

## Economy Game: with equal justice, selective justice, and charity

Play in groups of 6-12 people, sitting in a circle.

- **Equal Justice version**

- Everyone starts with one die (six-sided). They will have the potential to buy up to two more dice (this will be explained later).
- Everyone starts without any nuggets in front of them
- There is a seemingly limitless reservoir (bucket) of nuggets called the “**pool of opportunity**” placed in the center of the circle. Probably about 200-300 nuggets should be in each bucket.
- Each round occurs as follows
  - All players simultaneously roll their dice
  - Players look to see if anyone’s die value can be added to theirs to sum to 7 (two dice only can be used to make a sum of 7). If so, they can choose to engage in a “**transaction**” (both of the players whose dice sum to 7 must agree to the *transaction*).
    - Each die of each player can only be use in one *transaction* per round
    - If a player has more than one die, he cannot have a *transaction* with himself. However, he can have as many *transactions* with others as he has dice.
    - When the **transaction** occurs, each player gets a nugget from the *pool of opportunity* and places it in their “**holding area**”. Their *holding area* is simply a space in front of themselves (but not too close, because they will need space right in front of them for their “**bank**” of nuggets once they leave the *holding area*). The purpose of the *holding area* is to keep the most recently acquired nuggets separate from the rest of their nuggets until they are “**taxed**”.
  - If a player does not have anyone with whom they can engage in a *transaction*, they do not receive a nugget in that round.
- When a player gets 5 nuggets in his *holding area*, he is “**taxed**,” moving one of the nuggets to the common “**treasury**,” which is simply the area in the center of everyone (but not in the bucket – taxes do not go back into the *pool of opportunity*). The other 4 nuggets can be moved into their “**bank**.” The player's *bank* is simply his pile of nuggets right in front of him that have already been *taxed*.
- When a player gets enough nuggets in his *bank*, he may *buy* additional dice for 3 nuggets each (up to a total of 3 dice in his possession). When buying these additional dice, the nuggets from his *bank* go back into the *pool of opportunity*.
- Play is carried out for a predetermined number of rounds (25 rounds is a good number and should take about 15-20 minutes the first time they play).

- The player with the most nuggets in their *bank* is the winner.
- Let them keep the nuggets that are in their *bank*. Have them keep them handy because you will have them compare the number of nuggets they earned playing under *equal justice* to the number of paper bucks they will earn playing under *selective justice*.
- **Selective Justice version**
  - Much of the play in the *Selective Justice* version will be similar to the *Equal Justice* version. However, there will be some significant differences:
    - There will be three different types of players, rather than all players observing the same rules as was the case under *Equal Justice*.
    - Amounts of taxes and which type of players get taxed will be decided by the player that is the "**overseer**."
    - Discretionary "**distributions**" and voluntary "**donations**" can be made by certain types of players.
    - Paper Bucks will be used rather than nuggets.
  - Prior to starting any rounds, each player will roll one die to determine which type of player they will be (**overseer**, **lobbyist**, or **producer**).
    - The player rolling the highest number will be the **overseer**. If there is a tie, the tying players will continue rolling until only one is the high roller (there can only be one *overseer*).
    - The two players with the lowest roll will be the **lobbyists**. If there is a tie for the second lobbyist spot, have all tying players be *lobbyists* (unless that leaves less than 3 *producers*).
    - The remaining players will be **producers**. There must be at least 3 *producers*. If there are less, then change enough lobbyists into producers so that there are 3 *producers*.
  - Rules for *producers*-
    - *Producers* start with one die and operate much like they did under *Equal Justice* (making *transactions* with sums of 7, earning a paper buck from the *pool of opportunity* for each *transaction*, buying additional dice for 3 bucks each).
    - The taxes paid by *producers* when they get 5 paper bucks in their *holding area* may change depending upon what the *overseer* decides (they may have to pay 0-5 paper bucks into the *treasury*, and this tax rate may change over the course of the game).
  - Rules for *Overseer*-
    - The *overseer* does not get any dice and is not involved in *transactions*.
    - At the beginning of play, the *overseer* gets to decide the tax system as follows:

- How much the *producers* pay in taxes when they have 5 paper bucks in their *holding area* (can choose from 0-5). All *producers* will pay the same rate.
- How much each *lobbyist* will pay in taxes when they have 5 paper bucks in their *holding area* (can choose from 0-5). He can choose a different rate for each *lobbyist*.
- The *overseer* gets his paper bucks by taking a percentage of what comes into the *treasury*, and through *donations* from *lobbyists*. When taxes are paid, they first go into a “***treasury holding area***” until there are 5 paper bucks in the *treasury holding area*. Then, the *overseer* gets to take one of the 5 paper bucks for himself, and moves the other 4 into the general *treasury*.
- Once the paper bucks are in the general *treasury*, the *overseer* can choose to keep them there or *distribute* them to anyone he chooses (*lobbyist* or *producer*) into any area (*holding area* or *bank*) he chooses. He may not *distribute* any paper bucks to himself directly out of the general *treasury*.
- The *overseer* may provide *distributions* after any round is completed.
- Rules for *Lobbyists*-
  - The *lobbyists* do not get any dice and are not involved in *transactions*.
  - The *lobbyists* may receive *distributions* from the general *treasury* (if the *overseer* decides to give them some). When they do, the *distributions* go into their *holding area* until they have 5 paper bucks. Then, they pay any taxes (as defined by the *overseer*) back into the general *treasury* (not the *treasury holding area* like the *producers* taxes), and move the remaining amount into their *bank*.
  - The *lobbyists* can *donate* any amount from their *bank* to any player .
- Play is carried out for the same predetermined number of rounds as was used in the *equal justice* version.
- Allow everyone to compare the number of nuggets they earned in the *equal justice* version to the number of paper bucks they acquired in the *selective justice* version.
- Have them compare the number of nuggets in the treasury from the *equal justice* version to the number of paper bucks in the treasury from the *selective justice* version.
- Ask the group if they can explain why there were any differences in the amount of wealth generated between the two versions (hopefully they will recognize several).
- Ask each person if they liked playing under *equal justice* better, or under *selective justice*. Why? Was there more hope with *equal justice*?

- **Version with Charity**

- Explain that the group (colony) is now competing against the other colonies to see which one can generate the most nuggets combining all banks, holding areas, and

treasury (this is also known as the gross colonial product – GCP). If the colonies are not all the same size, you can have them compete for the largest per capita GCP (divide the number of nuggets by the number of colonists).

- All players start out without any nuggets.
- Before starting any rounds, all players roll one die simultaneously. The two lowest rollers will set their die aside, and will have to start without a die. In case of ties, there will be more than two players starting without a die. However, there must be at least three players starting with a die (if ties prevent this, then everyone rolls again until there are at least 3 with a die and at least two without).
- Play will occur under the rules of *equal justice*, except for two modifications
  - The players starting without a die will not be able to participate in *transactions* until they purchase their first die for 3 nuggets taken from their *bank*. As before, nuggets used to purchase dice go back into the *pool of opportunity*.
  - Players may donate nuggets from either their *holding area* or their *bank* to other players. When they make these *donations*, the nuggets go into the receiving player's *bank* (they are not taxed).
  - Taxes are paid the same as in the equal justice version. When a player gets 5 nuggets in his bank, one of them is placed in the treasury, and the other 4 are moved to his bank. This is the same for all players.
  - As in the other versions, players may buy additional dice (up to three total) for 3 nuggets each paid from their *bank* back into the *pool of opportunity*.
  - All colonies will play for the same fixed number of rounds (again, 25 is a good number of rounds).
  - Each colony adds together the number of nuggets in its *treasury* with all of its *banks* and *holding areas* (if playing on a per capita basis, divide by the number of colonists in that colony). The colony with the most is the winner.