

# Table of Contents

- Positions**.....34
  - Players and Positions .....34
  - Tom, Jerry & Friends .....34
  - Mo-Jo .....34
  - Special Positions.....35
- Baby Steps** .....35
- Endnotes** .....36

*“Our posturings, our imagined self-importance, the delusion that we have some privileged position in the Universe, are challenged by this point of pale light. Our planet is a lonely speck in the great enveloping cosmic dark. In our obscurity, in all this vastness, there is no hint that help will come from elsewhere to save us from ourselves.*

*The Earth is the only world known so far to harbor life. There is nowhere else, at least in the near future, to which our species could migrate. Visit, yes. Settle, not yet. Like it or not, for the moment the Earth is where we make our stand.”*

– Carl Sagan, [Pale Blue Dot: A Vision of the Human Future in Space](#) (1994)

**Positions:** Each position in the game is a star-faring civilization represented generally, as a single modern nation-state. Two positions may share the same Native Population type (*ut infra*), however, the majority of the time, each game position will represent a physiologically distinct intelligent life form. The game should play with at least three, and a maximum of ten positions.

- ✓ Like most civilization games, the position players collectively represent (in a godlike way) the highest level of organization in their civilization, and operate with full sovereignty. It may be possible to construct a game where the positions are merely the local ‘on the other side of the wormhole’ part of a larger pan-galactic civilization, for an interesting example of this, see the classic GDW game *Imperium* (1977), where the *Imperium* player is a sector governor who may appeal to the Emperor for help and permissions.
- **Players and Positions:** ‘Players’ and ‘positions’ are not exactly the same in GGDM. In the vast majority of all games that have ever been designed and/or published or played, the assumption is that each position is played by one player, who has exclusive control over their ‘player position.’ While it is possible that positions in GGDM could be played by one player, the complexity and creativity of this game lends itself to better play by teams of players playing each position as long as only one set of Regular Turn Actions is submitted each Regular Turn period for each position by the designated team member.
- **Tom, Jerry & Friends:** Because this is not a ‘game of conquest’ *per se*, there is no reason why a player cannot be members of two or more player team-positions. No two positions should be run by exactly the same player team, nor should two position-teams share more than half of their membership. For example, Position A might be the team of Tom & Jerry while Position B is played by Jerry, Curley & Mo, and Position C is played by Mo and Jo.
- **Mo-Jo:** It is possible for a single player to play a position without a team. Such player may or may not be at a disadvantage against other team positions, depending on circumstances and how coherent and responsive the opposing teams are during the game. No player (or team in a third position) will be allowed to control two single player positions, nor will a player who is on a team also be allowed to play a single player position.
  - ✓ “When Mr. Rogers told viewers of his beloved children’s TV show to ‘look for the helpers,’ bonobos clearly weren’t paying attention.... ‘A preference for helpers over hinderers,’ the study authors wrote, may have ‘played a central role in the evolution of human development and cooperation.’... So do bonobos value cooperative, pro-

social behaviors in the way humans do? In humans, that preference starts young: babies as young as 3 months old have been shown to favor people who they witness helping others.” – Amina Khan, “Humans may look for helpers, but bonobos prefer the troublemakers,” Los Angeles Times, January 4, 2018.

- ✓ Group problem solving is an adaptive evolutionary strategy of early human ancestors; it works best for solving determinative problems. Groups test ideas, provide perspectives, and grasp complexities faster. By extension, this applies to *written and permanent works* of civilization: The ‘group’ is the individual thinker, intellectual, or student plus the authors of written and artistic works from *past generations* and distant places who share their opinions through writing, music and visuals. This ability to create infinite groupings from across the temporal and spatial spectrum of humanity is the *emergent quality* of civilization. The print revolution and communications technology (diminishment of time and distance) has simply accelerated this process.
  - ✓ Neutral group problem solving, which is discussed in greater detail in one of the final sections of this work, 1 Wheel in the Sky, *infra*, offers a fascinating alternative to traditional competitive gaming.
- **Special Positions:** Special positions are possible in the game and will be allowed to the extent that they provide an interesting story arc or angle in the game. Special Positions will exist in the game solely at the discretion of the Concierge, and may or may not be known to players at the beginning of the game, as circumstances dictate. Special Positions may be run by one or more players, but will usually be controlled by one player, with necessary oversight by the Concierge. Special Positions may be provided with special, unexplainable abilities and/or advanced or different technologies for whatever purpose they serve in the game.

---

*“The players met, on the great, timeless board of space. The glittering dots that were the pieces swam in their separate patterns. In that configuration at the beginning, even before the first move was made, the outcome of the game was determined. Both players saw, and knew which had won. But they played on. Because the game had to be played out.”*

– Robert Sheckley, “Fool’s Mate” (1953), opening paragraphs <sup>1</sup>

---

**Baby Steps:** The five-step GGDM game position setup process is a highly interactive process that will require multiple communications between the players and the Concierge, and may take several days or a week or more to complete. Set up is accomplished in the following five steps:

1. Draw and choose Fundamental Realities,
2. Determine Public Space for each position,
3. Choose and place Government Titles,
4. Choose Primal State,
5. Receive and spend Inheritance Points.

In addition to the players’ part in the setup, the Concierge will have considerable work to do in setting up the player pages, answering questions, setting the calendar, and all of the other little

administrative details required for the game to begin. The process may be akin to detailed character creation in most role playing games.

---

*“It is well to fetter the wings of our fancy and restrain its flights. It is quite possible we may have formed entirely erroneous ideas of what we actually see. The greenish gray patches may not be seas at all, nor the ruddy continents, solid land. Neither may the obscuring patches be clouds of vapor. Man is too quick at forming conclusions. Let him but indistinctly see a thing, or even be undecided as to whether he does actually see it and he will then and there set himself to theorizing, and build immense castles of conjecture on a foundation, of whose existence he is by no means certain”*

– Edward Emerson Barnard, Mars: His Moons and His Heavens (1880), an unpublished manuscript in the Vanderbilt University Archives

---

#### Endnotes.

---

<sup>1</sup> Commentary: It was taught in my college literature class that the answer to a short story is in the first paragraph, but you don't know until the end of the story. That is, short stories are classically written backwards.

- ✓ “‘Mate!’ Ellsner shouted. ‘Lack of pattern. I gave their CPC something it couldn’t handle. An attack with no apparent pattern. Meaningless configurations.’ ‘But what are they doing?’ Branch asked, gesturing at the dwindling enemy dots. ‘Still relying on their chess player’ Ellsner said. ‘Still waiting for him to dope out the attack pattern in this madman’s mind. Too much faith in machines, general. This man [Lt. Nielson] doesn’t even know he’s participating in an attack.’” *Id.*, ending paragraphs.