



The game that lets you toy with global economics without the hassle of world domination.

You will need;

- At least five people.
- A supply of tokens, such as poker chips or matchsticks, about 100 per player.
- A pen/pencil and paper for each player.

Setting up;

- If you have enough players, split them into separate local economies with five or more players in each.
- Each player starts with 10 tokens. These must usually be kept visible to other players at all times.
- Assign Government Regulations and Equality settings cards (see below) to each local economy.

How to play;

At the start of each round, players choose an action and write their choice on a piece of paper. Once all players have written down their choice, they all reveal them at the same time. Players cannot change their action after revealing them. Tokens are then given or taken away from each player as appropriate.

The TREASURY is a communal pot that players may put tokens into depending on which actions they have chosen, or if the Welfare State condition is in play. The TREASURY is dealt out equally to all players at the end of each round, once all of the players' individual actions have been resolved.

Once all actions have been resolved and the TREASURY has been dealt out, the round is over and the next round may begin.

A Financial Year consists of 10 rounds. Once the Financial Year is up, players from all of the local economies come together to compare scores. The winner is the richest player in the entire global economy.

The amount of tokens that players can steal/create/destroy depends on how wealthy they are at the start of that round. See separate chart for details.

Players can choose between six different actions. These are;

1. Vandalise. Take tokens (base rate 10) from another player of your choice, but you cannot keep them. They are removed from play.
2. Steal. Take tokens (base rate 6) from another player of your choice and place them in their own pile.
3. Build. Take new tokens (base rate 3) from the bank and place them in your own pile.
4. Share. Take new tokens (base rate 4) from the bank and place half in your own pile. The other half is given to another player of your choice.
5. Good deed. Take new tokens (base rate 6) from the bank and place 1/3 in your own pile. The rest go into the TREASURY.
6. Selfless act. Take new tokens (base rate 8) from the bank and place them all into the TREASURY.

Government Regulations;

The following Government Regulations cards may be printed out and given to each local economy. Each economy may have one or both conditions, and each condition can be given to more than one economy, so remember to print out as many of each card as you need.

Welfare state

This economy is a welfare state. That means that each player must give 50% (rounding down) of the tokens they receive each turn into the Treasury, which are then dealt out equally at the end of the round as normal.

Anonymous

This economy is anonymous. This means that the economy must have an Accountant. The Accountant cannot also be a player. Players do not have to keep their tokens visible, but instead hide them behind a cardboard screen. Each round, when players have written down their chosen actions, they do not show them to each other, but to the Accountant. The Accountant should then work out how many tokens each player should receive or lose, and then deal or remove tokens from each as appropriate, without letting other players see. The only part of the game that remains visible is the Treasury. The Accountant should deal this out publicly at the end of each round.

Equality Settings;

The following Equality Settings cards should be printed out and given to each local economy. As with the Government Regulations cards, each Equality Setting can be given to more than one local economy. However, unlike with the Government Regulations, each local economy must have one and only one Equality Setting card.

Equal Society

Each player starts with 10 tokens.

Divided Society

Players are divided in half. Half the players start with 7 tokens, the other half with 13. If there are an uneven number of players, one player will start with 10.

Very Divided Society

Players are divided in half. Half the players start with 3 tokens, the other half with 17. If there are an uneven number of players, one player will start with 10.

Elitist Society

Every 4th player is designated an elite. 3 tokens are collected from each of the other players and shared out equally between all the elite players.

Very Elitist Society

Every 4th player is designated an elite. 7 tokens are collected from each of the other players and shared out equally between all the elite players.