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“On the contrary, he made it clear that the business of the philosopher was to make ideas available, and not to impose them on people.”

– T.H. White, The Once and Future King (1958) ¹

Philosopher: A man who is convinced that the universe doesn't give a damn what he thinks or wants, and who expects to be ridiculed or ignored by his own, is a philosopher, free to speak what seems true. For whom does he write?

Any honest philosopher knows that the world (or even their own people) would not be better off being ruled by them. The distinction is notable; the aggressors of World War II were not seeking to make the world better by ruling it, but rather, to benefit themselves and their peoples by domination of the world. This is true of almost all aggressors in history; few have the good of the world in mind. It is thus that conquest is usually considered incompatible with the philosopher, who should not be confused with radical ideologues or imperialists.

“For decades, biologists spurned emotion and feeling as uninteresting. But Antonio Damasio [Prof. of Neuroscience, University of Southern California] demonstrated that they were central to the life-regulating processes of almost all living creatures. Damasio’s essential insight is that feelings are ‘mental experiences of body states,’ which arise as the brain interprets emotions, themselves physical states arising from the body’s responses to external stimuli. (The order of such events is: I am threatened, experience fear, and feel horror.)

*He has suggested that consciousness, whether the primitive ‘core consciousness’ of animals or the ‘extended’ self-conception of humans, requiring **autobiographical memory, emerges from emotions and feelings**. His insight, dating back to the early 1990s, stemmed from the clinical study of brain lesions in patients unable to make good decisions because their emotions were impaired, but whose reason was otherwise unaffected – research made possible by the neuroanatomical studies of his wife and frequent coauthor, Hanna Damasio. Their work has always depended on advances in technology. More recently, tools such as functional neuroimaging, which measures the relationship between mental processes and activity in parts of the brain, have complemented the Damasios’ use of neuroanatomy.”*

– Jason Pontin, “The Importance of Feelings,” MIT Technology Review, June 17, 2014 (emphasis added)

The Work of the Mind: Thinking and feeling have long been a subject of discussion in lay epistemology and behavioral sciences (e.g., “Do we think feeling or feel thinking?” August-September 2016 thread on Quora), can you think something is wrong without feeling something is wrong? Can you feel love without an object of affection? Can you think badly of or have a bad opinion of something you love?

- ✓ “Thinking and Feeling are one of the preferences used in the Jungian Type Inventory. The naming is unfortunately a bit archaic as thinking is more than thought, and feeling is not about being overemotional or fluffy. They are about how we decide: through logic or through considering people.

Thinking: Thinkers decide based primarily on logic, and when they do so, they consider a decision to be made. They tend to see the world in black and white and dislike *fuzziness*. Perhaps because people are so variable, they focus on tangible things, seeking truth and use of clear rules. At work, they are task-oriented, seek to create clear value. Interacting with them tends to be brief [sic] and businesslike. They may be seen as cold and heartless by Feelers.

Feeling: Feelers decide based primarily through social considerations, listening to their heart and considering the feelings of others. They see life as a human existence and material things as being subservient to this. They value harmony and use tact in their interactions with others. At work, they are sociable and people-oriented and make many decisions based on values (more than value). They may be seen as unreliable and emotional by Thinkers.” – “Thinking vs. Feeling,” changingminds.org (emphasis added).

- ✓ “The distinction between thinking and feeling (cognition and emotion) is obviously a fundamental one in relation to what the mind does. One of the themes that I’ll develop in ‘What Is a Mind?’ is the notion that feelings present problems. That is, they represent needs; they represent demands upon the mind to perform work. Feelings make us aware that something unexpected (or something unpredicted or something uncertain) is occurring. When I say that feelings represent demands upon the mind to perform work, what I mean is that they represent demands on thinking.

The work of the mind is thinking. Thoughts are ways of dealing with feelings. In the primary case, in the standard situation, feelings come first. Thoughts are ways of dealing with feelings – ways of, as it were, thinking our way out of feelings – ways of finding solutions that meets the needs that lie behind the feelings. The feelings come first in both a hierarchical and a chronological sense. A little neonate (newborn mammal) has no thoughts to speak of, to begin with; it is a little bundle of feelings. Thinking derives from learning, that is, from experience. The apparatus for thinking then works on the material we have internalised, from the solutions we’ve experienced, as to how our needs can be met in the world. These solutions are, of course, initially provided by caregivers. (That is why parenting is important.) On this basis, thinking gradually develops and teaches us how to manage our feelings – how to solve the problems that feelings represent.” – Prof. Mark Solms, Dept. of Psychology, University of Cape Town, South Africa.

“Julie Smith, director of the European Centre in the politics and international studies department at Cambridge University, says she told a lecture full of graduates about Heaton-Harris’s letter last week. ‘I told the students what my personal views were and emphasised that they were personal views. I voted to remain, but as an academic, my job is to impart knowledge, encourage debate and develop skills of analytical argument, not to impose doctrine.’”

– Anna Fazackerley, “Universities deplore ‘McCarthyism’ as MP demands list of tutors lecturing on Brexit,” *The Guardian*, October 24, 2017

The One Absolute Truth: Throughout the process of designing GGDM, I have written only what I consider to be true, and have represented civilization in a way that I believe is most accurate (with noted concessions to human playability and game mechanical limitations). I am not speaking through the voice of a character in literary fiction as an author would – one should never assume the opinions of fictional characters represent the author, and they never should in good writing – but rather I am speaking directly to you, person to person, adult to adult. If you think-feel that I am wrong, you are free to try to prove me wrong, to do something about it, *in a constructive way*. If you think-feel that I am correct, you are free to do something about it, *in a constructive way*.

- ✓ In Job: A Comedy of Justice (1984) is Robert Heinlein speaking through Lucifer or St. Alex? Which one represents his personal views? Likely neither but they may represent time periods of his intellectual life, all while he is lampooning evangelical Christianity.

GGDM is a game that is intended to demonstrate, educate, inspire, and engage the players in discussions relating to the game and to human civilization in general. Monetization of the game would be counterproductive to those goals.² Playing and running a GGDM game is an act of civil society and will not; is not to be monetized in any way³ by any player or any person tasked with running the game: No one should receive any tangible physical benefit from running or playing in this game, with the possible exception of benefitting charity.

Suppose you set out to create a work of entertainment that people would pay to see and enjoy. At some point, likely, entertainment and profit will come into conflict and choices must be made.

Further, there are no plans or intentions to ‘hype,’ ‘blast’ or otherwise advertise the game in any way, especially on social media. It’s not that sort of thing to be hyped; expectations and excitement should not be created in a group of people who ultimately will not be suitable participants of the game. The ‘publication plan’ (as a friend termed it) is to place the game on a publically available website, one of my web domains, and maybe in 25 years, someone will stumble upon it, maybe they’ll find the language of the game useful, and perhaps that they’d like to play it (very few will read past this point⁴). If it matters, GGDM will emerge, if it does not matter, then it’s just another silly stupid space game. Do important things unimportantly.

- ✓ “I do believe that to keep what you got, you’ve got to give it away.” – James Hetfield (Metallica); I highly recommend watching the “Metallica’s James Hetfield At Guitar Center” (2014) interview video on YouTube. James Hetfield was 50 years old at the time of the reflective and introspective interview. He says much about GGDM. 😊

Like the technological singularity, I cannot see over the event horizon of the day when GGDM is released into the wild (I am not the *Kwisatz Haderach!*).

People will play GGDM when it is useful to them. Or maybe never. GGDM is my generativity.

- Timewaster: Why would anyone spend time reading these rules if the game will never be played? See 2112 Absurd Words, *supra*. The hard (sad) truth is that very few will find GGDM exciting or interesting, and I am the only one who will ever be obsessed with it. GGDM is a game for people who would read the rules ‘just because’ then think, wow, this is a game I’d love to play. GGDM is not a game for the fickle, those who don’t care, or the video game crowd. The rest will spend their time playing Flappy Bird.

- ✓ GGDM is a wholistic work. Everything is part of the argument (like the anime Boogiepop Phantom (2000)), the holistic argument is the fabric of GGDM. The rules structure is part of the argument. The End Notes are part of the argument. The Feature Quotes (aka epigraphs) are part of the argument. The Commentaries are part of the argument. The digressions, asides, rants, editorializing and tirades are part of the argument. This is one that will take awhile to unwrap, if anyone thinks it matters.⁵ It is, perhaps, as if Victor Hugo had designed *Les Miserables* (1862) into a civilization game, maybe with some help from Tolstoy and Dostoyevsky.

It is widely noted that even the colors in Boogiepop Phantom are part of the story; the muted brown color of the world in all episodes except the last, which was in full color, demonstrate the mental disease of the world (dark or oddly pale red is also the way the world looks when you are extremely angry or in shock from physical trauma – I accidentally hit my left thumb with an axe when I was 11 years old and still have the scar 40 years later). Also noted was the lack of outlandish dress and hair styles, or even odd manners, all intended to present a façade of normality, most of the characters appear normal people. Boogiepop Phantom is thought to have many references to Western music such as songs by Pink Floyd and Prince, and also to Western musicals. It is thus a cross-cultural product providing a continuity of humanity. Boogiepop Phantom (2000) is related to Serial Experiments Lain (1998) in both themes and the same artists and creators, and is thought to be an artistic continuum.

- ✓ GGDM is 55% game rules, 90% commentary and 5% humor: $55\% + 90\% + 5\% = 100\%$ because everyone knows that nothing can be more whole than whole.
- Andragogy: GGDM has – perhaps somewhat inadvertently – become an exercise in andragogy. I chose GGDM as my classroom and writing as my form of instruction for the same reasons as thousands of other nerds;⁶ if you want to learn what I have to say, you must read what I wrote. You cannot simply pretend to be listening and nod your head occasionally – like my former girlfriends, like a former female co-worker told me she does to her boyfriend regularly, or like most attorneys warming a seat at required CLE courses – *while tuning me out*; to read and learn what I have to say in GGDM, it must *matter* to you.
 - ✓ “Apathy is one psychological barrier to communication. An apathetic listener creates a communication barrier by not caring or paying attention to what they are being told. An apathetic speaker, on the other hand, tends to not relate information well and, in their lack of interest, may leave out key pieces of information that need to be communicated. Within groups, an apathetic communicator can be detrimental. Their lack of interest or passion can inhibit the other group members in what they are trying to accomplish. Within interpersonal communication, an apathetic listener can make the other feel that they are not cared for or about. Overall, apathy is a dangerous barrier to successful communication. Apathetic speakers and listeners are individuals that have no care for what they are trying to communicate, or what is being communicated to them.” – from Wikipedia article, “Apathy,” captured May 12, 2019.
- Material World: So I wrote this thing, GGDM. I cannot cite to one fact that would give any reason or evidence that anything – good or bad or not – will ‘happen’ as a result. There is nothing in the history of the world, and nothing in modern times either, that suggests anyone will care about GGDM unless there is something material to be gained. The value of ideas is

always tied to potential for gain in power and material wealth. Do you think early Christianity was an ‘innocent’ religion? Are Buddhist monks as pure as they’d like us to believe?

I have never been concerned about anyone ‘stealing’ my work: it is very difficult to give away what no one would steal or steal what is being given away freely. I have always been more concerned about loss of my work to stupid entropy of the universe, of which humanity is its agent. If you feel like trying to prove me wrong on this, go ahead, ‘knock yourself out.’

- ✓ “Activist David Meslin argues that people often care, and that apathy is often the result of social systems actively obstructing engagement and involvement. He describes various obstacles that prevent people from knowing how or why they might get involved in something. Meslin focuses on design choices that unintentionally or intentionally exclude people. These include: *capitalistic media systems that have no provisions for ideas that are not immediately (monetarily) profitable*, government and political media ... that make it difficult for potentially interested individuals to find relevant information, and *media portrayals of heroes as ‘chosen’ by outside forces rather than self-motivated*. He moves that we redefine social apathy to think of it, not as a population that is stupid or lazy, but as a result of poorly designed systems that fail to invite others to participate.” – *Id.* (emphasis added).

GGDM has no value in our society unless someone can make money, GGDM is just a useless idea otherwise. It has value if someone is paid to run it, paid to write about it, paid to write a computer assistant for the game, paid to print copies – there is nothing else to manufacture, package, ship or sell in relation to GGDM. Some entities may tangentially profit from GGDM, e.g., domain registration, internet usage, but you can be sure they don’t give a damn about GGDM. But GGDM does invite participation and self-motivation as well as any other game that someone was paid to write, design, print, package, ship, advertise, and sell.

- ✓ “In fact, he was often prevented from following his frequent creative urges by the pressure of meeting payrolls and deadlines. Yet although he could easily have sold out for the comfort of a stable job, he believed that his independence was a prerequisite for pursuing his work. Besides, he was not really interested in making money; what he really wanted was recognition of the validity of his theories about the historical analysis of combat. For over 30 years he persevered in this cause despite indifference, opposition and lack of reward, hoping to advance the use of history to protect both national and global security.” – Susan Rich, biography page for Trevor N. Dupuy at The Dupuy Institute website (<http://www.dupuyinstitute.org/tndupuy.htm>).
- ✓ Your investment in GGDM is the time you spend reading it, thinking and learning from it (and maybe playing it someday), there is no pecuniary cost to GGDM.

Elric: *As I look at you, Ambassador Mollari, I see a great hand reaching out of the stars. The hand is your hand. And I hear sounds, the sounds of billions of people calling your name.*

Londo: *My followers?*

Elric: *Your victims.*

– Babylon 5, “The Geometry of Shadows” (1994)

Hand Reaching Out of the Stars: The Concierge is the human ‘warden’ or ‘gatekeeper’ who runs the game, in other genres of gaming, the Concierge would be called the game master (GM), referee, or Evil Overlord if you like.⁷ The term Concierge, in both its obsolete, historical and current meanings, better serves the idea of the game. A game of GGDM must always be run by a human Concierge (or team); while a program could be written to help with data and bookkeeping tasks, and to provide a three-dimensional view, GGDM will never be a ‘computer game.’ GGDM is intended to be the opposite of a computer game.

- ✓ A key to intellectual clarity starts with a definition. Look up the definitions of words we use, learn them, turn them around in your mind. Definitions become springboards for thoughts.

GGDM was designed originally in the PBEM (Play-by-email) format. Nearly all PBEM games are turn-based and computer moderated (not to be confused with a MMOG), basically, turn-based board games run by computer and email. GGDM started a lifetime ago (in 1992, before the internet) as an advanced expansion to the Avalon Hill edition of Stellar Conquest board game (memorable for having the worst box cover art ever), and evolved into the PBEM format; it is possible that GGDM may be better run using some of the newer technologies and internet platform capabilities, but in any format, it must have a forum for posting and discussion.

- ✓ Fortunately, no one is waiting in breathless anticipation for the release of GGDM or to receive any other thoughts from me, no one, except those who want money and my cats when they want milk, food, or to be petted, waits in anticipation of receiving anything from me. Nor did anyone else write a single word of GGDM (all other authors are correctly attributed). Thus, like Henry Darger’s epic Vivian Girls adventures, GGDM remains an identity only in my mind, in the form of the millions of *its and bits* stored here and there in my neurons and on various computers and drives.
- **Concierge Decorum:** The Concierge should not lecture the players and should avoid heavy-handed imposition of his or her particular point of view on civilizations or any other subject in the game; that behavior destroys the purpose of this game (see Julie Smith quote, *ut supra*). The Concierge has actions within the game, called Interventions (see Interventions, 1 Entropy, p. 227, and Acts of Intervention, 2 Entropy, p. 235, *infra*), that can be used to guide the game, but in the end, they should be used mainly to keep the game interesting and to enhance the epic story of early interstellar civilizations being told by the play of the game.

“In most societies, there’s the adults’ table and there’s the kids’ table... The jesters, the holy fools ... are at the kids’ table. They’re not granted complete respectability, but they are heard because in their unguided missile manner, they sometimes say necessary things that no one else is saying. Healthy societies, in other words, don’t suppress speech, but they do grant different standing to different sorts of people. Wise and considerate scholars are heard with high respect. Satirists are heard with bemused semi-respect. Racists and anti-Semites are heard through a filter of opprobrium and disrespect. People who want to be heard attentively have to earn it through their conduct... And it should remind us to be legally tolerant toward offensive voices, even as we are socially discriminating.”

– David Brooks, “I am not Charlie Hebdo,” New York Times, January 8, 2015

Christian Numerologist: Some who sit at the kids table don't realize that they are transparent to the adults in the world; like an infant who covers their eyes and thinks that you cannot see them. Their motives and schemes are petty and self-serving and obvious.

A good recent example of the relationship between the media and the kid's table is the "Christian numerologist" huckster who predicted the end of the world on September 23, 2017 (one of these guys comes along every year or two). Christian commentators and scholars quoted in the article objected that there was no such thing as a "Christian numerologist" and that it was a made up expertise and a false claim. The huckster either didn't realize that the media was laughing at him, or didn't care, while they were writing clickbait headlines about his claims. September 23, 2017 came and the world didn't end, so he postponed the end of the world to another date in October 2017. Did anyone expect or really want him to be correct? The farce having played out, he was dismissed back to the kid's table and the world moved on.⁸

Encounter Suit: This game is not easy to play, its story is an ongoing cooperative work by the Concierge and the players.⁹ The game is a launch pad for intellectual discussion of everything human and of human civilizations; GGDM is the "adult table" discussion of humanity.¹⁰ An intuitive understanding is helpful; each player will bring to the game knowledge of their favorite intellectual subjects and pursuits, and their education, profession, and expertise in some areas.¹¹

- **The Adult Table:** Being President of the United States, a celebrity, stock broker, or a big corporation CEO does not automatically mean you sit at the adult table, rather, it exposes that fact to all. An adult table discussion of civilization does not in any way immediately equate with sexual or pornographic material. If you think they do, you are sitting at the wrong table.

Further, the nature of GGDM is such that it is highly unlikely that any person who is under-age will read much further than this point in the text; those who read all or most or much of the GGDM text are those who are old enough for realistic, profound discussion of humanity and civilization, *in an interstellar game setting*, and have the education and mental ability to handle the material.

- **Intuitive Understanding:** As Dr. Steven Griffith at Lycoming College (Philosophy Department) once explained, an intuitive understanding is like putting on an old favorite jacket the first time you encounter the subject, you just know it almost without being told, it just fits you. Intuitive understanding is not, however, an excuse to slack, you still have to do the work of reading and understanding the subject beyond the surface; it just makes the work easier and more enjoyable. Conversely, lack of intuitive understanding is like pushing a boulder up a hill. The latter describes perfectly my experience in college pre-calculus; that boulder never reached the top of that hill and I had to switch majors. And I am so much the poorer for it; lacking an important sense of the universe, always just beyond my intellect, relying on summaries written by those who understand.¹²
 - ✓ "In the philosophy of Immanuel Kant, genius is the ability to independently arrive at and understand concepts that would normally have to be taught by another person. For Kant, originality was the essential character of genius." – from Wikipedia article, "Genius," captured January 14, 2019.

“Let’s return to the word ‘hobby.’ I define the word as ‘an activity that one takes part in for pleasure and that engages skills or faculties one enjoys using.’ This definition separates some relaxation activities from actual hobbies. Some forms of relaxation, such as zoning out in front of the TV, do not engage skills or faculties. They are effortless. Even if you aren’t paying attention, the TV drones merrily on without you.

Reading, on the other hand, requires effort.

Reading engages skills and faculties: the intellectual skill of assembling symbols on paper into coherent ideas (which, by the way, you are doing right now), and the imaginative faculty of filling in the details of the ideas you just intellectualized. If you look up from what you’re reading, those processes come to a screeching halt. Reading requires conscious effort.

Okay, hobbies require effort. Recreational sports, playing guitar, reading, painting, writing poetry, and playing RPGs all require exertion. The exertion takes different forms, but it’s there nevertheless. Since we enjoy the activity, we don’t mind the exertion. To (very broadly) borrow a physics concept, hobbies are ‘negative work.’ In theory, walking a staircase requires the same amount of exertion regardless of whether you’re going up or down the stairs. But, gravity helps you go down the stairs by constantly pulling you in that direction. Climbing stairs is work, descending them is negative work. The enjoyment of a hobby activity is like gravity helping you down the stairs.”

– Dale Donovan, Editor, “Why we play,” Dragon Magazine #206, June 1994

Hobby Lobby: Hobbies, of course, are a ‘different strokes for different folks’ thing. My hobby is not tying flies for fishing, or woodworking, or pranking people or stealing women’s underwear. Intuitive understanding makes intellectual work feel like a hobby. Studies that are enjoyable can seem game-like (see Desiderius Erasmus feature quote, 1 Beginnings, p. 30, *infra*). Hobbies that become occupations, business interests, or employment quickly lose their joy for many people, but some people prosper in such situations. GGDM is a hobby that many will soon think of as work, struggle, while some others – perhaps those with fiction-writing genes – will find a joyous sandbox, a break from their job slinging fries, selling used cars or unusable insurance, editing hack, or managing rooms of other people’s screaming kids.

- ✓ When I used to play free PBEM games around the turn of the millennia, I believe that I gladly put much more effort and time into each game and took much more joy from playing those games than the average player. In addition to playing in multiple games concurrently, I organized groups, formed long-term alliances, created web pages, helped improve the game design and rules text, and wrote background and fiction related to the games. As such, I did rather well at the games – but less so on the game forums – in both cases probably because my overenthusiasm for the game and playing PBEMs was unmatched. I am sure that my recreational efforts have annoyed many other gamers in many genres who were either unable or unwilling to similarly immerse themselves in the recreation.¹³ This perhaps informs my – probably unrealistic – vision of future, ideal GGDM players and lifetime efforts designing GGDM.

If you want to learn what I have to say, you have to read it. Part of the final process of editing GGDM was to have MS Word’s audio function read the documents out to me. It was good for finding occasional word errors or for hearing sentences that didn’t sound well when read out

loud, but it wasn't best for comprehension of what was being communicated in the text. As Mr. Donovan indicated, when I start typing and correcting, the audio reading would drone on and on whether I was paying full attention or not.

- ✓ This, I think, is one of the reasons why audio books have only had limited success. They are good for anyone with disabilities, but readers want to read, and it is likely that comprehension from audiobooks (especially when driving or minding kids) is not as good as reading. Audio books are thus best for general fiction and not for anything requiring concentration (or visual aids) to comprehend.
 - ✓ This also points to a problem with school courses involving mostly lecture. It is true that a professor's lecture is more interactive with the audience than an audiobook reading. But there are public school teachers and professors who need to cover a certain amount of material each class and will do so whether the audience understands or is paying attention or not (e.g., me in any math course during and after 8th grade). Thus, some professor's lectures are more like audiobooks than educational courses.
- What is a Literary Game: Literary fiction is that which engages us in a conversation with the work. GGDM is intended to do the same as a 'literary game' as stated on the cover.
- ✓ "...Here we come close to one of the definitions of literary fiction. Even the best kind of popular novel just comes straight at you; you have no conversation with a popular novel. Whereas you do have a conversation (you have an intense argument) with [literary fiction]." – Martin Amis, Experience: A Memoir (2000).

'Literary' or 'treatise' games are a solution to the 'tacked on theme' problem in current hobby gaming. Exploding Kittens game is, for example, a dead man's draw game onto which was tacked kittens as a theme (a gross thought but brilliant marketing angle), but any number of themes could have been devised from aliens to hangmen for the same game mechanic. Some tacked-on themes work better than others such that they are barely noticeable.

In other games, the game develops organically from the original theme. No one, I believe, would think the space-opera theme of GGDM is 'tacked on'; I think the game mechanics rather grew from the theme, instead of the other way around; space-opera settings allow exploration of the macrosocial and macro-historical concepts without being inconveniently roped to Earth histories and realities. Literary game design is about a lifetime of understanding. Literary games are not easy to make, though I suspect that any graduate student could do in half the time what I have done. Patience is the key on the part of the designer, having a job and a career helps greatly. It takes an active, intellectual lifetime to design a literary game, but with luck, in a few decades, there may be a half dozen more of such games.

- Macrosocial Simulation: Inherent in the idea of a literary game is the concept that GGDM is more a simulation than it is what most would call a game. As the late wargame designer Richard Berg¹⁴ stated on the Board Game Geek (BGG) forums on January 18, 2007:
- ✓ "In designing games that are simulations, the key is the FOCUS ... what the Designer wants the players to concentrate on and use. If that designer wants the players to focus on how to 'win' without giving him a great deal of detail, then you tend to have what you folks call 'games.' This is a time-honored approach to this ... after all, they are ALL games, not theses or white papers (although some have attempted to attain

that level).” – from BGG forum thread “What does simulation mean in wargaming?” (CAPS in original).¹⁵

Mr. Berg must have been thinking of GGDM when he wrote the last part... or must have met me in a previous life ... because GGDM is a macrosocial simulation intended to spur conversation and introspection.¹⁶ It is loaded with “detail,” it is intended that the players focus on details and dynamics, and as a result, ‘winning’ in the traditional sense is deprecated.

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- ✓ “ALL games that purport to show history are simulations. Simulations – which are a common and key tool in many industries – allow the players to recreate what happened by providing as many of the factors that were present as possible (or as the designers desire) and, even more important, what COULD have happened, given different uses of those factors.” *Id.*

GGDM is, of course, not a ‘historical simulation’ from our current temporal position – just as we would not be history to the Roman Empire or to Warring States period China – but being set in science-fiction, focuses more on what *could* happen. While most simulations are historical (GGDM does include many historical references), it is not required that a simulation be historical – e.g., those Punnett square diagrams that you learned in high school biology project *possible outcomes* as do many market, political, military and industry simulations.

But there is an inherent limit in simulation: One cannot imagine any simulation that would have allowed ancient Europe or ancient China to even remotely predict the current world.

- ✓ “No one game, or simulation, is ‘better’ than another ... It’s what the player wants to play that makes that game ‘good’ (or bad) for him/her. ... Ultimately, what is important – perhaps overridingly so – is what YOU, as gamer/consumer want to play. If it works for you, then you are having fun ... and that game is good ... regardless how much detail is included, and how much of a simulation it is.” *Id.*

“It is amazing what you can accomplish if you do not care who gets the credit.” – Pres. Harry S. Truman

Dis-Claim-UR: Unfortunately, this issue must be addressed; no claim is made to any ideas or intellectual property (IP) made for or created while playing this game or inspired by this game.

Generally, this game should be considered open source, but if you think it’s your idea or IP and you want to own it, no one should get into a fight over it. At the very least, however, it is implied that for any ideas or IP created and used while playing the game, consent is given to use it within the game. Otherwise, you shouldn’t be playing.

It is also hoped that people refrain from printing copies of this work, for environmental reasons. Additionally, no permission is given to sell print or electronic copies of this work. And why would anyone want to? There is nothing here of value; just second-rate college freshman writing. Not one world problem was solved, nothing new was invented. I have only given ideas; I am not poorer for it, but you are richer already for having received them. Even if they are junk.

- ✓ I am reminded of the crisis meeting scene from Ghost Busters (1984), the meeting at the mayor’s office stops when the local bishop enters the room, the mayor prostates himself before the bishop, but the bishop, a slick politician type, has nothing constructive to add.

Finally, any modifications of this game should be taken with due consideration for the existing complexity of the game and the intent of the original author, and this work should not be profaned, misappropriated or misused.

- ✓ Merriam-Webster Dictionary at *profane* (v): **2:** to debase by wrong, unworthy or vulgar use.
 - Profane is also the opposite of sacred in religious and mythology studies, profane is earthly (e.g., Mircea Eliade).¹⁷
- ✓ Readers, players and participants otherwise will find that GGDM does not “need more cowbell.” (from the famous Saturday Night Live skit involving the band Blue Oyster Cult).
- ✓ IP litigation or any other kind of litigation would be counterproductive to the purpose of this game. Please show some respect for the purpose of the game.

All In: This game does not have ‘levels’; there are no basic, intermediate and advanced rules. Prior to 2001, the game was structured in three levels, but after 2001, the game developed in a way that cannot be subdivided. Nor could this game be converted to a board or card game. When playing GGDM, the players are ‘all in’ from start to finish, all rules apply. Don’t worry, *you know this stuff already*, even if you don’t yet know that you know it.

- ✓ My convoluted path to a college degree began at Lycoming College in 1989. Lycoming College is a private 4-year liberal arts college and in my first semester, I was required to take an intro philosophy course. I approached it with dread, I did not have a good attitude about it going in, but when I started listening to the lectures and reading the book, I discovered to my profound surprise that philosophy was in fact what I had been thinking about all my life, but I didn’t know what it was called. I somehow thought philosophy was something else, something alien, strange, complicated. In fact, it fit so naturally, I eventually became, for a short time, a philosophy major.
- **Intellectual Stream:** Unless a point of distinction or illustration is made or the instant work is one of journalism, quoting from the works of others is generally an act of admiration and joinder in the thoughts of another on a particular point, they are part of the ‘intellectual stream’ in the public space. The speaker featured in the quote is a ‘guest speaker,’ invited into the (our) conversation to make a particular point. Quotes can also easily mislead, misrepresent, and distort, as they are taken out of their original context. Most readers also assume that the author is personally familiar with the works quoted, which, nowadays, is not usually true (which is to say, you know what assume means, right?).
 - ✓ “No doubt one may quote history to support any cause, as the devil quotes scripture.” – Judge Learned Hand.
- **No Conspiracy Here:** This work was created entirely outside of academia, was not subject to peer review (I am not sure who could or would even) or the pressures of producing (publish or perish) to make a living. There were no corroborators, no conspiracy.¹⁸ GGDM is purely a work of recreational thought by a living definition of the modern deep thinker; part of the Deep Blue function of civilization. The author of this work is a classic emotionally unavailable, unselected male, isolated intellectual: an aging, pudding brain, self-absorbed, self-deprecating, sun-downing, awake shot addicted, unhealthy perfectionist without peer group. Struggling against time to hold forth the flash light and running out of fresh batteries.

- ✓ “Interestingly, the OED cites a comment from the journal Nature in 1977 that ‘publishing a book is a way of avoiding peer review’, as though monograph writers were draft dodgers.” – Willy Maley, Prof. of Renaissance Studies, University of Glasgow, contributor to, “The worst piece of peer review I’ve ever received,” Times Higher Education, August 6, 2015.

“You’ve got to think about big things while you’re doing small things, so that all the small things go in the right direction.” – Alvin Toffler

***Please resist the urge to abridge this work.
It really is mostly harmless.***

Endnotes.

¹ Commentary: Perhaps the best examples of this are the Khmer Rouge of Cambodia followed closely by the Islamic State. The French Revolution also tried to eliminate or secularize religion and rename the months of the year.

² Commentary: A barrier already exists to playing the game in that participants will be required – of necessity – to own a computer with a reliable internet connection, to be an educated adult, and to have the time, will and interest to play this game. This is a set of unfortunate fundamental realities of our time. GGDM would not work as a pen and paper game, or a board or card game. It was designed as a computer game, an internet game, by someone who has had the fortune of owning a PC continuously since 1989. The digital divide is real, it has reached the point in 2018 where those who are not ‘connected’ (TV, PC, internet, smart phone, tablet) are on the outside in jobs and culture.

³ Commentary: A friend once offered that whenever I am finished with what I am working on (he meant, GGDM), we’d find a way to “get it into a block chain” with the intent of making money on it. I’d heard various versions of this before, but that day that he said it directly, I had to shut him down. I simply said, no, it doesn’t work that way. The upshot here is that I am not going into the business of selling people nothingness. That’s not what I worked for.

- ✓ I have had the misfortune of being exposed to timeshares; first from salesmen when I was a teen, then in real estate class, and then finally, early in my professional career, I worked on a huge lawsuit involving a failed timeshare development. I was of the opinion at that time that the entire timeshare industry was a scam and should be outlawed. But, generally only people with some money buy timeshares and it’s not an issue that generates a lot of public sympathy. So it’s left to the courts to handle the litigation.

⁴ Citation: For satirical amusement regarding the Muller Report, see Alexandria Petri, “It is increasingly clear that none of you read my report,” Washington Post, May 29, 2019.

⁵ Commentary: It is interesting reading the blurbs about the people who run sites like Aeon (<https://aeon.co/people>) – everyone is listed as ‘specializing’ in something along with a group of other academic interests; this is probably necessary for credibility, but it is sad too. I certainly know more about some things than others – for example, I know little about basket-weaving and hope I never have extended ‘arts and crafts time’ like in Happy Gilmore (1996) – but I don’t think I have ‘specialized’ in anything. In that sense only, I think of myself as a ‘pure intellectual’ in that I just read whatever, think about whatever, and comment on whatever in relation to the GGDM project – and maybe this is what is really meant by a ‘New York intellectual.’

- ✓ It is probable that GGDM is an intellectual center, vehicle and structure for me in the same way that the Lutheran concept of God was the intellectual center, vehicle and concept for someone like Dietrich Bonhoeffer. In this, I am not comparing myself to someone such, but instead considering a necessity of a center or anchor for a lifelong human cognitive process; the examination of every intellectual in history probably starts with finding the center point from which all of their works spring. And what is the cognitive center from which you spring? Do you know?

⁶ Citation: Merriam-Webster online dictionary article, “Of Nerds, Geeks, Dorks”: “Dork, when used to refer to a socially awkward or inept person, is a relatively recent word: our records indicate that it first appeared in writing in the 1960s. Two of its synonyms in this sense are likewise of fairly recent vintage. Nerd (typically used of a studious species of dork) dates from the 1950s; it was coined by Dr. Seuss in his 1950 book If I Ran the Zoo, although

not in the sense that we use today. Geek became synonymous with nerd in the 1950s. Prior to this, the word referred to, among other things, a carnival performer who would bite the head off a live chicken, or other small animal, as part of an act.” Ozzy Osbourne is a geek then! Note also the adolescent voiced nerd line from Heavy Metal (1981), “There was no way I was going to walk around this place with my dork hanging out!”

⁷ Commentary: Babylon 5 fans may eventually refer to me as Concierge One (or maybe the less-than-Great Maker or >GM). Some may call me Deep Blue. Others may provide me with less flattering titles. My ex-boss’ wife sometimes humorously called me “Professor.”

⁸ Citation & Commentary: “You have better usages of your time and better usages of your money than giving them to someone who plays hopscotch with the Bible and makes wild conclusions from flimsy evidence. Of course, Cain could answer that I’m just part of the church involved in the cover-up. (Because, you know, the church secretly has conversations with Putin regularly on how he’s going to use an EMP.) But my serious advice is to please ignore people like Cain who are in my opinion ends times hucksters. We’ve seen it all before folks. It’s always been wrong before. How many times do these people have to be wrong before we finally stop taking them seriously?” – Nick Peters, “A Brief Look At Alexander Cain,” May 6, 2015 (forum post, TheologyWeb, www.theologyweb.com).

- ✓ “(Odd that Cain needs so much money when it’s going to be useless soon supposedly and isn’t that part of the sorcery of Babylon?) It’s unknown at this point if Cain is willing to refund everyone who buys a copy of his book and everyone who goes out and buys the supplies much like the Y2K scare tactics people did. Oh wait. It’s not really unknown. Even though the answer hasn’t been stated publicly, I think we all know the answer to that question.” *Id.*
- ✓ Alexander Cain is the author of a Biblical interpretation book, Alive After the Fall. According to Mr. Peter’s May 2015 forum post, Alexander Cain predicted, on Biblical interpretation, that President Obama would be the last President of the United States. Fast forward, on March 30, 2020, I received an “Alive After the Fall” spam email with the subject line, “Exposed: The Darkest Secret of the Trump Presidency.”

⁹ Commentary: GGDM is also not a ‘4x game’ (eXplore, eXpand, eXploit, eXterminate), though it retains some of those elements from its great ancestor, Stellar Conquest (1975). Some positions could play GGDM in the 4x style.

¹⁰ Commentary: Or you can go sit at the kiddie table and watch Dukes of Hazzard reruns.

¹¹ Commentary: This game is rated MIA for Mature Intellectual Adult, warning: extreme profundity!

¹² Citation: See further, A SECONDARY PERSON, 1 Fallen to Earth, p. 1499, *infra*.

¹³ Commentary: The same thing happened in military intelligence school, it was a dream vacation for me, it wasn’t drudgery; military intelligence was basically a living extension of my hobbies and intellectual interests. One Major described me as a “fireball.” And I was in the habit of studying and learning at that time because I was in college (which also, generally, was not drudgery to me, and which I usually enjoyed). Thus, I did well at both. I really hoped back then to be able to enter the MS of Strategic Intelligence (MSSI) program at Georgetown University, but my chances were very slim to none. The MSSI program is now listed on the National Intelligence University site.

¹⁴ Commentary: Old wargame designers never die, they just go full tactical.☺

¹⁵ Citation: https://boardgamegeek.com/thread/146488/what-does-simulation-mean-wargaming#objcontainer_article1282718.

¹⁶ Commentary: It’s intended as humor: I did not know Mr. Berg and he would never have heard of GGDM.

¹⁷ Citation: “AB [Anne Billson]: Did you see Bartertown as intrinsically evil?

GM [George Miller]: No, just as profane. Just concerned with everyday getting on, making-a-buck type world, which we are all part of. And in a sense, because it’s not very broad in its vision, ultimately evil in its function. Without people consciously trying to be evil. It’s just the way we conceive everyday life as being ultimately corrupt and cynical, but there’s no room for the broader issues. Mainly because they’re so limited, only evil in that sense. And the people in it don’t really see it as evil.” – George Miller as quoted by Anne Billson, “George Miller Talks about Mad Max, Heroes & Tina Turner: The 1985 Interview,” previously unpublished interview published on Multiglom: The Anne Billson Blog, May 12, 2015.

¹⁸ Commentary: My cats may have helped telepathically, there may be a cat conspiracy in GGDM, but cats are not considered persons and have no legal rights, so they will have to be contented with a food dish, toys and a warm lap.