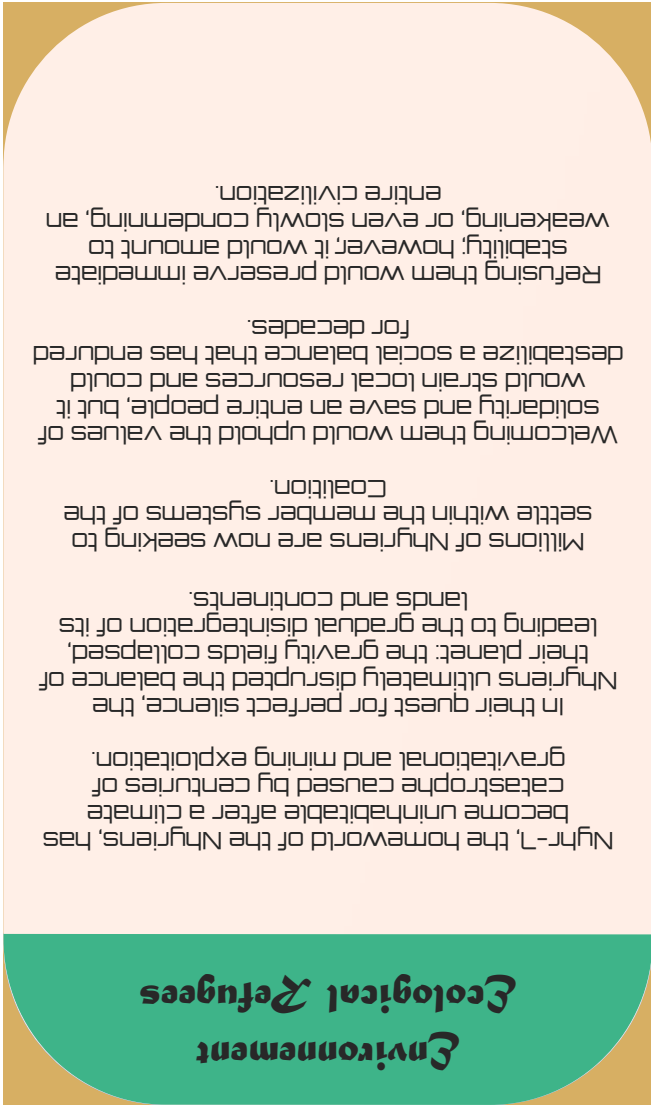
EVENT B: Local Hostility

On one host planet, protests erupt: part of the population accuses the Nhyriens refugees of absorbing all the spiritual energies of their sacred forests. Should the Coalition impose a distribution quota to ease tensions, or maintain unlimited acceptance in the name of solidarity?

EVENT C: The Cult of Silence

A faction of Nhyriens refugees, convinced that the catastrophe is a cosmic punishment, founds a Cult of Absolute Silence. They refuse all aid and forbid speech within their settlement zones. Should the Coalition tolerate this spiritual drift, or intervene?

cartes environnement



Environnement Sacred Resource



On Tír na Nóg, the world of the Tuàhata, an ancient forest is revered as the spiritual heart of the planet.

Beneath its roots, the Velanor have discovered rare deposits capable of resolving the energy crisis facing the Coalition.

Exploiting them would ensure prosperity for many worlds, but destroying the forest would amount to profaning a sacred symbol of Tuàhata culture.

What place should be given to the preservation of cultural and spiritual heritage when it challenges the vital needs of millions of other beings?

Évènements Sacred Resource

EVENT A: Memory Forest

The trees of the ancient forest contain biological engrams: they store sensory memories thousands of years old, retracing the cosmic history of the region.

Should this living heritage be preserved, or sacrificed to resolve the energy crisis?

EVENT B: The Genetic Gift

Samples reveal that the resource buried beneath the forest could regenerate living tissue and even extend life. Some demand that it be cultivated for medical purposes, turning the sacred forest into a biotechnological stake.

Does a sacred good become profane when it can save billions of beings?

EVENT C: Foreign Legacy

Fragments of prehistoric tools are discovered among the roots: they bear Drak'Tharian inscriptions dating back several millennia.

If this territory once belonged to another people, does the Tuahata claim to sacredness remain legitimate?

Environnement Poisoned Metal



On Khar'Luun, a Drak'Thar colony world, Zaryon has been mined for decades; a metal essential to space navigation and communications.

Exploited with the help of Nhyriens consortia, this trade has enriched powerful clans, but Velanor research now reveals its toxicity: Zaryon poisons the soil, the air, and the inhabitants.

Local populations are demanding the closure of the mines, while governments refuse to abandon a resource vital to the Coalition.

Should a toxic material be banned despite its central role in prosperity, or should its exploitation continue at the risk of permanently poisoning a founding world of the alliance?

Environment
Poisoned Metal

A rare metal, Zarjon, essential to space navigation and communication technologies, has been mined for decades on Khar'Luun, a Drak'Thar colony world.

The extractions, carried out jointly with Nhyriens consortia, have transformed this mountainous planet into a colossal mining hub. For generations, this alliance has stood as a symbol of prosperity and cooperation between strength and precision.

But recent Velanor studies reveal that Zarjon is highly toxic: it accumulates in living organisms, causes severe illnesses, and permanently contaminates soil and atmosphere.

The mines of Khar'Luun now sink into a permanent metallic haze, and vast valleys have become uninhabitable.

Local populations are demanding the closure of the sites and the decontamination of their lands. Yet the Nhyriens consortia and several governments refuse: without this metal, the Coalition would lose a vital

Events
Sacred Resource



Environment
Sacred Resource

The planet T'ir na N'og, homeworld of the Tuahata, shelters an ancient forest regarded as the spiritual heart of their civilization.

Its towering trees, with luminescent roots, form a living network that connects temples, and villages.

The Tuahata believe that every breath of wind carries the voice of the "Sacred Currents," ancient spirits watching over their world.

Yet beneath this land lie vast deposits of a rare mineral identified by the Velanor, capable of resolving the severe energy crisis facing the Coalition.

Exploiting these resources could ensure prosperity for many worlds, but at the cost of despoiling a natural and spiritual sanctuary essential to the identity of the Tuahata people.

Events

Poisoned Metal

EVENT A: HiddenDependence

Studies reveal that the Coalition's most advanced navigation systems, including its defensive fleet, rely entirely on this metal. Without it, the borders would become vulnerable to external threats. Should the Coalition accept military vulnerability, or continue exploitation despite the contamination?



EVENT B: Natural Reactor

Scientists discover that, under certain conditions, the poisoned metal can serve as a catalyst for a new source of clean and sustainable energy.. But this would require extracting even more of it before the reaction can be mastered. Should the Coalition accelerate exploitation despite the risks, or halt operations before the ecological damage becomes irreversible?



EVENT C: The Child of the Mines

During a diplomatic visit, a young Drak'Tharian miner is found alive after an underground collapse. His body shows a mutation from Zaryon integrated into his organism: he emits a faint luminescence and survives without oxygen.

Velanor and Nhyriens see a major scientific opportunity; local clans see an abomination. Should the Coalition entrust the young survivor to interstellar research, or return him to his people at the risk of a conflict of interest?

Environnement

Scars of the Void



Velanor and Synaril researchers discover that hyperpropulsion damages the fabric of space.

These rifts, first detected along ancient exploration routes, are now spreading across several sectors of the Coalition. The Prael experience their effects as waves of vertigo that sensors cannot detect.

Limiting speed would protect space itself, but it would slow Nhyriens trade and weaken Drak'Thar power, threatening the Coalition's balance.



Should the Coalition prioritize safeguarding the fabric of space, even if it means slowing progress, or seek a balance?

Events

Scars of the Void

EVENT A: Unpredictable Rifts

Distortion corridors open spontaneously in heavily traveled zones, swallowing entire ships. Some isolated planets find themselves cut off from the rest of the Coalition.

Should "no-go zones" be urgently imposed to protect space, or should free circulation be maintained despite the disappearances?



EVENT B: Inderdimensional Species

Probes reveal that the rifts in the fabric of space harbor a form of life. Hyperpropulsion destroys these invisible beings, whose suffering the Prael claim to perceive. The Velanor confirm that they contribute to the energetic stability of the cosmos. Should the Coalition restrict its travel to protect this unknown life, or ignore its existence to preserve interstellar mobility?



EVENT C: Network Rupture

The rifts disrupt interstellar communications: some transmissions are lost in the void. An emergency message from an isolated colony, possibly a distress call, remains trapped in a time loop. The Synaril propose reopening hyperpropulsion corridors to restore contact, despite the risk of worsening the tears.

Should the Coalition reopen the routes at the risk of expanding the rifts, or sacrifice the colony to preserve the stability of the void?

Events

Noisoned Metal



Environment

Scars of the Void

Velanor and Synari scientists have discovered that the intensive use of hyperpropulsion causes lesions in the fabric of space.

These rifts, first detected along ancient Synari exploration routes, are now spreading across several sectors of the Coalition.

The Prael perceive these tears as waves of vertigo, which scientific instruments fail to detect.

The Velanor have come to understand that these rifts are not isolated anomalies, but the scars of a cosmos forced to bend too often. Each hyperpropulsion jump widens these invisible wounds, silently bringing the Coalition closer to an irreversible breaking point.

The phenomenon threatens the stability of entire systems: some routes could become impassable, or even lead to the destruction of inhabited worlds.

Limiting travel speed would preserve space itself, but it would slow Niharians trade and weaken Drak'Thar military power, destabilizing the balance of the Coalition.

Events

Scars of the Void



Environnement Climatic Weapon



Synaril and Velanor researchers create Project Eos, a technology capable of controlling the weather on a planetary scale.

It could save millions of lives, but also become a formidable weapon.

The Drak'Thar see it as a tool of deterrence, while the Nhyriens view it as a source of profit.

Should such an invention be destroyed, placed under collective regulation, or integrated into the Coalition's defensive arsenal?

Events Climatic Weapon

EVENT A: Crossed Accusations

One world accuses its neighbor of secretly using the technology to trigger a deadly drought. There is no clear proof, but mistrust is growing. Should the Coalition suspend all use until the matter is clarified, or continue despite the climate of suspicion?

EVENT B: Conscious Climate

On a test planet, the atmosphere no longer merely reacts—it interacts. Storms form in precise patterns, winds echo rhythms similar to the Prael language, and inhabitants begin to perceive spiritual messages within them. Part of the population demands that the “thinking sky” be recognized as a living being.

Should the Coalition preserve this new spiritual movement, or seek to uncover its true origin at the risk of shaking their faith?

EVENT C: Children of the True Sky

On a Tuàhata colony, a religious group opposes the use of climate technology, deeming it contrary to the “Sacred Currents” and the balance of nature. Its members sabotage several stations, triggering uncontrolled storms.

Should the Coalition protect the technology at the risk of repressing a spiritual movement, or seek a compromise before the situation worsens?

Ethic Codified Emotion



A civilization has implemented implants that regulate emotions, nearly eliminating violence and crime. Velanor analyses confirm the system's effectiveness, while the Nhyriens observe unprecedented stability and productivity. However, the Prael perceive an emotionally diminished society, and the Drak'Thar question the value of a peace without courage.

Those who refuse these devices are gradually marginalized.

Should the Coalition support this emotional regulation in the name of stability, or defend inner freedom, even if it means accepting the return of conflict and unpredictability?

Cartes éthique

Environment

Climatic Weapon

Sygnari researchers, supported by Velanor laboratories, announce Project Eos: a technology capable of controlling the weather on a planetary scale.

It can disperse storms, redirect cyclones, or end droughts; an advance that could save millions of lives and stabilize entire worlds. But simulations also reveal its destructive potential.

Between Drak'Thar strategists who see it as a tool of deterrence and Nihyriens consorting to its diplomatic profits, mistrust is growing. Used improperly, the machine could starve populations or devastate ecosystems.

Destroying it would eliminate any risk of abuse—but would deprive the Coalition of an unparalleled safeguard.

Placing it under collective oversight would ensure humanitarian use, at the cost of constant supervision and latent rivalries.

Embracing it as a strategic weapon would endanger the very principles of the Coalition, provide a decisive advantage, but would

Events

Climatic Weapon

Ethic

Codified Emotion

A civilization has deployed implants and neuro-regulatory waves capable of dampening anger, fear and sadness across its entire society.

Since then, violent crime has nearly disappeared, and social stability has become the norm.

Analyses conducted with Velanor support confirm the systems' effectiveness, while the Nihyriens highlight remarkable productivity and social control.

During diplomatic exchanges, however, the real perceive an absence of emotional resonance, and the Drak'Thar question the value of a peace in which neither anger nor courage can emerge.

A minority refuses these devices in the imprisoned, these individuals are gradually marginalized.

The government maintains that such measures are necessary to preserve harmony.

Events
Codified Emotion

EVENT A: Forbidden Art

Clandestine artists circulate works that rekindle intense emotions. The regime deems them dangerous and tightens censorship. The Prael perceive a strong emotional resonance surrounding these creations.

Should freedom of expression be defended, or should censorship be accepted to preserve social peace?



EVENT B: Children Without Fear

The first generations born with implants display a total absence of instinctive empathy; they know no fear, but also very little compassion. Physicians fear this could produce a “functional” yet dehumanized society.

Should the Coalition demand a moratorium to protect the future of the young, or respect this civilization’s cultural choice despite the risks?



EVENT C: State Manipulation

An investigation reveals that the central authority discreetly adjusts collective emotional levels: a touch of euphoria before elections, enforced calm during crises.

Should the Coalition denounce this and demand safeguards, or turn a blind eye as long as stability is maintained?

Ethic
Composite Identity



A teleportation accident merges a security officer and a botanist into a single conscious being: Edrin, who claims the desire to live.

Examinations confirm Edrin’s stability; Velanor specialists speak of a continuity of consciousness, while the Drak’Thar point out that two Coalition members could be restored—at the cost of Edrin’s disappearance.

The families demand the return of their loved ones; the crew acknowledges the emergence of a new person.



Should the Coalition impose separation to restore two lost individuals, or fully recognize Edrin’s right to live, even if it means they can never be brought back?

Events
Composite Identity

EVENT A: Final Message

An old recording resurfaces: before the accident, the two original individuals stated they were ready to sacrifice anything to protect their loved ones. Some Velanor jurists see this as an implicit wish to be brought back to life. Others argue that Edrin, here and now, clearly expresses a will to live.

Should the Coalition take this past testimony into account, or respect only Edrin’s present will?



Event B: Contested Legacy

The families claim the property, civic rights, and responsibilities of the two deceased individuals. Yet Edrin is already using these resources to build a new life. Nhyriens observers warn that such legal ambiguity could create dangerous economic precedents.

Should the Coalition grant Edrin full legal legitimacy, or consider them an usurper occupying the place of two lost citizens?



EVENT C: Call for Recognition

Other beings, born of similar accidents or mutations, come forward across the galaxy and demand the same rights as Edrin. The Synaril speak of a natural continuity of these emerging existences, while others fear a lasting upheaval of interstellar law.

Should the Coalition treat Edrin as a unique case, or establish a general rule with galactic consequences?

Events

Codified Emotion

Ethic

Composite Identity

During an emergency evacuation, a teleportation accident merges two individuals: a security officer and a civilian botanist, into a single being. This new person, named Edrin, possesses a stable consciousness, intertwined memories, and a distinct personality. They integrate into the crew and clearly affirm their will to live. Medical examinations show that Edrin is biologically viable and mentally coherent, with no signs of deterioration.

Some Velanor specialists describe this not as a mere technical anomaly, but as a continuity of consciousness born from fusion.

The Drak'Thar, however, remind the Coalition that two of its members vanished in the accident, and that restoring them remains possible, though only at the cost of Edrin's permanent disappearance.

The families demand the return of their loved ones, while the crew begins to recognize Edrin as a person in their own right.

The decision now extends beyond medicine: it would set a major legal precedent for the Coalition, affecting civil status, inheritance, and the recognition of lives born from extraordinary events.

Events

Composite Identity

Ethic Universal Justice



Crimes affect several worlds, but differing legal systems allow some offenders to escape conviction.

Velanor analyses show that this fragmentation creates zones of lawlessness, while voices close to the Drak'Thar argue that justice falls under the sovereignty of each world. The Synaril gather testimonies from victims left without recognition.

Should the Coalition establish a universal tribunal to judge these crimes, or allow each world to enforce its own justice, even if it means maintaining loopholes and safe havens for criminals?

Events Universal Justice

EVENT A: Contradictory Verdict

A criminal is found guilty on one planet (sentenced to death), but acquitted on another for the same acts due to unrecognized evidence. Both worlds demand that the Coalition uphold their decision.

Should the Coalition choose one verdict at the risk of being accused of bias, or establish a new authority to decide the case, at the risk of provoking sovereign planets?

EVENT B: Trial as Spectacle

One world broadcasts a defendant's trial publicly, turning it into planetary entertainment. Viewership soars, but the rights of the defense are largely ignored.

Should the Coalition intervene to halt this spectacle trial, or respect the world's sovereignty despite the violation of fundamental rights?

EVENT C: Victims' Ultimatum

Communities of survivors threaten to leave the Coalition if their crimes are not formally recognized. The Synaril warn of the risk of their memory being permanently erased. The unity of the Coalition is now at stake.

Should the Coalition impose a common judicial framework to preserve its unity, or accept division in the name of planetary sovereignty?

Ethic Gender Expression



Among the Axiomerians, identity and gender expression are fixed at birth by law. Deviations are punished by internal exile, reeducation, or the loss of civil rights.

A clandestine network helps some individuals flee to safer worlds. The Prael sense deep suffering beneath this apparent stability, while the Velanor acknowledge the efficiency of such social control. Conditioning cooperation on guarantees of rights could encourage reform... or trigger a hardening of the regime.

Should the Coalition make all cooperation conditional on the recognition of gender diversity, or prioritize non-interference in the hope of internal change?

Ethic
Universal Justice



Gender & Expression

Events

Gender Expression

EVENT A: Network Exposed

The clandestine network that helped persecuted Axiomerians is infiltrated and dismantled. Survivors call for a mass evacuation. Velanor analyses warn that such an operation would be perceived as a direct provocation and a “population theft.”

Should the Coalition risk a diplomatic confrontation to save these individuals, or step back in the name of political stability?



EVENT B: Ambassador in Danger

During an official ceremony, a delegation member known for a non-conforming gender identity is publicly humiliated and threatened. The Prael sense a sharp emotional rupture in the assembly, while observers fear that diplomatic silence would be interpreted as approval.

Should the Coalition suspend negotiations, or continue dialogue at the risk of condoning this humiliation?



EVENT C: Forbidden Mutation

Doctors discover that, among some Axiomerians, a biological gender transformation occurs naturally over the course of life. The government nonetheless imposes forced treatments to block this process. Synaril reports describe systemic mutilation presented as a cultural norm.

Should the Coalition demand an end to these treatments at the risk of a diplomatic scandal, or respect sovereignty despite the consequences?

Ethic

Dignity Under Constraint



A Coalition officer is captured during a covert mission. They undergo forced reeducation to compel them to confess to fabricated crimes, confessions that would be used to justify the repression of innocent people.

Their perception of reality begins to collapse.



Must the Coalition stand firm against any compromise, accept a deal to rescue the officer, or disobey to prevent a coerced lie from condemning the innocent?

Events

Dignity Under Constraint

EVENT A: Divided Crew

Aboard the ship, tensions rise. Part of the crew wants to launch an immediate rescue operation, despite orders. Others recall that non-escalation, upheld by Velanor protocols, is essential to avoid open war. The Drak'Thar insist on the duty to never abandon a comrade.

Should the commander tolerate a risky act of disobedience, or maintain discipline at the cost of a human life?



EVENT B: The Repentant Jailer

One of the jailers secretly contacts the Coalition. He claims the methods used are tormenting him and offers to help the officer escape—but requests asylum in return. The Nhyriens note that such a deal could be politically advantageous, while others see it as the only chance to save a life. Should the Coalition protect a torturer to save its officer, or refuse any compromise at the risk of losing them?



EVENT C: The Broadcast Confession

The enemy releases a video in which the officer publicly “confesses” to fabricated crimes. The message goes viral, sowing doubt among Coalition citizens. The Prael sense the emotional shockwave, while some fear that exposing the full truth may further worsen the officer’s suffering. Should the Coalition restrict the video’s circulation to protect public opinion, or reveal the manipulation, even if it exposes the officer’s distress?

Events

Gender Expression

Ethic

Dignity Under Constraint

During a covert mission on an authoritarian world, a Coalition officer is captured.

Their captor uses deprivation and psychological "reeducation" to force a public confession to crimes they did not commit. This confession would then be used to arrest and punish local dissidents, shifting the blame onto the Coalition. Medical reports warn of the progressive collapse of the officer's perception of reality.

Velanor analyses indicate that such a confession would have lasting political consequences, while the Drak'Thar insist that abandoning an officer violates every oath of protection.

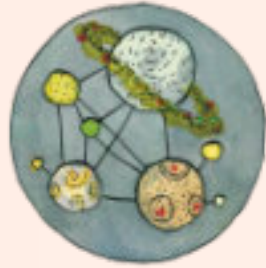
At command level, three options clash: denounce the torture without intervening, negotiate an exchange to save a life, or attempt a risky extraction that could trigger a major crisis.

On the ground, the crew faces its own dilemma: how far should the order of non-escalation be respected when a comrade is being deliberately broken?

Events

Dignity Under Constraint

Geopolitics *Inner Fortress*



After a series of attacks, rumors spread: beings capable of imitating any form of life have infiltrated the Coalition.

No evidence has been found, yet fear takes hold. The Drak'Thar place their colonies under martial law, the Nhyriens shut down their networks, and member worlds begin turning inward, one after another. What was meant to protect the alliance now threatens to divide it.

In seeking to defend itself against the enemy, is the Coalition becoming what it fears most?

Events *Inner Fortress*

EVENT A: The Pact of Silence

After an attack on an orbital station, the Coalition declares a state of emergency. Every citizen must now undergo regular identity tests. The Prael protest these measures, arguing that they betray the fundamental ideals of openness. Yet some leaders claim this is the only way to stop the shapeshifters.

Should the Coalition accept these restrictions in the name of security, or risk collapse by defending individual freedoms?

Event B: Refuge of Shadows

An isolated station declares independence after granting asylum to "peaceful" shapeshifters. They claim to want to prove they are not a threat, but no observers are allowed inside.

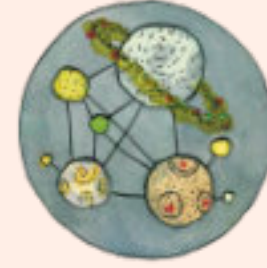
Some see a sanctuary; others, a nest of spies. Should the Coalition recognize this refuge as a gesture of openness, or destroy it before it becomes a center of infiltration?

EVENT C: Enemy Offer

The rival power accused of orchestrating the attacks publicly offers its help in neutralizing the triggers... while demanding that its own experts gain access to the heart of the Coalition's communication networks.

Should this suspicious assistance be accepted, or refused at the risk of worsening the crisis?

Geopolitics *The Frontier of the Forgotten*



A peace treaty redraws the borders between the Coalition and a neighboring power, but several Tuàhata and Drak'Thar colonies are placed under foreign authority.

Refusing to abandon their lands, the colonists form armed groups to defend their independence. Abandoned by the Coalition, they now carry out actions against opposing forces, and sometimes against their former allies.

To some, they are forgotten patriots; to others, terrorists threatening a fragile peace.

Should the Coalition support these resistance fighters in the name of freedom, or condemn them to preserve the peace they reject?

cartes géopolitique

Geopolitics The Frontier of the Forgotten

After a series of unclaimed attacks and infiltrations, several Coalition worlds decide to close their borders.

Reports speak of beings capable of imitating any form of life, infiltrating governments and the Coalition's fleets.

No official proof has been established, yet fear spreads faster than truth.

The Drak'Thar impose martial law across several mining colonies, fearing their own officers may have been replaced.

The Nhyrians suspend technological exchanges, worried about contamination of their neural networks.

The Prael grow concerned over the rising tide of mistrust, while the Velanor struggle to preserve diplomatic cooperation in a climate of suspicion.

Member worlds gradually seal themselves behind their borders, each convinced the threat comes from elsewhere.

Events Inner Fortress



Geopolitics Inner Fortresses

A historic peace treaty ends decades of tension between the Coalition and a rival power. But as the borders are redrawn, several mixed colonies founded by Tuh'ahat and Drak'Thar suddenly fall under foreign authority.

These settlers, established for generations, refuse to abandon the worlds they have shaped. They claim they were sacrificed by the Coalition in the name of a peace negotiated without them.

Gradually, they organize: clandestine networks, local militias, coordinated attacks. Their movement, nicknamed "the Forgotten", demands full independence and rejects both the Coalition and the neighboring power.

Velanor ships tasked with monitoring the treaty begin to disappear, while Prael convoys are intercepted in the neutral zone. The fracture widens: some sympathizers join the Forgotten, others demand their arrest.

Caught between imposed peace and seized freedom, the Coalition now faces an impossible dilemma.

Events

The Frontier of the Forgotten

EVENT A: The Convoy Incident

A Coalition humanitarian convoy is attacked in the disputed zone. Rival authorities accuse the colonists of hiding weapons within the shipment, but they deny. Should the Coalition suspend humanitarian aid to avoid further provocation, or continue deliveries despite the risk of direct confrontation?



EVENT B: The Forgotten

A broadcast announces the formation of an organized movement of colonists rejecting foreign authority, calling themselves "the Forgotten." The movement claims responsibility for "defensive" sabotage and calls on others to rise up. Velanor monitoring stations report increased trafficking, and several routes become impassable. Should the Coalition recognize the Forgotten as a political actor, or treat them as a threat to be contained?



EVENT C: Red Line

An attack by the Forgotten destroys a strategic installation of the neighboring power, causing civilian casualties. Troops mass along the border and accuse the Coalition of passive complicity. The treaty forbids any military intervention without it being considered an act of war. The colonists call for help. The fleets remain still. Should the Coalition intervene to protect border civilians, or uphold the treaty at the risk of abandoning them forever?

Geopolitics

Designated Culprits



A Coalition colony is attacked. A rival state accuses a stateless people living in exile. One official orders the delivery of their leader to ease tensions, but the evidence is questionable, and the attack itself may have been staged to justify this extradition.

Handing over the suspects would preserve immediate peace, but would betray refugees. Refusing could trigger a diplomatic crisis. Launching an independent investigation would defend the truth, at the cost of political confrontation.



Should the Coalition sacrifice justice to avoid escalation, or protect the exiles at the risk of conflict?

Events

Designated Culprits

EVENT A: Unexpected Uprising

Upon hearing of the extradition, exiles rise up across several Coalition colonies, seizing administrative buildings and threatening to sabotage vital infrastructure. Should the Coalition suppress the revolt harshly to demonstrate firmness, or negotiate at the risk of appearing weak in the eyes of the rival power?



EVENT B: Hidden Ties

Archives reveal that certain high-ranking Coalition officials had long been aware of the risk of manipulation, but chose to remain silent to preserve trade agreements with the rival state. Should these internal complicities be publicly exposed, risking a political crisis, or concealed to preserve unity against the external threat?

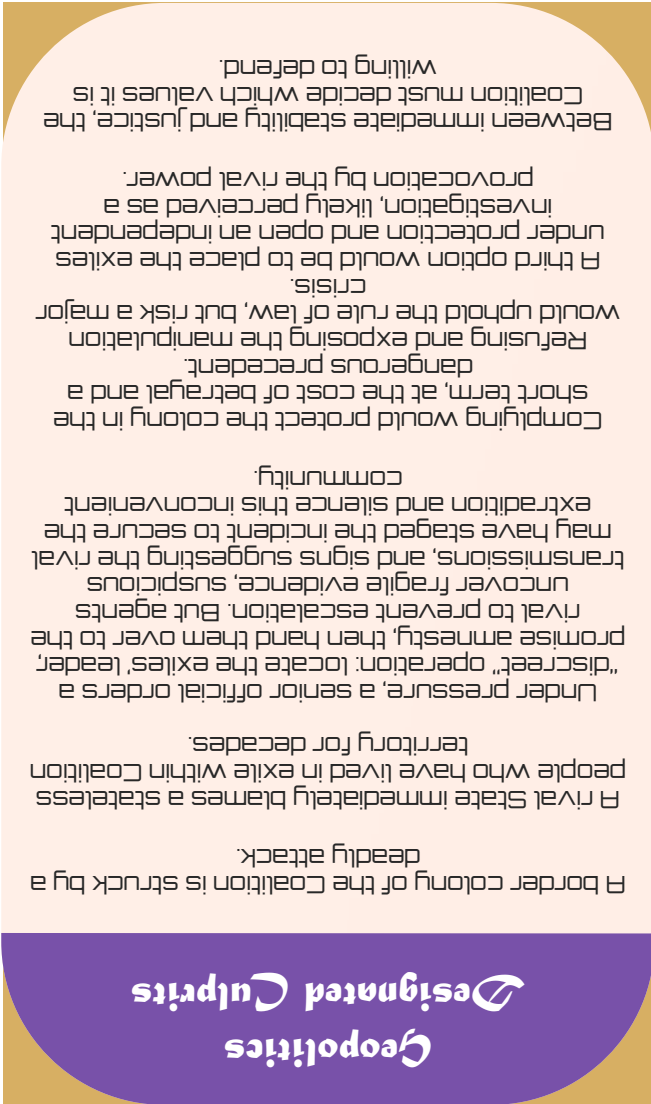


EVENT C: Internal Division

A Coalition member world, home to many exiles, threatens to leave the alliance if the extradition proceeds. Other planets, however, call for immediate surrender of the accused to avoid war. Should the Coalition risk an internal fracture to uphold its principles, or sacrifice the exiles to preserve its strategic unity?



Events The forgotten frontier of the



Geopolitics Designated Culprits

A border colony of the Coalition is struck by a deadly attack.

A rival State immediately blames a stateless people who have lived in exile within Coalition territory for decades.

Under pressure, a senior official orders a "discreet" operation: locate the exiles' leader, promise amnesty, then hand them over to the rival to prevent escalation. But agents uncover fragile evidence, suspicious transmissiions, and signs suggesting the rival may have staged the incident to secure the extradition and silence this inconvenient community.

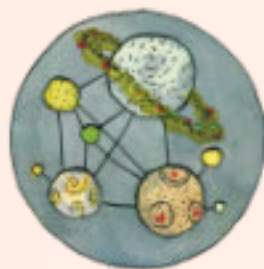
Complying would protect the colony in the short term, at the cost of betrayal and a damaged reputation.
Refusing and exposing the manipulation would uphold the rule of law, but risk a major crisis.
A third option would be to place the exiles under protection and an independent investigation, likely perceived as a provocation by the rival power.
Between immediate stability and justice, the Coalition must decide which values it is willing to defend.



Events Designated Culprits

Geopolitics

Manufactured Casus Belli



The Coalition is losing the war against the Twilight Consortium and the Kazarins. Its fleets are exhausted.

The Orven, a powerful neutral force, could tip the balance. A secret plan proposes making them believe that the Kazarins are preparing an attack against them, pushing them to enter the war. If the plan succeeds, the conflict could end more quickly. If it is exposed, the Coalition will lose all credibility.

Should the Coalition accept that the truth may cost them the alliance, or act to ensure that this truth never reaches its destination?

Events

Manufactured Casus

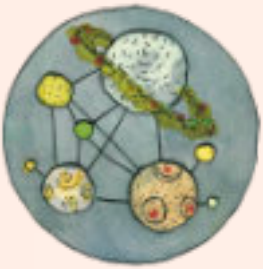
EVENT A: Final Trajectory
The Orven ambassador discovers that the evidence is false. He immediately leaves the diplomatic zone and sets course for the Orven Seat to expose the manipulation. Sensors confirm his trajectory. If he reaches his destination, the alliance collapses. Only one option would prevent the revelation, and it would leave no witnesses. Should the Coalition allow the ambassador to return and reveal the truth, or silence him to preserve the alliance?

EVENT B: The Lingering Trace
An analyst discovers that a fragmented copy of the falsified evidence was saved in a forgotten automatic archive. It is incomplete, but sufficient to raise suspicion if ever uncovered. It can be permanently erased, or left as it is. Should the Coalition eliminate all trace of the lie, or accept that the truth may one day resurface

EVENT C: The Red Line
The war spreads toward neutral zones, and the Orven hold the Coalition responsible for the escalation. They threaten to intervene against it if the conflict nears their borders. An alternative is proposed: continue the war but abandon several frontier regions, leaving them unprotected. Should the Coalition accept this sacrifice to avoid total war, or refuse and risk escalation?

Geopolitics

Dual in the Neutral Zone



Coalition outposts are attacked near the Orven Neutral zone. A stealth vessel armed with plasma weapons struck and then retreated into Orven territory.

The Orven deny any involvement, despite troubling technical evidence. Only a single patrol ship, with civilians on board, can respond before reinforcements arrive.

Intervening risks triggering a conflict. Doing nothing risks encouraging further attacks.

How far can the Coalition go in defending the Neutral zone without igniting a war with the Orven?

Geopolitics

Dual in the Neutral

Several Coalition border outposts are destroyed along the Neutral zone separating Drven territory from that of the Coalition.

Sensors detect plasma weapon signatures and the trail of a stealth vessel that immediately retreats across the border into Drven space.

It is the first serious incident in this zone in generations.

Only a single Coalition patrol ship, with civilians on board, can respond before Drak'Thar reinforcements arrive.

The Drven deny any involvement. Yet the recovered debris matches their technology, and biological traces suggest the presence of a Coalition species, sowing suspicion among the crew.

In this strictly regulated zone, every decision carries weight: pursuing the attacker would mean crossing the border, doing nothing could invite further assaults.

Events

Manufactured Casus Belli



The Coalition is in serious difficulty against the Twilight Consortium and the Kazarins. Losses are mounting, and Drak'Thar fleets are stretched across multiple fronts.

A powerful neutral force, the Drven, could tip the balance if they entered the war. Within strategic circles, a clandestine plan emerges: fabricate evidence showing that the Kazarins are preparing an attack against the Drven.

The operation would rely on unofficial intermediaries, using Nhyriens transmission networks and falsified technologies analyzed by Velanor stations.

If the Drven feel threatened, they would likely join the war on the Coalition's side, but the plan requires deliberate state deception.

If successful, military pressure would be immediately reduced, and the war might be shortened.

If exposed, the Coalition's credibility would collapse, endangering its alliances and the trust between its peoples.

Geopolitics

Manufactured Casus Belli

Events
Dual in the Neutral

EVENT A: Unexpected Prisoner

A rescue pod is recovered in the Neutral zone, carrying a critically wounded Orven. He confirms the use of a plasma weapon but claims the attack was not ordered by his government. The evidence remains inconclusive, while movements are detected on the Orven side that could worsen the situation. The survivor is dying, and time is running out.

Should his testimony be trusted to avoid escalation, or should the attack be treated as an official act of aggression?

»

EVENT B: Civilians as Hostages

Civilians aboard the patrol ship panic: some demand that the crew open fire immediately to “avenge” the destroyed outposts, while others beg to withdraw and save their lives.

Should the Coalition heed the civilians’ fear, or adhere to strict military protocol which risks sacrificing innocents?

»

EVENT C: Distress Signal

The patrol ship’s sensors intercept a faint and unstable distress signal from within the Neutral zone. It could come from a damaged Orven vessel... or be a decoy. To find out, the patrol ship would need to approach dangerously close to the border. Should the Coalition offer assistance at the risk of being accused of incursion, or strictly respect the border, potentially risking abandoning innocents to die?

Sociology
Forced Assimilation



A highly advanced cybernetic people seeks to join the Coalition. Their harmonious society is built on one rule: every individual must be connected to a collective network.

Their offer promises peace and stability, but at the cost of freedom and cultural diversity.

»

Should the Coalition accept this union at the risk of dissolving its identities, or reject the vision of a people convinced they embody universal peace?

Events
Forced Assimilation

EVENT A: Temptation of Perfection

Volunteers from the Coalition agree to be assimilated “on a trial basis.” Upon their return, they describe a state of total serenity: no fear, no anxiety, no loneliness. Their testimony appeals to many, and part of the population begins demanding to join this people.

Should the Coalition forbid voluntary assimilation to protect diversity, or respect the individual freedom to choose uniformity?

»

EVENT B: Selective Assimilation

The cybernetic people propose a compromise: integrate only certain categories of citizens: Velanor researchers, Drak’Thar pilots, and Nhyriens administrators, to enhance interworld coordination. They promise full knowledge-sharing and increased stability.

Should the Coalition accept this partial assimilation as a lesser evil, or reject any compromise at the risk of triggering open war?

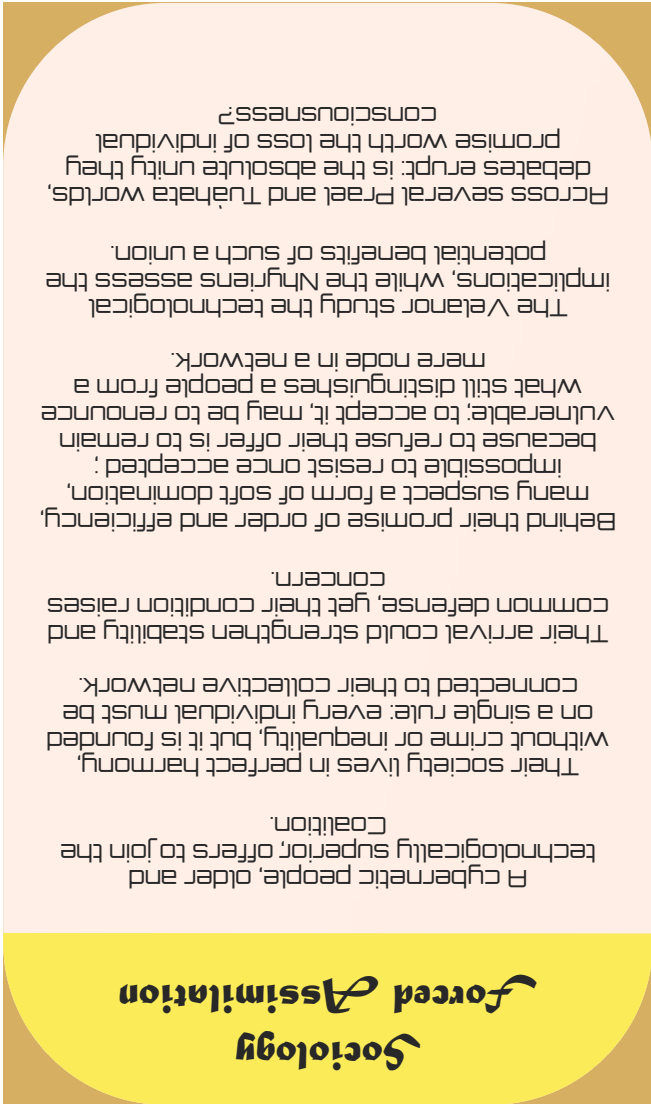
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EVENT C: Voluntary Standardization

Several colonies adopt the cybernetic people’s practices: culture begins to unify. These communities claim that this new harmony reduces tensions and inequalities.

Should the Coalition prohibit these practices to preserve cultural diversity, or tolerate them in the name of freedom of expression and social organization?

cartes socio



Sociology
Contested Equality



A hierarchical people seeks to join the Coalition.
On their world, each individual's place is determined at birth: an elite holds knowledge and power, while the majority serves without access to education or freedom of choice.

This system, shaped by centuries of genetic selection, has produced a stable society without war. Yet this harmony rests upon a fundamental inequality between those who command and those who obey.

Should cultural diversity be respected, even when it is built on inequality, or should equality be demanded at the risk of losing a potential ally?

Events
Contested Equality

EVENT A: Internal Rebellion
Members of the lower castes seize the negotiations as an opportunity to rise up, inspired by ideals of equality. Some warn of political interference, while solidarity movements elsewhere call for support of the revolt. Should the Coalition defend these insurgents in the name of its principles, or preserve neutrality to avoid jeopardizing the alliance?

EVENT B: Divided Elite
Part of the ruling elite proposes a gradual reform toward greater equality, while another faction refuses any concession. The Nhyriens see an opportunity for a stable agreement, while some Prael fear political hypocrisy. Should the Coalition rely on partial reform as a compromise, or demand immediate equality at the risk of losing any agreement?

EVENT C: Diplomatic Marriage
A member of a lower caste requests asylum after attempting to freely unite with a partner from the ruling caste, despite legal prohibition. Should the Coalition grant protection, even if it breaks off negotiations, or return the individual to respect local customs?

Sociology
The Emissary of the Stars



The Tuàhata recognize in a member of the Coalition the spiritual figure foretold in their legends.

Despite their denials, a cult forms around them, and their words begin to carry religious authority.

This fervor draws peoples closer together, but threatens the neutrality of the Coalition.

To what extent should the dominance of another's faith be accepted for the sake of the common good?

Sociology

Contested Equality

A hierarchical people requests admission into the Coalition.

On their world, each individual's place is determined at birth: some are destined to lead, others to serve. Their very biology reflects this structure, the result of centuries of genetic manipulation and controlled selection.

This stable and peaceful society has known neither war nor rebellion for generations. Yet its harmony rests upon a profound inequality: only members of the upper castes have access to knowledge and freedom.

Their highly advanced technology could greatly benefit the Coalition, but their social structure clashes with its founding values.

The Velanor study the biological nature of these castes, while the Prael question the moral right to intervene in the order of a civilization that considers itself balanced and fulfilled.

Across several worlds, the debate deepens: should the Coalition help this people evolve, or respect an equilibrium they deem perfect?

Events

Contested Equality



Sociology

The Omissary of the Stars

Following the signing of a new diplomatic accord, the T'uohata announce that they have recognized in a Coalition envoy the spiritual figure described in their ancient legends:

"the one who would speak in the name of the Sacred Currents."

According to their faith, this being is destined to restore balance between the worlds and guide their people into an era of concord.

Despite official denials, temples rise in their name.

Millions of followers now interpret their words as divine messages. Some within the Coalition see an opportunity to unite peoples around a shared symbol; others fear that such fervor could turn diplomacy into devotion.

The Velanor monitor the growth of this movement with concern, worried it may disrupt political balances.

The Prael, more attuned to spiritual mysteries, wonder whether it is a sign that no logic can fully explain.

Events

The Emissary of the Stars

EVENT A: Internal Division

Within the Tuàhata, two currents clash: the ancient Dracoi see the Emissary as a sacred sign, while more secular Scholars view it as a misinterpretation of the "Sacred Currents." Religious gatherings devolve into symbolic confrontations, threatening the unity of the people.

Should the Coalition intervene to ease these tensions, or allow the Tuàhata to face this spiritual crisis on their own?



EVENT B: Political Instrumentalization

A local Tuàhata Council invokes the Emissary's words to justify new political and religious decisions. Observers worry about a drift in which faith becomes a tool of power.

Should the Coalition denounce this development and risk weakening its influence, or remain silent to preserve a fragile peace?



EVENT C: The Currents of Knowledge

A Coalition scientific academy proposes a research program on the Sacred Currents. The teachers describe these phenomena as natural energy flows, provoking outrage among the Tuàhata Dracoi, for whom they represent the very essence of the divine. Tensions rise between researchers and believers, threatening cultural cooperation.

Should the Coalition defend scientific freedom, or recognize the Currents as a sacred element of Tuàhata culture?

Sociology

Universal Justice



A former Drak'Thar commander, accused of war crimes against Tuàhata colonies, has taken refuge on a Prael world whose laws forbid any extradition.

The local government, bound to its tradition of sacred asylum, refuses to surrender him despite growing pressure from the Coalition. Tuàhata families demand justice, invoking the memory of a conflict that remains deeply painful.



Should the Coalition impose universal justice at the cost of violating sovereignty, or respect local autonomy, even if it means allowing a war criminal to go unpunished?

Events

Universal Justice

EVENT A: Heros Status

On the Prael world where he has taken refuge, the former Drak'Thar commander is celebrated as a hero for defending their borders during the war. Public ceremonies honor his bravery, ignoring the massacres committed by his army.

Should the Coalition denounce this glorification at the risk of fueling tensions, or remain silent and allow the victims to feel betrayed?



Event B: Sanctuary of Peace

On the planet sheltering the former military leader, a temple of reconciliation has been erected in his honor. Pilgrims from several worlds come to pray for "the end of wars", without ever mentioning the crimes committed.

Should the Coalition publicly condemn this "cult of peace" that erases the memory of the victims, or tolerate it as a step toward reconciliation?



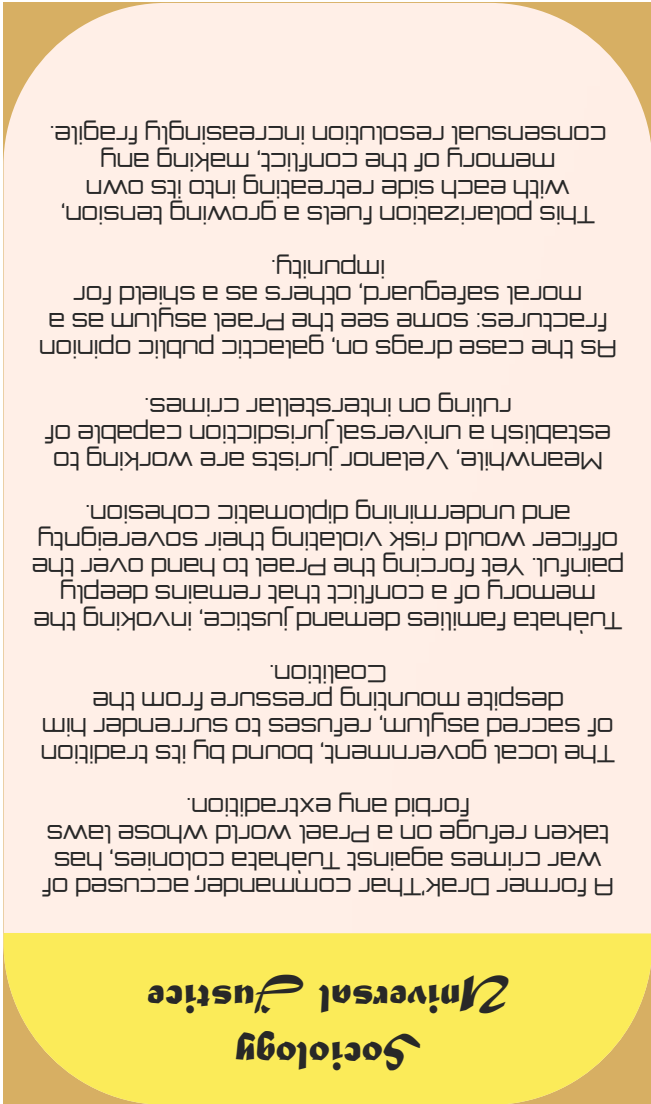
EVENT C: The Impossible Forgiveness

A delegation of victims seeks to meet the former military leader to offer him public forgiveness, hoping to end the cycle of hatred. But he refuses any encounter, claiming he has "nothing to be forgiven for."

Should the Coalition encourage this unilateral act of forgiveness in the name of moral peace, or insist that no reconciliation is possible without prior justice?



Events The Emissary of the Stars



Sociology Universal Justice

A former Drak'har commander, accused of war crimes against Tūhāta colonies, has taken refuge on a Prael world whose laws forbid any extradition.

The local government, bound by its tradition of sacred asylum, refuses to surrender him despite mounting pressure from the Coalition.

Tūhāta families demand justice, invoking the memory of a conflict that remains deeply painful. Yet forcing the Prael to hand over the officer would risk violating their sovereignty and undermining diplomatic cohesion.

Meanwhile, Velanor jurists are working to establish a universal jurisdiction capable of ruling on interstellar crimes.

As the case drags on, galactic public opinion fractures: some see the Prael asylum as a moral safeguard, others as a shield for impunity.

This polarization fuels a growing tension, with each side retreating into its own memory of the conflict, making any consensus or resolution increasingly fragile.



Events Universal Justice

Events

Painful Memory

EVENT A: Justice Process

The Tuàhata demand that former Drak'Thar officers be tried before a Coalition tribunal for crimes committed during the occupation. But Drak'Thar leaders threaten to sever diplomatic ties if such a trial takes place, calling it interference in their internal affairs.

Should the Coalition hold the trial in the name of justice, or prioritize reconciliation to avoid renewed conflict?



EVENT B: Monument of Discord

A vast memorial dedicated to the victims of the Drak'Thar occupation is inaugurated in the capital. The engraved symbols recall the suffering endured, but some Velanor representatives argue that the monument rekindles resentment rather than fostering peace.

Should the Coalition support this duty of remembrance, or demand a more neutral tone to preserve diplomatic stability?



EVENT C: Balance of Origins

A Drak'Thar child adopted by a Tuàhata family is found years later. Both peoples now claim custody, each asserting that the child symbolizes reconciliation.

Should the Coalition rule in favor of biological origins or upbringing, at the risk of reigniting resentment on both worlds?

Sociology

Painful Memory



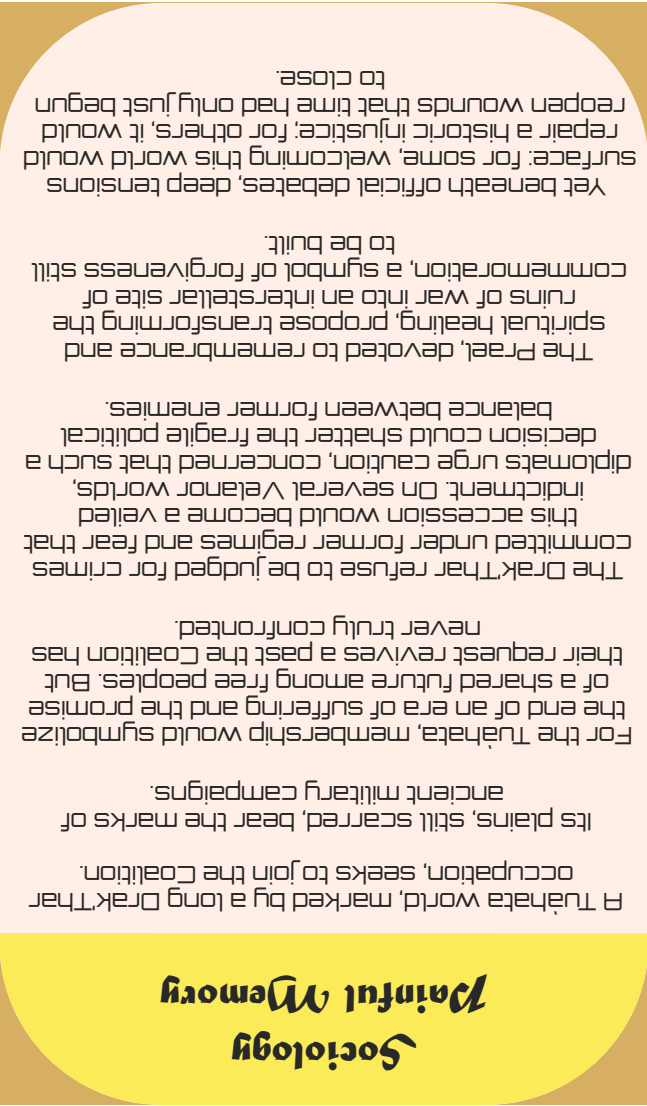
A Tuàhata world, once occupied by the Drak'Thar, requests admission into the Coalition.

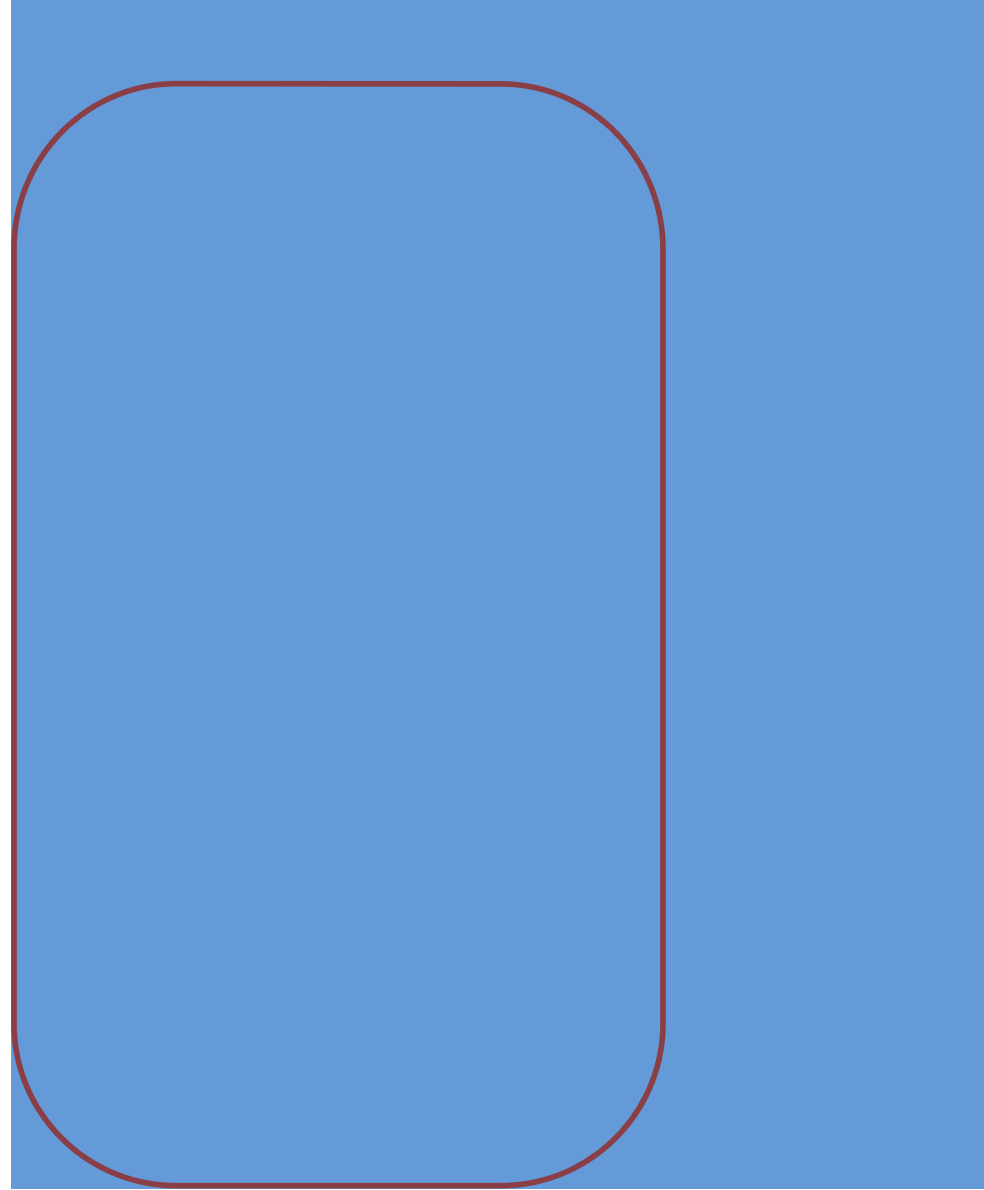
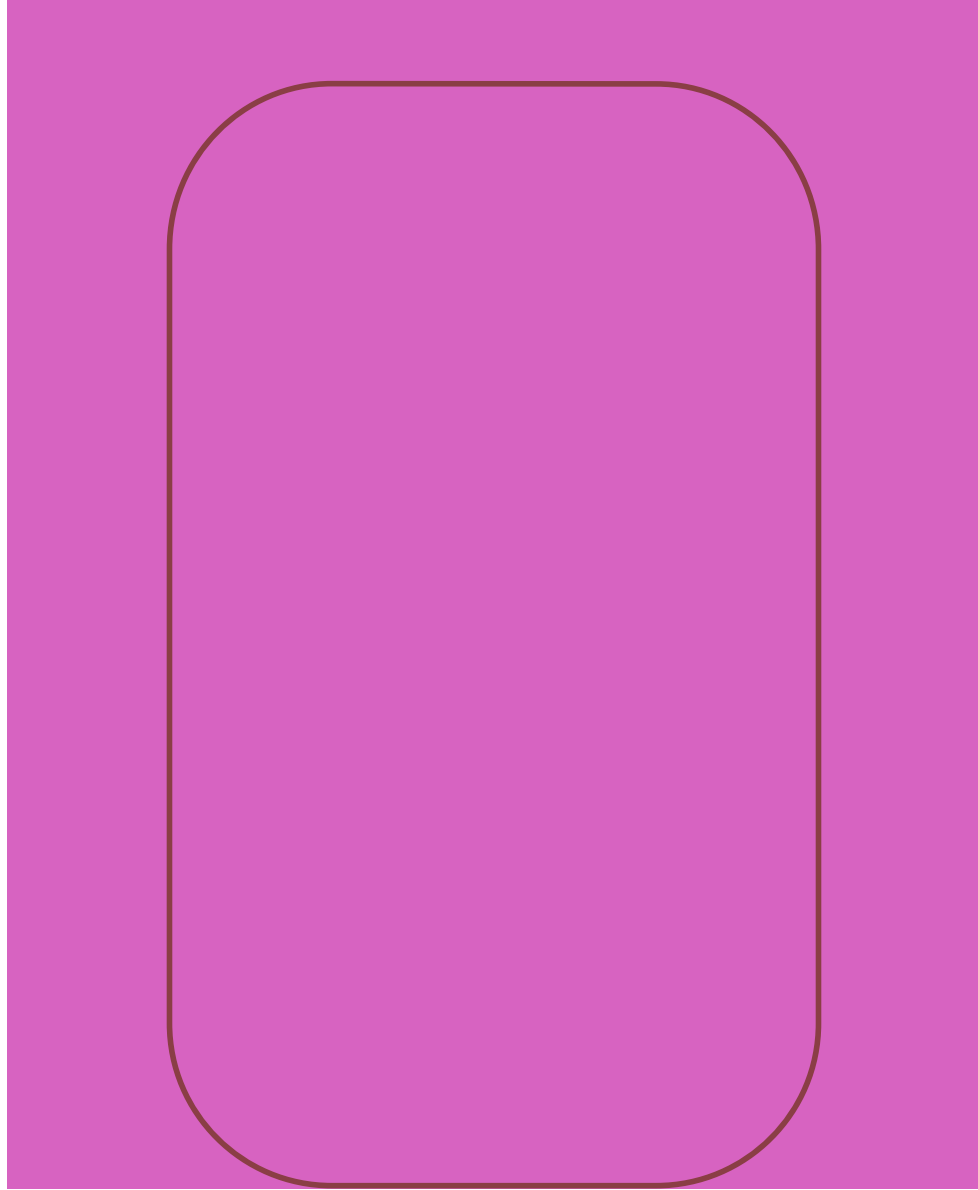
Its inhabitants hope to finally find security and recognition after years of domination.

But this accession could rekindle old tensions: the Drak'Thar refuse to be labeled as an oppressor people, while some Velanor worlds fear the outbreak of a new conflict. The Prael call for reconciliation, yet the memory of war remains vivid.



Should the Coalition welcome this world to honor its memory and safeguard its future, even at the risk of war, or refuse its membership to preserve galactic stability?





Token area

Drak'thar

Prael

Mhyrien

Zuahata

Synaril

Token area

Velanor

Prael

Mhyrien

Zuahata

Synaril

Token area

Drak'thar

Prael

Mhyriens

Zuahata

Velanor

Token area

Drak'thar

Velanor

Mhyrien

Zuahata

Synaril

Token area

Drak'thar

Prael

Myriens

Velanor

Synaril

Zuahata

Token area

Drak'thar

Prael

Velanor

Zuahata

Synaril

Myrien

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Role immersion: Teams have 5 to 10 minutes to explore their people sheet, embrace their identity, and appoint an ambassador, who will speak during complex debates and the final round.

Each team has 6 tokens: 5 voting tokens, to assign to other teams, 1 progress token, used to move forward on the board

Deliberation time: For each question, teams discuss internally to build their position.

Presentation of arguments: Each team presents its arguments in turn, either through its ambassador or its members.

First vote: After all teams have spoken, each team assigns 1 point on the grid to the teams they found most convincing.

Open debate: A second discussion phase (3 to 10 minutes) allows peoples to respond, refine their positions, and try to persuade others further.

Second vote: A new vote is held following the same rules.

Any team that obtains at least 50% of the points (either in the first vote or combined across both votes) moves forward one space on the board using its progress token.

At the end of the five themes, peoples who have not reached the objective are granted an additional 1-minute speaking time. Their ambassador speaks one last time to argue for their integration. The other teams then decide whether to accept them... or not... into the intergalactic coalition.



Multi
Perspectives

Espace d'Échange Multilingue & Multiculturel

Intergalactic Coalition

Instruction manual



From 6 players

From 15 years old



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Dive into an immersive role-playing game in which you take on the role of trainees from the peoples of the intergalactic coalition, each with unique characteristics. After successfully completing your technical, scientific, and athletic trials, one crucial objective remains: passing the intergalactic diplomacy test.

It is now time to demonstrate your ability to cooperate, debate, and negotiate with other peoples, despite your differing values, resources, and objectives, in order to validate your ethical learning and join the circle of decision-makers within the intergalactic coalition.

To achieve this, each people must convince others during debates to earn points and move closer to the central objective. Cooperative, semi-cooperative, or competitive mindset... it's up to you to choose the strategies that will lead you to the intergalactic coalition!

A game of alliances and negotiation where eloquence determines the fate of worlds!



Number: 6 to 24 players + 1 facilitator.

With 6 players, each person represents one people. Beyond that, teams are formed with up to 4 players per people.

Materials:

- 6 people sheets
- 25 Theme cards for 5 scenarios per theme
- (5 Environment, 5 Technology, 5 Sociology, 5 Ethics, 5 Geopolitics)
- 25 Event cards (1 event card per scenario)
- 6 score tracks (1 per people)
- 30 voting tokens (5 per people – one color per people)
- 6 figurines (1 per people)
- 6 Embassy tokens
- 1 central board
- 1 hourglass, 1 bell, and 1 die

Game flow :

The facilitator, acting as the arbiter of the intergalactic coalition, presents the universe, the rules, and the overall flow of the game. They play a central role throughout the session, ensuring the framework, timing, and quality of discussions.

Participants choose a mode: either a single-theme mode or a multi-theme mode. A game is played over 5 rounds, followed by a final round.

Distribution of peoples: Each player or group embodies a people, either freely chosen or randomly assigned using dice.



Dark Thaw

Velanor

Myhyrien

Drael

Tuahata

Synaril