

The Money and Politics Game

Created by Hubert L. Bray in 2012

Object of the Game: Just as in life, the goal is whatever you want it to be - to get rich, to become powerful, to do the right thing, to silently protest a materialistic society, to seek equality or social justice, to be a trickster, or whatever else you can think of!

Number of Players: At least 3, but ideally 7 - 20, not counting neutral bankers (one for each country). For more than 20 players, it is recommended to have multiple countries, each with their own banker, president, and citizens.

Game Pieces: The game requires poker chips of varying play money denominations such as

\$1 = value of the White chips
\$3 = value of the Red chips
\$10 = value of the Green chips
\$30 = value of the Blue chips
\$100 = value of the Black chips

The above denominations work well for making change and having enough chips for the entire game. If everyone gets really rich, the bankers, working together, can confiscate all of the white chips (in exchange for more valuable chips) and then put the white chips back into circulation with a value of \$300, etc. Ideally, you need at least 5 of each color chip for each player, before play begins.

Rules:

1. Each player begins with \$8 (2 white and 2 red chips) and is assigned citizenship in one of the countries.
2. Each citizen gets one turn per round in a predetermined order within each country. A player loses their turn if they are not in their assigned seat when the banker comes around for that player's turn.
3. On their turn, each player clearly states how much they would like to invest. Losses go to and profits come from the banker of that country. The banker then determines a random number between 0 and 3, either by using a four sided die, or by using an app on their phone such as "Pretty Random" by Fox Bytes:
 - If a 0 is rolled, the player loses their entire investment.
 - If a 1 is rolled, nothing happens.
 - If a 2 is rolled, the player doubles their money, receiving the amount they invested as profit.
 - If a 3 is rolled, the player triples their money, receiving twice the amount they invested as profit.
4. At the beginning of the game, a majority of citizens chooses a president for each country. For the purposes of this game, a majority of citizens is defined to be any number of citizens greater than half of the number of citizens in that country. For example, a majority of 20 citizens is any 11 or more citizens and a majority of 13 citizens is any 7 or more citizens.
5. A citizen may indicate their desire for a new president by raising their hand. If, at any time, the banker determines that a majority of citizens unanimously agree on a new president, that person immediately becomes the new president of that country.
6. Promises do not have to be kept.
7. A president may tax any profit from the turns of their country, as long as the tax is announced within 15 seconds. The tax may not exceed the profit. The banker collects the taxes and gives them to the president. While presidents may promise a particular tax policy or use for the collected taxes, they are not bound by any such promises.
8. Any player may give money to any other player at any time, even in other countries. Presidents may not tax gifts.
9. A player may not take money from anyone else without permission (except for a president taxing profits), even if the player was promised money. However, if a player feels they were cheated, they may, for example, take their complaint to the perpetrator's president, who could threaten 100% taxes on the perpetrator in the future, unless the dispute is resolved.
10. Presidents decide who to grant citizenship to in their country, but cannot take away citizenship once it is granted. A player may only be a citizen of one country at a time. A player loses their previous citizenship when they accept a new citizenship. Countries may also try to attract foreign money through promised return gifts on gifts made to citizens of their country.