Player sheet

You are a country. Your Income, Cost of Living and goals are on your **role card**. Stand up for your life; but if nobody stands up for everyone's, the country breaks down and you all lose.

Each round

1. **Event.** The round's card is read out.
2. **Debate.** Talk and negotiate. Only the vote counts.
3. **You vote on the tax** in secret: A, B, C or D.
4. **Pay day.** You receive your Income; you pay tax and Cost of Living. If you cannot: down to 0, **Exclusion token** and Tension +3.
5. **You vote on the budget** in secret: which service goes up. 3 coins to the most voted, 2 to the second, 1 to the third, over and over.
6. **End of round.** Tension moves.

What each class pays

Tax	Upper	Middle	Working
A Flat tax	2	2	2
B Proportional	5	2	1
C Progressive	7	3	1
D Maximum effort	10	4	2

What the services give

Health
At level 4 or above, everyone's Cost of Living goes down by 1.

Education
At level 3 or above, the middle and working classes are paid 1 more.

Social Shield
At level 3 or above, the working class pays no Cost of Living.

Special rounds

- Rounds 3 and 6: the services go down 1 level.
- Round 4, **Midlife Crossroads**: you are paid, pay nothing and draw a card; you may change class.
- Round 8: the last one. Then the final count.

Social Tension

It goes up 3 for each Exclusion token and, from round 2, 1 for each service on level 1 at the end of the round. It goes down 1 if all three are on level 4 or above.

1-4 · calm

5-7 · −2 points for everyone

8-9 · −5 for everyone

10 · **Failed State**: the game ends and nobody wins

Your points at the end

Your life, by your goals (Falls Short / Get By / Live Well / Thrive)	**−4 / 0 / +8 / +12**
Services. The three levels added up, for everyone	**× 2**
Legacy. If that total reaches 12, for everyone	**+5**
Exclusion tokens. Each one	**−5**
Final Tension, for everyone	**0 / −2 / −5**

With the hidden layer, also: +5 if you meet your secret goal and +1 for each correct suspicion.

Money does not score on its own: it counts towards your goals (including what you kept in the pact).

Most points wins. With the Legacy, the whole table also wins as a country.

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