

CZ427: COMMANDER POLITICS: DEALING WITH DEALERS

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- 1) INTRO JIMMY & JOSH

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Introduce Jordan. Tease main topic: We've talked a lot on the show about how to be proactive with your own table politics. But there's another side of this coin. We haven't really done a lot of discussion surrounding how you should react to the other players initiating political schemes against you. When someone proposes a deal or starts to negotiate an alliance, rest-assured that they are making a game move. They are trying to gain an advantage. And often that advantage is at your expense. So, how do you deal with it? Well that's what this episode is about. BUT FIRST:

****CHANNELFIREBALL - ULTRAPRO CALL-OUT #1** **PATREON JOSEPH SLADE****

****TOKEN KICKSTARTER!****

2) MAIN TOPIC: DEALING WITH DEALERS - COMMANDER POLITICS

Quickly re-state premise of the episode: This is about reactive politics.

Let's take a very common deal that gets proposed in a lot of games:

"I could remove your [problematic thing] but, if you promise not to use it against me for [x amount of time] then I'll let it live."

This a pretty difficult position to be put in:

- You don't want your thing to be removed
- Natural instinct is to appease/agree
 - Is it a big deal if your main threat can't affect *one* opponent?
Yes! t takes 33% of your choices away. Plus, it signals to the other players that you're more of a threat to them.

So, how do you get out of this?

How do you blunt the political assault and come out clean on the other side?

Interpret. Figure out what it is that the political player is really saying. What their goals are.

Why would they offer this deal?

- To safely advance their own board
 - *This deal is often offered early in the game, when using removal will cost enough mana that it will slow down that player's ability to develop their own gameplan.*

- To gain protection from "the thing" for free
 - Why use game resources (cards/mana) to stop something that you can just as effectively hold at bay (albeit temporarily) with only words?
 - Plus, if they don't use their removal right now, they still have it for later.

- To point out to the other players that "the thing" is a threat (or that you are)
 - Often, "the thing" suddenly becomes a problem in the eyes of the other players simply because the desire was expressed to remove it.

Point #3 is often an unintended side-effect of this deal. But it can be important/easy to rebuff by just deflecting to another threat. You can say "Why would you want to destroy my [blank] when so-and-so has [blank]?" or even "Oh cmon, my [blank] isn't a real threat, you're just trying to distract from the fact that you have [blank]!" The goal here is to throw some doubt into the equation. To try to make it so your other two opponents don't just auto-label you or your thing as the main threat.

WHAT DO YOU DO?

So, how do you respond to this deal?

Things to consider:

- 1) Game state (Is it early game? Mid game? Late?)
- 2) Table Position (where is the "deal maker" seated in relation to you?)
- 3) What hidden information do they have?

Deals are usually offered *before* the player has played any cards

How do you "get more" from them?

- A good deal has been made when both sides walk away a little bit unsatisfied.
- Ask them which specific removal spell they have.

Note: don't be fooled if they use slightly different words: "How worried do I have to be about that thing?" or "Is that gonna like win the game next turn?"

MIDROLL BREAK

Other common deals/offers:

"If I [remove this thing/KO this player] will the other players give me immunity for a turn?"

- In these scenarios, they're almost always going to do the thing anyway. Why reward them for it?
- Is Goodwill worth it? What do you lose by turning down a deal. Maybe nothing

What do you do when the other players are making deals with each other?

- playing the attorney/referee (re-stating clearly the parameters of the deal (and any loopholes))
- a few well placed words
- a quick threat ("It won't matter cuz that thing will just be dead")
- Be careful about revealing how much you care
- Can be a good excuse to forge a sense of being on the same side as the person not included in the deal

The Archenemy Alliance scenario

Happens in A LOT of games

- If you're in 4th, it's probably not in your interest to help much
- "Can you remove any of their things?" Fair to not give them that info
- You are not obligated to work with people or reveal what you can do to help them
- It can be useful for the top player to not think of you as being actively against them
- Or you don't need to draw attention to yourself at all

Note: Sometimes you should take the deals. We're not saying you ALWAYS say no or whatever.

3) **TO THE LISTENERS:**

If someone says "I won't remove [your scary thing] if you promise not to hurt me with it next turn." How do you react?

****CHANNELFIREBALL #2** **ULTRA PRO #2****

4) THE END STEP

If we have time:**Doomtown!**

- Living Card Game run by pinebox entertainment
- I recently won a small tournament
- Weird west setting, just finished a kickstarter for a new base set,
- in the process of launching a new online platform
- Active discord community
- They're going to be at PAX
- Currently most of their old sets are 50% off

5) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Arthur Meadowcroft, Ladee Danger, Manson Leung, Craig Blanchette, Ashlen Rose, Alfred Estaca, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati and our newest team members: Truc Thai, Jamie Block, Damen Lenz, Shauna Gilles and Evan Limberger.**

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