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3 & 4 = pay one point; 5 & 6 = pay two points

TAX IN PLAY: the tax is equal to
what is shown on the point die.

UHC: a roll of four on the wild die
has no effect.

<p style="text-align: center;">YOU LOSE!</p> <p style="text-align: center;">You may continue to roll the Wild Die in hopes of a two (2).</p>
<p style="text-align: center;">THREAT LEVEL 10 – WORKER OWNERSHIP</p> <p>Do not roll the point die. A player on this level <i>always</i> gains four (4) points each turn. Roll the Wild Die as normal.</p>
<p style="text-align: center;">THREAT LEVEL 9 – REDISTRIBUTION OF WEALTH</p> <p>If a player on this level rolls a one (1) or two (2) on the point die, a roll of three (3) on the Wild Die has no effect. (pay nothing, gain points as normal)</p>
<p style="text-align: center;">THREAT LEVEL 8 – UNIVERSAL HEALTH CARE</p> <p>For players on this level and above, a roll of four (4) on the Wild Die has no effect (pay nothing, gain points as normal).</p>
<p style="text-align: center;">THREAT LEVEL 7 – PROGRESSIVE INCOME TAX</p> <p>For players on this level and above, a player pays taxes as determined by the roll of the point die as follows: 1 & 2 = no tax; 3 & 4 = pay one (1) point; 5 & 6 = pay two (2) points</p>
<p style="text-align: center;">THREAT LEVEL 6 – SOCIAL SAFETY NET</p> <p>A player on this level always gains points with the Points Die – a roll of three (3) or four (4) on the Wild Die does not prevent this.</p>
<p style="text-align: center;">THREAT LEVEL 5 – UNIONS</p> <p>For one (1) point per action, a player on this level may (a) ignore a Wild Die roll of four (4); (b) stop a player from being 'pushed'; or (c) halve the cost of a 'pull' for any player on any player's turn.</p>
<p style="text-align: center;">THREAT LEVEL 4 – INCOME TAX</p> <p>For players on Levels 4, 5, and 6, if the Wild Die indicates that you must pay a tax, the tax is equal to what is shown on the point die.</p>
<p style="text-align: center;">THREAT LEVEL 3 – POLICE & FIRE DEPARTMENTS</p> <p style="text-align: center;">Any player at or above this level can not be stolen from.</p>
<p style="text-align: center;">THREAT LEVEL 2 – SALES TAX</p> <p>Any player on this level or attempting to affect a player on this level must pay one (1) extra point to the bank for all pushes, pulls, or steals.</p>
<p style="text-align: center;">THREAT LEVEL 1 – POSTAL SERVICE</p> <p>When starting on Levels 1 through 9, roll both dice at the beginning of your turn.</p>
<p style="text-align: center;">START</p> <p style="text-align: center;">You may only roll the Wild Die at this level.</p>

OBJECT OF THE GAME: Be the last person in the game.

DEFINITIONS:

- POINTS – Currency of the game which may or may not be represented by tokens, etc.
- PUSH – For three (3) points, you may move any player up one (1) level on your turn.
- PULL – For six (6) points, you may move any player down one (1) level on your turn.
- STEAL – If it's allowed, for one (1) point, you may steal all of another player's points.

CLARIFICATIONS:

- Any action for which you must pay may be repeated as many times as desired, as long as you have the points to afford the action.
- Actions which you instigate must occur on your turn, but may be performed in whatever order you wish. The only exception to this rule occurs at Threat Level 5.
- Bankruptcy (going into negative points) moves you up one (1) level and resets your points to zero.

The “POINTS DIE”:

This is a six-sided die which should be distinguishable from the Wild Die. Whatever you roll on this die you gain in points. So, a roll of three (3) gives you three (3) points.

The “WILD DIE”:

This is a six-sided die which should be distinguishable from the Points Die. A special action happens depending on the number you roll, as per this chart:

ROLL	EFFECT
1	You may, for zero points, push one (1) player or steal from one (1) player (if allowed).
2	You may move down one (1) level.
3	TAXES! Gain no points. Pay tax as indicated (Levels 4-10) to the bank.
4	HEALTH EMERGENCY! Gain no points. Pay half, rounded up, of what is shown on the Points Die to the bank.
5	You must move up one (1) level.
6	You must move up two (2) levels.

Enjoy!

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