

polish 001

This is the very first Polishing Game. I am going to the err on the side of simplicity. I believe that the input from your experience will ultimately produce a better game than I would invent.

This exercise will be scheduled to run after the other games have been run, so that there will be a supply of stories to choose from.

Because this exercise will be more time intensive than the other games, hangouts will be spaced a day apart. Experience will show whether this is too much or too little.

The rules:

together, in the hangout, the players will choose a story from the group of stories that are available within the Polishing page.

Each player will download the selected story.

Each player will choose a fake name, a nom de plume, and sub-headline a document with it. The purpose of a fake name is to establish anonymity. In future games, I hope to make a randomizer available.

Using the chosen story, each player will have one day to polish the story.

At the next day's hangout, each player will upload this document to the Polishing Page. Each player will download the other players' documents.

Each player will read and score the documents, using a scale that ranges from 1 to 9, with nine being the highest score possible. The players may change this, of course.

At the next hangout, each player will call out their list of documents and scores. Presumably, the players will want to discuss the papers.

Using the comments and/or forum, the players can expound on their experience.