

Handouts

Number of Players

Between 7 and 13. Three people take the roles of bankers. At the start of the game there should be an equal number of players in each city.

Objective of the game

The winner is the player who has the most money at the end of the game.

How to play

1. Ask three people to take the roles of bankers: one banker for city A, one for city B and one Game Banker.
2. Half of the players have red counters and half have blue counters.
3. At the start, players are divided into two equal groups. Each group has equal numbers of "red" and "blue" players. One group will travel round the path in city A, the other group will travel round the path in city B.
4. All players start from the "start and salary" square.
5. During the game a player can only change city if he/she stops in the "chance to change" square.
6. Every player starts with a salary according to their colour:
 - Blue players: 500
 - Red players: 100
7. Throw the dice to decide who starts. Highest throw starts, then each player in turn, anticlockwise round the circle.
8. On their turn, each player throws the dice and moves forward the indicated number of squares along the path in their own city. When a player lands on a square, s/he reads the instruction out aloud, and complies with the instruction.
9. Note: A player who follows an instruction to move backwards stops when they have reached the target square. They do not comply with the instruction on this second square.
10. If a payment is due and the player does not have enough money to pay, s/he stays on the square and becomes a beggar.
11. Two or more players may occupy the same square at the same time.

Special Squares

Tax Contribution

Each time a player passes the "tax payment" square, s/he has to pay tax. (Players pay as they pass over the square, even if they do not land on it). The amount of tax to be paid depends on the player's salary and on the city.

City A	40% if salary of 500 or more
	10% if salary is 100 or less
City B	10% irrespective of salary

Note: An unemployed person with no unemployment benefit pays no taxes. An unemployed person who receives benefit pays 10% of the unemployment benefit, irrespective of the city. The tax payment is paid to the City Banker of the respective city. (Players in City A to City A's banker, and players in City B to City B's banker).

Salary

Each time a player passes the "start and salary" square (you do not have to stop on the square, only pass it), s/he receives their respective salary from the Game Banker. If the player is unemployed, and if the city has a social security system, they receive unemployment benefit from the City Banker.

Chance for Change

Any player who lands on the “chance for change” square may choose whether to change city or not (change from City A to City B, or from City B to City A). In order to change, a player needs only to announce his/her decision to the rest of the players and the bankers. On their next turn, they move on round the path in the other city.

A player who changes city continues to receive the same salary as before, but they pay taxes according to the new city’s tax scheme.

City Council Meetings

All players who are in the city attend city council meetings. The meeting is an opportunity to make changes (if any) to the city’s policy.

The meeting can take place at every 5th payment of taxes. The City Bankers keep a record of how many people have passed the tax payment square in their city. When every fifth person has passed the square, s/he calls a meeting.

Players in the city can decide whether they want to hold a meeting or not.

The game stops during a city council meeting and the players of the other city have to wait until the meeting is finished before resuming the game.

Players have 5 minutes to decide the needs of the city and any changes in policy. Policy options are given on the replacement cards and the citizens can refer to a copy of the replacement cards sheet to know which policies are “on the agenda” (that is, the options they can choose).

To change a policy, players have to buy a replacement card out of the city’s taxes. The cost is stated on each card. The City Council can only make changes that it can afford. The City Banker pays the amount due to the Game Banker. Citizens can decide to change as many policies as they wish, but they have to be able to afford them.

A city council that is in financial trouble can decide to “sell back” one or more replacement cards to the Game Banker. The “buy-back” price is 50% of the original cost.

Rich individuals may, if they wish, contribute to the city funds in order to buy replacement cards.

The banker uses a very small amount of the “Blu-tac” to stick the replacement card onto the board over the agreed square.

Replacement Cards

There are 17 replacement cards that represent policies that the city council can adopt at a council meeting. Replacement cards are purchased from the Game Banker at the cost printed on the card. Once purchased, the City Banker sticks the card(s) onto the board, over an existing square as decided by the citizens.

Any square may be “replaced”. If, at the time of replacement, there is a player on that square, s/he does not comply with the new instructions. The new policy only comes in force when the next player lands on that square.

At a City Council meeting citizens/players decide the city policy and may purchase one or more replacement cards. All cards must be paid for.

Beggars

A player who has no money to pay their taxes or other payments stays on the square where they have just landed and becomes a “beggar”. However, if there is a home for the homeless in the city, beggars may choose to sleep there, if they wish to, instead of on the square where they landed. Moving does not release a beggar from his/her debts.

S/he can beg for money from every player who lands on the square where s/he is sitting. It is up to each player whether or not they give money to the beggar. When the “beggar” has enough money to pay their dues they wait for their next turn, pay their dues, throw the dice and move on.

Beggars throw the dice every alternate time their turn comes round. It is a chance they take.

- Throw a 6 Find 50 Ems in a rubbish bin.
- Throw a 5 Collect 20 empty beer bottles and get 50 Ems for the deposits - if the city has a recycling centre!
- Throw a 4 The next person who passes you gives you 10 Ems.
- Throw a 3 You are cold and have no energy and sleep through your next turn.
- Throw a 2 You sleep in the park and find a 10 Em note under the bench. If the city has renovated the park, you find 20 Ems.
- Throw a 1 You get robbed. Hand the next donation you receive over to the City Banker

A beggar's winnings are paid by the City Banker of the city in which the beggar lives.

When does the game end?

Players decide how to end the game before they start. They can choose one of the following options:

- when the first player completes 20 rounds
- after an agreed length of time, for example, 45 minutes.

Note: the game will automatically end if one city goes bankrupt

The winner is the person with the most money at the end of the game.

Replacement cards

Renovation of the park, with swimming pool and children's play area. Cost: 200 Ems	Clean up the park. Cost: 100 Ems	Roads are good now. Totally reconstructed. Move on 3 squares. Cost: 400 Ems	Roads are OK, holes are patched. Good only until next City Council meeting. Cost: 200 Ems.	You lose your job! Unemployment fund pays 30% of your salary. City must have a reserve of 1000 Ems.
You get ill. Public hospital is fully subsidised. Pay only 10 Ems. Cost: 600 Ems.	You get ill. Public hospital partly subsidised. Pay 30 Ems for treatment. Cost: 400 Ems.	Beach access free! Just enjoy! Cost for subsidising access: 100 Ems.	Transport problems eased with cycle path. Cost of cycle path: 150 Ems.	School strike over. Have an extra throw! Cost of increased salaries: 400 Ems.
A new theatre and cinema opened. Cost: 400 Ems.	Your father is retired but has no pension. Establish pension scheme. Cost: 400 Ems.	You want to read and now there is a library! Have an extra throw. Cost of library: 200 Ems.	No more street kids. An orphanage has been constructed. Cost of orphanage: 200 Ems.	Recycling system reduces garbage. Move on 3 squares. Cost of recycling system: 150 Ems.
You have a legal problem. Get a publicly-funded lawyer. Go 2 squares forward. Cost: 200 Ems.	No more homeless people sleeping rough. A shelter has been opened. Cost: 200 Ems.			

"Money" for the game can be found on page 354.

City Bankers' task sheet

Neither city starts with any money. All revenue will come from taxes paid as players pass the tax payment square.

1. City Bankers use the tally sheet to keep a record of how many players pass the "tax payment" square and call a city council meeting as every 5th player passes.
2. City Bankers collect taxes from each player in their city as the player passes the tax payment square. Note: Players who have changed city pay the new taxes.

The tax scheme is as follows:

City A 40% if salary of 500 or more
 10% if salary is 100 or less

City B 10% irrespective of salary

Unemployed citizens who receive no benefit pay no taxes

Unemployed citizens receiving benefit pay 10% of their benefit.

3. City Bankers' other tasks:

- look after the city's money
- pay to the Game Banker any payments due for the purchase of replacement cards
- stick replacement cards on the board over the square agreed by the citizens at a council meeting
- administer the unemployment fund as and when the city decides to establish one
- pay unemployment benefit to players who are entitled to receive it if the city has agreed to set up a social security system. There must be at least 1000 Ems in the bank at the time of setting up the system.

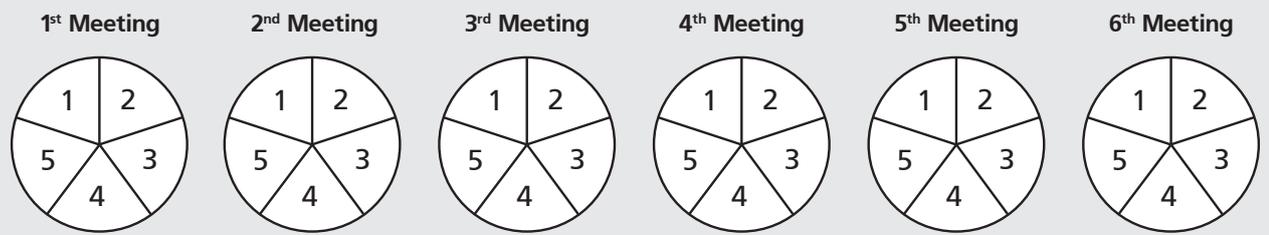
- Keep an eye on the beggars in your city and ensure correct play when they chance a throw with the dice:

- Throw a 6 They find 50 Ems in a rubbish bin
- Throw a 5 They collect 20 empty beer bottles and get 50 Ems for the deposits - if the city has a recycling centre!
- Throw a 4 The next person who passes them gives them 10 Ems
- Throw a 3 They get drunk and sleep through their next turn
- Throw a 2 They sleep in the park and find a 10 Em note under the bench. If the city has renovated the park, they find 20 Ems.
- Throw a 1 They get robbed and hand over the next donation - or any money they chance to find next throw.

Note: you hand over the money if they chance to find any in the park or in a rubbish bin, and you take money from them if they get robbed.

Record of tax payments

Each time a player in your city passes the "tax payment" square, collect their taxes and check off one segment in the first circle. When 5 players have been checked off, call the first city council. When play resumes start checking off segments in the second circle, and so on.



Game Banker's role card

At the start of the game the Game Banker has all the money. S/he is to:

1. Ensure the game runs smoothly
 - start the game
 - ensure the rules are followed
 - time all city council meetings. They should last a maximum of 5 minutes and
 - stop the game after the agreed playing time or when the first player completes the agreed number of rounds, whichever was agreed.
2. Keep records
 - at the start of the game record the name, colour and city of each player
 - record how many times each player passes "start and salary"
3. Pay a salary to each player at the start of the game, and every subsequent time they pass the "start and salary" square. Salaries are paid according to the players' colour regardless of which city they are in:
 - Blue players: 500 Ems
 - Red players: 100 Ems
4. Collect all payments for replacement cards from the City Bankers.

Tally sheet

Record players' names with a red or blue pen according to their colour. It is recommended that you use the five-bar gate method of keeping the tally. Each of the first four rounds is recorded with a line ||||| and on the fifth round you strike them through. The sixth round you start another set of five. In this way you can easily sum the rounds. Thus a count of twelve would look like this: 

Players in city A at the start of the game

Name of player	Number of times passed "start" (up to 20)

Players in city B at the start of the game

Name of player	Number of times passed "start" (up to 20)

