





January 2021 Entry (on something a little different)

Well, January 2021 became February 2, 2021; I am a little late for the January 2021 post! I am sure nobody noticed, no one is waiting eagerly for my next posting, I am sure no one really cares. But during the month of January 2021, I designed and published four free 'pencil 'n eraser' games derived from GGDM, shadows of GGDM concepts. All four games are *linked below* next to the PDF thumbnail.

The challenge of designing 'pencil 'n eraser' games is that there are no board spaces, no iconography, no cards, so no board movement or placement, no card draw or discard mechanics; the entire game is contained in a set of concepts on ten or so pages of print, with a set of dice acting as the randomizer. Nor is information contained on pieces as in most games, no numbers, color codes, sizes or shapes to convey important game information or imagery; there are no pieces at all, the entire game has to fit on what players can write on a sheet of paper and the vision they keep in their mind's eye.

[CUBES! A GGDM 'dream shadow' Game](#)  (13 pages), was an austere beginning, completed on January 4, 2021, a resource game about competition for [hypercubes](#) ([Carl Sagan explains Tresserects excellently in Cosmos](#) - YouTube video) and [extinction](#). [SPHERES! A GGDM 'cosmic cultural crisis' Game](#)  (13 pages), completed on January 11, 2021, is a [crisis management](#) game that used a different mechanic from CUBES!; it was built with cascading power activations. The two games were combined and expanded into a comprehensive third game, [TURNS! A GGDM 'transcension unity reality nodes' Game](#)  (7 pages), completed on January 18, 2021. TURNS! unified CUBES! and SPHERES! into a true hyper-dimensional game (mmm... this is in relation to hypercubes and hyperspheres, not Richard Hoagland - just thought I'd clarify that point!). A complete series of games was designed and published in three weeks.

One last GGDM shadow game ... [LEGACIES! A GGDM 'civilization custodians' Game](#)  (23 pages) was completed and published on February 1, 2021. SPHERES! was more complex than CUBES!, and TURNS! is a highly complex game. LEGACIES! uses a different, third mechanic than the others, an experimental 'imperative actions' mechanic – an idea I woke up with on January 22, 2021, but that took several days before I could find a proper term to describe it. All four games are recognizable to anyone (if anyone is) familiar with GGDM's mechanics, they share the same mechanical core of the vital powers and activations, and most of the main concepts of GGDM appear somewhere in the four games – though the implementation necessarily had to change and the presentation is '[dumbed-down](#)' as compared to the more extended and nuanced concept discussion in GGDM.

So here we are on [Groundhog Day](#) 2021. I hope that my absence is excused, I certainly have not abandoned my lifetime project, GGDM. It is my hope that people will find, read, play and enjoy these games, and someone could even write a computer program for them. All games that you play in the tabletop gaming hobby begin exactly as these have, as pencil 'n eraser games. The difference between what I have designed here and

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what you might play at the local game club or FLGS ('friendly local game store') is money: exciting art, cardboard, wooden cubes, plastic pieces made in China, advertising, manufacturing, distribution, shrink-wrap. This is one reason why most game manufacturers publish their rules in PDF for free download on the internet.

Because everything in our civilization begins in one person's mind.

By Charles W. Phillips