



offer support:
physical
metaphysical

1.00 Facilities:

1.01 Shelter:

- 1.011 Large space for group meetings
- 1.012 Smaller group areas.

1.02 Communications:

- 1.0211 Plenty of blackboards, wall space, and bulletin boards.
- 1.0212 16-mm movie projector with screen.
- 1.0213 Telephone.
- 1.0214 Xerox.
- 1.0215 Micro-fiche reader and printer.
- 1.0216 Casette tape recorder players.
- 1.0217 Video-tape recorder and player.
- 1.0218 Typewriter.
- 1.0219 Computer access.
- 1.0220 Library: documents, Dr. Fuller's books, films, games, geodestix.
- 1.0221 Notebooks.

1.03 Supplies:

- 1.031 Maps.
- 1.032 Paper, pens, etc.

1.04 Operating budget:

1.041 Documentational.

- 1.0411 Printing.
- 1.0412 Photos.
- 1.0413 Computer program tapes.
- 1.0414 Video tapes.

1.042 Graphics.

- 1.0421 Paper.
- 1.0422 Pens, inks, paints, etc.
- 1.0423 Zip-a-tone.

1.043 Informational.

- 1.0431 Books.
- 1.0432 Magazines.
- 1.0433 Microfilm readers & print outs.
- 1.0434 Documents.
- 1.0435 Lab books.
- 1.0436 Abstracts.
- 1.0437 Charts.
- 1.0438 Maps.
- 1.0439 Computer time. *

1.044 Secretarial.

- 1.0441 Xerox.
- 1.0442 Stationery.
- 1.0443 Salary.
- 1.0444 Postage.
- 1.0445 Phoning.
- 1.0446 Supplies.

1.045 Staff

- 1.0451 Salary
- 1.0452 Supplies.
- 1.0453 Computer punch-cards, typists.

1.10 Staff:

1.11 Participants will hopefully range in interest and experience in all fields-physical and social sciences, arts and humanities, computer related fields, as well as multi-disciplined generalists.

1.12 A secretary/librarian to maintain library and communications.

1.13 If the group is large (20-40) full time staff member(s) are a necessity. They should have had experience in World Game development and Design Science'.

*World Game

The World Game is a scientific means for exploring expeditious ways of employing the World's resources so efficiently and omni-considerately as to be able to provide a higher standard of living for all of humanity-higher than has heretofore been experienced by any humans-and on a continually sustainable basis for all generations to come, while enabling all of humanity to enjoy the whole planet Earth without any individual profiting at the expense of another and without interference with one another, while also redirecting the valuable chemistries known as pollution to effective uses elsewhere, conserving the wild resources and antiquities.

from the World Game: Integrative Resource Utilization
R. Buckminster Fuller, Summer 1969

define a brief:



2.00 object¹: the object of the game is to earn the most points by playing cards to the board. As the game is played, the players will become more familiar with the geography of the United Nations world in which we live.

2.10 options²:

- 2.11 compete in all the events
- 2.12 compete in some events
- 2.13 practice one event
- 2.14 see world record
- 2.15 include travelogue (YES)

2.20 preparations³:

- 2.20 each player takes a chart and 10,000 francs in the following denominations:
Two 2000 francs notes and five 100 francs notes.
- 2.21 Place six daggers in the six holes in the Director's board under the letter S (Start).
- 2.22 After the cards have been shuffled, each player draws a card from the pack. The player drawing the card highest in value becomes the Director (dealer) for the start of the first round.
- 2.22 The Coup card is the highest card in the deck.
- 2.23 If two players tie for high, they draw again.
- 2.24 If only three are playing, remove the sevens and eights from the deck before dealing.

¹ Object, from World Flag Game about the United Nations, Parker Brother 1961

² The options:
Medals are awarded after each event, and a Grand Champion will be named at the end of the Games. from World Games by Epyx.

³ Coup d'Etat is an overthrow of existing authority Preparation, from Coup d'etat, 1966 Parker Brothers.



ask a question: (are you lonely?)

3.10 risk¹

3.11 question:

when i place my armies at the beginning of the game, what strategy should i use?

3.12 answer:

If possible, try to occupy an entire continent at the beginning of the game. This will give you additional armies right from the start. If this is not possible, try to occupy as many adjacent territories as you can. Then, after all the territories have been claimed, place your remaining armies on your border territories as a line of defence against possible attack. At all costs, try not to scatter your territories around the board. Doing so will weaken your position. Your territories will be isolated from one another and subject to capture.

3.20 hidden coup: To succeed in completing a hidden coup a player usually has to be something of an actor. The first time he takes a penalty card or two, he must seem very upset³ in order to prevent the other players from learning too early in the 'hand' what he is trying to do².

3.30 joker:

3.31 question: are art and democracy compatible?

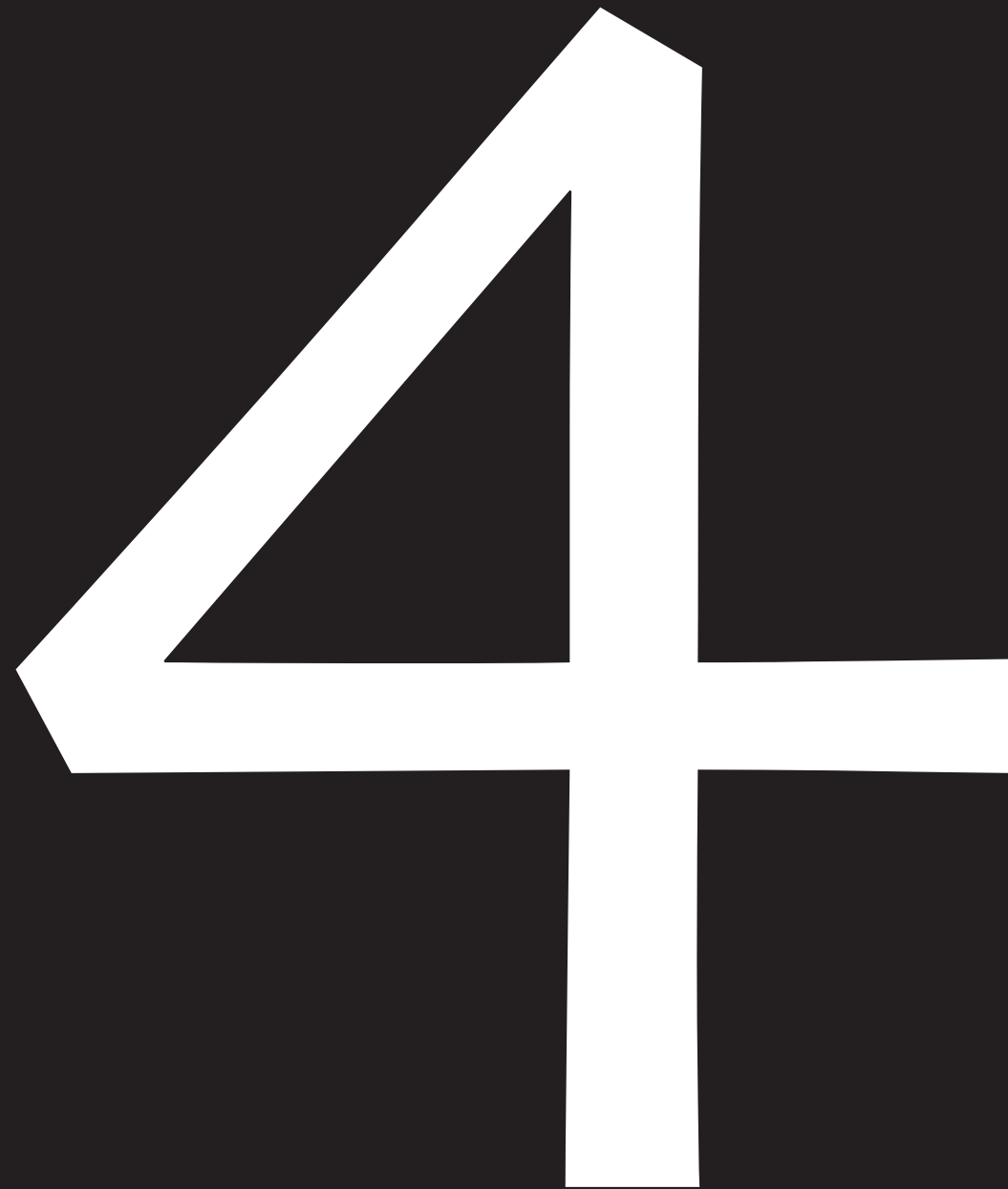
3.32 answer: Yes, art is compatible with everything.
Ha. Compatible but not palatable!

¹ In this classic game of military strategy, you battle to conquer the world. You must launch daring attacks, defend yourself on all fronts and sweep across vast continents with boldness and cunning. But remember, the dangers, as well as the rewards, are high. Just when the world is within your grasp... your opponent might strike you and take it all away!
from Risk 1980, Parker Brothers

² from Coup d'état, 1966 Parker Brothers.

³ protest. by all means protest your innocence, if you are making a declaration. But if you are making a complaint or objection, you must protest against it.
from The Economist Style Book, 2003

pursue conversation:



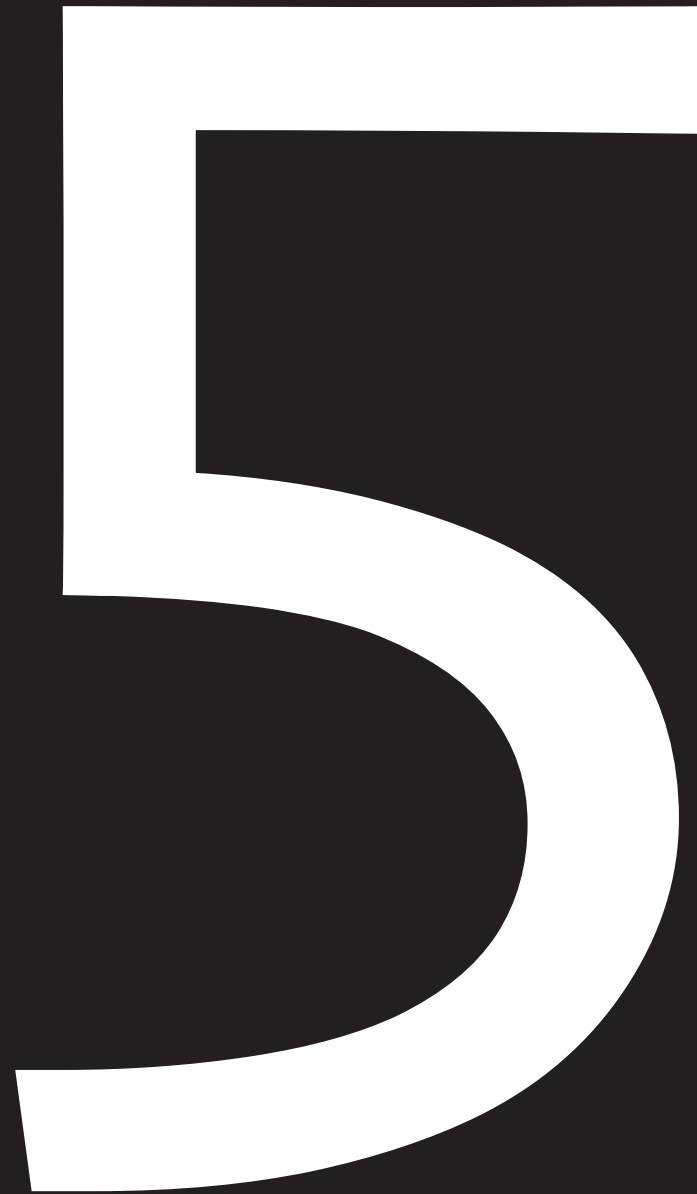
4.00 diplomatic¹ phase: During this phase, Players meet to discuss their plans for upcoming turns. Alliances are made and strategies are set. These `diplomatic negotiations' take place before each turn. Negotiations last 30mn before the first turn and 15mn before each turn thereafter. Negotiations may end sooner if all players agree. Conversations, deals, schemes, will greatly affect the course of the game. During diplomatic negotiations, players may say anything they wish². Some players usually go to another room or organize private groups of two or three. They may try to keep their conversation secret. They may try to overhear the conversation of others. These conversations usually consist of bargaining or joint military planning, but they may include exchanges of information, denunciations, threats, spreading of rumors, and so on. Public announcements may be made and documents may be written, made public, or kept secret, as the players see fit. These discussions and written agreements, however, do not bind a player to anything he/she may say. Deciding whom to trust as situations arise is an important part of the game. Using Conference Maps during diplomatic negotiations is an excellent way to keep track of locations, strategies, alliances.

4.10 self-dislodgment: A country cannot dislodge or support the dislodgment of one of its own units, even if that dislodgment is expected. This is one time when support is refused or negated when it would otherwise be legal. However such orders can be written for other reasons, such as creating a standoff.

¹ At the beginning of the 20th century Europe was a complicated cauldron of political intrigue. You are about to change the course of history in your favour.
from A game of international intrigue, Diplomacy 1961.

² (Art can go fuck a doughnut.
Democracy can take a flying fuck at the moooooooooon)
after Kurt Vonnegut's Slapstick or Lonesome no more

build an archive:



5.00 how to support:

since all units have equal strength, one unit cannot attack and advance against another without help. That 'help' is called support.

5.01 a unit gives up the chance to move on a turn in order to support another unit's order. The province to which a unit is providing support must be one to which the supporting unit could have legally moved during that turn.

5.02 write a support order:

5.021 write your type
5.022 follow this with your location
5.023 then, write an S for support
5.024 finally, write the type, location and destination of the unit receiving support (if the supported unit is moving).

5.03 support a unit¹

5.031 Rules to help you resolve orders:

5.0311 all units have the same strength

¹ cutting support
Support can be cut. This will cause the support order to fail and support will not be given.
The above rules should resolve most situations that arise in Diplomacy. There are, however, a few exceptions and rare situations that can occur.
from Diplomacy 1961.

navigate the terrain:



6.00 fortifying your position:

No matter what you've done on your turn, you may, if you wish, end your turn by fortifying your position. You are not required to win a battle or even to try an attack to do so. Some players refer to this as the "free move¹."

To fortify your position, move as many armies as you'd like from one (and only one) of your territories into one (and only one) of your adjacent territories. Remember to move troops towards borders where they can help in an attack! In moving your armies from one territory to another, you must leave at least one army behind.

6.10 Eliminating an opponent: you must immediately trade in enough sets to reduce your hand².

¹ Community is another word often best cut out. Not only is it usually unnecessary, it purports to convey a sense of togetherness that may well not exist. The black community mean blacks, the business community means business men, the intelligence community means spies, the international community, if it means anything, means other countries, aid agencies, or just occasionally the family of nations. from The Economist Style Book, 2003

²from Risk 1980, Parker Brothers



construct a framework:

7.00 time management:

7.01 Spring four phase turn:

- 7.011 diplomatic phase
- 7.012 order writing phase
- 7.013 order resolution phase
- 7.014 retreat and disbanding phase

7.02 Fall five-phase turn

- 7.021 diplomatic phase
- 7.022 order writing phase
- 7.023 order resolution phase
- 7.024 retreat and disbanding phase
- 7.025 gaining and losing units phase

7.03 After a Fall Turn, if one Great Power controls 18 or more supply centres, the game ends and that player is declared World Dominator.

7.10 subject search / research:

- 7.11 teleology²
- 7.12 intuition
- 7.13 conception
- 7.14 apprehension
- 7.15 comprehension
- 7.16 experimentation
- 7.17 feedback

¹ Diplomacy is a game of negotiations, alliances, promises kept and promises broken. In order to survive, a player needs help from others. Knowing whom to trust, when to trust them, what to promise, and when to promise it is the heart of the game. Remember, you are a diplomat first, a commander second.
from Diplomacy 1961.

² from the World Game, R. Buckminster Fuller 1971.

claim a location:



8.00 external metabolics¹:

8.01 Phase 1. World Literacy re World Problems.
Problems-World Industrio-Economic Literacy and its design science
solution by dramatic educational tools for realization of the world
resources inventory of human trends and needs,-world's people.
Together with dramatic indication of potential solution, by design
science upping of the overall performance of world resource units to
serve 100% instead of the present 44% of humanity.

8.02 Phase 2. Prime Movers² and Prime Metals

8.03 Phase 3. Tool Evolution

8.04 Phase 4. The Service

8.05 Phase 5. The Evolving Contact

8.10 The social function of art is to have no function. (Adorno)

8.11 why arts function is not as simple as that.

8.12 any and every function

8.13 the desire for no function

¹ from the World Game, R. Buckminster Fuller 1971.

² World Domination (Risk 1980)

object of the game:

To conquer the world by occupying every territory on
the board, thus eliminating all your opponents.

setup:

Unlike most games, world domination demands careful
planning before you actually start to play. This Initial
Army Placement sets the stage for the battles you'll
fight later on.

play a game¹:



9.00 downfall²:

9.01 protest. by all means protest your innocence, if you are making a declaration.
But if you are making a complaint or objection, you must protest against it.

9.02 collapse is not transitive. You may collapse, but you may not collapse something.

9.03 Anarchy means the complete absence of law or government.
It may be harmonious or chaotic³.

9.10 setting up:

place the game between players so that neither player can see the opponent's side. Set all the dials in the start position so that the arrows on the dials line up with those on the frame.
Now you're ready to play!²

¹ call your game 'democracy'

² Downfall, the double sided strategy game with an unpredictable twist on every corner!
1970 Western Publishing company
Components made in China.

³ from The Economist Style Book 2003.

evaluate your tools:

10

10.01 reserve and capture pieces

10.02 strategy hints no.5¹: towards the end of the game, sometimes it is wise to try to concentrate on amassing reserve pieces rather than attacking an opponent. Reserve pieces are valuable pieces to own and can help you to win the game in the end.

10.021 score

10.03 civil disorder³:

if you leave the game, or otherwise fail to submit orders on a given Spring or Fall turn, it is assumed that your government has collapsed. Your units all hold in position, but do not support each other. If they are dislodged, they are disbanded. No new units are raised for the country.

¹ from Domination 1962.

Capital:
for a shorter world domination game
Read the complete World Domination rules first.

² "this game has been published in cooperation with the Office of Public Information of the UNited Nations. With four exceptions all of the countries appearing on the board were members of the United Nations as of July 31, 1960. The four exceptions are two German Republics (both appear on the same square), Switzerland, and the Peoples Republic of China. These important land areas are essential to the play of this game, Switzerland, incidentally, contains the European headquarters of the United Nations."
from the World Flag Game about the United Nations, Parker Brother 1960.

³ from Diplomacy 1961.

choose an unacceptable colour:



11.00 plurals¹

no rules here.

¹Law and order defies the rules of grammar and is singular

Remember that elections are not always plural. The opposition demanded an election is often preferable to The opposition demanded fresh elections.

Propaganda looks plural but is not.

from The Economist Style Book 2003.