

Neocolonialism v1.0.1

subaltern games  
presents

# neocolonialism

ruin everything

[subalterngames.com](http://subalterngames.com)

Neocolonialism v1.0.1

*Copyright 2013 Subaltern Games, LLC. All rights reserved.*

## Overview

**Neocolonialism is a Marxist strategy game in which you try to extract as much wealth from the world as possible.**

Players buy votes in Regional Parliaments. Then, players vote on policies that affect how much money they will receive from their voting power.

If you are the Prime Minister in a Region, you can either try to make more income, or you can liquidate your votes, and throw that money into your secret Swiss bank account. Swiss bank money cannot be used in-game, but whoever has the most Swiss bank money at the end of the game is the winner.

**There are 12 turns. Each turn has 3 phases.**

In the **Investment Phase**, players receive money from their votes, and then buy and sell Regional votes.

In the **Policy Phase**, players vote in Parliament on policy decisions that will affect how much money they will receive in the Investment Phase.

In the **IMF Phase**, a random crisis strikes a random Region, and the IMF (International Monetary Fund) responds.

## Investment Phase

### Buy and sell votes.

You want votes for two reasons:

- To have power in Parliamentary decisions
- Votes pay out money at the start of the Investment Phase. If you buy votes now, you will be able to buy more later.

The Investment Phase continues until everyone has clicked “PASS” in a row.

#### ***Phase Order***

Players start the game in a random order for the Investment Phase. Later, whoever has the least total price of all of their votes goes first.

#### ***Vote Price***

- Every Region has an intrinsic price of ₦3.
- Every Mine and Factory is +₦3
- A Mine linked to a Factory generates an additional +₦3.

#### ***Mine Linking***

- Up to 3 Mines can link with each Factory.
- Mines in the same Region as a Factory link automatically.
- Mines in foreign Regions can link to local Factories via Free Trade Agreements.
- Mines can be linked to multiple Factories in different Regions.

#### ***Payout and Payout Value***

Everyone gets a return on their investments at the start of the Investment Phase. This is a Region's *payout value*. The payout value is always 1/3 of the vote price.

#### ***Initial Payout***

In 3-4 player games, everyone starts the game with ₦15. In 5-6 player games, everyone starts the game with ₦9.

#### ***Triggering Elections***

At least three votes in a Region must be purchased to trigger Prime Minister elections. Without a Prime Minister, no one can make decisions in that Region and no one receives payout.

## Policy Phase

### **Vote in Parliament.**

Each Region with 3 purchased votes takes a turn:

- If there is no Prime Minister, then there are elections. If no Prime Minister is elected, the turn ends.
- The Prime Minister chooses a decision. Everyone who purchased a vote in the Region votes for or against it.
- Alternatively, a Prime Minister can choose to Bank, liquidating its votes and routing the money into a Swiss Bank Account.

***Whoever has the most Swiss Bank money at the end of the game is the winner.***

#### ***Phase Order***

Every Region has its own Policy Phase turn in order of vote price (lowest to highest)

#### ***Elections***

Each Player can be Prime Minister for up to three turns before there are new elections.

#### ***Prime Ministers and Payout***

Only Regions with Prime Ministers pay out to their Members of Parliament at the start of the Investment Phase.

#### ***Prime Ministers and Divestment***

A player who banks in the Policy Phase or sells all its votes in the Investment Phase is no longer the Prime Minister of that Region.

#### ***Proposing and Ratifying***

Passing a policy requires a minimum of two turns. The first vote is for the initial proposal, and must be ratified at a later turn.

#### ***Dictatorships***

A “dictatorship” is a region controlled by only one player. They are susceptible to coups. (see “IMF Phase”)

#### ***There are three kinds of policies***

- Build a Mine

- Build a Factory
- Free Trade Agreement (*both Regions need to ratify the policy*)

## IMF Phase

**There is a random crisis in a random Region.  
Then, the IMF responds.**

One player, the IMF Managing Director, controls the IMF for this turn.

The IMF Managing Director can make one policy decision in that Region.

The decisions are similar to those in the Policy Phase, except that no one votes on them, and they do not need to be proposed and ratified.

### ***Phase Order***

Players rotate as Managing Director in an order randomly determined at the start of the game.

### ***There are 6 kinds of crises***

- **Geopolitical Tensions:** Cancels a random Trade Agreement.
- **Resource Shortfall:** Mines devalue.\*
- **Union Strike:** Factories can only have one Mine link and otherwise devalue.
- **Natural Disaster:** A random Mine or Factory is destroyed.
- **Stock Market Bubble:** Doubles payout value of votes in this Region. Affects only regions with a Prime Minister.
- **Coup:** The Prime Minister loses all votes with no return. Affects only dictatorships (see “Policy Phase”).

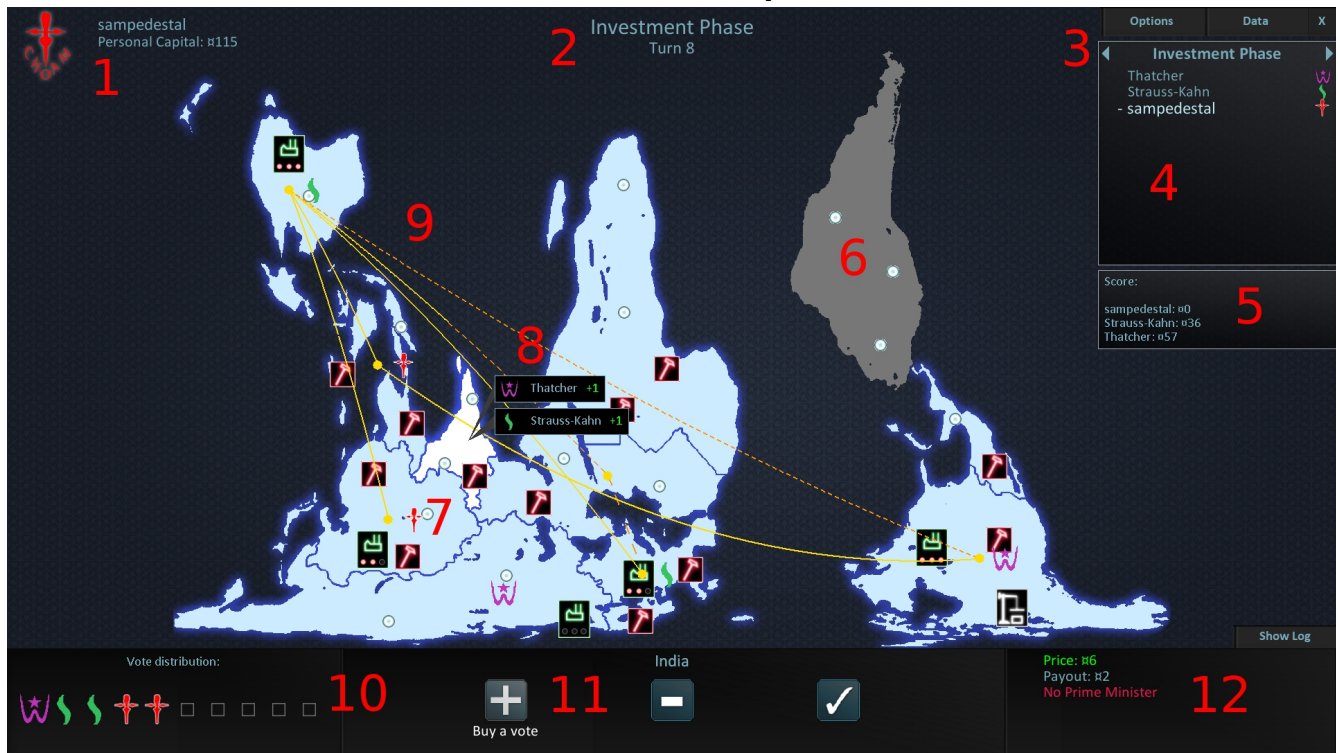
### ***The IMF Managing Director's possible decisions:***

- Build a Mine
- Build a Factory
- Upgrade a Mine into a Factory
- Downgrade a Factory into a Mine
- Embargo another Region (*cancel a Free Trade Agreement*)
- Free Trade Agreement with another Region\*\*
- Non-intervention

\* If they are linked to Factories, those Factories do not generate any additional wealth.

\*\* This, like the other IMF actions, is instantaneous and does not require a vote from either Region.

## The Map



- 1: Your name and how much money you have to spend.
- 2: Phase and turn info.
- 3: Click Options to change settings. Click Data to see a spreadsheet of everyone's assets.
- 4: Turn order info. Click the arrow buttons to cycle between phases.
- 5: Current score (each player's Swiss bank money)
- 6: South America is gray because it is dealing with a crisis.
- 7: A Factory and two Mines.



- 8: These players just bought votes in India.
- 9: Various trade agreements. Dotted lines are proposed agreements, and solid lines are ratified agreements.
- 10: Vote distribution panel. In elections, you can mouse over this to see the AI's plans
- 11: Click buttons to perform actions in a region. Mouse over them for a description.
- 12: Additional information about that Region.

# Data Window

The data window has a breakdown of everyone's assets:

Region	Price	Payout	Prime Minister
Africa	\$9	\$3	HumanPlayer
Australia	\$6	\$2	-
Central America	\$6	\$2	-
Central Asia	\$12	\$4	Score
Europe	\$6	\$2	HumanPlayer
India	\$6	\$2	-
Middle East	\$6	\$2	-
North America	\$12	\$4	-
Russia	\$6	\$2	-
South America	\$6	\$2	-
Southeast Asia	\$6	\$2	-

Click a Region for more information

Click the “player” tab for more information:

	Romney	Morgan	HumanPlayer
Personal Capital	\$6	\$6	\$15
Payout next turn	\$0	\$0	\$0
Regional Holdings			
Africa	1	1	-
Australia	-	-	-
Central America	-	-	-
Central Asia	-	-	-
Europe	-	-	-
India	-	-	-
Middle East	-	-	-
North America	-	-	-
Russia	-	-	-
South America	-	-	-
Southeast Asia	-	-	-

Click a Region for more information



## Chat Panel



- 1: Recipient buttons. Click who you want to send a message to (right now, we are sending a message to Romney and Rockefeller)
- 2: Type words here. Click “Send” or press enter to send the message.
- 3: The inbox. When you receive a new message, you can click its entry in the inbox to see it. Right now, there are no new messages.