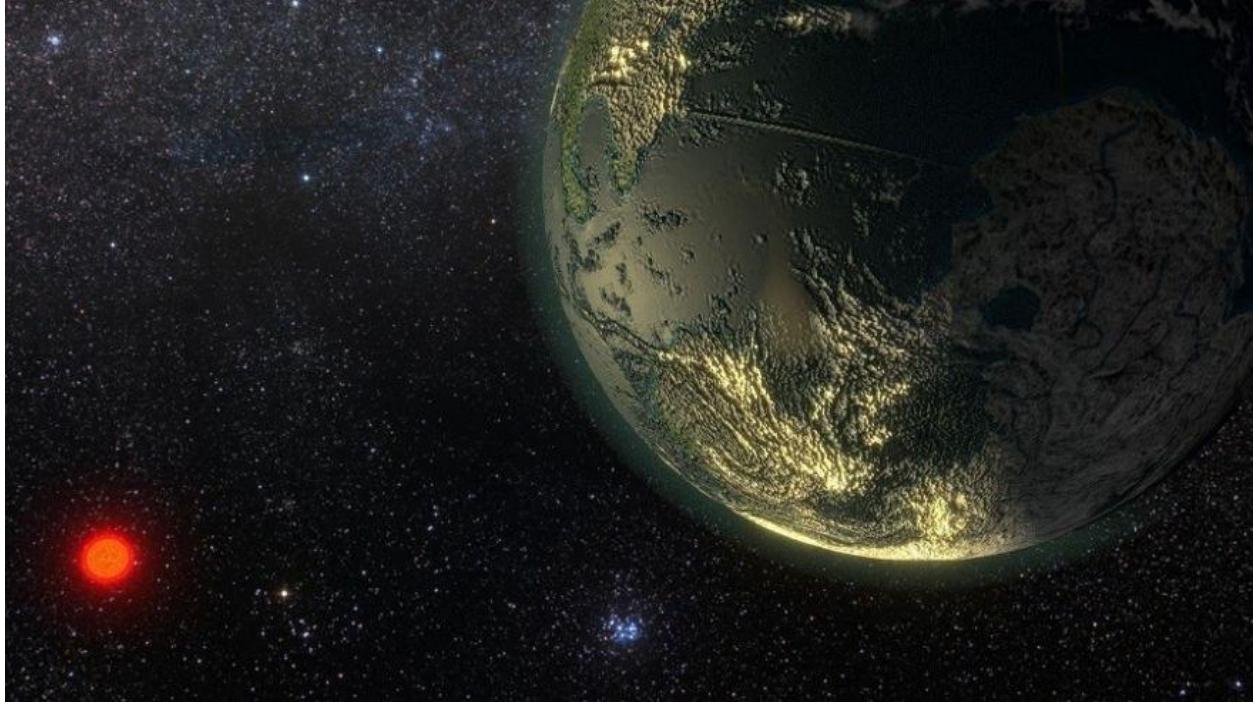


Thrive or DIE!



A Basic Income in Space Board Game

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w/ game-playing assistance by Owen Poindexter



Introduction



Thrive or Die! is a turn based cooperative game that engages the players in an adventure where the principles of basic income are displayed and utilized to create a thriving civilization on a distant alien world. Inspired by many cooperative non-zero sum games, Pandemic & Forbidden Desert among them.

We set our game on a new planet because we wanted to disengage the players from the rhetorical debates of political feasibility and focus instead on what universal basic income would look like in a tabula rasa environment. Resource allocation and the benefits/perils of automation are built into the game as well.

The goal of the game is to brave the elements and build a culture of abundance. Each character has a specific role based on their area of expertise that allows them to utilize resources in this new territory. Working against them is a twirling hurricane that threatens to lay waste to the fruits of their labors and scatter them to the winds!

Open Source Materials

1. Scrabble game with pieces
2. Two decks of playing cards
3. Coins or poker chips to represent resources
4. 5 player pieces for a 4 player game, one piece represents The Storm!



Initial Setup

1. Lay out Scrabble board as follows
 - a. Select 33 tiles with the following distribution
 - i. 1 @ 10 points
 - ii. 1 @ 8 points
 - iii. 1 @ 5 points
 - iv. 5 @ 3 points
 - v. 7 @ 2 points
 - vi. 18 @ 1 point
 - b. Flip tiles face down on table and shuffle thoroughly
 - c. Place tiles face down on all bonus squares on the Scrabble board
2. Player deck - split into two decks
 - a. Action Points (AP) Deck - Clubs ♣ & Diamonds ♦
 - i. 2-10, Jack (11), Queen (12), King (13), Ace (14)
 - ii. Shuffle thoroughly and set into one pile face down.
 - b. Fate Deck - Spades ♠ & Hearts ♥
 - i. Spades ♠ are positive global outcomes, hearts ♥ are negative global outcomes with increasing rank correlating with increasing positives/negatives
 - ii. See "The Fates" on pages 8 & 9 for mapping between cards and fates
 - c. Player pieces - can use anything, we used coins
 - i. A unique piece per character class
 - ii. A special character piece to represent The Storm!
3. The Storm! deck - used to move the storm as described later
 - a. Shuffle deck thoroughly as keep to the side
4. Players - All player pieces on the center square
 - a. Each player gets 6 resource coins.
 - b. # of players X 6 is the amount of resource coins to set to the side.
 - c. Example for 4 players
 - i. 24 total are distributed to players.
 - ii. 24 will sit on the side to be introduced as your economy grows from developing territory.
 - iii. Your civilization crosses the winning threshold into thriving when all 48 resource coins are in the hands of the players.
5. The Storm! Piece is placed on the northwest corner of 11x11 square.

Characters

- Explorer - Lives a life dedicated to the frontier and discovering new resources
- Farmer - Caretaker of the land, specializes in cultivating resources
- Engineer - Skilled in automating the caretaking of cultivated territory. This frees up team members for additional actions
- Politician - Charged with guaranteeing a basic income of resources so everyone can pay their existence fee and a commitment to thrive by enabling mutual aid and assistance.

Objective

- If any player dies due to lack of resources, the game is over!
- Double the initial resources of the group. Your civilization is thriving, congratulations!
- Uncover, cultivate and automate resources on the board to meet above goal

Dangers

- A hurricane that moves around the board, scattering players and cover up any resources that have been on uncovered
- Internet outages that hinder the ability to distribute, endangering individual players

Gameplay

- Four players start in the middle of a 11x11 board
- Some spaces have tiles, which represent potential resources
- Players move in sequence according to logical progression - explorer, farmer, scientist, politician
- Each player has the ability to perform each action (uncover, cultivate, automate) but the opportunity cost varies based on whether the action is that player's specialty
- Game has two decks, one for the hurricane, another split into two piles: actions and fates
- Lots of discussion to plan how to best cooperate and distribute resources is vital to success!
- Whenever any of the playing decks is depleted, reshuffle.

Rounds

1. Game starts with a card drawn from The Fates
 - a. Fate applies for entirety of round
 - b. See pages 8 & 9 for description of The Fates
2. All players spend one(*) resource up front for existence during the rest of the round
 - a. * One fate card increases existence fee to two
 - b. If any player cannot pay this fee, they die and the game is over as the population is no longer sustainable.
3. Each player takes a turn. During each turn:
 - a. Player draws a card that signifies the number of Action Points (AP) available
 - b. Movement is one action with the following restrictions
 - i. Can't move across Rubble Tiles (Two face down) without clearing first
 - ii. Move only North, South, East, West
 - iii. Each player does not need to use all of their actions in a turn
 - c. Non-travel actions cost resource(s), in addition to the number of actions it takes. See card for your character class.
 - d. There is a specific turn order determined by character class
 - i. Explorer, Farmer, Scientist and Politician
 - e. After each player turn, The Storm! plays a card from its deck
 - i. Each suit represents a direction - North is the top of the Scrabble board
 1. Hearts ♥ - North
 2. Spades ♠ - East
 3. Diamonds ♦ - South
 4. Clubs ♣ - West
 - ii. Rank is used to count the number of squares to move in that direction. If you hit the "edge", the storm warps to the other side
 - iii. Every undeveloped tile (hidden tile) has debris added to it by placing an extra tile on top facing down.
 - iv. Every developed tile is destroyed and initially reverted back to "unexplored" where the tile is hidden again.
 - v. Players caught in the path of The Storm! Has to pick from the Storm deck
4. Each resource square is developed through the following sequence.
 - a. Explore - Tile is flipped. Resources available visible.
 - b. Cultivate - Place a tile underneath to stack two high.
 - i. At the end of the round, a player residing on the tile will allow the politician to collect the resources indicated by the tile number.
 - ii. During tech outages, players residing on a cultivated tile will collect the resources for themselves. (Not able to distribute to others)
 - c. Automate - Place a 2nd tile underneath resource so it's 3 high
 - i. At the end of the round, as long as there are no tech outages, resources are collected *regardless* of whether a player is on it or not.
 - d. Clear Debris
 - i. Anytime The Storm! crosses or lands on a hidden tile, add one tile on top to indicate debris
 - ii. All players take 2 actions and 1 resource to clear debris.

5. **Basic Income Phase** - distribution of resources harvested (*)

- a. Those in range of The Politician (within two rings) can participate in distribution
- b. The Politician makes the final decision with respect to who to give how much
- c. *During an Internet Outage, no redistribution occurs and all automated farms shut down without a player residing on the tile. Players only collect for the farm they reside on. If more than one player sits on a farm during an Internet Outage, they will negotiate the distribution of resources between themselves.



The Fates



Good fates - Spades ♠

- Rank 2 - 5: Vitality surge!
 - 2 is Explorer, 3 is Farmer, 4 is Scientist and 5 is Politician
 - Two extra Action Points for this character class when drawn
- Rank 6 - 8: Season of growth.
 - One extra resource for every cultivated tile that is occupied at the end of the round
- Rank 9 - 10: A respite from the toil of labor.
 - No existence fee at the start of the round
- Jack & Queen: Charisma surge!
 - Politician expands +1 ring of influence (e.g. 3 tile radius from 2)
- King: Group gains one resource coin per player
- Ace: The calm season, no storm movement at the end of the round

Bad fates - Hearts

- Rank 2 - 5: A malady strikes!
 - 2 is Explorer, 3 is Farmer, 4 is Scientist and 5 is Politician
 - Character class is bed ridden during round and skips turn.
- Rank 6 - 8: The blight!
 - All resource tiles produce one less resource this round
- Rank 9 - 10: The ground quakes!
 - Existence fee goes up by one from injuries and repairs
- Jack & Queen: Internet outage!
 - All automated production shuts down, only occupied cultivated tiles produce resources
 - Politician cannot manage, no resource distribution happens at the end of the round
 - If a cultivated tile is occupied by more than one player, those players negotiate the distribution of the tile's generated resources between themselves
- King: Hurricane season!
 - The Storm! makes twice the usual number of moves at the end of the round
- Ace: Global storm chaos!
 - All players draw from The Storm! deck and are blown across the board accordingly

The image shows a Scrabble board game setup on a wooden surface. The board is labeled "SCRABBLE" at the top and bottom. It features a standard Scrabble grid with various colored squares (brown, blue, red). Several brown letter tiles are scattered on the left side of the board. A small black piece is placed on the board near the center. To the right of the board, there are four green chips with white patterns. Below the board, there are several cards and papers:

- A "FATE" card showing a d6 roll.
- An "ACTION" card showing a d6 roll.
- A "HURRICANE" card showing a heart symbol and a playing card.
- A "POLITICIAN" card showing a blue and white striped pattern.

There are also some handwritten notes and a small table with numbers and letters.

	PACEMAN	CULTIVATOR	ANTHROPE
E	2	4	6
F	\$1	\$2	\$2
G	6	2	4
H	\$2	\$1	\$2
I	4	6	2
J	\$2	\$2	\$1
K	4	6	8
L	\$2	\$2	\$2

We'd like to develop, design and create a prototype of a customized guide, board, set pieces, tiles and player cards. Extra money will go to keeping a website running with the open source design and opportunity to purchase the custom board game. Revenue will go to promoting the game as a fun and exciting way to introduce basic income and familiarize the related challenges & concepts of implementation to a broad audience of game players.