Table kit

Everything you need to play a table of 6 to 8 people without screens, or to give each table its own board even when it plays with the app. **Print one kit per table.** The full rules are in the **Rules summary** (2 pages).

What is in the kit

Board 2 sheets	Put them side by side. Best on card, or on A3.
Cards 8 sheets	11 roles, 12 Midlife Crossroads cards and 8 events, tarot size (70 × 120 mm). On card; cut along the lines.
Voting tokens 1 sheet	One row per player: A, B, C and D for the tax; Health, Education and Shield for the budget.
Score sheet and log 1 sheet	On ordinary paper, one per game.

Also, per table: about 100 coins worth 1 and 70 worth 5 (counters, buttons...), 7 black cubes (one for Tension and six Exclusion tokens), 3 level markers, 1 round marker, 3 bowls for the funds, 2 opaque bags and one envelope per player. The shopping list is at stateinclass.org/materials.

Setting up (5 minutes)

1. The board in the middle. The **Health, Education and Social Shield markers on level 1**, the round marker on 1 and the funds empty.
2. Someone is the **bank**: they keep the coins, pay out Income and collect Cost of Living. It can be the teacher or a student.
3. **Opening pact.** Each player gets 3 coins and, with a closed fist inside the bag, drops in as many as they want to contribute. The total is counted out loud (never who gave what) and the Tension marker is placed according to the table on the board. What was contributed goes back to the bank; what each player kept goes in their envelope.
4. **Roles.** Set aside the roles that are not used for your number of players (table on the right), shuffle the rest and deal one to each player, face up. The three spares go to one side.
5. Each player takes their **7 voting tokens** and an **envelope**: their money always stays inside; nobody sees anyone else's.
6. The **Midlife Crossroads deck**, shuffled and face down. The **event cards**, face down and in order: 1 on top, 8 at the bottom.

Roles by table size

Players	Upper / middle / working	Not used	Level price
8	2 / 3 / 3	—	10
7	2 / 2 / 3	Office worker	9
6	2 / 2 / 2	Office worker, Precarious freelancer	8

A round, on paper

1. **Event.** Turn over the event card for the round and read it out loud.
2. **Debate**, 2 minutes on the clock. You can promise and negotiate; only the token counts.
3. **Tax vote.** Each player drops an A, B, C or D token into the bag. Tip it out and count. The most votes wins (ties: see the board).
4. **Income and payments.** The bank pays each player their Income, plus whatever the services and the event add. Each player pays the tax into the **public purse** and their Cost of Living to the bank. Anyone who cannot pay hands over everything, drops to 0, takes an **Exclusion token** and Tension goes up 3.
5. **Budget vote.** Service tokens into the bag; the three services are ranked by votes. The purse is shared out in rounds of **3, 2 and 1** coins into the funds. As soon as a fund reaches the level price, those coins go back to the bank and the service goes up 1.
6. **End of round**, in the order shown on the board. Move the round marker on.

Round 4, the Midlife Crossroads. No debate, no votes, no Cost of Living. The bank pays Income, each player draws a Crossroads card and they are read **one by one, in seat order**: each card checks the level of its service at that moment. At the end, anyone who changes class takes the spare role of their new class (if it has already been taken, they stay as they are) and keeps their money and tokens.

After round 8, the final count. Open the envelopes and fill in the score sheet. If Tension reaches 10 at any moment, it is a Failed State: the game ends and nobody scores.

Tip: the slowest phase is the payments. Name a student as **cashier** to pay out Income while the others get their tax ready.

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Board · sheet 1 of 2

Put both sheets together in the middle of the table.

Social Tension

1	2	3	4	5	6	7	8	9	10

1-4 Calm · 0 points

5-7 Unrest · −2 for everyone

8-9 Revolt · −5 for everyone

10 Failed State

When Tension moves

Someone cannot pay: Exclusion token	+3
Exclusion token at the Midlife Crossroads	+2
End of round, from round 2: for each service on level 1	+1
Great storm (round 6), when revealed	+1
End of round: all three services on level 4 or above	−1

Public services

HEALTH

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

1	2	3	4	5

FUND
goes up 1 level at 10 coins (8 players), 9 (7) or 8 (6)

EDUCATION

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

1	2	3	4	5

FUND
goes up 1 level at 10 coins (8 players), 9 (7) or 8 (6)

SOCIAL SHIELD

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

1	2	3	4	5

FUND
goes up 1 level at 10 coins (8 players), 9 (7) or 8 (6)

The rounds

1	2	3 Obsolescence	4 Midlife Crossroads	5	6 Obsolescence	7	8 Legacy and final count

Obsolescence: at the end of rounds 3 and 6, all three services go down 1 level. The coins in the funds stay.

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PUBLIC PURSE

Each round's tax goes here. All of it is shared out in the budget.

EXTRA FUND

The Crossroads inheritance and Social peace. Added to the purse at the next budget.

Taxes

Option	Upper	Middle	Working	Raises 8 / 7 / 6	3-2-1 share-out (8)
A Flat tax	2	2	2	16 / 14 / 12	9 · 5 · 2
B Proportional	5	2	1	19 / 17 / 16	10 · 6 · 3
C Progressive	7	3	1	26 / 23 / 22	14 · 8 · 4
D Maximum effort	10	4	2	38 / 34 / 32	20 · 12 · 6

The 3-2-1 share-out

The votes rank the services: 1st, 2nd, 3rd. The purse is shared out in rounds of 3, 2 and 1 coins until nothing is left. Check **after every round of coins**: as soon as a fund reaches the level price, the service goes up. A service on level 5 passes its share to the next one. Services with no votes go last (the lowest level first), but they still receive coins.

Ties

Among those who voted, the player with the lowest Income on their card (and, if equal, the lower class) whose vote is among the tied options decides. If nobody votes, the previous round's tax is repeated.

End of round, in this order

1. All three services on level 4 or above: Tension −1.
2. From round 2: Tension +1 for each service on level 1.
3. Rounds 3 and 6: obsolescence, all three services go down 1 level.

Opening pact: starting Tension

Contributed in total	8 pl.	7 pl.	6 pl.
Tension 1	20+	18+	15+
Tension 2	17-19	15-17	13-14
Tension 3	13-16	11-14	10-12
Tension 4	< 13	< 11	< 10

Exclusion tokens

Always in view. Each one: −5 points for its owner at the end.

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Cards · Tarot size (70 × 120 mm): they fit tarot sleeves. Print at actual size (100%) and cut along the lines; best on card.

UPPER CLASS

Multinational CEO

18	6
INCOME PER ROUND	COST OF LIVING PER ROUND

Your salary is huge, but so is your lifestyle. High taxes really hurt you.

YOUR LIFE AT THE END

Below 50	−4
Get By · 50	0
Live Well · 57	+8
Thrive · 63	+12

UPPER CLASS

Specialist surgeon

15	5
INCOME PER ROUND	COST OF LIVING PER ROUND

You earn a lot thanks to a public health service that trained you. Will you remember it when you vote?

YOUR LIFE AT THE END

Below 31	−4
Get By · 31	0
Live Well · 37	+8
Thrive · 43	+12

MIDDLE CLASS

Small business owner

10	4
INCOME PER ROUND	COST OF LIVING PER ROUND

Neither rich nor poor: your vote often decides the game. Everyone will court you.

YOUR LIFE AT THE END

Below 25	−4
Get By · 25	0
Live Well · 29	+8
Thrive · 37	+12

MIDDLE CLASS

Secondary school teacher

7	2
INCOME PER ROUND	COST OF LIVING PER ROUND

You work in the public sector: you know what a well-funded school is worth.

YOUR LIFE AT THE END

Below 14	−4
Get By · 14	0
Live Well · 18	+8
Thrive · 25	+12

MIDDLE CLASS

Office worker

6	2
INCOME PER ROUND	COST OF LIVING PER ROUND

You get to the end of the month, but with no cushion for the unexpected.

YOUR LIFE AT THE END

Below 7	−4
Get By · 7	0
Live Well · 10	+8
Thrive · 17	+12

WORKING CLASS

Precarious freelancer

6	3
INCOME PER ROUND	COST OF LIVING PER ROUND

You invoice little and pay your contributions every month, invoice or not. And no unemployment benefit.

YOUR LIFE AT THE END

Below 19	−4
Get By · 19	0
Live Well · 23	+8
Thrive · 31	+12

WORKING CLASS

Delivery rider

5	2
INCOME PER ROUND	COST OF LIVING PER ROUND

An accident without public health care would ruin you. You live day to day.

YOUR LIFE AT THE END

Below 15	−4
Get By · 15	0
Live Well · 19	+8
Thrive · 26	+12

WORKING CLASS

Student

4	1
INCOME PER ROUND	COST OF LIVING PER ROUND

You earn almost nothing. If Education falls, your future falls with it.

YOUR LIFE AT THE END

Below 12	−4
Get By · 12	0
Live Well · 15	+8
Thrive · 21	+12

Cards · Tarot size (70 × 120 mm): they fit tarot sleeves. Print at actual size (100%) and cut along the lines; best on card.

UPPER CLASS · SPARE

Landlord

16	5
INCOME PER ROUND	COST OF LIVING PER ROUND

You live off rents. You do not work: you collect.

YOUR LIFE AT THE END

Below 26	−4
Get By · 26	0
Live Well · 40	+8
Thrive · 52	+12

MIDDLE CLASS · SPARE

Nurse

8	3
INCOME PER ROUND	COST OF LIVING PER ROUND

A decent public salary. You look after others in everyone's health service.

YOUR LIFE AT THE END

Below 35	−4
Get By · 35	0
Live Well · 40	+8
Thrive · 44	+12

WORKING CLASS · SPARE

Waiter

5	2
INCOME PER ROUND	COST OF LIVING PER ROUND

Temporary contract, split shifts, zero savings.

YOUR LIFE AT THE END

Below 24	−4
Get By · 24	0
Live Well · 28	+8
Thrive · 32	+12

CROSSROADS · CHECKS HEALTH

Serious illness

LEVEL 1-2
You lose everything (token if you were already on 0).

LEVEL 3
Nothing happens to you.

LEVEL 4-5
Nothing happens to you.

CROSSROADS · CHECKS HEALTH

Your mother can no longer cope alone

LEVEL 1-2
You lose half, rounded up, plus 2.

LEVEL 3
You lose 2.

LEVEL 4-5
You lose 2.

CROSSROADS · CHECKS HEALTH

You hit rock bottom

LEVEL 1-2
You lose 13; token if you can't pay.

LEVEL 3
You lose 3.

LEVEL 4-5
Nothing happens to you.

CROSSROADS · CHECKS HEALTH

The waiting list

LEVEL 1-2
You lose 11; token if you can't pay.

LEVEL 3
You lose 1.

LEVEL 4-5
You lose 1.

CROSSROADS · CHECKS SOCIAL SHIELD

Eviction

LEVEL 1-2
You lose 10; token if you can't pay.

LEVEL 3
Nothing happens to you.

LEVEL 4-5
Nothing happens to you.

CROSSROADS · CHECKS SOCIAL SHIELD

Nine months out of work

LEVEL 1-2
You lose 12; token if you can't pay.

LEVEL 3
You lose 2.

LEVEL 4-5
You lose 2.

CROSSROADS · CHECKS SOCIAL SHIELD

Your daughter is born

LEVEL 1-2
You lose 11; token if you can't pay.

LEVEL 3
You lose 1.

LEVEL 4-5
You lose 1.

CROSSROADS · CHECKS SOCIAL SHIELD

The inheritance

LEVEL 1-2
You gain 8.

LEVEL 3
You gain 2, and 4 coins go to the round 5 budget.

LEVEL 4-5
You gain 2, and 4 coins go to the round 5 budget.

CROSSROADS · CHECKS EDUCATION

Your job becomes obsolete

LEVEL 1-2
You move down a class.

LEVEL 3
Nothing happens to you.

LEVEL 4-5
You move up a class.

CROSSROADS · CHECKS EDUCATION

Your daughter's degree

LEVEL 1-2
You lose 6 and move down a class.

LEVEL 3
You lose 5.

LEVEL 4-5
Nothing happens to you.

CROSSROADS · CHECKS EDUCATION

The civil service exam

LEVEL 1-2
You lose 7.

LEVEL 3
You lose 2.

LEVEL 4-5
You go down to 0 and move up a class.

CROSSROADS · CHECKS ALL THREE SERVICES

Nothing happens to you

The country adds up to 5 or less: you lose 6 and Tension goes up by 1.

The country adds up to between 6 and 10: nothing happens to you.

The country adds up to 11 or more: you gain 2.

EVENT · ROUND 1

1

Economic boom

Everyone gets 2 extra coins when they are paid.

Cards · Tarot size (70 × 120 mm): they fit tarot sleeves. Print at actual size (100%) and cut along the lines; best on card.

EVENT · ROUND 2

2

Seasonal flu

If Health is at 2 or below, everyone's Cost of Living goes up by 2 this round.

EVENT · ROUND 3

3

Cost-of-living crisis

If Social Shield is at 2 or below, everyone's Cost of Living goes up by 2 this round.

EVENT · ROUND 4

4

The Midlife Crossroads

Halfway through life. No tax or budget vote this round: everyone gets paid and draws a Midlife card.

EVENT · ROUND 5

5

Tech breakthrough

If Education is at 3 or above, the middle and working classes earn 2 more Income for the rest of the game.

EVENT · ROUND 6

6

Great storm

Tension goes up by 1. Also, if Health and Social Shield are both at 2 or below, everyone loses 3 coins when paid; otherwise, they lose 1.

EVENT · ROUND 7

7

Social peace

If Tension is at 3 or below, 15 coins are added to this round's budget.

EVENT · ROUND 8

8

The Legacy

The last round. When it ends, the final count.

Voting tokens

One row = one player's 7 tokens. Cut the rows, then each token. Print them on card so they do not show through when you vote. A-D: 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	RAISE Health	RAISE Education	RAISE Social Shield
A Flat tax 2 · 2 · 2	**B** Proportional 5 · 2 · 1	**C** Progressive 7 · 3 · 1	**D** Maximum effort 10 · 4 · 2	RAISE Health	RAISE Education	RAISE Social Shield
A Flat tax 2 · 2 · 2	**B** Proportional 5 · 2 · 1	**C** Progressive 7 · 3 · 1	**D** Maximum effort 10 · 4 · 2	RAISE Health	RAISE Education	RAISE Social Shield
A Flat tax 2 · 2 · 2	**B** Proportional 5 · 2 · 1	**C** Progressive 7 · 3 · 1	**D** Maximum effort 10 · 4 · 2	RAISE Health	RAISE Education	RAISE Social Shield
A Flat tax 2 · 2 · 2	**B** Proportional 5 · 2 · 1	**C** Progressive 7 · 3 · 1	**D** Maximum effort 10 · 4 · 2	RAISE Health	RAISE Education	RAISE Social Shield
A Flat tax 2 · 2 · 2	**B** Proportional 5 · 2 · 1	**C** Progressive 7 · 3 · 1	**D** Maximum effort 10 · 4 · 2	RAISE Health	RAISE Education	RAISE Social Shield
A Flat tax 2 · 2 · 2	**B** Proportional 5 · 2 · 1	**C** Progressive 7 · 3 · 1	**D** Maximum effort 10 · 4 · 2	RAISE Health	RAISE Education	RAISE Social Shield
A Flat tax 2 · 2 · 2	**B** Proportional 5 · 2 · 1	**C** Progressive 7 · 3 · 1	**D** Maximum effort 10 · 4 · 2	RAISE Health	RAISE Education	RAISE Social Shield

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Score sheet and log

Fill it in together. If Tension reached 10, there is no need: Failed State, nobody wins.

The country at the end

Health	
Education	
Social Shield	
Total	

- Services: total × 2, for everyone
- Legacy: +5 for everyone if the total is 12 or more
- Final Tension: −2 for everyone if it is 5 to 7; −5 if it is 8 or 9

#	Player	Final role	Gave to the pact	Money	Services	Legacy	Your life	Tokens	Tension	Total
							−4 / 0 / +8 / +12	× −5	0 / −2 / −5	
1										
2										
3										
4										
5										
6										
7										
8										

Most points wins; a tie means a shared win. With the Legacy, **the whole table wins as a country**: say so out loud before naming the winner.

Game log

Fill it in as you go: it is the best crib sheet for the final discussion and for comparing with other tables.

Round	1	2	3	4	5	6	7	8
Winning tax (A-D)				—				
Most-voted service				—				
Tension at the end of the round								
New Exclusion tokens								

The final question

> ‘Look at your points. How many come from your own pocket, and how many from the country you have built together? Now look at the tax bill that hurt so much to pay.’

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