

They give some wonderful world building suggestions though I'd also suggest that as Fully Automated! Is in the transition to a post-state world, but is not there yet, that there's excellent potential for factions, feuds, drama, and plot hooks in the existing states losing relevance to watershed organizations that overlap their territory and authorities, but don't necessarily encompass all of them.

The cool thing with watersheds is you can aim for huge nation-sized chunks of land, or tiny town-sized boundaries, all depending on your needs.

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