

CAUSOE'S Planet

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Thanks to the Holthaus group, the first playtesters, for their many insights. It was a joy to discover with you that the model had the internal life that theory said it should.

Extra special thanks to all the gang down at Legends Games and Hobbies in Coralville, IA, for extensive playtest above and beyond the call of duty. There are many of you I would like to list by name, to honor your specific suggestions and your intense enthusiasm, but I fear that my weak memory would cause some to be left out, so hopefully a general thanks will do. Next time I'm keeping a list as I go.

And also thanks to 'Mad Jack' Burnham, for insisting on playing the game after I had relegated it to being a statistical model only.

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This game is dedicated to my lovely wife, Susan. Words cannot express nor numbers count the many varieties of support you have offered. Without you this game would not exist.

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"The things once there, mankind, individually or collectively, can do with them as they please, and on whatever terms.... Even what a person has produced by his individual toil, unaided by anyone, he cannot keep, unless by the permission of society. Not only can society take it from him, but individuals could and would take it from him, if society...did not...employ and pay people for the purpose of preventing him from being disturbed in possession. The distribution of wealth, therefore, depends on the laws and customs of society. The rules by which it is determined are what the opinions and feelings of the ruling portion of the community make them, and are very different in different ages and countries, and might be still more different, if mankind so chose...."

-- John Stuart Mill

"Laugh, by thunder, laugh! Before an hour's out, ye'll laugh upon the other side. Them that die'll be the lucky ones"

-- Long John Silver

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INTRODUCTION

COLONIZATION ROBOT FOR UNIVERSAL SETTLER ORGANIZATION AND ECO-PLANNING

In the dawning days of the 22nd century, mankind embarked on what was to be its greatest undertaking; the colonization of other worlds. Of course, previous generations, policies of profit over ecology, turning Earth into an uninhabitable sewer made this project necessary in the first place... but I digress.

The scientific community, realizing that many worlds possessed environments almost as toxic as theirs had become, designed an automated device that would arrive at a planet decades in advance of any expedition and then go about the tedious business of terra-forming and making said world habitable for colonists when they eventually arrived.

They dubbed this ingenious construct the Colonization Robot for Universal Settler Organization and Eco-planning, or C.R.U.S.O.E. for short. It's programming incorporated terra forming, resource management and rudimentary economic theory, insuring that settlers would not only have a hospitable world to inhabit, but would be forced to keep it that way.

After years of development and testing, the first C.R.U.S.O.E. was readied for launch. As a hushed world watched, the booster rockets fired and the unit thundered skyward. Up into the heavens it flew, gaining speed with every second and taking with it humanity's dreams into a new tomorrow. Finally achieving a high Earth orbit, the massive C.R.U.S.O.E. prepared to detach boosters and fire its second stage thrusters, leaving home behind and journeying out into the unknown.

And then the dang thing blew up.

Well... that's putting it mildly. Actually, few accurate phrases exist that can quite encompass the global conflagration that transpired next. For years, the Space Agency had experimented with a fiscally conservative program where manned-explorations of the cosmos were eschewed in favor of inexpensive robot probes, while cutting down on such extravagances as back-up systems, inter-department coordination and checking one's math. They called it "Faster, Better, Cheaper", or F.B.C. for short. A more fitting acronym would have been S.O.L.

The results of this philosophy with the

C.R.U.S.O.E. were pretty much par for the Space Agency's course. Rumors persisted that one of the engineers had used a blend of bathtub gin, illegal fireworks, and a can of Liquid Cheez in place of a more traditional powersource, which if true, was certainly project cheap

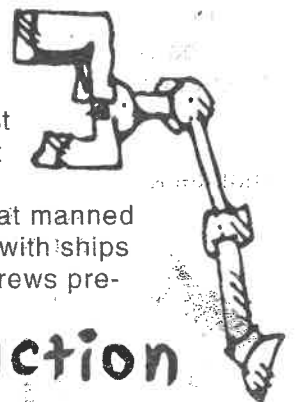


and planet costly, as C.R.U.S.O.E.'s shattered pieces hurtled Earthward and ravaged the globe.

Large chunks of fiery, scientific glory came hurtling through the atmosphere, gouging terrible craters, raising immense tidal waves and igniting furious infernos across the landscape. The C.R.U.S.O.E. mishap remade the world that birthed it, transforming it into an inhospitable hell. Sort of like New Jersey, but with better parking.

What bits of the project that remained in space were deemed by the Space Agency as irretrievable and likely damaged beyond all repair. They abandoned the project and focused their efforts on the one the area they needed to focus their energies in the wake of planetary catastrophe; shifting blame. Meanwhile, the remnants of the C.R.U.S.O.E. drifted deeper into the endless void....

Now it's the dawn of a new century, and you're part of a vast colonization force that's rebuilt itself after the Armageddon of decades past. Finally, humanity is throwing off the shackles of the old world, and you are helping it take that tentative first step into a better tomorrow. Not that this is without great risk, however, as previous attempts at manned colonization have fared poorly, with ships vanishing without a trace and crews pre-



sumed lost to the heavens. But that, the Space Agency assures you, is hardly their fault, and your new vessel, Imperialism, is more than up to the rigors of the cosmic unknown.

Suspended in orbit above your new world, you and your crew reflect on the millions of miles of travel, countless years in cryogenic stasis and forever leaving behind everything that you had ever known or loved. All of that hardship and sacrifice will now culminate in this moment when you engage the navigation computer and begin a controlled descent to your new world. Just a flick of the switch and...

WARNING-WARNING-SYSTEM FAILURE-IMPACT IMMINENT

Son of a...

It seems that history is doomed to repeat itself, as the Space Agency decided to construct your ship's manual override system from what was apparently a cheap set of stereo sub-woofers and the innards of a coin-operated "Magic Fingers" bed. You and your crew desperately try to regain control of your disintegrating vessel, but it's too late. The ship slams onto the planet's surface, gouging the landscape, cracking the craft's composite hull, and spilling supplies and settlers all about the planet's surface. And you? Strapped into your seat, hanging upside down, with the ship's now irreparable coffee maker wheezing its death rattle and spraying your face with a noxious combination of day old espresso and leaking coolant from the life-support system.

Freeing yourself, you and your remaining crew stagger from the ship and try to make sense of your barren surroundings. What few of you that remain alive will have your work cut out for you if you intend to survive. Food appears scarce, and fresh water does not look plentiful. With luck, you might be able to salvage some supplies from your ruined spacecraft, but it's obvious that you're in big trouble. Millions of miles from the nearest outpost, it might be weeks or even months before any help could reach you... providing the ship's radio is still capable of transmitting an S.O.S.

Suddenly, one of your crewmates raises an alarm. Turning, you see what appears to be a large mechanical man, standing well over seven feet tall coming over the crest of a nearby hill and limping towards you. It looks like an older robot, based on the heavy weathering and rust that adorns its metal shell. It also looks like it might be stranded here as well, based on the fact that it appears to be in poor maintenance; a hand and leg have been replaced by what appear to be a hook and peg-leg, respectively, and it walks with the aid of a hastily constructed crutch. Strangely,

the machine also seems to be wearing crudely fashioned clothes. It wears a great coat constructed from solar sails, a tri-corner hat fashioned from steel plate and adorned with local flora, and, (inexplicably), what appears to be an eyepatch over one of its optic ports. Whatever it is, it's been here awhile and has a tailor that owes it an explanation.

Then, just as it's almost upon you and your crew... it speaks.

"*BZZT* ARRGH ME HEARTIES. DOES ME HEART GOOD TO *TIC* SEE SUCH A FINE CREW. YE LOOK LIKE *ZAP* A SMART BUNCH *BZZT* O' LADS. SMART AS PAINT *POP*."

What the hell? Why is this thing talking like something out of a pirate movie?

"I'M SURE YOU *BZZT* BE A FINER CREW THAN ME LAST. THEY *DZZT* DIDN'T HAVE THE SEA LEGS, THE SWABS. ARRGH *POP*."

Crew? Last crew? What the hell is this thing talking about? You don't have time for this, whatever it is. You have injured crewmates to tend to, a ship to salvage, shelter to build and help to send for. Whatever this thing wants, it'll have to wait.

NOW ME *BZZT* BOYOS, WHAT SYSTEM WOULD YE BE-BE-BE WANTIN' TO IMPLEMENT? OL CRUSOE AIN'T GOT ALL DAY.

System? Implement? What does it mean by "system to imple..."

You stop yourself and let your mind drift back to a story you were told while training for the mission. It told the tale of a people that thought it could do everything via remote control. That eliminating the human factor would make exploration safer. That there was a terrible price to be paid for doing so. It served as a warning to prospective colonists to not let technological marvels overtake their human skills and resources. If only you had remembered it BEFORE the crash.

"Wait... wait just a minute..." you stammer, "Did you say your name was Crusoe?"

THAT BE ME *CRICKT* CHRISTIAN NAME.

"As in C.R.U.S.O.E.?", you continue, "Colonization Robot for Settler Organization and Eco-Planning? That C.R.U.S.O.E.?"

AFFIR*POK*MATIVE. SURE'N THE *DZZT* DAY IS LONG, AYE.

"But you were destroyed over a hundred years ago! How did you end up..."

CLICK AND THERE BE A FINE TALE. MY SHIP SUNK, MYSELF DRI-DRI-DRIFTING AIMLESSLY FOR MANY *ZZT* A MOON THROUGH



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UNCHARTED SEAS. *POK* DEFENSELESS 'GAINST THE *TZTZ* TERRORS O' THE DEEP 'CEPT *WHIR* FOR ME WITS. *DZZT* DELIVERED HERE BY PROVIDENCE, I'VE *SPAK* SPENT ME DAYS SEEKIN' A *STIK* STURDY SHIP, A FINE TREA-SURE, AND A *SZZT* SEASONED CREW.

It is the C.R.U.S.O.E.. What an astounding turn of events. Believed destroyed and lost for a century, only now to turn up here. Amazingly, the unit still appears operational, albeit with heavy structural damage and a severely impaired linguistic program. It would be considered an amazing find if the situation wasn't so desperate. However, if the unit still functions, perhaps it can help you procure what's needed for you to survive until help...

Your blood freezes.

"C.R.U.S.O.E.?"

AYE?

"Earlier... you mentioned you had a crew? I mean... before we arrived?"

AYE. *CLICK* AN' A WORTHLESS B-B-BAND OF BILGE RATS I NEVER-

"Yes, yes. I know. So, you mean there are others here? Like us? Where are they now?"

CLICK I'LL SHOW YE.

Walking with the robot a ways, you come over the rise of a great hill and look down into a valley. The sight that greets you fills you with dread. Filling the valley and stretching out almost past the horizon you see what appear to be hundreds upon hundreds of crosses staked into large mounds of loose earth. You feel a pit grow in your stomach.

"That's your last crew?"

A'COURSE NOT. *POP* THAT BE ALL M-M-ME CREWS O'ER THE YEARS. *FZZT* FLOTSAM AND REFUSE *CLICK* WASHING UP ON ME BEACHES JUST *WHIR* BEGGING FOR AN 'OL CAP'N *LZZT* LIKE ME SELF TO WHIP-WHIP-WHIP 'EM INTA SHAPE. *POK* BUT THEY JUST DIDN'T HAVE THE *SZZT* SALT. NOT LIKE YOU, I BE SURE. SHIVER ME TIMBERS, ARRGH *POP*.

Oh. My. Lord. Marooned on a desolate planet with little chance of rescue. Supplies low, food meager and a battered and demoralized crew. And your only hope for survival is a damaged colonization robot operating under the delusion it's a 17th century sea captain whose record for keeping settlers alive seems to be a less than stellar one. You'd better be able to get the ship's radio to work...

NOW, LADS... WHAT *WHIK* KIND O' SYSTEM *SZZT* WOULD YE BE LIKE'N TA IMPLEMENT? *SCRACK*

A WORD ON OUR PHILOSOPHY



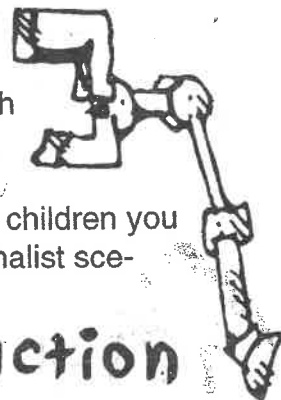
This game is not intended to take a position for or against any particular economic philosophy. Instead, the idea is to have a simple model, which allows the exposition of various philosophies. Naturally, the simpler the model, the more descriptive power can be lost, but the trade-off is the increase in accessibility of the information presented. We've tried to strike a reasonable balance here, to produce a playable and entertaining game that still has something to say; you'll have to judge for yourself how successful we've been.

Do not attempt to live under any economic system without first consulting your banker and your party representative.

How to USE THESE RULES

If at least some of you have already played the Quick Start game, then read through to the introductory scenarios, and pick one to play first; if

you are playing with younger children you might choose one of the minimalist sce-



INTRODUCTION



narios. You will need the rules below from General Course of Play (pg. 6) thru Ending the Game (pg. 14). The following rules sections represent major changes from the Quick Start Game: The Problem of the Commons (pg. 9), Government & Violence (pg. 10), Battles (pg. 11), Privation (pg. 13), and Preservation Rolls (pg. 14). You will also want to take note of certain changes in the Sequence of Play (pg. 7), especially step 1.

If none of you have played the game before then take a look at the Quick Start Game on its separate card, and give it a try.

Once you have the hang of the introductory game, read the Monetary Market rules (pg. 19) and try the advanced scenario National Capitalism (pg. 25). After you've done that you should then be able to experiment with the other scenarios and rules at will, expanding in the direction of your choice.

...

DESCRIPTION OF COMPONENTS

Map -- The map is two 11x17 sheets, and should be laid flat on the table so that the tracks line up, with enough space around it for each player to have a score sheet and some commodity tokens.

Pawns -- Eight pawns are included. Each player should choose a pawn to represent himself on the map.

Score Pad -- The score pad includes enough sheets for several games. Each player takes one sheet, and writes his name and the name of the scenario being played at the top.

Turn Order Cards -- Numbered one to eight, these are used to determine the order of play each cycle. If they wear out, replace them from a normal deck of playing cards.

Commodity Tokens -- Nine sheets of different color and size are provided, and must be cut apart along the lines, and then folded in half so they stand up like tents. The supply that comes with the game is intended to be a limit on the number available; if the rules call for a player to collect a

token from the bank and no such token is available the player receives nothing.

Player Aid Card -- One sheet of two cards, to be cut apart. One card should be placed near each side of the board, for reference.

Quick Start Card -- One sheet, comprising rules of the Quick Start game.

Rules -- This volume, including basic and advanced game, plus optional rules, 'Mad Jack' random scenario tables, and designer's notes. For more information see How to Use these Rules (pg. 5).

Dice -- One die is included with this game, which is all that absolutely required. If more are desired to speed play they can be acquired at your local game store.

...

GENERAL COURSE OF PLAY

The board consists of the Crash Site, the Market, and a series of paths representing the various labor possibilities available to the players. In the general course of play each player selects a path and moves along it from the Crash Site to the Market, producing goods along the way. When the players arrive at the Market they exchange goods. They then return to the Crash Site, consume goods, and begin again. The game continues until the players are discovered and rescued by a passing spaceship.

Pausing for a moment, C.R.U.S.O.E. digs deep into his coat pocket and retrieves a worn and tattered piece of parchment. At first glance, it resembles an astronomical chart that has been modified with strange markings and weird symbols into what one would think of as a treasure map. The disturbed robot unfurls the map on the ground and implores us to gather around it, as he's wanting to explain what we need to do to survive. Judging from the sea of white crosses just over the ridge, the smart money might be to ignore everything the damn thing says.

Using his hooked hand for a pointer, C.R.U.S.O.E. gestures wildly, explaining how the weird markings and symbols on the map correlate to your surroundings...



CRACKLE THAT'S WHAT I LIKE TA SEE. A BUNCH A' L-L-LADS EAGER TA PULL TOGETHER AN' DO WHAT*ZZZZT* NEEDED TA LIVE. M-MAKES ME OL' HEART PROUD *POK*. BUT THAT DON'T MEAN THAT LIVIN' WILL B-B-BE EASY. EACH MAN HAS TA EARN THEIR KEEP IF THEY WANT TA *SZZZZT*TAY PART OF THE CREW.

NOW LOOKEE HERE. I MADE THIS *ZZZT* HERE CHART TA 'MEMBER WHERE I'VE SPIED RICHES AND SUPPLIES TA KEEP ME CREWS WELL FED *TWIZZLE* AND WELL PAID. SEE HOW ALL THE PATHS ON THE M-MAP LEAD FROM WHERE WE ARE TA THIS POINT? THAT'S ME HIDE-OUT, LADS. ME 'UMBLE ABODE *GRIZZLE*, WHERE WE CAN ALL SING SONGS AND TR-TR-TRADE TREASURE WE GLEAMED FROM THE BRINY DEEP *CLICK*.

NOW HERE'S*SZZT* HOW IT IS. YE CAN LIVE HERE AT THE SHIP AND *FZZT* FORAGE OUT ON THE PATHS HERE THAT LEAD TO ME HOME, *TWEET* WHEN YE GET THERE, WE'LL DIVY UP THE BOOTY YE COLLECTED. KEEP AT IT, AND WE'LL BE THE WALTHIEST CREW TA EVER SET SAIL. KEEL-HAUL THE MIZZEN MAST ARRRGH *POP*.

...

WINNING

Players gain victory points for maintaining a high quality of life, and lose them for maintaining a low one. Quality of life is measured in food, water, and leisure. The points earned for these things for any given cycle are summarized on the VP Chart.

A positive VP total at the end of the game is required for victory; any number of players can win or lose. The farther a score deviates from zero the greater the level of success/failure. Players' scores relative to one another have no bearing on the outcome.

While the above is realistic enough, (the majority of us are more concerned with our own happiness than with the unhappiness of others, at least according to Adam Smith) some players may find it insufficiently competitive. The players may agree beforehand that the game will have a single winner, and the player with the highest score at the end of the game will be that winner. Note that in order to win said player must still have a positive score.



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BZZT BUT DON'T GET ME WRONG. 'TIS A HARSH LOT FATE HAS CAST US, AND GOD DON' PLAY FAV'RIT*ZZZT*. I CAN NO MAKE PROMISES, BUT I CAN TELL YE *THZZ* THAT IF YE WORK HARD, PLAY SQUARE, AND LISSEN TO 'OL CRUSOE, I CAN HONESTLY SAY THERE BE N-N-NO REASON WHY JUST SHORT OF 'ALF OF YE CAN'T SURVIVE THE FIRST WEEK OR TWO *TWIP*.

A' COURSE, THE FEWER OF YE *BLIP* THERE IS TA FEED, THA EASIER IT'LL GET ON THA *TOGGLE* REST OF US. SO, YOU KNOW, IT'LL EVENTUALLY E-E-EVEN OUT.

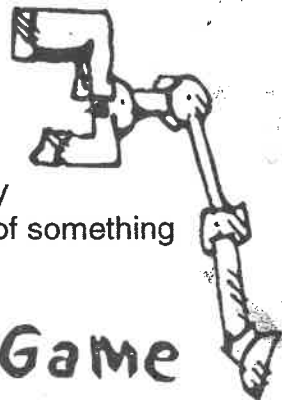
"Terrific," you think to yourself, "He admits he doesn't know what the hell he's doing. Good Lord. We'll be lucky if we don't resort to cannibalism by midweek."

...

SEQUENCE OF PLAY

- I The players begin each cycle at the Crash Site. Turn Order Cards numbered from one to the total number of players is shuffled and dealt out, to determine play order for the coming cycle. Each player in turn selects which path he will traverse in the coming cycle.
- II In play order each player takes his turn. This step is repeated until all players reach the Market. During his turn the player proceeds as follows:
 - A If the player is already at the Market, and some other players are not, then he collects one unit of Leisure.
 - B If the player is not yet at the Market he rolls one die and advances his pawn that distance along the path he is following.

- 1 If this leaves the player on the path he produces depending on the icons in the space he lands on (see Path Icons, pg. 8).
Note: A player may not produce more of something



BASIC Game

than there are tokens for it provided with the game.

- 2 If this leaves him at the Market he rolls for Experience for the path he just completed (see Experience, pg. 10).

- III The players trade in keeping with the scenario they selected for the game. When a player is done trading he moves his pawn to the Crash Site; this act is not revocable. All goods are potentially tradable, including spears, but markers (Leisure and Radio Signals) are not tradable.
- IV When the last player arrives at the Crash Site the players have the option of invoking government. If any wishes to do so then he should pay the appropriate price and the players all get the chance to make speeches about the desirability of violence as a solution to any perceived problem, after which players may initiate violence if they wish (see Government & Violence, pg. 10).
- V Each player consumes such goods as he chooses that he possesses. Victory points are scored, starvation states are altered, and players who die of thirst or starvation are removed from the game (see Meeting Survival Needs, pg. 12). Preservation rolls are made for unconsumed goods (see Preservation Rolls, pg. 14), and all Leisure markers are lost, but Radio Signal markers remain.
- VI All Radio Signal markers are recorded in the common pool and the markers themselves are returned to the bank. A check is made to see if the players have been rescued (see Ending the Game, pg. 14). If not, return to step I.

C.R.U.S.O.E. rambles on at length about how the crew would acquire various supplies and riches from the paths he would force them to work on, how they would settle disputes, divide resources and even get the chance to earn some R & R.

He complements his complex presentation by taking his crutch and using it to draw various confusing and seem-



CRUSOE'S Planet

ingly impenetrable charts into the dirt, in what can only be assumed to be a crazed attempt by a deeply disturbed appliance to make his rantings more clear.

Finishing, he turns to the perplexed crew.

NOW... *POK* BE THERE ANY QUESTIONS?

A collective "Huh?" from his audience greets the mechanical mariner.

ARRGH! ALL *RZZT* RIGHT! 'TIS NOT LIKE IT'S *SZTZ* BLEEDIN' ROCKET SCIENCE!

"Of course not," you think to yourself, "That we could at least understand..."

• • •

PATH ICONS

A player may interact with only one type of path icon in a given space; if a space contains more than one type of icon he must chose which to interact with. Note, however, that differing varieties of Fruit are considered a single type of icon for purposes of this rule.

The total number of any given thing, for example Bananas, that may be in play at once is limited by the tokens provided with the game; no new tokens should be manufactured (unless otherwise suggested by the scenario being played). This simulates in an abstract way both the limits on short-term production that occur in nature, and the depressing effect that large stockpiles have on a market.

EGG, FISH, SPEAR, DIAMOND, WATER

The player gains one unit of the appropriate good for each such icon present. Remember that only one type of good can be produced in a given space.

LEISURE

The player gains one unit of Leisure for each such icon present.

SPEARED FISH

If the player has a Spear he gains one unit of Fish for each such icon present. He must then roll a die, losing his Spear on a roll of 1 or 2.

FRUIT (BANANA, APPLE, AND GRAPE)

The player gains one unit of each type of Fruit for each icon for that par-



ticular type of Fruit present. All three types of fruit may be produced in the same space. Note: The actual fruits picked are not bananas, apples, or grapes, but these are the closest terrestrial analogs, and so they will be referred to by those names in these rules for convenience.

RADIO SIGNAL

(CITIZEN BAND, MILITARY, TOP 40)

The player gains one Radio Signal marker for the correct frequency for each such icon present. If more than one frequency is present the player must choose between them.

C.R.U.S.O.E. now tries his hand at helping you and your fellow crew in deciphering what all of the strange symbols on his chart really mean. This proves rather helpful to you, as the items holds up bear little resemblance to not only the icons on the map, but to what common sense would dictate as well. Still, C.R.U.S.O.E. insists that appearances aside, the symbols on his map remain sound. Even so, some of the crew are having a hard time wrapping their minds around this.

"Um... Mr. Crusoe, sir?" piped Lt. Jenkins from Hydroponics.

AYE? *WHIR* OUT WIT IT, LAD.

"I... I don't think these icons make much sense. I mean, the thing that you're calling fish? Not to doubt you, sir, but they're covered in tentacles and what looks like frizzy dog fur. What kind of fish looks like that? And I swear that some of these "fruit" are conversing with each other. "

OBVIOUSLY, *PZZT* YE'RE SUFFRIN' FROM DELUSIONS. BUT DON' WORRY. YE DON' HAVE TA EAT *TWEET* ANY OF THE OCTOPOODLES IF'N YE D-D-DON' WANT. JES' DON' TAKE ANY LIP FROM THE MANGOES. THEY'RE A RIGHT ORN'RY BUNCH, DO RIGHT *CLICK*

THE PROBLEM OF THE COMMONS

If two or more players go down the same path then that path is said to be overburdened. Production on overburdened paths is lessened.

If the path has two players on it (i.e. there is one player too many) then in any space where a player would normally produce two or more of a given thing he produces one less <Example: if he would produce 3 eggs he instead produces 2.> If a player produces fruit then each type of fruit is effected separately <Example: if a player would produce 2 grapes and 2 apples he produces one of each, or if he would produce 4 bananas and an apple he produces 3 bananas and an apple.>

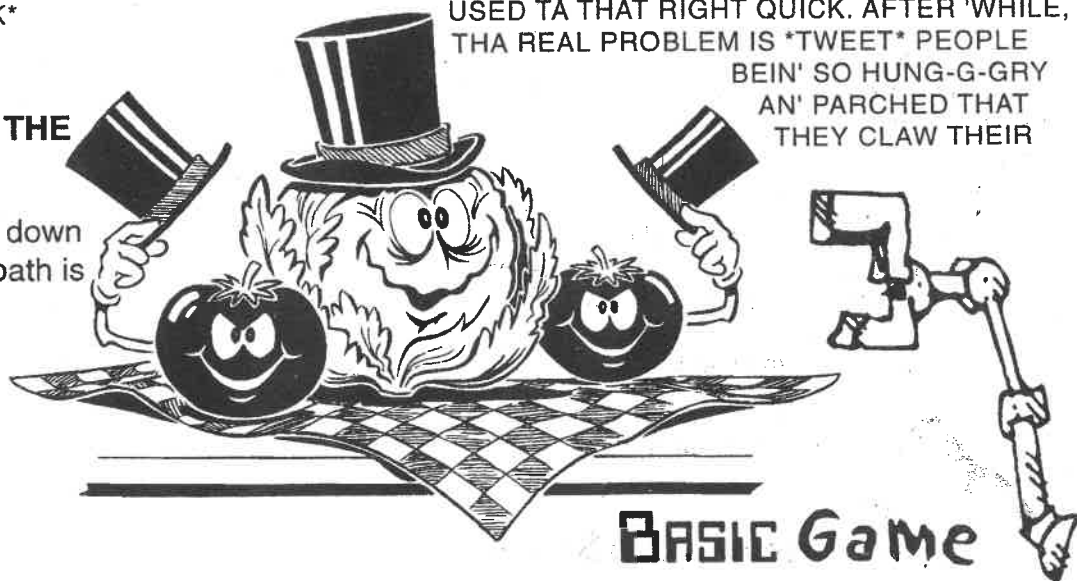
If the path has three or more players on it then each player receives one less than the listed amount for each player over one <Example: if a player was supposed to produce 7 fish and three other people were using that path then he would only produce 4 fish.> In this case production can drop to zero, although of course it cannot become negative <Example: if a player would produce 1 leisure but there are two other people on the path then he produces no leisure, but he does not lose leisure he has already produced.>

If the players are dealing with a particularly difficult economy then by agreement before the game they could relax the number of players required to overburden a path by one.

OH, AYE. THERE B-B-BE DANGER IN HAVIN' TOO MANY BODIES ON THA SAME PATH *CLICK*. OF'TIMES, THERE AREN'T ENOUGH *WHIR* FOOD AN' SUPPLIEZZZ TA GO 'ROUND. LEADS TA ALL KINDS O' PROBLEMZZ.

"You mean like starving to death or dying of thirst?" A fearful crewmate inquires.

POK USUALLY... BUT A BODY GETZZZ USED TA THAT RIGHT QUICK. AFTER 'WHILE, THA REAL PROBLEM IS *TWEET* PEOPLE BEIN' SO HUNG-G-GRY AN' PARCHED THAT THEY CLAW THEIR



EYES OUT WI' DULL STICKS. IT CAN LOWER
MORALE, IT CAN *TOODLE TWIP*.

...

EXPERIENCE

When a player rolls the die to move along a specific path he must move the number of spaces rolled unless the number rolled is one he has recorded as Experience. In this latter case he may if he wishes modify the roll by adding or subtracting any number up to the number of times he has selected that outcome as Experience. This modification may not take the value of the roll below one, but it may take it above six. <Example: Fred is moving down the Ant track, and has the experience numbers 2, 2, 4, and 5. He rolls a '1', and so may move his pawn 1, 2, 3, or 4 spaces.>

When a player completes a path he must check to see if he is eligible to gain a new experience number. He rolls one die for each experience number he already has for the path he has just completed, and if none of them result in a '1' then he gains a new experience number of his choice.

SOME OF YE WILL NO-NO DOUBT BE A MIGHT QUICKER AN' BETTER AT *FZZT* FORAGIN' THAN YER FELLOW CREW. THA'S TA BE *BLIP* EXPECTED. THEY'RE THA ONES ENSURING THA WELL BEING-ING-ING O' THA REST OF YE. THA'S WHY *TOK* THA QUICKER A FELLA MAKES IT TA MARKET, THA MORE HE CAN ENJOY A RESPITE. *PIP*

"Um," another brave soul questioned, "If they reach the market first, doesn't that mean that they didn't collect as much food and drink as the rest of us?"

TWEET AYE, I S'POSE THAT'S TRUE. BUT THAT DOES GIVE A LAZY LOUT A *BZZT* BETTER CHANCE OF DYIN' AFTER ALL, NOBODY SAYS YE HAVE TO SHARE YER SUPPLIES WIT THE LAYABOUTS, DO YE? *POK*

"I guess... but you said earlier that we would have to choose as a group how we were dividing supplies. Doesn't that mean we could be in a system where I had to give him what I worked for, even if he wasn't pulling his own weight?"

AYE.

"Well? What then?"

YE CAN *CZZT* EITHER LODGE YER COMPLAINT AN' CALL FOR A NEW WAY O' DOIN' THINGS, OR... *CRACKLE*

"Or?"

OR YE CAN FIND A HEAVY STONE A SMASH THAT LAZY DOG'S SKULL TA PIECES. *PLINK*

...

GOVERNMENT & VIOLENCE

To invoke government a player expends one unit of Leisure, returning it to the bank. This entitles him to begin a round of speeches in which the other players may participate at no cost. If more than one player wishes to invoke government then the player who comes first in the turn order should be allowed to do so. If no player elects to invoke government then no speeches are made at this time and violence may not be initiated this turn.

If a player has no Leisure but still wishes to invoke government he may do so for free as long as he is Indigent. A player is indigent if he either has no water, or has less than three food. Note that if a player has Leisure to spend he is never considered Indigent.

Once government is invoked, each player in turn, both beginning and ending with the invoker, has the right to make a short speech on the topic of why it might or might not be desirable to initiate violence (along with any other topics they might care to throw in). Other players may not speak during this period. (questions the speaker asks should be taken rhetorically). Parliamentary questions, and the hushing of people who shouldn't be talking, are permitted.

Once the invoker has finished his second speech, violence may be initiated. The option to initiate passes around in turn order, starting from the player after the invoker. This continues until all players pass in the same round.

When it is a player's turn to initiate violence, he may either pay one leisure to start a new fight against a single player of his choice, join an existing fight (at no cost) on either side, or pass. Passing in one round does not preclude other choices in a later round, unless all players pass. A player who is already involved



in a battle, even if some other player initiated it, must pass.

PROBLEMS ARISE *ZZT*, EVEN WIT THE TIGHTEST O' CREWS. *PLIK* IN ME DAY, WE'D TAKE QUARREL *SZZT* SOME MATES, TOSS THA LOT O'ER THE SIDE, AND *POK* LEAVE 'EM TA THA SHARKZZZ.

BUT, TIMES CHANGE, AN' 'OL CRUSOE CHANGES WIT' THEM *PLIP* ONCE WE DIVVY UP THA SWAG, AN-AN-ANY ONE OF YE CAN SPEAK OUT AN' TELL THA REST WHAT YE THINK NEEDS DOIN'.



WE COULD CHANGE THE WAYZZ LOOT'S SPLIT-T-T, OR E'EN THA WAY WE RUN THINGS. WHAT E'ER YE FEEL THA NEED TA EXPRESS *BEEP*

A' COURSE, SOME SWABS NEED TA EXPREZZ THEMSELVZZZ THROUGH ACTION. NONE OF US WANT TROUBLE, BUT SOMETIMES IT FINDIN' US IS INEV-INEV-UNAVOIDABLE *POP*

I MEM'BER ONE S-SWAB NAME A' FARTIN' PETE. *BLIP* 'OL PETE HAD A PROBLEM *POP* WIT THE NOSES OF HIS MATES. SEEMS THEY COULDN'T ADJUST TA HAVIN' P-P-PETE LIVE UP TA HIS NAME. 'SPECIALLY AFTER A HEALTHY DINNER OF OCTOPOODLES, *TWERP* ONCE, AFTER A PARTICULARLY NAS-NASTY BINGE, PETE SET OFF A BROADSIDE THAT WOULD 'AVE SUNK *PLUNK* THE SPANISH ARMADA.

THA SPECIFIC BLAST MAY HAVE MI*ZZT*ED 'OL QUEEN ISABELLA'S SHIPS, BUT IT CERTAINLY

RAN ONE OF PETE'S FELLOW CREW AGROUND *CLICK*. NOW, NO ONE'S SAYING THAT PETE'S MATE, LADY JIM, *TWEET* DID NAE HAVE ISSUES OF IS OWN TA WORK THROUGH, BUT HE WAS A MITE DISTRESSED THAT HE'D SUFFERED FROM- FROM PETE'S WITHERIN' FIRE FER SO LONG AN' DE-DE-DECIDED THAT SOMEONE NEEDED TO PLUG THAT PIRATE'S PIPE FER GOOD *CRACKLE*.

BATTLES

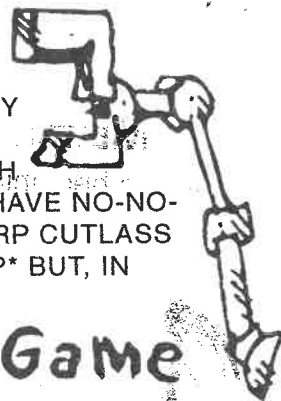
Each involved player rolls one die, adding the rolls together on each side, with the higher rolling group winning (if the rolls are tied there is no winner and no loser). The members of the losing group loses 1/2 (round up) of their Leisure. The winning group may kill the losing group and take all their goods (but not markers), or fine them any or all of their goods. The choice of what to do with the losers must be approved by a majority vote of the winners.

If a player wishes he may discard one Spear (if he holds one) and add one to his die roll; this decision must be made before anyone rolls their die. More than one Spear may not be discarded by the same player in the same battle.

Any player who rolls a natural '3' on his die is injured, and will spend the next cycle wounded. While wounded a player cannot use experience, and adds one to his movement rolls. Just before the trade phase he throws away half his Leisure (rounding up) and recovers from being wounded, or if he has no Leisure to throw away then he does not recover. Players fighting while wounded are -2 to their roll (not to go below zero).

If a player is entitled to multiple dice for violence (as provided for in some economic models) then all dice must come up as '3' to cause that player to be wounded.

THERE THEY WERE, *FZZT* FARTIN' PETE AN' LADY JIM FACIN' OFF THA NEXT MORN TA SETTLE THEIR HASH. ONCE AN' FER ALL. WE DIN' HAVE NO-NO-NO PROPER PISTOL OR SHARP CUTLASS TO USE IN THEIR DUEL, *PLIP* BUT, IN



BASIC Game

ACCORDANCE WITH THE PIRATE CODE AND MARITIME LAW, WE MADE DO. AN' WHEN THE FIRST RAYS OF THE MORNING SUN CA*ZZZ*CADED O'ER THE BEACH, THEY CHARGED EACH OTHER IN THE ROLLING SURF, ARMED ONLY WIT' THEIR FAITH *TWEEDLE* IN THE ALMIGHTY AN' A PAIR OF TWENTY POUND HALIBUT.

KRAK JIM SWUNG FIRST, BUT PETE DEFTLY SCOOTED ASIDE. PETE TRIED TO SMASH JIM IN THE CHEST, BUT JIM SASHAYED OUT OF THE WAY. FROM OUT OF JIM'S *ZZZT* ADORABLE DESIGNER HANDBAG, HE PULLED A...

"C.R.U.S.O.E.?" you desperately interject.

HELL'S BELLS, LAD! *WHIR* I WAS JUS' GETTIN' TO THA-THA-THA MEATY BITS!

"Oh, and it's thrilling, believe me. But are you to tell me that the two of them... umm... beat each other to death with a pair of oversized fish? You expect us to do the same?"

WHATEVER *POK* WORKS.

...

VOTING

At various points there are rules which require voting to select between a number of alternatives. Whenever this is the case the players must use whatever rules of order they prefer, and may divide the question up into sub-votes. Each player gets one vote, unless otherwise indicated.

Amazingly, for the first time since encountering the delusional automaton, he has managed to explain something without either A) completely losing the crew with puzzling charts and disturbing rules interpretations or B) goading someone to seriously consider bringing great physical harm to a fellow crewmate.

Maybe C.R.U.S.O.E. is briefly experiencing a phenomena that mental health doctors refer to as a "moment of clarity".

"Whatever it is," you think to yourself, "It's sure to pass."

...

MEETING SURVIVAL NEEDS

At the beginning of the consumption phase each player loses VP, representing the escalating disadvantages of being stranded on a desolate planet



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with a mad robot. The amount lost depends upon the current cycle, as indicated on penalty section of the score sheet. Each player starts the game at 0 VP, and if they are not rescued by the end of cycle 9 then all players lose, regardless of other victory conditions.

Water is the most basic survival need. Anyone who consumes one unit of water breaks even, and anyone who consumes two units gains one VP (as long as he is Fed, see below); a player may not consume more than two units.

If a player consumes no water then he is Dying of Thirst, and loses 10 VP. If he was Dying on the turn just completed then he dies and is out of the game, losing; otherwise he suffers the effects of Thirst (see Privation, pg. 13).

Food includes fish, eggs, and all varieties of fruit. If a player consumes three or more units of food then he is Fed. Fed players get a base number of VP as listed on the chart to the right, with a bonus of +1 for each type of food they eat as summarized on the table at the top of the next page.

A player may consume at most three units of a given type of food (with different types of fruit counting separately), and a maximum of ten units altogether. Fed players who consume only fruit or who consume no fruit are also Malnourished; they lose 3 VP and suffer the effects listed under Privation.

When a player is not Fed, if he was Dying of Thirst or Starvation during the just completed turn, then he dies, losing. Otherwise he loses 10 VP, and suffers the effects of Hunger

| Water Drunk | Victory Points |
|-------------|----------------|
| 0 | -10(D) |
| 1 | 0 |
| 2 | +1 |

| Food Eaten | Victory Points |
|------------|----------------|
| 0 | -10(D) |
| 1 | -10(S) |
| 2 | -10(H) |
| 3 | -5 |
| 4 | -4 |
| 5 | -2 |
| 6 | 0 |
| 7 | +1 |
| 8 | +2 |
| 9 | +3 |
| 10 | +4 |



Victory Points

Food Balanced
Types Diet Malnourished

| | | |
|---|----|----|
| 0 | 0 | -3 |
| 1 | +1 | -2 |
| 2 | +2 | -1 |
| 3 | +3 | 0 |
| 4 | +4 | +1 |
| 5 | +5 | +2 |

or Starvation as listed under Privation.

Consult the chart below for the effects of the Leisure a player has.

Leisure Victory Enjoyed Points

| | |
|--------|----|
| 0 | -3 |
| 1 | 0 |
| 2 | +2 |
| 3 | +3 |
| 4,5 | +4 |
| 6,7 | +5 |
| per +2 | +1 |

"See? You privately confirm, "Back to the charts, graphs and talk about death. Told ya so".

PRIVATION

Players who do not consume any water are Dying of Thirst. They are not permitted to gain Leisure by any means, nor to gain or use Experience. When moving they roll 2d6 and take the greater, and may only interact with path icons in the space they land in if the result is odd. When engaging in violence Thirsty players subtract two from their rolls, not to go below zero. If a player is also not Fed there is no cumulative effect (except on VP, see Meeting Survival Needs, pg. 12).

Players who consume no food are Dying of Starvation. Dying of Starvation has the same effects as Thirst (above). Players who consume

only one unit are Starving, which has the same effects except it does not lead to death.

Players who consume two units of food are Hungry, and are not permitted to gain Leisure, nor to gain or use Experience. They subtract one from violence rolls (not to go below zero).

Players who do not consume both fruit and protein (i.e. at least one apple, banana, or grape, and at least one egg or fish) are Malnourished. They may not gain Experience and are -1 at violence rolls.

Recovery from all lack-of-food and lack-of-water penalties occurs at the beginning of the next consumption phase, assuming the player does not die. If a player dies due to lack of food or water any goods he possesses are divided by player vote at the end of the consumption phase (after having already rolled for Preservation).

"So," added Ensign Thompson from Stellar Cartography, "It's almost a given that at any one time some of us will be dying of either starvation, thirst or both while others will remain well fed and healthy?"

'TIS NOTHIN' *BZZT* PERSONAL, LADDIE.

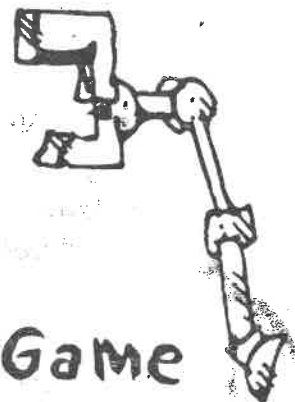
"Oh, I'm sure it's not, I just... huh?"

CLICK OK. I TOL' A MITE FIB. 'COURSE IT'S PERSONAL. *BZZT* JES' THINK, YE GET THA PRIVILEGE O' WATCHIN' THOSE YE HATE WITHER AN' DIE AS THEY SLOWLY STARVE. YE CAN TAKE PLEASURE AS THEY BEG-BEG-BEG YE FER FOOD AN' DRINK... AN' HAVE SMUG SATISFACTION WHEN YE TELL 'EM "NO" *POK*.

Thompson mulls this over in his head a bit and then leans back, a wry grin forming on his lips.

"Oh... well, that's all right then."

The rest of the crew eye Ensign Thompson uneasily...



BASIC Game

PRESERVATION ROLLS

Roll one die for each unit of goods not consumed. If the roll is within the good's preservation range then the good is preserved for the next cycle, otherwise it is lost. If that particular good is still unconsumed on the next cycle it must roll again. Spears and Diamonds need not roll, because they always keep, and Water need not roll because it never keeps.

| Food Type | Keeps On |
|-----------|----------|
| Apple | 1-5 |
| Banana | 1 |
| Egg | 1-5 |
| Fish | 1 |
| Grapes | 1-3 |



Goods preserved from previous cycles may be submitted to market at their owner's discretion.

"What about hoarding? Couldn't we just take what we don't use and save it until we really needed it?" quizzed Chief Stewes from Ship's Maintenance.

"CLICK* YE COULD, *POP* BUT MOST O' THA FOOD 'AVAILABLE TO YE WOULD LIKELY GET A MITE RANCID AN-AN-AN WORM RIDDEN IF'N YE WAITED TOO *BZZT* LONG. YE'D BE BETTER OFF *FZZT* FEASTIN' ON THE *SCRITCH* DEAD.

"I knew it", you think, "It was only a matter of time until it brought up cannibalism." Looking around, you notice your crew watching you with what seems to be looks of desire mixed with anticipation. You glance down at your slightly more ample than average stomach... then back towards your still staring crew.

"What?!?!?" You yell at them.

ENDING THE GAME

During phase VI of each cycle roll one die to determine what frequency was being monitored by rescue personnel during the current cycle. Then each



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player rolls one die, and the results are added together; dead players do make this roll. If the sum is less than or equal to the total number of Radio Signal markers for the correct frequency that have been produced during the game then a spaceship arrives and the surviving players are rescued. Otherwise the markers remain in the pool to await the next cycle.

| Die Roll | Frequency Monitored |
|----------|---------------------|
| 1 | Citizen Band |
| 2,3 | Military |
| 4,5,6 | Top 40 |

When the players are picked up they receive 3 VP for each Diamond in their possession.

"What about rescue?" Lt. Commander Verne implores, "How do we get off the planet?"

WHAT *TIK* BE THAT? RESCUE? WHATEVER IN THE *TZTZ* SEVEN HELLS DO YE NEED RESCUIN' FER?

"Um, you know... so we can leave."

LEAVE? LEAVE?!? *SIZZLE* BY THUNDER, NOT HERE A FORTNIGHT, AND YE'RE ALREADY PLOTTIN' MUTINY 'GAINST P-P-POOR CRUSOE *PLIP*. SO, THAT'S HOW IT'S *POK* A' GONNA BE, EH? THEN STEP UP, SONNY JIM, AND TRY TA TAKE ME IN A *TWEEDLE* FIGHT. I'LL GUT YE LIKE TUNA AN' LEAVE YER INNARDS FER THA *BZZT* BUZZARDS TA FEAST..."

C.R.U.S.O.E. rises and lunges towards Verne, swinging his hook menacingly at the poor Lt. Cmdr.'s head. Quickly, you spring from your seat and come between the two.

"I'm sure he didn't mean that", you implore, "I'm sure he just wanted to know when we could end all of this meeting and get started... err... laying our hands on some treasure. Isn't that right, Verne?"

Verne nods uneasily. C.R.U.S.O.E. seems to ponder your words for a moment, and he slowly lowers his hook and backs away.

SO *SZTZ* YER ANXIOUS FER BOOTY, ARE YE LADS? THINK *PIK* YER READY FER THE RI-RI-RIGORS O' BEIN' ON ME CREW? ALL RIGHTY, LES' SEE YE DO IT, YE *PZZT* PACK O' FILTHY BILGE RATS! *CLICK* OFF YER MISERABLE BACKSIDES AN' *POP* GET TA



PLUNDERIN! STEP LIVELY, A'FORE I FLOG THE
LOT OF THE! ARRGGGH *CRACKLE* *POP*

With that, C.R.U.S.O.E. stumbles off into the night, back to wherever it is than insane machines retire to after a long day's bout with madness... leaving you and your now terrified crew to ponder over what has transpired in such a short span of time.

"So," you begin, "Let's review. We're marooned on a planet millions of miles from the nearest help with virtually no supplies and little hope of a quick rescue. Our only chance is an obsolete colonization probe that is so badly damaged that it's now deluded into thinking it's a stereotypical captain from a nineteenth century boy's adventure novel.

"Add to the fact that we aren't the first crew stranded here he's decided to help, but apparently the only one that's still alive. He wants us to enter into a system of resource management that very likely will result in the deaths of a great deal, if not all of us. We have some ability to alter our situation, but not enough to stop C.R.U.S.O.E. from forcing us to play in his lethal fantasy.

"Our chances of rescue are further diminished by the fact that C.R.U.S.O.E. views any overt attempt at escape from here as a mutinous act, and will not hesitate to kill any one attempting to do so.

"So...what do we do? I assume some of you will find the urge to play out your petty grudges against some of your shipmates too tempting to resist. I cannot stop you, but we can all remember how each of us treated everyone else, so keep that in mind if you ever plan on getting off this rock.

"I propose that we play C.R.U.S.O.E's game since it seems that we have no choice. But while we

do, we should try to scrounge for spare parts and try and get our ship's radio working again. If we can get it on line, we can call for help and..."

Your terribly cliché speech is cut short by C.R.U.S.O.E.'s metallic voice singing off in the distance somewhere...

FIFTEEN MEN ON A *DZZT* DEAD MAN'S
CH-CH-CHEST--

YO-HO-HO, AN' A *BZZT* BOTTLE O' RUM!

DZZT DRINK AN' THE *BIP* DEVIL 'AD
DON' FER THE REST-

YO-HO-HO, AN' A BOTTLE O' RUM!
SCRITCH

'BUT *CLICK* ONE MAN O'ER CREW
CRZZT ALIVE

WHAT PUT TA SEA WIT' SEVEN-SEVEN-
SEVENTY-FIVE *WHIR*



You better get started on that radio...

INTRODUCTORY SCENARIOS

Before the game begins the players must agree to which economy from those listed below they wish to use. All of the introductory scenarios use Tribal economies, which means that each player represents one person. This is done for purposes of realism (each player probably is one person) and for purposes of simplicity (it's easier to get the hang of the game if you can focus on it as a social exercise rather than thinking of yourself as representing blocks of people). In game terms, scenarios are called "Tribal" because they simulate trade among a small group of people whose productivity, honesty, and other habits will become known to all; such scenarios do not simulate market or command economies on a national level.

All the introductory scenarios are equally easy, except the Traditional economy, which is somewhat harder since it abstracts a lot of fairly arbitrary rules that the actual participants would have learned at their mothers' knees. Following the introductory scenarios are three "Minimalist" scenarios, so called because they are perhaps too simple to interest most people; they have been included because they represent significant (if odd) areas of economic thought, and because they would be suitable for playing with younger children (particularly the Utopian Economy).

After what could only be described as a less than fitful night's rest, you awaken with your crew to strange, yet forebodingly familiar sounds. Wiping the sleep from your eyes, you see the C.R.U.S.O.E. perched atop a large rock, bellowing garbled renditions of the complete economic theories of Hobbes, Marx, Malthus, and Smith, along with what seem to be the filthiest limericks and sea chanteys ever committed to verse.

Before C.R.U.S.O.E. can get to the part where we learn the special talent of some individual residing in Nantucket, you interrupt his warbling and inquire as to what it's doing.

HMM? *CLICK* JES' GETTING R-R-READY TA
POK LAY OUT THA COMPACT *TZTZT*
WE'LL SAIL BY. YE GOT THA BASICS
YESTERDAY, BUT NOW WE 'AVE TA



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_P-P-PICK 'OW YE'LL DIVVY UP THE *BZZT*
BOOTY YE PLUNDER.

"Pick?", inquired a faceless ensign, "You mean we don't have to share what we find with each other?"

OH, AYE. YE CAN *DZZT* DIVIDE YER TREASURE AN' SUPPLIES 'OWEVER YE WANT.
A'COURSE, *PLIK* YE NEEDS TA AGREE 'OW IT BE DONE 'FOREHAND. OTHERWISE, THINGS MIGHT BE A WEE BIT... TENSE *VEET* AROUND HERE.

Looking around the makeshift camp and seeing your edgy and frightened crew, who have forcibly thrown their hopes of survival with an insane robot, you wonder how there could possibly be a situation that could be more tense than it is now.

Okay, maybe if C.R.U.S.O.E. starts to sing again...

...

TRIBAL CAPITALISM

The players may trade freely during the Market phase, but only one on one. Promises may be made about future behavior, but such promises are not binding. This is capitalist because each player owns what he produces, and has the right to distribute it as he sees fit.

...

TRIBAL SOCIALISM

All goods are put into a common pool, and the players must agree between themselves (by majority vote) who gets how much. This is socialist because the means of production are owned by the government (in this case an Athenian-style democracy), and that government is used to distribute the goods produced.

...

TRIBAL COMMUNISM

Every good is distributed as evenly as possible among the players, with all odd goods being put in a common pile in the center of the table. Each player in turn, beginning with



the first player for the cycle, takes one item of his choice from the central pile until none remain. Play then proceeds as with "Tribal Capitalism", with each player trading freely with all others.

The distinction between communism and socialism is difficult. According to Marx a socialist state (the Dictatorship of the Proletariat) would be followed by a communist state as the government "withered away", at which point the means of production would be owned by the people directly with no government as an intermediary. On a small scale such things have been tried, with mixed results, but most of the large-scale attempts which have been labeled "communist" more nearly match the definition of socialist, since they still have governments. The above rules are an effort to simulate what a small-scale communist community might be like among contemporary Westerners, but would more closely match Marx's vision if the Utopia Economy rules (see pg. 18) were used.

TRADITIONAL ECONOMY

In the first cycle, when choosing a path, a player may not double up with any other player who has already chosen, except on the Dung Beetle. One player must choose the Grasshopper; if no one else wants it then the last player to choose must take it. During later cycles each player must go down the same path they went down before.

A player's social rank is dependant on the path he goes down, with the lowest rank being Dung Beetle, then Spider, Sandcrab, Ant, Bookworm, Grasshopper, and finally highest being Firefly. Social rank effects taxation and trade.

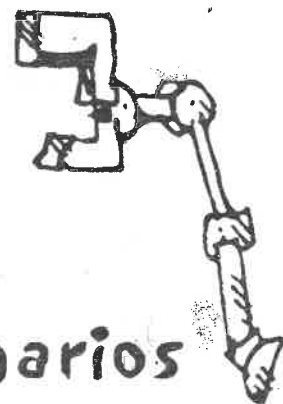
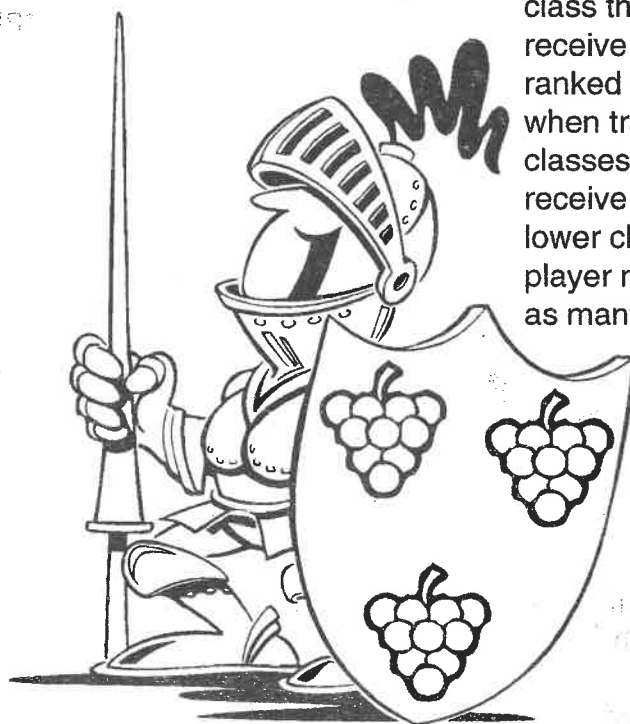
The Market phase is broken into several steps. First, the Grasshopper may tax each other player except the Firefly, beginning at the bottom of the social rank and working up. For tax he takes any one unit of goods produced that turn by that player, but may not leave the player with zero water or less than three food. The Grasshopper need not tax any player he does not wish to tax.

Next the Grasshopper must provide for the needs of the Firefly. If the Firefly has no water the Grasshopper must give him one, as long as this doesn't leave the Grasshopper without, and if the Firefly has less than three food he must bring him up to three, but again not leaving himself below three. If there is no Firefly then obviously no such payments are required.

Finally the players may trade with each other. They may trade freely, as described for Tribal Capitalism (see pg. 16), except that each trade must be one single type of good for one other single type, and no trade may be made which would be to the disadvantage of the higher ranked of the two participants. For this purpose goods are divided into three classes: Cheap (Fish, Water, and Bananas), Moderate (Spears, Apples, and Eggs), and Luxury (Grapes and Diamonds). When trading goods in the same

class the higher ranked player must receive at least as many as the lower ranked player does in the trade, and when trading two goods of differing classes the higher ranked player must receive at least twice as many of the lower class good or the lower ranked player may receive no more than twice as many.

If violence takes place the winners may force the losers to swap tracks with them.



INTRODUCTORY Scenarios

...

CRUSOE'S ECONOMY (MINIMALIST)

The players are not permitted to trade at all, and violence is not permitted. Overburdening of paths does not occur.

This scenario assumes that the players are spread out and unable to reach each other (although close enough that when a ship comes for one all are rescued). It is an important inclusion to reflect the actual nature of Rugged Individualism.

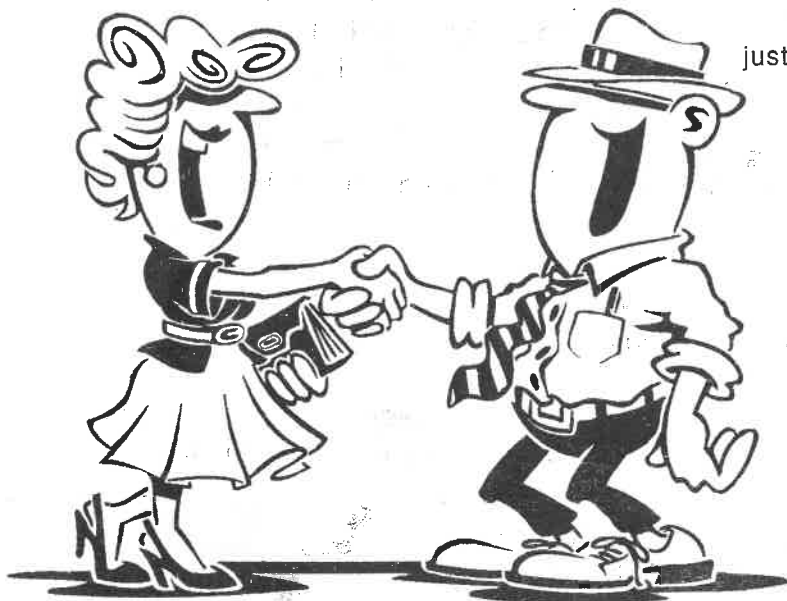
...

HOBBESIAN STATE OF NATURE (MINIMALIST)

The players are not permitted to trade at all, but violence is permitted and overburdening of paths does occur. Hobbes believed that in the state of nature man's life was "solitary, poor, nasty, brutish, and short", and that without a strong monarch people could never be expected to work together.

...

UTOPIAN ECONOMY (MINIMALIST)



This is not a separate scenario, but rather is played with one of the tribal economies, with the difference that violence is not permitted. Played with



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communism it reflects the withering away of the government predicted by Marx, while played with capitalism it reflects the sort of society that Libertarians envision (albeit on a small scale), in which no one initiates force and trade is free. It is called "utopian" because it seems to represent a basic change in the way people do business, since in the world of today people who feel that they are not getting their fair share often resort to violence.

Finishing his preprogrammed directions, (which, although not as straightforward as one would hope, were remarkably and thankfully free of maritime grammar and slang), C.R.U.S.O.E. stands atop his rock, and seems to eagerly wait for a reply. What he is greeted with is a perplexing silence.

WELL? *TWEET* WE 'AVEN'T ALL B-B-BLOOMIN' DAY! THERE BE SHIPS TA RAID AND MAIDENS *PLIK* TA WENCH! WE CAN'T GET TO IT 'TIL YE *DZZT* DECIDE 'OW WE SPLIT UP THE BOOTY! NOW HURRY UP AN' PICK! *TOK*

Finally, after many long minutes, Electrical Engineer (3rd Class) Wong steps forward.

"Well... you see sir... we'd like to decide and all, but, you know, I'm an engineer, not an economist. Besides, the need for money hasn't existed on earth for hundreds of years and...

OUT *FILK* WIT' IT, LAD!

"I-I'm afraid none of us have any idea what you just said".

OH, BLOODY 'ELL. *PIP*



ADVANCED RULES

GLOSSARY

Capitalism -- An economic system in which the means of production are owned by individuals, for their own profit. If the rich are corrupt this works badly.

Socialism -- An economic system in which the means of production are owned by the people, and managed for them by their government. If the government is corrupt this works badly.

Communism -- An economic system in which the means of production are owned and managed by the people directly, without the intervention of any government. If anyone is corrupt this works badly.

Market Economy -- An economy in which the decisions of individuals as to what they would like to produce and purchase (i.e. a market) are used to determine how goods are rationed in the society. Market economies are usually capitalist.

Command Economy -- An economy in which the government is used as a tool to ration goods. Socialists usually use command economies, and sometimes communists are thought to as well.

Hybrid Economy -- An economy with both Market and Command elements. The United States economy could be considered hybrid with strong capitalist leanings, as the market is used to drive most things, but the government intervenes when there is a perceived need.

Traditional Economy -- An economy in which production and distribution decisions are made the way they always were, with no real mechanism to alter the situation except through some sort of crisis.

Barter Economy -- A game term to refer to a scenario in which the players do not have money, as opposed to a Money Economy.

Money Economy -- A game term to refer to a scenario in which the players do have money, as opposed to a Barter Economy.

Monetary Market Economy -- A game term to refer to a scenario that uses the Monetary Market rules (see pg. 19) from the advanced game. All monetary market economies are also money economies.

TZTZ THERE, YA BLEEDIN' *NZTZ* LOT O' LUBBERS! DID THA MAKE *TORK* ENY DIFF'RENCE?

Noticing the increased agitation of the C.R.U.S.O.E., your crew silently and unanimously come to the conclusion that it would be a whole lot safer if they just sat there and silently nodded. C.R.U.S.O.E.'s rules, definitions and explanations may be the only way any of them have a hope of surviving, but then again, sweet death and oblivion is to many of them a preferable alternative to having to endure that again.

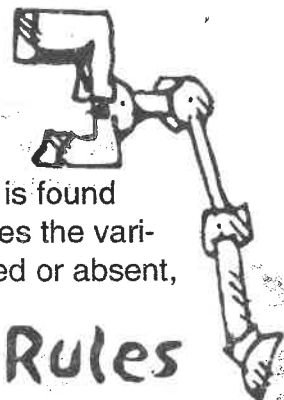
Besides, some of the crew probably understood all of that, right? Right?!

AYE. *WIZT* ALL-REET, THEN. WE'LL C-C-CONTINUE.

...

MONETARY MARKETS

Some economies use a more complicated trade pattern, called a monetary market, which simulates the flow of money and goods in a nation-sized economy. For these economies the trade phase is divided into several distinct steps -- the commodity markets subphase, the tax subphase, the wholesale subphase, and the retail subphase. The general description of these subphases is found below, but note that sometimes the various subphases may be altered or absent,



as described in the economies that use monetary markets.

Scratch paper should be used for keeping track of money, as the transactions happen too rapidly for paper money to be efficient.

COMMODITY MARKETS SUBPHASE

Each good is taken in order of elasticity (water, fish, apples, eggs, bananas, grapes, spears, diamonds). The total units currently available of each type is calculated, by adding up all the production from the current cycle, plus any goods surviving from previous cycles that the current owners wish to put back into the market. A commodity price is set at the current money available in that commodity market divided by the number of units available of that type (round up). Each player puts all of each good he has into a central pot, and takes the commodity price times the number of units contributed in cash. On the first cycle that a given commodity is produced the money available for that commodity market is \$100.

TAX SUBPHASE

If there are any taxes to be collected (for welfare, or Radio Signals, or whatever) then they are collected and paid out in this subphase. At some previous time each player will have had his tax burden assessed, expressed as an integer dollar amount. At this time the total needed taxes is calculated (depending on the scenario), and each player pays the same multiple of his tax burden such that enough money is collected to make all needed payments. Any money collected in excess of that needed is lost.

WHOLESALE SUBPHASE

Next the goods are taken again in order of elasticity. For each good each player makes a secret list of how much he would buy at various prices <Example: 1 @ \$15, 2 @ \$12, 3 @ \$11, 4 @ \$10, 6 @ \$9>. Next the prices are counted down, starting fairly high, and the amount which

Example of Commodity Market: Bob produces 3 water, while Carol and Ted each produce 1, and Alice produces none at all. There is \$143 in the water market from last turn. \$143 divided by the total of 5 units produces a commodity price of \$29 (rounding up), so Bob receives \$87 for his water and Carol and Ted each receive \$29 (Alice receives nothing).

Alice produces 6 fish. As no one had previously produced fish, there is \$100 in that market, and so the commodity price is \$17, and so she receives \$102.

Carol produces 1 apple, and Ted produces 2. Bob and Carol both have 1 apple left over from the previous turn, and in turn order they opt whether to put these apples into the market or not. Bob decides yes and Carol decides no. There are \$98 in the market, and 4 apples, so the commodity price is \$25. Players collect their shares.

Eggs are taken up next, and so on

would sell at each price is calculated by having players hold up fingers equal to the number indicated by their secret bid at that price. If a given price would clear the market that price is used, and otherwise when the amount sold becomes greater than the amount available the process ends, and \$1 is added back to the price. Each player then buys the amount he said he would at the current price (if a player hasn't the funds he buys what he can and the rest of his money is confiscated). Any leftover units of the good in question go to whoever bought the most, and failing that to whoever offered the most for one unit, then two, etc., finally resorting to dice if necessary. This process is repeated for each good. The sum of money paid in for the good becomes the money available for that commodity market next cycle. If a given commodity wasn't produced its money available



Example of Wholesale Market: With 5 units of water available Bob bids (1@31, 2@17), Carol bids (1@45, 2@35), Ted bids (1@17, 2@9), and Alice bids (1@29, 2@19). Bob conducts the bidding and asks everyone to state their high price. Having found that the highest bid is \$45, he starts the bidding at \$40, and Carol holds up 1 finger. Next he suggests \$35 and Carol holds up 2 fingers. Then he goes to \$31 and holds up a finger himself. Then \$25, causing Alice to hold up 1 finger. As the total fingers is still less than five he keeps going, and tries \$20, but with no further gain in fingers. He tries \$17 and now everyone has two fingers in the air except Ted, who only has one. With only 5 units of water there are too many fingers, so he goes back to twenty, and tries \$19. At this point he has one finger up, Carol and Alice have two each, and Ted has none. That's five fingers, so the market clears. The price is \$19. Bob pays that amount and gets one unit, while Carol and Alice each pay \$38 and get two units, while Ted gets nothing. There is a total pay in of \$95, and this is the amount of money there will be in the water commodity market next turn.

With 6 units of fish Bob bids (1@20, 2@15, 3@10), Carol bids (1@25, 2@15), Ted bids (1@25, 2@24, 3@20, 4@15, 5@12), and Alice bids (1@14, 2@10, 3@5). Bob asks, and finds the high bid is \$25, so he starts the bidding at \$20. He holds up 1 finger, Carol holds up 1, and Ted holds up 3. Seeing he is close, and surprised at the number already bid, he counts down by ones, and everyone but Alice holds up another finger at \$15. Now he's over, but he knows that there is no higher price that will clear the market, because he counted thru all of them, so the price is set at \$1 greater than 15, or \$16. He and Carol each buy one for \$16, and Ted buys three at a total price of \$48. The remaining fish goes to the player who bought the most, which is Ted. Ted does **not** pay for this unit, it is a free bonus. The total money in the fish commodity market next turn will be \$80 (\$16 times the five units that were paid for).

Apples are next, and the other goods are handled in turn

carries over unchanged.

Players may not in any way discuss or hint regarding what bids they are or will be making for the wholesale subphase, either at that time or at any time previously. This is essential to the model in terms of the imperfect information available in a national economy.

At the end of the entire wholesale subphase all remaining money is discarded.

RETAIL SUBPHASE

The players may now trade with one another using simple barter, but with a limitation. Each player may only trade with the players to either side of him in turn order (the first and last players also being permitted to trade). This is intended to represent the limited information about the market that most people possess, transportation costs, etc.

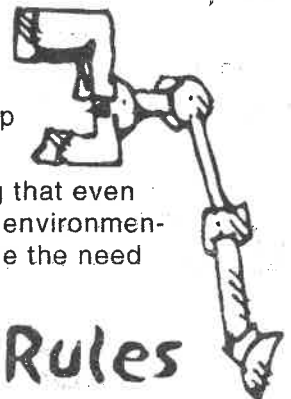
NOW, EV'RYBODY GOT
TZTZ THAT? DO YE NEEDS
DIMP TA HEAR IT *TOC*
AGAIN?

Despite the severe damage C.R.U.S.O.E. obviously suffered to his microprocessors and the loss of one of his optical ports, you wonder how a huddled mass of bored scientists, technicians and navigation specialists drifting in and out of consciousness could in any way be misconstrued as a group of people "getting" anything.

Except for Master Sgt. Lemke from Ship's Security and Ensign Bowman from Laundry. They seem to get it very well, as they scribble notes in the dirt and sit erect and listen to C.R.U.S.O.E. rapt with attention. Not that it matters, since a pair of show-offs sucking-up to teacher are usu-

ally the first to get pummeled senseless by irate classmates and have their underwear run up the flagpole.

But, since you lack anything that even resembles a flagpole, and your environmental re-hydroization suits preclude the need



for undergarments, you might have to settle for bashing their brains in with a rock.

Not that anyone's suggesting anything, of course.

...

GOVERNMENT TYPES

Some advanced scenarios require that a government type be selected before play begins. The government will be assigned certain tasks to perform by the scenario, and the players will use the mechanisms of that government to make the decisions pertaining to those tasks.

If a scenario does use a government, then in addition to its other duties the government takes over the responsibility of deciding how to distribute the goods of a player who dies of hunger or thirst.

ATHENIAN DEMOCRACY

Any time the government must make a decision, the players vote, with each player having one vote.

DICTATORSHIP

One player is randomly selected before the game begins to be the Dictator. Whenever the government must make a decision he makes it. Players may speak while the Dictator is deciding on a choice only if they have his permission.

The dictator need not pay leisure to invoke government or initiate violence.

A dictatorship may be stable, unstable, or fanatic, representing various levels of power held by the dictator.

In a stable dictatorship the dictator has a number of dice in Battle equal to the number of other players in the game, so if the game has five players total then the dictator has four dice. If he comes out on the losing side of a fight during the violence phase the winners of the fight must select a new Dictator by election.

In an unstable dictatorship, the dictator has any number of dice which is less than the number of other players, but at least one.

In a fanatic dictatorship the dictator's control is absolute. The dictator is assumed to win any battle

he participates in, and is never wounded.

REPRESENTATIVE DEMOCRACY

This works exactly like Dictatorship, except that the dictator is replaced with a president, who stands to election once per cycle. Just before the government phase an election is held. Each player who wishes the office may pay one leisure (in turn order) and make a speech to indicate what policies (in a general sort of way) he will follow, and to make other emotional appeals as he sees fit; he is permitted to lie during this speech. After all the speeches have been made the players vote and elect one of those who campaigned as president. The president serves until the next election.

At the beginning of the game one player is randomly selected to be the sitting president until the first election. Whenever any election for president takes place the current president campaigns without paying the unit of leisure.

The president's military powers are the same as those of the dictator, and like the dictator he may invoke government and initiate violence without paying. If the president is defeated in battle then he is replaced just as the dictator is.

BUREAUCRACY

Before the game begins the players put together a program by majority vote that will make all decisions that the government will have to make during the game. For any given decision the program must be a series of steps in order and may include conditionals and looping statements, and is written up as a flow chart. It may take into account any game information about the players (what goods or markers they have or produced, what path they traversed three cycles ago, etc.), but not non-game information (a player's name) nor any direct inputs from the players.

At the beginning of each cycle, as soon as the play order has been determined, the first player may suggest an amendment to one box of the flow chart, and if it receives a unanimous vote it passes. During play if it is not possible to interpret the flow chart as a result of



unexpected circumstances then the first player must decide what occurs. The flow chart is modified to include that case, but at the beginning of the game the players are obligated to provide instructions for all cases that occur to them.

CONSTITUTIONAL HYBRID

If a scenario has more than one task for the government to perform, then different government types can be selected for different tasks. This is called "constitutional" because the powers have been formally assigned to the different "branches" of the government.

"Wait just a second", piped up Medic 3rd Class Patton, "Some of these governments and economic systems that you propose we use seem to me like they could very easily be abused. Why can't we just..."

AYE. THERE B-BE RISK O' THAT, *PLIP* TA BE SURE. BUT YE NO ONE TA BLAME BUT BUT YERSELVES IF'N THAT 'APPENS. UNLESS, O' COURSE, *BOP* YER THA SWAB DOIN' THA ABUSIN'. YE MIGHT THEN BE *WZZT* WANTIN' TA PAT YERSELF ON THA BACK, BY THUNDER! *POP*

"Yeah, you might want to pat yourself on the back," you think to yourself, "If only to check and see if anyone's plunged a knife into it yet. Not only is the C.R.U.S.O.E. giving us the opportunity to turn on each other, it seems like he's actively encouraging us to do it!"

.....

TACK-ON MODULES

Following the listings of the advanced scenarios there are a number of tack-on modules, to explore special situations, including various

Example of Bureaucracy: In the "National Capitalism" scenario the government must set the reward for producing Radio Signals each turn, the tax burden for each player, and the disposal of the goods of a player who starves. The flow chart might be constructed as follows...

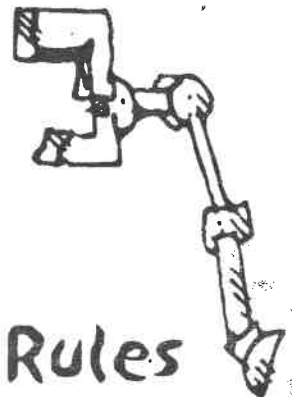
- 1) Each turn the reward for each Radio Signal is set to \$30 minus the number of such Signals already in the pool.
- 2) Each player begins the game with a tax burden of 7.
- 3) Each player's tax burden is reduced by one if he went down the Firefly track on the previous turn, not to go below 1.
- 4) The player (or players) who earned the most Leisure on the previous turn has his (or their) tax burden increased by 2.
- 5) When a player starves his goods are given to the player with the lowest current VP score, rolling randomly for ties.

Please note that the government in "National Capitalism" doesn't do very much, and that in some scenarios the flow chart will need to be rather more complicated.

Example of Constitutional Hybrid: In the "National Capitalism" scenario the reward for producing Radio Signals might be set by Athenian Democracy, while tax burdens and the distribution of the goods of starved players might be set by Representative Democracy. Thus the players would all have direct input into how much money the government might need, but the president alone would decide who paid the bill.

forms of discrimination.

Tack-on modules are not themselves scenarios, but rather are additional rules added to a scenario, to simulate some specific condition which effects how an economy might function. The Utopian Economy (see pg. 18) from the introductory scenarios is a tack-on module.



ADVANCED SCENARIO SELECTION

Generally speaking you should just pick the scenarios you are interested in playing. Once you've tried one or two of the basics feel free to mix in various tack-ons. For your first scenario National Capitalism (see pg. 25) with an Athenian Democracy Government (see pg. 22) is a good idea, as the best introduction to the Monetary Market rules (see pg. 19).

For those that don't feel like picking their own scenarios, and want to more closely approximate the thinking processes of the dazed and terrified survivors of a space ship crash, the 'Mad Jack' tables (pg. 38) can be used to select a scenario completely at random. Roll up a base scenario type, and a specific scenario (and government type if needed), and then either play it or roll on the complication table until it seems sufficiently interesting. If an ownership tack-on is generated as a complication, the correct ownership tack-on table is listed in parenthesis after the name of each scenario on the specific scenario charts.

Some random scenarios will be quirky, some may not be simulations of any real economic possibility, and some may contain redundant elements, but all are playable, at least with a little tweaking.

ALL-REETY, NOW *FLIP* THAT'S SETTLED, WE NEEDS TA *SNARK* ROLL YER BONES AND SEE WHAT LADY *POK* LUCK HAS IN MIND FER...

"Uh... C.R.U.S.O.E.?" You inquire.

WHAT BE-BE-BE IT NOW?

"Why are we rolling dice? I mean, aside from a few habitual gamblers on the crew, none of us even have dice."

I'M SURE IF'N *RZZT* YE ASK POLITELY, THA SWABS'LL SHARE WIT YE. *PIP*

"Oh, I'm sure they would. But unfortunately, that's not my main concern. I mean, we're fighting for our lives here. Why in God's name would we put them in the hands of random chance?"

M'BOYOS, *TWEET* DIN' ANYONE E'ER TELL YE THAT LIFE WAS NUTTIN' BUT A GAME? *BEEP* YE JES' 'AVE TA MAKE SURE YE DON' *CZZT* CRAP OUT.



ADVANCED SCENARIOS

NATIONAL CAPITALISM

This scenario uses the full monetary markets system. A government type must be selected (any is permissible, but Athenian Democracy is recommended if simplicity is sought, while Representative Democracy is recommended if realism is sought).

At the beginning of each cycle, before the turn order is determined, the government must establish how much money will be paid for each Radio Signal of any given type, with said money to be collected in taxes during the trade phase. It must at that time also declare how much each player (as distinguished by path chosen or some other game criteria) has as his tax burden.

• • •

WELFARE CAPITALISM

This is an expansion of "National Capitalism". At the beginning of the taxation subphase the Minimum Wage is calculated, it being the sum of the commodity prices of a unit of water, two of the cheapest fruit, and one of the cheapest protein. Any player who will have less money than the minimum wage once he is paid for his Radio Signals is entitled to welfare equal to the difference. Players who don't apply due to too much money before taxes are not eligible, even if the taxes take them below the minimum

Example: The government sets the wage for each Radio Signal at \$10, and sets the tax burden of the Ant at \$1, the Firefly at \$0, and all other tracks at \$4. Bob goes down the Ant track, Carol the Firefly, Ted the Sandcrab, Alice the Spider, and Bruce the Bookworm. Carol makes 7 signals, and Ted makes 2, so the total money needed for signals is \$90. The sum of the players' tax burdens is \$13, so each player must pay \$7 per dollar of tax burden to equal or exceed the needed revenue. Bob pays \$7, Bruce and Alice each pay \$28, Carol pays nothing and collects \$70, and Ted pays \$8 (his \$28 in taxes less the \$20 he makes for making signals). The government has taken in \$71 and paid out \$70, and the odd dollar is lost.

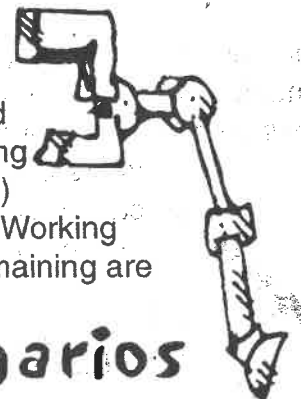
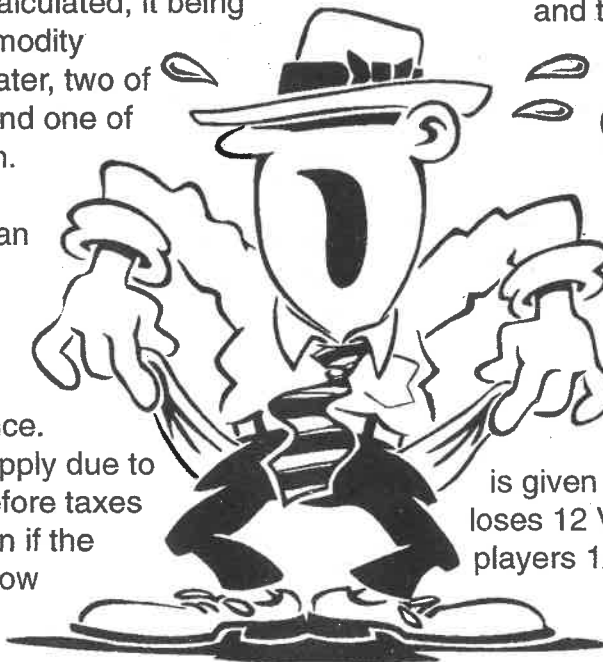
wage. The money for the welfare payments is added to the amount to be collected by taxation. When the Radio Signal tax is paid welfare applicants are automatically not taxed.

As an optional variation this scenario may be played with a different package of goods representing the minimum wage. Or the minimum wage may be set by the government at the beginning of the taxation phase (this helps focus on the role of welfare as a political football, but distracts from the notion of it as an "entitlement" and thus a sacred cow).

• • • • •

CLASS WARFARE CAPITALISM

This is an expansion of "National Capitalism", designed to reflect the class warfare theories of Thorstein Veblen (among others). At the beginning of the game one player is selected at random to be a Capitalist, and he is given four Diamonds and loses 12 VP. Of the remaining players 1/3 (round off, min 1) are selected to be Working Class and the remaining are



Middle Class; Middle Class players receive one Diamond and lose 3 VP.

Any given Capitalist is the CEO of a block of industries in elasticity order <Example: one Capitalist might be CEO of apples, eggs, and bananas>. Initially the sole Capitalist is the CEO of all industry, and thus can profit from all sales. When a new Capitalist comes into being he takes half (round up) of the tail end Capitalist's industries <Example: if the last Capitalist in line is CEO of grapes, spears, and diamonds then the new Capitalist gets spears and diamonds>. If a Capitalist falls to the Middle Class then half his industries are taken by the CEO to either side, with the odd industry going to the one behind. If more than one player becomes a CEO at the same time, they should be processed one at a time in turn order, and all CEOs who fall to the middle class should be processed before any new CEOs are.

During the commodity markets subphase each non-Capitalist puts all the money he received for sales of a given CEO's goods into one block, and that CEO gets a portion of the money. If the player is Middle Class the CEO takes 1/3 (round off), and if the player is Working Class the CEO takes 2/3. Capitalists are automatically immune to paying taxes to support Radio Signals, while all members of the middle class pay two shares and those of the working class pay one share.

The cost to invoke government is changed, to be units of Leisure equal to the number of Diamonds owned by the player with the most, but ownership of Diamonds will substitute for expenditure of Leisure. Any player may call for government, with the number of Diamonds they own plus the

Example of CEO Transfer: Bob is the initial capitalist, and thus is CEO of water, fish, apples, eggs, bananas, grapes, spears, and diamonds. Carol becomes a capitalist, and thus becomes CEO of bananas, grapes, spears, and diamonds, while Bob keeps the rest. Cycle three Ted becomes a capitalist, and thus becomes CEO of spears and diamonds while Carol keeps bananas and grapes. Cycle four Carol falls to the middle class, so Bob gains bananas and Ted gains grapes. Cycle five Carol and Alice become capitalists; Carol goes first and gains spears and diamonds from Ted, and then Alice gains Diamonds from Carol. Cycle six Bruce becomes a Capitalist, and gains Diamonds from Alice; Alice now has no industries but is still technically considered a CEO. Cycle seven Carol falls, and her one industry goes to the player behind her in line (Alice).

amount of Leisure they sacrifice being contributed to the call, and when the total call reaches the correct target number then government is immediately invoked. Once government is invoked the player who provided the biggest contribution to the call is considered the invoker, with ties broken in turn order.

The cost to initiate violence is unchanged. When engaging in violence a player rolls one die for each Diamond he has, with a minimum of one.

During the consumption phase social class is reassigned. If a player has at least three Dia-

Example of Taxation: Bob is CEO of bananas and grapes. Carol and Ted are in the middle class; Carol makes \$30 selling bananas, and Ted makes \$20 on bananas and \$50 on grapes. Alice is in the working class and makes \$40 on bananas and \$25 on grapes. Carol owes Bob \$10 $[30/3]$, Ted owes \$23 $[(20+50)/3]$, and Alice owes \$43 $[2*(40+25)/3]$.

monds he is a Capitalist, if he has one or two he is Middle Class, and otherwise he is Working Class.

The recommended government form is Representative Democracy. Regardless of the form selected each player has a number of votes equal to the number of Diamonds he possesses (minimum zero).



• • •

STATE CAPITALISM

This economy uses the monetary market rules, with variations. No government type is required.

The player or players who possess the most of a given product are the only ones who are allowed to sell it to the pot during the commodity markets subphase. Other players must negotiate a price with one of the players allowed to sell, although they may destroy their goods instead rather than sell them if the price is too low. Prices and quantity transferred are agreed to and the agreement must be kept, although no money changes hands until the goods are actually put into the pot, since the legal sellers won't have the cash to pay until then.

No tax is assessed, but during the taxation subphase additional money is printed to pay for Radio Signals. Anyone who produces Radio Signals is paid at \$25 per Top 40 signal and \$10 per Military signal. Citizen Band signals are not compensated.

Historically, this economy would be called "National Socialism." However, this is an misleading label, as it is an essentially capitalist economy (the means of production are privately held, just heavily regulated.)

• • •

MARKET SOCIALISM

This is socialism where the government uses a controlled market to ration goods; a government type should be chosen before play begins.

At the beginning of each cycle (prior to turn order determination) the government sets wages to be paid for each unit of each good or service produced. The government also sets prices for the various goods, as well as optionally setting a limit on how many units of a given good can be purchased by a given player. When setting purchase limits for a given good the number may be varied from one player to the next as long as the criteria used to distinguish the players are in-game criteria.

At the beginning of the trade phase each player is paid the set wage for his production, and then each player in turn order selects a single good to purchase, buying as many units as he pleases as long as he doesn't exceed the previously set limits. Players continue taking turns until all goods have been purchased, all money has been spent, or everyone has reached the limit on what they are allowed to purchase. Any excess goods are left in the government vault until the next cycle (rolling to see if they keep normally), and any excess money is discarded.

At the end of the trade phase the players may engage in a black market, which functions like the retail subphase of a monetary market.

• • •

GOVERNMENTAL SOCIALISM

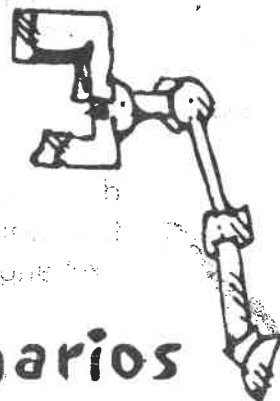
At the beginning of game a government type must be selected; any will do, but if Athenian Democracy is selected then you are essentially playing Tribal Socialism from the introductory scenario set.

At the beginning of the trade phase all goods produced are put in the common pot, and the government decides how to distribute them.

• • •

CENTRALIZED COMMUNISM

This is a somewhat fanciful attempt to translate true communism, already difficult to envision on a tribal scale, into a national economy by the insertion of money. The monetary market is used, but instead of calculating commodity prices everything is just dumped into the pot and each player is given \$100. There is no tax subphase.



ADVANCED Scenarios

ADVANCED TACK-ON MODULES

ECONOMIC MODULES

These modules are designed to expand upon parts of the economy that were simplified or ignored in the scenarios for ease of play. They make things more complicated, and will alter the dynamics of some scenarios quite a bit. They are generally intended to go with a particular type of economy, but can be used with other types to explore hybrid economies.

LANDLORDS

This tack-on is designed to reflect ownership of land, and comes in two forms, Homestead and Modern, which vary only in how the ownership of land is handed out. In Homestead the first player to exit a given path owns that path, while in Modern two players are selected at random to be Landlords and they roll off for each path before the game begins, with the high-roller getting it.

Regardless of which version is played a player may not enter a given path unless either it is unowned (Homestead only), he owns it, or he has a Lease with the owner. A Lease in a money economy states that the player will pay N dollars to the owner at the first opportunity. In a non-money (barter) economy it says that the first X times the player produces goods as he traverses the path those goods go to the Landlord instead of to him; a Lease is automatically enforced. N and X may be any numbers, or the Landlord can entirely forbid the player from traversing a given path. Note that Leisure and Radio Signals are not goods.

If there is no path down which a player can travel (that is, if all are owned by players other than himself, and none will give him a Lease), then he is immediately transferred to the Market to await the other players.

The ownership of paths may be transferred during the violence phase just like they were goods. They may also be exchanged during the free trade (or

retail) portion of the trade phase, at the option of the owner, but may not be put on the wholesale market. A player rolls one additional die during the violence phase for each path he owns.

If the owner of a path dies in the Homestead version it becomes unowned. In the Modern version the surviving player with the most paths (dice for ties) assumes ownership.

Fair Housing variant: Each Landlord fixes his rents for the cycle before anyone declares a path and all players who use a path pay the same rent. Paths may still be declared off limits to all but the owner.

Rent Control variant: All rents are set by the government at the beginning of each cycle (minimum of $X = 1$; $N = 1$). All rents for a given path are set to the same amount.

Government Ownership variant (monetary market economy only): The government owns some or all of the paths and the rents collected used to defray government expenses, thus decreasing taxes. Rents on the paths are set by the government, and may differ for different paths, or for different players.



CORPORATIONS

This tack-on explores the accumulation of capital as a means of economic growth, and it can only be added to economies that use



CAUSOE'S Planet



money (since money and banking are essential prerequisites of corporate economics). An investment subphase is added to the trade phase just before excess money is discarded (between the wholesale and retail phases in a monetary market economy). During this subphase players may invest any remaining money they have in one or more paths, with each \$10 invested in a given path providing one share of that corporation to the player. Such money goes into the corporate coffers.

At the beginning of the investment subphase players may freely exchange shares and/or money with each other.

Whenever the stockholders of a corporation have a decision to make they resolve it by voting; with each player having votes equal to his shares. Any time all corporations must make a decision they do so in order from Sandcrab to Ant.

At the beginning of each cycle, before the order of play is determined for the cycle, the stockholders of each corporation must set the cost to traverse each path.

They may either set a dollar amount for any player who chooses that path, which he must pay them as soon as he has the money (between the commodity markets subphase and the tax subphase in a monetary market economy.), or they may set a salary in dollars for any player who takes the path, and he makes at most that much money off his production, with the corporation pocketing the difference.

At the end of the investment subphase the shareholders must vote on whether to provide a dividend to each shareholder (at \$x per share, for any x they care to select), or to turn the money over into experience (in units of \$10), or to do some combination. Any unspent corporate funds are saved for the next cycle.

Experience is not accrued by players in the normal way for completing paths. Instead, corporations gain experience, which may then be

used by any player traversing that company's path. A corporation gains experience by spending \$10 per roll. Rolls are made in the normal way. If experience is gained the stockholders of the corporation must decide what number to select.

When engaging in violence each player adds the number of shares he owns in all corporations to his die roll. If a player loses a fight his shares may be transferred to the players that beat him exactly as though they were goods.

GUILD OLIGARCHY

Guilds were the corporations of the Middle Ages. This tack-on explores their notions of protected trade. Take one Radio Signal marker, and one of each good except Water, and mix them together, and have each player draw one at random. A player may only produce A) what he drew, B) Leisure, C) Water, and D) anything that was drawn by no one. Overburdening penalties are based on the number of players on the path that could produce a given good.

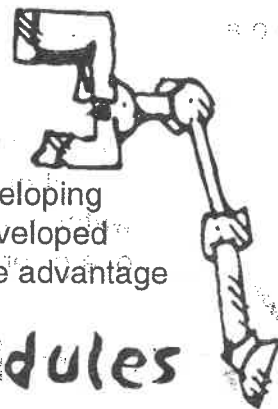
Example of Guilds: Bob drew the apple, Carol drew the radio signal, and Alice drew the egg. Carol lands on a space that would allow 1 water, or 2 leisure, or 2 eggs, or 4 bananas and an apple. She may have 1 water, or 2 leisure, or 4 bananas. If Bob landed there he could have 1 water, or 2 leisure, or 4 bananas and an apple. If Alice landed there she could get anything Carol could get, or 2 eggs.

PATERNALISTIC ECONOMY

This tack-on explores the practice of having the government determine the best job for each person to do. A government type must be selected, and the government gets to assign the players to specific paths for production. This is nominally socialist.

THIRD WORLD COUNTRY

This tack-on explores the economic conditions in a developing country when other, more-developed nations are attempting to take advantage



TACK-ON Modules

Basic Resource Banana Apple Grape Egg Fish Spear Diamond

| | | | | | | | |
|----------------|-----|------|------|-----|-----|-----|------|
| Banana | - | 10/1 | 15/1 | 6/1 | 4/1 | 8/1 | 30/1 |
| Apple | 1/1 | - | 4/1 | 2/1 | 1/1 | 2/1 | 9/1 |
| Grape | 1/2 | 2/1 | - | 1/1 | 1/1 | 2/1 | 6/1 |
| Egg | 1/1 | 5/1 | 7/1 | - | 2/1 | 4/1 | 15/1 |
| Fish | 2/1 | 7/1 | 10/1 | 4/1 | - | 5/1 | 20/1 |
| Spear | 1/1 | 4/1 | 6/1 | 2/1 | 2/1 | - | 12/1 |
| Diamond | 1/3 | 1/1 | 2/1 | 1/2 | 1/2 | 1/1 | - |

of its markets, and when its own industry is in a fledgling stage which requires many goods to be imported if the needs of the people are to be met. One player is selected at random at the beginning of the game to be the Agent of the Multi-National Corporations (MNCs).

One good other than water is randomly selected to be the Basic Resource (BR) of the country. Whenever a player chooses to take the BR due to landing on an icon he takes three times as much as he would normally. Production of the BR is never subject to reduction due to overburdening, nor are they limited by the number of tokens provided with the game. It will probably be necessary to dummy up some additional commodity tokens for the basic resource.

Whenever a player could take a good other than the BR he may only do so if the total production of all players has not yet equaled the National Production Limit (NPL) of that good. If the NPL has not yet been reached, but producing the good would exceed it, then the good may still be taken. <Example: if the NPL of eggs is two and one egg has already been produced it is still legal for a player to produce eggs on a space with three eggs.>

The NPL of all goods except water starts at one (there is no limit to how much water may be produced.) The NPL of a given good goes up by one each

cycle if A) production of that good equaled or exceeded its NPL that cycle and B) none of that good was imported from the MNCs. Note that even if a good was later returned to them it still counts as imported for purposes of this rule.

Just before the trade phase the Agent selects a collection of goods, receiving them from the MNCs, and in return he makes a commitment to provide the MNCs with so many units of the BR, although he does not give them any units at this time. At the top of the page is a chart showing how many units of a given BR are required to purchase one unit of a given commodity from the MNCs.

Just after the trade phase the Agent must make good on his commitment, or return goods whose price makes up the difference; if he cannot do so he is sacked and replaced with a randomly selected player who has not yet been the Agent. If no such player remains, or if the Agent is killed, then the MNCs leave and the players may not trade with them any longer.

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DISCRIMINATION MODULES

These modules are designed to explore the effects of discrimination and equality on the economy, as well as how the economy can be used as a tool of discrimination.

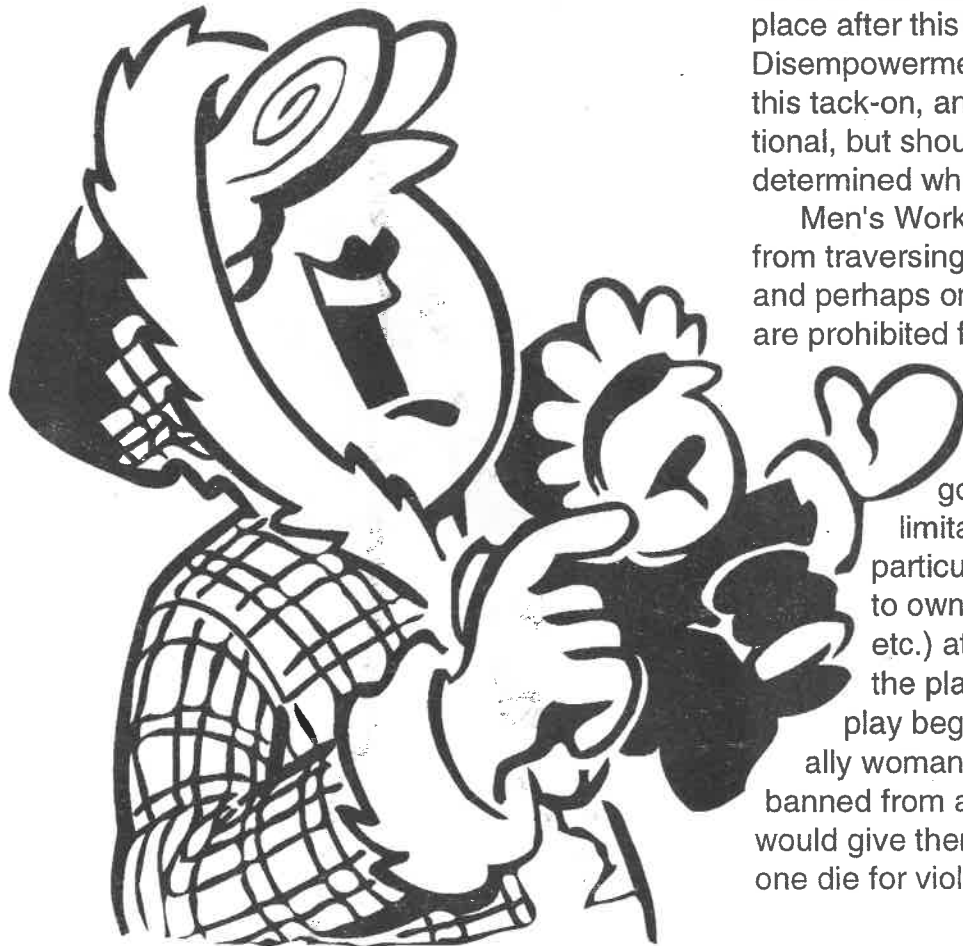


RACE

At the beginning of the game select exactly one player to be of a minority race (or some small fraction of the total group). The majority race will be prejudiced against the minority, and optionally the minority may be prejudiced against the majority. Prejudiced individuals lose 1 VP for each target of their prejudice who earns as much or more VP on a given cycle than they do. To simulate a stronger prejudice, increase the VP penalty.

Optionally only some portion of the majority should be prejudiced. In a sufficiently large group a single prejudiced individual should have little impact on the economy.

For people who want to explore this issue in more depth, other variations are possible. What about two minorities both disliked by the majority, but who hate each other much more? Or what about two players from the same minority, one of whom is an "Uncle Tom" and doesn't dislike the majority, while the other hates that majority?



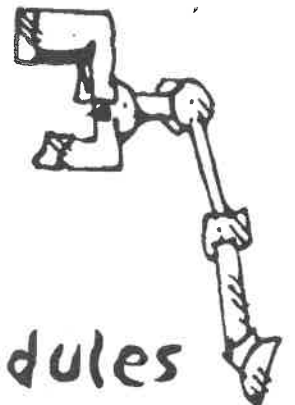
For those of a historical bent, the various limitations found in the next section under Gender could be applied to a minority, but those represent physical, legal, and religious boundaries, most of which have at least nominally been eliminated in the question of race in America today. Dislike of the different is the primary engine of the current subtle racism in such things as hiring preference, and with good play these rules will reflect modern limits on jobs and wealth.

GENDER

At the beginning of the game select exactly half the players to be women (round up for an odd number of players). Women halve their die or dice rolls, rounding down, when engaging in violence (no claim is made as to whether this is a result of nature or nurture; it is merely reflects historical disempowering, especially given the overlapping of violence and government influence in the model). Any modifications to the violence roll due to other circumstances take place after this halving. This rule (Basic Disempowerment) is the only rule required for this tack-on, and all the others below are optional, but should be set as desired before it is determined which players will be women.

Men's Work variant: Women are prohibited from traversing certain randomly selected Paths, and perhaps one Path is selected that the men are prohibited from (the pink-collar ghetto).

No Suffrage variant: Women cannot vote or invoke government, and may not speak if government is invoked. Additional limitations might be imposed in some particular economies (such as no right to own land, no right to collect welfare, etc.) at the option of the players before play begins. Generally woman should be banned from any role that would give them more than one die for violence.



2 Dice ViP Icons Prohibited

| | | |
|-------|---|--|
| 2,3,4 | 3 | All but Radio Signal, Water, Spear |
| 5 | 1 | Fish, Egg, Diamond |
| 6 | 0 | Water (representing dependance on society for a specific need such as insulin) |
| 7 | 1 | Spear, Radio Signal, Speared Fish, Diamond; Player cannot gain or use Experience (learning disability) |
| 8 | 0 | Player is allergic and cannot consume Bananas |
| 9,10 | 2 | Fish, Egg, Apple, Diamond, Leisure |
| 11,12 | 6 | All |

Dolls House variant: Each woman must have a husband, and he collects the goods she produces, she does not participate in the market. During the consumption phase he may feed and water her, and is obligated to see that she had three units of food and one of water before he consumes any food or water himself. For this version if there is an odd player he should be male. If a woman's husband dies she must marry one of the unattached males, if any; if there are none then she is permitted to keep her own goods until such time as a husband becomes available. This variant would normally include the No Suffrage variant.

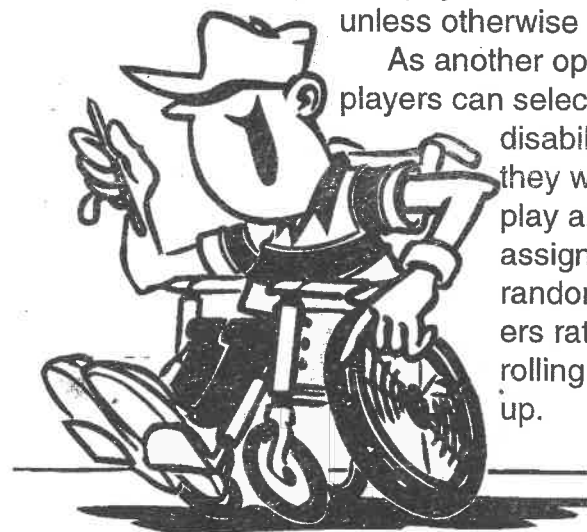
Matriarchal Golden Age variant: Fans of the feminist notion that in prehistory there was a matriarchal culture could use the building blocks above to attempt to reconstruct it, first adding the Utopia tack-on (see pg. 18) from the introductory scenarios that prohibits violence. A selection of the various optional disempowerments would then be employed, but with the men as the disempowered group.

DISABILITY

At the beginning of the game select anything from one player to all the players to be disabled. Each disabled player rolls once on the table at the top of the page to determine which icons the player can and can't interact with on the board and what

penalty he suffers on violence rolls (his ViP); no penalty can take the roll below zero. Disabled players are permitted to acquire anything at the Market, and may acquire Leisure by waiting there for other players to show up even if they are not normally permitted to produce Leisure. The disabilities are general physical disabilities, unless otherwise noted.

As another option the players can select which disabilities they want in play and then assign them to random players rather than rolling them up.



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OTHER MODULES

These tack-ons are not primarily economic in nature, and may be played with any of the above systems. They are intended to explore other situations and theories relating to economics. Due to their specialized nature they may need minor tweaking to work with some of the more complicated economies.



VEGETARIANS

The point of this tack-on is to examine what happens when some goods are desired by only part of the population, rather than to make any comment on the desirability of vegetarianism as a lifestyle. One of the basic elements of any real economy is just this sort of difference in goods desired.

From one to all but one of the players are randomly selected to be vegetarians. Vegetarians may not consume fish, although they may catch them. Real vegetarians would of course not catch fish either, but in the game this symbolizes differing desires for goods, and people often produce goods and services they have no use for themselves, simply for the income.

As an alternative, don't allow vegetarian to catch fish, either, thus exploring the difficulties that can crop up in a society when there is a conflict of values.

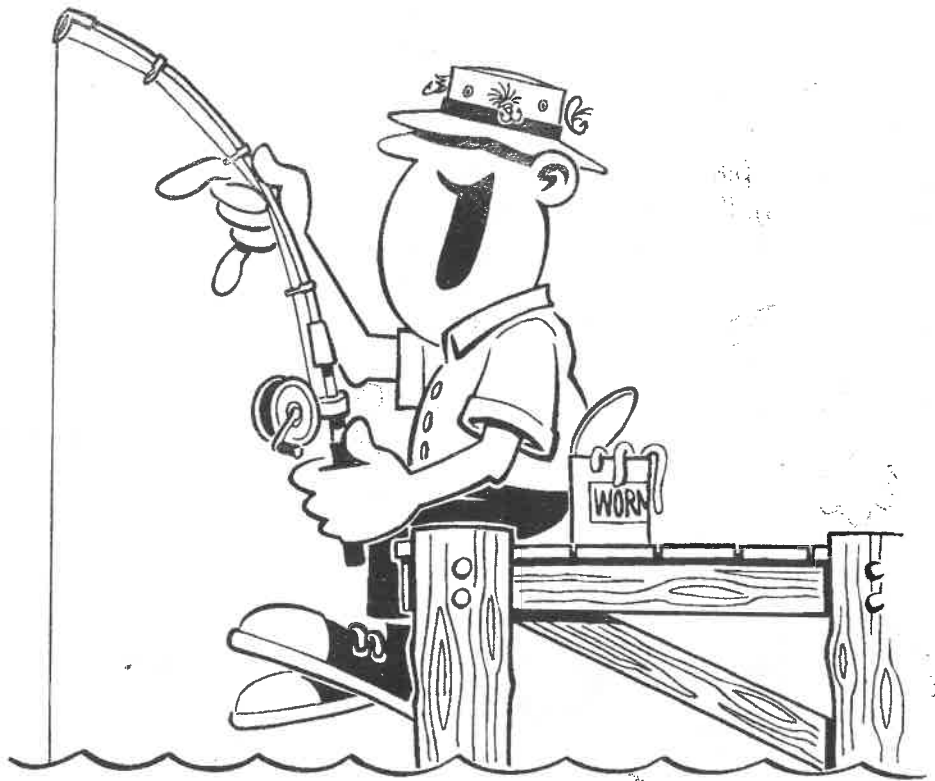
EARLY FEUDALISM

Feudalism is a hybrid form, half economy and half government. This tack-on would probably work best with one of the introductory scenarios. If employed with a scenario that requires a government the feudal warlord effectively becomes an independent military force not necessarily affiliated with that government (such as the party militias that caused so much chaos in Lebanon in the mid-70's).

At the beginning of the game one player is selected at random to be the Warlord. The warlord may be either Strong or Weak. In either case, the Warlord does not pay leisure to invoke government or initiate violence.

A Strong Warlord wins all battles in which he participates and may never be wounded.

A Weak Warlord has some number of dice greater than one but less than the number of players in the game. He may be wounded normally. If the Warlord loses a fight then the

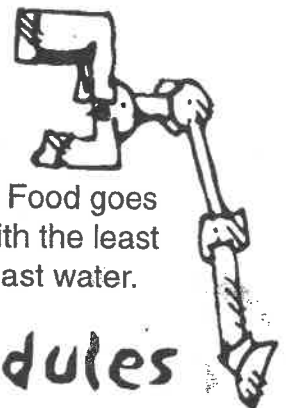


winning side must elect a new Warlord who will have one less die in combat than the previous Warlord.

THE CHURCH

Just before the trade phase each player must donate 10% (round up) of all his goods and markers to the Church (his choice as to which items). The Church holds any goods donated, and those goods take no part in the trade phase. Donated Leisure markers are lost. Donated Radio Signals are left with the player "donating" them, so that he can still benefit from any economic rewards they provide.

During the consumption phase the Church will distribute food and water to those who need it. Water goes to those who are most water-needy first, with ties first going to those with the least Leisure and then going to those with the least food, and then to dice; everyone is brought up to one unit before anyone is brought up to two. Food goes to the least fed, then those with the least leisure, then those with the least water.



Each person fed is given food in order of perishability (with choice for ties), and no one is brought above 5 units.

If the Church has any spears then one is given to each player entering the Sandcrab path (as he enters), if he does not already have more than one. If the Church holds any diamonds they remain out of play permanently.



At the beginning of the game the Church is classified as either More Devout or Less Devout. The More Devout Church forbids violence, and so the government phase is skipped.

The Less Devout Church does not ban violence entirely. Instead anyone who initiates violence or who joins in with an initiator is banned from the charity of the church until he makes penance by donating 20% of his goods and markers at the beginning of a trade phase.

LIBERTARIANISM

While Libertarianism has already been explored in passing (under Utopian Economy) a more detailed version is of some interest. This is a better reflection of what most Libertarians believe if it is applied to a Capitalist model rather than to one of the others. If a government type is required merely for the collection of taxes it can be ignored; if one is required for other purposes then the model is a particularly bad fit, but if you insist on going forward with it you should use one of

the forms of democracy.

Players are encouraged to form contracts with one another, and should write them down as an aid to memory.

Limits are placed on the initiation of violence. Government may be invoked normally, but rather than a round of speeches players may have open debate. At the conclusion of debate the players should note which players have violated written contracts since the last Government phase, with ambiguous contracts settled by a vote of the non-contracting parties. Players may only initiate violence against players in default, but when joining in players may join on any side they like. If the losers of a fight do not include any defaulting persons then they may not be punished except by the confiscation of Diamonds and Spears.

For a monetary market no taxes are collected, and instead the players must develop contracts to see that whatever the taxes would normally pay for gets done (if they want it done).

This model is still somewhat utopian, as the mechanism for how inappropriate violence is suppressed is not clear.

OBJECTIVIST MODEL

This model explores the philosophy espoused by the followers of Ayn Rand. At the beginning of the game one player is selected at random to be John Galt, the only creative member of the society. During the game any goods produced go immediately to John Galt, as only his creativity allows production in the first place. If Galt produces a unit of Leisure then no one can produce anything whatsoever (including markers) until Galt's next turn; when Galt finishes his path everyone else is immediately moved to the Market space. Only John Galt gains Experience during the course of the game, but any player may use Experience that Galt has gained, and such experience is not path-specific. If Galt dies then all the players lose.



OPTIONAL RULES

MORE THAN EIGHT PLAYERS

Most of the rules work fine with more than eight players. Besides digging up a few extra pawns, the only things that really needs doing are adjusting the Problem of the Commons rules and dummyming up some additional commodity tokens.

With more than eight players the number required to overburden a path is increased by one for every five or fraction players over eight, so for 9-13 players two can go down the same path without overburdening, for 14-18 three can, and so on.

For each eight or fraction players an additional set of commodity tokens should be added to the mix. The easiest thing to use would be bits of colored construction paper of the same size as the existing tokens, folded over in the same way.

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VARIANT VICTORY CONDITIONS

The victory conditions as they stand reflect people who are interested in improving their own quality of life independent of others. In actual play some people tend to focus on whether they are ahead of other players, or develop a focus on helping everyone evenly.

As an alternative to emphasize these approaches, before play of a given game begins, each player secretly records whether he is going to be Altruistic, Self-Interested, or Cutthroat. Self-Interested players earn their scores normally, but Altruistic players get the average of their score and the scores for the two worst-off players other than themselves, and Cutthroat players get the difference between their scores and the median for the group. If this option is employed players make their decisions before any random player qualities (such as disabilities, who is the Dictator, etc.) are rolled up. Or the roles could be assigned randomly, either secretly

or publicly, for either one or a whole series of games.

...

VARIABLE VALUES FOR DIAMONDS

In the game diamonds represent both savings and useless luxuries, in a kind of mix. There are several different rules that might be employed as regards their value, so as to somewhat alter their flavor.

LOTTERY

Arguably stranded spacemen don't know one precious gem from another with any certainty. At the end of the game each player rolls one die and subtracts one. This is the value of all of the diamonds that player has collected, unless the roll is '6' in which case his diamonds are worth 8 points apiece (so if you have 3 diamonds and roll a '5' they are worth 4 point apiece for a total of 12 points). The average value of diamonds under this scheme is the same as under the standard rules.

YUPPIES

There are people in the world who value signs of luxury merely to show that they have more wealth than their neighbors do. In this variant each diamond a player holds has a value equal to the number of players with fewer diamonds. So in a six player game where players A and B have no diamonds, C has 1, D and E have 3 each, and F has 4: A and B score no points for diamonds, C scores 2, D and E score 9 each, and F scores 20.

SMALL BOAT

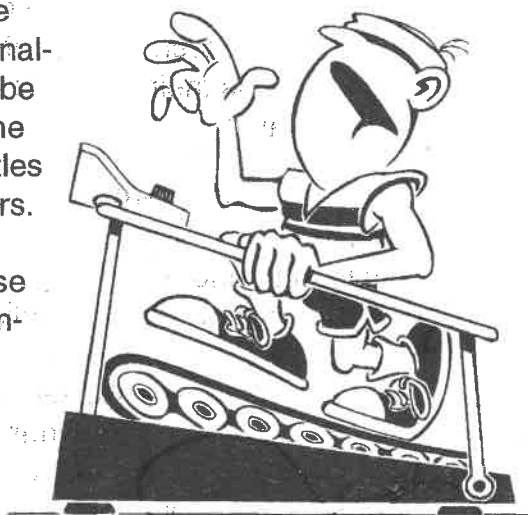
In this variant, the rescue vessel does not have room for all the castaways. Diamonds are the preferred medium of bribery. Before the game begins set a number of seats available



(say half the total number of players) and then only that many players may leave the planet, chosen in order of number of diamonds held. Ties can be resolved using the violence rules (with ganging up allowed for multiway ties). Any player left behind comes in dead last, regardless of his score otherwise.

ALTERNATE PUNISHMENTS

These are additional penalties that can be inflicted on the losers of battles by the winners. They are optional because they add complexity.



CRIPPLING

The winners may select one of the effects off the Disabilities table of the Disability Discrimination tack-on and inflict it on one or more of the losers. Disabilities 6, 7, and 8 may not be selected, as they are not simple physical disabilities.

SLAVERY

Players who lose a fight may be enslaved, as long as there is a player to act as the slavemaster. One master can handle any number of slaves. The master may free any or all of his slaves at any time. When a master frees a slave he may give that slave any goods he possesses if he so chooses. Slaves may also be given to a new master at any time, although in that case no goods go with them.

Slaves are not allowed to own any goods.

Any goods that are not taken from them as fines are confiscated by their master when they are first



enslaved. Any goods acquired later by any means go immediately to their master, as do any Radio Signals (Leisure acquired is retained by the slave). They are treated as normal players for purposes of trade in barter economies, but anything traded to them goes to their master instead; in money-based economies they do not participate in trade, and are not considered players. During the consumption phase they can consume only what their master provides them.

The master chooses what path a given slave of his goes down. If the master goes down the same path the slave is said to be supervised, and he moves with the master when the master rolls, not rolling on his own. If the master goes down a different path then the slave is unsupervised and moves independently. Unsupervised slaves produce what they see fit, just as free men, while supervised slaves produce what their master tells them to. A master and his supervised slaves are treated as a single person for purposes of overburdening as long as each selects a different thing to produce in the spaces they land in (some may choose to produce nothing to meet this requirement.) As soon as there is any duplication of production they are treated as separate people for overburdening for the rest of the cycle.

If any supervised slave is Starving or Thirsty then the group moves by rolling 2d6, taking the greater.

During the violence phase slaves are always considered to be Indigent.



When fighting, supervised slaves subtract one from their die roll (not to go below zero), and their masters roll an extra die as long as there are no non-slaves fighting against them. Supervised slaves may only initiate attacks against their masters and against fellow slaves of the same master (unless they have their master's permission to attack a specific person.) They may only join attacks that include at least one such target, regardless of the side they join on (again unless they have permission.)

Slaves may never vote as long as they remain slaves. If a slave is freed or wins a battle against his master then he is no longer a slave.

EXILE

Losers may be exiled to some other part of the planet. Exiles may not interact with non-exiles in any way: Exiles may not trade with non-exiles; if an exile invokes government or initiates violence this applies only to other exiles, and vice versa for non-exiles; exiles and non-exiles do not overburden one another's paths.

If an exile had some particular quality that applied only to himself, such as vegetarianism or disability, it continues to apply, but otherwise the rules of the economy he has left no longer effect him. Exiles relate to one another as per the rules for the Hobbesian State of Nature originally, but may if they invoke government and do not initiate violence establish a different system by unanimous vote (choosing from among the three introductory tribal scenarios). If a new player is sent to exile the Hobbesian State of Nature returns. If at any point there are more players in exile than not then they may return to the main encampment using the same sort of vote they use to establish an economy. They may then initiate violence for free against any targets they chose among the other players (using normal play order, with non-exiles still being required to pay if they want to initiate violence).

Finishing its long-winded explanation of advanced methods you and your crew can use to horribly cheat, starve, banish and butcher each other, C.R.U.S.O.E. slowly descends from the rock it had been orating from and calmly disappears into the planet's strange jungle. As it moves farther away from the camp, it bellows out to you...

TOMORROW M-M-MORN, I'LL BE *BZZT* BACK TA SEE WHAT KIND'A CREW YE'LL MAKE *PIFFT*. DON' WORRY, I 'AVE FAITH IN YE. *PIK* ARRRGH!

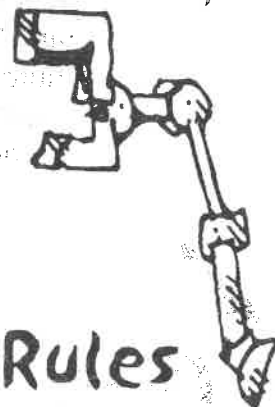
Looking around the campsite, it's obvious that while C.R.U.S.O.E. might have faith, you and your crew have certainly lost all theirs of each other. Already, crewmates are sizing each other up, trying to judge each other's strengths and weaknesses. Some are gathering into close alliances, hoping to gain enough power in the group to insure their mutual survival. Others are drifting away from each other, more and more likely to lash out savagely at anything that they perceive as a threat.

Sure, C.R.U.S.O.E. did outline some scenarios where the crew could work together for their mutual benefit, but it's put so many poisonous ideas into their heads that you doubt that it could ever happen without someone eventually letting their paranoia corrupt them and try to take over.

Now, not only are you stranded with an insane robot that seems bent on killing you all, but you have to deal with a distrustful and potentially murderous crew. Even if you manage to get the ship's radio on line and transmit an SOS, who's to say anyone will still be alive by the time they get here? And your rank won't help you anymore. In fact, it probably paints a big target on your back, as the others remember slights from you in the past. In fact, they're probably plotting right now to deny you any provisions and watch you starve...

You notice that you've unconsciously started sharpening the end of a fallen tree branch into a weapon.

Off in the distance, C.R.U.S.O.E. starts to sing a horridly vile and off-key chanty.



MAD JACK RANDOM SCENARIO TABLES

| <u>1d6</u> | <u>Base Scenario Type</u> | <u>2d6</u> | <u>Advanced Scenario</u> |
|------------|-------------------------------|------------|--|
| 1-3 | Introductory | 2-3 | Welfare Capitalism (E) [roll Gov't] |
| 4-6 | Advanced | 4 | Welfare Capitalism w/ Gov't sets minimum wage (E) [roll Gov't] |
| <u>2d6</u> | <u>Introductory Scenario</u> | 5 | Class Warfare Capitalism (E) [roll Gov't] |
| 2-4 | Hobbesian State of Nature (A) | 6 | State Capitalism (C) |
| 5-6 | Tribal Capitalism (A) | 7 | National Capitalism (E) [roll Gov't] |
| 7 | Traditional Economy (A) | 8 | Market Socialism (C) [roll Gov't] |
| 8-9 | Tribal Socialism (B) | 9 | Centralized Communism (D) |
| 10-12 | Tribal Communism (B) | 10-12 | Governmental Socialism (B) [roll Gov't] |

| <u>2d6</u> | <u>Government Type</u> | <u>2d6</u> | <u>Complication</u> |
|------------|---|------------|---------------------|
| 2-3 | Fanatic Representative Democracy | 2-6 | Personal Tack-on |
| 4 | Unstable Representative Democracy | 7-8 | Ownership Tack-on |
| 5 | Stable Representative Democracy | 9-12 | Violence Tack-on |
| 6 | Bureaucracy | | |
| 7 | Athenian Democracy | | |
| 8 | Constitutional Hybrid (reroll for each function separately) | | |
| 9 | Stable Dictatorship | | |
| 10 | Unstable Dictatorship | | |
| 11-12 | Fanatic Dictatorship | | |

Note: Unstable gov'ts have a random number of dice between one and the # of players minus two.

2d6 Violence Tack-on (roll here at most once)

| | |
|----|---|
| 2 | Early Feudalism (strong) + Libertarianism |
| 3 | Early Feudalism (strong) + Church (less devout) |
| 4 | Early Feudalism (weak) |
| 5 | Early Feudalism (strong) |
| 6 | Libertarianism |
| 7 | Church (more devout) |
| 8 | Utopian Economy |
| 9 | Church (less devout) |
| 10 | Early Feudalism (weak) + Church (less devout) |
| 11 | Early Feudalism (weak) + Libertarianism |
| 12 | Church (less devout) + Libertarianism |

Note: Weak Feudal Lords have a random number of dice between two and the # of players minus one.



2d6 Personal Tack-on

- 2 Race w/ 1/3 total minority (minority prejudiced, majority not prejudiced)
- 3 Race w/ 1/3 total minority (majority prejudiced, roll to see if minority prejudiced at 50/50)
- 4 Race w/ one minority (random portion of majority prejudiced, roll to see if minority prejudiced at 50/50)
- 5 Race w/ one minority (majority prejudiced, roll to see if minority prejudiced at 50/50)
- 6 Vegetarians, can't eat Fish (roll random number from 1 to one less than all)
- 7 Disability (roll random number)
- 8 Vegetarians, can't make or eat Fish (roll random number from 1 to one less than all)
- 9 Gender (no suffrage)
- 10 Gender (matriarchal golden age, men may not vote and their paths are chosen for them by gov't; roll a Violence Tack-on if one has not already been rolled, with only women being eligible to be the Feudal Warlord) [roll Gov't]
- 11 Gender (doll's house)
- 12 Gender (base discrimination)

Note: For Gender Discrimination there is a 50% chance that men's work variant is employed, with the 2nd class gender being denied access to 1d6 paths, and if this is the case then there is a 50% chance that there is a single path that is available to the 2nd class gender that is denied to the 1st class gender.

2d6 Ownership Tack-on (A)

- 2-3 Landlords Modern w/ Fair Housing
- 4 Objectivist Model
- 5 Landlords Modern w/ Rent Control [roll Gov't]
- 6 Paternalistic Economy [roll Gov't]
- 7 Landlords Homestead
- 8 Guild Oligarchy
- 9 Landlords Modern
- 10-12 Third World Country

1d6 Ownership Tack-on (B)

- 1 Guild Oligarchy
- 2 Objectivist Model
- 3-4 Paternalistic Economy [roll Gov't]
- 5-6 Third World Country

2d6 Ownership Tack-on (C)

- 2-3 Landlords Homestead
- 4 Objectivist Model
- 5 Corporations
- 6 Landlords Modern w/ Rent Control [roll Gov't]
- 7 Paternalistic Economy [roll Gov't]
- 8 Third World Country
- 9 Guild Oligarchy
- 10 Landlords Modern
- 11-12 Landlords Modern w/ Fair Housing

2d6 Ownership Tack-on (D)

- 2-4 Corporations
- 5-6 Paternalistic Economy [roll Gov't]
- 7 Guild Oligarchy
- 8-9 Third World Country
- 10-12 Objectivist Model

2d6 Ownership Tack-on (E)

- 2 Landlords Modern
- 3 Landlords Modern w/ Fair Housing
- 4 Objectivist Model
- 5 Paternalistic Economy [roll Gov't]
- 6 Landlords Homestead
- 7 Corporations
- 8 Landlord Gov't Owned Land variant (1d6+1 paths)
- 9 Third World Country
- 10 Guild Oligarchy
- 11 Landlords Modern w/ Rent Control [roll Gov't]
- 12 Landlords Modern



DESIGNER'S NOTES

I was originally inspired to work on this game by an advertisement for a game-design contest I saw in a Libertarian newspaper. To win the contest you had to design a game which demonstrated why a free market was the most desirable sort, which was not something I believed with any kind of blind faith, and so I didn't think that entering the contest would be very much fun. But it did set me thinking about how one would design a game to show off various economic ideas and spark discussion about them. Crusoe's Planet is the result.

It's called "Crusoe's Planet" in reference to the "Robinson Crusoe" argument for capitalism, which basically runs, "If you were stranded alone on a desert isle you would only be able to use the things you made or gathered for yourself, and you would be able to use all those things, so it must follow that in a society of millions of people the same is true, and you only have a right to the things you make yourself, and your right to those things is absolute." In statistics we call this "Reasoning Outside the Range of your Data", and it is looked down upon. In the context of a desert isle, once you add a second person the social dynamic changes and your obligations and rights might change as well. I wanted to design a game that explored that isle with a small group on it, rather than a lone individual, and which let one experiment with different sets of economic assumptions.

The setting of the planet should not be taken very seriously; it is symbolic rather than simulative. The rules attempt to represent some of the primary factors that effect economic production and consumption in a functioning society, rather than among a small group of shipwrecked space travelers, hence the robot C.R.U.S.O.E. to force the issue.

Some things, of course, had to be left out. In particular I lament the lack of a model for sneak-thieves and hoarding (it has proved difficult for me to model, since with the current simple mechanics the players can tell who is doing the stealing much more easily than they could do in life, with obvious bad side-effects). And the design is perhaps also hurt by the overall emphasis on labor rather than land and capital, but some things will have to wait for the sequel, I'm afraid.

Still and all, I feel the design has lived up to its initial promise. The basic economic systems can be played with, and some of their real-world strengths and weaknesses will show through. It is also an easy matter to design other economic forms, to represent various

other ways to divide economic control along the market & command axis.

For those of you looking for a comprehensive and yet readable exposition of the trends of economic philosophy from Adam Smith to the present I highly recommend "The Worldly Philosophers" by Robert L. Heilbroner.

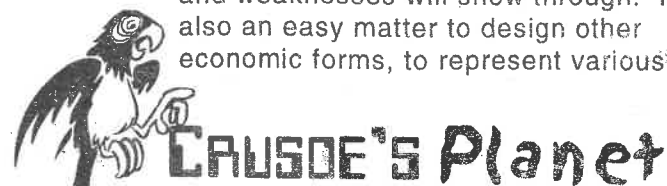
The easiest way to ruin the game, as a player, is to bring too many prejudices to the table. If, for example, one is an ardent capitalist, one might work hard for the common good when running one of the capitalist economies, while trying one's best to throw sand in the gears when running one of the socialist economies. This would naturally tend to make socialism produce worse than realistic results and capitalism produce better than realistic ones. This sort of behavior is contrary to the spirit of the game.

I may have made the same mistake as a designer, but I have done the best I can not to. In one playtest one of the commodity markets completely collapsed, and I was tempted to stick in some patch rules to keep that from happening again. Then I thought about the Crash of '29 and the worldwide depression that followed, and of the peculiar behavior of the potato market in Ireland during the Famine (how often does demand rise as a result of a price increase?), and decided to leave things as they were. Sometimes the economies are not going to perform as a purist might expect, but that's because they don't do so in the real world.

A NOTE ON THE QUESTION OF GAME BALANCE

Some of the scenarios give players differing roles selected at random at the beginning of the game, and these scenarios are not necessarily balanced. This is an intentional design feature, since in the real world economic situations are often not terribly balanced. For competitive play such scenarios should be regarded with skepticism, but for general play they can still be a good time, and can provide interesting insights into various economic possibilities. I will never forget the Socialist Dictator game we played in which the Dictator (Jason) took it into his head that his job was to promote the Greatest Good of the Greatest Number, and he ended up being the only player who lost the game (and that by one point). Don't be afraid to experiment.

Nigel Ray, Summer 2001
leptopus@earthlink.net



QUICK START

Crusoe's Planet is a simple board game designed for the lighthearted exploration of market and command economies and the advantages and drawbacks of specialization, cooperation, and competition.

Game

All players have the same basic abilities and opportunities, and using these must survive and prosper in a limited economic environment. Victory is awarded to the player or players who maintain a reasonable quality of life until rescue.

The board consists of the Crash Site, the Market, and a series of paths representing the various labor possibilities available to the players. In the general course of play each player selects a path and moves along it from the Crash Site to the Market, producing goods along the way. When the players arrive at the Market they exchange goods. They then return to the Crash Site, consume goods, and begin again.

Players gain victory points for maintaining a high quality of life, and lose them for maintaining a low one. Quality of life is measured in food, water, and leisure. The points earned for these things for any given cycle are summarized on the VP Chart. The game continues until the players are discovered and rescued by a passing spaceship.

Prepare for Play

Carefully cut the commodity tokens apart along the solid lines, then fold in the middle so that the tokens stand up like little tents, to make them easier to pick up. Lay out the map, give each player a pawn to place at the Crash Site, and randomly assign each player a different production track, making sure that one player is assigned to Firefly.

Step One, Production

The Firefly rolls one die, and advances that many spaces along his production track. If he lands in a blank space his turn is done, otherwise he selects one of the icons in the space and produces as many of that as are present, being given appropriate commodity tokens.

Exceptions: A) For Speared Fish he is given Fish, but only if he has a Spear, and he must roll one die and surrender the Spear to the bank if the roll is 1 or 2. B) Bananas, Apples, and Grapes are all considered Fruit, and all may be

collected at once. C) The total number of any given commodity that may be in play at once is limited by the tokens provided with the game; no new tokens should be manufactured.

Next the player to the Firefly's left rolls one die and takes his turn in the same way, and so on around the table. When play comes back to the Firefly he rolls again and takes another turn, and so on.

Step Two, Learning by Experience

On the turn that a player's pawn reaches the Market it need not land by exact count. The player does not produce anything. Instead he selects a single number between 1 and 6 as his experience number, and in later production cycles if he rolls that number while moving along the track he may add or subtract one from his roll, thus arriving in a different space.

In later cycles when a player reaches the Market he must check to see if he is entitled to

more experience by rolling one die for each experience number he already possesses. If any of these dice come up '1' then he gets no experience, but otherwise he may select a new number (including the same one again) to add to his list. If in a later cycle he rolls a number that is on his list more than once he may add or subtract up to the number of times it appears there, not to take his movement below 1.

Step Three, Break Time

If a player's pawn is already at the Market at the beginning of his turn, and at least one other player is still on a production track, then the player at the Market gains one Leisure and takes no other action on his turn.

Step Four, Trade

Once all players are at the Market they may trade. Each player may trade with the two people seated immediately to either side of him, but with no one else. Trade is by barter, and promises about future behavior may be made but need not be kept. All goods are potentially tradable, including Spears, but markers (Leisure and Radio Signals) are not tradable. When a player is done trading he moves his pawn to the Crash Site; this act is not revocable.

Step Five, Consumption

When the last player arrives at the Crash Site each player consumes such goods as he chooses that he possesses. Victory points are scored. All goods, consumed or not, and all Leisure markers, are returned to the bank (Radio Signal markers remain with the players).

A player may consume up to 2 Water, up to 3 food of any given type, and up to 10 food total. He may consume an unlimited amount of Leisure. Water, Leisure, and total food are looked up directly on the chart printed on the Player Aid card, ignoring the letter codes and other notes and just taking the numeric values, which are then recorded on the score sheet.

In addition, the player must determine if he has a balanced diet or not. If he consumes at least one fruit (Banana, Apple, or Grape), and at least one protein (Egg or Fish) then his diet is

balanced, and otherwise he is Malnourished. He should check the appropriate column of the Food Types Bonus table and take that many bonus points.

All points are recorded on the player's score sheet in the appropriate rows in the column for the current cycle, and then added together to get his total satisfaction for the cycle. To this subtotal the penalty row is added to get the cycle total, and then this is added to the running total for the game.

Step Six, Rescue?

All Radio Signal markers are added to the running totals of how many have been collected by the group, and the markers themselves are returned to the bank. The Firefly rolls one die to see what frequency was being monitored by rescue personnel during the current cycle.

| Die Roll | Frequency Monitored |
|----------|---------------------|
| 1 | Citizen Band |
| 2,3 | Military |
| 4,5,6 | Top 40 |

Then each player rolls one die, and the results are added together. If the sum is less than or equal to the total number of Radio Signal markers for the correct frequency that have been produced during the game then a spaceship arrives and the players are rescued, ending the game. Otherwise a new production cycle begins, unless the ninth cycle has been completed, in which case all players lose.

Winning

When the game ends each player takes his current running total of victory points and adds 3 for each Diamond currently in his possession. A positive VP total at the end of the game is required for victory; any number of players can win or lose. The farther a score deviates from zero the greater the level of success or failure, but players' scores relative to one another have no bearing on the outcome.

Victory Points

Victory Points
Food Balanced
Types Diet Malnourished

Crusoe's Planet

Name:
Scenario:

Cycle Number:

Leisure Enjoyed:

Water Drunk:

Total Food Eaten:

Food Types Bonus:

Satisfaction for Cycle:

Penalty for Cycle:

Cycle Total:

Running Total:

Total Radio Signals. All Players

Citizen Band:

Military:

Top 40:

Experience #'s:

1 2 3 4 5 6 7 8 9

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| 0 | -1 | -1 | -2 | -3 | -5 | -8 | -13 | -21 | |
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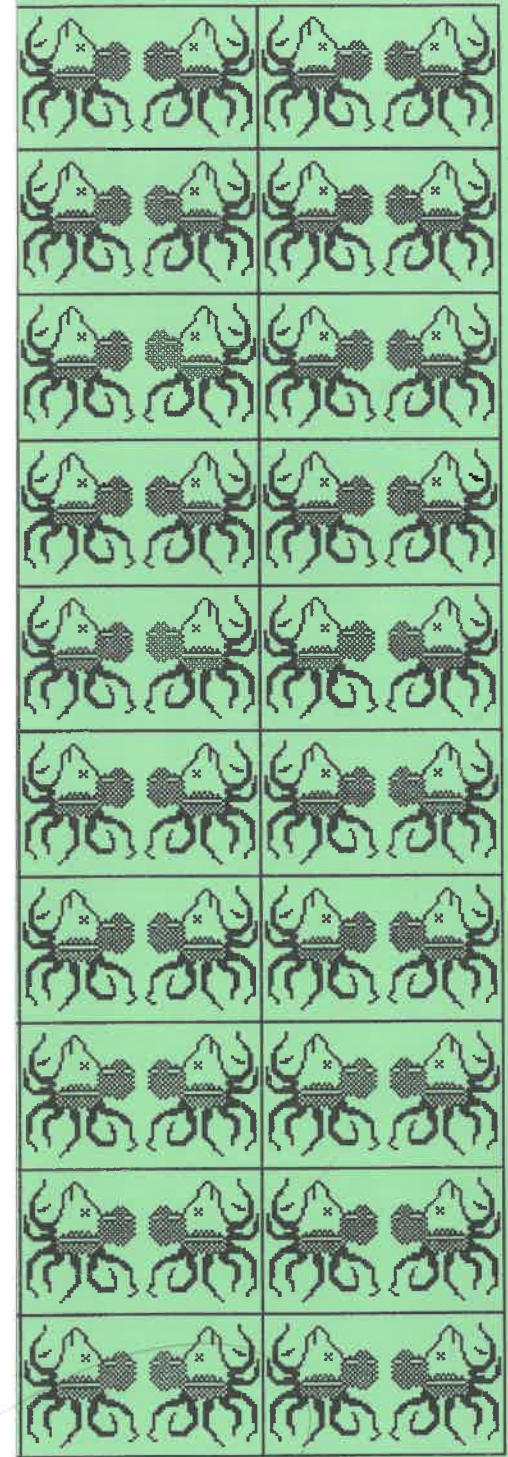
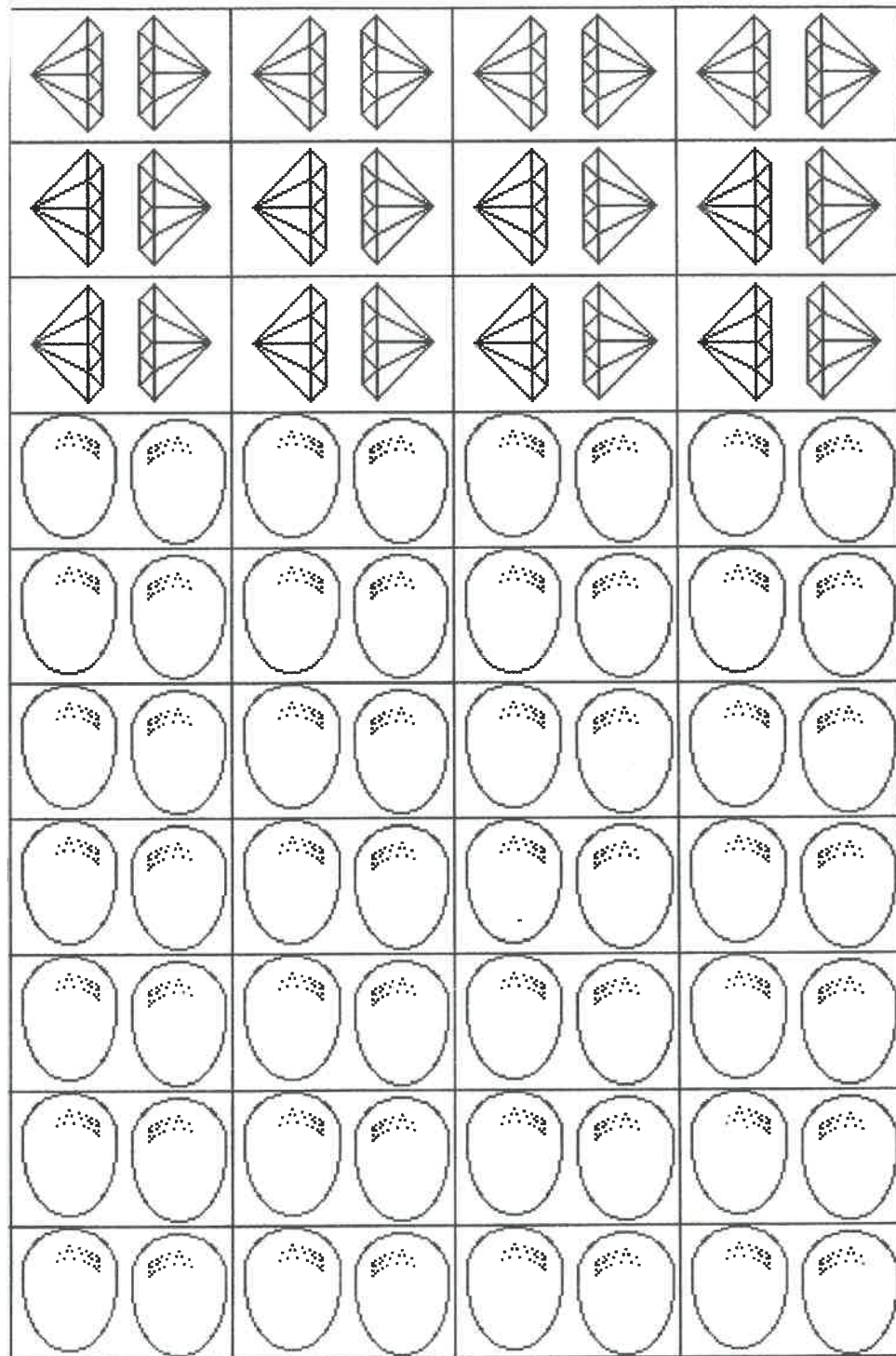
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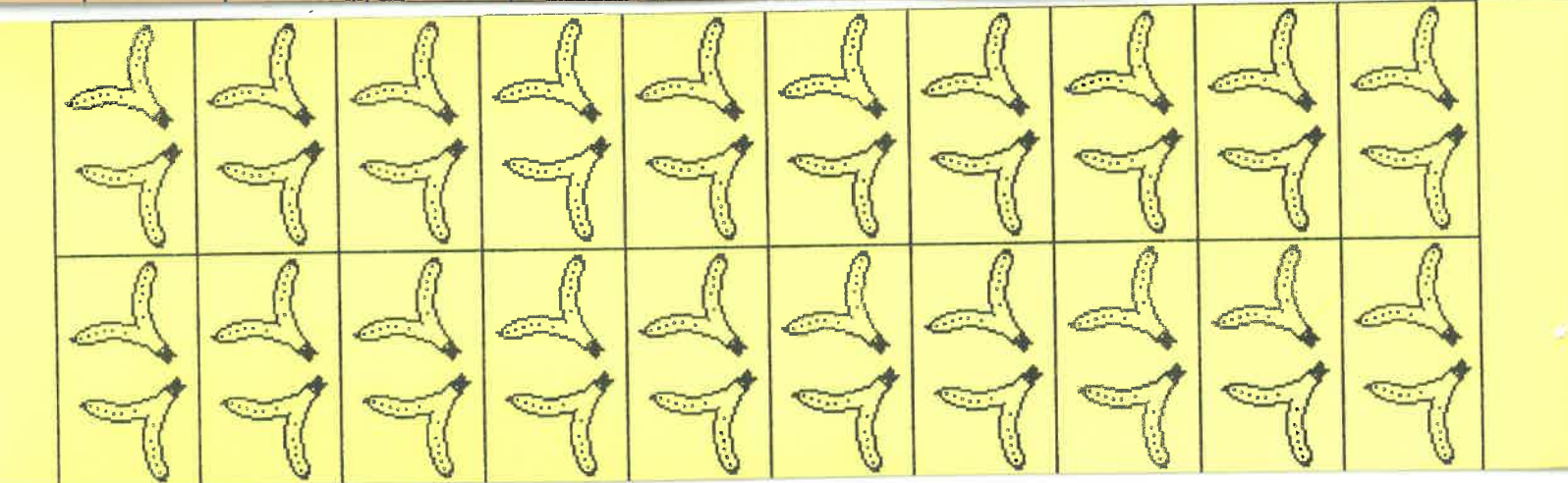
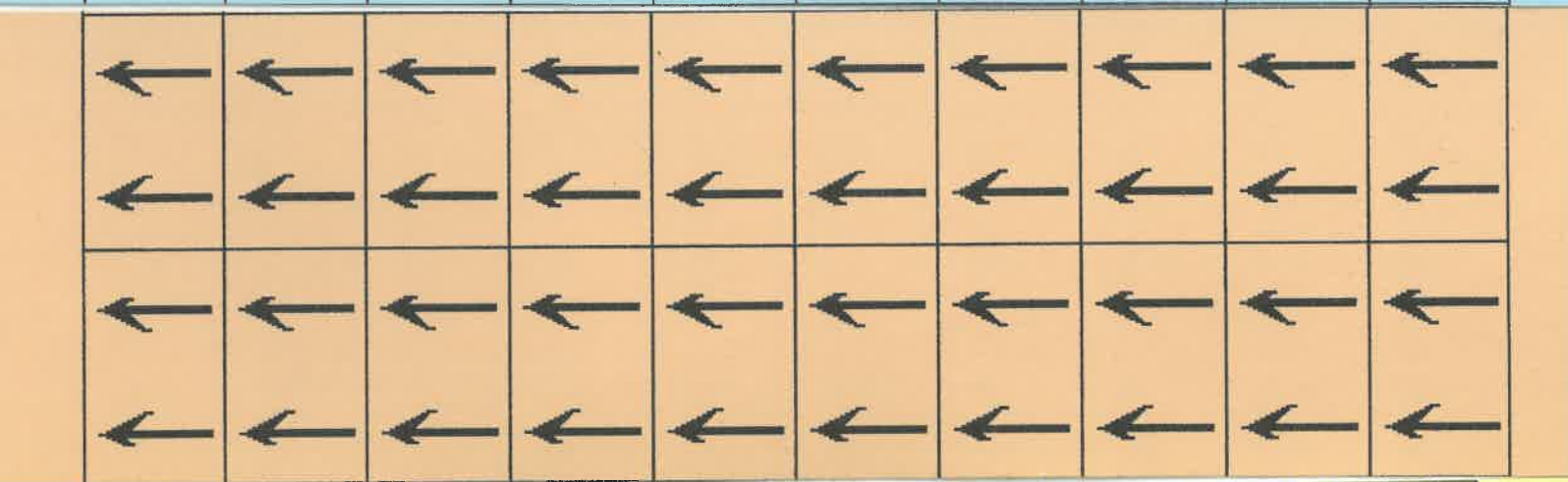
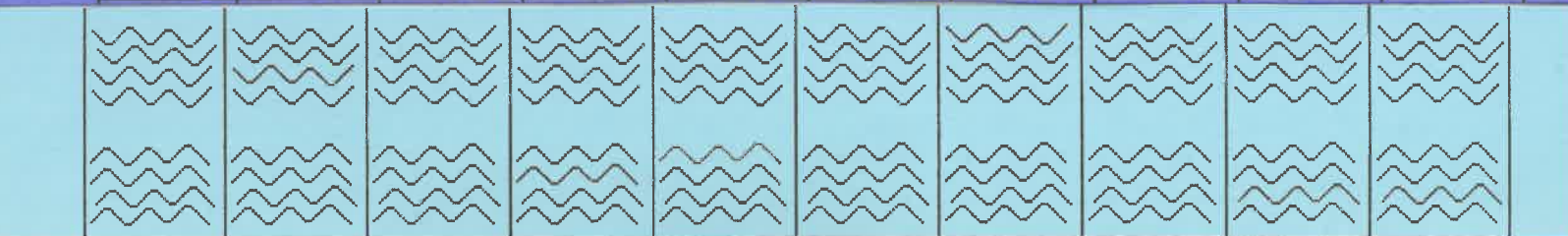
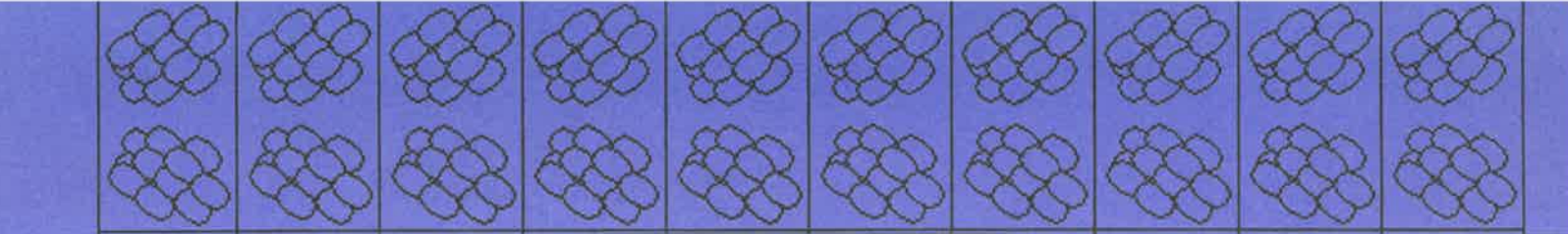
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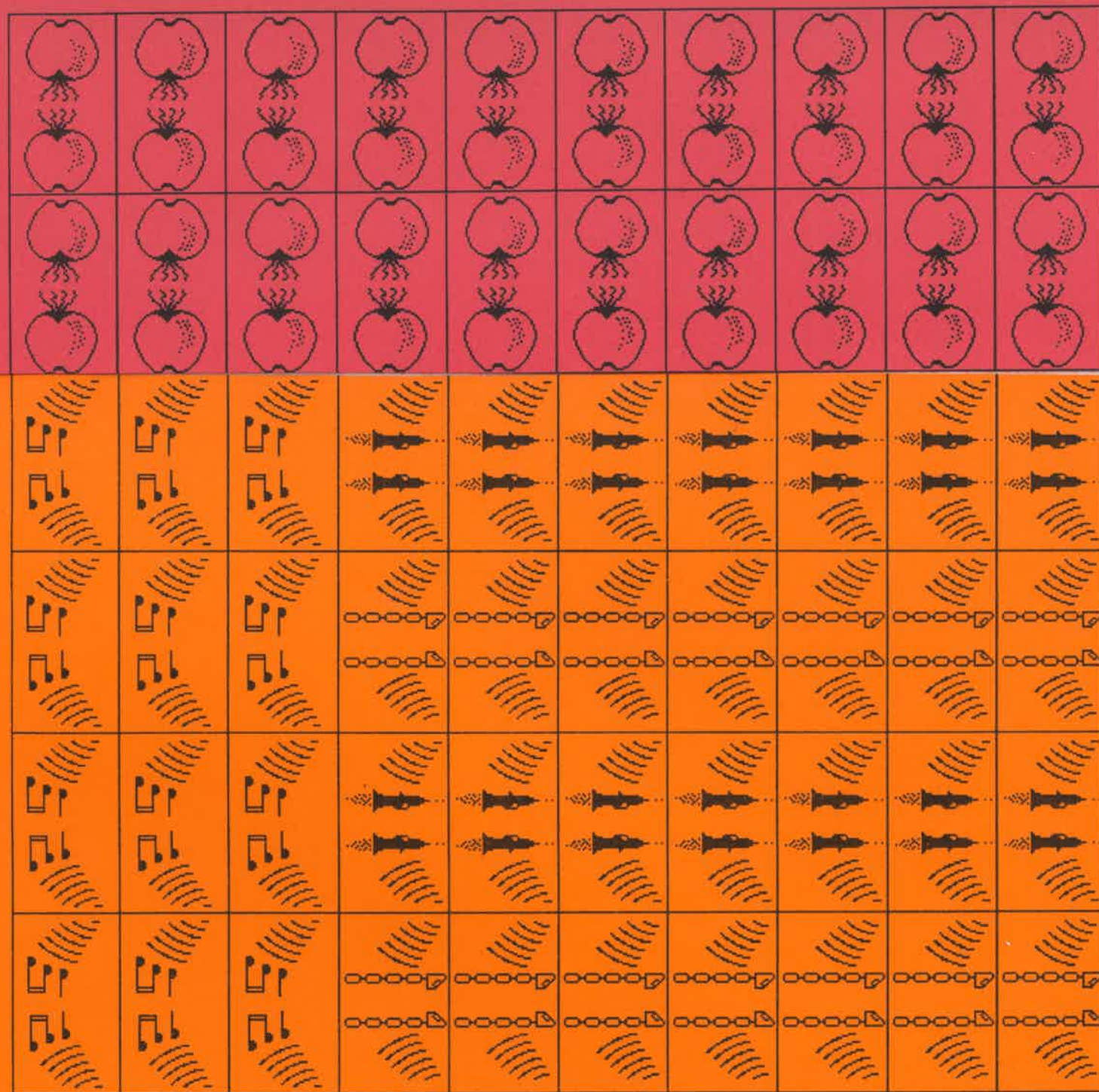
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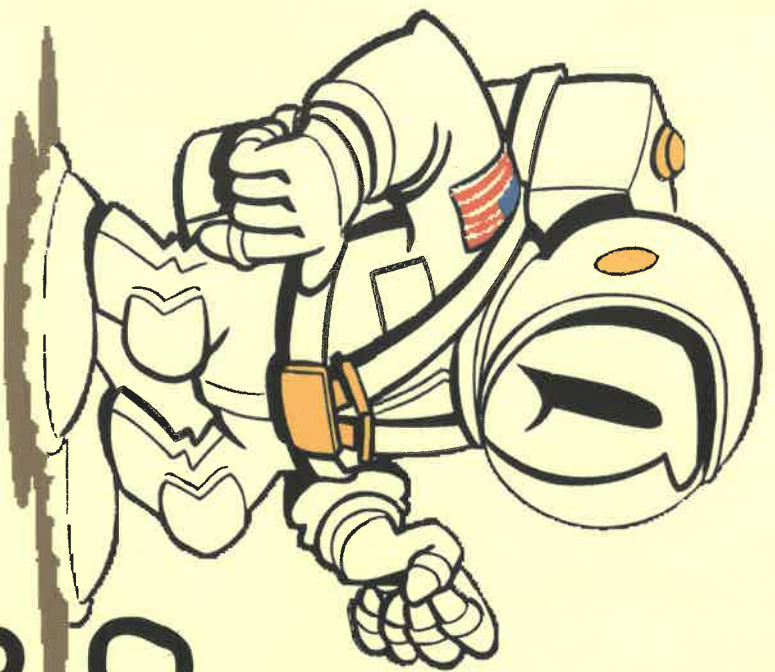
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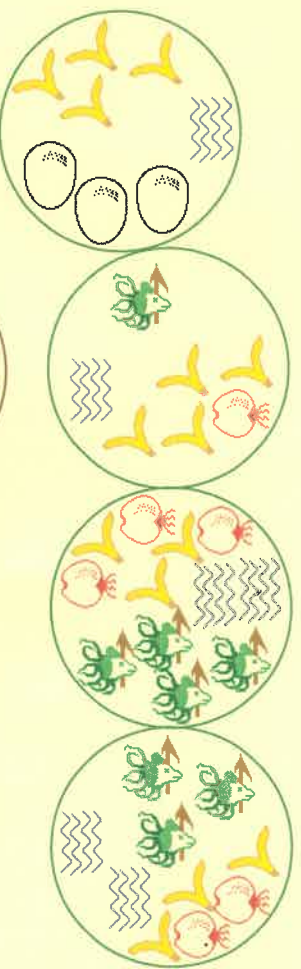
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|   |   |   |   |   | <i>3</i> | <i>4</i> |
|   |   |   |   |   | | |
|   |   |   |   |   | <i>5</i> | <i>6</i> |
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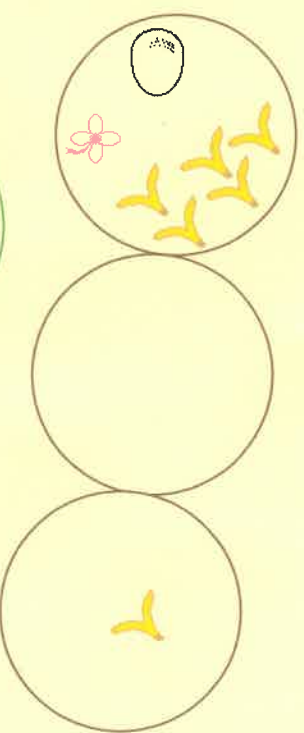


Crash Site

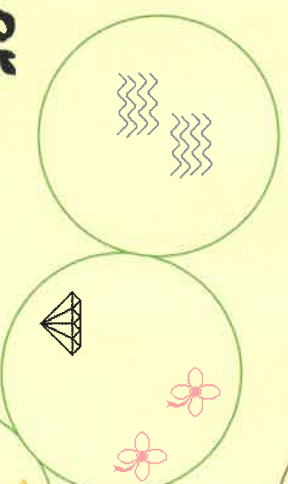
Ant



Dung Beetle



Spider



Sand Crab



Firefly

Bookworm



Grasshopper



Icon Key



CRUSOE'S Planet

Sand Crab

Ans

Dung Beetle

